STARSIEGE™
EVENT HORIZON

OPERATIONS MANUAL

PROJECT SIEGE

OPERATIONS MANUAL

BY: JOSH CHEWNING

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

AUTHORS NOTE: This game represents a culmination of a few years off and on work. What started as a simple twenty page fan document has since taken on a mind of its own and has shambled forth intent on undoing the world with its rage. And as its creator I couldn't be more proud of my little crazed creation.

StarSIEGE: Event Horizon has often been a work of love. I wanted the game to capture the flexibility of the SIEGE Engine while presenting something new to the audience that loved *Castles & Crusades*. As such, some of the decisions I've made might not make everyone the happiest. My departure from the class and Attribute Prime system might not win me a lot of honors in some more traditional gamers minds, but I did what I felt would make the strongest game. I did include a lot of optional rules in this toolkit to provide a way to let players model a game closer to *Castles & Crusades* if they wish, though. I am a benevolent creator, after all.

In the end, I am rather pleased with the game you now hold in your hands. It's not perfect and there are many compromises I made along the way. That said, I do think it's a very strong game that will allow for groups to explore the countless worlds that you find in science fiction. I hope you all enjoy playing it as much as I have enjoyed making it for you… good hunting to all!

Josh Chewning

THE SIEGE ENGINEER

This book serves as a guide for the SIEGE Engineer. In it the rules for StarSIEGE: Event Horizon are laid bare. That said there is nothing in this book that should be kept from the players; nothing in this is secret. Instead this guide gives the SIEGE Engineer a more in depth understanding of the SIEGE Engine and how it can be used to run a game of StarSIEGE: Event Horizon.
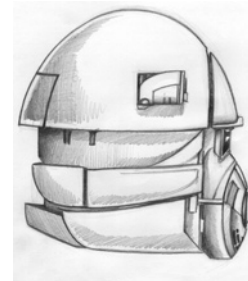
RUNNING THE GAME

Running the game can be daunting. After all, there is a lot of responsibility on the SIEGE Engineer's shoulders. This can be a very stressful matter, especially for first time SIEGE Engineers. This doesn't have to be the case, however. Here are some simple pieces of advice that can help all SIEGE Engineers, novice and expert alike.

The first piece of advice is to simply "Take Notes". Notes can be a godsend to a novice SIEGE Engineer, as they help the newly initiated to the game keep track of the various aspects that can quickly overwhelm anyone. The SIEGE Engineer should jot down quick notes on newly created NPCs or locales as they come up or notes on possible plots that come to mind during play. Then, the SIEGE Engineer can then look back on these notes during game time to help jog their memory.

Secondly, SIEGE Engineers should never be afraid to call a "Time-out". A SIEGE Engineer sometimes needs some time to collect their thoughts. The game can sometimes get away from a SIEGE Engineer. The group might take a different course of action than expected or some new idea might spring up that the SIEGE

Engineer wants to introduce into the storyline. In these cases, it can be helpful to take a few moments to reflect. At these times, the SIEGE Engineer should pause action and take a break. This pause might be more than enough to help a beleaguered SIEGE Engineer get their bearings.

Listening to the players is another very important aspect of running a game. By listening to what the players are saying during the game and afterwards, the SIEGE Engineer can work to tailor the game to the player's expectations and needs. Discussion with the players what they'd like to see in the game and plot points for their characters will help make the game more enjoyable for everyone involved.

Adaptation is also a vital component to running a successful game. The SIEGE Engineer should not feel constrained by the rules of the game. It's better to make a quick call to keep the game flowing than to pause action to check a rule. The rules are open enough to allow the SIEGE Engineer to make judgment calls as play progresses. When there's a pause in the action (or the SIEGE Engineer decides to call a "Time-

out") the SIEGE Engineer can go back and review some of the calls made. Adaptation also means not being afraid to admit to a bad call. In this case, apologize to those affected by the call and make a standing rule on how to approach that situation in the future. Try not to go back and retroactively change the outcome, however. If the characters were seriously harmed by the call, grant a few bonus Nova Points to the character in recompense. Only in the most drastic of bad calls should retroactive continuity changes (also known as retcons) be made.

The final piece of advice isn't much advice as it is a directive from the author: "Have Fun!" Remember that this is still a game and that the SIEGE Engineer is one of the players in this game. Often times it's thought that the Player Characters are the focus of the game, and that's true, but the enjoyment of the players shouldn't come at the expense of the enjoyment of the SIEGE Engineer. The SIEGE Engineer is in a unique position in that they are responsible for their own fun and the fun of those others playing the game. They should try to find a good balance to make sure everyone is enjoying the game.

THE SIEGE ENGINE

StarSIEGE: Event Horizon is based off of the SIEGE Engine, which was initially developed for the *Castles and Crusades* RPG. It is designed to be a quick and easy to use system while providing depth of actions. The core of the SIEGE Engine is the concept of Primary and non-Primary abilities (often called Primes and non-primes). Primary abilities represent areas of special focus, training, and attention for the character and are represented by the character's Skill Bundles. Non-primary abilities denote everything else the character can do, but hasn't necessarily trained for. In the SIEGE Engine whenever a character attempts an action, the SIEGE Engineer determines if that action falls

within the character's Skill Bundles or not. That decision drives the base value needed on the character's roll for success. This base value is called the Challenge Base.

SIEGE Engineers can modify this Challenge Base to make tasks more or less difficult. The Challenge Level of a task is the modifier to the Challenge Base. The total of the action's Challenge Base and Challenge Level is the Target Number (TN) for the task. The Target Number is the number that the player must roll higher than or equal to on a d20 that is modified by the character's attributes, Specialties, equipment, and any other bonuses. If a character's roll is greater than the Target Number, then the task was successful.

Otherwise, the character failed at their task.

A character can add a single Attribute and Specialty to any given roll. Bonuses provided from equipment are limited to what a character can realistically be using. Further bonuses from Special Abilities, Cybernetics, or even Psionics can be added together as well, but only if they modify the Specialty being used. Thus, a character with a Cybernetic Arm (+4 Melee attacks), a Knife (+2 Melee), and a Brawler Special Ability (+1 Melee) with a +3 Melee Specialty and a -1 Physique would get a total bonus of +9 to their Melee attack roll.

The SIEGE Engine is meant to be a quick and fast resolution mechanic. The focus is

on simple and expedient outcomes to keep the flow of the game going. The SIEGE Engine focuses on telling stories and letting the dice resolve conflicts quickly and fairly, with the minimum of numbers juggling.

It should also be mentioned that the SIEGE Engine is designed around only rolling when the outcome of the roll will advance the story or if the proposed action will have lasting effects to the characters. Rolling for every little task is outside the realm of the SIEGE Engine. Characters should be assumed to be competent in their Professions and lives and the SIEGE Engineer should only call for checks that have a real impact on the story or character. By doing this, the players should become less dependent on rolls to determine their character's actions. Players should be encouraged to describe in as much detail how their characters are interacting with the environment. Removing superfluous rolls from the game allows the players more freedom to describe their characters actions and thus makes for a more robust role-playing environment.

CHALLENGE BASE

The Challenge Base for actions depends on whether the task being attempted falls within a character's Skill Bundles or not. If the task the character is attempting falls within a character's Professional Skill Bundles (i.e. the task is a Primary Ability of the character), then the Challenge Base for the task is 12. Any other tasks that fall outside of the character's Skill Bundles use the Non-Primary Challenge Base of 18.

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 LEVELS (CL)

The Challenge Base is, however, just a baseline that additional difficulty is added to. Some actions are more difficult; some foes more challenging. To represent this, the SIEGE Engineer can modify the Challenge Base by the Challenge Level (often abbreviated as CL). The Challenge Level basically represents the actual difficulty or complexity of the task being performed. There are two ways to determine the Challenge Level: Opposition Attributes (for opposed actions) or General Difficulty level (for all other actions).

WHERE ARE THE OPPOSED ROLLS?

The SIEGE Engine doesn't make use of opposed rolls that are commonplace in many other RPGs. By adding any Attributes, Specialties, or Defense of an opponent to the Challenge Level of a task, the SIEGE Engine takes into account the skill of the character's opposition without using an opposing roll. Groups and SIEGE Engineers can make use of opposing rolls if they wish. The best way to handle Opposing rolls in the SIEGE Engine is to just make the rolls off of the Challenge Base and compare how well the two sides beat their Challenge Base. The character who beat their Challenge Base by the most would win the check.

OPPOSING ATTRIBUTES

If the action being attempted is an opposed action (i.e. being performed on another character or creature), then the Challenge Level is determined by the opposing character's statistics, such as Defense, Attributes, or levels in an appropriate Specialty. In the case of determining Challenge Level, only one Specialty and one Attribute together or the character's Defense score can be used as a Challenge Level.

For example, say a character with Persuasion as a Professional Skill Bundle is trying to bluff another character into letting him into a restricted area. The bluffing character's player would roll their Persuasion Skill Bundle versus a Challenge Base of 12 (for Persuasion being Prime for them) and the Challenge Level for the action would be the opposing character's Confidence stat rating as well as the value of any one appropriate Specialty (such as Mental Endurance or Bluff).

GENERAL DIFFICULTY

The second way to establish Challenge Level would be using the General Difficulty level. Provided below is a table outlining varying difficulty levels and their Challenge Level modifier. The SIEGE Engineer can decide how difficult the action is in general and use the table to determine the Challenge Level.

GENERAL CHALLENGE LEVEL CHART

Difficulty	Challenge Level (CL)	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

The General Difficulty path is often quicker than the opposed path. In general, it's recommended that the SIEGE Engineer just assign difficulties for any actions that aren't directed at the player characters. It speeds up play immeasurably, but both options exist and can be used freely. For example, if a group of players suddenly start a bar brawl, the SIEGE Engineer could use the General Difficulty chart to determine the bar patron's overall Skill and Attribute bonuses. Thus, the SIEGE Engineer could state that most of the patrons are a "Difficult" Challenge and get a +3 to their actions and have a +3 Challenge Level to hit (both Combat Defense and Psyche Defense). This allows for the SIEGE Engineer to quickly handle large amounts of NPCs without having to work up their full stats.

Finally, it is recommended that the SIEGE Engineer ad hoc Challenge Levels whenever it seems necessary. A SIEGE Engineer should never feel constrained to add a Challenge Level of +5 even though it's not on the table. Make the values fit the task, not the task fit the values.

NATURAL 20

Some players like to assign special meaning to the rolling of a natural 20 or 1. Some groups have a natural 20 result in a critical success while having a 1 result in some spectacular failure. StarSIEGE does not fall into these conventions save for one. If the TN for the task being attempted cannot be beaten by the character (i.e. its value is too high for the character to ever roll) then the player can still roll and a natural 20 will result in a success. Otherwise, the roll of a 20 or 1 has no special meaning in StarSIEGE. Groups can, of course, change this rule to fit their play styles.

USING THE ATTRIBUTES, SKILL BUNDLES, AND SPECIALTIES

One of the biggest parts of the SIEGE Engineer's job will be to outline for the players the necessary Attribute, Skill Bundle, and Specialty for a given task. In some cases, like for combat, this is straightforward: the Combat Skill Bundle mixed with Physique Attribute and Melee Specialty for hand-to-hand combat or the Reflexes Attribute and Shooting Specialty for ranged combat. In other cases, the SIEGE Engineer should feel free to be creative with the rolls and modifiers required for play. Furthermore, the player should be encouraged to narrate their character's action, which should help the SIEGE Engineer determine what Attribute and Specialty the player envisioned their character using.

There aren't really any hard and fast rules for groupings. Most Specialties are listed with their most "appropriate" Skill Bundle and Attribute below to help groups out. That said this list is merely a guideline.

SPECIALTIES AND ATTRIBUTE COMBINATION EXAMPLES

ATHLETICS SPECIALTIES

Climbing: Physique for rock climbing or Reflexes for quickly climbing a rope ladder

Feats of Agility: Reflexes for things such as tumbling or diving through a window or Confidence to maintain attention under strict scrutiny.

Feats of Strength: Physique for lifting things or bending bars or Confidence to intimidate someone into thinking you too tough to mess with.

Swimming: Physique for swimming against current or performing laborious deep sea movents.

Zero-G Maneuvers: Reflexes for general movement in vacuum or Knowledge for applying knowledge of physics to determine how best to move objects in low-G situations.

AWARENESS SPECIALTIES

Anticipate: Savvy to pick up on a possible ambush or Empathy to recognize a facial tic that will lead to an opponent drawing a weapon.

Detection: Empathy to figure out which members of a group are couples or Savvy to find a small item hidden in a room.

Stealth: Reflexes to sneak up on an opponent or Savvy to find a good hiding spot for a stolen gem.

Tracking: Savvy to shadow a target through rain-soaked streets or Confidence to pass a mark without arising suspicion.

COMBAT SPECIALTIES

Melee: Physique to make a physical attack or Knowledge to deconstruct an opponent's fighting style.

Shooting: Reflexes would be used to fire a ranged weapon or Knowledge to examine a hand-gun's craftsmanship.

Tactical Maneuvers: Savvy to best puzzle out the placement for a good "last stand" or Knowledge to recall facts of a previous battle.

Unarmed: Physique to strike an opponent or Knowledge to recognize an opponent's fighting style.

ENVIRONMENTAL SPECIALTIES

Agronomy: Knowledge to know the correct gene to manipulate to produce hardier corn or Savvy to figure out if it's possible to convert local flora into fuel for a downed aircraft.

Camouflage: Savvy to gather the proper materials from the environment to disguise a damaged spacecraft from aerial recon or Reflexes to slowly inch forward into a sniping position while wearing a full Ghille suit.

Hunting: Reflexes to fire a rifle and kill some prey or Savvy to follow a wounded prey's trail through the jungle.

Scavenge: Knowledge to recollect that the parts from this old beat-up pickup can be used to repair an aircraft motor or Savvy to find a mostly functional computer in an old, downed alien craft.

Survival: Physique to survive the physical stresses of an arid desert day or Savvy to build a proper shelter from a hollowed out cave in the arctic snow.

HANDLING SPECIALTIES

Animal Handling: Confidence to keep an animal calm in the heat of a chaotic battle or Reflexes to push a horse into a gallop.

Flight: Reflexes to make a quick maneuver in an old biplane or Savvy to plot out an interstellar course to get the most of one's fuel supplies while not fallen afoul of any "legal entanglements".

Ground: Savvy to deal with a semi-intelligent AI that serves as the "brain" of the recently commandeered super-tank or Reflexes to pull-off a boot-leg turn in an old, beat up Camero.

Hover: Reflexes to try to shake another hovercraft in hot pursuit or Knowledge to remember that the LV-2 Landspeeder's top range was vastly outperformed by the XP-38.

Subsurface: Knowledge to identify a ship's current location based solely off of a few grid references or Savvy to plot a course though deep waters with only sonar available.

Surface: Physique to navigate the rapids on a white-water raft or Reflexes to pilot a speed boat in a race against time.

LORE SPECIALTIES

Cultural Understanding: Knowledge to communicate as best as possible with a newly discovered alien race or Savvy to puzzle out some strange new ritual observed.

Doctrine: Confidence to perform an orthodox rite and hold the audience's rapt attention or Knowledge to recall an obscure piece of dogma.

Navigation: Discover a little known pass on a map with Knowledge or perform complex mathematical equations to calculate the best jump vector to save fuel on a long space voyage with Savvy.

Obscure Knowledge: Knowledge to remember a long forgotten text that would help piece together a current conundrum.

Technical Knowledge: Confidence to convince a back-water species that the technology possessed isn't black magic or Knowledge to remember the component specifications for a TRS-80 computer.

Treatment: Knowledge to recall the symptoms of the disease a companion is suffering from or Reflexes to perform a delicate operation.

MECHANICS SPECIALTIES

Computers: Savvy to hack a well-protected data network or Knowledge to

Craft: Reflexes to build a birdhouse (or nightlight) or Savvy to design a better mousetrap.

Disable: Reflexes to pick a lock or Savvy to break an encryption code on a security lock.

Repair: Reflexes to reattach a damaged Android's arm or Savvy to puzzle out a short in a circuitboard.

Sensors: Savvy to perform a detailed sensor sweep of a derelict spacecraft or Reflexes to reposition a dish manually to ensure the reception of the big game.

PERSUASION SPECIALTIES

Bluff: Confidence to convince an intergalactic crime lord that the upcoming milk-run fare will smooth over all debts

Corruption: Confidence to bribe a customs official into letting a missing vehicle registration transponder slide.

Leadership: Confidence to command respect from a crowd of rabble or Savvy to best utilize the "organic resources" in order to organize a defense of a large objective.

Reasoning: Confidence to give a rousing speech in order to convince a potential ally to come to your aid or Knowledge to write a strong research paper supporting an unpopular position.

SPIRITUAL SPECIALTIES

Allay: Empathy to help ease the mental anguish of another or Confidence to convince another to "keep a stiff upper lip" and bite back the pain.

Bolster: Confidence to convince what remains of a military unit to hold the line until air support arrives.

Channeling: Empathy to over-channel in order to amp up the character's Psi score.

Charm: Confidence to tell a pithy one-liner in order to win over a room of stuffy "society types" or Empathy to use back-woods charm and simple nature to win another's trust.

Parley: Confidence to use flattery and hard logic to help ease negotiations between two intractable foes or Savvy to work out the best exchange rate for trade goods.

LIMITS

Characters with Specialties, Skill Bundles, and Special Abilities might lull the players into thinking of their characters as only being able to do things if they're on their character sheet. It is the SIEGE Engineer's job to help the players to remember that their character's abilities just show what the character is GOOD AT not the limits of their abilities. A character that lacks the Persuasion Skill Bundle or the Bluff Specialty can, and should, still try to bluff their way past a guard. Remind the players that they have Nova Points to get past particularly difficult rolls. And if a player comes up with some outlandish use of a Skill Bundle, Specialty, Special Ability, or piece of equipment this game encourages the SIEGE Engineer to roll with the player's idea, even if it costs the player a Nova Point to do it.

The SIEGE Engine is flexible enough to allow the SIEGE Engineer to adjudicate actions on the fly. Say a player wants to leap from one building to a gyro-copter that is fleeing. This could be handled by an Athletics Skill check with a general Challenge Level applied to it. Meanwhile another player might want to rig their character's laser rifle to explode to leave as a trap. A Mechanics roll modified by the Shooting or Craft specialty would be in order.
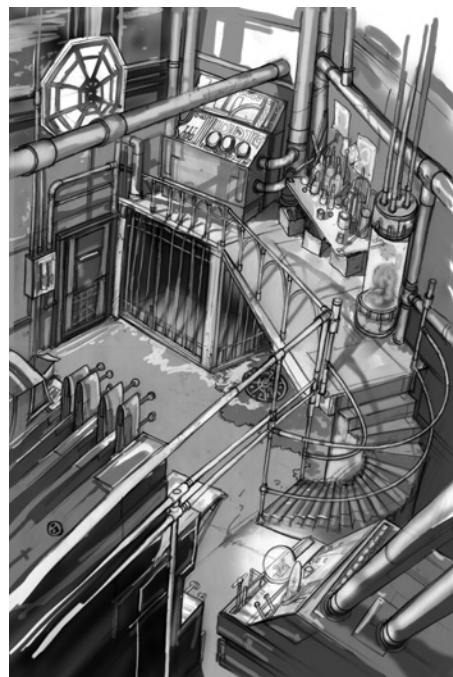
CRITICAL SUCCESS

Sometimes players may want their characters to succeed in a spectacular way or to do something amazingly well. This is handled in StarSIEGE through the use of a player-optional Critical Success mechanic. All successful checks made with the SIEGE Engine assume the character is completely successful in their attempts. Players can choose to attempt for a Critical Success to insure a greater degree of success for their character's action.

For a character to Critically Succeed at a task the character must be attempting something within their Primary Skill Bundles. A character cannot Critically Succeed at something they are not intimately familiar with. Some SIEGE Engineers may allow characters to spend a Nova Point to gain a chance to Critically Succeed at a task that isn't based on the character's Skill Bundles, but that is at the SIEGE Engineer's option. The player must declare before they make any rolls that they are attempting for a Critical Success. The roll for the Critical Success is made like any other skill check, save that the Base Challenge Level is raised to the Non-

Primary TN of 18 rather than the normal 12. This represents the increased difficulty inherent in accomplishing something beyond the pale for the character's normal abilities. If successful on the roll, the character's accomplishment will be spectacular. In general, this is left up to the SIEGE Engineer to arbitrate. A failed Critical Success suffers no additional penalties beyond failing a normal skill check.

Critical Successes should greatly support the character's actions. For example, a character with the Combat Skill Bundle may choose to make a Critical Success roll in combat. If successful, the SIEGE Engineer could rule that the character's damage goes directly to their opponent's "critical" wound boxes. Meanwhile a character with the Spiritual Skill Bundle that makes a Critical roll on an attempt to bolster some allies might find the bonus granted doubled. A critical effect for Over-channeling a power might see the Drain halved or the effects doubled. The SIEGE Engineer and players should agree on the effects before the roll is made.

I MAKE THIS LOOK GOOD.

The default rules of StarSIEGE: Event Horizon use a simple accounting function that any successful roll results in a complete success for the character. The Critical Success option is a player-initiated option allowing the player to gamble their character's action for a more fortuitous result. Some groups may wish to add an additional variable success mechanic into their game. In these cases, any roll that beats its Target Number by 5 or more is considered to be an "Extraordinary Success". For every full 5 points the roll is higher than the Target Number, the level of Extraordinary Success raises. So a character that rolled a 29 on a Target Number 22 roll would have one level of Extraordinary Success (since they beat the Target Number by 7).

What an Extraordinary Success means to the game is up to the SIEGE Engineer. Extraordinary Successes could mean dealing additional Wounds in Combat or reduce the Drain of Over-channeling a psychic power by one. SIEGE Engineers could also have Extraordinary Successes just give beneficial extras to the character (like story-based effects or even bonus Nova Points). For example, say a character was trying to break into a security system and ended up getting two levels of Extraordinary Success. The SIEGE Engineer could rule that the character not only hacked the security system but did it in a manner that no one could possibly trace (one level of Extraordinary Success) and left a back-door that the player could exploit once in the future (second level of Extraordinary Success). This mechanic leaves a lot more wiggle room with the SIEGE Engineer than the player-initiated Critical Success mechanic, but also requires more work to invent the bonuses granted on the fly, since the Critical Successes have their victory conditions outlined before the roll, while Extraordinary Success comes after. Granting additional Nova Points is an easy way to handle Extraordinary Successes, but only in games where Nova Points are common. In the end, a group should decide before play starts if this rule is in effect and should get a general idea of what kind of rewards players expect for Extraordinary Successes.

COOPERATION

Characters may wish to work together to accomplish tasks. This is a good thing. First, it limits the number of rolls made in a game. Second, it encourages team-work amongst the players. With the SIEGE Engine, only one roll is made when characters cooperate. The character who has the Skill Bundle being used as Primary and has the highest overall bonus from their Specialties (or Experience) and Attribute will make the roll. Each additional character helping adds +1 to the roll. If the helping character has the Skill Bundle being attempted as primary, that character adds an additional +2 to the roll. If the helping character has an appropriate Specialty, they may add an additional +1 as well. Thus, the maximum a character can add when cooperating is +4. Some Specialties, like Bolster, can increase this bonus. Any actions performed to boost or inspire people cooperating doubles the bonuses granted from an individual. This means a Bolstered person can contribute up to +8 to a Cooperation roll, rather than the +4. Characters who choose to augment their comrades cannot contribute to a Cooperative roll.

For example, three characters, Torg, Paul Sunstryder, and Sgt Andrea Wallace are trying to break down a door as they are escaping some pirates they had encountered. Sgt. Wallace has the Athletics Skill Bundle, as does Paul Sunstryder. Sgt. Wallace's Physique is a +2 while Paul's is a -1, but Paul has a +2 Specialty in "Feats of Strength". Sgt. Wallace's player will make the roll (Specialty of 0 and Attribute of +2 versus Specialty of +2 and Attribute of -1).

Since Paul has the Athletics Skill Bundle and he is helping, he grants a +3 (+1 for helping, +2 for having the Skill Bundle) to Sgt. Wallace's roll. He also gets to grant an additional +1 bonus for having the "Feats of Strength" Specialty (note, he doesn't add the Specialty's rating of +2, just a +1 for having an appropriate Specialty). Torg would also grant a +1 bonus for helping, but he has no Specialties or Skill Bundles to increase his bonus. So Sgt. Wallace's player would make an Athletics based check and would get a total bonus of +7 (+2 for her Physique, +4 from Paul helping, and +1 from Torg's aid) to the roll.

If a fourth character, Rev. Lorne Pauls, wanted to try to aid his companions though the use of the Bolster Specialty, the player could make a Bolster roll. If successful, Sgt Wallace's bonus would change from +7 to +12 (since the +4 from Paul helping and +1 from Torg are both doubled).

