STARSIEGE™
EVENT HORIZON

Introductory Manual

Josh Chewning

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STARSIEGE: EVENT HORIZON
QUICK START RULES 2008

BY: Joshua Chewning

ART AND LAYOUT: Peter Bradley

EDITING: Joshua Chewning

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

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AUTHORS NOTE

Please purchase the full version of **StarSIEGE: Event Horizon™** for more details on running the game. The full rules of **StarSIEGE: Event Horizon™** include details on creating your own equipment, alien races, Psionic abilities, planets, and characters. The complete rules also expand on various aspects of running the game and include a sample Setting.

The full rules also include a Psionics system, a Cybernetics system, and a system that can handle Mutations to allow groups to model specific genres. **StarSIEGE: Event Horizon™** is meant to be modular, allowing for the group to add and remove rules as they feel best fits their play-style. Furthermore, the rules include various optional dials to allow further customization of the game (like adding Hit Points into the game or removing Specialties).

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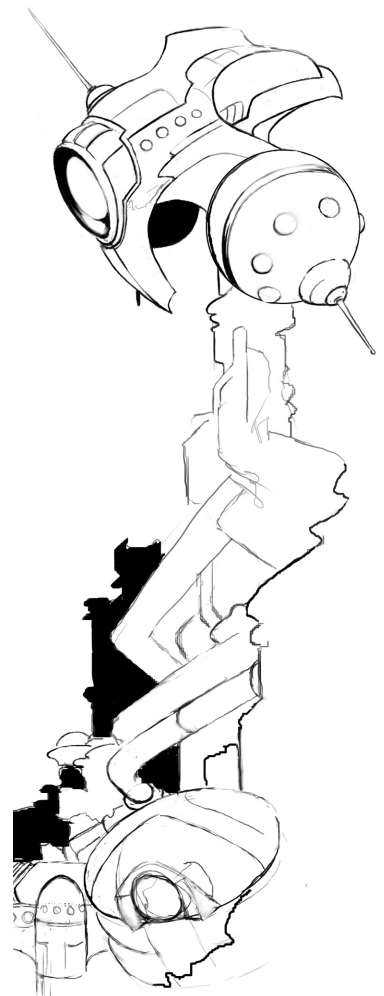
WELCOME TO STARSIEGE: EVENT HORIZON

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

For the uninitiated, **StarSIEGE: Event Horizon™** is a Role-playing Game (RPG) set in an undefined Science Fiction realm. A Role-playing Game is game designed to allow for the players of the game to collaborate and tell stories of fictional characters, which the players create and control. RPGs were popularized in the late 1970s by the creation of Dungeons & Dragons, the first commercial RPG. In an RPG, the players assume the roles of fictional characters. The players then cooperate to tell the story of their characters. In many RPGs one of the players acts as a director and referee. In StarSIEGE this player is called the SIEGE Engineer. It is the job of the SIEGE Engineer to craft the plot and world that the other players, called Player Characters (PCs) will inhabit and explore. The SIEGE Engineer also serves as an arbiter of the game rules.

WHAT YOU'LL NEED

To play the game all that is needed are some friends, this rulebook, at least one twenty-sided die (referred to as a d20, available in most hobby stores and some are included with the boxed set), some pencils and paper, and a healthy imagination. This game is a toolkit that allows for fans of Science Fiction to create and tell their own stories; to create their own worlds. StarSIEGE does this by adapting the popular **SIEGE Engine™** as found in the Castles & Crusades Role-playing Game to the Science Fiction genre. It is modular, allowing players to pick and choose the elements they wish to incorporate into their game while still maintaining the speed and ease that is the core of the SIEGE Engine.

THE SIEGE ENGINE

StarSIEGE: Event HorizonTM 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 only 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 can be added together as well, but only if they modify the Specialty being used and are of the appropriate Class (see the equipment section for more details on Class). Thus, a character with a Cybernetic Arm (Automatic Class and +4 Melee attacks), a Knife (Combat Class and +2 Melee), and a Brawler Special Ability (Automatic Class and +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

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. 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).

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	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. 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.

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 who lacks the Persuasion Skill Bundle 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 gryo-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.

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, Movement, 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 55 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	APPROX. DISTANCE*	WEAPON BONUS
Close	~0 – 55 meters	+1 to all Classes
Short	~56 to 110 meters	+1 to E, L, M, and S Classes, -2 C Class
Medium	~111 – 165 meters	+1 to E, L, and M Class -2 to S Class, -4 C Class
Long	~156 – 255 meters	+1 to E and L Class, -2 to M Class, -4 to S Class, -6 C Class
Extreme	~256 – 310 meters	+1 to E Class, -2 to L Class, -4 M Class, -6 S Class, -8 C Class
Line of Sight	~311+ meters	-2 E Class, -4 L Class, -6 M Class, -8 S Class, -10 C Class

* = Approximate Distance is based off Personal Scale.

