

BLOOD IN SPACE

“BOOT CAMP”

www.bloodinspace.info

CHAPTER 1

INTRODUCTION

WELCOME TO BLOOD IN SPACE

Allow me to be the first to welcome you to the world of Blood in Space. This is a Fudge product made as a tribute to the years of science fiction. From H.G. Wells *War of the Worlds* published in 1884 to John Cameron's *Avatar*.

This game is written to not be a copy of these worlds but brings across staples of science fiction history into one setting; tributes to popular and iconic concepts brought to us through the 19th and 20th century.

So, please enjoy this book and the worlds that lay beyond.

THE BIG THANK YOU

No RPG book is created by just one person and I must thank three of the most important people that helped me create this book.

The first goes to Wolf "SirWolf" Bergenheim for his input into the content of this book, but his love of science fiction to make sure that no idea was lost and also for his article *Tips for New GMs*!

The second is to Jonas "Fudgebob" Susara and his excellent work in looking over the rules in past editions and bringing new ideas to me to make the following game easier and more flexible for the Game Master.

Last, but not least is our resident geek girl, Sophie "Sophiru" Lindström who drew many of the basic concepts of Blood in Space and fashioned the first parts of the world. With her great imagination and marvelous characters, Sophie would be responsible for creating the feel of the universe. She also took the time out of her schedule to write *Tips for New Players* for me to include in this book.

For those, I have forgotten to mention because of my bad memory. I do thank you from the

bottom of my heart for the input, advice, and work that you have done putting this book together.

BLOOD IN SPACE COPYRIGHT INFORMATION

As the universe is published under a standard copyright I wanted to put this on paper for all those who want it.

Owners of this book are free to reproduce the contents of these pages for an unlimited amount of times for use in running their adventures.

If there are other things you are interested in using it for please go ahead and reach out to me. You can find my email address on the official website www.bloodinspace.info.

WHERE ARE ALL THE RACES?

Reading through this book you have probably noticed that there are some races mentioned that are not in this book. The reason for this is because the Blood in Space universe is so large that to add all the major races would not only take forever to get done but also make the book size costly for the average gamer to buy.

My goal with this book is to present not only online but make it available to those who just love flipping pages.

After this book is released I do plan to work on the other side of the galaxy and bring the rest of the major races to you, but right now I think the ones here will give you a lot to work with.

I have attempted to minimize all the mentions of the races to make it easier to read, but also explain to you if the information is needed.

So stay tuned for more Blood in Space in the future!



HOW TO USE THIS BOOK

This book is broken up into chapters by subject. All racial information is kept in one area. This leaves the GM the ability to flip back and forth to the information he wants.

You can use the tables of contents or the index in the book to find anything specific.

This book does not contain all that is available in the Blood in Space universe but only the Terrans and one mission. You can find more in the Blood in Space: Core Rulebook available at www.bloodinspace.info or on RPGNow.com.



CHAPTER 2 CHARACTER CREATION

INTRODUCTION TO CHARACTERS

Characters are the lifeblood of storytelling and role playing games. At first, this may sound like an obvious statement, but if you stop and think about it, we can see how important a good character is to make a story work. Without them, it's just a series of action with nothing memorable.

The part of this section is to teach you how to create a character which there are two methods presented. The Levels Method and the Template Method.

The basics of character design are the Attributes and the Skills. If you are not familiar with RPGs these are the most important things that tell you and the GM how good your character is at things. In most cases, Attributes is a way to describe your character's personality while skills are what knowledge and trade he has learned.

Each Attribute and Skill is also accompanied with a level and the GM will use that to determine how well your character did against certain difficulties. More about task difficulties and the rolling of the dice will be covered in Section 4.0.

LEVELS CHART

+4 Legendary
+3 Superb
+2 Great
+1 Good
0 Fair
-1 Mediocre
-2 Poor
-3 Terrible
-4 Abysmal

ABOUT YOUR CHARACTER

Attributes represent what the character is, what their personality is and the unique strengths and weakness. Skills refer to things that they have learned either by training or in school. This would include their jobs and inherent skills of their species.

TEMPLATE METHOD

The template method is a more simple way of creating a character instead of coming up with all the points and skills. All the player does is to pick the skills at the levels pre-determined for the sheet.

In Chapter 20 there are characters that you can use for your players and also adventures in Chapter 19.

LEVELS METHOD

The levels method is a slightly time consuming but allows a player to design their character the way they want. As a GM, you will decide ahead of time how many free levels the player is given and if there is a cap of the type of levels available. (Ex. You can give them three free levels to raise attributes and 10 free levels to raise skills attributes. Players can have only 1 superb trait to start). The reason that the GM needs to decide this is to make sure a character is not more powerful than the opponents he will be facing in the mission.

Once the player knows what they want, they will raise a level based on the relative difference between the present level and the desired level. An example would be a Fair level being raised to Great, the level good is between it so that will cost to levels. Most of the time, the GM starts attributes at Fair and skills at Poor.

The player should continue to assign the remaining free levels until they have nothing left. Once that is done, they have the option of



lowering an attribute or skill to gain back a level to place somewhere else. The GM should make sure that the player's character sheet is fair and balanced because a too powerful or too weak character will zap the fun from the game.

The last step is to allow the player to choose a gift and a fault. If the GM prefers, they can allow the player to take an extra fault to get two levels to spend. Again, be careful on how many faults you allow them to take because of the balance and fun factor.

After all that has been done, the GM has approved it, then the work is done and the story can start!

ATTRIBUTES

As explained earlier, attributes are the way of knowing your character's personality and are used to test the mettle of your character against feats and problems that may appear in a story. The basic attributes used for Blood in Space is:

Strength
Stamina
Agility
Charisma
Intelligence
Perception
Psionic

Depending on the system you are using (either the template or the levels method) that will denote what abilities are what in strength.