ACTION

While the SIEGE Engine is all that is needed to resolve conflicts in the game, running the game is a bit more involved. With the SIEGE Engine, the SIEGE Engineers can model practically any situation the characters may encounter and bring it to a satisfactory resolution with a little bit of creativity and flexibility. Some groups may prefer a bit more structure from the game beyond just a simple mechanic determining success. The following sections will outline how the SIEGE Engine can be expanded to include concepts such as Range and Movement, Chases, and even specialized rules for Combat, Damage, and Healing. These sections are not necessarily required for play, but many groups might find that they help play. SIEGE Engineers should familiarize themselves with these rules and use them when appropriate for their style of play.

DEALING WITH NOVA POINTS

Player Characters are the focus of the game, and Nova Points allow the players to enforce that focus. Players can use Nova Points to grant an edge in situations or to save their character's life from certain doom. Characters are granted a number of Nova Points at character generation and gain more through game play. SIEGE Engineers can award Nova Points for acts of heroism, humor, pathos, or any other positive moment in which the player shines in embodying the genre being played. These points should be granted immediately by the SIEGE Engineer. At the end of each session, the Players should also vote to grant one character a Nova Point for the evening. This Nova Point should go to the player that the group feels best played within genre and character.

Nova Points should be as common as the SIEGE Engineer and players wish for them to be. For a pulpy space opera game, players should have access to a lot of Nova Points, while a gritty thriller setting might have a very limited supply. Nova Points make for more amazing and heroic stories, so they should be added in by the SIEGE Engineer to fit the genre of the game.

If a player chooses to use their Nova Points for dramatic editing, then the SIEGE Engineer must work hard to not rob the player's intentions while still working it into the story that is being told. That said, SIEGE Engineers should never allow a player to simply spend a Nova Point to overcome any challenge by narrating it away. If players try to use Nova Points

in a disruptive or abusive manner, it's suggested that the SIEGE Engineer pause play to discuss with the players why they are using Nova Points in that particular way. More than likely, a group that is misusing or over-reaching with their Nova Points feel like there is some imbalance they are trying to correct. By discussing it simply, without malice or anger, the SIEGE Engineer and players should be able to discern the underlying cause and resolve it. That said, a SIEGE Engineer should never be afraid to let the player's direct the story of the game some with their Nova Points. By opening up the option to the players, a SIEGE Engineer may find that the players have some great story ideas and elements to add to the game, elements that never would have happened before.

RANGE

Range Increments account for two very important parts of game management, distance between objects and the impacts of that distance to the character. Some of the math may look complex (especially in the case of Scale, below) but this math is just given for those who absolutely must have it. The best method is to just give rough estimations and move on. The Range Increments are meant to mesh with

the Scales (see the Scale section for more details) seamlessly.

There are five Range Increments: Close, Short, Medium, Long, Extreme, and Line of Sight. The Range Increments give a general relation of one object to another, regardless of its actual distance or scale. At the base end of the scale each increment equals about 60 meters of distance while at

the largest end of the scale an increment is a bit faster than a single light-second.

By saying something is within Short Range then the player knows that the object is within a single range increment according to the Scale, and that it is thus "nearby" (with nearby being subjective to the Size of the objects being discussed). Range will often be modified by the Scale that the object deals with, especially when dealing with things on different Scales.

RANGE BAND	APPROXIMATE DISTANCE*	Weapon Range Modifier					
		Close	Short	Medium	Long	Extreme	Line of Sight
Close	~0 – 60 meters	+1 to hit					
Short	~61 to 120 meters	+2 CL	+1 to hit	+1 to hit	+1 to hit	+1 to hit	+1 to hit
Medium	~121 – 180 meters	+4 CL	+2 CL	+1 to hit	+1 to hit	+1 to hit	+1 to hit
Long	~181 – 240 meters	+6 CL	+4 CL	+2 CL	+1 to hit	+1 to hit	+1 to hit
Extreme	~241 – 300 meters	+8 CL	+6 CL	+4 CL	+2 CL	+1 to hit	+1 to hit
Line of Sight	~301+ meters	+10 CL	+8 CL	+6 CL	+4 CL	+2 CL	+1 to hit

* = Approximate Distance is based off Personal Scale.

SCALE

The universe is a huge and expansive place. Trying to measure it all off of 60 meter increments quickly becomes impossible. Thus, Scale has been added to allow for the general Range Increments to be used regardless of the distances being covered. This is handled generally by the basic five Scales of Personal, Vehicular, Suborbital,

Subluminal, and Superluminal.

Each Scale provides a multiplier to the Approximate Distance for scaling purposes. In general, this doesn't matter when dealing with things on the same scale. In fact, it really doesn't matter so long as the players don't need hard and fast values for distance.

The multiplier is also used to determine the equivalent Move of objects in other Scales. The multiplier is applied to all distances and Move scores. If you are moving up the chart, you divide and you multiply if you are going down the chart. It is suggested that if the game requires mixed Scales that the largest scale be used. This keeps the number

of fractions to a minimum. Remember: Scale does not modify damage or Size in any ways. Scale only modifies the overall distances of a Range band.

For example: The Vehicular Range Scale has a multiplier of 9. This means that all approximate distances in the Range Increment table multiplied by nine. Also, any object with a Personal Range Scale will find their Move divided by nine in the new system while anything on the Suborbital Scale would find their Move multiplied by 9. Therefore, an average human moving on the Vehicular Range Scale would have a Move of 1/9 rather than 1, which means it takes 9 Rounds for a human to go from Close Range (vehicular) to Short Range (vehicular) since the range increment is no longer 60 meters but is now 540 meters.

Meanwhile, a vehicle that is forced onto the Personal Scale would find their Move values multiplied by 9. So, a vehicle with a Move of ½ would instead have a move of 5 on the Personal Scale, which means it changes 5 Personal Range Increments every 1 rounds. So that Vehicle could go from Line of Sight to Close Range in a single round at top speed. This is because the Vehicle's Move of ½ is based off of a 540 meter Range increment instead of a 60 meter increment.

SIEGE Engineers should feel free to make larger or smaller Range Scales for their games if they feel they are necessary. Generally, the Scale system is based off of a power of 9, effectively doubling the power per range increment. Examples of smaller Range Scales could be 9^{-1} which would give a × (.11) multiplier while a larger scale would be 9^{16} which is an absurdly large number. The five base Range Scales should be sufficient for most games.

SCALE	MULTIPLIER	SCALE EXAMPLE	BASE RANGE INCREMENT
PERSONAL	×1 (9^0)	City Block Travel	60 meter increment
VEHICULAR	×9 (9^1)	Planetary-surface	540 meter increment
SUBORBITAL	×81 (9^2)	Near-Orbit Travel	4860 meter increment
SUBLUMINAL	×6561 (9^4)	Intra-Solar System Travel	393,660 meter increment
SUPERLUMINAL	×43,046,721 (9^8)	Light-speed Travel	2.58×10^9 meter increment

MOVEMENT

All characters, creatures, vehicles, and anything else the SIEGE Engineer deems necessary will have a Move score and locomotion type that determines how fast and in what manner the subject in question moves. Generally the Move score lists how many Rounds it takes to move from one Range Increment to the next within its particular Scale.

For the most part, a Move of 1 is considered to be something of "average" speed for its Size and Scale. A Move of 2 would be something very fast for its Size and a Move of ½ would be something slow. Size has no impact on the speed of an item, so most Move ratings will almost always be ½, 1, or 2 and allowing the Scale set to determine actual speed differences.

Within a given Round (six seconds) characters can move anywhere within their current range increment without any modifiers or penalties. The SIEGE Engineer might limit this by what is logically possible, but there is no systemic limit. This is considered normal and incidental movement. If the character wishes to make a concerted effort to change Range Increments, the player must inform the SIEGE Engineer that they are making a Move Action (more details for this are in the Combat Section), rather than just taking incidental movement. A Move is considered a separate action. A Move takes the character's entire action for a round.

Remember that a Move has the character making every effort to change a Range Increment as quickly as possible. It is given as a rough approximation to let the SIEGE Engineer and player know about how many rounds separate the different characters. It shouldn't be treated as a hard and fast system for determining speeds or such. For the case of speed or chases, read the Chase section below.

CHASES

Chases are special cases to the Movement rules. For the most part, a chase is a mixture of both speed and skill. As such, all chases are handled as Skill rolls. The character giving chase would make an appropriate Skill check (Athletics for a foot chase, Handling for a vehicular chase, etc.). The Challenge Base is determined by the Skill Bundles of the character giving chase. The Challenge Level for the action is made up of the opposing character's Specialties, Reflexes attribute, and twice the difference of the Moves of the quarry and pursuer.

The best way to determine the Speed difference is to double the Move of the quarry and the pursuer. Then subtract the pursuer's doubled Move from the quarry's doubled Move. If the value is negative, that means the pursuer is faster than the quarry and that number will reduce the Challenge Level. If the value is positive, then the quarry is faster and the number will increase the Challenge Level. Success on the roll means the pursuer moves up one Range Increment on the quarry. If the Range Increment was already Close then the pursuer has caught their quarry. Failure means the quarry has increased the Range Increment by one. Once the Quarry has reached Line of Sight, it should be considered lost, meaning the character cannot catch up through their current methods (SIEGE Engineers may rule that another, shorter Range Increment will determine a loss of the quarry if the environment necessitates, such as a crowded street or a dense forest). Note that only the pursuer makes the roll, the quarry simply modifies the Challenge Level for the action.

Of course, this assumes the participants are in the same Scale. If not, then the participant on the smaller Scale must come up with ways they are evening the playing field. This can be done by using terrain to slow down an opponent (like running through a crowded mall thus preventing the pursuing van from following as quickly). This is a good place for Nova Points to be spent to help even the field. Otherwise, it is assumed that the side that is moving on the larger Scale wins any Chase.

For example, say Paul Sunstryder is chasing an Oel thief down a street. They start at Short Range from one another and the SIEGE Engineer decides that once they reach Long Range, Paul will have lost the Oel in the crowds. Paul has the Athletics Skill Bundle as part of his Profession, a Reflexes score of +1, and a Move of 1. So he would roll a d20 and add +1 (his Reflexes score) to make this roll. Since Paul has the Athletics Skill Bundle, the Challenge Base for this roll is 12. The Challenge Level depends on the Oel. The Oel has a Reflexes of +1 as well and +3 in a Running Specialty, but has a Move of ½.

The Oel's Specialty and Reflexes will give Paul a starting Challenge level of +4, but the difference in the two character's Move scores will also have an effect. Doubling the Oel's Move is 1 and doubling Paul's Move is 2. Then the SIEGE Engineer subtracts the Paul's Move of 2 from the Oel's Move of 1, giving a result of -1 (Paul Sunstryder is faster than the Oel). So the Challenge Base for the action is 12 and the Challenge Level is +3 (+1 for the Oel's Reflexes, +3 for its Running Skill, and -1 for being slower than Paul). Thus Paul's player has to roll a 15 or higher to try to catch up with the Oel. Paul Sunstryder's player rolls a 14, giving him a final value of 15 (+1 for his Reflexes Attribute). As such, Paul Sunstryder reduces the distance between himself and the Oel to Close range. Another successful roll will let Paul Sunstryder catch the Oel.

CHASE RULES? MOVE WITHIN RANGE INCREMENTS? I JUST WANT TO KNOW HOW FAR I CAN MOVE

StarSIEGE presents an imprecise movement and range system. The purpose of the presented mechanic is to remove tactical movement and keep the game flowing quickly and narratively. Some players may prefer tactical movement, however. In these cases, the best thing to do is to simply change the Move score to a Tactical Move score. The Tactical Move score is equal to the base Range Increment (60 meters) multiplied by the character's Move score to determine the maximum number of meters that can be moved in a Round. This Tactical Move score can be modified by Scale as normal. Thus a character with a Move of 3 would have a Tactical Move of 180 meters a round (about 30 m/s) while a character with a Move of ½ would have a Tactical Move of 30 meters a round (about 5 m/s).

The character could then make movement up to their Tactical Move score in a round provided they didn't do anything else that round. They can move up to 1/3 (rounding to the nearest whole number) of their Tactical Move score as "incidental movement".

Changing values as such allows for battlemats or hex-grids to be used to track the tactical environment. It's probably best to assume a single square/hex on the grid is equal to 2 meters to keep things in scale. For larger scale environments, a 5 or 10 meter square might be necessary.

TRAVEL

Moving from location to location is often handled in role-playing games in two manners: speed of plot or speed of logic. The Speed of Plot mentality has characters moving to and fro according to the story needs rather than according to any real laws of physics or actual tracking. This method of travel is very popular in films and stories, as it allows the story to flow without worrying about the minutiae. That said, some people revel in the minutiae, and for them there is the Speed of Logic.

The Speed of Logic is based off of physics, or at least the general idea of what seems "realistic" or "logical". In StarSIEGE: Event Horizon, this becomes a factor of the Move and Scales things are traveling at. It becomes very obvious that a character with a Move of 1 can move 60 meters in about six-seconds (one combat round). Some math puts a normal human moving 600 meters in a minute, or around 36 km/h (22.4 mph). Meanwhile, a Subluminal Scale craft with a Move of 1 would be moving 236,196 km/h (146,765.4 mph). But these raw speed factors don't into account fatigue, fuel, travel conditions, or other elements. This is where the Speed of Logic comes into play. Logically a normal human can't keep up a 36 km/h rate for very long meanwhile moving upwards of 240,000 km/h quickly makes determining movement a factor of large numbers. So the SIEGE Engineer and players need to step in and interject some of their own logic into the game. In general, you can assume any travel that is subject to physical fatigue (i.e. is powered by organic life-forms) should halve the kilometer per hour rate and make that the number of kilometers that can comfortably covered in one day's worth of travel or they can move the full amount in a "forced march" but be greatly fatigued. Thus the human with a Move of 1 can move around 18 kilometers a day relatively comfortably and around 36 kilometers a day in a "forced march" but subject to fatigue.

Travel rates that aren't subject to physical fatigue can allow for the craft or being to travel as long as fuel or other perishable supplies allow. Since StarSIEGE: Event Horizon doesn't use hard and fast fuel tracking, assume that a vehicle subject to inertia (i.e. within a strong gravity field) needs to stop for fuel at least a number of times equal to its Reliability statistic in a 24 hour period (with a minimum of 1 stop). Craft that ignore inertia need only stop every 6 days minus their Reliability rating since they can effectively "coast" at their top speed (or make up for time lost by continuing to burn their engines).

Stops remove three full hours worth of travel from the overall amount traveled. Thus, a tank with a Reliability of 2 can assume to have traveled 18 hours in a given day while a star craft with a reliability of 0 would lose 3 hours out of every 6 days worth of travel. Groups can change the length of the stop if they want according to the setting. These travel times might still be subject to the mental fatigue of organic life (i.e. a car driver must still rest), but those rates are left to the individual group to adjudicate.

COMBAT

Combat is a tense and chaotic affair. Characters should only get involved in combat if the situation is dire. In general, Combat is a very good way to get oneself killed, so it should generally be avoided. The base system reflects the deadliness of combat with few wounds and chances of permanent injuries. Characters should definitely think twice before starting a fight.

DON'T WORRY, THE BULLET PASSED RIGHT THROUGH.

SIEGE Engineers that want more heroic battles or to mimic the space opera feel should increase the starting Wounds for characters by the same number of bonus Nova Points given out for the style of play. This gives characters a little buffer to perform actions before being taken out of a fight.

LEAVING… 20 FOR ME… AT MY BEST I COULDN'T HANDLE THAT MANY.

The Mook rule is an option that allows the SIEGE Engineer to introduce cannon fodder to the game without posing a major risk to the Player Characters. With the Mook Rule, a SIEGE Engineer need only decide what Equipment the Mooks carry and how many of them there are. Mooks are assumed to have Specialties as provided only by their Equipment. Furthermore, for every two Mooks the Mooks gain a +1 to any checks they make to a maximum of +8. This +1 per two Mooks (max. +8) bonus also applies to Challenge Levels when characters try to do things to the group of Mooks (including their Defense Scores). Any successful attack on a group of Mooks removes one Mook automatically plus one additional Mook for every 3 full points of Damage caused by the weapon used. Mooks are only granted a single action as a group and there is a minimum group size of two for Mooks to get an action (they cannot act singly). Thus a group of 16 Mooks could make a single attack with a +8 Mook bonus or could make 8 attacks with a +1 Mook bonus each.

Thus a group of four Mooks armed with Hand Cannons (Shooting +5) and wearing ProtecVests (Defensive Maneuvers +3) could make a single Shooting attack at +7 and would have a Combat Defense of +5 if they stayed as a unit. They could also make two attacks as two groups of two Mooks each, but they would make those attacks at +6 and would only have a +4 Defense. That said, if a character managed to hit the four-Mook group with a Blastgun (4 Wounds) they would immediately kill two Mooks (one for the successful strike and an additional Mook for the 4 Wounds of damage from the gun).

Mooks do not benefit from Armor hit boxes or any other advantages that would allow them to survive more than a single successful hit. If a SIEGE Engineer wants an enemy to survive more than one hit, then a full-fledged NPC should be used. Mooks should represent faceless hordes of storm-troopers or minions. They should only be a challenge as a group rather than individually.

IT'S ALL IN THE REFLEXES

Some groups find the static Initiative system presented in the core rules to be too limiting. If that is the case, the SIEGE Engineer can choose to utilize a random determination for Initiative. This can be something as simple as a single d20 roll which is modified by the character's Reflexes and Confidence attributes. Furthermore a character with the Combat Skill Bundle should get a +6 bonus to the roll while characters with the Athletics Skill Bundle can add a +2 bonus. Characters with both Skill Bundles get a +8 bonus. SIEGE Engineers may also allow characters with the Tactics Specialty to add that to their Initiative rolls as well. Groups can also choose to use dice smaller than the d20 (using 2d6, 1d10, or 1d12 is suggested) if they so wish to reduce the variance in Initiative scores.

A different Initiative option would be to have each "side" in a conflict roll a single d20 and modify it by the highest Leadership Specialty possessed by the characters of each side. Whichever side wins the roll is then allowed to have each member declare and resolve their actions in the normal initiative order. After the winning side has gone the losing side can declare and resolve their actions in normal initiative order. For example, in a combat with two sides (the Player Characters versus a group of worker robots on a rampage) two d20s would be rolled. The Player Characters would declare which of their group would roll the d20 and they would add the highest Leadership Specialty in their group while the SIEGE Engineer would roll for the robots and add the highest Leadership in that group. If the robot's roll was greater than the characters, then the robots as a team would perform and resolve their actions first. Then the players would be able to declare and resolve their character's actions.

INITIATIVE

StarSIEGE: Event Horizon uses a round-based combat system with each Round equaling about six seconds of in-game time. Every Round a character can choose to perform a single action. The characters declare and resolve their actions in order of the highest Reflexes plus Tactics Specialty to the lowest. In the event of a tie, the characters with the Combat Skill Bundle go before others and after that, the Confidence Attribute breaks any further ties. If all of that isn't enough to break a tie, either roll a d20 or just have the actions occur simultaneously. A character's action is completely resolved before the next character's action takes place. Any damage or other effects caused by a character's action in a round will affect characters who act later in the same round.

On a character's turn, each player will choose one action for the character that round. Characters have the following options every combat round: Attack Action, Move Action, Skill Use Action, or Other Action. The Attack Action has the character engaging a target in combat, either with ranged weapons or in melee. A character that wishes to increase or decrease their distance to other combatants would use the Move Action. The Skill Use Action covers the use of Psychic powers or other skills that can be accomplished in a Round. The Other type of action is a catch-all for anything else a character might attempt. It is left solely to the SIEGE Engineer to adjudicate.

A character can only invoke a single Skill Bundle in any given action. Powers, items, or Special Abilities that require multiple Skill Bundles to use require multiple Rounds (as a character can only invoke a single Action each round). As a corollary to this rule, only items and powers whose Class is either Automatic or matches the invoked Skill Bundle can be used in that action. Any reasonable number of Automatic items and powers can modify an action. Reasonable is of course up to the individual SIEGE Engineer. A character is limited in the use of non-Automatic powers and items according to logic (e.g. a character can't use more than one two-handed weapon in a given action nor can they activate more than one Psi power or Special Ability in a round).

INCIDENTAL MOVEMENT

The Attack option always allows for incidental movement around (such as finding cover or moving to aid a friend in the same Range increment) but does not allow the character to ever change Range Increments. Skill Use and Other actions may or may not allow incidental movement, subject to SIEGE Engineer approval. The only action type that allows a character to change Range Increments is the Move action. Incidental movement also covers such simple activity as talking, readying weapons, or even opening and closing doors.

For groups who choose to use the more specific numbers rather than the Range Bands, a character can move up to 1/3 (rounding to the nearest whole number) of their Tactical Move score as "incidental movement".
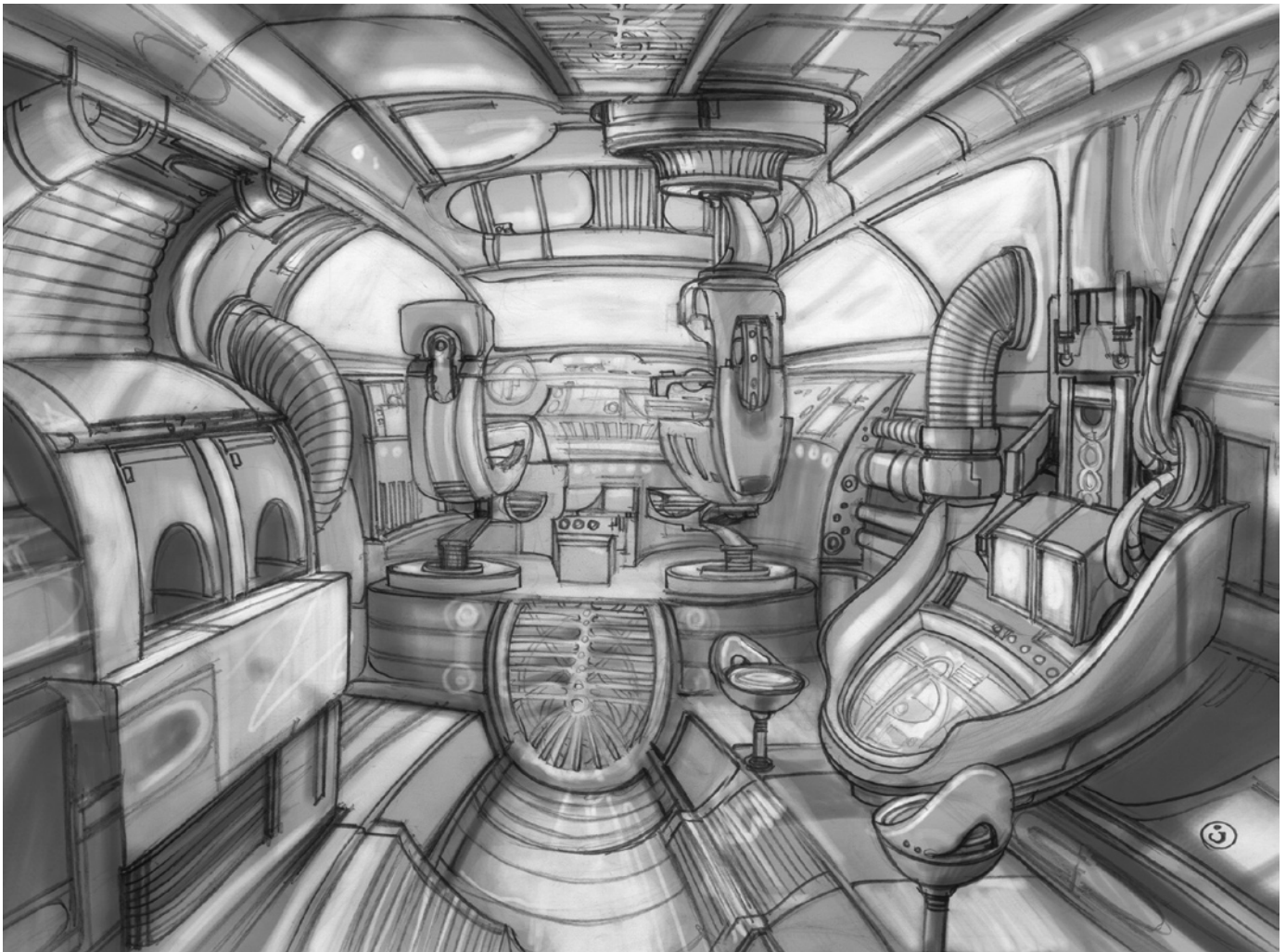
ATTACK ACTION

Combat rolls work like any other rolls. If a character has the Combat Skill Bundle as a Prime, then the Challenge Base to hit his opponent is a 12, if the character lacks the Combat Skill, then the Base is 18. Cover, the character's Combat Defense score, and armor all serve as Challenge Levels to increase the base while the attacker's Physique or Reflexes (depending on the type of attack), Specialties, and weapons used increase the attacker's roll. A successful attack roll will be greater than or equal to the modified TN and will cause a wound (or more for particularly damaging weapons).

