

Drifting
Through
SPACE

Cobbled together by:

MICHAL E. CROSS

~~Star Capt. T. J. Birke~~

* Not 'thru', 'threw' or even 'thruft'.

MÖDIPHIÛS
ENTERTAINMENT

In 2097, the Hevig class Star Freighter "THE BIGGUN" lost all power to its systems. With only 24 hours left to live, Star Captain T. J. Birke did what any sane man would do...

He wrote a roleplaying game.

Contained within these pages is a 95.34% accurate reproduction of the captain's hand-written* scrawls, salvaged from his ship and released to the public for the first time.

* Yes, he used a pen.

It's a shock to us too!

Dedicated to the next 22 hours 16 minutes and ~~42~~ ⁴⁹ ~~43~~ ^{42*} seconds,

because
that's all I
have left...

* Ah! sod it!

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Chapter I* INTRODUCTION

Hello and welcome to a game I wrote. Actually, I'm writing it as I go, so technically it's not written yet.

What's it about? Well, allow me to explain.

Using rules, roleplaying games (or "RPGs" as they are called by the cool kids) allow players to imagine that they are people or beings in extraordinary circumstances, or at least circumstances that are slightly different to their normal day-to-day life.

Take me for example. My crew (the ones that are still alive) and I have the really tedious job** of transporting the materials required for terraforming various rocks throughout the solar system, via a complex system of gates which allow spaceships to travel immense distances by folding space-time (thanks Albert!).

But I won't bore you with all that. What makes my current situation extraordinary is that the ship's engines have chosen to

* That's the roman numeral for "one"!

** I guess I shouldn't complain, especially in this economic climate - a job's a job, right?

explode and now I'm stuck out in space with only 22 hours left to live. Just imagine how excellent this would be as an RPG. Think of the story possibilities!

Being an honourable servant to the gaming community, I have thus decided to write a game based on my current situation, all whilst the oxygen and food supplies in this hunk of floating metal dwindle. Wow, the sacrifices I make! And it's all for you! Aren't I nice?

My plan is to write some mechanics, then shoe-horn in some story ideas all WITHOUT STOPPING! Let's see how that works out.

Chapter II CHARACTER CREATION

Like with most RPGs, in this game one person at the table is the Game Master/Story Teller/Dungeon Master/Space Man(ager)* and the others are players who play the roles of the Player Characters (called Crew Members**). For the record, I haven't got the time to give an in-depth explanation of an RPG. You on the other hand, probably DO have the time, so go look it up and come back to this when you're ready.

Done? Okay, let's continue.

When the role of Space Man has been forced upon someone (or chosen/volunteered, if your group is of that disposition***), the players make their Crew Members. I recommend using a piece of paper (or the character sheet that I promise to make at the back of this book if I have time) and a pencil as brains aren't good at remembering stuff.

* I like that last one - I'll use it!

** Why not?! It keeps with the space theme.

*** I learnt that word from D&D!

ATTRIBUTES

SKILLS

Each crew member has... er... ~~6~~⁷ Attributes. Because I saw a biology TV program once, they are:

~~HEAD~~ BRAIN* - how thinky your Crew Member is

SKIN - how ~~plus~~ physically tough they are

ARMS - how strong they is

FINGERS - how handy with their hands they's like

LEGS - how runny and movey with their legs they are

EYES AND EARS - how well your 'Member can see and hear stuff

~~FACE~~ MOUTH - how good at talky things da crew man is @, like

Each player now has some points to distribute amongst these 7 Attributes. Let's say 40. Now, here's an AWESOME twist: no Attribute can be 0, nor above 10, and only two numbers can be the same! Haha!

SPECIALTIES AND FLAWS

Most of the big games have a huge list of special bonuses for players to choose from, but I have less than a day to live so I'm not going to do that.

The players get to invent their own situational bonuses called "Specialties". These are things that their Crew Member is good at (mechanics, piloting, jumping, Scrabble, for example). Each player chooses 3 for their Crew Member.

* Not to be confused with my pilot, Brian.