SCALE

The universe is a huge and expansive place. Trying to measure it all off of 55 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 Classes. 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.

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 55 meters but is now 495 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 495 meter Range increment instead of a 55 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	55 meter increment
Vehicular	×9 (9^1)	Planetary Travel	495 meter increment
Suborbital	×81 (9^2)	Intra-Solar System Travel	4455 meter increment
Subluminal	×6561 (9^4)	Inter-Solar System Travel	144,642 meter increment
Superluminal	×43,046,721 (9^8)	Intergalactic Travel	$2.36 × 10^9$ meter increment

MOVEMENT

All characters, creatures, vehicles, and anything else the SIEGE Engineer deems necessary will have a Move score that determines how fast 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. Move really scales with the Size of the object, so most Move ratings will almost always be ½, 1, or 2 and allowing the Scale multiplier 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.

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.

GETTING SHOT HURTS.

Some players want a very gritty combat system, even grittier than the basic rules. To accommodate this, a slight change should be made to the damage and armor system. All weapons should be assumed to deal a Critical Wound on a successful hit (i.e. characters have no Wound boxes, only the three Critical Wound boxes). Only Armor can prevent damage to the character. In this

case, the Armor worn is reduced by a single value for every Wound point of damage the weapon normally deals. In this case, all Armor values are doubled as well. So a character wearing a ProtecVest (Armor value of 2 normally is doubled to a value of 4) is hit with a Hand Cannon (which deals 2 Wound Boxes normally). In this case, the character would not be wounded but the Armor would lose two levels of Armor (leaving an Armor value of 2). If the character is hit again, this time with an Assault Rifle (which deals 1 Wound Box) then the Armor value would be reduced to 1. Another hit from a Hand Cannon would finish off the Armor and deal a Critical wound to the character (since the Armor value of 1 isn't enough to stop both Wounds of damage).

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, only major Non-player characters or important bad guys have multiple wound boxes. Random opponents with no real value (a.k.a. Mooks) should have only the Critical Wound boxes of "Disabled", "Down", and "Out". This makes them much easier to cut through, further increasing the space opera feel. Plus it makes the main villains seem all the more threatening.

INITIATIVE

StarSIEGE: Event HorizonTM 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 Attribute 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.

ACTIONS

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 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 number of Automatic items and powers can modify an action. 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.

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).

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 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 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 five (5) Size levels of difference or more between two combatants, subtract the larger Size of the combatants from the smaller Size. Reduce the result of that by 5 and that becomes 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 penalty to the larger attacker's attack rolls. But, this difference also means that the damage done by the smaller object is lessened by one-half (rounding down, minimum 0) while the damage for the larger attacker is doubled.

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 5 point difference in their Sizes. Subtracting 9 (the Android's Size) from 22 (the Star Fighter's Size), we get 13. This is reduced by a further 5 to get a Size Modifier of 8. So the Star Fighter is at a -8 penalty to its attack rolls to hit the Android, but if it succeeds, it will do double damage. If the Android chooses to fire back it will do so with a +8 bonus but only do ½ damage.

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.

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. 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 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.

DAMAGE

All characters, be they Player Characters or Non-player Characters, have a Health Track that is used to track the character's physical well-being. This track has a number of damage boxes associated with it. As damage is dealt, the damage boxes are checked off, 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 bonus Armor damage boxes in the character's Wound Track. Any damage done to the character first applies to the Armor boxes before actually causing Wounds.

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 "Out"). If the item has a Durability rating listed, then it can take more direct damage with each level of Durability equaling a point of Armor for the item.

CRITICAL DAMAGE—WOUNDS

A "Disabled" character suffers a Challenge Level of 3 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, quarter 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.

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 two ways: naturally or with assistance.

FIRST AID

A character that has suffered any amount of 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 requires around thirty seconds (five rounds) and some kind of First Aid kit. A successful Lore check (with the Treatment Specialty applied, if applicable) will heal 1 Wound, plus any bonuses for the First Aid kit.

First Aid used on a Critically Wounded character takes two minutes (20 rounds) and requires a First Aid kit as well. This will simply offset any penalties from the wound, thus allowing a "Disabled" 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 from their wounds, but will still need to heal normally.

A character can only benefit from First Aid once for normal wounds in a given encounter. A character can benefit any number of times from First Aid to Critical wounds, since it doesn't allow the recovery of any Wound boxes.