SUBMISSION

Some Attack Actions do not intend to immediately wound their targets, and instead focus on disabling their target (e.g. grappling or wrestling). In these cases, the player should outline what they wish their character to do and the SIEGE Engineer would determine the Challenge Level for the task. In general, the opponent's Defense score would apply as well as other factors the SIEGE Engineer finds appropriate. For example, if a character was trying to subdue an opponent though a grapple, the character would make a Combat check modified by Physique and the Unarmed Specialty. The Challenge Level for the attack would be their opponent's Combat Defense score as well as their opponent's Physique if the SIEGE Engineer desired. Success would subdue the opponent, making both grappler and subdued stationary targets. The attacker can release a submission at any time. On subsequent rounds of holding a Submission, the attacker can either choose to deal normal Unarmed damage in Wounds automatically or make an additional submission check (using the same rules above) to render their opponent unconscious.

The character held in submission has two options on their action. First they can choose to deal one-half (round down, minimum of 0) of their Unarmed damage in Wounds to their attacker automatically. Their second option is to try to break free. Breaking free of a submission is a Combat check modified by Physique and the Unarmed Specialty with a Challenge Level equal to 3 plus the opponent's Physique and Unarmed Specialty.

RANGE AND WEAPONS

Range will also impact certain combat actions in a Round. All ranged weapons will be rated with their Range Class. The Range Class of the weapon determines what ranges at which the weapon is most effective. All weapons gain a +1 bonus to Combat rolls at Ranges less than or equal to their Range Class. At ranges higher than the weapon's Range Class, the shooter gains a cumulative +2 Challenge Level (CL) for each range increment above the weapon's Range Class. The Range Increment table earlier lists the Range Class bonus/penalties for each Range Increment.

Some weapons (such as melee weapons) are restricted to a single Range Class. These weapons can only be used at the Range Class listed and do not gain the +1 bonus for being within their optimal Range.

SIZE AND WEAPONS

Attacking very large or very small things can be difficult. Moreover, large things attacking smaller things tend to be devastating once the larger things connect. To simulate this, if there is ever more than three Size levels of difference or more between two combatants, subtract the larger Size of the combatants from the smaller Size and then halve that result (rounding down) to get the Size Modifier. This is treated as a bonus for the smaller attacker's attack rolls (as it's easy to hit something bigger than you) and a Challenge Level (CL) penalty to the larger attacker's attack rolls. Furthermore, divide the Size Modifier by 2 (rounding down) to determine the Wound Modifier. The larger item or character adds the Wound Modifier to the damage dealt while the smaller item or character reduces their damage by the same amount (to a minimum of 0). Note that the Size of the base item/character rather than the Size of the Subsystems being used should be applied for simplicity's sake.

For example, a Size 22 Star Fighter is strafing a lone Android, who is trying to escape. The Android is only Size 9, so there is more than a three point difference in their Sizes. Subtracting 9 (the Android's Size) from 22 (the Star Fighter's Size), we get 13 which is then halved (rounding down) to get a final Size Modifier of 6 and a Wound Modifier of 2.

Therefore, the Star Fighter is at a +6 CL penalty to its attack rolls to hit the Android, but if it succeeds it will do +3 Wounds in damage. Meanwhile, if the Android chooses to fire back it will do so with a +6 bonus to the roll but will do 3 less Wounds in damage.

ARMOR

Armor acts as a damage absorption effect for a character. Whenever a character receives any damage, the Armor value is subtracted from the damage done before they are applied to the character. So a character wearing a ProtecVest with an Armor value of 1 would ignore 1 Wound of Damage on every successful attack made on the character. Any damage beyond the Armor value is applied to the appropriate Damage Track. Critical attacks always ignore Armor values and are immediately

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TASTE MY PAIRED BLASTERS OF DOOM!

Some players want to use two weapons at the same time. Perhaps it's for stylistic purposes, or maybe they're just trying to maximize their damage potential. StarSIEGE is designed for quick play without a lot of tactical maneuvering. As such, dual wielding and multiple actions don't really fit into the game's makeup.

If the group wishes to allow for paired weapon usage, the items being used must be able to be used one-handed (see the Size section in Fashioning Trappings for more details on this) SIEGE Engineers can choose to let players dual wield by simply letting the player add up to ½ of the Function bonus for the second weapon to any rolls. In this case, Damage is done only for the more damaging of the two weapons.

Another option would be to allow for multiple actions but have each action be penalized a cumulative amount for each action including the first. The penalty is dependant on whether the additional actions all use the same Skill Bundle or different Skill Bundles as the first action. A character is penalized +2 CL for each additional action if it uses the same Skill Bundle as all previous actions or +4 CL for additional actions if any of them use a different Skill Bundle. In this case, each item deals its full damage and an item can only be used for one action a round. Thus a character that wanted to perform an Athletics based action and a Combat based action would have a +8 CL penalty (two actions of different Skill Bundles would be +4 CL twice) while a character firing paired blasters would only suffer a +4 penalty (two Combat based actions at +2 CL for each). Once more, the SIEGE Engineer should always let players know when their intended actions are no longer reasonable.

applied to the Critical Damage Boxes for the appropriate Track.

When Armor is purchased as a Function, its value must be attributed to either the Wound or Stress Track. An item or Special Ability can provide armor to both the Stress and Wound Tracks, but requires separate Armor Values for each.

Armor can reduce damage for a number of successful attacks equal to one plus the Durability Rating of the item. Thus, a ProtecVest with an Armor value of 1 and a Durability of 3 will protect the wearer 4 times (i.e. reduce the damage taken by the character by 1 for three attacks) before being rendered useless (as this is the Armor taking its Critical Damage hit). Useless armor can be repaired. A player can choose to sacrifice their character's Armor for one additional hit's worth of protection, but doing so completely destroys the armor (this option cannot be used if the Armor has the Fragile flaw).

TARGETING OBJECTS

Sometimes a character might want to damage an object rather than another living being. In the cases of untended objects (i.e. largely stationary objects) use the Size and Weapons rules (above) to determine the bonus/penalty to hit. Assume that striking a largely stationary target (i.e. slow moving target or an unaware opponent) is always a Prime check of Combat. Items or people that are completely incapable of movement (like a building or an unconscious foe) are automatically hit.

Targeting objects held by another being (such as destroying Doctor Robot's laser wand) is a different matter. Treat it as a normal attack using the Combat Skill Bundle. The Challenge Level for the attack is equal to the Defense stat of the target's possessor but ignores any bonuses provided by Armor. The attack is also modified due to the Size of the item being targeted per the Size and Weapons rules. On a successful strike, damage is done to the object. On a failed strike the attacker misses entirely or hits the possessor (at the SIEGE Engineer's discretion).

If the character was attempting to disarm rather than destroy, then a successful attack removes the item from the defender's possession, but does not damage it. A failed attempt to disarm can damage the object, miss completely, or damage the defender, depending on how the SIEGE Engineer decides.

OTHER MODIFIERS

The SIEGE Engineer should feel free to introduce additional Modifiers to Combat checks as the situation warrants. These Modifiers should mostly come in the form of Challenge Levels added to the attackers roll. Some examples are provided in the table below. These Challenge Levels are merely optional and meant as a guideline to help SIEGE Engineers, they are not "hard-and-fast" rules. Moreover, if multiple situations apply to a given combat, it's suggested that the highest Challenge Level modification be applied rather than stacking them since these modifiers can quickly get out of hand.

MOVE ACTION

The Move action allows the character to change range increments. Every character has a Move score that is the number of Range Increments the character can move in one round. A character that is using the Move Action gains a +3 bonus to their Combat Defense to any attacks, since it is considered that they are doing their best to move as defensively as possible. SIEGE Engineers can provide a greater Combat Defense bonus if they feel there is a lot of available cover in the character's path. Characters using the Move Action can perform no other actions without SIEGE Engineer consent. Some groups may allow a character to reload or ready an item while on the move, but that is up to the SIEGE Engineer.

SKILL USE ACTIONS

A character can choose to use a skill or Special Ability (such as a Psychic power) instead of attacking or moving. Some Skills or Special Abilities may allow the character to move around (e.g. Psionics or many Athletic based specialties) according to the Incidental Movement rules while others require the character be stationary (e.g. Handling skill rolls or picking a lock). The SIEGE Engineer should adjudicate

SITUATION	EXAMPLE	MODIFIER
Poor environmental condition	Poor lighting or Heavy Rain	+1 CL
Horrible environmental condition	No available light or torrential downpour	+3 CL
Sporadic cover	Light woods or moderately furnished room	+1 CL
Heavy cover	Lots of hard cover (e.g. rocks, walls, heavy forest)	+3 CL
Flanking	Two or more people attacking one target	-2 CL
Advantageous positioning	Attacker has higher ground	-2 CL
Disadvantageous positioning	Defender has entrenched position	+3 CL

whether the character can move around or not while using their skill or ability. If they cannot, the character's Defense score should be decreased by 6 for the round as a penalty for not being able to move in their own defense.

OTHER ACTIONS

This Action type covers anything not covered thus far: like reloading/unjamming a weapon whose Reliability number was rolled, using a Nova Point for some crazy stunt, or any other notion that might enter a player's mind. In these cases, the SIEGE Engineer and player should negotiate the terms of the action and what it will accomplish as well as any rolls required.

VEHICULAR COMBAT

Some settings have a group of characters working together on a single craft. In these cases, combat between different craft will consist of numerous characters interacting with a single combatant: the vehicle they are in. In these cases, the craft will have various positions that the characters on the ship can fill. The positions are: Captain, Engineering, Gunnery, Pilot, or Support. Each character can use their single Action each round to perform activities as listed in their description below.

CAPTAIN

The Captain of the ship serves as the emotional core. The Captain acts as the director of the actions of those serving on the craft. In general, the Captain will make use of the Allay, Bolster, or Tactical Maneuvers Specialties in performing their duties.

A Captain does not directly affect the outcome of a battle. Instead, the Captain's actions are used to aid the actions of the other characters on the craft. The Captain can use their action each round to aid a single other crew member per the Cooperation rules but automatically provides double the bonus (as if Bolster had been successfully used). Otherwise, the Captain can choose to use any of their Specialties to aid the members of the craft. Through the use of the Tactical Maneuvers Specialty, the Captain can grant bonuses to either the character acting in the Pilot or Gunnery roles. A successful use of the Specialty will allow the Captain to add either their Confidence bonus or Tactical Maneuvers Specialty to both the Pilot and a single Gunner's next action. The Bolster Specialty can be used in the same way to affect any member of the crew. Finally, Allay can be used to offset any penalties any and all members of the craft may be suffering under.

ENGINEERING

When everything goes to pot, it's the Engineer's job to make things better. The Engineer can repair damage or even help to push systems beyond their operational specifications. The Engineer can use any appropriate Mechanic based Specialties to repair damage to the craft (as per the Repair rules provided later) or to enhance one system. To enhance a system the Engineer, on a successful check, can provide their Savvy attribute as a bonus to any one character on the craft.

GUNNERY

Gunners serve as the offensive capabilities of the craft. Each weapon Subsystem on the craft can have a single Gunner assigned to it. The Gunner can use their Action to attack or harry the opposition.

PILOT

The Pilot can affect the safety of the craft and those on board. Through the use of the pilot's Handling Specialties the pilot can make maneuvers to help defend the craft. On a successful Action, the pilot can add either their Reflexes or appropriate Handling Specialty to the Defense stat of the craft. The Pilot can also use their Action to take a Move Action with the ship, thus allowing the craft to change Range Bands.

SUPPORT

Some Subsystems aren't offensive in nature, while some craft have bonuses that aren't used in a given round. These bonuses or Subsystems can be utilized by Support staff to aid the craft. In using a non-offensive system, the character can, on a successful check, add either their Savvy or appropriate Specialty to the Defense of the craft. This bonus could come from sensor static, a boosting of the shields, or any other action the character can think of that would be appropriate.

DAMAGE

All characters, be they Player Characters or Non-player Characters, have two Health Tracks: Stress and Wounds. These tracks have a number of damage boxes associated with them. This represents the overall health, both mental and physical, of the characters. As damage is dealt, the damage boxes are checked off in the appropriate Track, going from left to right, filling in the first empty box. Certain attacks will skip the "normal" damage boxes and move directly to the "critical" damage boxes. In that case, fill in the left-most empty "critical" damage box.

Some items possess an Armor Rating. This Rating grants damage reduction that prevents some or all of the damage from an attack from being applied to the character's Wound Track. Any damage done to the character is first reduced by the Armor Rating and any Wounds beyond the Armor Rating are applied to the Wound Track. Most items with Armor will also have a Durability rating that determines the number of times the Armor will reduce damage before it is rendered useless. More details for this are outlined in the Fashioning Trappings section later.

OBJECT DAMAGE

Items and trappings that are damaged by attacks take wounds just like living beings. All objects are assumed to have a Durability of 0, which means any damage to them immediately disables the object (considered "Non-functional"). If the item has a Durability rating listed, then it can take more direct damage with each level of Durability equaling a Wound Box for the item. Furthermore, items are immune to Critical Wounds and simply take a single normal damage box if a Critical Wound is called for. That said; Critical Wounds still ignore any armor the item might possess.

Armor is a special case for Durability. Armor acts as damage reduction, meaning it reduces the damage the character takes by a given amount on each successful attack. Every successful attack on the character in which the Armor reduces damage, however, the Durability of the Armor is reduced by one. Armor can reduce damage a number of times equal to its Durability plus one at which point it is considered "Non-functional". A character can choose to sacrifice their Armor one more time if they wish after their Armor has become "Non-functional" but doing so completely destroys the armor.

Some items have Subsystems and gain additional Durability boxes for each Subsystem. This Durability box doesn't represent the Subsystem itself but instead represents the control functions that allow the item to utilize the Subsystem. Damage to those boxes makes it impossible to use the Subsystem, but does not damage the system itself. Only by targeting the subsystem (see Targeting Objects above) can actual damage be done to the mounted system.

CRITICAL DAMAGE — WOUNDS

A "Disabled" character suffers a +3 Challenge Level to all rolls until they are healed. This represents the intense pain the character is experiencing from their wounds and can be interpreted as the body telling the character to stop whatever it is they are doing and seek some medical attention.

Severely wounded characters are considered "Down". At this point characters have received grievous injuries and are out of combat. They cannot act and can only perform very small degrees of movement (crawling, halve the character's Move score, rounding down),

limited communication, and generally spend a lot of time slipping in and out of consciousness.

A character that has filled their "Out" critical damage box is considered mortally wounded. These characters are unconscious at best and are in danger of dying without serious medical treatments. Characters that do not receive at least some rudimentary medical attention within an hour of suffering their wound are considered dead. Characters that do receive medical attention are still basically unplayable until proper healing can take place.

CRITICAL DAMAGE — STRESS

Characters that are "Shaken" will stop anything they are doing and take some time to regain their composure. They are dazed and are most likely confused, and are unable to do anything meaningful until they spend at least a few minutes (up to five) resting or if someone else helps them to find a way to refocus sooner (like with smelling salts, a Bolster roll, or a splash of cold water). Once the initial daze has worn off, the character can act normally.

Characters that have suffered a severe mental trauma are considered "Fractured". "Fractured" characters lack the ability to do anything significant. This level of mental stress might manifest as gibbering, flight, blank stares, mindless aggression, or even catatonia depending on the source of the damage.

When a character's Stress Track reaches "Out" then the character has reached the point of complete mental collapse. Without serious

and long-term psychological counseling, these characters will forever be dissociated from reality. If treatment is not received within an hour of receiving this level of damage, the character will forever be completely unplayable as their mind will have broken beyond any kind of repair. "Out" Characters that do receive some initial treatment are unplayable until some kind of long-term mental healing is administered.

HEALING

The healing processes of most biologic creatures are astounding. They have the ability to bounce back from such varied sources of trauma and return to almost perfection. A character's damage boxes represent some of that ability, with the "critical" boxes representing damage that has exceeded the body or mind's ability of self-repair. Characters can heal in one of three ways: through First Aid, naturally, or with assistance.

FIRST AID

A character that has suffered any amount of damage (be it Stress or Wound damage) can benefit from a First Aid attempt. First Aid can be used on either normal or Critical damage. Applying First Aid to normal damage usually takes around thirty seconds (five rounds) and some kind of First Aid kit or tools. Lacking either of those criteria (i.e. rushing the check or not having proper tools on hand) raises the Challenge Level for the task by a cumulative +6 (thus lacking both adds a +12 CL). A successful Lore check (with the Treatment Specialty applied, if applicable) will heal 1 Wound, plus any bonuses for the First Aid kit.

FLIGHT OR FLIGHT?

Some SIEGE Engineers may ask their players to make a note of their character's general Fight and Flight responses. Then, if the character is ever at the "Fractured" state, the player can roll a d20. If the result is even, then the characters Flight Response kicks in, otherwise, the character enters the Fight response. This can be modified by situation or the SIEGE Engineer can allow the player to choose if they wish.

Both the Fight and Flight responses must be mindless. They cannot carry with them any conditions or notions. These represent the character's basest instincts taking over. Appropriate Flight responses could be catatonia, running away at top speed, seeking a safe place to hide and then gibbering, etc. Flight responses cover removing the character from the stimulus either physically or mentally. Meanwhile, a character's Fight responses could be recklessly spraying the stimulus with a weapon, dropping everything in hand and attacking the stimulus bare-handed, or even lashing out at anyone around the character mindlessly. Regardless of the Fight or Flight response, the character is at a +6 CL to all actions made in this state.

First Aid used on a Critically Wounded character takes two minutes (20 rounds) and requires a First Aid kit. Both of these criteria are required and cannot be foregone. This will simply offset any penalties from the wound, thus allowing a "Disabled", "Shaken", "Fractured", or "Down" character to act normally. First Aid will not, however, heal any Critical

Wounds. First Aid applied to an "Out" character insures that the character will not die nor suffer a permanent mental breakdown from their wounds, but will still need to heal normally.

The Challenge Level for all First Aid attempts is equal to 3 plus the number of Wounds the character has currently taken (each Critical

Wound counts as three normal Wounds). Thus, a character who had suffered five Wounds and one Critical Wound would have a +8 Challenge Level to the First Aid check, whether it was made to heal a normal Wound or offset the "Disabled" penalty.

A character can only have a number of First Aid attempts made on them (successful or not) equal to the number of normal Wounds they have taken that day. A character can benefit any number of times from First Aid to offset Critical Wounds, however, since it doesn't allow the recovery of any Wound boxes. Thus, a character that had one normal Wound from a week prior who then suffered two normal Wounds and one Critical Wound in a combat could have two First Aid attempts (successful or not) to heal the normal Wounds and any number to offset the Critical Wound's penalties.

NATURAL HEALING

Natural healing relies on the body itself to repair the damage done to it. A character healing naturally is given no supplements to aid their healing (like medicines or surgeries). Natural healing takes a long time and isn't as efficient as assisted healing.

A character will Heal one damage box for every five days spent recuperating. Recuperating requires near total rest and no strenuous activity, but they can do very light physical activities. Particularly virile or sickly individuals will modify the base five days. A character with a Physique or Confidence bonus can reduce the number of days by their bonus, with Physique modifying the time to heal physical wounds and Confidence reducing the time to heal stress-based wounds. Similarly, characters with a Physique or Confidence penalty add that to the number of days required to heal. Thus a character with a Physique of +2 would only take three days to recover one Wound box while a Character with a Confidence of -1 would take six days to recover a Stress box. These intervals only apply to normal damage boxes.

Healing the "critical" damage boxes naturally takes ten days of rest, regardless of the character's attributes. This time requires absolute rest and no activities other than normal maintenance can be performed.

JUST HOW DID YOU GET THAT BEAUTIFUL SCAR, ANYWAYS?

Some particularly nasty attacks or sources of damage cause lasting injuries. Scars, lost limbs, or reduced abilities are all common side-effects from being injured in combat. Lasting Injuries are an optional rule that the players and SIEGE Engineer can include if they want to have more "realistic" type combat in their games, or if they simply wish to have rules for picking up scars and the stories that come along with them.

Any character reduced to "Down" or "Out" is at risk of having a Lasting injury. A character reduced to either "Down" or "Out" are forced to make a resistance check. This check is made by rolling a d20 and adding the character's Physique. The Target number for this roll is 12 if the character was "Down" or 18 if the character was "Out". If this roll is successful, then the character suffers no permanent damage. If the roll is failed, then the damage has caused some form of lasting injury. This can be adjudicated by the SIEGE Engineer to best fit the situation, or the player can roll on a random table to determine the effect. Characters that are reduced to both "Down" and "Out" need only make one roll for the "Out" box unless the SIEGE Engineer feels the damage from both was egregious enough to warrant two separate rolls.

D20	Lasting Injury
1	Severe disability: -2 from one Attribute
2 – 3	Minor disability: -1 from one Attribute
4 – 7	Disfigured: Unsettling to look at (+3 CL to all social interaction rolls)
8 – 13	Livid Scar: No effects, but great for stories
14 – 16	Lost Extremity (Hand/foot): +2 CL to physical actions (and reduce Move one step if foot lost)
17 – 18	Lost Limb: +6 CL to physical actions (and reduce Move by one step if leg is lost)
19 – 20	Lost Eye/Ear: +2 CL to awareness actions per eye/ear lost

Characters that suffer "Fractured" or "Out" damage to their Stress Track may develop psychological disorders or nervous tics as the player and SIEGE Engineer deem appropriate. Rolls are made just as if the character had suffered a lasting injury, but the player adds the character's Confidence rather than Physique to the roll to resist the disorder. Failure means the character develops some kind of disorder or derangement. The SIEGE Engineer and player should work together to pick an appropriate disorder and to develop its effects on the character.

ASSISTED HEALING

Characters receiving medical or psychiatric attention from trained professionals benefit a great deal. Their recuperation times are greatly reduced and aren't as dependent on their own natural faculties. A character receiving assisted healing will heal one normal damage box for every two days of general rest and treatment/therapy. This is not modified by the character's attributes at all. This healing does not require bed rest and the character can perform most normal actions provided they don't strain themselves too much.

Healing critical wound boxes requires bed rest and a bit more time. Characters wounded critically require seven days of bed rest and treatment/therapy per box. Once again, this is not able to be reduced for the character's attribute scores.

Characters that have suffered permanent damage also have a chance to have that damage reversed by a trained medical professional. Generally, any permanent damage that didn't result in a lost limb has a single chance of being reversed. The attending physician would make a Lore-based Treatment roll. The Challenge Level for the roll should be set by the SIEGE Engineer depending on the extent of the permanent damage (a good rule of thumb is to triple the penalty associated with the injury). A permanent injury can only have this roll made once. Failure means the damage cannot be reversed, not even by another physician.

REPAIR

Repair functions in much the same way as Healing, save that it applies to items and characters that use a Durability Track rather than a Wound or Stress Track. Repair is handled with the Repair skill under the Mechanics Skill Bundle.

The first thing to note is items with a Durability Track do not heal damage automatically. Thus, there are no rules for "Natural" repair. Repair checks must actively be made for an item to regain Durability. A repair roll is made by some kind of mechanic or technician to repair damage. Characters that use Durability (like Androids) can self-repair (provided they aren't Non-functional) but do so at a +3 Challenge Level.

Repair rolls are made with a base Challenge Level of 3 plus the number of Durability boxes the item has currently filled. The "Non-functional" Critical box counts as three Durability boxes in this case. Thus an item that had taken 2 Durability boxes of damage would have a +2 CL for the Repair check while an item that just had the "Non-functional" box checked would have a +3 CL for the Repair check. The Challenge Level is also modified by a lack of time or proper tools. Most repair checks require 5 minutes times the Tech of the item of diagnostic and repair time. Rushing the job halves the time required but adds +6 to the Challenge Level. Improper tools will also add up to a +6 to the Challenge Level, but the minimum tools required should be set by the SIEGE Engineer.

Success on a Repair check restores a single Durability box anywhere on the Durability Track, as determined by the technician repairing the item. Thus a technician can get an item functioning without repairing any of its normal Durability boxes by repairing the Critical Box first.

MUTATIONS

Science fiction stories are often rife with aberrations in genetic code or exposure to strange "cosmic rays" that introduces gross changes to the physical and mental capacities of those exposed. These alterations are often called "mutations" and can add another interesting level to the story and game play. Mutations are often featured in post nuclear apocalypse stories and settings, but a group could choose to introduce Mutations into any genre or style of game they so desire. Like Psionics and Cybernetics, Mutations are completely optional and can be ignored with no adverse affects to the game.

TAINT SCORE

Characters have a Taint Score that tracks the amount aberrations that have crept into the character's genetic code. Taint can represent radiation, natural mutations, or some fantastic element that the SIEGE Engineer chooses to introduce in the game. Every time a character gains a point of Taint, there is a chance of gaining a physical or neural mutation. These mutations change the character fundamentally, but it is up to the genre being played if they are benefits for mutating or not. Some genres may grant special abilities and powers to mutants while others might just have the mutations represent deformities.