That's nice, isn't it? But look, I'm in a pretty dire situation right now, so I'm going to add a double shot of failure into this game. After choosing 3 Specialties, players must to choose 2 things that their Crew Member sucks at. I'm going to be unoriginal and call these "Flaws".

Now, unlike Specialties, Flaws must have some impact on the story/setting/situation/whatever, therefore players can't choose anything stupid like board games (who plays those anymore anyway?), medieval basket weaving, or go-karting. NO NO NO! They have to be things like guns, computers, physics, moving in zero-g... That way when a dire situation arises in game, it hurts more (and you might just be able to feel my pain).

Finally, and this is very important, Space Mans must approve Specialties and Flaws before play, and everyone must understand how and when they can be used. If I had a Space Credit each time I saw someone getting shot or stabbed over something like this, I'd be like, 12 Space Credits richer. Roleplayers can be so passionate!

OTHER STUFF

Some people think that a name and physical description would be good for a Crew Member to have. If you're one of those people, do all that stuff now. Also, if you can be arsed, you could write a background for your Crew Member as well*. Crazy fact: some people do these things BEFORE choosing Attributes! Can you imagine?! It makes me ill thinking about it...

If the Space Man wants, (s)he can allow players to choose weapons and other stuff for their Crew Members (see later).

The players should now have Crew Members ready for action.
FYI, I have a headache...

* No 20,000 word essays, please! Contrary to popular belief, Space Mans

Chapter II

DOING STUFF

... and I've just eaten my last potato.

It's situations like these that slap you in the face and remind you that you're going to asphyxiate* in... 18 hours 52 minutes. I suddenly feel very depressed.

Anyway, enough of my whining. Now to show you how to play this fantastic game. First, I'm going to see what die I pull out from my dice bag and use that for the core mechanic... It's a...

Whoops, I dropped that one under the console (I'll find it later)... ok, again...

It's a... DRUM ROLL!!

d20**!! Oh, how common...

THE BASICS

When a Crew Member wants to do a task that has some risk or challenge involved, the Space Man should ask the player to roll a d20.

* OMG, that spelling looks right! First time too! I knew that biology TV program helped! More exclamation marks!!! And a smiley face. :)

** That's a dice with twenty sides, if you didn't know.

The Space Man then names two Attributes related to the task*. The player looks at their Crew Member's Attributes and adds these two together. If the result of the d20 roll is equal to or under this Attribute total the Crew Member has succeeded at the task! Yay! However, if the result exceeds this total, ~~rocks fall and they die~~ they fail at the task. Un-yay!

If it makes sense to the situation, Specialties grant Crew Members a +2 bonus to the Attribute total. Players must get Space Man approval if they want the bonus.

On the other hand, if a task which the Crew Member sucks at arises (due to a Flaw), they suffer a -2 penalty to their Attribute total.

Here are some example tasks:

Catch - Eyes and Ears + Fingers

Climb - Arms + Skin

Do Art Stuff - Fingers + Brain

Drive/Pilot - Brain + Fingers

Hack (of the computer variety) - Brain + Eyes and Ears

Lift/Push - Arms + Skin

Be Nice to People - Mouth + Brain

Ask "Is He Lying?" - Mouth + Eyes and Ears

Fix Things - Brain + Arms (sometimes Fingers for delicate stuff)

Jump - Skin + Legs

Notice - Eyes and Ears + Brain

Pick Lock - Fingers + Brain

Sneaky - Legs + Eyes and Ears

Throw - Arms + Eyes and Ears

Move in Low Gravity - Legs + Arms

* Yeah, the Space Man can do this after the roll. Meh, why not?! Play it how you want. I don't care, I'll be dead when you do.

TASK DIFFICULTY

Because (s)he has the POWER!!!, a Space Man may say that a task is easier or harder than usual. To change a task difficulty all (s)he has to do is give the Crew Member's Attribute total a modifier.

As a guideline, +2 is an easy task whereas a -2 is a hard task. Simple.