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 bonus can reduce the number of days by their bonus, with Physique modifying the time to heal physical wounds. Similarly, characters with a Physique 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 Physique of -1 would take six days to recover a Wound 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.

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. 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 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 roll (modified by the Treatment Specialty). 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.

EQUIPMENT DESCRIPTIONS

Equipment carries with it different ratings that help describe systemic benefits the equipment grants to the user. There are five elements that rate wide aspects of the Equipment: Tech, Size, Reliability, Value, and Class. These elements give broad aspects of how the equipment fits into the world as a whole. All equipment also has Functions, which are bonuses, special effects, and flaws that show the effects of the equipment on the character and the environment.

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.

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 (or .

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.

The default damage for an item is related to its Size as well. For each 5 Size Levels an item has, it deals a single Wound Damage Box when used in a Combat check. Treat Unarmed attacks from any creature or character to have a Size of ½ the Size of the creature when determining Wound Damage Boxes (thus a Size 10 alien would deal a single Wound Damage Box with an unarmed strike).

A character can use 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. 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.

SPECIAL EFFECTS

What follows are some descriptions of Special Effects that might be functional Bonuses for equipment in StarSIEGE: Event Horizon.

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). Ammo can be switched out with every use of the item without penalty or Actions required.

Armor Piercing (SFX) Ignore Armor Rating of an object when damage is dealt

Concealable (SFX) Can be hidden by another piece of equipment of the same Size or greater

Combust (SFX) Instantly catches any flammable items on fire. A burning fire deals 1 Wound every other round until extinguished

Environmental (SFX) Item generates specific environment regardless of surroundings

Fast (SFX) This item grants +3 to character's Reflexes for Initiative purposes only.

Fragile (Flaw) Halve all bonuses provided by item if the character suffers a Critical Wound. Also the item is completely destroyed if it ever takes a direct hit.

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.

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 applies to each action. Multiple purchases of this Special Effect grants an additional action, rather than two.

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).

Wearable (SFX) Reduce Size by ½ when determining Encumbrance while worn

CLASS

The Class of a trapping or Special Ability denotes the Skill Bundle required for use of the item or power. 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. Otherwise, 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.

VALUE

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 Credit section later for more details on Value and buying items.

SIZE AND VALUE RATINGS

RATING	MULTIPLIER	SIZE EXAMPLE	VALUE EXAMPLE
0	0.001	Tennis Ball	Dinner for two ($75)
1	0.002	Baseball	$150
2	0.004		Personal Music Player ($300)
3	0.008	Hand/foot	Pistol ($600)
4	0.016	Handgun	$1,200
5	0.031	SMG	Flat Screen TV ($2,325)
6	0.063	Rifle	$4,725
7	0.125	Human Limb	"Poverty Line" ($9,375)
8	0.25		Cost of Economy Car ($18,750)
9	0.5	Child	Cost of Luxury Car ($37,500)
10	1	Human	Middle Class Lifestyle ($75,000)
11	2	Erva	$150,000
12	4		$300,000
13	8	A gathering (around eight Size 10 creatures)	$600,000
14	16	Motorcycle	$1.2 million
15	32		$2.4 million
16	64	Car/SUV	Wealthy Lifestyle ($4.8 million)
17	128	Elephant	$9.6 million
18	256	A great party (about 256 Size 10 creatures)	$19.2 million
19	512	Tank	$38.4 million
20	1,024.00		$76.8 million

EQUIPMENT LIST

Provided below are some sample pieces of equipment that characters could use in a **StarSIEGE: Event Horizon™** game. The full rules of **StarSIEGE: Event Horizon™** provide rules for building equipment, allowing groups to populate their games with whatever pieces of equipment they can come up with.

Reading the Equipment line is fairly simple: Equipment Name, Tech Reliability Size Value, Class. Functions. So, the Semi-Automatic Handgun has a Tech Rating of 3, Reliability of 3, Size of 4, Value of 4 and is a Combat Class piece of equipment. For Functional bonuses, it adds +6 to the user's Shooting Specialty and is a Medium Range Weapon (on the Personal Scale, since no other Scale is defined). The Handgun deals 1 Wound on a successful strike and can make use of various types of ammo on the fly.