Gaining Taint is entirely dependant on the setting of the game and genre conventions being adhered to. A highly radioactive post-apocalyptic setting might have a constant low stream of Taint bombarding them meanwhile a game where players are born with some mutant powers and never really gain any more might have little to no way of gaining additional Taint.

The SIEGE Engineer should outline for the players the nature of Taint in the setting as well as how it is gained. In general, gaining Taint is considered a bad thing, since Taint leads to Defects. Some games may allow some beneficial powers be granted in the form of Mutation XP, but even in those settings Taint is considered negative. SIEGE Engineers that want to run a game with little or no negative repercussions for mutations should feel free to dump Taint entirely and just award Mutation XP (or allow players to advance Mutant powers with normal XP).

INTENSITY RATING

Like Galactic Standards for Wealth, Psi, Tech, and Cyber, the SIEGE Engineer should set a Intensity Rating for the game. The Intensity Rating is a multiplier that determines how beneficial mutations are in the setting. A null (0) Intensity Rating means that mutants gain nothing beneficial from their Taint Score. Intensity Ratings greater than 0 become multipliers to the character's Taint Score. Whenever a character gains a point of Taint, the character also gains a number of XP equal to the number of Taint points gained times the Intensity Rating. Thus, a Intensity Rating 2 setting would see characters gaining 2 XP every time they gain 1 point of Taint. These XP can be spent to purchase Special Abilities, psychic powers, or even Specialties, Attribute points, or anything else.

The player should try to describe how the mutation they gained benefited them. Some groups may prefer to keep a character's mutation abilities within a power theme, while other groups may allow for any kind of mutation to happen. SIEGE Engineers should feel free to limit the types of abilities that can be purchased with mutation XP.

SPENDING MUTATION XP

Mutation XP, if any is gained, can be spent immediately upon the character gaining Taint. It is recommended that a character not be able to store up Mutation XP like normal XP. Remember that a character only gains Mutation XP for the number of Taint points gained, not for the character's full Taint Score. SIEGE Engineers should feel free to award Mutation XP at any time if they want to amp up a character's mutant power repertoire without throwing new Taint at the character.

Mutation XP can be spent to purchase new Special Abilities, to advance Attributes, or to advance or purchase Specialties. This allows for the player to model whatever mutant power they wish, provided the SIEGE Engineer okays it for the genre and game being played.

INTENSITY RATING EXAMPLES

Intensity Rating	Mutation Benefice	Example
0	No benefits	Real life
1	Small Benefits	Mutants in the film Total Recall
2	Large Benefits	Super soldiers from Dark Angel series
3+	Godlike Power	Most comic book mutants

GAINING DEFECTS

Whenever a character gains one or more points of Taint, the player should make a Defect check. A Defect check is a Prime roll modified by the Physique ability. Any appropriate Specialties can also be applied if the SIEGE Engineer wishes. The Challenge Level for the check is equal to the character's current Taint Score (including the newly gained points). Failure results in some kind of deformity befalling the character while success means the character's body was able to resist the effects of the contamination.

I AM NOT AN ANIMAL!

Some groups might prefer that Defects be more common. In the default rules, the Defect check is made as a Prime check, which gives about even odds that the character might not develop a mutation. If the genre demands more frequent Defects, then simply change the Defect check to a Non-Prime check. This will most definitely see characters walking around with a mutation Defect in no time.

When a character gains a Defect, they can either choose one from the list below or roll on the table to determine a random Defect. This should be up to the player, since some players may feel uncomfortable with the lack of control over the detrimental modification of their character.

The SIEGE Engineer can choose to have a players' Taint Score be reset to 0 whenever they gain a Defect. This keeps the Taint Score from becoming too large in games where there's a lot of exposure to contaminating elements. Conversely, the SIEGE Engineer may wish for a character's Taint Score to constantly rise, thus insuring the character gains more and more defects over time.

SOCIAL DISCOMFORT

Mutations often cause other people to feel awkward, sympathetic, or even hostile towards the mutant. As such, the SIEGE Engineer can choose to impose up to a +3 CL to social exchanges for characters suffering this mutation if they feel the other participants might be unnerved or biased against someone suffering from a mutation. Unless otherwise noted, all Defects suffer from this "social discomfort" whenever the SIEGE Engineer deems it appropriate.

DEFECTS LIST

D20	DEFECT	SOCIAL DISCOMFORT
1 – 2	Anaphylaxis	No
3	Assimilation	Yes
4	Degeneration	No
5 – 6	Disorder	Maybe
7 – 9	Duplication	Yes
10 -11	Environmental Sensitivity	Maybe
12	Impairment	Maybe
13 – 15	Malformation	Yes
16 – 18	Pigmentation	Yes
19 – 20	Transplantation	Yes

AFFECTED LIMB/ORGAN

1	Arm	11	Leg
2	Bladder	12	Liver
3	Ears	13	Lungs
4	Eyes	14	Nose
5	Fingers	15	Skin
6	Foot	16	Spinal Cord
7	Hand	17	Stomach
8	Heart	18	Toes
9	Intestines	19	Tongue
10	Kidney	20	Other

DEFECT DESCRIPTIONS

Anaphylaxis: Anaphylaxis is an extreme allergy to normally benign substances. A character suffering from Anaphylaxis will designate the material that causes the allergic reaction. This material should be fairly common yet normally benign (such as plastics, silver, wood, etc.). Any contact with this material lasting more than a few seconds (i.e. more than one Round) causes discomfort. Prolonged exposure, i.e. more than thirty seconds, causes a single Wound box of damage for every Round of contact after the initial thirty seconds. Characters suffering from Anaphylaxis do not normally suffer from the "social discomfort" associated with other Defects.

Assimilation: Characters with the Assimilation Defect have assimilated some external feature into their form. This Defect is far more "fantastic" and might not fit for more "realistic" effects of mutations. A character could assimilate features of some other biological creature, like horns, wings, gills, or tails. These features are non-functioning, like limbs gained from Duplication. The character can spend 3 XP to make the limbs function, but any special effects (like flight or the ability to breathe underwater) must be purchased as Special Abilities if the SIEGE Engineer allows it. The SIEGE Engineer should feel free to ban any assimilated feature they feel is too unbalancing or not appropriate to the setting. Assimilated features cause +3 CL whenever the SIEGE Engineer might feel they would hinder the character they also double the "social discomfort" penalty due to their totally foreign nature. Assimilated Defects cover a wide range of abnormalities and can quickly turn into "mutant powers" and should therefore be rare unless the genre calls for them. It is important to note that these are Defects and should hinder the character rather than be of any real boon. Special Abilities are meant to cover beneficial Mutations.

Degeneration: Degeneration is a catch-all category that represents the mutation causing a decrease in the character's baseline statistics. A character suffering from Degeneration will see one or more Statistics (be they Attributes, Move Score, Psi, or any other Statistic) reduced by one or more points. This mutation doesn't suffer the normal "social discomfort" penalty that more physically obvious mutations suffer.

Disorder: Rather than twisting a character's physical form, Mutations can also cause

mental and social disorders to crop up. Disorders cover a wide range of emotional syndromes, mental maladies, or phobias. The wide variety puts the onus on the SIEGE Engineer and player to work together on the effects. In general, a +3 Challenge Level penalty to actions covered by the disorder is a good guideline (e.g. +3 CL to Lore checks for one suffering Amnesia). Other options might be a +1 XP requirement for any Specialties purchased to cover a Learning Disorder or -1 Stress Box for a character who suffers some kind of Stress Disorder (like Post-Traumatic Stress Disorder). Characters suffering from Disorders may or may not invoke the "social discomfort" of other Defects, depending on the nature of their Disorder.

Duplication: The Duplication Mutation covers a character who gains additional limbs, extremities, or other body parts. Since this is a Defect, most of these additional body parts are largely non-functional. A character could spend 3 XP (either from the Mutation XP gained, if any, or from their personal stores) to make these extra parts functional, but even then they still suffer a +1 CL when they are used. Duplication can copy just about any part of the body, internal or external. Duplication of internal organs will grant no bonuses unless the 3 XP are paid. If the XP are paid, then add an additional Wound Box to the character for each duplicated internal organ to a maximum of 3 Wound Boxes. Otherwise, the additional limb or organ merely gets in the way of things, causing a +1 CL whenever the SIEGE Engineer thinks is appropriate (e.g. additional internal organs might cause a +1 CL to First Aid attempts on the character).

Environmental Sensitivity: The Environmental Sensitivity Defect means that the character is very sensitive to certain extremes in the environment. The player should outline what fairly common environmental condition sets off the sensitivity. This could be such things as heat, cold, light, darkness, or sound. Any time the character is in their sensitive environmental condition, they are at +3 to their CLs to all actions. Furthermore, any damage caused by their sensitivity (such as a flame-thrower to a heat-sensitive character or a sonic attack to a sound-sensitive character) will do an additional Wound Box of damage. Characters with Environmental Sensitivities may or may not be subject to the mutant "social discomfort" depending on how the character reacts to their sensitivities. A particularly whiny or obsessive character might raise the ire of others at times.

Impairment: An Impairment Defect is when one or more of the character's natural senses (i.e. sight, hearing, taste, smell, or touch) are imperfect or even completely non-functioning. The player should outline the affected sense as well as how severe the Impairment the character suffers. Damaged, but not disabled, senses add a +3 to all Challenge Levels when they are used. Disabled senses automatically fail any use. A character suffering from an Impairment Defect may sometimes suffer "social discomfort" penalties, but less regularly than many other mutants, depending on the overall feelings of people on the disability the mutant suffers.

Malformation: A character with the Malformation Defect has some part of their body deformed. This could be from a genetic abnormality, degeneration from exposure to harmful radiation, or some other fantastic source. Malformed limbs or organs (such as eyes or mouth) cause a +3 CL to all actions that use them. Malformed legs also reduce the character's Move Score by one step (to a minimum of ½). Malformations will often cause "normal" people discomfort to be around, meaning that all social interactions suffer a +3 CL as well, at the SIEGE Engineer's discretion.

Pigmentation: A drastic change in coloration of some part of the body is covered by the Pigmentation **Defect**. The coloration change should be fairly distinct and noticeable. More "realistic" coloration changes would be albinism, extreme dark or light patches (like melasma or vitilgo), or large patches of red to brown or bluish to black "birth marks". Some SIEGE Engineers may allow for more extreme coloration changes as suits the setting. Pigmentation changes have no mechanical effect on the character's efficacy.

Transplantation: Transplantation is similar to Malformation in that some part of the body is affected. In this case, however, one of a character's limbs or extremities has been replaced by a different limb or extremity. This could be a leg growing where an arm should be or fingers growing in place of toes. For the most part, the Transplanted limb functions normally, imposing just a +1 CL to any actions where the limb is used. Moreover, the transplanted limb can also be used in its original function as well but with a +3 CL due to the awkwardness. The SIEGE Engineer should feel free to make other adjustments or requirements on a character with this mutation as appropriate.

PSIONICS

Psionics are the ability to channel and focus one's own force of will into real results. Psionic use is often referred to as Psychic powers, Channeling, or even "magic" depending on the setting. A character's proficiency in psychic matters is determined by their Psi Score. Any character with a Psi Score of 1 or greater can channel their will into psychic powers provided they have access to the power (i.e. have purchased it with XP) and can meet the Potency and Drain requirements. If the character doesn't meet the access requirements, they do not know the power and thus cannot utilize it. If the character doesn't meet the Potency or Drain requirements they can choose to Over-channel in order to activate the power (see Over-channeling later).

Much like Mutations and Cybernetics, Psionics are optional and can be removed from the game with no problems.

ACTIVATING PSIONIC POWERS

Activating any Psi power with a Potency greater than 0 takes a single Skill Use action in a Round. Automatic powers with a Potency of 0 are always considered active, so no action is required to turn them on. If the character's Psi Score is greater than the Potency of the power and they are not under the Drain of another, previously used power, then the power is automatically activated when the character takes their action. The power goes into effect and the character is then under the Drain of the power. Some powers may require rolls to use once they are activated, depending on the Class listed, but the activation itself does not require a roll provided the character does not need to Over-channel.

HOW DID YOU DO THAT, TETSUO?

Some groups may wish to explore worlds where characters can access Psionic powers without having met the access requirement (i.e. have not purchased the power with XP). This should be used in a more "Psi Heavy" game. In these cases a character can use any power they wish, even powers they make up on the fly, regardless of the XP requirement. Doing so requires the character over-channel, however, with the the XP cost of the power factoring in as if it were additional Potency. Therefore, a power with a 2 Potency, 6 Drain, and 7 XP could be used without "access" provided the character over-channeled a 9 Potency power.

DRAIN

Channeling is physically as well as mentally taxing. As such, psychic powers have a "rest period" associated with them in the Drain stat. Drain is the number of rounds the character is unable to access any psychic powers or Special Abilities that have a Drain score greater than 0. Continual, Persistent, or other Special Effects might let powers continue to work regardless of Drain, however. A character can only have one ongoing power (be it from the Continual, Persistent, or other home-made effects that grant ongoing powers and access) active at any time. That said, powers and special abilities that have a Drain of 0 can continue to be used while under the effects of another power's Drain.

Players can track Drain by placing a d20 in front of them equal to the Drain of the power they've used. Each round, before they act, they can tick the Drain die down one. In non-combat situations, remember that each round is around 6 seconds long, so even a high-Drain power only taps characters for seconds at a time, so players and the SIEGE Engineer should eyeball these uses when rounds aren't being tracked. A character can attempt to activate another Draining power while under the Drain effects of a previous power, but to do so, they must Over-channel.

I'M NOT BIG ON WAITING…

Some groups want to play a game with either more or less dangerous psychic powers. The Drain stat can be used to make Psi powers more or less dangerous as the group sees fit. For games with very disruptive or dangerous psychic powers, ½ of the Drain rating (rounding up) could become the Stress Box damage that using the power deals to the channeler, while powers with the Taxing (or similar) Flaw would deal the full Drain in damage. In these games the group may wish to increase the number of damage boxes on the Stress Track as well.

To make psychic powers more ubiquitous, the group may wish to turn Drain into a running total, with each power simply adding its Drain into the Drain pool until an agreed upon number is reached. Once the number is reached, the character would be unable to channel until they have rested (the group could agree that the character must rest for a few hours or perhaps just make a Spiritual check to center themselves). The threshold should be set by the SIEGE Engineer, but the Cyber Score thresholds listed in the Field Manual give a good baseline for these Drain thresholds.

OVER-CHANNELING

Some situations call for desperate measures and Over-channeling is one of the most desperate measures a psychic can undertake. Channelers can Over-channel for one of two reasons: to increase their Psi Score to use a high Potency power (called Amplification or Amping) or to activate another power before the Drain of the first power is over (usually referred to as Burning). Over-channeling is even more taxing on the character than normal channeling, so its risks are greater. A channeler can only Amp or Burn in a single round, not both.

To over-channel, the character must make a Spiritual Skill Check modified by their Empathy Attribute and their Over-channeling Specialty. The Challenge Level for the roll is equal to the sum of the Potency and Drain of the power being over-channeled. Over-channeling takes a full action for the character, so the power is not activated until the round after the over-channeling roll is made (one Round to Over-channel and one Round to activate). On a successful use of Over-channeling, the psion takes one normal Stress box of damage. Furthermore, the character can only access the over-channeled power in the round immediately following the over-channeling roll (any Persistent and Continual effects from the power carry over normally). The character then suffers the Drain from the over-channeled power (or the Drain of any previous power, whichever is greater)

Failing an Over-channeling roll causes the character to take a single Critical stress box of damage. Also, the character still suffers the Drain of the over-channeled power (or that of any previous power still in effect, whichever is greater).

RESISTANCE

Psychic powers are very powerful and varied. Some might conjure flames from thin air while others make the psion impervious to damage. Other powers might influence the minds of others or even take control of others minds and bodies. Such powerful tools are not automatic. Anytime a psychic power attempts to interact with anyone other than the Psion using the power (i.e. it targets another living being or one of their immediate possessions) then the target can attempt to resist the use of the power.

For direct damaging effects or attacks, this is handled like any other attack, with the Psychic having to overcome the defender's Combat Defense rating (but using the Spiritual Skill Bundle rather than Combat to determine the Challenge Base). Any penalties that would apply to a physical attack would apply to the Psionic attack as well (including Armor). Any applicable bonuses granted by the power can be added to the appropriate Specialty when using the power (so a Call Lightning Power that adds +2 Shooting can be added to the character's +1 Shooting Specialty when firing lighting from their fingers).

For other effects, like mind control or even teleportation, the Psion must overcome the target's Psi Defense score as the Challenge Level on a Spiritual Skill Check adding any bonuses from the power itself, as well as their Empathy Attribute and Channeling Specialty. Success on this roll has the power go into effect as the psychic intended while failure means that the target is not affected. In either case, the Drain of the power goes into effect.

A character subject to psychic powers knows that something is amiss, but will not necessarily know what power is targeting them, nor will they know the source of the power. Generally they will just get a strange feeling, similar to vertigo or déjà vu.

Characters that have the Spiritual skill bundle do have a chance to discern the offender. If their Psi Score is greater than or equal to the Psi Score of the attacking psychic, then they will know who initiated the power and the overall power level (i.e. Potency) that was directed at them, but not the specific power. This only applies if the psychic could possibly see their attacker. If they can't see the attacker (i.e. the attacker is hidden or too far away), then they will not know who was using the power, but still will know the power level.

If using a power that affects a large group of targets that have varying Resistances the SIEGE Engineer can figure out the highest Resistance the roll affects. This is done by having the player make the roll but not figure the Resistance into the Challenge Level. Then subtract the player's roll from the Challenge Base + Challenge Level without the Psi Defense figured in. Whatever the remainder determines the highest Psi Defense affected which is applied to the targets one-by-one.

CYBERNETICS

Cybernetic enhancements are quite a common occurrence in the Science Fiction genre. Generally used for medical replacements for damaged or lost body parts, Cyberware replaces biologic structures with mechanical ones. Some people find the aesthetic or functionality appealing and voluntarily add them to their body. They have been added to StarSIEGE as an optional rule for groups that wish to use them.

In StarSIEGE, Cybernetics are not perfect, at least with the default rules. Organic life forms have trouble fully integrating the metal and circuitry. As such, all Cybernetics are listed with an Interference score. Each piece of cyberware's Interference is deducted from the character's overall Cyber score.

As a character's Interference increases, they gain penalties to certain rolls as they become more and more detached from the organic realm. Eventually characters can become Disconnected as their body finally rejects the mixture of flesh and machine. The Cyber-Empathy Specialty can be used to offset the Interference from cyberware and help lower any penalties the character might incur.

> ### I'LL BE BACK
>
> Some groups may want perfect cybernetic connections rather than the flawed type introduced as a default in StarSIEGE: Event Horizon. As such, groups and their SIEGE Engineer can decide to drop Interference, Disconnection, and Cyber Scores from their games entirely. There really isn't any reason to have them save for a certain play-style that makes them costly to a character's empathy. Dropping Interference slightly affects the Building Points in the game. In those cases simply add the highest Interference score of all the cyberwear the character has as a Challenge Level to any rolls made to repair or modify the Cybernetics or to heal the character with the cyberwear.
>
> Thus a character with an Interference 5 Cyberarm and an Interference 3 ShimmerSkinn implant would suffer a +5 Challenge Level to any Repair or Treatment rolls in the "consequence-free" cybernetics setting.

INTERFERENCE

Each point of Interference reduces the character's Cyber Score. Once a character's Cyber Score reaches zero, then the character begins their slide into "the Disconnect". Each point below Cyber Score 0 incurs a penalty to the character as they lose more and more of their bond with their organic nature. Once a character's Cyber Score reaches -5 then the character is completely Disconnected, which leads to madness and severe psychological problems. Characters must either remove their cybernetics or increase their Cyber Score to 0 or more (such as through the Cyber-Empathy Specialty) to remove these penalties.

The Disconnection penalties are cumulative, so a character with a Cyber Score of -3 suffers a +2 Challenge Level to their Spiritual and Persuasion Skill Bundle checks as well as a -1 to their Psi Score. Meanwhile, a completely Disconnected individual (Cyber Score -5) would have a +2 Challenge Level to all Spiritual and Persuasion Skill Bundle checks; would lose one point from the Empathy Attribute; one point from their Psi Score; and two normal Stress Damage boxes, as well as suffer from some derangement or psychosis (paranoia or bloodlust are common).

DISCONNECTION PENALTIES

Cyber Score	Penalty
0	No penalty, but the character has trouble relating with others socially
-1	-1 to character's Psi Score (min 0)
-2	+2 Challenge Level to all Spiritual Skill Bundle Checks
-3	+2 Challenge Level to all Persuasion Skill Bundle Checks
-4	-1 to Empathy Attribute
-5	Psychosis (Discuss with SIEGE Engineer), Lose 2 normal Stress damage boxes

StarSIEGE: Event Horizon provides a subsystem that allows players and SIEGE Engineers the ability to create their own equipment, alien racial abilities, and Psionic or magic powers, thus removing the need for exhaustive lists. Since every version of science fiction often has its own trappings, this system allows for the players to model the miscellanea of their world while keeping the creations balanced within the system. This is done by determining the Functions of the power, item, or alien race. The Functions built into the trapping will then translate into Building Points, which are then translated into balancing factors such as Size, Tech, Value, Reliability, Potency, Drain, or even XP.

Fashioning Trappings is a five-step process. It begins with Concept and then leads to Class, Functions, Special Effects and Flaws, and then finally the Tallying and Distribution of Building Points. Each step is described in greater detail below.

STEP 1: CONCEPT

The Concept step is much like the Concept step for creating a character. The designer of the item/power must come up with what it is they are trying to model. This could be as simple as "jet pack" or as complex as "a psychic power that allows me to control the actions of swarms of vermin". This concept will help the designer realize the Class, Functions, and Special Effects/Flaws that will be required. It should be noted that the Fashioning Trappings system is entirely effects based. This means that the system doesn't concern itself with the "how" or "why" of things and instead focuses on the "what". Thus a single item or power could be modeled and described in various ways according to setting. So a player could design a damaging item that fires at short range and could call it a "Handgun" in one setting or a "Phased Plasma Generator" in another. The system doesn't concern itself with the science behind the items, merely the systemic advantage they give in the game. This flexibility allows for groups to re-use, re-purpose, and modify pre-generated items and powers as they see fit by simply changing the description or names of items and powers.

STEP 2: DETERMINE CLASS

The Class of a trapping or Special Ability denotes the Skill Bundle required for use of the item or power. A single Class for an item or power costs no Building Points. Some items/powers don't require a Skill Bundle to use. These are considered to have a class of Automatic. Any piece of equipment or ability that has "Automatic" listed for the Class means that no Skill Bundle Check is required and the power/equipment's desired effects are always considered active. The Automatic Class costs 6 Building Points to attach to an item or power.

The Class listed determines the type of action the character must be taking to make use of the item or power. Thus, a Special Ability with a Class of Handling can only be used when the character is making a Handling Skill Bundle check. Additional Classes can be considered Flaws (for a savings of 6 BP) or Special Effects (costing 3 BP) depending on if they other Skill Bundle Checks are required or not. For example, an item that requires both a Lore and Combat check to use would count the second Class as a Flaw (and require two separate actions to use) while a Special Ability that can use either a Persuasion or Spiritual check would count it as a Special Effect and give the character more options as to how to use it.

Some items or powers might grant bonuses to Specialties that aren't under the Class listed. In these cases, remember the rule that Specialties can be used with any Skill Bundle, and that the connection between Specialties and Skill Bundles in the Player's Handbook is only the most common connection. As such, a player may find themselves using a psychic power that has a Spiritual Class but grants a bonus to the Shooting Specialty. In this case, the player should make a Spiritual check and add the Shooting bonus as well as any Shooting Specialty rating the character has as well.

STEP 3: FUNCTION

The Function of the trapping being created is the crux of the Fashioning System. This system is effects-based rather than form-based. This means that the system is more concerned with the mechanical effects of the trapping rather than giving off a list of specific components that have effects in them. This allows the group to fashion things and then describe the form around them. Thus, you could have two trappings that grant a +4 Jumping Specialty, one could be in the form of a pair of rocket boots whilst the other could be an inherent quality of some langomorphic race. To build a trapping, the player or SIEGE Engineer simply decides what functions the trapping performs. The functions are then translated into a Building Point cost based off of a simple chart.

BUILDING POINTS

Building Points are used to balance the Functions in the system and are translated later into other values, depending on the form that the trapping takes. Items and equipment translate Building Points into Size, Value, Tech, and Reliability. Special Ability (i.e. Psionics or racial abilities) Building Points translate into a Potency, Drain, and XP cost. If the final Building Point cost for a Special Ability is ever below 0 (due to flaws), then set the Building Point cost to 1 (there's no such thing as a free lunch, after all).

This is done so nothing be fashioned that is so heavily flawed that it is completely free (i.e. Building Point cost of 0 or less). This is both for the sake of game balance as well as simplicity of play. The goal shouldn't be to wring the most out of the system, but instead to build believable and useful powers and items. SIEGE Engineers should feel free to modify or ban any trapping they feel is too unbalancing to the game.