Attributes usually never change through a scenario as it's the base of your character, but it one of the few things that could change if you were playing in a campaign and we going to use a character in another part of the story.

The list of attributes above are the ones that are recommended for this game, but you can take away or add as many as you wish.

SKILLS

Skills are the necessity of life and for your character, the way they handle their environment and how well they do their jobs. Things like how well a Bug can hide in the dark or how well a Marauder can utilize his smart disc against enemies.

Though in fudge, any skill can be added, for ease, this book provides a range of skills that will be enough to complete any of the missions provided.

ARMOR PROFICIENCY

Armor proficiency is the skill that is used to determine if a character is talented enough to use armor of different types. All armor has a minimum Armor Proficiency that has to be met for the character to gain the advantage. Any armor usage with not enough skill will a -3 on all actions and all Armor special abilities will not be available.

AWARENESS

To be able to spot anything out of order or the general look around, Awareness is the skill to be used. This represents the situational awareness of the character and how he perceives his environment.

BLUFF

Much like the word itself, bluff allows a character to attempt to bluff another character into doing reacting or not reacting in any way.

If a character has anything that may look like evidence to support his bluff, he receives a +1 on his roll. (The GM decides if item evidence receives the adjustment.)

DODGE

This skill covers all the actions that would be quick movement. This can be tumbling, diving out of the way and other such skills.

Armor can hamper this ability. Check the armor statistics for the specific penalty.

DISABLE (COMPUTER, MECHANICAL, ELECTRICAL)

Disabling items can fall into three overarching categories. Those are Computer oriented, mechanical, or electrical.

When this skill is picked, the player must choose a disable that his character is specialized in. If the character is specialized in more than one, it must be a separate skill entry. (Ex. Disable (Computer) and Disable (Mechanical))

DISGUISE

There are times when a character must hide either by camouflage or blend in with a crowd.



The Disguise skill covers how good a character is in hiding no matter the type of hiding.

FIRST AID

People get injured. It is a fact of life. This skill shows how good a character is in using first aid. This skill may be used on any species the player is familiar with as it simply trying to stop the bleeding or binding a wound.

KNOWLEDGE (HISTORY, ENGINEERING, STELLAR, SCIENCE)

Knowledge of things explains how well learned a character is. It is broken into subcategories of what specific information they are using.

History

This is how well the character is familiar with commonly known historical facts that are available to anyone who completed a decent education.

Stellar

This is how well they are familiar with stellar geography, the location of planets, and information about these worlds.

Engineering

There are many different types of machines in the galaxy and the Knowledge (Engineering) is how well they can understand the technology they are looking at. Attempting to repair is based on this skill.

Science

Science is the lifeblood of many species and this skill is how smart they are in the field. It is important when trying to understand life forms and other natural encounters.

MELEE PROFICIENCY

Some species still carry bladed or melee weapons into combat and this skill represents how good they are at using them. The minimum level to carry a melee weapon is located in the stat block of the specific weapons.

PILOTING

Piloting covers the ability to pilot a vehicle, starship, fighter, or anything that moves. It refers to their general knowledge of the subject. A proper knowledge check may be in order to use more exotic machines.

SENSE PURPOSE

Motives and purpose are important and it is very important for diplomats and others to be able to understand what their opponents are doing. Sense motive is able to counter bluff.

STEALTH

Unlike Disguise, stealth is the ability to move silently and undetected through installations, locations, and past other characters.

SURVIVAL

A galaxy is a hostile place and there are times that a character may find themselves struggling to live. The survival skill represents how good they are in keeping themselves alive.

USE DEVICE (COMPUTER, MECHANICAL, ELECTRICAL)

Also broken up into the computer, mechanical, and electrical, Use Device is how proficient a character is at using their appropriate category. Devices have a minimum usage level listed in their stat block.

WEAPON PROFICIENCY

Weapon proficiency covers how well they are at using non-melee weapons like pistols, rifles, and other such equipment. All weapons have a minimum usage level that is listed in their stat block.

GIFTS AND FAULTS

Gifts and faults are just what they sound like. Special gifts that your character may have or faults that influence their personality. In this system, it is used to take certain hard parts of a character's personality that do not fit into a signal attribute or skill and make them available in case the GM wishes to use them.

For more information on Fudge Gifts and Faults see *Fudge 10th Anniversary Edition*, page 83.

GIFTS

AMBIDEXTROUS

A character is able to use both hands with little to no penalty. This will allow a character to duel wield a weapon giving the second weapon a +2 on the ODF.

ATTRACTIVE

Beautiful in their own way, characters that have this gift are well prepared for social interactions. They are not only favorably received by NPCs,



but they receive a +1 on all persuade and sense purpose in social situations.

CHARISMA

There are just some people that would follow a good leader anywhere. Characters with the Charisma gift are able to inspire that confidence and get a +1 on their awareness and leadership skills.

COMBAT REFLEXES

Be it from years of training or experience on the battlefield, characters have honed their skills to perfection. A character with this gift receives a +1 on both ODF and DDF.

CONCENTRATION

Trained to focus their minds, characters that have the concentration gift are able to ignore distractions while performing tasks require their skill. GMs should decide when and where that this bonus should come into play. (Example would be allowing a character with this skill to be *able* to perform a task while under fire much easier than others without it.)

CONTACTS

Knowing people can be the road to survival at times. Characters that have the gift of contacts may be able to find help in the most remote of places. GM should decide when this gift is to be available.

DANGER SENSE

Being able to sense danger is a very important. Those with this gift get a +1 on their awareness skill. They may be able to sense danger before it is upon them at the GM's discretion.

