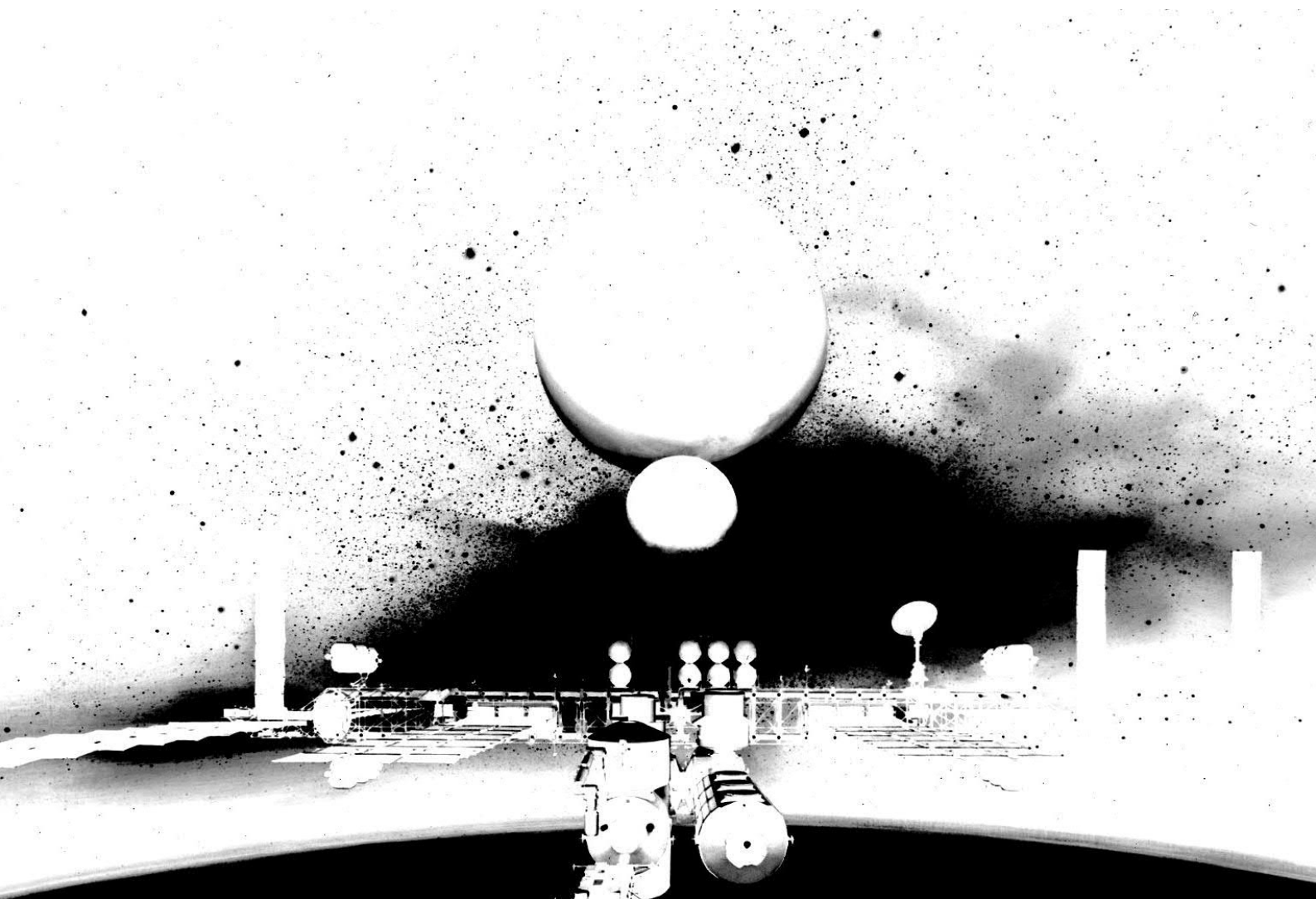# STAR DOGS

PLAYER'S HANDBOOK

In the far flung future,
in a galaxy that never really existed,
*the **Grand Empire of Order** is locked in eternal*
*struggle against the **Tiamatic Cult of Khybe**.*
In the midst of this never ending conflict between
***Law and Chaos**,*
*a group of **Star Dogs***
(interplanetary ne'er-do-wells)
band together to scam the universe out of
***as many credits as possible**…*

STAR DOGS

Contents:

Credits:

Core Rules:

These are the basic rules of Star Dogs. Feel free to change these, or any other content herein, to suit your particular universe.

Attribute Tests: Outside of combat, most actions taken by Player Characters (PC) that require effort or are dangerous are handled by Attribute Tests. Roll a d20, if the result is UNDER the specific attribute value of the PC being tested, it is a success. Otherwise, it is a failure and accompanied by some sort of negative consequence. If two entities are competing in a similar action against each other, use an Opposed Attribute Test. Both entities roll an Attribute Test, if one succeeds and the other fails that entity wins the competition. If both succeed, whichever entity succeeded by the most is the victor. Re-roll on ties.

Attributes:
♦ **Strength (STR):** Carrying stuff, Breaking stuff, Lifting Stuff, etc.
♦ **Dexterity (DEX):** Being quick at stuff, Dodging stuff, etc.
♦ **Constitution (CON):** Being able to endure stuff, etc.
♦ **Intelligence (INT):** Think stuff, Know stuff, Remember stuff, etc.
♦ **Wisdom (WIS):** Sense stuff, Notice stuff, etc.
♦ **Charisma (CHA):** Charm people, Negotiate stuff, Lead stuff, etc.

Test Difficulty: The majority of Attribute Tests will be done with a d20. If, for whatever reason, the test is particularly easy, drop the size of the dice (i.e. d12 is easier than d20. d10 is easier than d12. d8 is easier than d10, etc).

Everything has Attributes: If an item (from tools, to computers, to spacecraft) ever needs to be tested, roll an appropriate attribute for that item and test it. The quality of the item should determine the amount of dice rolled for the attribute. For Example: Shoddy items: d6, Standard items: 2d6, Quality items: 4d6, drop the lowest. Remember to drop the dice size of Attribute Tests if needed.

Skill Tests: Skill Tests cover actions that couldn't conceivably be attempted without training and when an Attribute Test is inappropriate. Skills represent having particular and specific training or knowledge. Using a skill doesn't always require a test, just having a skill will allow a PC to conduct basic tasks and operations in the field they are skilled in. If an action requires effort or is dangerous, conduct a Skill Test. Each Skill Test has a 1 in X chance of success, with the baseline being 1 in 12. To do a Skill Test, roll a d12. If the result is a 1, the action is successful. Otherwise, it is a failure and accompanied by some sort of negative consequence. Each level of training in a skill drops the rolled result by 1. Attribute bonuses (covered later) also drop the result. Entities can roll Opposing Skills Test the same as Opposing Attribute Tests. Just like Attribute Tests, Skill Test difficulty can be tweaked by increasing or decreasing the dice rolled (i.e rolling a d4 is a 1 in 4 chance of success. Rolling a d6 is a 1 in 6 change of success, etc).

Advantage/Disadvantage: If a being is somehow more likely to be successful at a test, they are at Advantage. This means they roll two of the appropriate dice, and use the best result. Disadvantage is the opposite of this. Advantage/Disadvantage can stack. For example, Triple Disadvantage would mean rolling 4 dice and using the worst result.

Distance and Movement: If needed, distances are broken down into three categories: Close, Nearby and Far Away. These distances are relative depending on the current mode of transportation of the entity in question.

On Foot:
- **Close:** Standing next to.
- **Nearby:** About a room away.
- **Far Away:** About a building away.

In a Hovercraft:
- **Close:** About a building away.
- **Nearby:** About a sports field away.
- **Far Away:** About a block away.

In a Spacecraft:
- **Close:** In visual range.
- **Nearby:** About an earth sized planetary hemisphere away.
- **Far Away:** About an earth sized planet away.

Most moving things can move Nearby in a round. They can attempt to move Far Away in a round by testing DEX. If two things are racing/chasing each other, do an Opposed DEX test.

Rounds: If not in combat, there is no need to track time (though there should be consequences for failed Attribute Tests). When in combat, each combatant can move and do an action in a round.

Encumbrance: A PCs STR value is how many "slots" they have to carry items and equipment. They can not carry more than this. Use common sense when deciding how much stuff can fit in a slot (i.e. carrying a body on your back is probably 3 slots. 20 pebbles is probably 1 slot).

Combat: If fighting occurs, a player and the referee both roll a d6. If the player rolls higher, the players act first. If the referee rolled higher, the opposition go first. Each entity in both groups gets a round to move and take an action. To hit something (with gun, sword, etc) the combatant must roll a d20 and get a result equal to or higher than the target's Armour Class (AC). The combatant adds their To Hit bonus and appropriate Attribute bonuses (covered later) to the roll. If the roll is a success the combatant rolls the appropriate dice to determine damage (determined by the weapon used). This is then deducted from the target's Hit Points (HP). When an entities HP drops to 0 or below it is dead.

- **Criticals and Fumbles:** When rolling an attack roll, rolling a natural 20 always hits and does double damage. Rolling a natural 1 always misses and is accompanied by something going (possible horrifically) wrong for the would be attacker.
- **Situational Modifiers**: Combat can occur in an infinite amount of permutations. Referees are encouraged to apply situational modifiers to reflect the situation being played out. This can be done by granting bonus or penalties To Hit (perhaps if the attacker has the high ground, or the attacker is behind cover), apply Advantage or Disadvantage to an attack roll (perhaps the target is prone, or the attacker is drunk), increasing or decreasing the attack damage (the enemy is resistant or susceptible to a certain type of attack), or any other tweaking to the dice rolls or their results.
- **Plasma and Laz Weapons:** These classes of weapon are so powerful as to make most armour useless. All targets attacked with these weapons have their AC reduced to 12. If the target has a particularly high DEX this may help them dodge such attacks and they may still add their DEX bonus to their AC.

Resting: As long as food and appropriate bedding is available PCs can rest for 8 hours to restore all of their lost HP.

Character Creation:

To create a Star Dog, a player must: roll Attributes and record bonuses, pick a Race, check for Khybe Sensitivity, pick a Class, pick Skills, pick Boons and Boons, and roll starting credits.