Function	Building Points
"Automatic" Class	6 points
+1 to Armor	3 points or 9 points
+1 to Attribute	18 points
-1 to Attribute	-18 points
+1 to Durability	1 point
+1 to Interference	-2 points
+1 to Skill Bundle	6 points
-1 to Skill Bundle	-6 points
+1 to Specialty	1 point
-1 to Specialty	-1 point
+1 to Tech or Psi Scores	9 points
-1 to Tech or Psi Scores	-9 points
Bonus Skill Bundle	30 points
Cargo/Quarters	Cargo/Quarter Size +2 per 1 point
Deal 1 Critical Box	18 points
Deal 1 Damage Box	3 points
Move ½	1 point
Move 1	4 points
Move 2	6 points
Move 3	8 points
Move 4	10 points
Scale: Personal	0 points
Scale: Vehicle	6 points
Scale: Suborbital	12 points
Scale: Subluminal	18 points
Scale: Superluminal	24 points
Range Class Restriction	-2 points
Range Increase (starts at Close)	1 point per Range Class
Special Effect	3 points
Special Flaw	-3 points
Subsystem	Subsystem Size +2 per 1 point

FUNCTIONAL DESCRIPTIONS

Some functions on the list are very straightforward (e.g. +1 to Attribute or -1 to Specialty). Others need a bit more description. These are provided below. It should be noted that any physical item that is used to attack, even if it does not have a damage box value listed will do a single Physical Damage Box on a successful strike.

ARMOR

When Armor is purchased as a Function, its value must be attributed to either the Wound or Stress Track. An item or Special Ability can provide armor to both the Stress and Wound Tracks, but requires separate Armor Values for each. Armor is a 3 point Special Effect that may be purchased multiple times. Each additional level of Armor increases the Armor rating of the item by one.

Items and powers with the Armor Function must have a Durability applied to them to track the number of hits the armor can absorb before being rendered useless. To purchase Armor as a Special Ability or Psionic power, the cost of the Armor must be tripled (9 points per Armor Value). This is because the bonus provided is not limited by Durability.

BONUS SKILL BUNDLE

Items or powers that grant a bonus Skill Bundle grant the character access to a Skill Bundle as if they had it naturally. This means that the character has that Skill Bundle as Primary so long as the power or item is being used.

CARGO/QUARTERS

Building Points devoted to Cargo/Quarters allows the equipment to carry items or other living beings. In general, equipment does not follow the Encumbrance rules. A piece of equipment cannot carry any other, smaller pieces of equipment unless it has Cargo holds. Each Cargo Hold on an item has a rating which determines the Size of the hold. A Cargo Hold can carry one item for each Size rating under the Cargo's rating. Thus a Cargo 6 item has five Encumbrance Slots which can carry items of Size 0 to 5. Items in Cargo Holds are not immediately available for use, and so characters cannot utilize items in Cargo Holds without first taking actions to locate and extract them.

Quarters work much like Cargo holds, save that the space devoted to Quarters includes life support systems and appropriate accoutrements for crew or passengers. Quarters are required on vehicles in order to carry the crew and passengers and the Quarters minimum Size requirement is the Size of the crew/passengers required. Thus, a one-man fighter would require a minimum Size 10 Quarters for a human-sized pilot while a passenger liner that holds two-thousand passengers and crew would need a minimum Size 21 (since Size 21 is 2048 times larger than Size 10 according to the Size/Pop/Value chart).

Each individual Cargo hold or crew Quarters on an item adds one box to the Durability line. This box can be added anywhere on the Durability Track, including after the Critical Box if the designer so wishes. It represents the Cargo or Quarters area, and as such if the item takes damage to this box, then the cargo or passengers held inside are damaged as well.

DEAL 1 DAMAGE BOX / CRITICAL BOX

This Function allows for items to do more Wound boxes in damage in a single attack, deal Critical damage, or to even do Stress Damage instead if the designer so wishes. See the Size section later for rules on how to determine how much default damage a tool or weapon does. Items or powers that deal Critical Wounds ignore armor.

This Function can also be purchased to Heal wounds as opposed to dealing them for the same cost. This allows groups to model instant healing kits or even psychic powers capable of knitting bones with just a thought.

DURABILITY

Items with Durability can take more punishment than normal equipment. In general, a piece of equipment that is targeted or damaged will be disabled as soon as it takes a single Damage Box.

Durability allows the equipment to take more damage before it is disabled equal to the Durability rating of the equipment, which basically means that Durability functions as Wounds for items. Each point of Durability adds a box to the Durability Track for the item that goes before the Critical Box. See the Armor Function for details on how Durability mixes with Armor.

INTERFERENCE

Interference generally only applies to items (and not special abilities), as it is used to demark something as cybernetics. The item's Interference reduces the character's Cyber Score. The more invasive or alien the item is, the greater the Interference should be. See the Cybernetics section for more on Interference.

MOVE

When designing any trappings or special abilities that provide locomotion, the terrain that can be traversed must be specified for the Move of the item/power. Trappings or special abilities can have multiple Move scores (and even Scales, if necessary) for different types of locomotion. The default available locomotion types are: Flight, Ground, Hover, Subsurface, or Surface. Additional locomotion types can be added by SIEGE Engineers, according to the needs of their game.

Remember, each Move requires its Scale be specified (Personal Scale is assumed if no points are used to increase the Scale).

Flight: The locomotion provided by Flight allows an item/power/craft to defy any gravitational pulls of planets, stars, or other large mass objects. These items can fly about in atmosphere or space equally well.

Ground: The Ground terrain type requires constant and direct contact with some kind of solid land mass for the item/power/craft to travel across. Any type of terrain encountered can be traversed however, provided it is solid in nature.

Hover: Hover locomotion type is a hybrid between the Ground and Flight 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.

Subsurface: The Subsurface locomotion allows the item/power/craft to travel through any liquid (not just water) at any depth other than the surface.

Surface: Surface travel grants the ability to travel across the surface of any liquid, but requires constant contact with that surface. Surface travel does not provide for any form of submerging in the liquid.

RANGE CLASS RESTRICTION

Restricting a Special Ability or item to a single Range Class means that the power/item can only be used within the single Range Class. Attempts to use it outside of that Range Class automatically fail. The item must have its Range increased to the appropriate Range Class to be fully functional (i.e. no Close Range weapons restricted to Long Range).

SCALE

Scaling determines the Range increments of the item/power as well as its effectiveness against items of greater or lesser Scales. It is described in more detail in the SIEGE Engine section. For design purposes there are five base Scales: Personal (which all items and powers are assumed to be, free from cost), Vehicular, Suborbital, Subluminal, and Superluminal. This differs from Size in that items of larger scales operate in larger theatres. Scale is subjective while Size is fixed. A Size 20 Personal Scale item is the same relative size and mass as a Size 20 Superluminal Scale item, but the Superluminal Scale item moves much faster than the Personal Scale item.

In general, only items and powers that deal with movement or range should need a Scale specified. Otherwise, the default Scale of Personal should be assumed.

SUBSYSTEM

Subsystems are much like Cargo Holds, in that it allows the item to carry other items, but Subsystems allow the character to make use of the carried item as if it were a Function of the load bearing item. In effect, a Subsystem is a Hardpoint to which another system can be mounted to an item or vehicle. Vehicle Weapons and Shields are examples of Subsystems. Subsystems have ratings just like Cargo Holds. The Subsystem rating for an item determines the Size of the item that can be mounted in that space. Thus, a Subsystem 9 could mount any subsystem of Size 0 to 8. Only one subsystem, regardless of size, can be placed per Subsystem installed on the item. For items or vehicles that multiple systems need to be mounted on, the designer should add additional, distinct Subsystems. Furthermore, items can never have nested subsystems (i.e. a subsystem that itself has subsystems). For example, a craft could have two Subsystem 10s and one Subsystem 8 (which would cost a total of 14 Building Points). This would allow for two mounts that can mount up to Size 10 items and one mount of a Size 8 or less.

Each Subsystem on an item adds one box to the Durability line. This box is added after normal Durability boxes and before Critical boxes. It represents the Subsystem area. If the item takes damage to this box, then the Subsystem ceases to function as well. If the subsystem had multiple points of Durability, the system is not destroyed, but the ability for the host system to utilize the Subsystem is damaged until the damaged box is fixed.

SUBSYSTEM POOLS

Some groups may wish to make Subsystems more robust than the default rules, with the Subsystem rating of the craft acting as a pool rather than distinct Hardpoints. In this case, it's suggested that the designer simply pull all the Subsystem points into a single Subsystem and then allow the Subsystem points be spent on as many systems as the designer wishes to mount at the time. Thus, a vehicle with a Subsystem 10 could mount two Size 5 Subsystems, 10 Size 1 Subsystems, a Size 7 and a Size 3, etc. This makes Subsystems a lot more flexible, but destroys the "Hardpoint" idea behind them. In these cases, the craft would gain Durability boxes for each of the actual Subsystems mounted rather than for the single Subsystem actually in the vehicle description.

Special Effects and Flaws are a catch-all category that allows for players and SIEGE Engineers to build items with properties and Functions outside of the listed Functions. Since no list of possible costs can be exhaustive, the Special Effects and Flaws Function allows for specific powers and abilities that might have fallen through the cracks to be modeled. These types of powers are more of an art than a science, however. Players and SIEGE Engineers should work together to ensure balance.

If a player or SIEGE Engineer feels a special effect is just too powerful for 3 Building Points, feel free to adjust the cost as necessary with more powerful effects requiring the Special Effect Function be purchased multiple times. In general, very specific or limited usefulness Special Effects will cost 3 or 6 Building Points. More wide-ranging or effects that limit player and character options (like turning things invisible or banning access to cyberwear) would usually be in the 9 to 12 Building Point range. Very powerful effects or effects that give access to wholly unheard of power (like teleportation or banning the use of a whole Skill Bundle) will usually be 18 to 24 Building Point Special Effects or Flaws. Provided below are some examples of some appropriate Special Effects and Flaws as well as their associated costs. If no costs are listed in the Special Effect or Flaw's description, assume the Special Effect costs 3 BP and the Flaws save the character 3 BP.

EXAMPLE SPECIAL EFFECTS AND FLAWS

Ammo (SFX)

The item can make use of various types of Ammo, giving it a wide-range of Functional options (this counts as a 6-point SFX). Any item with the Ammo quality acts as if it has 3 Building Points that can be spent on the fly to purchase additional Special Effects or even Wounds. For example a player with a Hand Cannon could choose to load "dum-dum" rounds and spend their 3 "floating" BPs to buy an additional Wound Box (thus doing 3 wounds) or instead could load up AP rounds and gain the Armor Piercing Special Effect (and therefore do 2 Wounds while ignoring Armor). The Ammo type must be declared prior to making a roll. If no ammo type is declared, the base stats for the weapon are used.

Area Effect (SFX)

Strikes up to 3 targets in a single Range Class, provided they are grouped close enough to one another. This is a 3 point Special Effect that can be purchased multiple times. Purchasing this Special Effect multiple times doubles the number of targets affected.

Armor Piercing (SFX)

Ignore the Armor Rating of an object when damage is dealt.

Armor Crushing (SFX)

Ignores the Reinforced Special Effect and any Armor Rating for the item, but still deals one Durability damage to the armor.

If the item lacks the Reinforced Special Effect, deal two Durability boxes of damage rather than one on a successful attack. This is a 9 point Special Effect.

Ban (Flaw)

Banning aspects of use is a variable point flaw. Banning wide-ranging aspects, like Cybernetics, or Psionics are 12 point flaws while very narrow bans (like to a Specialty or the use of certain items) would be a 3 point flaw. Items or powers that Ban a character's access to Attributes or Skill Bundles are far more severe and are counted as 24 point Flaws.

Bulky (Flaw)

Some items are more unwieldy than their Size belies. These are Bulky items. Bulky items cannot be used by or mounted on anything whose Size is less than twice the Size of the item. Thus a Size 6 Bulky item cannot be carried by any creature whose Size is less than 12 nor can it serve as a Subsystem on an item that is less than Size 12. Bulky is a 3 point Flaw.

Combust (SFX)

Instantly catches any flammable items on fire. A burning fire deals 1 Wound every other round until extinguished. This is a 3 point Special Effect that can be purchased multiple times. Multiple levels of this Special Effect increases the amount of Wounds dealt each round.

Concealable (SFX)

Can be hidden by another piece of equipment of the same Size or greater. Anyone attempting to spot a Concealable item is at a +6 Challenge Level.

Continual (SFX)

Effect and bonuses last so long as character keeps concentrating (can take other actions at +3 to the Challenge Level)

Daze (SFX)

Force target to make a Spiritual/Physique check at Challenge Level 1 or be Incapacitated for the current and next round. This is a 3 point Special Effect that can be purchased multiple times. Additional levels of this effect each add a +2 to the Challenge Level for the Spiritual check required, but do not modify the length of the Incapacitation.

Disposable (Flaw)

The Disposable Flaw marks the item as a single-use item that cannot be re-used or re-charged in any way. An item with the Disposable Flaw that has a Reliability rating means that if d20 roll to use the item is less than or equal to the Reliability the item will fail and cannot be re-used. This counts as a 3-point Flaw.

Distributed Weight (SFX)

Reduce Size by ½ when determining Encumbrance Slot taken up by the item.

Divergent Class (Flaw)

The item/power requires multiple actions to use properly, one for every Class listed. This is a 6 point Flaw.

Environmental (SFX)

Item generates a specific environment regardless of surroundings. It can be assumed the environment generated is appropriate for the species that is using it, so the SIEGE Engineer should adjudicate whether or not it affects other species.

Expanded Spectrum (SFX)

This Special Effect allows the user to view expanded visual spectrums beyond just visible light. For every level added to this Special Effect, an additional type of the electromagnetic spectrum is added. Examples of available spectrums are: Infrared, Ultraviolet, Thermal, Gamma, X-ray, or Microwave. The Expanded Spectrum allows the possessor to "see" into the particular spectrum, allowing for various types of information to be related.

Hold (SFX)

This item or power treats the target as if they were held stationary (as if held by a Submission). This is a 9 point Special Effect.

Fast (SFX)

This item grants +3 to character's Reflexes for Initiative purposes only.

Fragile (Flaw)

Fragile items require great care or else they break easily. Whenever the character is damaged or performs any strenuous physical activity, the player must roll a d20, if the number is odd, the item takes a Wound to its Durability Track.

Low Light Vision (SFX)

Item/power allows for improved visual acuity in low light environments. Assume it allows the user to see twice as far in darkness as normal.

Obvious (Flaw)

Whenever the power or item is in use, the

user cannot hide themselves effectively. Assume all attempts at stealth are made at a +3 Challenge Level.

Pacifist (Flaw)

The user of this item or ability cannot make any hostile or aggressive actions or else they lose all functional bonuses and effects of the item/power. This counts as a 9-point Flaw.

Persistent (SFX)

Effect and bonuses last up to 3 rounds after use without needing to take additional actions. This is a 3 point Special Effect that can be purchased multiple times. Purchasing this effect multiple times adds one to the number of rounds the effects last.

Prosthesis (SFX)

Prosthesis replaces a missing or damaged body part and performs all functions as if it were the original part. The Prosthesis Special Effect works on a sliding scale for its cost. A fully functional prosthetic that is completely undistinguishable from the original is a level 5 Special Effect (this would be the equivalent of a fully organic or regenerated limb). A fully functional prosthetic that is easily distinguishable from the original (e.g. full metal limb) is a level 4 Special Effect. Prosthetics that aren't fully functional are level 3 Special Effects or less. Each level below 4 adds a cumulative +1 Challenge Level to any actions that use the limb. Thus, a level 1 Special Effect Prosthetic hand (the equivalent of a hook or primitive grasper) would add a +3 CL to all actions involving that hand.

Rapid Fire (SFX)

Can split any Specialty bonuses for the item into two actions for the round (e.g. +4 Shooting into two +2 Shooting attacks or one +1 and one +3 attack). Reliability still affects all actions and all other Functions of the item apply to each action. This is a 3 point Special Effect that can be purchased multiple times. Multiple purchases of this Special Effect grants an additional action, rather than two.

Reinforced (SFX)

Ignores the Armor Piercing Special Effect.

Slow (Flaw)

Item requires the character take one Other Action to make ready to use again. This is a 3 point Flaw. Assigning this Flaw to an item/power multiple times adds one to the number of Other Actions required to make the item/power ready to use again.

Slave (Flaw)

Any item with the Slave Flaw must be mounted as a Subsystem. These items may require special power supplies, stable mounting platforms, or some other reason that would require the item be subordinated to another item. The Slave Flaw is a 3 point Flaw.

Stun (SFX)

Force target to make an Athletics/Physique check at Challenge Level 1 or be Incapacitated for the current and next round. This is a 3 point Special Effect that can be purchased multiple times. Additional purchases of this effect add a cumulative +2 to the Challenge Level required, but do not modify the length of the Incapacitation.

Supplemental Class (SFX)

Player can use the item/power for actions of any one of the listed Classes. This is a 3 point Special Effect.

Taxing (Flaw)

The Drain of the Special Ability is measured in Hours rather than Rounds.

Telecommunication (SFX)

The Telecommunications Special Effect allows the user of the item or power to communicate at a distance (determined by the range of the effect) without direct line-of-sight to the receiving end. Generally this requires both ends of the conversation have an item or power with this Special Effect. For a 6-point Special Effect, only the sender needs to have this Special Effect (which could be called Telepathy at that point).

Telekinesis (SFX)

Telekinetics allows the movement of objects without direct contact. Telekinetic powers can move objects that the character can normally move. To determine the maximum Size that can be moved, figure the character's lifting capacity based off of their Psi score times 1 rather than their Physique. This is a 9-point Special Effect. Purchasing this power additional times adds one to the Psi score multiplier to determine maximum lift.

Teleport (SFX)

Transports the character and all possessions to new location, regardless of distance, provided the character is familiar with the target locale. This counts as a 24-point Special Effect.

Temperamental (Flaw)

The item with the Temperamental Flaw is a bit twitchy in operation. If the item's Reliability number is rolled, then the item takes twice as long to get functioning for every level of this Flaw taken. Furthermore, there is a +1 Challenge Level to any and all repair checks for this. This is a 3 point Flaw per level taken and can be purchased multiple times, each time adding +1 CL to repair checks but not affecting the length of time to get the item restarted.

Terrain Ban (Flaw)

A Terrain Ban means that the item or power the grants some kind of Move cannot traverse the specified terrain appropriate for its locomotion type. For example, a Ground vehicle that cannot traverse Rocky terrain would be considered a Terrain Flaw as would a vehicle capable of Flight that cannot enter atmosphere (and thus is incapable of landing). A Terrain Ban is a 6 point flaw.

Time Dilation (SFX)

Allows the character to take two actions in a single Round. Time Dilation counts as a 12 point Special Effect.

Touch (Flaw)

This power or item requires the user to touch their target before it takes effect. If the target is resisting being touched, a Combat check must be made, but with a -3 Challenge Level. This is because touching only requires very brief contact with any part of the target or its possessions.

Vicious (SFX)

Any opponents who witness the use of this weapon must make a Challenge Level 1 Spiritual/Empathy check or take one Stress box of damage. This is a 3 point Special Effect that can be purchased multiple times. Additional purchases of this effect add a +2 to the Challenge Level to the required Spiritual check but no additional damage.

Volatile (Flaw)

Item explodes when it takes Critical damage. This deals 1 Wound of damage for every 3 levels of Size the item has to anyone in possession of the item. The nearest two objects (SIEGE Engineer's discretion) in Close Range to the item may also take 1 Wound for every 6 levels of Size the item has. This counts as a 9-point Flaw.

STEP 5: TALLYING AND DISTRIBUTING POINTS

Once the Class, Functions, Special Effects, and Flaws have been outlined for the item or power, the player should total up the Building Points. This is the final cost to build the item or power. These Building Points are then distributed amongst different stats for the items or powers, depending on if the player is building equipment or a special ability.

Step 5.1 outlines the how to distribute Building Points to generate equipment and Step 5.2 shows how to distribute the points for special abilities.

STEP 5.1: DISTRIBUTING BUILDING POINTS (EQUIPMENT)

After determining the number of Building Points for a piece of equipment, the player or SIEGE Engineer can determine the form of the equipment. This is done by taking the number of Building Points and splitting them amongst the Size, Tech, Value, and Reliability for the item. Those four values (none of which can be less than 0), when added together should be the same as the Building Points for the piece of equipment.

TECH

Tech Rating is a measure of the overall technological understanding required to maintain, operate, or even repair a particular item. A character's Tech Statistic must equal or exceed the Tech of an item or else they are incapable of using it effectively. They can be instructed on its rudimentary use by others, resulting in halving all Functional bonuses the item grants. The Tech Rating is also the minimum Tech stat required to repair, modify, or maintain the item. Also, in communities where the item is "high tech" the Tech rating will impact the Value of the item. This is discussed in more detail in the Economics Section.

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).

Some groups may wish to have the Tech Score also make it harder to use lower Tech items by characters with very high Tech Scores. This can be handled by using the same rules as if the character lacked the sufficient Tech score above. This only applies to items whose Tech Rating is 6 less than the character's current Tech Score. If reducing the character's Tech Score by 6 takes the Tech Score to 0 or less, then the character has no problems with lower tech items. Therefore, a character with a Tech Score of 12 would treat any Tech 6 or less as if they did not have sufficient Tech Score, while a Tech 4 character wouldn't have any trouble with lower Tech items. This rule is completely optional, however.

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.

SIZE

The Size rating covers a general description of the equipment and an approximation on how large the object is. Size is an exponential scale that centers at Size 10, which is set to be the average size for a human (around 2 meters in height or about 80 kg). Every step up the scale doubles the previous value, so something that is an 11 is basically twice as large as something that is Size 10. Meanwhile, something that is Size 15 is 32 times as big as Size 10. A chart is provided later that gives the values, the multiplier and a general guideline. The Size value also factors into encumbrance, with a character able to carry items less than their Size.

Size is also used to determine the physical damage the item deals if used as a weapon. Any physical object can be used to deal damage, while others are specifically designed to harm others. Items that have the Combat Class are considered to be "weapons". Any other Class makes the item a tool of some kind. Weapons deal 1 Wound automatically while Tools deal 0 Wounds automatically. All items also deal one additional Wound for every 6 levels of Size. Therefore a Size 5 tool would deal 0 Wounds automatically while a Size 7 weapon would deal 2 Wounds (one for being a weapon and the other for its Size). Any item can purchase the "Deal 1 Wound" Function to deal more damage (or to deal Stress damage).

Finally, Size will determine whether an item can be wielded or if it is too large to actually move around. A character can wield any item that has a Size less than their personal Size. Thus a Size 9 character can use any item up to a Size 8 as a "hand weapon". Items that have a Size of ½ of the character's Size (rounding down) are considered to be "one-handed". So a Size 9 character can use any Size 4 or less items one-handed.

RELIABILITY

Not all pieces of equipment are made the same. Some are more dependable than others. The Reliability rating for an object tracks the constancy of the item. It notes the range that, if rolled on the unmodified d20 while that piece of equipment was being used, causes a malfunction. The malfunction should be minor, requiring a round or two to get them functioning again (like a weapon being out of ammo or jammed or a piece of equipment losing power). So a Rifle that has a Reliability of 2 would jam or run out of ammo on a roll of an unmodified 1 or 2.

Note that with the Reliability function built in, there is no need to track ammo or battery charge. Instead assume that the character is doing a fine job of keeping up with maintenance and such of their equipment. The Reliability function puts a bit of uncertainty and dramatic tension into the system without requiring in-depth tracking of equipment.

The Value rating determines how the overall cost of the equipment (i.e. it's overall worth on an absolute scale). It uses the same exponential scale as Size, but base 10 is for a normal "middle-classed" lifestyle. All characters will have a Credit rating. This rating is used to determine if the character has enough funds to purchase items. See the Size/Pop/Value Scale section later for more details on Value and buying items.

DURABILITY

All items have a Durability Rating, like a character. The difference is that an item only has a single Critical Wound Box that represents "Non-functional". Any further damage beyond that destroys the item completely. Some Functions can add to the Durability of an item like Cargo holds, crew Quarters, Subsystems, and Durability. These additional Durability boxes have rules listed in the Functions as to where they are added to the item's Wound Track.

If using the optional Hit Points mechanic, each point of Durability gives the item 1d8 Hit Dice while each point of Armor gives 4 Armor Hit Points.

STEP 5.2: DISTRIBUTING BUILDING POINTS (SPECIAL ABILITIES)

Special Abilities are trappings that are inherent to characters. They can take the form of Psionic powers or even racial abilities. Functionally, they work and are built in the same manner as Equipment, but their form takes a different track. Instead of rating Special Abilities on their Tech, Size, Value, and Reliability, Special Abilities are rated according to their Potency, Drain, and Experience Point (XP) cost. Once the Building Point total is known for the Special Ability, it is divided however the creator wishes between Potency, Drain, and XP, but none of these values can be below 0.