RANGED WEAPONS

Semi-Automatic Handgun: T3 R3 S4 V4, Combat. Shooting +6, Medium Range, SFX: Ammo, 1 Wound

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

Submachine Gun: T4 R2 S5 V5, Combat. Shooting +6, Short Range, SFX: Rapid Fire, SFX: Ammo, 2 Wounds

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

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

Sniper Rifle: T3 R4 S7 V5, Combat. Shooting +6, Extreme Range, SFX: Ammo, 3 Wounds

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

Lase Pistol: T6 R0 S4 V5 Combat. Shooting +5, Extreme Range, SFX: Armor Piercing, 2 Wounds

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

Lase Pulsar: T6 R0 S5 V5, Combat. Shooting +7, Long Range, SFX: Rapid Fire, SFX: Armor Piercing, 2 Wounds

Lase Rifle: T6 R0 S7 V4, Combat. Shooting +6, Line of Sight Range, SFX: Armor Piercing, 3 Wounds

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

MELEE WEAPONS

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

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

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

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

Nova Sword: T6 R0 S6 V2, Combat. Melee +5, Defensive Maneuvers +2, SFX: Fast, Close Range Only, 4 Wounds

Vibroblade: T5 R0 S3 V1, Combat. Melee +5, SFX: Fast, Close Range Only, 2 Wounds

ARMOR

Kevlar Vest: T4 R0 S8 V3, Automatic. +2 Armor, +2 Durability, SFX: Wearable, SFX: Concealable, Flaw: Impact Only

Kevlar Vest with Ceramic Plates: T4 R0 S8 V5, Automatic. +3 Armor, +2 Durability, SFX: Wearable

ProtecVest: T6 R0 S8 V2, Automatic. +2 Armor, Defensive Maneuvers +3, SFX: Wearable

ProtecSkin: T6 R0 S9 V7, Automatic. +2 Armor, Defensive Maneuvers +6, SFX: Wearable, SFX: Concealable

ProtecSuit: T7 R0 S9 V6, Automatic. +3 Armor, Defensive Maneuvers +4, SFX: Wearable, SFX: Environmental

OTHER EQUIPMENT

Personal Communications Computer: T8 R0 S4 V8, Automatic. +1 Lore Skill Bundle, Line of Sight, Personal Scale, SFX: Telecommunication, Flaw: Fragile

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

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

Security Bypass Kit: T6 R1 S3 V3, Mechanics. Disable +6, Computer Operations +4, SFX: Concealable

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

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

First Aid Kit: T6 R2 S5 V4, Automatic. Treatment +5, Allay +3, Bolster +3

SAMPLE VEHICLES

FREIGHTER

BEOWULF CLASS CONVERTED DEEP SPACE TUG "BEREBELI": T8 R2 S24 V15, Automatic. Cargo 20, Quarters 14, Subsystem 10, Move ½, Subluminal Scale, Defensive Maneuvers +1, Space Flight +1, Sensors +2, Flaw: Temperamental, Durability +4.

Wound Track: O O O O S C O (Disabled) Q

S = subsystem, the C = Cargo and the Q = Quarters/crew

DESCRIPTION

The Berebeli can safely carry up to 14 crew and passengers of Size 10 or less, this includes berths for each crew/passenger as well as sufficient environmental controls to keep them alive and comfortable in space. The modified tug has a large Cargo bay (Cargo 20) capable of carrying large quantities of freight as well as a single hardpoint to mount an additional system (Subsystem 10). She is fairly maneuverable (Space Flight +1 and Defensive Maneuvers +1) and has a basic Sensor package (Sensors +2). The Beowulf Class tug was never a speed demon (Move ½) but its large ramjets allowed for it to cruise from system to system fairly easily (Subluminal Scale). The Beowulfs were always a bit twitchy with whole systems shutting down at inopportune times taking some finesse to get started again (Temperamental flaw, if Reliability is rolled, the affected system takes 2 rounds worth of actions to get going again). That said, the Beowulf was a solid and dependable ship (Durability +2).

SUBSYSTEM

The Berebeli mounts a single Lase Cannon for point defense.

Lase Cannon: T8 R0 S10 V10, Combat. Shooting +6, 4 Wounds, Subluminal Scale, Extreme Range

GUNSHIP

EGG-1977a Crusader: T8 R1 S23 V22, Automatic. Quarters 10, Subsystem 16, Subsystem 12, Subsystem 12, Sensors +4, Space Flight +4, Defensive Maneuvers +3, Durability 4, Vehicular Scale, Move 2, Flaw: Volatile

Durability Track: A A A A A O O O O C S U O (disabled) Q

A = armor hits, C = cannon hit, S = Shield hit, U = Undefined Subsystem, Q = quarters hit

DESCRIPTION

The EGG-1977a is a relatively new model single-man (Quarters 10 allows for one Size 10 occupant) gunship. It has a simple, t-cross design, reminiscent of the cross symbol used by crusaders on ancient earth, hence the "Crusader" designation. The Crusader is a fast assault craft (Move 2, Vehicular Scale) designed for interception of enemy fighters and bombers. It's normal loadout includes the newly designed "Addison Cannon", a long range energy weapon mounted on its larger Hardpoint (Subsystem 16). Its combat survivability is greatly boosted by the MAC Defensive Screen that is normally installed on the craft's secondary mount (Subsystem 12). A final Hardpoint mount is left for instances when the Gunship needs to mount additional items.