Roll Attributes: Roll 3d6 for each Attribute (STR, DEX, CON, INT, WIS and CHA). You may rearrange some values if you like.

Attribute bonuses: Particularly high or low Attribute scores will make certain tests harder or easier for PCs. The values and what each Attribute is linked to are listed below:

3 = -3
4 - 5 = -2
6 - 8 = -1
9 - 12 = 0
13 - 15 = +1
16 - 17 = +2
18 = +3

- **Strength:** Negative/bonus to melee hit and melee damage.
- **Dexterity:** Negative/bonus to Armor Class, ranged attack, ranged damage and DEX linked skills.
- **Constitution:** Negative/bonus to Hit Points per level.
- **Intelligence:** Negative/bonus to INT linked skills.
- **Wisdom:** Negative/bonus to WIS linked skills.
- **Charisma:** Negative/bonus to CHA linked skills.
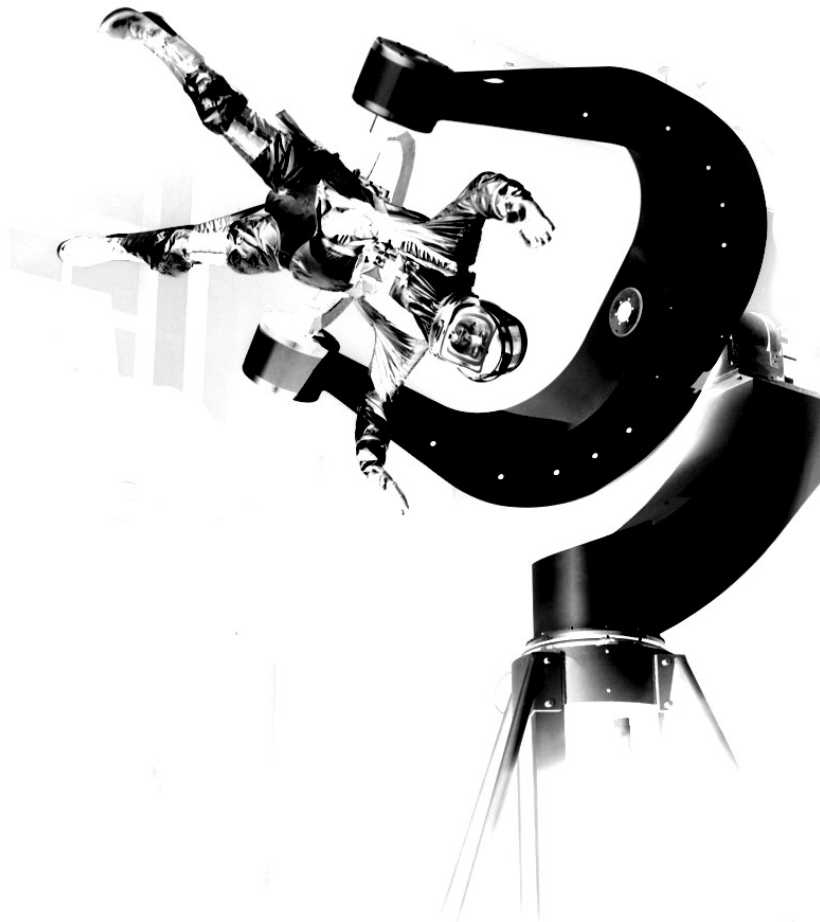
<u>Race</u>: Humans and human shaped beings are the most prevalent race in the Grand Empire of Order. Alien races exist in an untold number of forms but they are largely denied access to the resources of the Empire. The following races are human enough to be permitted to serve the Empire, although the closer one gets to the galactic core the less non-pure humans are tolerated.

- **Human**: *1 level of training in skill of choice.*

- **Synthoid**: Vat grown organic life form with an AI consciousness. *Can be resurrected at a cost if nanochip in brain recovered*. *Severely mistrusted by the Empire in general, and illegal in many core systems. Often used in horrific forms of slave labour, resurrected endlessly to toil at severely hazardous jobs.*

- **Android**: AI consciousness in a semi organic/mechanical body. While closely resembling humans they are manufactured to be easily distinguishable (visible wires, antennae, uncanny too smooth or jerky movements). While not as feared as Synthoids, Androids are largely mistreated by the Empire - built for servile or degrading roles no human would do. *Androids have an implanted Comlog, 1 level of training in Computing and -2 to CHA.*

- **Robot**: AI consciousness in a purely mechanical body. Metal slaves built with a variety of purposes in mind, thus manifesting in a myriad of forms. Though completely conscious, the Empire assumes each robot is owned by a human and is treated as property. *Robots do not need food or water, have an implanted Comlog, +2 to CON and STR, 1 level of training in Computing and Robotics and -6 to CHA.*

- **High Gravver**: A human evolved from living on a high gravity world. Squat and incredibly thick muscled. *High Gravvers have +2 to CON and STR and -2 to DEX.*

- **Low Gravver:** A human evolved from living on a low gravity world. Very tall, thin and strangely alluring. A life largely absent of physical effort allows Low Gravvers to focus on and excel in mental pursuits. *Low Gravvers have +2 to CHA, 1 level of training in Diplomacy, 1 level of training in 2 WIS or INT skills of choice, -4 to CON, -2 to STR and DEX.*

<u>Check for Khybe Sensitivity:</u> There is a 10%
chance that each PC may be Khybe sensitive (roll a d100, if the result is 10 or under that PC is Khybe sensitive). If they are, that PC may choose to become the Khybe Monk class when they find a Khybe monk to train with. They will need to begin the game as another class initially though (covered in more detail in the Khybe Monk character class).

Classes: All PCs pick a class which will determine the weapons and armour they can use, how formidable they are in combat, how much HP they receive each level, the skills they can train in and any special abilities they may receive. _All PCs start the game with 6 HP._

PCs may automatically level up in their starting class when they achieve two times their next level value in Level Up Points (i.e. to get to level 4 a PC needs 8 level up points). Level Up Points reset every level. If a PC would like to change class they must find an appropriate trainer in that class (simply being a PC or NPC higher than them in the desired class). If a PC changes class they begin at level 1 in regards to the benefits associated with the new class (retaining all benefits from their previous class). The player must now achieve the amount of Level Up Points required of their overall level to level up (i.e. a level 3 cultist who decides to level up to level 4 as a Fighter gets the benefits of a level 1 fighter and a level 3 cultist, but requires 10 Level Up Points to level up to Fighter level 2). _The highest level a PC can be is level 8, whether in 1 class, or in a combination of classes (4 levels in 2 classes, 4 levels in 1 class and 2 in 2 others, etc)._

Fighter: The grunts of the galaxy. Their focus is the art of combat, forgoing all else to increase their skill and repertoire in death dealing.

- **HP Per Level:** d8.
- **To Hit Bonus:** +1 every level.
- **Weapon Proficiency**: Dagger, Sword, Energy Baton, Energy Sword, Bull Pistol and Bull Rifle.
- **Armour Proficiency:** All apart from heavy armour.
  - **Level 2:** Can now wield Mechanical Sword and Laz Pistol.
  - **Level 3:** Can now wield Bull Sniper, Plasma Cestus and Laz Rifle
  - **Level 4:** Can now wear Heavy Armour and wield Bull Machine Gun.
  - **Level 5:** Can now wield Plasma Sword and Laz Sniper.
  - **Level 6:** Can now wield Laz Machine Gun and Rocket Gun.

Rogue: Essentially criminals. Those that have found the best way to make credits is neither safe nor legal.

- **HP Per Level:** d6.
- **To Hit Bonus:** +1 every second level.
- **Weapon Proficiency**: Dagger, Sword, Bull Pistol, Bull Rifle.
- **Armour Proficiency:** Laz Shield, Light and Scout Armour.
- **Skills**: May increase training in 1 DEX, INT or WIS skill each level.
  - **Level 2:** Gains _"That Was Close!" ability, may re-roll one failed test once per session per level of Rogue._
  - **Level 3:** Can now wield Energy Baton and Energy Sword. Gains _"I know a Guy" ability, the rogue will know/know of at least 1 shady individual associated with the underworld on each decently inhabited planet._
  - **Level 4**: Can now wear Medium Armour and a Shield. Gains _"I'll get you the Credits" ability, can use the Dataplane to get a loan of 1000 credits times Rogue level. Loan must be paid back in exactly 1 week or violent enforcers will be sent to recover the funds any way possible._
  - **Level 5:** Can now wield Laz Pistol and Bull Sniper.
  - **Level 6**: Can now wield Laz Rifle and Mechanical Sword.
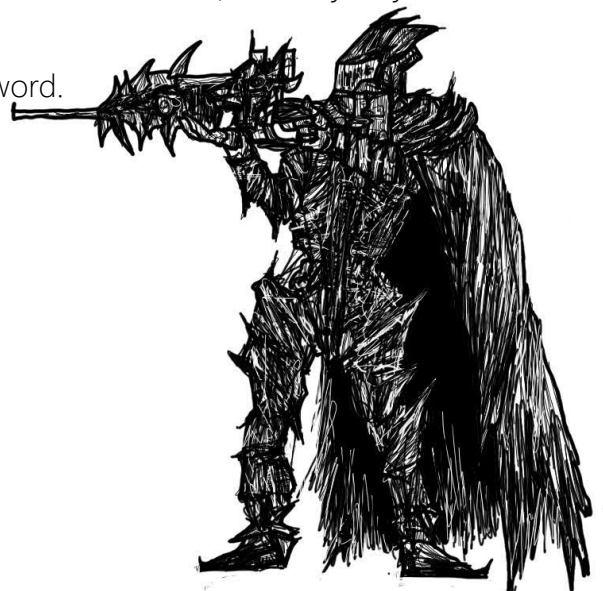
<u>Technician</u>: The skilled workers of the galaxy. Trained in a variety of technical fields, as well as basic defense (the best paying jobs are never in a safe locale).