POTENCY

Characters will have a Psi score that is compared to the Potency of an Ability. If the Potency is less than the character's Psi score, then the character can use the power without any difficulty. Abilities with a greater Potency than the character's Psi score require the character to over-channel to activate the power. Overchanneling is described in more detail in the Psionics section later.

DRAIN

The Drain Rating denotes the toll the ability takes on the physical form, psychic energy, or even external mana (depending on how it is defined in the setting the group is playing in). The Drain score determines the number of rounds the character must wait before they can make use of another Special Ability. This only applies to Special Abilities that have a Drain of 1 or more. Special Abilities that have a Drain of 0 can be used at any time, regardless if the character is suffering from the Drain of another Special Ability. See the Psionics section for more details on Drain.

EXPERIENCE COST

The Experience Cost for a Special Ability is the amount of XP that must be paid in order to have access to that ability. Once the cost is paid, the character can use the ability whenever they wish. Special Abilities can never have a negative Experience Cost associated with them, but the cost can be 0. There is no way to get Experience Points back for picking up a heavily flawed Special Ability.

EXAMPLES

So say a player, Corey, wants to build a Rocket Launcher. First he notes that it will be a Combat Class weapon, requiring a successful Combat check to use. He wants the Rocket Launcher to be a bit more durable (+2 to Durability for 2 Building points) and have the "Armor Piercing, ignores any Armor Rating on target" Special Effect for another 3 Building points. Corey also wants the weapon to do an additional damage boxes when it hits, which is another 3 Building Points. Finally it would have a bonus to the character's Shooting Specialty (under the Combat Skill Bundle) at +7 (for 7 Building points) and hit at Long Range (3 Building points). Thus, the Rocket Launcher costs 18 Building Points. He now splits those 18 Building Points amongst the Size, Tech, Value, and Reliability for the Rocket Launcher.

Corey wants it to be man-portable so the Size will need to be less than 10. A Size of 7 seems appropriate, so the Size is now 7 (which means it deals 2 Wound Boxes in damage by default, one for being a "weapon" and one for its Size), leaving 11 points to be distributed. The Rocket Launcher is a fairly straightforward combustion technology, requiring at least a Tech of 4, which leaves 7 more points to distribute. The Rocket Launcher isn't too expensive to purchase, being pretty straightforward technology, so he sets the Value to 4. This leaves the final 3 Building Points to be put into Reliability, since the weapon tends to take some time to reload. This gives a final stat-block for the weapon as follows:

> **Rocket Launcher**: R3 S7 T4 V4, Combat. Shooting +7, Long Range, SFX: Armor Piercing, 3 Wounds, +2 Durability

Let's say another player, Myalin, wishes to design an Eidetic Memory Special Ability.

First she decides that it should always be available to the player, so she makes it an Automatic Class power, which costs 6 Building Points. Next she wants it to give a +1 Bonus to the Lore Skill Bundle, which is 6 more Building Points. She also wants a Special Effect that allows the character total recall on most mundane facts. Myalin calls this "Total Recall" and adds 3 Building Points to the total. This makes the power cost 15 points total. Now she has to split those 15 points amongst Potency, Drain, and XP. At this point, Myalin decides to put all 15 Building Points into XP meaning that the ability will have a Potency and Drain of 0. This makes it an inherent ability that the character can always access, provided they buy it for 15 XP. Thus the stat block is:

Eidetic Memory: P0 D0 X15, Automatic. +1 Lore Skill Bundle, SFX: Total Recall

Finally, the SIEGE Engineer, Liam, wants to develop a pyrokinetic power for the game he's planning to run. He decides to make it a ranged attack (i.e. Spiritual Class) and give it a +5 to the Shooting Specialty for 5 Building Points and have it default to just a Close Range attack (0 Building Points). He chooses to have it deal a Wound box of damage for 3 Building Points and a "Combust" Special Effect for 3 more points, which causes flammable things to catch fire. Liam then adds a Continual Effect for another 3 points which means the target will continue to burn (1 wound every two rounds) and take damage (1 wound every round) for as long as the character stays focused (i.e. can take other actions at a +3 Challenge Level). This makes the total cost for the power 14 Building Points. Liam then decides to make it a low Potency, high Drain power, putting 2 points into Potency and 6 Points into Drain. This leaves 6 points to be put into XP. Noting that it is a Special Ability (and thus has no Size stat) the Ability has no base Damage rating. This results in the following stat block:

PyroBlast: P2 D6 X6, Spiritual, +5 Shooting, Close Range, 1 Wound, SFX: Combust, SFX: Continual

CUSTOM ALIENS

Some groups will want to build their own custom races and aliens for their games. StarSIEGE: Event Horizon allows for this through a fairly simple species creation system. All creatures start with 50 Building Points (BPs) that can only be used to purchase Special Abilities, Species Size, and racial Move scores. The player or SIEGE Engineer creating the race should follow the steps outlined below to spend the Building Points on the Alien Species.

STEP 1: CONCEPT

Like character creation, trapping or special ability creation, or even Planetary creation, creating an Alien Species starts first with a concept. The player should decide what, overall, they want their Alien Species to provide. A general concept like "primitive lizard race, known for its strength" or "stout, hearty fellows, about half-man sized and known for their appetites and laid back nature" are more than enough to get the ball rolling.

Beyond the mechanical effects, the creator of the race should do their best to describe the species' appearance, culture, and any other facts deemed necessary. Doing so breathes a bit of life into the species as well as gives an idea to the SIEGE Engineer on how to use these creatures in game.

STEP 2: SIZE

The first mechanical step to creating an Alien Species is to determine the Size for the creature. Size starts at 0 and costs 1 BP per +1 to Size. Thus a Size 10 creature would cost 10 BP, while a Size 15 race would cost 15 BP.

STEP 2: MOVE AND SCALE

Alien Species should have their Move and Scale determined after their Size. Move and Scale cost the same amount of Building Points as listed in the Fashioning Trappings Function table above. An alien that moves about the same pace as a human would have a Move 1 on the Personal Scale and would cost 4 Building Points (4 Building Points for the Move 1 and 0 Building Points for the Personal Scale).

STEP 3: ATTRIBUTE MODIFIERS

Players can choose to have an Alien Species provide Attribute bonus modifiers as part of the base Species package. A +1 to any Attribute costs 18 Building Points while a -1 to any Attribute gains back 18 Building Points. Thus, an Alien Species that provides +2 to Physique and a -1 to Empathy would cost 18 Building Points (36 Building points for +2 to Physique and -18 Building Points for the -1 to Empathy).

STEP 4: SPECIAL ABILITIES

Players wishing their Alien Species to possess Special Abilities can use any of their remaining BP to pay the Experience Point (listed as X in the write-up) cost for any Special Abilities. Furthermore, the player can choose to build their own custom Special Abilities for their species and use the BP to pay the Experience Cost of the newly-built powers. Each Special Ability should be given a name and follow a general theme. For example, in the Field Manual, the Stroem have a Special Ability called Fine Manipulators that cost 15 Building Points. These are described as an extra set of arms that are good at manipulating small object but are very delicate. Mechanically the arms give a +1 to Reflexes, but cannot be used with anything of Size 2 or less and tend to take Critical damage first.

I AM NOT AS WEAKLY BUILT AS YOU.

StarSIEGE: Event Horizon has a human centric view of the science fiction genre. As such, the base number of Alien Points available for creating other Species is based off of the number of points it took to model humans in the game. Some groups may wish to build races that are more powerful than humans at their base. In these cases, an alien Species can be built with any number of Alien Points (it's generally accepted that anything over 100 AP would be a terribly frightening and powerful being).

In these cases, if the Species are allowed to be mixed with Species built off of the human standard, it is suggested the SIEGE Engineer do one of three things. If the SIEGE Engineer and the players do not care about balance, then have all players start with the same amount of XP regardless of their Species and begin play.

If the group wishes to introduce a small amount of balance, but do not wish to heap large rewards to the non-powerful species then any players that are playing a character of the more powerful species can start play with the same amount of starting XP as other characters. The player of the more powerful Species, however, must use one of their XP earned in a session to pay off the difference in their starting Alien Point total. Thus a player that is playing a Species that had 60 AP when everyone else is using a 50 AP Species must pay one earned XP each session until the 10 AP difference has been "bought off".

If the group is more interested in maintaining balance at the start of play, then the SIEGE Engineer should award bonus XP to all characters that use a 50 AP base Species. Therefore in a group where one player is playing a 70 AP Species then all of the 50 AP characters get a bonus of 20 XP at the start of the game while a 60 AP character would get a bonus of 10 XP. In this case, no players have to sacrifice any of their session XP since everyone starts on a level playing field. This greatly increases the power of a starting game and should be limited. All players in this style of game should be limited to a maximum starting bonus of +5 to any Specialties and the ability to increase any and all Attributes by only a +1.

ECONOMICS

Economies vary wildly in the realm of Science Fiction. Being such a wide genre, there are few standards accepted. As such, StarSIEGE: Event Horizon attempts to extrapolate the various ways items can be represented and traded. Groups will find contained in this section various options for representing equipment as well as economic systems.

SIZE/POP/VALUE SCALE

StarSIEGE uses an exponential scale to track Size and Value. This is done for quick and dirty comparisons and to keep values to smaller whole numbers. The system is based off of the value 10 being "average". For Size a rating of 10 is equal to a normal human (mass of around 70 kg or about 2 meters in height), while a Value of 10 is equal to the comfortable funds for a middle class lifestyle (approximately 75,000 credits a year, adjusted). Provided is a table to get general estimates and multipliers.

SIZE, POPULATION, AND VALUE CHART

Rating	Multiplier	Size Example	Population Density Example	Value Example
0	0.001	Tennis Ball	0.05 ppl/km2	Dinner for two ($75)
1	0.002	Baseball	0.1 ppl/km2	$150
2	0.004	8 oz Filet	0.2 ppl/km2	Personal Music Player ($300)
3	0.008	Hand/foot	0.4 ppl/km2	Pistol ($600)
4	0.016	Handgun	0.8 ppl/km2	$1,200
5	0.031	SMG	1.55 ppl/km2	Flat Screen TV ($2,325)
6	0.063	Rifle	3.15 ppl/km2	$4,725
7	0.125	Human Limb	6.25 ppl/km2	"Poverty Line" ($9,375)
8	0.25	~ 1 Gallon of Water	12.5 ppl/km2	Cost of Economy Car ($18,750)
9	0.5	Child	25 ppl/km2	Cost of Luxury Car ($37,500)
10	1	Human	50 ppl/km^2	Middle Class Lifestyle ($75,000)
11	2	Erva	100 ppl/km2	$150,000
12	4	Motorcycle	200 ppl/km2	$300,000
13	8	A gathering (around eight Size 10 creatures)	400 ppl/km2	$600,000
14	16	~1 Metric Ton	800 ppl/km2	$1.2 million
15	32	Car/SUV	1600 ppl/km2	$2.4 million
16	64	Storage Locker	3200 ppl/km2	Wealthy Lifestyle ($4.8 million)
17	128	Average Male African Elephant	6400 ppl/km2	$9.6 million

18	256	A great party (about 256 Size 10 creatures)	12800 ppl/km2	$19.2 million
19	512	M1 Abrams Tank	25600 ppl/km2	$38.4 million
20	1,024	Tractor Trailer	51200 ppl/km2	$76.8 million
21	2,048	~100 Metric Tons of Water	102400 ppl/km2	$153.6 million
22	4,096	Air Fighter	204800 ppl/km2	$307.2 million
23	8,192	Big Ben	409600 ppl/km2	$614.4 million
24	16,384	Space Shuttle	819200 ppl/km2	$1.23 billion
25	32,768	Small House	1638400 ppl/km2	GNP of Developing Nations ($2.46 billion)

USING CREDIT

Rather than tracking actual credits or money, StarSIEGE makes use of a Credit score system. A character's Credit score represents the general purchasing power the character possesses. Whenever a character wishes to acquire a new item, the player must make a Purchasing roll to determine if the character both has the funds available and is able to find the item they're trying to procure. The Purchasing roll is a d20 roll based off of the character's Credit score versus a Target number determined by the availability of the item and the item's Value rating.

The Target Number (TN) for purchasing an item depends on the Item's availability as well as the character's Credit and the Item's Value. The Challenge Base is determined by how readily accessible the item is on the market. Commonly available items make the rolls as if the purchasing roll was a Primary Skill Check (Challenge Base TN of 12). Highly restricted, rare, or illegal items are made off of the Non-Primary Skill Check Challenge Base of 18. The Challenge Base is modified by a Challenge Level equal to the Value of the item being purchased.

Players roll a d20 and try to overcome the Target Number for the item being purchased. All Purchasing rolls allow the player to add the character's Credit Score to the roll. SIEGE Engineers may allow the player to add their Confidence Attribute as well as any appropriate haggling based Specialties to the roll (the SIEGE Engineer can also elect to add any haggling based Specialties of the merchant to the Challenge Level). Players can also choose to burn a point of the character's Credit Score to gain a +2 to their roll. This reduction is permanent and can only be offset by gaining assets (see the Regaining Credit section). Players can also choose to take out a Loan (if the SIEGE Engineer approves). Each level of Loan taken grants a +1 to the roll. See the Loan Section for more details.

A successful roll means that the character has purchased the item, regardless of its value in comparison to the character's Credit Score. A failed roll means that the item either wasn't available or the character lacked sufficient funds to purchase it. The character must wait an appropriate amount of time (usually a couple of days or a week), or make some significant change to the environment (i.e. find new contacts, increase their Credit score, go shopping on a different planet, etc.) to make another Purchasing roll for an item. The SIEGE Engineer should help determine when and if a character can even attempt a Purchasing roll. Any loans taken or Credit score points burned for a roll only apply if the roll is successful. If the character's roll fails, then the Loans and Credit reduction does not take effect.

I LIKE THE FEEL OF MONEY IN MY HAND…

Many players may prefer a more traditional economy using monetary units rather than Credit Scores. In this case, the Value scale has been provided earlier; simply convert the Value and Credit Scores to monetary amounts within the ranges provided on the table. So a character with a Credit of 10 can have up to 75,000 credits to spend yearly. A Value 4 Handgun might translate from 601 credits or could go as high as 1200.

To determine income or cash on hand at the start of a game, take the maximum amount listed for the character's Credit score (i.e. the amount listed on the Size/Pop/Value chart) and divide it by 10. Therefore a Credit 8 character would start play with 1,875 credits since Credit 8 goes from 9,376 to 18,750. Players should still get their starting equipment as listed in the Field Manual on top of this starting cash.

For example, a character with a Credit rating of 8 is trying to purchase a car, which has a Value rating of 13. The SIEGE Engineer decides this is freely available and sets the Challenge Base to be 12. The Challenge Level for the roll is equal to the Value of the item, which is 13. So the final Target Number is 25. The player would then roll d20 and add the character's Credit Score of 8 and Confidence Score of -1 to the roll. The player decides to burn a point of Credit to get a +2 and to take out a Loan of 5 to ensure the purchase. So the player would roll a d20 and add +14 to the roll (+8 from Credit Score, +2 from burning a point of Credit, +5 from Loans, -1 from Confidence) and need to get a total of 25 or higher. If the purchasing roll was failed, the character would not lower their Credit score nor would they add the +5 to their Debt Score, since the purchase failed. .If the same character wanted to buy a Value 5 Assault Rifle, then the TN would be 23 (18 for a restricted, uncommon item plus the Value of 5). The player's roll would start as d20 with a +7 bonus (Credit of 8 plus Confidence Score of -1).

REGAINING CREDIT

Characters can raise or replenish their Credit score through taking jobs, selling items, getting a loan, or any other ways people make money. Remember that each point up the Credit scale represents a doubling of their previous fortune/income, so a character's Credit score should only rise if they make significant financial gains. Since Credit is based off of the same exponential scale as Value, the higher a character's Credit score, the harder it will be to make a significant contribution to increase the score.

Selling equipment is a viable method of increasing a character's wealth. To sell a piece of equipment, divide the Value of the Item by the character's Credit Score, (rounding to the nearest whole number). The final result is the amount the character's Credit Score is raised. SIEGE Engineers should limit huge jumps to a character's Credit score if they seem inappropriate. Thus, a character with a Credit Score of 8 that wishes to sell a Value 13 Automobile would divide the Value by

their Credit (13/8 = 1.625, rounded to the nearest whole number of 2), which would result in a +2 to the character's Credit Score. Remember that selling items is dependent on demand for such items, so a SIEGE Engineer can always rule that a particular item isn't in demand or modify the Value of the item depending on the circumstances around its sale.

SIEGE Engineers can simply award points to a character's Credit Score according to financial windfalls or plot developments. In general the Credit Score should be raised appropriately. A character with a low Credit Score might gain a few extra Credit points while another character with a high Credit Score might only gain a single point from the same windfall, due to the scale. After all, $1000 to someone who is flat broke is a lot of money, but is a mere pittance to a multi-billionaire.

LOANS

Loans are a way for characters to gain bonuses to Purchasing rolls. If the SIEGE Engineer approves, the character can take out a Loan to buy items. The Loan can be to a bank, an ally, a loan shark, or even another PC (that PC should lower their Credit score by 1 for every 2 points of Loan granted). Each point of Loan taken grants a +1 bonus to a single Purchasing roll. If the roll is successful, then the character is in debt and the Loan's value becomes the character's Debt Score. The Debt Score will only come into play on two conditions: default-driven or plot-driven. First, if the player's Credit Score is ever less than or equal to their Debt Score, then the character has defaulted on their Loans. The character should be stripped of any valuables and/or their Credit Score reduced to 0. The SIEGE Engineer should do whatever is felt to be appropriate for the character going bankrupt. This, of course, depends on the nature of the Loans the character has taken (after all, a Loan shark might want blood in addition to belongings). Second, the SIEGE Engineer may use a character's Loans and Debt in the plot, having banks call in notes early or Loan sharks come looking for payback.

Players can reduce their Debt score in one of two ways: by paying it down with Credit or making Purchasing rolls to buy it down in increments. To buy down Debt with Credit, the character simply reduces the Debt score on a one-for-one basis with their Credit Score. So a character with a Credit of 15 and a Debt of 4 can pay off all of their Debt and be reduced to a Credit of 11. This isn't the most economical way to buy-down Debt, but is the fastest and easiest. Players can also choose to make a Purchasing roll to reduce the Debt. This is done in the same way as buying equipment, but the Value of the item is equal to the character's current Debt Score. Extra Loans cannot be taken out to on these rolls (as that would defeat the purpose). Success on this roll reduces the Debt score by 1. Failure means the Debt Score is unchanged. Regardless of the success of the roll, players can only attempt to buy down Debt with rolls once per standard month or more frequently by SIEGE Engineer approval.

HIGH TECH

Items that are considered "high tech" for the area the character is in (i.e. the Tech rating of the item is greater than the Technology on the planet or region) have their Value modified by ½ of the difference (rounding up) in Tech rating for the item and the local Tech score. So a Tech 9, Value 2 piece of equipment on a Tech 4 world would be considered a Value 5 item (Tech 9 – Tech 4 = 5, divided by two is 3, which is added to the base Value of 2).

FASHIONING WORLDS

Modeling and building planets and planetary systems is often a very time-consuming process for a SIEGE Engineer. Some players are concerned with oxygen levels, geography, population densities, and other aspects of a planet to maintain their level of disbelief. Other groups will have no problems with planets that are completely covered by desert, cities, ice, and water, each as capable of sustaining life as the other. To cater to both extremes in style of play is completely impossible for any functional and simple to use system of planet construction.

Instead, StarSIEGE: Event Horizon takes a different approach: planets in StarSIEGE are built in much the same way as a player character. The planet will have Statistics, Skill Bundles (called Industires), Specialties (called Facilities), and even Equipment if the SIEGE Engineer so wishes. The system is more abstract, leaving it up to the players and SIEGE Engineer to make up the hard and fast details if they need it.

TERRAIN

The Terrain of the planet is much like the Concept of the character: it provides a general description of the planet's physical nature. Terrain can be as descriptive as the designer wishes. This could be something as vague as a planetary classification (like Class M or "Jovian planet", depending on your source) to an actual gazetteer of the planet.

PLANETARY STATISTICS

Planets will have basically the same Statistics as a Player Character. They will have Attributes (if but slightly modified), Size Score (which is recast as Population), Tech Score, and Psi Score. The Tech and Psi Score will give the planetary standard for those Statistics and their deviation from Galactic Standard. Tech and Psi function merely as a measurement tool and never affect any actions made by the planet or its populace. Meanwhile Population Score of a planet ranks its population density, rather than the actual physical mass of the planet.

Attributes may be used if the SIEGE Engineer and players ever wish to introduce a larger scale conflict into the game. They function exactly as a character's Attributes in these cases. Attributes also serve as the overall health and Defensive Values for the planet. If the SIEGE Engineer and group decides to allow planetary scale conflicts to occur, the base scores for a planet's Attributes will be affected by attacks. This is described in more details in the Planetary Conflict section.

ATTRIBUTES

Planetary Attributes are slightly different from character Attributes. First, their ratings represent an order of magnitude scale based on the Galactic Standard. Thus, a Planetary Attribute of +1 means that the planet is a whole order of magnitude more powerful in that Attribute than most other planets in the galaxy. Thus, SIEGE Engineers and players can quickly see how planets stack up to one another as well as the assumed "standard" of the galaxy. This also allows the group to define what the "standard" is for the galaxy without having to shift the mechanics.

The second change is the actual Attribute names and what they represent. The Planetary Attributes are as follows: Might, Infrastructure, Culture, Education, Cohesion, and Law. Finally, Planetary Attributes have set scale. A planet cannot have an Attribute that is greater than +5.

A player wishing to randomly generate a planet's Statistics would use the same rules found in the Player's Guide for randomly determining Attributes and other Statistics. Otherwise, the SIEGE Engineer can give out a total number of points

that can be divided amongst the planet's Statistics (including Attributes, Psi Score and Tech Score) on a one-for-one basis. It is suggested that 12 to 15 points be given out to most planets with less for less developed planets and more for highly developed planets. A planet can gain more points to be distributed by setting some of their Attributes to be less than zero (i.e. a Might of -2 would give 2 extra points to be distributed elsewhere).

MIGHT

Might represents the planet or system's overall military strength. It could represent a ready and willing militia or a high tech planetary defensive network. A planet's Might would be used if ever the planet or system tries to exert its military power externally or internally.

INFRASTRUCTURE

A planet's Infrastructure Attribute rates the speed and efficacy of its bureaucracy as well as the way it responds to changes and needs of its populace. A low Infrastructure could represent a lack of a strong centralized government or a strong government rife with corruption. Infrastructure would be used whenever the planet or system tries to respond to internal changes or strife.

CONNECTIVITY

Information and the ability to monitor and influence its flow are covered by the Connectivity Attribute for a planet. This represents both the overall way information flows on the planet as well as its overall connection to any kind of galactic network. A high score in this might represent a very well appointed telecommunications network or even a highly organized network of telepathic communication. Connectivity influences whenever the planet needs to disseminate information to the populace, be it propaganda, warnings of invasion, or planet-wide man-hunts.

EDUCATION

The Education Attribute corresponds to the educational system as well as how well-informed and educated the populace is on the planet. A very high Education Attribute could equate to a widespread and easily accessible school system on the planet or could, instead, be an intelligent independent populace that strives towards scholarly perfection. Education affects situations regarding reasoning with the populace or when introducing new concepts on a planetary scale.

COHESION

Each planet has its own cultural mores. In fact, some planets are merely conglomerations of numerous cultures that may or may not mix well. Cohesion measures how well the cultures of the planet interact with each other as well as any sense of planetary/national pride that may exist. A low Cohesion might represent many warring factions or a simple lack of cultural integration on a worldwide scale. Cohesion would give weight to situations of swaying the opinions of the populace or seeing how well the planet rallies behind a cause.

LAW

The Attribute of Law measures the rule and strength of the legal and governmental systems on the planet. It gauges both the strength of the laws and how well those laws are adhered to by the populace. A high Law score might represent a very strong legal system that still has problems with crime or could be a very well-ordered and maintained populace focused on the concept of justice. Law could be used to measure how well the populace responds to unrest or attempts to revolt.

OTHER STATISTICS

Planets will also have Tech and Psi scores much like characters. The planetary system's Tech and Psi Scores serve to show the average levels of those Scores on the planet and are not used to modify any rolls.

POPULATION DENSITY

A planet's Population Score is a measure of its population density per square kilometer of inhabitable space on the planet. Population is an exponential value much like Size and Value. The Size/Pop/Value chart lists the appropriate Population Density that applies to a particular Population Score. Thus, to determine the approximate population of a planet, simply find the Population Density value on the Size/Pop/Value scale that corresponds to the planet and multiply it by the amount of inhabitable land on the planet (as determined by the SIEGE Engineer).