WORKING TOGETHER

If two or more Crew Members are able to work as a team on a particular task (and the Space Man says, "Yes, I shall permit that"), they each make a roll with a +1 bonus to their Attribute totals per Crew Member in the team. The Space Man is advised to give a limit on the number of people who can help BEFORE any dice are rolled*.

If one person succeeds their roll, the team share the success (or even the Super Success**!). On the other hand, if all members of the team fail, well... then they all fail (and if one rolled a 000-000***, they all get burned!).

In some situations, the Space Man can call for different Attributes when working together. For example, one Crew Member holds the innocent victim down (Arms + Skin), whilst the other administers the truth-serum (Fingers + Brain). In this case, all the Crew Members need to succeed, but they each still get the +1 bonus.

I need a bath.

* Watch out for those passionate roleplayers.

** A new rule! See later.

*** And another!!

~~LEVELS OF SUCCESS~~ SUPER SUCCESSES + Boo-Boos

Whenever a player succeeds at a task AND rolls 13 or more on the dice, they're awesome and Space Mans should throw them either a metaphorical or literal biscuit. In other words, their Crew Member has achieved greatness by succeeding spectacularly and should be rewarded.

Examples include: ~~putt~~ seduce the hot heir to the Zylaxian throne, jump farther (how boring), bake 6 tasty cakes in one go.

Like any good Yin, there must come the Yang. If a Crew Member fails and the die turns up as 8 or less, they have "Boo-Boo'ed" and everyone at the table should shout this loudly to rub it in. In this situation, Space Mans should take away a biscuit, or burn the Crew Member, or just make his (or her*) life a living hell for the next ten to ten-thousand minutes**.

Examples include: trip over, blow up a computer, hit your friend in the face with the melon that you're cutting for the evening meal's first course.

Look! Game Design Theory™: Clever people will notice that you can only get Super Successes or Boo-Boo's if your Attribute total is high or low enough! That's what you get for being a cake-fu master, or a luddite.

VERSUS ROLLS

of course, two people can compete against one another to accomplish a task, like the first to grab a gun or be the person to eat the most wholemeal bread. In this case the competing sides both roll a d20.

* Because I believe that everyone should suffer equally.

** For purely personal reasons, I recommend 24 hours of misery.

Who(m?) ever rolls highest, but still under their Attribute total (declared by the Space Man) succeeds. It is possible (and likely) that the two totals could be made out of different Attribute combinations. If there's a tie, compare Attribute totals. If there's still a tie, the Space Man can either ask for a re-roll or say "fuck it" and let the tie stand.

For example: My pilot, Brian, wants to sneak past Mr. Baddie. Brian rolls (Eyes and Ears [5] + Legs [4]) against Mr. Baddie's (Brain [3] + Eyes and Ears [5]). Brian rolls a 9 whilst the Space Man rolls a 3 for Mr. Baddie. Even though both 'succeeded', Brian rolled higher and therefore snuck past Mr. Baddie.

If both sides rolled a fail, the person who rolled the highest wins, or the Space Man can call for a re-roll.

Now to explain how Super Successes and Boo-Boo's work with Versus Rolls. Here's a ~~ladder with numbers~~:

~~4 Super Success~~
~~3 Success~~
~~2 Fail~~
~~1 Boo-Boo~~

ok, let's KISS*.

If the winner of a Versus Roll scores a Super Success, (s)he should be rewarded as such, unless the other person also scored one, in which case it's only a success/win as usual. I. e. Super Successes cancel each other out.

If someone rolled a Boo-Boo, then that person should be un-rewarded as such, unless the other person also achieves Boo-Boodom, in which case they BOTH Boo-Boo'ed! The competition may continue with re-rolls, depending on the situation and what the Space Man says.

You get me?

* That's 'Keep It Super Simple'. Sorry to get your hopes up, lad(d)ies.

OTHER STUFF

To be honest, I wanted to carry on with more detailed task examples together with Attribute total lists and whatnot, but I'm dying here. Throw me a bone*, will you?! If you find this not to your liking, you have my full permission to slap my dead corpse (presuming you find it of course).