The Crusader has a highly specialized Sensors package (Sensors +4) and above average maneuverability (Space Flight +4 and Defensive Maneuvers +3). Its one flaw is that it explodes when it is Disabled (Volatile Flaw).

SUBSYSTEMS

Addison Cannon: T8 R1 S14 V5, Combat. Shooting +7, Vehicular Scale, Long Range, 4 Damage, SFX: Armor Piercing, SFX: Fast

MAC Defensive Screen: T7 R0 S11 V6, Automatic. Defensive Maneuvers +5, Armor 5, SFX: Reinforced

CHARACTERS

This booklet provides five sample characters and a few basic NPCs that can be used to test out StarSIEGE: Event Horizon. The full rules books provide guidelines on making new characters, equipment, and other abilities.

ATTRIBUTES

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

PHYSIQUE

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

REFLEXES

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

rating, only add to it). A character's Reflexes are added to all Ranged combat rolls.

KNOWLEDGE

What a character knows is very important to how they react to the world around them. The Knowledge Attribute measures the character's general knowledge and understanding of the world around them. It represents education, both formal and informal, as well as memory recollection. Knowledge applies to rolls involving information recall, general knowledge, or other memories of data. The Knowledge score of a character is added to their Tech Score to represent the amount of formal education the character has received in the technical realms.

SAVVY

The Savvy attribute measures a character's technical expertise and mental acuity. This covers reasoning, logic, and aptitude with technical and mechanical theories. The character uses Savvy when using their mental faculties to solve problems. Savvy is added to a character's Tech Score to help determine the overall level of Technology the character is familiar with. A character's Savvy additionally benefits repair and craft rolls made.

CONFIDENCE

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

EMPATHY

Measuring how well a character is liked by and gets along with others is the function of the Empathy Attribute. Empathy measures the character's understanding of others as well as their overall likeability and presence. Empathy should be added to rolls when the character is trying to understand the actions of others or to even read hidden intentions or deception. Empathy affects the character's Cyber Score and is added to the base to determine how much metal the character can integrate into their body. Furthermore, Empathy also is used on all Channeling rolls.

SIZE SCORE

A character's Size is determined by the Species they select in the first stage of character creation. Size is outlined in greater detail in the Fashioning Worlds section.

MOVE SCORE

The Move score listed for each race denotes the number of Range Increments a character can move in a single Move action. More details and options on the Move Score are provided in the SEIGE Engineer section. To determine a character's overall speed, the Move Score can be multiplied by 9 (and whatever Scale modifier if there is one) to get the approximate number of meters per second the character moves at their top speed.

TECH SCORE

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

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

USING TECH SCORE

A character's Tech Score represents the level of technology they are most familiar with. A character can easily and safely use, maintain, and repair any item with a Tech Rating equal to or less than the character's Tech Score. Characters attempting to use items with a higher Tech Rating than their current Score must either gain some rudimentary training on the item from someone with the appropriate Tech Score or roll a natural 20 on a single d20 roll. If neither of those conditions is met, the character cannot use the equipment. Otherwise, the character can use the equipment but halve (rounding down) all Functional bonuses the item grants to rolls (e.g. a +3 Shooting bonus would become a +1 bonus)

NOVA POINTS

Nova Points have four uses for characters. First, they can be used to automatically succeed at any single roll. In this case, the character will succeed without any complications as if they had rolled the Target Number exactly. They can be used in this manner only before a roll is made. The second use of Nova Points is to prevent a character from dying or going insane. Whenever a character reaches the "Out" critical box in either Health Track, the player can spend a Nova Point. Doing so means that the character is considered "Out" until the situation that caused the damage is over (i.e. combat ends or the threat to the character leaves). During the rest of the situation, the character is left for dead, but as soon as the threat is over, the character immediately heals their "Out" damage level and is left at "Down" or "Fractured" as appropriate. Nova Points can also be spent on Editing. A player can spend a Nova Point to introduce a change to the scene as laid out by the SIEGE Engineer. This change should be small and should focus on the Player Character.

