

STARSIEGE

EVENT HORIZON

General Difficulty Chart

| Difficulty | CL | Prime TN | Non-Prime 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 |

Situational Difficulties

| 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 |

Range Modifiers

| Band | Approx. Distance | Close | Short | Medium | Long | Extreme | LoS |
|---------------|-------------------|--------|-----------|-----------|-----------|-----------|-----------|
| 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 |

Scaling

| Scale | Multiplier | Scale Example | Base Range Increment |
|--------------|-------------|---------------------------|----------------------------|
| Personal | x1 | City Block Travel | 60 meter increment |
| Vehicular | x9 | Planetary-surface | 540 meter increment |
| Suborbital | x81 | Near-Orbit Travel | 4860 meter increment |
| Subluminal | x6561 | Intra-Solar System Travel | 393,660 meter increment |
| Superluminal | x43,046,721 | Light-speed Travel | 2.58 x 109 meter increment |

Size/Pop/Credit

| Rating | Multiplier |
|--------|------------|
| 0 | 0.001 |
| 1 | 0.002 |
| 2 | 0.004 |
| 3 | 0.008 |
| 4 | 0.016 |
| 5 | 0.031 |
| 6 | 0.063 |
| 7 | 0.125 |
| 8 | 0.25 |
| 9 | 0.5 |
| 10 | 1 |
| 11 | 2 |
| 12 | 4 |
| 13 | 8 |
| 14 | 16 |
| 15 | 32 |
| 16 | 64 |
| 17 | 128 |
| 18 | 256 |
| 19 | 512 |
| 20 | 1,024 |
| 21 | 2,048 |
| 22 | 4,096 |
| 23 | 8,192 |
| 24 | 16,384 |
| 25 | 32,768 |
| 26 | 65,536 |
| 27 | 131,072 |
| 28 | 262,144 |

Optional Rules

| Optional Rule | Digest | Ref. |
|---|------------------------|--------|
| Challenge Base of 12? Isn't that just a +6 bonus? | Mechanic Options | pg.3 |
| Where are the opposed rolls? | Opposed Rolls | pg. 3 |
| I make this look good. | Exceptional Success | pg. XX |
| Chase Rules? Move within Range Increments? I just want to know how far I can move | Tactical Movement | pg. 9 |
| Don't worry, the bullet passed right through. | Cinematic Rules | pg. 10 |
| Leaving... 20 for me... at my best I couldn't handle that many. | Mook Rules | pg. 10 |
| It's all in the Reflexes | Initiative Options | pg. 10 |
| Taste my paired blasters of DOOM! | Dual Wielding | pg. 12 |
| Shoot the hostage! | Disarm Options | pg. 13 |
| Flight or flight? | Psychological Options | pg. 15 |
| Just how did you get that beautiful scar, anyways? | Lasting Injuries | pg. 16 |
| I am not an animal! | Mutation Options | pg. 18 |
| How did you do that, Tetsuo? | Open Psionics | pg. 19 |
| I'm not big on waiting... | Drain Options | pg. 20 |
| I'll be back | Consequence free cyber | pg. 21 |
| Subsystem Pools | Subsystem Options | pg. 25 |
| Where is the earth-shattering kaboom? | Catastrophic Failures | pg. 29 |
| But I love counting! | Ammunition Counting | pg. 29 |
| I like the feel of money in my hand... | Credit Counting | pg. 32 |
| Ley lines | Planetary Psi Score | pg. 34 |

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Fashioning Trappings Cheat Sheet

Process

- Step 1 Concept
- Step 2 Determine Class
- Step 3 Function
- Step 4 Special Effects/Flaws
- Step 5 Point Tally and Distribution

Step 1: Concept

In this stage, the designer decides what kind of object or power they are creating. This can be as simple as a specific item like "flashlight" or a complex description. The Concept Step has no mechanical aspects, and simply acts as a guide.

Step 2: Class

A item/power's Class determines the Skill Bundle required to use the item/power.

| Class | BP | Effect |
|--------------------|----|---|
| Single Class | 0 | Action with listed Skill Bundle (pg XX) |
| Supplemental Class | 3 | Choice of Skill Bundle to use (pg XX) |
| Divergent Class | -3 | Requires 2 actions to use (pg XX) |
| Automatic | 6 | Functions always apply (pg XX) |

Step 3: Function

Functions are the crux of the system. An item/power's Function will determine what effects the item/power has mechanically.