Anyway, I'd better get on with the next chapter.

* or a rescue ship.

Chapter IV DRAMATIC SITUATIONS!

Oh, bugger, I knew I would have to write this chapter eventually. Why do role-players always want a fight? Ok, time to pull something out of my head...

When a situation calls for some time structure*, the Space Man should mention that the Final Fantasy Effect has occurred. You know, that whooshing noise when the "da-da-da-daaaaaa!" music starts and everything moves in slow-mo so that players can choose tactically what they want to do? Alternatively, the Space Man can simply call for a DRAMATIC SITUATION! Shouting loudly and pointing epically would do wonders. Try it. Seriously.

URNS

A Crew Member acts on their turn. A turn's length can vary between 2 and 20 seconds depending on the story and the whims of everyone (meaning the Space Man).

TURN ORDER (OR "INITIATIVE" **)

How shall we do this? Let's say that in a Dramatic Situation, Crew Members and baddies act in order of Brain from highest to lowest. If there's a tie, the highest Legs*** goes first. If there's still a tie, the highest Eyes and Ears goes first.

* For example: The moment after you've spilt your pint on a Klingon's loin cloth.

** If the name ain't broke, don't fix it!

** There must be a joke in there somewhere.

During their turn, a Crew Member or baddie can swap places with the Crew Member immediately below them in the turn order if they want. This new, un-Freudian positioning lasts for the remainder of the Dramatic Situation.

WHAT YOU CAN DO ON YOUR TURN DURING DRAMATIC SITUATIONS (AKA ACTIONS)

A person can always talk and move on each of their turns and can also do one (and only one!) of the other actions below.

TALK A person can say something. That's easy.

MOVE A person can move 10 metres (or 32, 808399 feet) each turn. Unless of course, they are in melee combat, in which case they have to withdraw. Some terrain can be harder to move over, so the Space Man can impose movement penalties. For example: half-speed when climbing, or quarter speed when swimming.

MOVE FASTER The person can move faster. They move extra metres equal to their Legs. Also known as running or sprinting.

WITHDRAW This is the only way to get out of melee combat without getting smacked. The person wanting to run away like a pansy must perform a Versus Roll using their (Legs + Brain) against the (Legs + Eyes and Ears) of all opponents they are in melee with. The pansy rolls once and compares their result to each of the opponents'.

If the pansy wins against ALL their opponents, they can move as normal upto 3 metres plus half their Legs. If the pansy scores lower than ONE of the opponents' results, the Withdraw has failed and they stay put.

If a person (or idiot) moves out of melee without doing a Withdraw thing, all baddies in melee may make an Attack on the idiot immediately. The idiot still gets to move away afterwards (if they are alive), and then still perform an action.

Toilet break.

ATTACK! Finally! How to kill stuff! First up, it's a Versus Roll. The person making an attack (let's call them the Attacker) makes an 'Attack Roll' whilst the target (let's call them ~~Bradley~~ the Defender) makes a 'Defence Roll'.

To make a ranged attack, an Attacker must be able to see their target and be within weapon range (please consult your nearest Space Man for details).

To make a melee attack, an Attacker must be next to their target. They are considered to be "in melee".

Have a look at my nice Table to get the right Attribute totals for the Attack and Defence Rolls.

	ATTACK ATTRIBUTE TOTAL	DEFENCE ATTRIBUTE TOTAL
MELEE	Arms + Fingers*	Lowest + highest of Arms, Legs, and Fingers**
RANGED	Fingers + Eyes and Ears***	Legs + Eyes and Ears

If the attacker wins the Versus Roll, the baddie is hit and takes damage. See the Weapons and Damage section that I hope I'll remember to write below****.

* You can swap Fingers for Legs if kicking someone. Also, kicking pretty much always counts as being unarmed.

** Meh. Why not?

*** If the ranged weapon is primitive, eg. a javelin or bow, it's (Arms + Eyes and Ears).

**** This is the sound of me trying to remember: "Hhherrrrrrggghhh!"

GRAB/GRAPPLE Why? Why did I have to include this?! Nobody does it anyway. Ok, deep breath.