For example, a Population 10 planet will have a population density of around 50 people per square kilometer (km^2) of inhabitable space (see the Size/Pop/Value Table in the Fashioning Trappings section for more details on density ratings). The amount of inhabitable space should be decided by the SIEGE Engineer. Taking the inhabitable land-mass of the Earth to be 148,940,000 km^2, and assuming Earth in 2008 is a Population 9 planet, we'd get an approximate population range of 3.7 to 7.4 billion, which fits the estimates of 6.6 billion as of 2008.

TECH

The Tech Score of a planet will affect how widely available technology is on the planet. For the most part, any items that have a Tech rating that is less than or equal to the Tech Score of the planet will be readily available (but could still be restricted due to local laws). A character may be able to find items whose Tech rating is above the planetary Tech Score, but these items will be hard to find (may require a side-quest or information gathering rolls) and costly (see the Economics Section for more details on "high tech" equipment).

The planet's Tech Score will also affect what kind of repair and manufacturing facilities the planet has. Some Facilities may have their ratings added to the Tech Score of the planet if they apply. So a Tech 6 planet that has a "High Tech Starport +2" Facility could be considered a Tech 8 planet when it comes to their Starport Facilities. These kind of distinctions are left up to the SIEGE Engineer to adjudicate as they wish.

PSI

A planet's Psi Score simply tells visitors the average level of Psi that the inhabitants of the planet enjoy. Please remember that it is an average so there would be individual members of the population that have Psi Scores greater than or less than the planet's rating. It has no affect on any other aspect of the game. Planetary Psi Scores can be ignored in games that do not use psychic powers of any kind.

LEY LINES

Some groups may wish to have a planet's Psi Score affect the Psionic activity on the surface of that planet. This could represent a high "mana" world or a world rich with ley lines and other founts of mystical energy. In these cases, reduce either the Potency for any power used on the planet by ½ of the planet's Psi Score (rounding up) or the Drain by the full Psi score (choose one option when creating the planet). In either case, the modified score can never go below 1. The route that is taken depends on how the group and SIEGE Engineer want the "ley lines" to work on that particular planet. The Potency option could represent a large amount of easily available psychic energy while the Drain option could mean that the ley lines on the planet keep a psychic from over-taxing themselves.

GALACTIC STANDARD

The SIEGE Engineer is encouraged, but not required, to develop a stat-line of Statistics which represent the Galactic Standard. This allows the players and SIEGE Engineer to quickly understand how a certain planet stacks up to the assumed "norm". Conversely, a SIEGE Engineer can assume a 0 in all Statistics (save for Population, Tech, and Psi, most likely) to be the Galactic Standard. This works just as well.

WEALTH

A culture's Wealth works in much the same way as a character's Credit and Debt Scores. The actual values of the scores work on the same scale as the Credit and Debt scores, save that the "actual" value is multiplied by one billion (so a Planetary Credit Score of 10 is approximately a Gross Domestic Product of $75 trillion). To determine a planet's base Wealth, use the following table based off of the Industries of the planet. Simply total up the values listed for the Base Wealth for the Industries the planet has. Furthermore, some Facilities will modify the base Wealth Score of a planet if the limited function of the Facility applies.

GAINING WEALTH

Gaining Wealth on the Planetary scale is far more difficult than the Credit/Debt of the character level. For a planetary system to have any kind of impact on their Wealth, they must improve their Industries or Facilities. Wealth can also be gained from Planetary Conflict via raiding the Wealth of other planets. This is described in greater detail later.

INDUSTRIES

Planets and systems may have one or more Skill Bundles associated with them. These Skill Bundles, called Industries, represent what activities the planet and its populations excel at. The Industries for planets are largely the same as Skill Bundles for characters (i.e. Awareness, Combat, Environmental, Lore, Persuasion, and Spiritual). They are used in the same manner as a character would use them, allowing planets to war on one another (make Combat checks modified by Might), trade with one another (Persuasion checks modified by Law), or rally another to help

defend (Spiritual checks modified by Connectivity). The Handling Skill Bundle, on a planetary scale, represents the Transportation system (both public and private) of a system and the Mechanics Skill Bundle is the Manufacturing base for the planet. Meanwhile, the Athletics Skill Bundle would be used to represent a robust Entertainment or tourism based planet.

Each planet has at least two Industries associated with it. More Industries can be added for particularly advanced, wealthy, or populace cultures. Conversely, a SIEGE Engineer can award XP to a planet and purchase more Industries using the same cost scheme as Skill Bundles in character generation.

INDUSTRIES/WEALTH LIST

INDUSTRY	WEALTH BASE
Awareness	5
Combat	3
Entertainment	9
Environmental	5
Transportation	9
Lore	5
Manufacturing	9
Persuasion	3
Spiritual	5

AWARENESS

Awareness on a planetary scale represents the planet's ability to track information, people, and starcraft on or around the planet as well as further ports of call. Planets with the Awareness Industry are known for their spies or perhaps for information databanks. The Awareness Industry can be used to track down a fugitive from the law, dig up dirty secrets of a rival political party, or purchase industrial secrets from a neighboring planet.

COMBAT

The Combat Industry for a planet embodies the planet's military might and its ability to direct that might to different fronts. A planetary system with the Combat Industry could represent a massive armada of battlecruisers or instead a well-armed planetary defense force. This Industry could be used to wage war on foreign planets, put down insurrections in the capital city, or even give strategic advice to allies.

ENTERTAINMENT

A flourishing Entertainment Industry can be a boon to any planet, providing important revenue streams in the form of tourism. A planet's Entertainment Industry can cover a well-funded sports franchise, a thriving theatre scene, or even dangerous "wildlife tours". This Industry is put to use to gain revenue, sway opinion, or attract colonists and tourists.

ENVIRONMENTAL

The Environmental Industry serves to mark a planet's use of its natural resources. It could represent a strong farming industry, rich mining opportunities, or the exploitation of other natural resources that are rare in the galaxy. The Environmental Industry gives a planet self-sufficiency when it comes to food production or raw-materials and makes it known for its resources across the galaxy.

TRANSPORTATION

The Industry of Transportation encompasses a planet's ability to move things around on its surface and points beyond. A planet that specializes in Transportation could be known galaxy wide for its public transit or for a rich and powerful shipping corporation owned by private citizens on the planet. Without some form of Transportation a planet will quickly find itself cut-off from the rest of the galaxy or else reliant on the industries of other planets.

LORE

A planet that excels in the Industry of Lore

is well known for its universities, centers of learning, libraries, or scientific think-tanks. The Lore Industry indicates a wealth of knowledge, information, and understanding available to the planet. Lore can be used to research new advances, as founts of knowledge and understanding, or even for some sources of revenue.

MANUFACTURING

A strong Manufacturing base gives a planet a monetary edge that few other Industries can match. Beyond that, Manufacturing can also represent the quality of repair and production facilities on the planet. This Industry could denote a high-tech production base on the planet or even a bunch of small but well-organized pre-industrial cottage industries working together to create items of value.

PERSUASION

A planet known for its Persuasion Industry can be thought of as a galactic mover-and-shaker. This Industry represents networks of spies, ambassadors, propaganda, favors owed, respect, and any other social capital required to sway the opinions of people both locally and across the galaxy. Persuasion would come to play whenever a planet wishes to influence the actions of others, be it their own populace or the populaces or rulers of other planets or systems.

SPIRITUAL

The Spiritual Industry is probably the most complex Industry to fully grasp on the planetary scale. A planet known for its Spirituality is often thought of a serene place or could be known for its iron-clad (or even militaristic) devotion to a single cause. The Spirituality Industry does not limit itself to religion and could instead extend to any strongly held belief on that planet. A planet could put its Spiritual Industry to use to calm feelings of dissent in its populace, as a source of revenue (e.g. tourism to spiritual centers and tithes), or to mediate between warring parties.

FACILITIES

Facilities represent small areas of expertise that differ from or enhance the "jewels" of the planet (i.e. the planet's Industries). Provided below are some examples of planetary Facilities. A SIEGE Engineer should feel free to invent more as they feel necessary and appropriate. These Facilities are generally used in the same manner as character Facilities in that the value in them is added to any rolls made that they would affect. That said, some Facilities might never be rolled and instead could be use to modify the planet's Wealth Score, Tech Score, Psi Score, or Defense Ratings.

REACTIVE FACILITIES

Some Facilities serve as modifiers to a planet's Defense scores or other ratings (such as Wealth or Psi) rather than as bonuses to rolls. These are called Reactive Facilities. Reactive Facility modifiers only apply in the limited scope of the Facility and can only modify a single Defense track or rating (Wealth, Tech, or Psi).

In these cases, the Facility has to be specific in its description, so everyone knows what scores are modified and when they come into use. Thus, a "High Tech Corporation" Facility that modifies the base Tech score should only apply if the corporation lends aid to the planet. Defensive Facilities must designate the Defense track that they affect (so a Spy Satellite Network Facility could defend the Populace, Resources, or Society of a planet, but only one can be chosen when the Facility is purchased). If a planetary designer wants a specific Facility to react to more than one Defense track, then it must be purchased multiple times. Thus, a Spy Network Reactive Facility of +1 that defended both the Populace and the Society would cost 4 XP to purchase (2 XP for the +1 to Society and 2 XP for +1 to Populace).

PURCHASING FACILITIES

A planet starts with 10 XP to spend on Facilities and the SIEGE Engineer should feel free to award more for more powerful or advanced planets. Facilities cost 1 XP per +1 bonus unless the Facility is meant to directly modify a planet's Defense statistics (i.e. Reactive Facilities). In this case, Reactive Facilities costs 2 XP per +1 bonus and the statistic that the Facility modifies must be outlined when the Facility is purchased. So a planet could have a Planetary Point Defense Network Facility that allows it to be used actively only (1 XP per +1) or that can be used both offensively and defensively (2 XP per +1 modifying the Populace Defense Rating).

Reactive Facilities can never achieve a rating over +3 without extraordinary circumstances, while normal Facilities can reach a maximum rating of +5. This helps to encourage diversification on a planet's Facilities and also represents how hard it is to organize and maintain things that aren't Industries on a planetary scale.

EXAMPLE FACILITIES

Sports Franchise

Beach Resorts

Spy Satellite Network

Planetary Point Defense Network

Space Armada

Renowned University

High Tech Corporation.
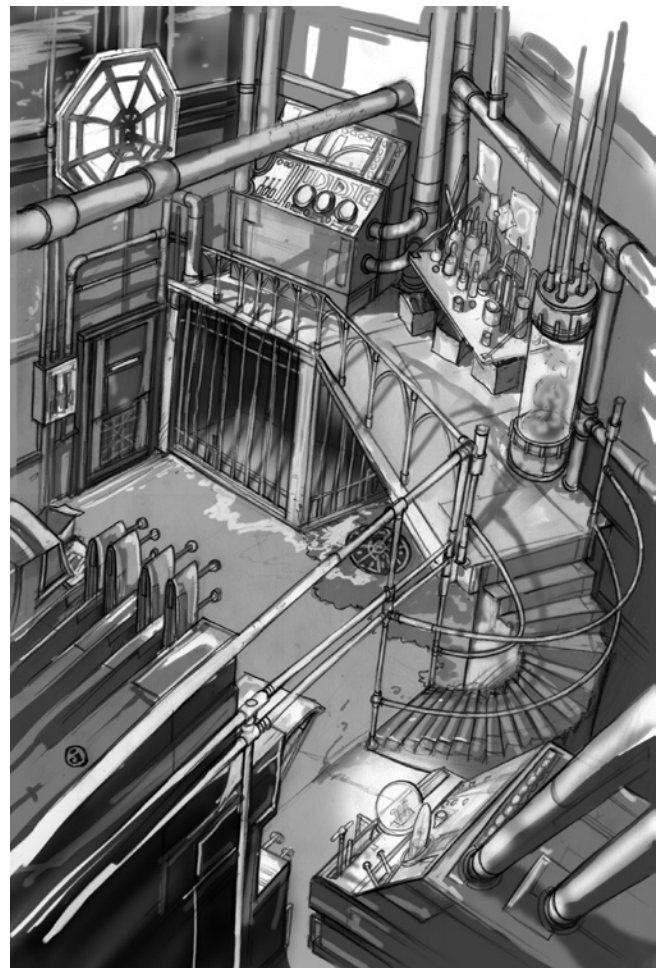
Every planet has three areas that can be harmed by the ministrations of other planets. These areas are called the Damage Tracks for the planet and are analogous to the Health Tracks for a character. The three Planetary Damage Tracks are: Populace, Society, and Resources. The Damage Track is used in Planetary Conflict (see later) to determine how the aggressor planet hopes to damage the defending planet.

POPULACE TRACK

The Populace Track covers the overall well-being and health of the population of a planet. It can represent the population at large or even individuals, organizations, or governmental agencies. Attacks on the populace could be massacres, defections, kidnapping, or even assassinations. A healthy Populace Track shows that the people are content and free of any widespread dissent. A Populace in disarray (Unstable or In Collapse) is prone to riots, insurrection, and even out-and-out revolt.

SOCIETY TRACK

Where Populace covers the well-being of the people, the Society Track represents the cohesion and social infrastructure. This represents how well the people interact with their government and how well the powers-that-be foster that interaction. Attacks on a Society could represent fomenting rebellion, undermining core beliefs, or seeding doubt in their governmental officials. An undamaged Society Track represents general trust between the people and those that lead them as well as one another. Once a Society begins to dissolve (Unstable or In Collapse), however, various ugly behaviors come out, including pogroms or even anarchy.

RESOURCES TRACK

The Resources Track of a planet signifies the planet's control over their physical and natural resources, territory, and their more "ephemeral" resources like money and markets. Assaults on a planet's Resource Track could mean annexing land, undermining market forces, or disrupting a natural resource mining operation. Resources are often the life-blood of a society and, as such, a planet with an unblemished Resource Track will find all its markets, lands, and operations humming along with little difficulty. But once that infrastructure starts to unravel (Unstable or In Collapse) inflation, rationing, and looting quickly become an issue.

DAMAGE BOXES

A Damage Track will have a number of Damage boxes that represent how much harm that particular Track can take before it is destabilized. All Damage Tracks gain one Damage Box by default and they gain bonus boxes according to the Attributes of the planet. This is determined by summing the scores of the Attributes associated with each Track and dividing that number by 4 (rounding down, minimum 0). The following chart lists which Attributes are associated with particular Damage Tracks.

DAMAGE TRACK	ATTRIBUTES
Populace	Might, Education, Cohesion, and Law
Society	Infrastructure, Connectivity, Education, and Cohesion
Resources	Might, Infrastructure, Connectivity, and Law

Each track will additionally have two "Critical" Damage boxes that represent when the affected Track is "Unstable" or "In Collapse". These Critical Damage boxes work just like the Critical Boxes for characters in that the represent real and lasting damage to that aspect of the planet, the effects of which are as follows.

UNSTABLE

A planet that has reached the "Unstable" Critical Box in any of its Damage Tracks is in dire straights. An Unstable planet is vulnerable to riots, insurrection, or even defections and will find it difficult to coordinate actions and reactions normally. Mechanically this means that planets that are Unstable suffer a +3 Challenge Level to any rolls made with Attributes associated with the Track that is destabilized. So a planet that has reached the Unstable Critical Box in their Resources Track would have a +3 Challenge Level for all rolls that use their Might, Infrastructure, Connectivity, or Law attributes.

So a planet with a +2 Might, +1 Education, -1 Cohesion, and +3 Law would have 2 Damage Boxes in their Populace Track (adding together the Might, Education, Cohesion, and Law Attributes equals +5, which is then divided by 4 to get 1.25 that, in turn, rounds down to 1 bonus box plus a base of one Damage Box).

IN COLLAPSE

A Planetary Damage Track that is In Collapse means that the particular realm of the planet's health has completely fallen into chaos. A planet that has reached this level is in serious danger of devolving into full revolt and anarchy. Assume that no actions can be taken to any of the Attributes associated with the Damage Track. A Stability Check is required immediately after taking this level of damage to prevent the planet from completely slipping into bedlam. See the Recovery Efforts section for details on Stability Checks.

DEFENSE RATINGS

A planet's Defense Ratings gives a measure of how well the planet or system defends itself from attacks. There are three different Defense Ratings for a planet, each of which corresponds to a Damage Track for the planet as well: Populace, Society, and Resources. Each Defense Rating is used when attacks are made on the planet (see the Planetary Conflict section later for more details). These Defense Ratings serve as the Challenge Level to any attacks on that aspect of the planet.

The Defense Rating for a planet is determined by the Industries of the planet as well as some Facilities. Facilities purchased as Reactive Facilities have their value added to the appropriate Defense Rating as was specified when the Facility was gained. Beyond that, the following table lists the bonus to a Planetary Defense Rating according to the Facilities the planet has.

INDUSTRY	POPULACE DEFENSE BONUS	SOCIETY DEFENSE BONUS	RESOURCES DEFENSE BONUS
AWARENESS	+2	+2	+2
COMBAT	+2	+2	+2
ENTERTAINMENT	+0	+3	+3
ENVIRONMENTAL	+0	+3	+3
TRANSPORTATION	+3	+0	+3
LORE	+2	+2	+2
MANUFACTURING	+0	+3	+3
PERSUASION	+3	+3	+0
SPIRITUAL	+3	+3	+0

PLANETARY CONFLICT

If the players and SIEGE Engineer so wish, planets, planetary systems (or even smaller organizations like countries, tribes, or even guilds) can be modeled with the Planetary Creation Rules. Once modeled, these organizations can be treated much like characters, allowing for them to conflict with one another mechanically in the system. The SIEGE Engine is still used to adjudicate these actions, but the rules are slightly different than from normal combat or the like. Moreover, this requires the SIEGE Engineer to be a bit looser in interpreting effects and conflicts than in the basic system. It's also suggested that the SIEGE Engineer take a lot more input from the players when adjudicating things, as these are broader strokes that affect more than just their players. Conflict on a galactic scale affects the whole story being told.

The reasoning behind being more fluid on the planetary scale is that rolls on the character level have fairly discrete results expected. Planetary Conflict happens at such a scale that it's much harder to track than the chaos of a gun fight between two characters or a long winded debate amongst two politicians. When a planet brings its full weight to bear on another planet, it could represent hundreds of gun fights or countless debates over wide territories. A Combat roll will determine if a character is injured while a Handling roll affords the opportunity to see if the characters wreck their hoverbike. On a galactic scale a Combat roll might represent huge armadas clashing in the void of space or a small group of assassins creeping into a rival's bedchamber whilst the Transportation check might represent ensuring a sensitive piece of cargo is delivered in time or it could cover a shipping company's bid to control all the off-planet shipping for the planet.

As such, Planetary Conflict is both more abstract and also entirely one-sided. In character level Combat, each character involved gets to take an action. For Planetary Conflict, only one planet, the aggressor, makes an action. The defending planet must only react. If the defender survives, then they can in turn become the aggressor.

This is due to the fact that Planetary Conflict requires the mobilization of so many resources that it makes immediate back-and-forth conflict impossible.

Of final note, the Planetary Conflict aspects of this system are completely optional. Planets can be created in the system purely as a way to measure them against one another without ever making rolls on behalf of the planets/cultures/guilds/etc. This aspect is merely added in for groups who wish to add another level of play to their game.

AGGRESSION

When a planet wishes to initiate hostilities to another planet, they become the aggressor. Aggressors must first decide what aspect of their target they wish to attack. Every planet has three different Damage Tracks: Populace, Territory, and Resources. The aggressor can attack any one of those Tracks in an attack. The Damage Track chosen will have a Defense Rating associated with it, and this Defense Rating becomes the Challenge Level for the attack. These Defense Ratings represent the defender's baseline competency to secure that aspect of their planet.

After the target is determined, the aggressor must decide the theatre of their attack. The theatre comes from the Industry the aggressor chooses to use. So a Combat

Industry based attack might be a military strike while a Persuasion Industry attack could be information warfare or propaganda attacks. The aggressor must have some good explanation as to how the particular Industry is being used in the conflict. The chosen theatre will determine the effects of the attack. Depending on the theatre chosen, a successful attack will do anywhere from zero to two points of damage to the defender, as certain Industries are better geared towards damaging different aspects of an opponent's holdings. A chart is provided in the Conflict Results section that outlines the damage values by theatre. A theatre that does 0 Damage can only do damage if the aggressor Stakes a Facility on the conflict. See the Staking a Facility section later for more details.

Next, the aggressor declares any Facilities they wish to bring to bear on their opposition, as well as the Attribute they will be using. Choosing Facilities and Attributes should be logical, and the SIEGE Engineer should feel free to step in and adjudicate what Facilities and Attributes are able to be used in conjunction with a particular Industry. If the player can come up with some convincing argument for using a certain combination, then the SIEGE Engineer should let the combo go. Aggressor planets can only bring one Attribute and up to three Facilities to bear against their opponent in any given roll. If an aggressor chooses to Stake a Facility (see later) then that Facility still counts against their three Facility limit.

STAKING A FACILITY

By default, the only thing a defender can bring to a conflict is their Defense Rating. Some groups may wish to allow the defender to up the stakes of a conflict. This is done by allowing a Defender to Stake a Facility on the conflict. All a defender needs do is state that they are Staking a Facility on the Conflict and state which Facility they are using. The value of this Facility is then added to their Defense Rating (and thus raises the Challenge Level of the roll). Reactive Facilities that are Staked are able to basically grant their bonus twice as their

rating is already added to the Defense stat for the planet, but Reactive Facilities can never be Staked in any other theatre other than the one specified when the Facility is purchased. Thus a Populace Reactive Facility can not be Staked if an opponent attacks a planet's Society.

Facilities Staked in this manner serve as sacrificial lambs to the cause. If the attack fails, then the Facility that the defender put up reduces its value by 1 due to the strain of successfully defending the planet. If the attack still succeeds, then the planet both takes damage and loses the Facility in the exchange. Thus, Staking a Facility is a definite risk.

Aggressors can also choose to Stake a Facility on an attack. Staking a Facility as an aggressor works in the same manner as the defender; save that the value is added to the roll for the attack. Also, Reactive Facilities can be staked on any theatre for the aggressor. On a failed attack, however, the Staked Facility is completely lost. On a successful attack, the value of the Facility is reduced by 1, but the aggressor does an additional point of damage to the defender's Damage Track. For example, an aggressor might Stake their "Imperial Armada +4" Facility on a raid on an enemy planet (a Resource attack in the Combat theatre). If the aggressor's attack was successful,

the Armada would be reduced to +3 but the strike would deal 2 Damage Boxes to the Resource Track. However, if the attack failed, then the entire Armada would be wiped out (reduced to a value of 0).

Regardless of whether the aggressor or defender, or both, are Staking a Facility, only one Facility can be Staked by each side in a conflict. Therefore, the attacker can Stake only one Facility and the defender can Stake only one Facility on any given conflict roll. Staked Facilities count into the limit of number of Facilities that can be used on an attack.

PLANETARY CONFLICT ROLL

After the theatre has been chosen and any Stakes been placed, the aggressor then makes the Conflict Roll. The Conflict Roll is based off of the Industry of the theatre of the conflict. The aggressor rolls a d20, which is modified by the Attribute and any Facilities that are being brought to bear. The Target Number of the roll is based first on the Challenge Base determined by the Industry. If the Industry being used is possessed by the aggressor, then the Prime Challenge Base (12) is used. Otherwise the Non-Prime Challenge Base (18) is used. The Challenge Level consists of the defender's appropriate Defense Rating and any Staked Facility.

CONFLICT RESULTS

The results of a Planetary Conflict, much like the results of any character-based conflict, hinge on the results of the Planetary Conflict Roll. Successful acts of aggression will find the defending planet taking one or more points of Damage on the appropriate Damage Track. The total amount of damage is determined by the theatre of the attack. The table below lists the base damage for an attack based off of the theatre/Industry and the Damage Track. Simply cross-reference the theatre of the attack to the appropriate Damage Track being assaulted and the base damage will be listed. Remember, that if the aggressor Staked a Facility on the attack, increase the Damage done by a single point.

THEATRE	POPULACE DAMAGE	SOCIETY DAMAGE	RESOURCES DAMAGE
AWARENESS	2 Damage	1 Damage	0 Damage
COMBAT	1 Damage	1 Damage	1 Damage
ENTERTAINMENT	0 Damage	2 Damage	1 Damage
ENVIRONMENTAL	1 Damage	1 Damage	1 Damage
TRANSPORTATION	1 Damage	0 Damage	2 Damage
LORE	0 Damage	2 Damage	1 Damage
MANUFACTURING	1 Damage	0 Damage	2 Damage
PERSUASION	1 Damage	1 Damage	1 Damage
SPIRITUAL	2 Damage	1 Damage	0 Damage

If any damage done to the defender causes a Critical Damage Box to be marked, then there are serious repercussions. See the the Recovery Efforts section for more details.