EMPATHY

Caring is a very important part of this character's life. They are able to empathize with those around them. The character gains +1 on their sense purpose role.

EXCELLENT REPUTATION

The character's reputation precedes them. NPCs are much more open to speaking with this character if their goals and beliefs are close.

(NOTE: This gift may also function as a fault if their reputation is faction based and the opposite faction is reacting. GM Discretion advised)

GREAT MEMORY

Having a great memory is very beneficial to characters. A character who takes this gift receives +1 in a knowledge, use device, or disable skill of their choice. This only affects one skill. The gift must be taken again to receive the bonus in another skill.

TOUGH HIDE

Be it because the character has been through rough times or the character is just good at dealing with their pain, characters with this feat get one extra wound in their scratch, and hurt boxes.

FAULTS

ARROGANT

The character incessantly talks about himself and portrays himself as the best at everything while others are below his skill or consideration.

CLUMSY

The character struggles in accomplishing things without making mistakes or inadvertently knocking this over. The characters struggle with completing tasks without incident.

GREEDY

The character loves money, and will always attempt to obtain more. This may include dishonest methods, such as theft, and it may be necessary for the character to roll to avoid stealing something of value if the opportunity arises.

UGLY

The character is ugly. Negative reactions, especially to the opposite sex.

(GMs are caution in using this descriptor as a fault if the reaction is from different species. What one species might consider ugly could be considered beautiful by another. This should refer to within their own species.)

YOUTH

The character suffers from being younger than average – being denied certain rights and privileges, and possibly suffering reduced attributes (Strength for example).

WANTED



The character is wanted by another governmental power for a crime. The character must be cautious with who he speak with as they could be arrested on sight.

SLOW HEALING

The character heals at a reduced rate (such a half) due to fragile health, a chronic disease, or a non-human heritage.

PHOBIA

Phobias are the fear of a particular thing and are not necessarily rationally based on potential harm. The character will avoid the object of the phobia whenever possible. If a character is exposed to his phobia, he may be required to make a roll overcome his fear in order to act. Examples of phobias include Acro-(heights), Arachno-(spiders), Claustro-(closed spaces), Herpeto-(snakes), and Xeno-(strangers).

SCALE

The character is of lower mass than the racial norm. The character suffers a -1 to Strength and a – to DDF. (This may be worth more than one fault.)

OBSESSION

The character is obsessed with a goal, such as obtaining revenge, achieving the love of a particular person, converting the heathen, or freeing his homeland. The character will set all other activities aside when an opportunity for furthering that goal occurs.

LOYALTY

The character has a strong sense of duty to companions, an organization, friends, or other persons. The character will be reluctant to betray anyone, regardless of the evidence presented towards someone’s wrongdoing.

INITIAL FUDGE POINTS

Fudge points are Meta prizes that do not exist in the game but is a way for the player to be able to do something heroic or to avert some disaster. In essence, it is the plot twists they can use to change a result in the story. The prices of things to change are the decision of the GM.

More on fudge points in *Chapter 3*.

PSIONIC ABILITIES

Psi power is the ability of some individuals to use their mind to do different abilities not normally able to do like telekinesis or communicate with a telepathic creature.

To keep things simple, Psi is simplified in Blood in Space to levels. There are Level one to ten (with some species ranging up into twelve and thirteen, but that will be stated in the racial profiles.)

Characters can use their Charisma attribute to resist a psi attack against them while using their Psionic Ability attribute for offensive use.

PSIONIC LEVEL CHART

To make things easier, the Psionic Level chart is made available to compare how good someone is by the FUDGE levels against their Psionic Level.

Level 0	N/A
Level 1	Abysmal
Level 2	Terrible
Level 3	Mediocre
Level 4	Poor
Level 5	Fair
Level 6	Good
Level 7	Great
Level 8	Superb
Level 9	Legendary
Level 10	Legendary+

Because of the possibility of Psionics unbalancing the game, it is highly recommended that Psi Levels cannot be purchased like normal attributes, but are assigned by the GM based on whatever the GM feels is a good measurement (ex. The better-designed character a player makes to allowing Fudge points to purchase levels).

Note in the character descriptions they give the species max Psi levels as some species do not get into the top charts. For example, humans



barely get above Level 3 though the most elite Earthlings are level 5.

IF YOU ARE FAMILIAR WITH FUDGE

This book has been designed to be compatible with the *Fudge 10th Anniversary Edition Rulebook* by Steffan O’Sullivan. Paragraphs that have an italic number surrounded by parenthesis **ex. (23)** represents the page number in the Fudge rulebook.



CHAPTER 3 RULES TO LIVE BY

THE RULES OF THE GAME

Don't be alarmed. I'm not going to write up some forty page treatise on how the game system works or go in depth about how many different variations and possibilities that FUDGE's robust RPG system can provide.

This will be a quick introduction to the basics of FUDGE dice (also known as 4DF) and how they work in this game system. Fudge dice look like the standard six-sided dice except instead of dots to represent numbers they are pluses, minuses, and blanks to represent levels. Ex. **(+) (+)(-)(-)(0)(0)**

The method of the core mechanics is extremely simple they are simple:

- Start with your character's appropriate Skill, or in some instances Attribute level
- Roll 4 Fudge dice (shown as 4dF), you can spend Fudge Points to affect these as explained later
- Move up or down one level per the dice (to get rolled level)
- Compare to the target level as set by your GM

Depending on what you rolled is called your Margin of success (MoS) or if you did not do well it would be Margin of Failure (MoF).



*Example: James is sure that a Xar is stalking him and so is looking closely at the surrounding. It is a competition between James' Perception of his surroundings (which is Good) and the Xar's Great Stealth ability to hide in the dark. James Rolls a **(+)(-)(0)(0)** against the Bug which means to go up one level, then go down one level returning James's skill to Good as it was. As the difficulty was Great, the GM decides that James has not noticed the Xar hiding in the darkness. Unbeknownst to James, the Alien can*

now continue to stalk him.