- **HP Per Level:** d6.
- **To Hit Bonus:** +1 every second level.
- **Weapon Proficiency:** Dagger and Bull Pistol.
- **Armour Proficiency**: All apart from Heavy Armour.
- **Skills**: May increase the training of two INT skills by 1 each level.
  - **Level 3:** Can now wield Bull Rifle
  - **Level 4:** Can now wear Heavy Armour.
  - **Level 5**: Can now wield Laz Pistol.

<u>Delegate</u>: The gears of the Empire. Part bureaucrat, part spy, part scholar.

- **HP Per Level**: d4.
- **To Hit Bonus**: +1 to hit every third level.
- **Weapon Proficiency:** Dagger and Bull Pistol.
- **Armour Proficiency:** Laz Shield and Light Armour.
- **Skills**: May increase the training of Diplomacy and one other INT or WIS skill by 1 each level.
  - **Level 2:** Gains the "*Stipend*" ability, *as long as the Delegate is in the good graces of the Empire they are sent 500 credits times Delegate level each month.*
  - **Level 3:** If in the good graces of the Empire, granted a "Wrench" class Hovercraft.
  - **Level 4:** If in the good graces of the Empire, granted a "Gull" class Spacecraft.
  - **Level 5:** Can now wield Bull Rifle.
  - **Level 6**: Can now wear Scout and Medium armour.
  - **Level 8**: Can now wield Laz Pistol.

<u>Pilot</u>: Good at flying, driving and shooting. Also good at shooting while driving and flying.

- **HP Per Level:** d6.
- **To Hit Bonus**: +1 to hit every level.
- **Weapon Proficiency**: Dagger, Bull Pistol and Bull Rifle. (Note: any PC with the Driving or Piloting skill can fire any weapons attached to the vehicle they are operating).
- **Armour Proficiency:** Laz Shield and Light Armour.
- **Skills**: Must choose a focus of either Driving or Piloting at level 1, may increase training in that focus skill by 1 each level, and the other every second level. May also increase training in one INT or WIS skill every second level.
  - **Level 3:** Can now wield Bull Sniper.
  - **Level 4:** Can now wield Laz Pistol.
  - **Level 5:** Can now wield Laz Rifle.
  - **Level 6**: Can now wield Laz Sniper.

<u>Cultist</u>: Hangers on to an ancient and illegal religion. Through extensive study, meditation and ritual they discover impossible powers manifesting within themselves (for an explanation of Khybe related abilities, see Khybe Monk below).

- **HP Per Level:** d4.
- **To Hit Bonus:** +1 to hit every third level.
- **Weapon Proficiency**: Dagger and Bull Pistol.
- **Armour Proficiency**: Laz Shield, Shield and Light Armour.
- **Skills**: May increase the training of Religious Knowledge by 1 each level and 1 other WIS skill every second level.
    - **Level 3:** Can now wield Plasma Cestus.
    - **Level 4:** Gains d4 Khybe Points. Gains *"Level 1 Khybe Casting" ability. Gains "Augur the Void" ability, once per session can ask the referee a question they must answer truthfully.*
    - **Level 6:** Can now wield Plasma Sword. Gains d4 Khybe Points. Gains *"Level 2 Khybe Casting" ability.*
    - **Level 7:** Gains d4 Khybe Points. Gains *"Level 3 Khybe Casting" ability.*
    - **Level 8**: Gains d6 Khybe Points.

<u>Khybe Monk:</u> The universe's response to the over regulation of order and law brought by the Empire. A conduit for possibility, change and chaos.

There is a 10% chance that each PC may be Khybe sensitive. If they are, that PC may choose to become a Khybe Monk. This requires finding a higher level Khybe Monk and changing class at level 2. A level 1 Khybe Monk is simply Khybe Sensitive/The PCs starting class, allowing a PC to become a level 8 Khybe Monk. Khybe Sensitive PCs do not need to progress as a Khybe Monk if they do not want to, but they do get the initial benefits of being Khybe Sensitive.

- **HP Per Level:** d8.
- **To Hit Bonus:** +1 to hit every level
- **Weapon Proficiency**: Dagger and Bull Pistol.
- **Armour Proficiency:** Laz Shield, Shield and Light Armour.
    - **Level 2:** Can now wield Plasma Cestus.
    - **Level 3:** Can now wield Plasma Sword.

Khybe Points and Khybe Casting: Starting at level 1, a Khybe Sensitive receives d6 Khybe Points (KP) each level, these are used to conduct Khybe Castings - abilities that break the normal laws of reality. To Khybe Cast a PC describes to the referee how they will attempt to break reality, the cost and level required to alter specific aspects of reality are listed below. Once the casting is agreed upon by the referee, the KP cost is deducted from the PCs pool (castings can not occur without enough KP. KP is fully restored after the PC has rested). A PC can only cast their Khybe Monk level and below in Khybe Casting. For the casting to be successful the PC must pass a WIS test.

- **Level 1 Khybe Casting:** Mental and emotional states of the PC and others, 1KP.
- **Level 2 Khybe Casting:** The PCs own physical body, 2KP.
- **Level 3 Khybe Casting:** Minor physical objects, 3KP.
- **Level 4 Khybe Casting**: Major physical objects, 5KP.
- **Level 5 Khybe Casting:** Other's physical bodies, 4KP.
- **Level 6 Khybe Casting:** Insight and knowledge, 6KP.
- **Level 7 Khybe Casting:** The Nearby environment, 7KP
- **Level 8 Khybe Casting:** Summoning of elements, 8KP.

<u>Skills</u>: Represent having particular and specific training or knowledge. Using a skill doesn't always require a test, just having a skill will allow a PC to conduct basic tasks and operations in the field they are skilled in. The skills below are listed with their associated Attribute. Having a particularly high or low associated Attribute will have an impact on Skills Tests, as outlined in the Attribute Bonuses section.

- Drive Hovercraft (DEX).
- Pilot Spacecraft (DEX).
- Computing (INT).
- Surgery (INT).
- Electronics (INT).
- Mechanics (INT).
- Robotics (INT).
- Interstellar Navigation (INT).
- Religious Knowledge (WIS).
- Law Knowledge (WIS).
- Alien Lifeform Knowledge (WIS).
- Planetary Survival (WIS).
- Space Survival (WIS).
- Underworld Knowledge (WIS).
- Diplomacy (CHA) .
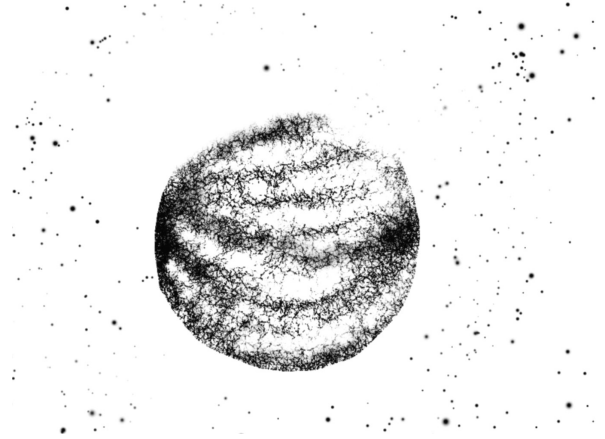
Boons and Banes: A PC may pick 1 Boon if they are willing to take on 1 Bane. Boons and Banes can be ignored if unwanted.

Boons:

- **Camo Skin:** Roll with Advantage when attempting to be hidden.
- **Combat Implant:** +1 To Hit and Damage.
- **Neural Implant:** Comlog is implanted in brain, is operable with thought.
- **Spy Eye:** Tiny drone with visual feed to a Comlog. Controlled by Comlog.
- **Skilful**: Increase the training of Skill of choice by 1.
- **Deadly**: Score a critical hit when rolling a 19 or 20 on an attack roll.
- **Cybernetic Limb:** Either an arm or leg is cybernetic, giving +1 to STR or DEX.
- **Rich:** Start the game with an additional d4 x 1000 credits.
- **Hovercraft:** Start game with an unarmed "Saw" class Hovercraft.
- **Spacecraft:** Start game with an unarmed "Gull" class Spacecraft.

Banes:

- **Wanted**: The Empire is after you.
- **Addicted**: Must have illicit substance daily, or all tests Roll with Disadvantage.
- **Missing Body Part:** Either a limb or an eye, disadvantage determined by referee.
- **Bad Shot:** Always Roll with Disadvantage when shooting.
- **Sickly**: Only receive half of your rolled HP per level.

Starting Credits: Each PC starts the game with 3d6 times 10 credits.

Levelling Up:

For a PC to increase in level, the must achieve twice their next level in "Level Up Points". Level Up Points reset back to 0 each level. What follows is a suggested list of events/action that grant a Level Up Point, though a referee may grant Level Up Points as they see fit.