The Attacker and Defender make a melee Versus Roll as usual. If the Attacker wins, (s)he grabs the Defender. NO damage is caused this turn. The grabbed person may only try to break free or turn the grapple around and grab their opponent on their next turn by winning a successful Versus Roll (using the usual Attributes).

Anyway, if the grabbed person is still grabbed on the Attacker's next turn they can suffer Fist or Small Weapon damage automatically (Attacker's choice) and can be pushed to the floor with another successful Versus Roll. The Defender can then try to break free again on their next turn, but will be On The Floor and so the Space Man should inflict a penalty...

It's always easy to attack people involved in a grapple, isn't it? So the Space Man should give bonuses to attack (I recommend +1 or +2 depending on how the grapplers are positioned). A miss has a 25% chance of hitting another grappler.

That's it. No more. Moving on.

MANOEUVRE I don't really know what I want with this, but it could represent a trick, feint or something similar. If a person wants to trick someone (or something) they are in melee with, they roll (Brain + Mouth) against the target's (Eyes and Ears + Brain). The baddie gets a -2 penalty on their next two rolls if they lose (or four rolls on a Boo-Boo/Super Success).

DISARM In melee, make Versus Rolls as usual. If the Attacker wins, no damage is caused, but the Defender's weapon flies a distance away in metres equal to half the attacker's Arms, in a random direction (rounded down)*. If the Attacker is unarmed, (s)he can take the weapon instead.

WRONG-FOOT/TRIP A person can make another person in melee be a person on the floor by doing this action. Make a Versus Roll. The Attacker uses (Legs + Arms), whilst the Defender uses their usual melee Defence. If the Attacker wins, the baddie takes 1 damage and is on the ground. Space Mans: make BOO-BOO'ers fall off ledges - it's fun!

Push/Shove Make a Versus roll in melee. Both Attacker and Defender roll (Arms + Skin). (Again, watch out for the BOO-BOO's and ledges.)

WEAPONS AND DAMAGE!

When you hit someone, you give them as much hurt (more commonly known as 'damage') as your weapon causes. There are three weapon sizes and two weapon types: ranged and ~~not ranged~~ melee. Other than that, you can make up what they look like and the science behind them.

Enjoy my Weapons Table!

WEAPON	DAMAGE	RULES
Unarmed/Fist/Kick	1	
Small Melee Weapon	2	
Medium Melee Weapon	3	Need to use 2 hands unless Arms 5+
Heavy Melee Weapon	4	Need to use 2 hands unless Arms 8+
Small Ranged Weapon	1	
Medium Ranged Weapon	2	Need to use 2 hands unless Arms 5+
Heavy Ranged Weapon	3	Need to use 2 hands unless Arms 8+

You could probably have explosive weapons and other awesome stuff, and the Space Man is encouraged to make those up - until I produce a supplement for them, of course*.

* Ha-ha! I'm so funny!

When an Attacker successfully hits their target, a weapon causes the amount of damage (ie, reduces Health, duh!) as stated in the Weapon Table above. A Super Successful hit causes +1 damage, and a Boo-Boo'd defence roll causes an additional +1 damage.

HEALTH A Crew Member and/or baddie has a number of Health points equal to their Skin, which drops as they suffer damage. They are On The Floor and start dying at 0 Health. When someone is dying, they die totally and completely on the Attacker's next turn unless brought up to 1 health somehow (it takes one extra turn to 'wake up'). If a Crew Member or baddie's Health drops to the equivalent of negative their Skin Attribute, they are automatically killed (their body has gone all mushy). Make sure you keep track of this 'negative Health'.

WOUND PENALTIES To make the game even more nasty, I'll add in wound penalties to remove that silly "I've still got 1 hit point and I'm fine" syndrome.

If you lose half (rounded down) of your Health points you suffer a -1 penalty when working out Attribute totals. If you lose a quarter (rounded down), it increases to a -2 penalty. If you have a Skin of 2 you only ever suffer the -2 penalty (ie, when you drop to 1 Health). If you have 1 Skin you get no penalties (being that sucky is bad enough).