| Function | BP | Ref |
|--------------------------|-------------------|----------|
| "Automatic" Class | 6 | pg 23-25 |
| +1 to Armor | 3 or 9 | pg 23-25 |
| +1 to Attribute | 18 | pg 23-25 |
| -1 to Attribute | -18 | pg 23-25 |
| +1 to Durability | 1 | pg 23-25 |
| +1 to Interference | -2 | pg 23-25 |
| +1 to Skill Bundle | 6 | pg 23-25 |
| -1 to Skill Bundle | -6 | pg 23-25 |
| +1 to Specialty | 1 | pg 23-25 |
| -1 to Specialty | -1 | pg 23-25 |
| +1 to Tech or Psi Scores | 9 | pg 23-25 |
| -1 to Tech or Psi Scores | -9 | pg 23-25 |
| Bonus Skill Bundle | 30 | pg 23-25 |
| Cargo/Quarters | Size +2 per 1 BP | pg 23-25 |
| Deal 1 Critical Box | 18 | pg 23-25 |
| Deal 1 Damage Box | 3 | pg 23-25 |
| Move ½ | 1 | pg 23-25 |
| Move 1 | 4 | pg 23-25 |
| Move 2 | 6 | pg 23-25 |
| Move 3 | 8 | pg 23-25 |
| Move 4 | 10 | pg 23-25 |
| Scale: Personal | 0 | pg 23-25 |
| Scale: Vehicle | 6 | pg 23-25 |
| Scale: Suborbital | 12 | pg 23-25 |
| Scale: Subluminal | 18 | pg 23-25 |
| Scale: Superluminal | 24 | pg 23-25 |
| Range Class Restriction | -2 | pg 23-25 |
| Range Increase | 1 per Range Class | pg 23-25 |
| Special Effect | 3 | pg 23-25 |
| Special Flaw | -3 | pg 23-25 |
| Subsystem | Size +2 per 1 BP | pg 23-25 |

Step 4: Special Effects/Flaws

Special Effects and Flaws are special rules that can't be modeled with the Function mechanics. This list is not exhaustive, but merely serves as an example for groups to create their own rules-bending options for their items/powers.

| Effect | Type | BP | Multi? * | Ref. |
|--------------------|------|------------|----------|----------|
| Ammo | SFX | 6 | | pg 26-27 |
| Area Effect | SFX | 3 | Yes | pg 26-27 |
| Armor Crushing | SFX | 9 | | pg 26-27 |
| Armor Piercing | SFX | 3 | | pg 26-27 |
| Ban | Flaw | -12 to -24 | | pg 26-27 |
| Bulky | Flaw | -3 | | pg 26-27 |
| Combust | SFX | 3 | Yes | pg 26-27 |
| Concealable | SFX | 3 | | pg 26-27 |
| Continual | SFX | 3 | | pg 26-27 |
| Daze | SFX | 3 | Yes | pg 26-27 |
| Disposable | Flaw | -3 | | pg 26-27 |
| Distributed Weight | SFX | 3 | | pg 26-27 |
| Divergent Class | Flaw | -6 | | pg 26-27 |
| Environmental | SFX | 3 | | pg 26-27 |
| Expanded Spectrum | SFX | 3 | Yes | pg 26-27 |
| Fast | SFX | 3 | | pg 26-27 |
| Fragile | Flaw | -3 | | pg 26-27 |
| Hold | SFX | 9 | | pg 26-27 |
| Low Light Vision | SFX | 3 | | pg 26-27 |
| Obvious | Flaw | -3 | | pg 26-27 |
| Pacifist | Flaw | -9 | | pg 26-27 |
| Persistent | SFX | 3 | Yes | pg 26-27 |
| Prosthesis | SFX | 3 | Yes | pg 26-27 |
| Rapid Fire | SFX | 3 | Yes | pg 26-27 |
| Reinforced | SFX | 3 | | pg 26-27 |
| Slave | Flaw | -3 | | pg 26-27 |
| Slow | Flaw | -3 | Yes | pg 26-27 |
| Stun | SFX | 3 | Yes | pg 26-27 |
| Supplemental Class | SFX | 3 | | pg 26-27 |
| Taxing | Flaw | -3 | | pg 26-27 |
| Telecommunication | SFX | 3 or 6 | | pg 26-27 |
| Telekinesis | SFX | 9 | | pg 26-27 |
| Teleport | SFX | 9 | | pg 26-27 |
| Temperamental | Flaw | -3 | | pg 26-27 |
| Terrain Ban | Flaw | -6 | | pg 26-27 |
| Time Dilation | SFX | 12 | | pg 26-27 |
| Touch | Flaw | -3 | | pg 26-27 |
| Vicious | SFX | 3 | Yes | pg 26-27 |
| Volatile | Flaw | -9 | | pg 26-27 |

* Multi Effects can be purchased multiple times for increased effects

Step 5: Point Tally and Distribution

The Building Points accumulated are distributed amongst either Reliability, Size, Tech, and Value for items or Potency, Drain, and Experience Points for powers.