- Complete a mission.
- Complete a class appropriate life goal (agreed upon by referee).
- Complete an eventful game session.
- Forge a strong relationship with an important NPC.
- Change the power dynamic in a region, outpost, planet, etc.
- Establish a new base of operations.
- Recover an alien or technological treasure.
- Fully explore or analyse a cave system, ruins, abandoned building, etc.
- Become the dominant power in a region, town, planet, etc.
- Kill an important NPC or change their life forever.
- Earn at least 1000 x next level in credits.
- Conduct a successful expedition to a dangerous region, planet, star system, etc.
- Resolve a conflict in a region, town, planet, etc.
- Become a target for an important NPC.
- Get revenge.
- Discover a secret, or a wonder.
- Gain control of an NPC faction.
- Save someone's life.
- Escape a deadly or dangerous situation.
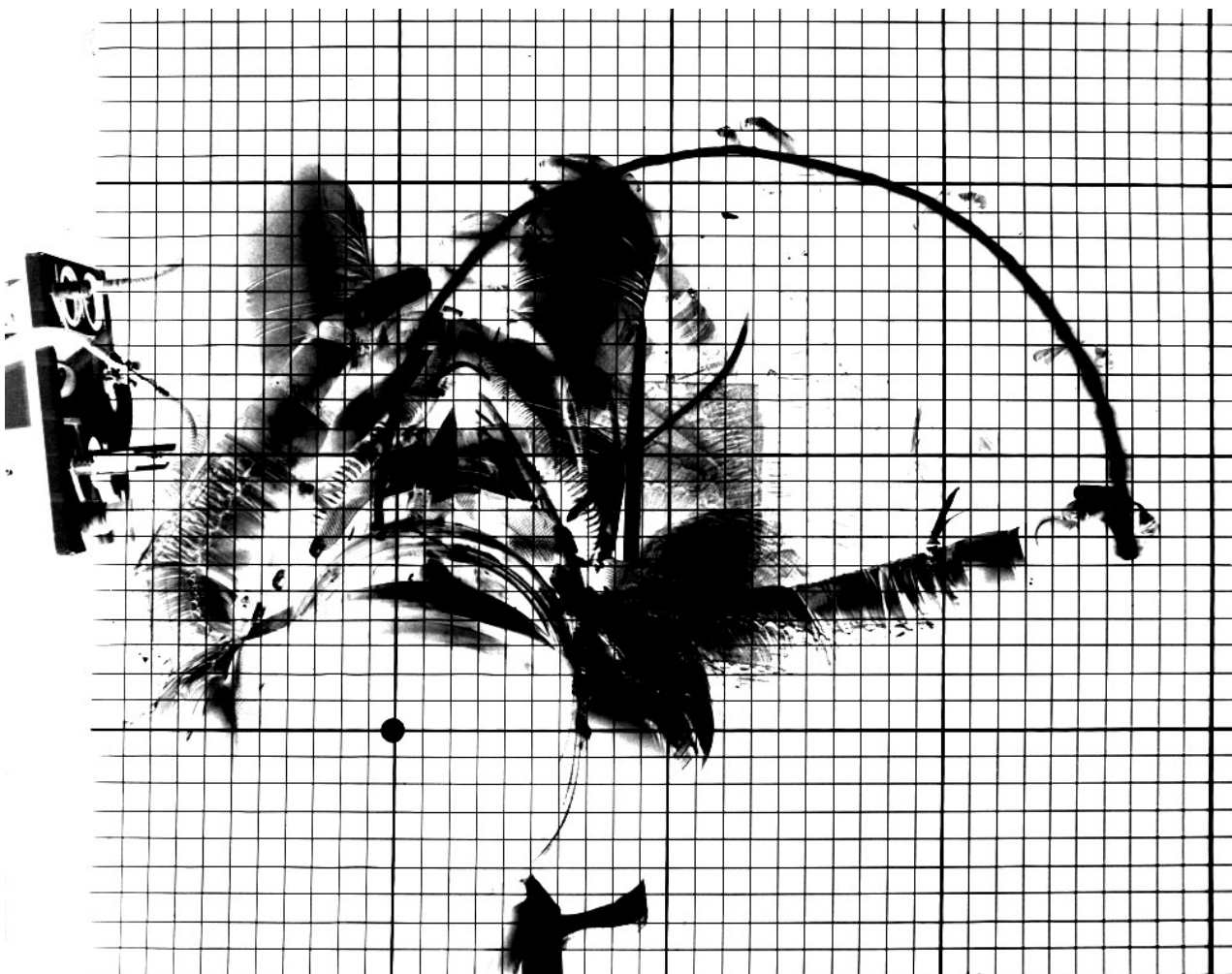
Weapons and Armour Lists:

<u>Melee</u>: Target must be "on foot" Close to attack.

Dagger, d6, 10 credits.
Sword, d8, 20 credits.
Energy baton, d8, test targets CON, if failed stunned for d6 rounds, 40 credits.
Energy sword, d8, test targets CON, if failed takes d4 electrical damage for d4 rounds, 60 credits.
Mechanical sword, d12, 100 credits.
Plasma cestus, all targets attacked at AC12 + its DEX bonus, d6+2, 200 credits.
Plasma sword, all targets attacked at AC12 + its DEX bonus, d8+2, 500 credits.

<u>Ranged</u>: Target must be within range of weapon to attack. Ranges listed are relative and fluid, do what feels right in the moment.

♦   **Close**: About a building away.
♦   **Nearby**: About a sports field away.
♦   **Far Away**: About a block away.

Bull Pistol, d6, Close range, 30 credits.
Bull Rifle, d8, Nearby range, 50 credits.
Bull sniper, d8+2, Far Away range, 100 credits.
Bull Machine Gun, can fire up to three times a round, Nearby range, d8 damage, 500 credits.
Laz pistol, all targets attacked at AC12 + its DEX bonus, d6+1 damage, Close range, 100 credits.
Laz rifle, all targets attacked at AC12 + its DEX bonus, d8+2 damage, Nearby range, 200 credits.
Laz sniper, all targets attacked at AC12 + its DEX bonus, d8+3 damage, Far Away range, 400 credits.
Laz Machine Gun, all targets attacked at AC12 + its DEX bonus, can fire up to three times a round, d8+2 damage, 1000 credits.
Rocket Gun, does 4d6 damage to target, plus 2d6 to all entities close to target, takes d4 rounds to reload, 1000 credits.

<u>Armour</u>: **Note**: An unarmoured humanoid has a base armour class of AC11.

Laz Shield, absorbs d6 Laz shots, re-roll each combat, recharges once combat has concluded, 50 credits.
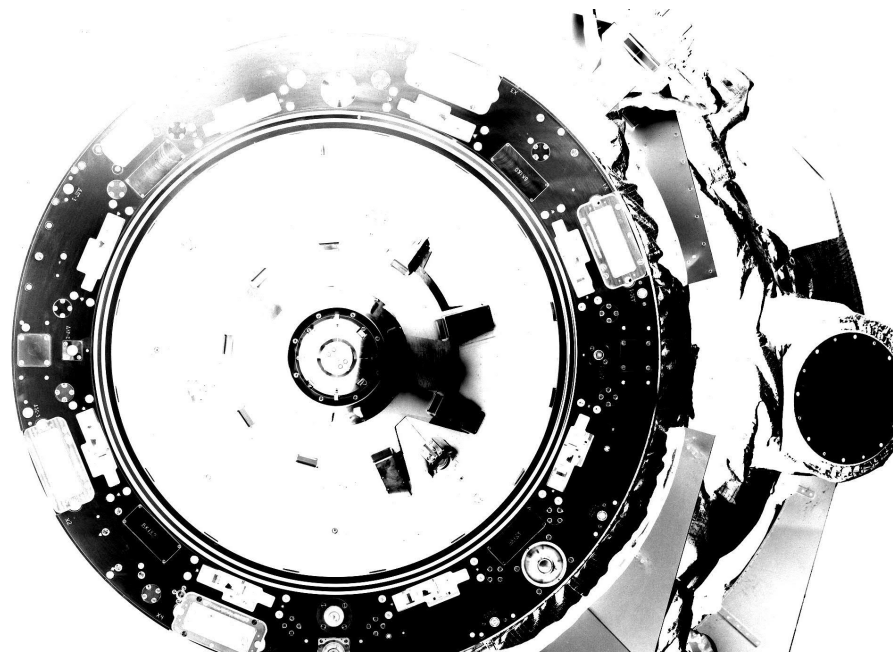**Shield,** +1 AC, can only wield melee weapons and pistols when equipped, 50 credits.
Heavy Armour, AC17, Roll with Disadvantage when attempting anything sneaky or quiet, 500 credits.
Medium Armour, AC15, Roll with Disadvantage when attempting anything sneaky or quiet, 200 credits.
Scout Armour, AC14, 200 credits.
Light Armour, AC13, 100 credits.

Equipment:

The galaxy is a big place and it would be impossible to document all of the items available for purchase there. Additionally, it would be impossible to plot the economic tides of the Empire to provide an accurate price for each item. As such, here is a method for generating prices for items as they are encountered. This is purely a suggestive method, consider factors such as the quality of the item being sold, the scarcity of the item on the planet being sold, the meanness of the merchant, etc, when giving prices in your game. __Each d10 represents a digit in the final price__ (i.e. 3d10 means rolling 3 d10's and using the three results to get a 3 digit number). Example: a result of 3, 9 and 6 is 396 credits.

- **Mundane and everyday items:** d10 credits
- **Tools and speciality equipment:** 2d10 credits
- **Advanced combat equipment:** 3d10 credits
- **Impressive technology equipment:** 3d10 credits
- **Hovercrafts:** 4d10 credits.
- **Small Spacecraft:** 5d10 credits.
- **Large Spacecraft** 6d10 credits.

__Quantum slots:__ Each PC has their STR attribute number of slots to carry equipment. Rather than spending time filling up those slots with a shopping session at the start of the game, they can be "Quantum Slots". This means that if during gameplay a character needs, wants, requires, etc a certain item, and it would be logical considering their background, wealth, rareness of the item, etc, then they have it. Use this Quantum Slots approach until all of their empty equipment slots are filled.

__Example of Advanced combat and Impressive technology equipment:__ Consider giving each PC one of these at creation to expedite the game. Alternatively, they could be mission rewards or technological treasures found in abandoned space stations.

- **Comlog:** A handheld computer that connects to the dataplane and can interface wirelessly with other electronic equipment (these are vital to technicians, delegates and pilots and they should probably start the game with one).
- **Jet Pack:** Can rocket a being to an "on foot" distance (in any direction) of Far Away in a round. Must recharge every d6 rounds.
- **Uni Goggles:** Ensure perfect vision in any light conditions and can also provide tactical visual data.
- **Med Dispenser:** An automated doctor that can heal flesh based beings d6 HP d6 times a day.
- **Repair Pack:** An automated engineer that can heal machines and mechanic life forms for d6 HP d6 times a day.
- **EMP Charge:** Set a timer, once exploded all electronic/mechanical devices and beings must Test CON at Disadvantage, if failed they are stunned for an hour.
- **Explosive Charge:** Set a timer, once exploded, all beings Nearby take 4d6 damage. Can also damage non living things, such as architecture, for further destruction.
- **Hologram Projector:** Connect to a Comlog to project images/visual feeds as hologram, either tiny in size or room filling.
- **Plasma Cutter:** A slow to operate tool that can cut through most metals as if it were butter.
- **Climbing Claws:** Roll with Advantage when conducting climbing tests.
- **Nano Chemical Replicator:** Can generate a fistful a day of any chemical that it has been provided a sample of.
- **Personal Vat Farm:** Produces d6 serves of perfectly nutritious, if bland, algae based food cubes a day.
- **Mechanical Rope:** 20 metre coil of lightweight metallic rope that connects to a Comlog to be programed and formed into any shape, completely able to hold its own structure.
- **Sleep Bubble:** A shimmering, metallic, floating man sized oval bubble. Inside is a well protected sleeping capsule with temperature regulation and calming audio/visual stimulation.
- **Personal Water Replicator:** Produces d6 serves of delicious, nutrient enhanced, water a day.