There is also the contested roll and this is usually done against another player or in combat. Steps 1 through 3 are the same and only in step 4 do you compare against each other's levels to see who wins.

*Example: James is running from the Marauder, Claws, and it is trying to catch him. The GM decides that each need to at least roll Fair rolls to keep after each other. James is a Good runner while Claws is only a mediocre runner. James rolls at **(+)(-)(-)(0)** which drops him down one level to Fair and Claws rolls a **(+)(+)(+)(0)** which results in a Good result. The GM decides that Claws had closed in on James and if the Terran doesn't do well in the next few rolls, the Marauder may just catch him.*

SIMULTANEOUS COMBAT ROUNDS

In simultaneous combat rounds, all offensive and defensive maneuvers happen at the same time.

The GM determines which traits the combatants should roll against. This depends largely on which weapon they are using, which might simply be a fist.

Each combatant makes an opposed action roll. On a relative degree of zero, the combat round is a stand-off-- the fighters either circled each other looking for an opening or exchanged blows on each other's shields, etc. -- nobody is hurt.

A minimum result of Poor is needed to hit a (roughly) equal-sized opponent. That is, a human needs to score a Poor blow (and still win the opposed action) in order to hit another human. If both opponents roll worse than Poor, the round is a standoff.

If one opponent is significantly bigger than the other (of a different Scale, at least), he needs a



Mediocre or even Fair result to hit his smaller foe, while even a Terrible result will allow the small fighter to hit the larger. (Of course, such a blow must still win the opposed action.) Extremely small targets, such as a pixie, may require a Good or even a Great result. Examples include humans fighting giants or very large or small animals.

If the result is a relative degree other than zero, and the minimum level needed to score a hit is achieved or surpassed, the winner checks to see if he hit hard enough to damage the loser. In general, the better the hit (the greater the relative degree), the greater the likelihood of damage.

If one combatant is unable to fight in a given round (possibly because he's unaware of the attacker, or because of a critical result in the previous round), the combat may become an Unopposed Action for the active fighter, usually with a Poor Difficulty Level. If a character can defend himself in some way, such as using a shield, it is still an Opposed Action, but the defending character cannot hurt the other character even if he wins the combat round.

Combat often takes more than one combat round. Characters are not limited to attacking each round-- they may attempt to flee, negotiate, try a fancy acrobatic stunt or any other appropriate action.

WHAT IS FUDGE?

What is Fudge? Fudge is a Roleplaying system created by Stephan O'Sullivan back in 1995 that focuses on using words instead of numbers. Instead of being a Level 2 Hero, you could be a Great Hero or a Superb Hero.

The system is not set in stone like others, but more of a toolkit where Game Masters are able to take parts they like and put them into their worlds and games they wish to run.

The Fudge system uses four dice that have Pluses (+), Minuses (-), and blanks (). This affects your levels.

FUDGE DICE

Fudge dice are not like any normal type of dice.

A Fudge die is a 6 sided die marked (+) (+) (0) (0) (-) (-). You can find these at some of the gaming stores, but the easiest way to get them is to purchase them online. You can start by visiting Grey Ghost Games website and begin your quest by perusing the companies that sell fudge-related items.

If you can't or don't wish to get fudge dice you can use a standard 6 sided die counting 1-2 as (-), 3-4 as (0), and 5-6 (+).

UNOPPOSED ACTIONS

An unopposed action is an action that does not require a counter-roll. This would be doing things like climbing a cliff, swimming a lake, etc. An unopposed action has a difficulty level set by the GM that the players have to meet to succeed the action. The higher the level the harder it is to complete an action.

There can be actions that are too high of a difficulty for a character to complete.

OPPOSED ACTIONS

Opposed actions are actions that pit one attribute or skill against another set of skills or attributes. This can be another enemy or try to sneak by somebody who is looking for you. These actions are resolved either with standard combat die rolls or simultaneous combat rounds.

Opposed actions are the most common in Fudge games and they are very easy to resolve.

USING FUDGE POINTS

A Fudge point is a method of allowing players to "fudge" the results in a way that he/she wishes to make the story more interesting.

They can allow things like:

- A complete re-roll of all 4 Fudge dice
- Or, changing any one die to read +
- Or, increasing the rolled level by +
- Or, just fudge the complete action.

All this though is up to the GM on not only how fudge points are awarded, but how much it



costs to change actions and when they can be used.

An example would be to have the GM award a fudge point for players who are willing to take a penalty or allow their character's fault to influence the storyline. It's a way of a GM to show extra appreciation to a player.

BASIC DESCRIPTION

Where would a story be without a way for a character to test their mettle and to see if they can come out on top? Fudge rules allow combat rules to be as simplistic to the GM deciding based on stats who wins and what happens to a complete round by round bout with fudge dice telling the score.

In this section, we will be covering how to give, take, and record damage against the characters and others.

SCALE

To reflect size differences in species and creatures in the galaxy, Fudge has a system called scale that deals with it. A creature or species is assigned a plus, equal, or minus value that effects the roll against it.

In an example, a human is 0 and a Tavrek is a -1 in scale. This means that every action the human does against the Tavrek that size would matter, gets +1 (as the Tavrek is one level below humans). A Good knife attack would become a Great. It works the opposite as the human is larger than a Tavrek its physical attacks get a -1 because it is smaller. A Superb bite is only a Great bite to the human.

There are some attacks that are exempt from this rule, but that would be mentioned in the description.