Finally, a player can spend a Nova Point to have their character Attempt the Impossible. Using a Nova Point in this way allows the character to attempt actions that are far beyond the realm of possibility. For example, the character could use a Nova Point to attempt to grab a live grenade and throw it back or to jump from a building and land on a truck speeding away. Attempting the Impossible gives the character license to act like an action-movie hero. These tasks may still require a roll (and thus may fail), but the Nova Point allows the character to even Attempt the Impossible.

PROFESSIONS

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

SKILL BUNDLES

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

ATHLETICS

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

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

AWARENESS

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

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

COMBAT

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

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

ENVIRONMENTAL

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

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

HANDLING

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

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

LORE

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

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

MECHANICS

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

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

PERSUASION

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

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

SPIRITUAL

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

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

SPECIALTIES

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

HEALTH TRACKS

In StarSIEGE, the character's overall health and well-being is managed via the Wound Track. This track has a number of boxes (generally referred to as Wound boxes) that represent the amount of trauma a character can endure. The actual nature of a damage box is left up to the SIEGE Engineer and situation that the character is wounded during. A single wound box could represent a gash from a knife or a graze from a bullet.

The Health Track also contains three "critical" damage boxes that represent serious and dire damage to the character. A character that has taken damage to "critical" boxes will suffer additional penalties and possibly lasting damage as outlined in the Health section later.

DEFENSE RATINGS

All characters have a Combat Defense. This score defaults to a base rating of the character's Reflexes Attribute. Only equipment or defensive Specialties can increase a character's Defense score. Armor and the Defensive Maneuvers specialty will factor into the Combat Defense score. The character's Combat Defense score is added to the Challenge Base of all incoming attacks against the character as a Challenge Level. Cover, movement, and other environmental factors might also affect a character's Combat Defense score.

CREDIT

Rather than tracking actual credits or money, **StarSIEGE: Event Horizon™** 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. Success means the item is purchased while failure means that the item or funds were unavailable. The character must wait at least a week of game time before trying to purchase the same item again.

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.

DEBT

A character can pick up debt and add it to their Credit Score for a single Purchasing Roll. After that, they will carry the Debt. The only way to "pay down" Debt is to make Purchasing Rolls on a periodic basis (one month of game time is a good start) with the Challenge Level equal to the character's current Debt Score. Success has the Debt Score drop by one, failure means that the Debt stays the same that month.

ENCUMBRANCE

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

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

NON-PLAYER CHARACTERS

Here are some example NPCs that can be used for quick opposition to the sample characters provided above.

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). **Combat Defense:** +5. **Equipment:** Lase Pistol, ProtecVest, CommComp.

Health Track: A A O O O O
O (Disabled) O (Down) O (Out)

Customs Marine: Combat and Awareness Skill Bundles. +5 to any rolls related to combat, defense, or searching. **Combat Defense:** +9. Equipment: Lase Pulsar, ProtecSuit, CommComp

Health Track: A A O O O O
O (Disabled) O (Down) O (Out)

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). Combat Defense: +7. Equipment: ProtecSkin, Blaster Pistol, Security Bypass Kit.

Health Track: A A O O O O
O (Disabled) O (Down) O (Out)

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). Combat Defense: +1. Equipment: Vibroblade, Kevlar Vest, Hand Cannon.

Health Track: A A O O O O
O (Disabled) O (Down) O (Out)

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). Combat Defense: +4. Equipment: ProtecVest, Blaster Pistol, Security Bypass Kit.

Health Track: A A O O O O
O (Disabled) O (Down) O (Out)

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). **Combat Defense:** +7. Equipment: ProtecSkin, Lase Pistol, CommComp, Translator

Health Track: A A O O O
O (Disabled) O (Down) O (Out)

ENGINEER: Lore and Mechanics Skill Bundles. +5 to any rolls to repair, disable, use computers, or knowledge. Combat Defense: 0. Equipment: Mechanics Tool Kit, Semi-automatic hand gun. CommComp.

Name	*Captain Victor Quartjin*
Concept	*No-nonsense Merchant*
Species	*Human*
Profession	*Trader*

STARSIEGE EVENT HORIZON

Statistics

P -1 hysique	**R** -1 eflexes	**K** +1 nowledge	**S** -1 avvy	**C** +2 onfidence	**E** +3 mpathy

Size	*10*	Tech Score	
Scale	*Personal*	Galactic Standard	*7*
Move	*1*		*8*

Nova Points ◇ *5*

Skill Bundles

Prime	Bonus
◇ **Athletics**	
◇ **Awareness**	
◇ **Combat**	
◇ **Environmental**	
◆ **Handling**	
◆ **Lore**	
◇ **Mechanics**	
◆ **Persuasion**	
◇ **Spiritual**	