NATURAL HEALING A person or other living thing regains 1 Health back per week, or 2 if resting/doing light activity (that means "not much").

Remember: A Crew Member's Health can never exceed their Skin.

OTHER DRAMATIC RULES

MULTIPLE MELEE ATTACKERS To make fighting even nastier, if someone/something gets attacked more than once between their turns, they suffer a cumulative -1 penalty to their defence and reactional Versus rolls per. attack made on them after the first.

For example: Our good friend Brian defends the third attack against him in the same turn with a -2 penalty.

ARMOUR If the Space Man (ager!) is allowing armour in his/her game, it has 'Armour Points (Oh, how original). These reduce the damage suffered by that amount. Space Mans. When allowing armour, I recommend 1 or, at a real push, 2 Armour Points maximum.

KNOCKING SOMEONE OUT This is always so complex in RPGs, so let's simply say that when you kill someone you can shout: "I choose to knock them out instead". They are at 1 Health, but not dying. They wake up a number of minutes later equal to double the negative health they would have ended up with (minimum 2 minutes)*. Moving on now.

FALLING If someone falls, they get hurt (that's what artificial gravity was designed for). The faller suffers damage/loses Health equal to a third of the number of metres fallen. They end up On The Floor after.

ON THE FLOOR When attacking someone On The Floor, melee attackers get a bonus (+2) and ranged attackers get a penalty (-1 or -2 depending on the range). To stand up from the floor, a floored thing must use it's move action for the turn, and curse lots whilst doing so.

FIRST AID I guess I should write some rules so that you can first aid someone on your turn. An injured person can only be successfully first aided once per injury.

Oh, you want more detail? Let's say the First Aid roll is (Brain + Fingers), and the result is that the injured ~~people~~ person regains 1 Health (2 with a Super Success). Without a medical kit, a first aider suffers a -2 penalty to their Attribute total. Ask your Space Man if you (can) have one**.

Remember: A Crew Member's Health can never exceed their Skin (déjà vu).

If someone has successfully aided a dying person, the 'die-er' wakes up a turn later with 1 point of Health, or 2 points with a Super Success, but automatically dies with a ~~BOO-BOO~~.

* You could square root it and multiply by four after, if you're one of "those" people.

** I recommend waiting until (s)he's in a good mood. Maybe crack a joke or two, or make them a cup of tea served with a biscuit or 2*** - that sometimes helps.

*** Digestives would be nice.

SURVIVING IN VACUUM HA! I just remembered about this important space thing that I can't see through the porthole and, as the game is about space, I think it might be important to add in.

Humans can survive in a vacuum for a number of turns equal to half their Skin (rounded down). After that, their bodies say, "I don't like this" and shut down (ie. they drop to 0 Health automatically). They die one turn later (I guess we'll make the turn 10 seconds long in this case, and they die on an Attackers turn, if applicable). Unless, of course, they are rescued, First Aided and stuff.

MAKE SHIT UP Ok, the possibilities are endless. That's why we play these games, am I right*? The Space Whatever-I've-Called-Them, should make up actions and **WRITE THEM DOWN** so you can use them again in the future. I'll even leave space for you here. Let me get your brain juices flowing: How would you let someone break their fall? How long does a space suit's oxygen supply last, when it's been damaged? Common sense, my dear Space Man and players. Please use it.

* Gimme a "HELL YEAH!" **

** I can't hear you!!

Chapter V

BADDIES

(AND NICE PEOPLE)

If it wasn't obvious, this chapter is written for Space Mans.

To keep it short, I won't be writing one of those big beastery-chapter-things, I'll just give you some ideas. Actually, I'll make up some guidelines so you can make up some baddies or even nice friendly people, like ~~blacksmiths~~ mechanics, sanitation engineers and... er... other nice friendly people.