Scale	Mass(US)	Mass(Kg)	Example
-6	13 lbs.	6 kg.	Cat
-5	20 lbs.	9 kg.	Fox
-4	30 lbs.	13 kg.	Badger
-3	45 lbs.	20 kg.	Coyote
-2	68 lbs.	30 kg.	Med. Dog
-1	100 lbs.	45 kg.	Cheetah
0	150 lbs.	68 kg.	Human

+1	225 lbs.	100 kg.	Leopard
+2	333 lbs.	150 kg.	Black Bear
+3	500 lbs.	225 kg.	Utahraptor
+4	750 lbs.	333 kg.	Grizzly Bear
+5	1125 lbs.	500 kg.	Alligator
+6	1687 lbs.	750 kg.	Bison
+7	1.25 tn.	1.1 t	Gr White Shark
+8	2 tn.	1.7 t	Orca
+9	3 tn.	2.6 t	Allosaurus

WOUNDS

With a system of damage selected, it would be good to cover how to record damage caused by the character against another. The following is an example of a "Wound Track":

The effect is how much the damage reduces all of the character's abilities until they are healed. The out of combat result means something serious has happened to the character and they are unable to continue fighting. This can range from a dismembered limb to death, the exact details are left to the GM to determine.

When a character receives a wound of the stated severity one of the boxes is marked, once all of a wound categories boxes are filled any further wounds are passed onto the next wound category. So if a character receives three wounded results the third is transferred to the serious wound box, and if those are filled then the incapacitated box. Once a character is incapacitated they are out of the fight, so they can only ever receive one mark in this box. In contrast, a character can receive multiple scratches and never pass them up to the wounded level, hence no boxes.

For a more cinematic game feel free to add another box to the wounded category, this will prolong your fights and your heroes!

CINEMATIC COMBAT (OPTIONAL)

Let's face it. Some of the races attack en masse while at times the heroes want to get into the middle of a fight with great foes outnumbering them. That is the fun of epic, larger than life adventures found so commonly in nowadays Science fiction.

When the GM begins a battle that will be



cinematic in nature, the attacking enemies become what we will call bit players. Do not treat them like normal NPCs, but consider anything more than a scratch as incapacitating.

For each enemy defeated in this way is a -1 on any action he tries to commit.

CHARACTER ADVANCEMENT

Character advancement is probably the most interesting to players at the end of their gaming session, but also the simplest. The GM is free to award whatever he thinks is best for the character for what they did. If it's a campaign you can give them more attribute points to spend for the next gaming session or even hand out some fudge points.

Character advancement how much and how far is absolutely up to the GM.

FEAR (OPTIONAL)

You can find the fear rule in the **Blood in Space: Core rulebook.**

MORALE (OPTIONAL)

You can find the morale rule in the **Blood in Space: Core rulebook.**

THE PSIONIC ABILITY

Psi is a term used by most species to describe the ability to manipulate the physical world with the mind. Scientists believe that some species developed an ability to enhance an unknown energy that exists between dimensions. This allows them the ability to manipulate the physical dimension.

No species has yet been able to isolate the commonality in the DNA that allows one to have psi, but every race has tried to find some way to enhance their own capabilities.

COMBAT WITH PSI POWERS

Each level of Psi denotes how much energy points the character has to use in a task

requiring their mind. Please refer to Appendix 2 – Psionic Abilities List for a list of Psionic abilities and the minimal Psi Level to learn the ability.

The steps to use Psi powers is to first state that you will be using the ability and the GM will minus the amount of points from the reservoir to use it. Next step is to take the ability of the Psi power. Someone resists the power by using their Charisma. At that point, a combat roll is taken and the results scored by the GM.

Physical attacks would be rolled against the defender's appropriate attribute.

(Ex. Sally is an Earthling Psi soldier with the amazing registered Psi level of 5 and she is in combat against a Rin'aka standard marine who naturally has a Psi Level of 6.

Sally is forced to use her Psi powers as the Rin'aka have disabled their weapons. It costs 2 points to generate the energy wave she wants to emit so she subtracts 2 from 5 with 3 left over. As her Energy Wave skill is Good, she has to take a penalty of -1 (6-5=1) as the enemy is of a higher Psi power.

She attacks with the wave rolling a () () (-) (-) which is two levels down from Good scoring a mediocre strike. Since the Rin'aka's strength attribute was at Fair to resist the strike, she just caused him to stumble from the blast and only now Sally has 2 points or Psi power left.

Sally's backup, the new psi soldier Phil who has a low rating Psi Level of 3 decides to give Sally a chance to escape retaliation by clouding the mind of the Rin'aka. Using Mind Clouding technique, his skill is fair, but he is at a disadvantage being a Level 3 and his opponent is a level 6.

The ability costs 2 points and it almost consumes his whole reservoir. He rolls against the good Charisma of the Rin'aka and gets (+) (+) (+) (0) scoring a Superb effort, but has to take a -3 from the level difference making his skill fair. It is still not enough to beat the good charisma and now both Sally and Phil are opened to the retaliation from the Rin'aka.)

When working with psionic characters there are a few things you and your players should take



into consideration when allowing them in your campaign.

The first is that they can be very disruptive. Make sure that the character is very well planned and they understand what is going on.

*More detail about Augmentation and how to apply it to characters is available in the **Blood in Space: Core Rulebook**.*

CHARACTER AUGMENTATION

With the advent of augmentation technology, humans adopted the act of replacing body parts that have been lost. Though starting out as a medical tool to restore mobility. The GEU military realized the application of using this new augmentation technology for military purposes. The era of augmentation even saw healthy people replacing good limbs and body parts for cyborg pieces to improve their efficiency. This time, period lasted for a few decades before the military decided to phase them out. In 2351, GEU HQ declared the project over. Though cyborgs still exist among many walks of human life, they are not as common as they once were.