Description

Experience

Gained	
Spent	

Special Abilties

Name	P	D	X	Class	Function
Adaptation	*0*	*0*	*36*	*Auto*	*Bonus Skill Bundle: Handling*

Equipment

Name	T	R	S	V	Class	Function
Beowulf Class Deep Space Tug "Berebeli"	*24*	*7*	*1*	*15*	*Auto*	*See Description Later*
"Whitewind 50" Snub Lase Pistol	*6*	*0*	*4*	*5*	*Combat*	*Shooting +5, Extreme Range, 2 Wounds, Concealable, Armor Piercin*
STM-4 Personal CommComp	*7*	*0*	*7*	*9*	*Auto*	*Lore Skills +2, Line of Sight, Fragile Personal Scale, Telecommuncations*
ProtecSkin Armored Jumpsuit	*6*	*0*	*9*	*7*	*Auto*	*Armor +2, Defense +6, Wearable Concealable*

Specialties

Defensive Maneuvers *+2*
  The character is trained at avoiding damage in combat.

Shooting *+1*
  The character's overall familiarity and training with all forms of ranged combat

Space Flight *+1*
  Familiarity with piloting all forms of space craft, regardless of size

Obscure Knowledge *+3*
  Training in trivial and obscure facts covering a wide range of topics

Technical Knowledge *+2*
  Ability to recall information about all forms of technology and scientific theory

Bluff *+1*
  The ability to lie, decieve, or othe

Encumbrance

0	1	2	3	4	5	6	7
8	9						

Bonus	*4*	Max Lift	*9*

Credit Score	Debt Score
11	*4*

Wound Track

	Disabled	Down	Out
☐☐☐☐☐	☐	☐	☐

Armor ☐☐

Combat Defense

+7

-1	+	*+6*	+	*+2*	+	
Reflexes		Armor		Def Man		

Name	First Mate Lucas Reynolds
Concept	Dim, but dependable right arm man
Species	Human
Profession	Smuggler

STARSIEGE
EVENT HORIZON

Statistics

P hysique	R eflexes	K nowledge	S avvy	C onfidence	E mpathy
-1	+3	-3	+2	+1	+1

Size	10	Tech Score	
Scale	Personal	Galactic Standard	8
Move	1		

Galactic Standard: 8

Nova Points: 5

Skill Bundles

Prime		Bonus
◇	Athletics	
◇	Awareness	
◆	Combat	
◇	Environmental	
◆	Handling	
◇	Lore	
◆	Mechanics	
◇	Persuasion	
◇	Spiritual	

Description

Experience

Gained	
Spent	

Special Abilties

Name	P	D	X	Class	Function
Adaptation	0	0	36	Auto	Bonus Skill Bundle: Mechanics

Equipment

Name	T	R	S	V	Class	Function
Mechanics Tool Kit	8	0	10	5	Auto	Mechanics skills +2, Repair +5
"Whitewind 50" Snub Lase Pistol	6	0	4	5	Combat	Shooting +5, Extreme Range, 2 Wounds, Concealable, Armor Piercin
STM-2 Personal CommComp	7	0	6	7	Auto	Lore Skills +1, Line of Sight, Fragile Personal Scale, Telecommunctions
EVO-4A Environmental Suit	7	0	6	7	Auto	Armor +1, Zero-G Man. +2, Durability 4 Concealable, Wearable, Environmenta

Specialties

Defensive Maneuvers	+1

The character is trained at avoiding damage in combat.

Shooting	+1

The character's overall familiarity and training with all forms of ranged combat

Space Flight	+1

Familiarity with piloting all forms of space craft, regardless of size

Land Vehicles	+1

Training in piloting all land based vehicles; wheeled, tracked, or hover.

Repair	+1

Ability to fix or repair mechanical and electrical devices

Detection	+3

Character's skills at actively searching for hidden items, traps, or ambushes

Sensors	"+2

Understanding and use of communcation and sensory apparatus

Encumbrance

0	1	2	3	4	5	6	7
8	9						

Bonus	4	Max Lift	9

Credit Score	Debt Score
9	0

Wound Track

					Disabled	Down	Out
☐	☐	☐	☐	☐	☐	☐	☐

Armor ☐

Combat Defense

+4

+3	+		+	+1	+	
Reflexes		Armor		Def Man		

STARSIEGE EVENT HORIZON

Name	*Mayara "Maya" Tuning*
Concept	*Lovable goof*
Species	*Human*
Profession	*Soldier*

Statistics

P	+2	R	+1	K	-1	S	+0	C	-1	E	+2
Physique		Reflexes		Knowledge		Savvy		Confidence		Empathy	