Much like a character needs to heal and equipment must be repaired, planets too need time and efforts to recover from damage dealt to them. These Recovery Efforts depend on the level of damage done and the Damage Track that felt the injury. A planet that has not suffered any Critical Damage (i.e. has not marked either the Unstable or In Collapse box on any given Damage Track) can recover all Damage Boxes on a single Damage Track for every month of game time the planet is not engaged in any form of conflict. This means that the planet cannot be the aggressor or defender in any Planetary Conflict during that month. This means that, at most, three months of relative peace will undo any and all non-critical damage done to a planet. If a planet is attacked at any point and time during a month, the leaders can choose to make a Stability Check if the attack was unsuccessful to prevent the recovery clock from resetting. If the planet is attacked and any damage is done (or the subsequent Stability Check is failed), then the recovery clock resets.

Planets that have suffered Critical Damage have penalties associated with the level of damage they have suffered (which is listed in the Damage Track section). They must make Stability Checks if they have any hopes to repair the damage done. Furthermore, planets that have reached the "In Collapse" level of damage are in real danger of completely dissolving into chaos and anarchy.

STABILITY CHECK

A planet that has suffered any Critical Damage will make a Stability Check to see if the damage from the attack can be repaired. Also, a planet that has suffered any "In Collapse" Damage in any Damage Track must immediately make a Stability Check or see the planet erupt in complete pandemonium.

Stability Checks are made as non-Prime checks and are modified by a single Attribute of the controlling player's choice as well as the Defense Rating for the Damage Track the check is being made on. Facilities can be Staked on this roll with the repercussions as if the planet was defending applying. It should be noted that the Attribute that is used for the Stability Check will affect "how" the stability is restored. A Might based Stability check would see police and military forces out enforcing the will of the government while an Education based check might be propaganda or even re-education camps. The player and SIEGE Engineer should describe the efforts made as best they can if this ever comes up.

If the Stability Check is being made immediately after a planet suffers an "In Collapse" hit, then success means that the government and populace manage to keep the planet from completely collapsing. Remember that if a planet is "In Collapse" it cannot make use of any of the Attributes associated with that Damage Track for the Stability Check. Failure on this roll means that the planet has slid into Turmoil (see later for details).

If the Stability Check was being made for Recovery Efforts, then success means that after one month of relative peace (i.e. no aggression either by or on the planet), one box of Critical Damage in the Damage Track is recovered. If the planet has taken more than one Critical Damage in a single Damage Track, then a second Stability Check and another month is required to recover that damage as well. Failure on a Stability Check means that no recovery happens for a month.

TURMOIL

A planet in Turmoil has lost all functionality, oversight, and governmental control. Insurrections, riots, and revolutions plague the cities. Civil wars may break out as well. Consider a planet that has reached the Turmoil status to be in complete disarray. Assume all of its Attributes are at -3 and that all Defense Ratings are set to +2. Any further successful aggression to the planet allows the aggressor one of three options: Resource Raid, Treasury Raid, or Annexation.

Resource Raids allow the aggressor to take control of holdings of the defending planet. Mechanically, this means that the aggressor planet can take up to +3 points worth of Facilities from the defending planet. In this case, each point taken from a Reactive Facility counts as two of the +3 points the raiding planet can take. So a raiding planet could take +1 from a Reactive Facility and +1 from a normal Facility or +3 from a normal Facility.

A Treasury Raid has the aggressor stealing actual Wealth from the defeated planet. To determine how much Wealth can be raided, subtract the Wealth ratings of the two planets from one another and divide that value by 4 (rounding down, minimum 1). This is the amount that the defending planet loses from their Wealth rating as well as the amount that the aggressor planet adds to their Wealth score. For example, a Wealth 10 planet that is raided by a Wealth 20 Planet will result in the Wealth 10 planet reduced to Wealth 8 and the Wealth 20 planet increased to 22 (20 – 10 = 10 which is then divided by 4, which is 2.5, rounded down to 2).

Finally, Annexation allows the defending planet to fall into the control of the aggressor. Once the planet has been Annexed, a Stability Check is required by the aggressor to take control. A successful roll sees the aggressor seize control of the defender, but the planet loses 3 points worth of Attributes, chosen by the aggressor. Furthermore, the newly acquired planet is still in Turmoil, so additional Stability checks are required to restore order. A failure on this Stability Check has the Annexation fail, and the defending planet falls back into Turmoil.

For example, if Terra Epsilon fell into Turmoil and the Confederation of Leopold made a successful attack, the Confederation could choose to steal Terra Epsilon's "Terran Navy +1" Reactive Facility and +1 from their "Alliance Parliament" Facility as a part of a Resource Raid. Conversely, the Confederation could reduce Terra Epsilon's Wealth of 11 to 10 and then gain 1 point of Wealth to add to their Wealth of 9 (Terra Epsilon's Wealth of 11 reduced by the Confederation's Wealth of 9 is 2, which is then divided by 4 to get a final value of .5, which is rounded down to the minimum of 1). Or finally, the Confederation could try to Annex Terra Epsilon. If the Confederation's Stability Check succeeded, then Terra Epsilon would join the Confederation, but would loose 3 Attribute points, chosen by the Confederation's leadership.

Provided in this section are some reference materials for the SIEGE Engineer. Provided are some sample NPCs for quick-use in just about any game as well as some example planets and a quick example of a combat. The SIEGE Engineer should also refer to the broadsides included in the boxed set that provide useful charts for running a game of StarSIEGE: Event Horizon.

EXAMPLE NON-PLAYER CHARACTERS

These example NPCs give the SIEGE Engineer some quick write-ups on opposition the characters may face. They aren't complete as a full-fledged NPC nor are they as basic as Mooks (if that optional rule is being used). Instead, they work much like a PC using the Competence score. Each NPC here is considered to be of an above-average competency (Competence Rating of 5). The SIEGE Engineer should feel free to modify this value as they see fit.

LAW ENFORCEMENT

Customs Officer: Persuasion and Awareness Skill Bundles. +5 to any rolls related to searching, bluffing, or bribery (or a +5 Challenge Level to any rolls made to hide, bribe, charm, or bluff the officer). Notable Equipment: Lase Pistol, ProtecVest, CommComp.

Health Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 2 Durability: 3

    Combat Defense: +6

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +2

Customs Marine: Combat and Awareness Skill Bundles. +5 to any rolls related to combat, defense, or searching. Notable Equipment: Lase Pulsar, ProtecSuit, CommComp

Health Track: O O O O O O   O (Disabled)
O (Down) O (Out)   Armor Rating: 2 Durability: 0

    Combat Defense: +9

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +2

NE'ER DO WELLS

Rogue: Persuasion and Mechanics Skill Bundles. +5 to any rolls to disable, bluff, charm, bribe, or repair (or +5 to Challenge Levels to rolls made to bribe, charm, or bluff). Notable Equipment: ProtecSkin, Blaster Pistol, Security Bypass Kit.

Health Track: O O O O O (Disabled) O (Down)   O (Out) Armor Rating: 1 Durability: 3

    Combat Defense: +8

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +2

Thug: Combat and Athletics Skill Bundles. +5 to any rolls to intimidate, feats of strength, or combat (or +5 Challenge Level to attempts made to intimidate or overpower). Notable Equipment: Vibroblade, Bulletproof Vest, Hand Cannon.

Health Track: O O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 2 Durability:4

    Combat Defense: +2

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +2

Smuggler: Persuasion and Handling Skill Bundles. +5 to any rolls to bluff, charm, bribe, shoot, or pilot (or +5 to Challenge Levels to rolls made to bribe, charm, or bluff). Notable Equipment: ProtecVest, Blaster Pistol, Security Bypass Kit.

Health Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 2 Durability: 3

    Combat Defense: +6

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +2

MIDDLE CLASS

Trader: Persuasion and Lore Skill Bundles. +5 to any rolls to charm, bribe, or knowledge (or +5 to Challenge Levels to rolls made to bribe, charm, or bluff). Notable Equipment: ProtecSkin, Lase Pistol, CommComp, Translator

Health Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 1 Durability: 3

    Combat Defense: +8

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +2

Engineer: Lore and Mechanics Skill Bundles. +5 to any rolls to repair, disable, use computers, or knowledge. Notable Equipment: Mechanics Tool Kit, Semi-automatic hand gun. CommComp.

Health Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Combat Defense: +2

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +2

Physician: Lore and Spiritual Skill Bundles. +5 to any rolls to treat, heal, allay or bolster. Notable Equipment: First Aid Kit, Physician's Kit, Hand gun, CommComp

Health Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Combat Defense: +2

Stress Track: O O O O   O (Disabled)
O (Down) O (Out) Armor Rating: 0 Durability: 0

    Psyche Defense: +5

PLANET EXAMPLES

Below are some examples of planets created using the Fashioning Worlds system. These planets are listed to give the SIEGE Engineer a point of reference for their own designs or some quick planets that can be dropped in a moments notice.

CONFEDERATION OF LEOPOLD

Might	+3	Connectivity	-1	Cohesion	+2	Population Density	8
Infrastructure	+2	Education	-2	Law	0		
Tech	8	Psi	0	Wealth	8		

Industries

Combat

Spiritual

Facilities

Ecclesiastic Marines +2 (Reactive: Society)

Chapel of Leopold +3

Library of Saint Nathandar +1

The First Fleet of the Blinding Light +1 (Reactive: Resources)

Populace Track: O   O (Unstable) O (In Collapse)

Defense Bonus: +5

Society Track: O   O (Unstable) O (In Collapse)

Defense Bonus: +5 +2 (Ecclesiastic Marines) = +7

Resources Track: O O   O (Unstable) O (In Collapse)

Defense Bonus: +2 + 1 (First Fleet) = +3

DESCRIPTION

The Confederation of Leopold is one of the oldest colony worlds of Terra Prime. Situated in the 55 Cancri system, the planets now known as The Confederation of Leopold were originally three small colonies spread amongst the satellites of the fourth planet in the system, Serling. When a cataclysm destroyed the majority of the populace on Serling almost 1000 years ago, its lunar colonies saw a huge influx of desperate refugees. Moreover, the cataclysm all but cut off the system from the wider network, as warnings of biohazards and contagions kept most outsiders away.

Abandoned and alone, the colonies strove to keep their populace alive during these dark ages, but the refugees put a strain on their limited resources. This, of course, led to much persecution of the refugee population. Amongst these refugees was a charismatic young man by the name of Leopold Drakenhof. Displeased with the way the refugees were treated, Leopold and a small group of companions sought to better the lives of the refugees. Instead, their actions were dealt with harshly by the colonial governments. This began an insurrection that lasted for decades, eventually leading to the death and martyrdom of Leopold and the exaltation of him as a scion of the gods by one of his companions, a particularly devout man who simply went by the name Nathandar. Over the millennia that followed, the Children of Leopold developed into a religious movement that eventually overthrew the colonial powers. The leadership then moved to reclaim the planet of Serling, now redubbed Sanctuary. When Terran craft eventually "rediscovered" Serling they found a highly militaristic and devout theocracy populating what all charts regarded to be a dead world. The Children of Leopold clashed with Terran incursions claiming all Imperial charters null and void. Their military strength was more than enough to repel the small incursion forces sent by the Terran ruling body. Now an uneasy truce has been enacted as both sides scramble to shore up their defenses against the other.

TERRA PRIME

Might	-1	Connectivity	+2	Cohesion	+1	Population Density	6
Infrastructure	+3	Education	0	Law	0		
Tech	10	Psi	0	Wealth	14		

Industries

Entertainment

Lore

Facilities

Seat of Humanity Museum Ecologies +5

Reach for the Stars Adventure Park +2

The Day of Days Historical Experience +1

Lunar Landing Site Memorial Park +2

Populace Track: O   O (Unstable) O (In Collapse)

Defense Bonus: +2

Society Track: O O   O (Unstable) O (In Collapse)

Defense Bonus: +5

Resources Track: O O   O (Unstable) O (In Collapse)

Defense Bonus: +5

DESCRIPTION

The racial home of humanity, Terra Prime, also known as Earth, has seen many changes over the millennia man has ruled over it. From simple origins as hunter-gatherers, humans from Earth now span countless galaxies. Terra Prime stands as a testament to humanity's humble beginnings. Once the seat of all human power, Terra Prime has since become a sort of planetary museum-piece. With the rise of Terra Epsilon as the new headquarters of the Terran Alliance, Terra Prime saw its last great resource tapped. The years that followed saw a quick decay in the financial and political clout of the ancestral homeworld.

Terra Prime probably would have slipped to the oblivion of a footnote in mankind's history if not for the machinations of a one Enrique d'Sol, a politically gifted man who served as Terra Prime's ambassador to the Terran Alliance. Through years of political wrangling and back-room deals, Ambassador Enrique (as he came to be known) managed to have the whole of Earth and its satellite Luna declared as the first Historic Preservations in the history of the Alliance. This unprecedented move saw an influx of Alliance funds as scientists, researchers, and historians worked to restore Earth to her former glory. Now, the Earth stands as a planet-sized museum of all of humanity's achievements. This has, of course, turned it into a popular tourist spot.

TERRA EPSILON

Might	+2	Connectivity	0	Cohesion	-1	Population Density	13	
Infrastructure	+3	Education	+1	Law	+2			
Tech	11	Psi	2	Wealth	12			

Industries

    Persuasion

    Manufacturing

Facilities

    Terran Navy +1 (Reactive: Populace)

    Terran Alliance Parliament +5

    Gateway Space Dock +2

    The "Archives" +1

Populace Track: O O   O (Unstable) O (In Collapse)

    Defense Bonus: +3 + 1 (Navy) = +4

Society Track: O   O (Unstable)   O (In Collapse)

    Defense Bonus: +6

Resources Track: O O   O (Unstable) O (In Collapse)

    Defense Bonus: +3

DESCRIPTION

Terra Epsilon has always been a politically strong planet. Its early founders did all they could to lure businesses to the system to ensure a good manufacturing base. They then used the capital from the taxes as well as contacts within these businesses to solidify political power. Terra Epsilon was one of the driving forces behind the Terran Alliance formation. Terra Epsilon's Planetary Governor, a man by the name of Elmer Fast, saw the strains galactic expansion had put on the United Worlds and lobbied amongst other worlds to form a new, more unified centralized government for all of humanity to rally behind. The United Worlds had been more of an arbitration group, much like the old Earth United Nations that it grew out of, while Governor Fast's Alliance would create a centralized support network for allied worlds. This network would create a backbone that would allow for trade-laws, mutual defense pacts, and even taxation of member nations. The monies raised by the Alliance would then be used for non-aligned research and military forces that could be utilized by the member nations as needed. Elmer's vision as well as the contacts he had from Terra Epsilon eventually lead to the formation of the Alliance. And while Elmer would not live to see the first session of the Alliance Parliament, his legacy has lived on for millennia since.

Since the inception of the Alliance, Terra Epsilon has worked tirelessly to solidify itself as the central power in the government. Only recently was it able to overturn one of Elmer's hardest fought concessions to the old governmental powers. Elmer Fast had conceded the seat of the Alliance government to old Earth, out of respect for her place as the homeworld for all humanity. But ever since that concession, members of the Terra Epsilon contingent to the Parliament had fought for the relocation of the seat to Terra Epsilon. Now that the new Parliamentary building is complete, Terra Epsilon stands as the crown jewel in the human empire.

COMBAT EXAMPLE

The Free Trader Berebeli has come under attack from a band of space pirates. On board the Berebeli are Captain Victor Quartjin (played by Matthew), First Mate Lucas Reynolds (played by James), Curl Rrath the Feloid Advisor (played by Ed), Mayara Tuning the space marine (played by Aaron), and Paul Sunstryder a passenger and general ne'er do well (played by Susan).

The SIEGE Engineer, Liam, has informed the group that the Berebeli is facing off against an enemy gunship, a craft hailing as the Black Rogue. Furthermore, he informs the players that a surprise attack by a breacher craft (specifically designed to penetrate an opponent's hull for the purpose of delivering boarders) has a band of enemy pirates pouring into the Berebeli's ventral hold.

James: Oh great! How do we expect to get us out of this one, Captain?

Matthew: Can it, Lucas. I want Mayara on the guns as quickly as possible! We need to keep that gunship at bay.

Aaron: Sorry Cap, but we've got boarders. Mayara charges off the bridge to head off the boarders. Liam, can she get to the boarding party right away?

Susan: Where is Paul when the attack started? I'm assuming he's in his cabin sleeping.

Ed: I'm assuming Curl to be on the bridge when the action started.

Liam: Okay! Enough everyone… let's get things settled down. Right now, it looks like we have two fronts going on. We've got boarders to repel and a gunship to deal with. I want everyone to declare for me what position they'll be taking in the ship. Matthew, you go first.

Matthew: Well, Victor will of course act as the Captain.

Aaron: Mayara will go to repel the invaders.

James: Well, since Mayara usually takes the guns, I'll work Gunnery while she's busy.

Ed: I'm not sure what Curl should do… he's not much of a fighter and doesn't really have any skills that are applicable.

Matthew: You know, you could use your Tactical Maneuvers specialty to direct the crew. Tell you what, you take over the Captain role and Victor will be the Pilot.

Ed: Sounds good to me! Is that okay, Liam?

Liam: It's a little meta-gamey, for me… why would Victor turn over control to a Feloid advisor during combat?

Matthew: Well, remember that last encounter when we had to make a quick retreat after the deal went bad. Curl kept his cool and even managed to come up with a few plans that let us really slow down our opponents. Maybe Victor saw some leadership there that he felt might shine through during combat?

Liam: Whatever… let's just keep things moving.

Susan: Paul will move to repel the invaders as well.

Liam: Right then. According to my chart here (earlier Liam had made a note of each character's Reflexes and Tactics Scores), I've got the Initiative Order as follows: Lucas, Gunship, Mayara, Paul, Boarders, Pirate Captain, Curl, and then Victor. I'm going to be running the Boarders as Mooks, just FYI. There are 10 of them and they are wearing ProtecSuits and wielding Hand Cannons. This gives them a Defense of +9 and a Shooting of +11 as a group. They are led by a Pirate Captain, who is a full-fledged NPC. He too is wearing a ProtecSuit and is wielding a Blast Gun. The Boarders will start at Medium Range to Mayara and Paul. I'm also going to rule that due to their surprise attack, neither Paul nor Mayara are wearing their armor or have anything more than a side-arm available…

Aaron: Come on! Mayara is always armed

and armored… that's her thing.

Liam: You mean she sleeps and goes to the bathroom fully armed and armored?

Aaron: She finds it relaxing?

Liam: Not buying it.

Aaron: Fine, I'm going to spend a Nova Point to have Mayara be fully armed and armored for the battle. Is that okay?

Liam: I am more than fine with that. You going to do the same, Susan?

Susan: Nah, let's see how this goes…

Liam: Fine. The Gunship is currently at Extreme range to the Berebeli. Okay, what is Lucas going to do, James?

James: Lucas will jump to the command console and try to put the reticles for our cannon on the Gunship. I am using my Shooting Specialty and Combat is Prime for me.

Aaron: Don't forget the Shooting Bonus for the Light Assault Cannon!

James: Right. So I add my Reflexes of +3, +1 for my Shooting Specialty, and +4 for the Light Assault Cannon, giving me a +8.

Liam: Your Challenge Level is 6 for firing a Short Range weapon at Extreme Range plus another 8 for the Defense Screen on the Pirate Gunship.

James: Right, so that's a Challenge Level 14 with my Challenge Base of 12 for having Combat as Prime, which means I need a 26 to hit. (Rolls a d20) I got a 17, which means I just barely miss with a 25! Damn!

Liam: Right, the Gunship is using a Move Action to close the distance. The craft has a Move of 1, so it is now Moving up to Long Range. And it gets a +3 to its Defense until its next turn due to this. You're up Mayara.

Aaron: Right, Mayara will crouch behind some cover and will take a shot at the Pirate with her Pulsar. In fact, I'm going to use the Rapid Fire effect to fire twice. I'll split the +8 Shooting bonus from the Pulsar into two +4 attacks. I get a +1 to both, since I'm at Medium Range and it's a Medium Ranged weapon. I also add Mayara's Specialty and Reflexes to each, which is a +8 to each shot. What's my Challenge Level?

Liam: The Pirate's Combat Defense score is +8.

Aaron: Okay, so my Target Number is 20 for both shots. My first roll is a 14 and the second is an 8, which means I hit once. I deal one Wound to the Pirate… and don't forget that the Pulsar is Armor Piercing.

Liam: The Pirate staggers a bit as the lasers lance through his armored space suit. It's Paul's turn Susan.

Susan: Well, Paul is only armed with his trusty Blaster so he'll take a pot shot at a few of the Boarders. Are they still in a group?

Liam: Yep, they're sticking together this round, so their Combat Defense is +9. You'll get a +1 to the Challenge Level due to being at Medium Range and firing the Blaster, since it's a Short Range weapon.

Susan: M'kay. Paul's got a +2 Shooting and a +1 Reflexes. Couple that with his +8 Blaster, I've got a +11 to hit and the +10 Challenge Level gives me a Target Number of 28, since Paul doesn't have the Combat Skill Bundle. I got a 17, which means I hit! Awesome!

Liam: Awesome, indeed. Paul braces himself against the blast doors and fires at the boarding pirates. He manages to burst the face-plate of one of the pirates with his blaster pistol. A second shot tears through another pirate's chest. There are now only 8 boarders left.

Aaron: What? How'd she bag two guys with one shot?

Liam: We're using the Mook rules, so every successful shot kills one Mook automatically and every 3 Wounds the weapon does kills another. Since the Blaster Pistol does 3 Wounds, that's two dead Mooks.

Susan: Suck on that, Aaron. Paul will twirl his Blaster Pistol on his finger and smile roguishly at Mayara. "It's all in the reflexes!"

Liam: Okay, it's now the boarding pirates and their Leader's turn. The remaining 8 Pirates fire back at Paul and the leader's going to take a shot at Mayara. Since the boarders have slug-throwers they're going to use their Ammo special effect to load dum-dums this round, giving them a bonus wound to damage since they don't have to worry about Paul's armor. Now, you bagged two of the mooks, Susan, so they're now only at a +10 to hit. What's Paul's Combat Defense?

Susan: Without his armor on, he's got a +3 total. Yikes!

Liam: Yup… and while I'm at it, what's Mayara's Combat Defense? I think I have a +7 written down, is that right Aaron?

Aaron: It is indeed.

Liam: Okay, so the boarders are non-combatants, so their Target Number is a 21. (rolls die) My roll of 8 is not really close enough, so the boarders miss you, firing all around Paul as he ducks back into the doorway he was firing from. The Target Number for the Pirate Captain is 19, since he does have the Combat Skill bundle. (rolls die) A 20! Looks like he just blasted you Mayara.

Aaron: (groans) Ouch, this is gonna hurt. The Blastgun does 4 Wounds, right? So Mayara takes 2 Wounds and her Armor loses one from its Durability, but protects me from 2 Wounds, right?

Liam: That's right. You're up Curl

Ed: I'm glad I'm not down there! Now as the Captain I can try to direct those under me, so I can use my Tactical Maneuvers Specialty to help the others, right?

Liam: Yep, if you're successful you can add either your Confidence or Tactics Specialty bonus to the next action performed by both the Pilot and a single Gunner.

Ed: Cool. I'll try it. What's my Challenge Level?

Liam: Well, this is your first time in command during combat, so I'm going to bump the difficulty up a step. We'll say this is Difficult, so a +3 Challenge Level. And this is based off of the Persuasion Skill Bundle and your Savvy.

Ed: Not so good for Curl. My Target Number is 21, since I don't have the Skill Bundle. So I get to add my specialty and my Savvy, right? That's a bonus of +1. I can only succeed on a 20… right. I think I'll spend a Nova Point to automatically succeed at this. This means that both Victor and Lucas get a +2 to their next action, right?

Matthew: Good use of Nova Points!

Liam: Yup, they both get the +2, so you're up Matt.

Matthew: Right, Victor will take some evasive maneuvers. I want to make it harder for those guys to hit us. I make a Flight check and will get to add either my Reflexes or my Specialty to our Defense stat, right?

Liam: That's right. Your challenge base is a 3 since there's a lot of cover in this asteroid field.

Matthew: Let's see, my Attribute is -1 and my Flight Specialty is +1, so they cancel each other out. The Berebeli has a +1 to Flight, so I'm at a +1 to my roll.

Ed: Don't forget Curl's bonus!

Matthew: Oh yeah! I'm at a +3. Cool. I've got the Handling Skill Bundle. (rolls die). I got a 12, which modifies to a 15, which is exactly my Target Number. (cheers around the table). This means I raise the Berebeli's Combat Defense up +1… not a lot, but every bit helps, right?

Liam: That's right. Looks like we're all done for the round. Let's start up next round. Same order, what is Lucas going to do this round?

James: Uhh… I'm gonna try to blow them up, of course! Yee-haw!

Play would continue in the same fashion until the group is victorious or is forced to flee or surrender. As can be seen in the brief example, StarSIEGE: Event Horizon is about keeping the action going. The SIEGE Engineer and players shouldn't try to squeeze out the most out of bonuses or penalties. Players should simply get a Target Number and roll. Keeping the action moving is more important than maximizing one's bonuses. And most of all, players should never forget to have fun doing it!