NON-HUMAN CYBORGS

All races except the Xar experimented with a form of augmentation, though it was mostly common among the Humans and the Atelak Clans. Though the Rin'aka also had a few, they found it did not help them out the way it did other races.



CHAPTER 4

HUMANITY OF THE FUTURE

PREPARE TO DROP

The roar of the plasma engines of the troop transport was deafening even through the black combat helmet of Sergeant Johns, but the man had grown accustomed to it a long time before. The wind whipped along the aerodynamic hull tugging at him as he leaned out the open hatch to see the pockmarked ground approaching. With one swift movement, the transport came to a stop two meters from the ground.

"Go! Go! Go!" he roared as the grizzled sergeant shoved a luckless private out. His green troops were still hesitating as they stepped off. *'Fine time for command to give me newbies.'*

"Come on you girls! It's only a short jump. Look! Vasquez is making you look like children."

The Latino woman gave a thumbs up as her helmet visor tinted and unhesitatingly stepped off.

Once the last of his troops were out, Johns jumped and landed in the loose dirt. The stiff breeze blew the loose topsoil around them in little cyclones.

The Xar had been hard at work with the skeletal remains of both human and animal strewn about them.

"Pattern Alpha. Move."

This was the day that it would change for Morkuth. The Stellar Navy was supporting a big operation to kill the queen who controlled this sector's infestation.

The HUD computer tracked the movement of his squad. He knew they were approaching the Hive entrance by the fresh Xar carcasses scattered about. His marines were efficient and ruthless. They had a lot of anger pent up after seeing what the monsters had done to a colony of over ten thousand souls.

"In position to breach." the other squad called over the communications terminal.

"Bravo Squad ready," Johns said after keying his speaker.

"Go!"

Bringing his pulse rifle up and a vicious shout, Bravo Squad charged into the back entrance of their enemies.



HUMANS IN SPACE

Humans, though new to space, were not welcome. It has been their lot in life to fight for a fair share of space while older and more ancient races vie for continual control over their domains. Earth's first introduction to life truly being out there was in 2100 when an alien spacecraft was discovered in the remains of Edwards Air Force Base near the southern most part of Groom Lake.

The remnants of the United States with assistance from NATO countries began to work in conjunction with each other to begin to research the technology against the wishes of the UN, but it came to a halt ten years later when a fleet of ships like the one they were researching appeared in orbit and completely decimated the site and attempted to take over that part of the United States.

Earth's response was large and loud. The last of the nuclear missiles were launched up into the sky against the alien invaders and within three months of fighting, the human tenacity scored three destroyed enemy ships and a fleeing enemy licking their wounds.

It originally looked like Earth's dreams of space were finally destroyed except for Doctor Johann Von Schneider coming forward and offering the research to the United Nations. He was a spy for Russia and after realizing Earth's chances against the evil in space would be to have the whole world share in the knowledge that he had inadvertently saved.

The alien race that attacked them, the Rin'aka thought they had destroyed all the knowledge and so never paid attention to earth allowing the Galactic Earthlings Union to form and launch into space.



POTENTIAL OF EARTHLINGS

Humans have the **Psi Potential** from Level zero to Level five with an extreme rarity of a level six. The average seen in humans is zero to three. The **toxic pollution index** of humans is 5.

LIFE AMONG THE EARTHLINGS

After the attack by the Rin'aka, Earth's optimistic outlook on life in space faded and died. Replacing it was the militaristic stance that earth's presence must be protected at all costs. The initial explosion of starship factories and humans enlisting in droves created an economic boon and the first great expansion as earthling starships left earth in search of worlds and colony ships soon after.

The human condition improved as the world pulled together to face the faceless enemy that could strike back at them at any time and patriotism to the Earthling cause was drilled into the children as they grew.

The normal life of a human was filled with the same day to day items that everybody had except they had gotten used to the sounds of warships lifting off from the surface and entering space plus the continued bombardment of propaganda about settling the outer colonies.

SERVING IN THE TERRAN MILITARY

Many young earthlings decided right out of high school that serving in the Unified Earthling Military would be the best way to live their lives. Some staying in for a few years while others decided to make it a career.

The U.E.M. was broken up into three branches, the Stellar Navy, Earthling Star Army, and the Space Force.

MILITARY BASIC TRAINING

Military Basic Training was consolidated by Earth



for ease of training and now all members of all branches go to the same training camp to learn the art of war.

The twenty-two-week basic training course is broken up into three phases.

The first phase is basic courses where soldiers learn fighting techniques, works on their physical fitness, and learn the principles of war.

The second phase is the technical course where the specific job that the person was going to learn is taught. These courses are centered on the world where the specialty schools are located.

The third and last phase are On hand courses where the trainees will serve in an apprentice period for a preset time to make sure they can handle the job they have been assigned.

After that graduation is held back at the Military camp where they are handed their branch's emblem, duty badge of their job, and their rank.

STELLAR NAVY

The Stellar navy was the branch of the military that took over the duties of launching, running, and maintaining earth's starship fleet. This was the second largest expense in the Earthling Military second only to the E.S.A (Earthling Star Army).

Every military space faring vessel was registered under the Star Navy or the Terran Merchant marines.

From the smallest police skiff to the largest super dreadnought, the fleet is considered the vital part of controlling earth space.

Run by the Admiralty made up of four admirals, each representing the four different clusters the stellar Navy is broken in.

EARTHLING STAR ARMY

The Earthling Star Army is the boots on the

ground soldiers. If a military post needs a setup on a planet or soldiers are needed to board and take a ship, the ESA are called into action.

The ESA are the largest branch of the Unified Earthling military as all planets need to be held by someone.

The marine is the backbone of the military and the full fighting force on the ground. Without marines, the Terran companies nor the civilization would have lived as long as it had. The bad part of being a marine was that you were expendable.