15

Cybernetic Augmentations:

Cybernetic augmentations extend the capacity and utility of the PCs body. Untold augmentations are possible, from simple increases in strength, to the installation of hologram projectors that transmit images directly from the mind.

Installing augmentations into one's body is both expensive and dangerous. While the Empire has the practice down to an exact and reliable science, there is a chance when using cheap, unaccredited technicians, that the installation will leave you with nothing other than empty pockets and a warped physique.

A PC can have their CON score minus 8 total amount of augmentations installed in their body without risking death.

Installing an augmentation:
To have an augmentation installed, a PC must first find a technician and consult with them as to what work they would like done (the specifics of the augmentation should be determined in conversation between referee and player). Once decided, PCs roll a die determined by the amount of credit they invest into the procedure. A larger die is more expensive and has a greater chance of success.

- ♦ D4 = 500 credits.
- ♦ D6 = 1000 credits.
- ♦ D8 = 2000 credits.
- ♦ D10 = 4000 credits.
- ♦ D12 = 8000 credits (Roll with Advantage).
- ♦ D20 = 16 000 credits (Roll with Advantage).

Augmentation procedure result:
Cosmetic malfunction and major malfunction tables are listed on the next page.

- ♦ 1 - 2= Installation failure and cosmetic malfunction.
- ♦ 3 - 4 = Installation success and major malfunction.
- ♦ 5 - 6 = Installation success and cosmetic malfunction.
- ♦ 7 - 20 = Installation success.
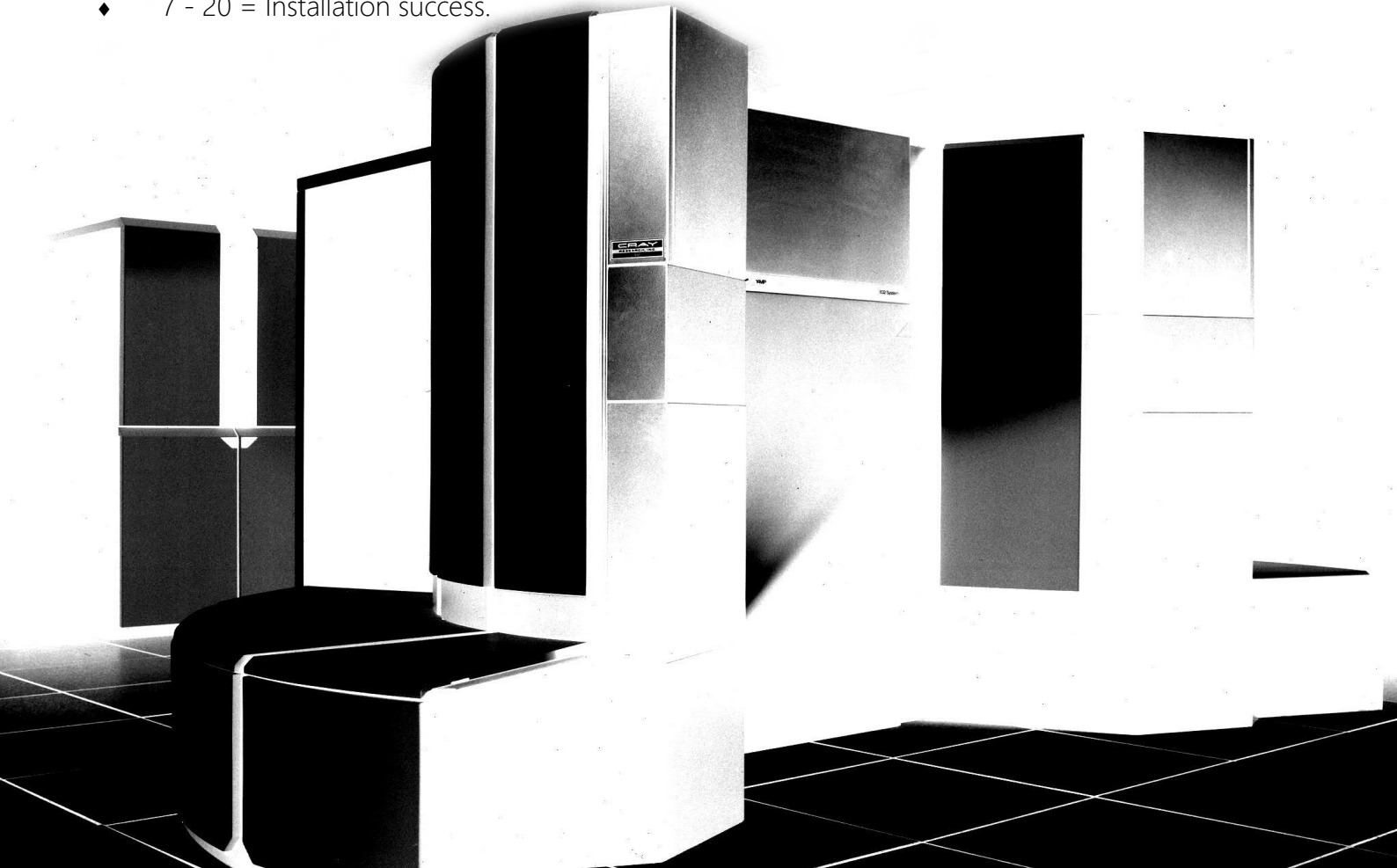
Cosmetic and Major Malfunctions: A "cosmetic malfunction" is when the augmentation works perfectly fine, but has warped the appearance of the augmentation recipient.
A "major malfunction" is when the augmentation essentially works but its operation is somehow degraded or failing - not quite (or not at all) delivering the desired results.

Cosmetic Malfunctions: Roll a d6, then a d10 for a cosmetic malfunction.

1.

1. Disgustingly highlights veins or other weak points.
2. Area becomes obscenely mechanical, no longer resembling human anatomy.
3. Flesh becomes plasma scorched and melted, augmentation sometimes exhausts flame.
4. Body part separated unnervingly from body, connected with too long tangle of wires and gears.
5. A fuming billow of gas, most likely stenchy.
6. Body part becomes waxy and melted, drooping and sad.
7. Alarmingly clean or bare, scarily utilitarian.
8. Ever present and enormous blisters affect the region augmented.
9. Pickled, zombified flesh.
10. Caustic fog and smog emanates from body part.

2.

1. Foul or alarming noises emit from body part.
2. A growth of skin destroying diodes and transistors emerges bloodily from skin.
3. Lightning like energy pulses erratically from body part.
4. Body part now connects, with unsightly wiring, to the nose, mouth or lungs.
5. Body part now shrunken and withered.
6. Horrific tubes and pipes filled with blood and puss now wrap about body part.
7. Foul jelly infects and connects body part.
8. A goopious outer layer of slime permanently coats body part.
9. Scales and segmented lizardlike skin thickens around body part.
10. Bulging, bulbous flabular fat grows around body part.

3.

1. Clusters of metal circles and cogs grind flesh across body part.
2. Shimmering puddles of prismatic oil, ever drip from body part.
3. Clear surfaces grant vision of the internals of body part.
4. Dangling external clusters of organs in jars now hang from body part.
5. Huge blisters and boils of blood.
6. Body part becomes shiny, reflective and mirroresque.
7. Body part, or entire body, becomes encased in overly large augmentation.
8. Burnt, charred or charcoal mineral flesh, often arranged in geometric contortions.
9. A fetid stream of fouling effluvia pours from body part.
10. Loss of body part, now just a sullen hole. Augmentation installed elsewhere.

4.

1. Heavy plates of cumbersome and grinding metal.
2. Menacing and dehumanising bars and rods of metal at warped angles.
3. Burning eruption of hissing steam, often foul coloured.
4. Flesh replaced completely with clunking gears and metal slabs.
5. Body part now too large, dragging along the ground.
6. Folds and folds and folds of flesh wrap around body part.
7. Dust billows from hole membraned orifice at body part.
8. An almighty stench erupts from body part, often a visible miasma.
9. Body part jerks and swings about erratically.
10. Enormous pustules ever grow and explode like fireworks on body part.

5.

1. Body part is destroyed utterly, then rebuilt poorly.
2. Body part is now a hollowed ruin of its former self, empty and gutted.
3. A stream of disgusting grease or some other waste fluid is pumped from body part.
4. Body part swings freely on a mechanical wheel like device.
5. Bony claws and spikes of metal erupt pus and blood covered from flesh.
6. Visible circuit boards and wires emerge blood soaked from flesh.
7. Eyes, digits and features at body part reduced to singular disgusting appendage.
8. Body part lengthened beyond reason and utility.
9. Wire and metal connections between body segments that never should be connected.
10. Rotting holes left tunnelled throughout body part.

6.