Size	10	Tech Score		7
Scale	*Personal*	Galactic Standard	8	Nova Points ◇ 5
Move	1			

Skill Bundles

Prime	Bonus
◇ **Athletics**	
◆ **Awareness**	
◆ **Combat**	
◆ **Environmental**	
◇ **Handling**	
◇ **Lore**	
◇ **Mechanics**	
◇ **Persuasion**	
◇ **Spiritual**	

Description

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Experience

Gained	
Spent	

Special Abilties

Name	P	D	X	Class	Function
Adaptation	0	0	36	Auto	Bonus Skill Bundle: Handling

Equipment

Name	T	R	S	V	Class	Function
STM-2 Personal CommComp	7	0	6	7	Auto	Lore Skills +1, Line of Sight, Fragile, Personal Scale, Telecommuncations
"Whitewind 65" Lase Pulsar	6	0	5	3	Combat	Shooting +6, Medium Range, Rapid Fire, Armor Piercing, 2 Wounds
Federated Arms Blaster Pistol	6	0	5	3	Combat	Shooting +8, Short Range, Durability 2, 3 Wounds
ProtecSuit Armored Void Suit	7	0	9	6	Auto	Armor +3, Defense +4, Wearable, Environmental
Vibroblade (x2)	5	0	3	4	Combat	Melee +5, 2 Wounds, Fast, Close Range Only, Concealable

Specialties

Defensive Maneuvers	+2

The character is trained at avoiding damage in combat.

Shooting	+2

The character's overall familiarity and training with all forms of ranged combat

Melee	+1

The character's overall familiarity and training with all forms of melee combat

Treatment	+2

Training in the use of first aid, surgery, and other form of medical expertise

Feats of Strength	+2

The character's training in performing actions of brute force or strength

Allay	+1

Ability to ease the suffering of others (can offset Wound penalties but not heal c

Encumbrance

0	1	2	3	4	5	6	7
8	9						

Bonus	7	Max Lift	12

Credit Score	Debt Score
8	0

Wound Track

Disabled   Down   Out

☐☐☐☐☐ ☐   ☐ ☐ ☐

Armor ☐☐☐

Combat Defense

+8

+2	+	+4	+	+2	+	
Reflexes		Armor		Def Man		

Name	Candor Wallace
Concept	Beguiling and secretive
Species	Human
Profession	Rogue

STARSIEGE
EVENT HORIZON

Statistics

P	+0	R	+1	K	+0	S	+2	C	+2	E	+0
	hysique		eflexes		nowledge		avvy		onfidence		mpathy

Size	10	Tech Score
Scale	Personal	Galactic Standard
Move	1	

Tech Score: 8
Galactic Standard: 8
Nova Points: ◇ 5 ◇

Skill Bundles

Prime		Bonus
◇	**Athletics**	
◆	**Awareness**	
◇	**Combat**	
◇	**Environmental**	
◇	**Handling**	
◇	**Lore**	
◆	**Mechanics**	
◇	**Persuasion**	
◆	**Spiritual**	

Description

Experience

Gained	
Spent	

Special Abilties

Name	P	D	X	Class	Function
Adaptation	0	0	36	Auto	Bonus Skill Bundle: Spiritual

Equipment

Name	T	R	S	V	Class	Function
STM-2 Personal CommComp	7	0	6	7	Auto	Lore Skills +1, Line of Sight, Fragile, Personal Scale, Telecommuncations
ProtecSkin Armored Jumpsuit	6	0	9	7	Auto	Armor +2, Defense +6, Wearable, Concealable
Vibroblade (x3)	5	0	3	4	Combat	Melee +5, 2 Wounds, Fast, Close Range Only, Concealable
Security Override Comp	7	1	3	6	Auto	Computer Operations +4, Disable +4, Concealable

Specialties

Defensive Maneuvers +1
The character is trained at avoiding damage in combat.

Melee +3
The character's overall familiarity and training with all forms of melee combat

Detection +1
Character's skills at actively searching for hidden items, traps, or ambushes

Charm +2
The character's ability to hobnob and ingratiate herself to others

Stealth +2
Ability to sneak, hide, or skulk about

Disable +1
Training in disabling, disassembling, or rending inoperative mechanical or elect

Encumbrance

0	1	2	3	4	5	6	7
8	9						

Bonus	5	Max Lift	10

Credit Score	Debt Score
9	0

Wound Track

□□□□□ | Disabled □ | Down □ | Out □

Armor □□

Combat Defense

+1	+	+6	+	+1	+	
Reflexes		Armor		Def Man		

+8