Marines showed great courage and tenacity on the battlefield and are armed with a plethora of weaponry. One thing marines were not short on was ammunition and things to shoot at.

Covert ops primary job is to go where marines cannot. The elite of the elite, Terran Covert Ops function as Special Forces and information collection units to collect as much Intel as possible.

Covert Ops were able to infiltrate and locate a Xar Queen in the battle of Rule Prime and have an orbital bomber drop precision munition on her. Though this job usually has a short lifespan, just the reputation is enough to get volunteers.

SPACE FORCE

The Earth Space Force is the primary spatial defense unit against all intergalactic threats to Earth space.

A descent of the Earth's navy and Air Force, many of the ranks have been carried across. The difference between the Space Force and the Stellar Navy is that Space Force units guard planets and are not used often in fleet actions against enemy strongholds.

The space force is divided into five different fleets that are numerically numbered. There is more of Earthling Fleet structure in Chapter ##.

Pilots are considered by much as a cocky and a very flippant group of individuals, but this does come from their job of fighting enemy ships in nothing, but a one-man fighter craft or a six-man star bomber. From shuttle pilots to the



experimental test planes this unique set of individuals faces the galaxy with a grit and bravery that rivals all others.

FLEET LOCATIONS

1 st Fleet	Inner-colonies
2 nd Fleet	Inner-colonies
3 rd Fleet	Mid-colonies
4 th Fleet	Outer-colonies
5 th Fleet	Outer-colonies

EARTHLING SCIENCE DIVISION

If the marines were the backbone of the military, scientists are responsible for giving them the new technologies and abilities to fight. The Terran Science Command is filled with many brilliant minds studying all the different life forms they can get their hands on.

They also have specialized in experimental weapons. What scientists lack the ability to fight they make up for in medical and scientific breakthroughs.

Give them a computer to hack or files to recover and technicians are on the way of learning the secrets of your adversaries. Tech experts can be civilian or military with their primary duties of hacking into computer systems and tracking software. Only a fool of a command would leave these excellent tools behind on a mission into enemy territory.

Some tech experts are good at foreign languages and been able to hack alien systems for access. The rule of war is always to make sure your techie is kept occupied and doors will open to you!

The ESD did also make breakthroughs in artificial intelligence with the creation of Cyborgs. These artificial beings, though rare have been used in all walks of life. They were later declared "sentient" by the stellar congress and began to serve normally in the fleet.

COLONIAL COUNCIL

As many of the colonial worlds are not big

enough to be represented in the Stellar Congress, they are monitored and maintained by the Colonial Council.

This council is assigned under the legislative branch of the government and is headed by a committee of senators.

COLONIES - THE INNER WORLDS

The inner colonies are the star systems that are closest to earth. The inner worlds are usually the strongest, most developed worlds that bring the best of the GEU.

The inner colonies are heavily defended not only by the fleets, but many space stations, automated defense satellites, and planetary cannons.

COLONIES - THE MIDDLE SYSTEMS

The Middle colonies are the most expansive of all the groups in the Galactic Earthling's Union. The middle colonies range in richness, size, and scope. The middle colonies are considered the most important of the whole union as they bring in the most versatile and different people, cultures, and supplies to the government.

COLONIES - THE OUTER REACH OF EARTHLINGS

The outer colonies are the catch name for planets and homes on the edge of Earthling space. Many people crave to go to these locations for the solitude and a chance to start a new life, but it is also the most dangerous place to be.

Any enemy attack or unknown menace could strike at colonies before a sizable response force could stop them.

Such disasters have been common and many colonies have disappeared. It does show though the tenacity of humans as they have built up again on the ruins of a previous world.

THE GOVERNMENT OF EARTH

After the attack of the Rin'aka and the world realized the extent of a threat other species



posed to their existence, the major governments of the world created a republic that represented every country in the world.

Like a republic, there are three branches of government, the Legislative, Executive, and Judicial.

STELLAR CONGRESS

The stellar congress is made up of two members from each country in the world. They are led by an elected member of the congress which is approved by the President and are elected every three years.

The stellar congress has the responsibility to make decisions governing the people of the Earthlings Union.

Being a congressman in this government body is quite prestigious and comes with its own benefits and ample salary.

THE COURTS OF EARTH

The Courts of Earth is the judicial part of the government that takes care of violators of the law. They also govern the setup of colonial courts, and handle policy of appeals and other judicial activities.

As with old earth, there is a Colonial court, low court, high court, and the highest authority, the Stellar Court.

Unlike previous governments, judicial courts are elected positions with a tenure of ten years on the bench.

Only the Stellar court is able to rule a law passed by the government as illegal.

PRESIDENT OF THE EARTHLINGS UNION

The position of the president has not changed over time with the job being leading the country and the branches of the government in a mutually beneficial and forward goal for humanity.

The president is elected every five years and

lives in Lexington D.C., a city of Pennsylvania after the Rin'aka destroyed the original capital.

The president is elected by a vote of the people with the Electorate Commission balancing the views of the people.

The electoral commission is an artificial intelligence programmed to watch the world and then to receive input by a representative from each county before decided who should be president.

The A.I. uses the idea of how the president will be for the people to who has the most votes.

ORGANIZATIONS OF THE EARTHLINGS

The military and the government of earth are not the only organizations that are at work in the galaxy. Many covert organizations exist to help along Earth's goals.

THE BLACK CLUSTER

The Black cluster is a covert unit that is backed by the Stellar Congress. They are considered highly classified and their missions are very secret.

The Black Cluster's primary goal is to find and eliminate unusual threats that face the Earthling government. They also have their hands into setting up secret scientific outposts for Springfield Institute or themselves.

The Black Cluster has been considered by many politicians as an organization with too much power and not enough oversight.