1. Pitted, oozing flesh craters. Worms and wires of course travel across these.
2. Everything simplified down to a single point or digit. Often sharp.
3. Cracked, shattered and broken, barely keeping together.
4. Body part contorted into an obscene position of utter pain.
5. Bare bone revealed, flesh ripped away.
6. Sharps, spikes, blades and other deadly decorations.
7. Sickly, fetid and leprous - rotted beyond reason.
8. Body part turned into some vile bubbling cauldron of chemicals.
9. Swapping of the position of body parts.
10. Body part becomes a skeleton of metal and wires
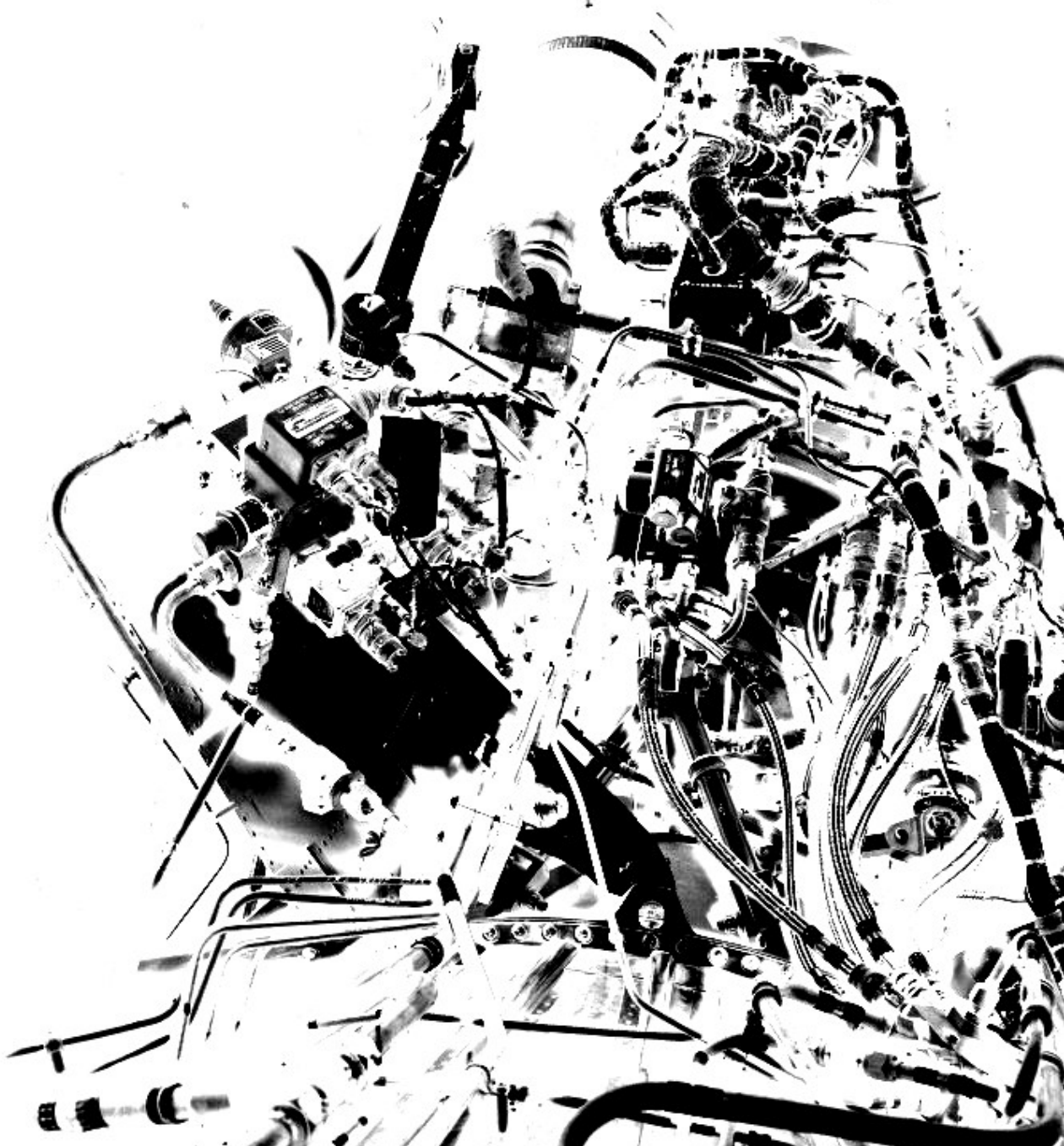
Major Malfunctions: Roll a d8, then a d10 for a major malfunction.

1.

1. Can no longer be healed.
2. Augmentation only works when it wants to.
3. Makes other parts of the body work the same way.
4. Somehow roboticizes user.
5. Can only impact things in the data plane.
6. Looks amazing, but simply doesn't work.
7. Stupefies user.
8. Is initially useless but will slowly improve.
9. Body, mind, or both are emptied out and hollowed.
10. Augmentation is magnetic to like materials.

2.

1. Haunted by a malicious A.I that has the worst of intents.
2. The effects of the augmentation are barely perceptible, little more than useless.
3. Augmentation has implanted some horrific slow killing disease within user.
4. Replicates itself endlessly across user's body.
5. Compulsively operates without consent of user.
6. Only operates under very specific climatic conditions.
7. Operates far too fast.
8. Only works when no one else is watching.
9. Effect of augmentation is tiny in comparison to what it should be.
10. As fragile as glass.

3.

1. Does the most basic and boring job possible.
2. Always acts last, is incredibly slow.
3. Is theoretically useful, but is missing some key component.
4. Augmentation is slowly, physically and mentally, taking over the user.
5. Is so incredibly useful and impressive looking, everyone wants to remove it from the corpse of user.
6. Requires large amounts of fuel to be used effectively.
7. Consumes the users internal organs/blood.
8. Requires incredible intelligence to actually use.
9. Is a prototype that needs further revisions to work properly.
10. Takes up double the space of most augmentations.

4.

1. Is powered by the health of the user.
2. Cost twice the amount to install, must be paid back or technician will detonate explosives installed next to heart of user.
3. Destroys the effectiveness of other augmentations installed.
4. Destroyed if comes into contact with water.
5. Creates an unwieldy amount of waste.
6. The user is now the slave of another.
7. Imprisons user.
8. Too effective, annoying and dangerously so.
9. Will only work in certain environments.
10. Will destroy a specific part of user.

5.

1. Operates in a way which is disgusting and savage.
2. Will eat those impacted and targeted by augmentation.
3. Over calms and stupefies user.
4. Causes the very body of the user to fight itself.
5. Using the augmentation just once will forever change the user.
6. Does the opposite of what is expected.
7. Burns user, normally through explosions of flame.
8. Often explodes, endangering user.
9. Is incredibly hot in operation, possibly melting user.
10. Only works half the time.

6.

1. Could implode in on itself at any moment, very rickety.
2. User must never stop moving, or augmentation will kill them.
3. Some outside entity has control of the augmentation through the data plane.
4. Infects user with apocalyptic thoughts, visions or knowledge.
5. Tells user exactly when they are going to die.
6. Requires incredible strength to actually use.
7. Causes user to make utter fool of themselves.
8. Attracts aliens.
9. Makes user intoxicated, either at all times or when using augmentation.
10. Operating the augmentation terrifies all those around user.

7.

1. Operation of augmentation is beyond noisy and obvious.
2. The augmentation is borrowing deeper and deeper into the user's slowly wrecked body.
3. Some vile secret has been hidden into an otherwise operational decoy augmentation.
4. Something is growing from the augmentation, something foul and disturbing.
5. Augmentation sometimes makes the user do the wrong thing.
6. Causes some obscene and dangerous hunger to grow in the user.
7. Augmentation is really, really old, some salvaged antique.
8. Requires a certain amount of time between uses.
9. Slowly and dangerously increases mass of user.
10. Implants a vile and insidious A.I voice into the mind of user.

8.

1. Causes others to hate the user.
2. Implants some self destructive madness into user.
3. Utterly tortures user, constantly.
4. Always causes pain to those around it.
5. Unintentionally steals or destroys things around it.
6. Parts for augmentation were stolen from an organisation that wants them back.
7. Endangers those nearby.
8. Augmentation is broken, often providing the opposite of the desired action.
9. Chance of death on use.
10. Augmentation parts are stolen from the Empire, and they want them back.

Driving and Piloting:

PCs require the appropriate skill to be able to operate Hovercrafts and Spacecraft. Regular day to day operation of these machines does not normally require any tests or dice rolls. Vehicle based actions that require extra effort or are dangerous are handled by the appropriate Skill Test. Additionally, remember that Everything has Attributes and, at times, it may be appropriate to roll a Vehicle Attribute Test. In intense or demanding situations it may be appropriate to roll both a Skill Test for the PC Driver/Pilot, and an Attribute Test for the vehicle. Remember to drop the dice size of Attribute Tests or Skills Tests if needed for a better reflection of the difficulty of the test. Vehicles can also roll Opposed Attribute Tests, for example one vehicle chasing another, or two vehicles ramming into one another.

Vehicle Attributes: The examples given for each Attribute are neither exhaustive or all encompassing, but an idea of how/why you might test a Vehicle Attribute.

- **Strength (STR)**: Hull integrity, ramming, etc.
- **Dexterity (DEX)**: Speed, handling, acceleration, etc.
- **Constitution (CON):** Fuel supplies, enduring non combat damage, etc.
- **Intelligence (INT):** Sensors, calculating ranges, etc.
- **Wisdom (WIS):** Data banks, warp drive triangulation, etc.
- **Charisma (CHA):** Sleekness, on board amenities, etc.

Additional, non testable, Vehicle Attributes:

- **Armour Class (AC):** How tough a vehicle is, half of driver/pilots vehicle skill training is added to this.
- **Hull Points (HP):** Like Hit Points, but for a vehicle.
- **Shield Points (SP):** Most vehicles come with an inbuilt Laz shield. SP are noted in a dX format (d6, d8, etc) re-roll each combat, recharges once combat has concluded.
- **Weapon Points (WP):** How many weapons a vehicle can have installed.
- **Passenger Points (PP)**: How many passengers the vehicle can comfortable have aboard.
- **Cargo Points (CP):** How many Galactic Pallets worth of cargo the vehicle can haul.
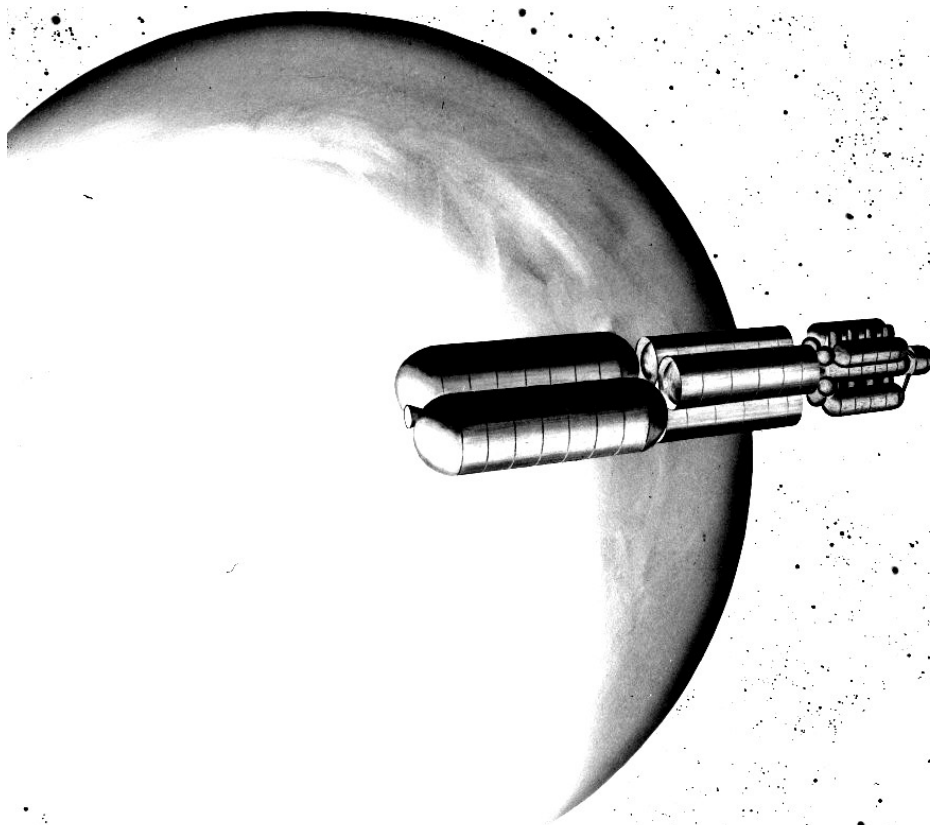
<u>Vehicle Combat:</u> Vehicular combat is conducted the same as any other combat, with some minor rules additions detailed below.

- **Vehicle Weaponry:** Vehicles use the same weapons as on foot characters. A vehicle can have as many weapons installed as it has Weapon Points. The relative Range of each weapon remains the same, but increase in absolute distance when firing from a vehicle. A PC can drive/ pilot and fire the weapons of a vehicle in the same round. A PC firing a weapon from a vehicle rolls an attack roll the same as they would for any other weapon. To fire a vehicle weapon the PC must have at least 1 level of training in the appropriate vehicle skill. A vehicle can fire all of its installed weapons in a single round, but requires each weapon to have an entity with the appropriate vehicle skill manning each weapon.
- **Vehicle Weaponry Ranges:**
  - In a Hovercraft:
    - **Close**: About a building away.
    - **Nearby**: About a sports field away.
    - **Far Away**: About a block away.
  - In a Spacecraft:
    - **Close**: In visual range.
    - **Nearby**: About an earth sized planetary hemisphere away.
    - **Far Away**: About an earth sized planet away.
- **Vehicle Weaponry Damage:** Weapon types all do the same amount of damage when firing upon targets of the same type. Damage will decrease/increase when firing upon targets of another type. Types, in ascending order of power, are: On Foot, Hovercraft then Spacecraft. A more powerful type firing upon a less powerful type does double damage for each stage of power. A less powerful type firing upon a more powerful type does half damage for each stage of power.
  - **On Foot:** Does half damage to Hovercraft, quarter damage to Spacecraft.
  - **Hovercraft**: Does double damage to On Foot and half damage to Spacecraft.
  - **Spacecraft**: Does quadruple damage to on Foot and double damage to hovercraft.
- **Vehicle Skill Impact on Combat:** A driver or pilot adds half of their appropriate vehicle skill training levels to both To Hit and Vehicle AC (when firing and being fired upon in a vehicle).
- **Vehicle Destruction:** Passengers onboard a destroyed spacecraft instantly die. Passengers on board a destroyed Hovercraft must make a CON test to avoid dying.
- **Movement:** Most moving vehicles can move Nearby in a round. They can attempt to move Far Away in a round by testing DEX. If two things are racing/chasing each other, do an Opposed DEX test.
- **Melee Weapons on a Vehicle?:** Of course, ramming things is fun.
- **Modifying Vehicles:** Works exactly the same as installing cybernetic augmentations into humanoid bodies, but more expensive. Modifying Hovercrafts is double the normal augmentation price, modifying spacecraft is triple the normal augmentation price.
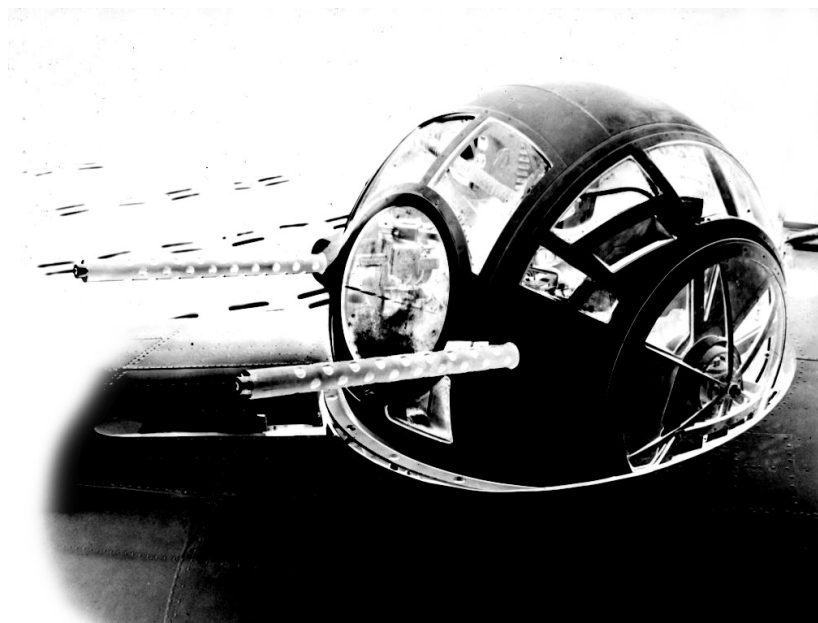
Vehicle Examples: These are but a sample of the myriad of vehicles that exist in the galaxy.

Hovercraft Classes:

Knife: Hover bike, 1000 credits.
AC: 12, HP: 12, Shield Points: d6.
Weapon Points: 1, Passenger Points: 1,
Cargo Points: 0.
STR: 6, DEX: 16, CON: 6, INT: 6, WIS: 6, CHA: 8.

Wrench: Hover transport, 2000 credits.
AC: 12, HP: 20, Shield Points: d6.
Weapon Points: 1, Passenger Points: 4,
Cargo Points: 0.
STR: 8, DEX: 8, CON: 8, INT: 6, WIS: 6, CHA: 8.

Saw: Hover transport, 4000 credits.
AC: 14, HP: 30, Shield Points: d8.
Weapon Points: 2, Passenger Points: 6,
Cargo Points: 1.
STR: 10, DEX: 10, CON: 8, INT: 6, WIS: 6, CHA: 10.

Barrow: Hover cargo hauler, 6000 credits.
AC: 14, HP: 30, Shield Points: d10.
Weapon Points: 2, Passenger Points: 2,
Cargo Points: 10.
STR: 14, DEX: 10, CON: 14, INT: 6, WIS: 8, CHA: 8

Hammer: Hover attack transport, 8000 credits.
AC: 16, HP: 40, Shield Points: d12.
Weapon Points: 4, Passenger Points: 6,
Cargo Points: 0.
STR: 16, DEX: 12, CON: 14, INT: 14, WIS: 12, CHA: 8.

Spacecraft classes:

Bee: Small fighter, 10 000 credits.
AC: 12, HP: 12, Shield Points: d6.
Weapon Points: 1, Passenger Points: 1,
Cargo Points: 0.
STR: 6, DEX: 16, CON: 6, INT: 8, WIS: 6, CHA: 6.

Wasp: Small fighter, 20 000 credits.
AC: 13, HP: 16, Shield Points: d8.
Weapon Points: 2, Passenger Points: 2,
Cargo Points: 0.
STR: 10, DEX: 14, CON: 8, INT: 8, WIS: 6, CHA: 6.

Pigeon: Small transport, 30 000 credits.
AC: 14, HP: 30, Shield Points: d8.
Weapon Points: 2, Passenger Points: 6,
Cargo Points: 3.
STR: 10, DEX: 12, CON: 10, INT: 10, WIS: 10, CHA: 10.

Gull: Large transport, 100 000 credits.
AC: 14, HP: 60, Shield Points: d10.
Weapon Points: 2, Passenger Points: 20,
Cargo Points: 10.
STR: 10, DEX: 10, CON: 14, INT: 12, WIS: 14, CHA: 14.

Eagle: Large fighter transport, 300 000 credits.
AC: 14, HP: 80, Shield Points: d12.
Weapon Points: 4, Passenger Points: 20,
Cargo Points: 10.
STR: 12, DEX: 12, CON: 14, INT: 14, WIS: 14, CHA: 12.

Barracuda: Large fighter, 500 000 credits.
AC: 16, HP: 100, Shield Points: X.
Weapon Points: 6, Passenger Points: 20,
Cargo Points: 5.
STR: 14, DEX: 14, CON: 14, INT: 14, WIS: 14, CHA: 12.

Turtle: Extra large fighter transport, 600 000 credits.
AC: 18, HP: 200, Shield Points: d20.
Weapon Points: 4, Passenger Points: 30,
Cargo Points: 50.
STR: 15, DEX: 10, CON: 18, INT: 14, WIS: 16, CHA: 16.

Shark: Extra large fighter, 800 000 credits.
AC: 16, HP: 150, Shield Points: d20.
Weapon Points: 8, Passenger Points: 30,
Cargo Points: 10.
STR: 18, DEX: 12, CON: 14, INT: 18, WIS: 16, CHA: 14.

Non Player Characters:

NPCs encountered by PCs are notated in a HD format. Each level of HD represents 1 d8 Hit Points and +1 To Hit rolls (i.e. a 4HD enemy will have 4d8 HP and +4 To Hit). Additionally, NPCs will have an AC representing how hard they are to hit, a weapon and how much damage that causes in dX format, and, generally, some sort of rule breaking special power.

Example NPC format:

XHD, ACX, **Weapon**: dX, **Special Ability**: X.