How skilled do you want the baddie to be? Simply give them a number of Attribute points, Specialties and Flaws based on how adept they are. See the following Table (or just ignore it and do what you want):

ADEPT-NESS	ATTRIBUTE POINTS	SPECIALTIES	FLAWS
Amateur	30	1	3
Average Dude	35	2	3
Skilled Man/Lady	40	3	3
X-fu Master (where 'X' is what they are a Master of)	50	4	2

You can give them whatever equipment and weapons you want them to have or use*. This equipment can also be incorporated into the baddie's body. For example, have you seen that film where a ship's crew are stuck on a ship with a space creature (commonly called an 'alien') which has nasty claws and an insatiable appetite for HUMAN FLESH? In this case, the baddie has medium melee weapons instead of hands**!

* Which means you are giving these to the Crew Members, if you let them win - the thieving bastards!

** Hal I'd like to see the Crew steal those! (On second thought, maybe I wouldn't.)

Chapter VI

EXPERIENCE

If you REALLY want XP in your game, then the Space Man can allow you to raise an Attribute by one, or take/learn/gain an extra Specialty every now and then if you've succeeded doing a thing at least 5 times. Space Mans should award this once every 2-4 sessions*.

** Hal. Like you're going to play this game for that long!*

Chapter VII

STORY IDEAS

Last chapter, I promise*!

I can hear that you're begging to ask: "Mr. Genius RPG Designer, what great stories can we tell with your awesome game?" It's a coincidence that you want to ask me that, as I have several ideas to give you.

Unfortunately, as my brain is beginning to shut down**, I have to be quick. Here's a list:

- The ship has one or more space monster(s)*** aboard, and it's (they're) eating people. It's survive or be... survived!
- The drifting ship drifts closer to another drifting ship that's drifting through space. Perhaps there are parts on it that the crew could use to make their drifting ship no longer drifting? Time to suit up.
- The crew are on a drifting ship and the life support will only last for 3 more hours. Thing is, the rescue team will be here in 5 hours. If only there weren't so many people left alive... Do the maths.
- Boarded by space pirates ("ARRGGH!!") or ninjas ("...").

* More to myself than you.

** 29 minutes left!

*** Read - alien(s).

- The Crew are space-mercs running from the law and can only get by by offering their services to people in need. Maybe they're called the S-Team*?

- The drifting ship crash lands on a distant planet and the crew have to fix their ship to get home. However, the natives aren't helping.

- The ship's artificial intelligence** has it's own agenda. Can you say, "government conspiracy"? Dun-dun-Duuunnnn!!

- A mixture of two of the above.

- A mixture of three of the above***.

HUZZAH! I'M FINISHED!!

... Or not. I just remembered that I still have to make that character sheet...

* You know. Like that old show? See what I did there?

** If it didn't have one, it does now.

*** Oh, I'm clutching at straws here...

ATTRIBUTES

BRAIN

SKIN

ARMS

FINGERS

LEGS

EYES AND
EARS

MOUTH

SPECIALTIES

FLAWS

WEAPONS +
EQUIPMENT

ATTACK/
ACTION

DEFENCE/
REACTION

HEALTH

MELEE

Arms + Fingers*

Lowest + highest of
Arms, Legs, Fingers

MAX.

Skin

RANGED

Fingers + Eyes and Ears**

Legs + Eyes and Ears

CURRENT

ARMOUR

WITHDRAW

Legs + Brain

Legs + Eyes and Ears

MANEUVRE

Brain + Mouth

Brain + Eyes and Ears

WRONG-FOOT/
TRIP

Legs + Arms

Melee Defence

PUSH/SHOVE

Arms + Skin

Arms + Skin

Wound penalties:

-1 if under half* max,

-2 if under quarter* max,

* rounded down

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Through
SPACE

* Swap Fingers for Legs if kicking.

** If primitive, eg. a javelin or bow, use (Arms + Eyes and Ears).

Thank you for reading **Drifting Through Space**.
I hope you enjoyed it!

This game is in constant flux and is continually being improved and refined. If you have any comments or suggestions to make this game better (or simply tell me how awesome it is!), please email me at:

michal@modiphius.com

I look forward to hearing from you!

Michal

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