RED DRAGON

When it comes to information collection, Red Dragon is where Earth relies on. Masters of collecting information, Red Dragon operators seem to know everything about the galaxy around them from open source facts to secret information.

Their primary job is to put together enemy plans



from information to supply to Black Cluster to carry out an op against.

and the military, but most prefer either the military or one of the intelligence organizations due to the acceptance of their abilities.

Red Dragon is not steeped in mystique like Black Cluster but is highly respected by Earth.

There is always a Red Dragon operative aboard every installation Earth controls.

SPRINGFIELD INSTITUTE

The Springfield Institute is the place you will go if you care about science and brand new state-of-the-art technology.

Springfield Institute continues to design and reverse-engineer technology from around the galaxy.

Based in Stockholm, Switzerland, the institute is very secure, but the most open of the organizations.

PSIONIC DEFENSE INITIATIVE

One of the deadliest and the mysterious branch of the ESA is the Psionic Defense Initiative (PDI). A collective of Psi potential troops that are trained in covert Operations and Special forces actions.

Members of the PDI are readily identifiable in uniform by the symbol of the Earth Star Eagle with a red circle.

CYBORGS & AUGMENTS

Cyborgs are humans that have been augmented by technology and machinery. Their status has always been respected though for some, suspicious of the enhanced abilities. Augmented individuals can be found in many walks of life



BLACKWATER REVOLT

A BLOOD IN SPACE ADVENTURE

BY JONATHAN SNYDER

INTRODUCTION

Though Mannik-Kruste was one of the many colonies seeded outside of the main GEU borders, many considered it an important symbol and triumph for the species. So when the colony leadership was overthrown by the blackwater terrorists, they had no choice but to send a ship to respond and try to secure it for the safety of GEU citizens.

THE STORY

The planet of Maanik-Kruste, in the Lavendra System, is a typical jungle world set up by colonists and has been forgotten by their corporate sponsor. A small contingent of GEU soldiers has been stationed to protect the farmers from attacks and pirates.

The Blackwater district has finally had enough of perceived slights and has led a revolt against the Marines. The whole southern islands have been plunged into a bloodbath as farmers, ex-soldiers, colonists, and mercenaries have picked up weapons to fight.

The heroes of this mission are coming in on drop ship shuttle to attempt to stop the revolt before any more people die.

GM NOTES

This is a basic mission of going in and trying to stop the enemy from destroying the primary base. There are multiple ways for this story to end. The best place for the GM to choose is with the

capture/death of their leader Derrick Malcor or a negotiated peace. This should leave enough in the hands of the players so they can follow the path they want.

MAANIK-KRUSTE (S: 1,1,1 C: -1,1,1)

LAVENDRA SYSTEM

Spectral Class: K7V
Mass: 0.522154 sol
Radius: 0.594619 sol
Luminosity: 0.102 sol
Political: Galactic Earthlings Union
Planet(s): 14

MAANIK-KRUSTE (4TH PLANET)

Distance: 36,244,400km
Radius: 2,369km
Gravity: 0.9G
Orbit Period: 60.24 days
Rotation: 22 hrs
Mean Temp: 360k/87C
Atmosphere: Breathable
Water/Ice Index: 65%
Population: 61,432

Moon(s):
Smaller bodies

NON-PLAYABLE CHARACTERS

Here is a list of NPCs for the GM to use in his campaign. The place only has two Primary NPCs besides basic soldiers.



BLACKWATER SOLDIER

The Blackwater Soldier is the standard farmer, colonist, etc. that has picked up a gun to fight their oppressors and have either the minimum or non-existent training.

~Attributes~

Strength: Fair
Agility: Mediocre
Stamina: Mediocre
Charisma: Fair
Intelligence: Fair
Perception: Mediocre

~Skills~

Weapon proficiency: Mediocre
Armor proficiency: Fair

BLACKWATER SNIPER

~Attributes~

Strength: Mediocre
Agility: Fair
Stamina: Good
Charisma: Good
Intelligence: Good
Perception: Great

~Skills~

Weapon Proficiency: Great
Disguise: Good
Armor Proficiency: Good
Dodge: Mediocre

DERRICK MALCOR

The leader of the Blackwater revolt, Derrick Malcor felt that the continued ignorance of the Galactic Earthlings Union has jeopardized the survival of the colony.

~Attributes~

Strength: Good
Agility: Good
Stamina: Fair
Charisma: Great
Intelligence: Great
Perception: Good

~Skills~

Weapon Proficiency: Good
Armor Proficiency: Good
Sense Purpose: Great
Dodge: Fair



CHARACTER SHEET

BLOOD IN SPACE

-BASIC INFORMATION-

Name: _____

Race: _____

Player: _____

Fudge Points: _____ XP: _____

-ATTRIBUTES-

-LEVELS-

Strength	
Stamina	
Agility	
Charisma	
Intelligence	
Perception	
Psionic	

CHARACTER PORTRAIT

-SKILLS-

-LEVELS-

-SKILLS-

-LEVELS-

Armor Proficiency		Use Device (Electrical)	
Awareness		Use Device (Mechanical)	
Bluff		Weapon Proficiency	
Dodge			
Disable (Computer)		GIFTS	
Disable (Electrical)			
Disable (Mechanical)			
Disguise			
First Aid			
Knowledge (Engineering)			
Knowledge (History)			
Knowledge (Science)		FAULTS	
Melee Proficiency			
Piloting			
Sense Purpose			
Survival			
Use Device (Computer)			

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-WOUND TRACK-

	-	0 0 0	00	00	0	0
Damage	0	1-2	3-4	5-6	7-8	9
	None	Scratch	Hurt	Very Hurt	Incapacitated	Near Death

-CHARACTER HISTORY-

-NOTES-

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