Other things to consider with NPCs: The above format is probably the easiest way to write out NPCs (although just listing a HD value is even quicker), some other things to consider including may be: how many of the NPCs normally travel together, whether the HP die rolled is higher or lower than d8 (for stronger or weaker NPCs), what the NPC wants, clues or emanations that mark the comings or goings of the NPC, what the NPC is doing when the PCs encounter them, etc.

Attributes: It is only necessary to roll Attributes for NPCs if a test is required from them, consider the attributes in which the NPC will be strong and weak in and either set that attribute, or roll it. Some ideas for rolling NPC attributes: Weakling: d6, Regular Joe: 2d6, Strong: 4d6, drop the lowest.

NPC Piloting/Driving: Add HD value to both To Hit when an NPC is firing from a vehicle and vehicle AC when NPCs are operating a vehicle under attack.

NPC Skills: If needed, NPCs skill level equals their HD value (if it is a skill they would focus in) or half HD value (if it's a skill they might have but not be focused on).
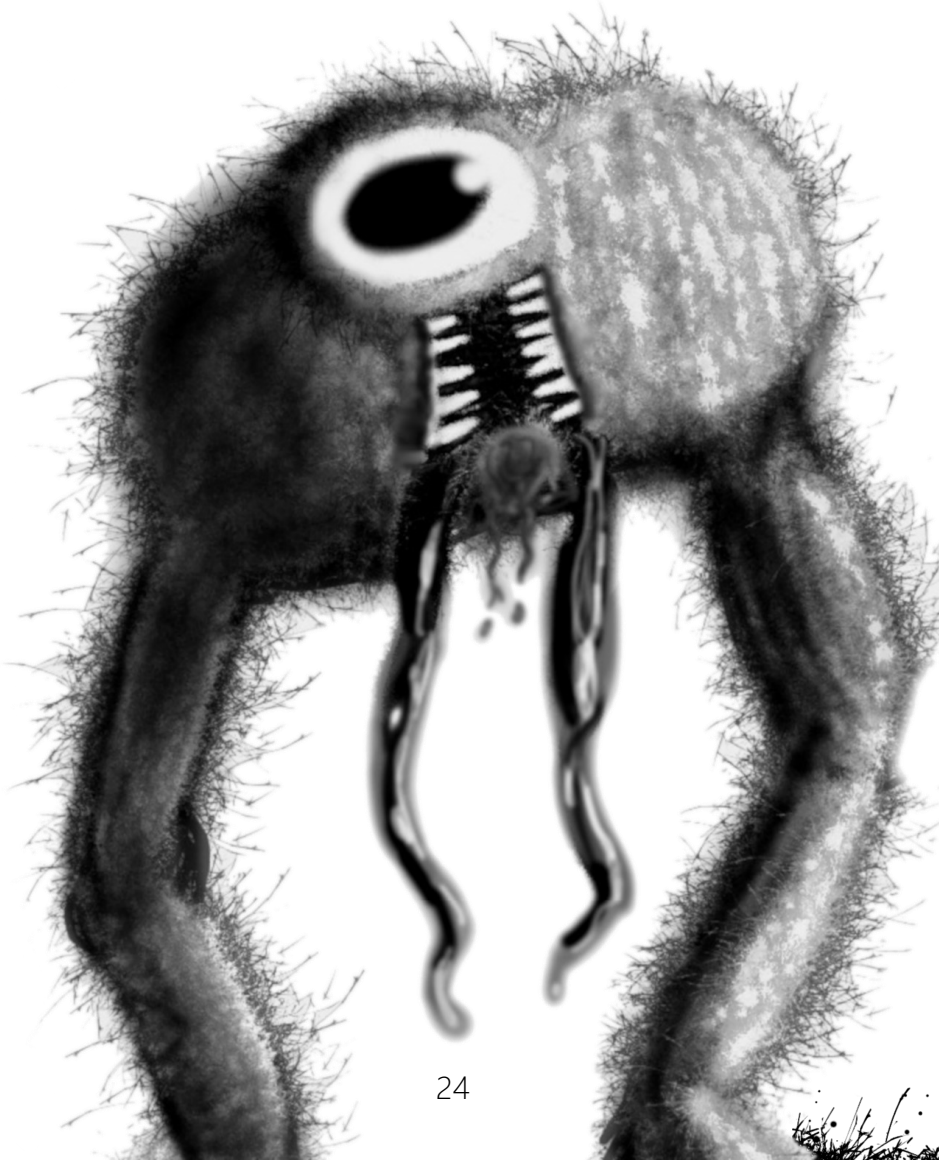
Star Dogs Glossary:

The Data Plane: An instantaneous galaxy wide communication network (space internet). Connection to the Data Plane is required by all electronic devices. Can be largely ignored or deeply explored.

Inter Star System Travel: All spacecraft have a warp drive. A suggested method for Interstellar travel: Test spacecraft WIS to plot wormhole route, then, test CON to check if space fuel lasts trips, if failed Spacecraft drops out of warp space in a nearby system.

Galactic Pallets: A room sized hover crate filled with trade goods.
Rough value for Galactic Pallets:

- **Mundane and everyday items:** d10 x 100 credits.
- **Tools and speciality equipment:** 2d10 x 500 credits.
- **Weapons and Armour:** 3d10 x 1000 credits.
- **Advanced combat equipment:** 3d10 x 1500 credits.
- **Impressive technology equipment:** 3d10 x 1500 credits.
- **Hovercraft parts:** 4d10 x 1000 credits.
- **Spacecraft parts:** 5d10 x 2000 credits.
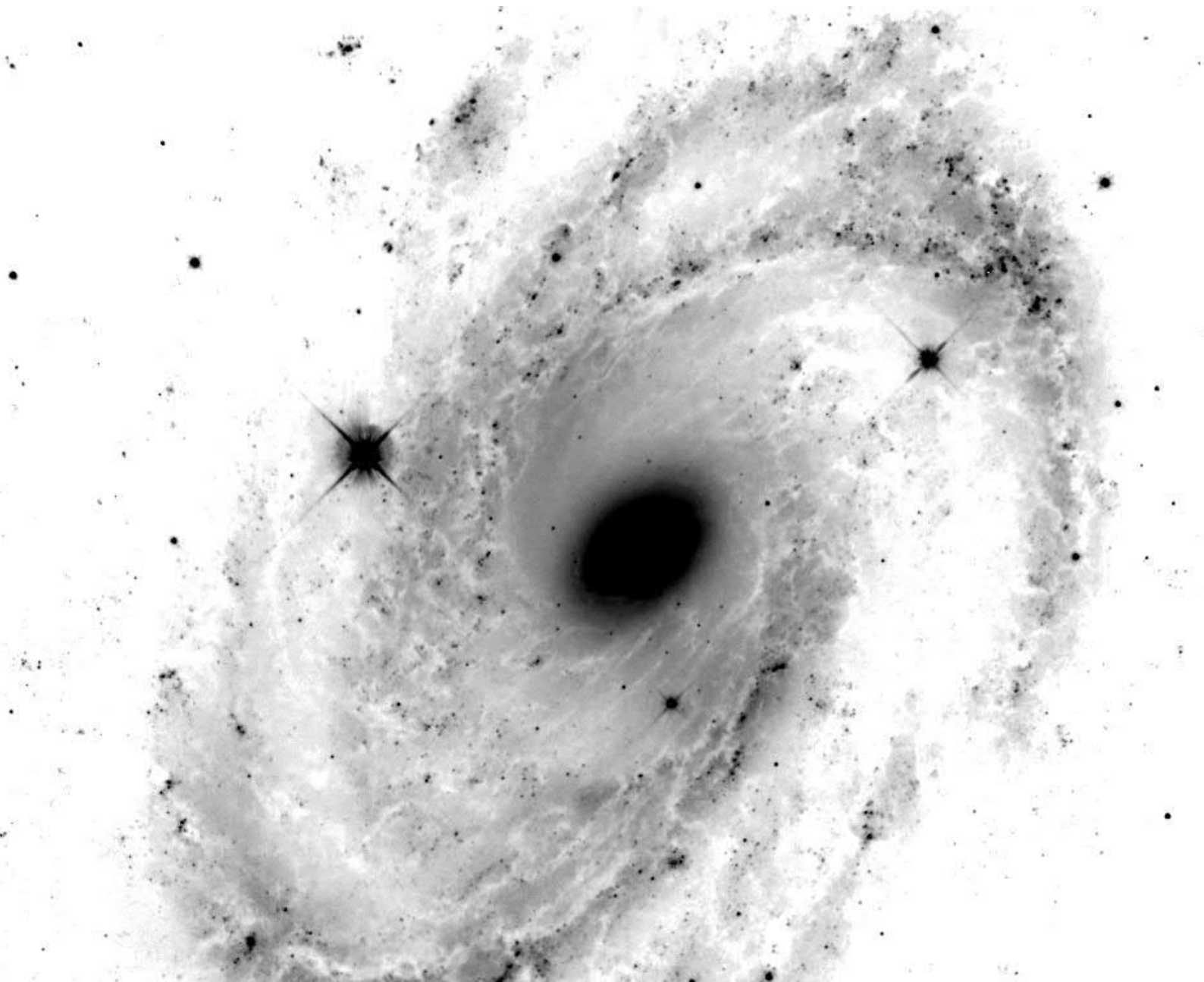
Name:

Level:

Level Up Points: /

Class:

Armour Worn:

HP die per level:
(+ CONMOD)

STR:

INT:

Attribute modifiers
(AC, To Hit, etc):
3 = -3
4 - 5 = -2
6 - 8 = -1
9 - 12 = 0
13 - 15 = +1
16 - 17 = +2
18 = +3

AC: (DEXMOD)

Hit Points:

Khybe Points:

DEX:

WIS:

CON:

CHA:

What's in your hands?

Race:

To Hit Bonuses:

Melee: (STRMOD)

Skills:

Ranged: (DEXMOD)

Credits:

Boons:

Banes:

Inventory: Slots = STR.

Special Abilities:

Augmentations: Slots = CON—8.

Vehicle Name:

Class:

AC: HP:

Shield Points:

Weapon Points:

Passenger Points: ,

Cargo Points: .

STR: DEX: CON:

INT: WIS: CHA:

Weapons:

Cargo: