UNCHARTED WORLDS

A Space Opera Roleplaying Game
by Sean Gomes

UNCHARTED WORLDS

In here, a sharp, savvy crew can build prosperity, influence and power by serving the right factions, and playing them against each other. A foolish crew will be crushed under the weight of their ever increasing debts, imprisoned, sold into servitude, or end up staring down the barrel of a plasma rifle. Of course, when the stakes get too high, one can always escape Out There…

Out there, a bold, courageous crew can earn fame, fortune and glory by being the first to uncover the mysteries waiting on uncharted worlds. A foolish, unprepared crew will leave their bones on a distant, hostile world for the next group of explorers to find. Of course, even if a discovery is made, fame and glory are only given to those who bring that discovery back to civilized space, back **In Here…**

UNCHARTED WORLDS

Uncharted Worlds

Dedicated to my wife Julie and my son Leo, the binary star
system that brightens and warms my world.

Contents

SECTOR 01 - ARRIVALS

Introduction

The Arrivals chapter deals with the basics of the Uncharted Worlds game:

What is Uncharted Worlds? - A synopsis of the game and the inspirations behind it.

Player Roles - How the players interact with the game.

Player Principles - How the player is expected to act within the game and towards the other players.

Anatomy of a Character - How to interpret the elements that make up a character.

How to use Moves - An overview of Moves, the core mechanic of Uncharted Worlds.

Sequence of Play - The gameplay loop of an Uncharted Worlds session.

?A bass note sounds. It is a deep, vibrating chord that hints that the brass section may break in at any moment with a fanfare for the cosmos.?
? Sir Terry Pratchett, Equal Rites

What is Uncharted Worlds?

Uncharted Worlds is a space opera of discovery and adventure, which explores a universe full of deadly beauty, hostile frontiers, rapacious organisations, and crippling debt. It?s a story-building game where dramatic encounters drive the narrative ever onward, building a solid, memorable universe that?s unique to each group. If you want to pilot your ship across the reaches of space, be the first human to make landfall on alien shores, bring back hard-won exotic cargo, deal with galactic corporations, go toe-to-toe corrupt empires and rebel scum, face down ruthless pirates (or perhaps engage in a bit of interstellar piracy yourself)? then strap yourself in, disengage your mooring clamps and prepare for one hell of a Wild Jump.

Uncharted Worlds is at its heart a space opera. It?s a humanocentric, stylized, operatic vision of the future, full of starships and explosions and lasers and Wild Jumps and space pirates and more explosions. The Rule of Cool is always in effect (if everyone thinks it?s cool, roll with it). Don?t get caught up in the details, be big, bold, larger-than-life, with an epic orchestral soundtrack in the background. One of the principals of Uncharted Worlds is ?paint in primary colors?: Not black-and-white, but keeping things vibrant and bold.

Uncharted Worlds favors cooperative fiction- and narrative- building, with a conversational gameplay flow. This may be a bit unfamiliar to players more used to the stricter mechanical, number-driven, turn-based systems of more structured games. Here, the Game Master (?GM?) and the players are co-creators of the universe, driving the story forward, rather than oppositional forces. While there are certainly mechanics such as rolling dice and stat bonuses, these are used lightly, to resolve key events and shape the flow of the narrative. Those who are versed in the other games powered by the Apocalypse Engine (the excellent Apocalypse World, Monstehearts, Dungeon World, *et al*) will find many mechanics and methods in this book quite familiar.

Uncharted Worlds has a number of inspirations, various popular space operas and other sci-fi epics such as Mass Effect, Farscape, Firefly, 5th Element, and Star Trek, with bits of Starcraft, Warhammer 40k and Galaxy Trucker thrown in for good measure. Special mentions go to Lois McMaster Bujold?s Vorkosigan series, and to Mongoose?s Traveller, the game that inspired me to make Uncharted Worlds in the first place.

An Uncharted Worlds game needs the following:

A Game Master: Preferably someone who has read the rules and is comfortable arbitrating.

Players: 3-5 players are recommended.

Dice: At least one pair of six-sided dice. For best results, each player should have their own set.

Blank Character Sheets or Premade Character Sheets: These can be found at www. uncharted-worlds.com/downloads.

Campaign Sheet (for the GM) and Ship Sheet (for the players): These can also be found at www.uncharted-worlds.com/downloads.

Pencils, Eraser, Blank Papers/Cue Cards: To take notes.

Player Roles

There are two roles in Uncharted Worlds: One person as Game Master, and the rest as characters.

The Game Master (referred to as ?GM?) is the arbiter of the game, whose role is covered in detail in Sector 03 ? Administration (page 33).

Every other player controls a single character, each with its own character sheet. Almost everything a player experiences in Uncharted Worlds is through the lens of their character?s knowledge, biases and past experiences. The characters are the focal point of the narrative. If they are not always the heroes of the story, then they are at least the protagonists.

When starting a game, a player either picks a premade character they wish to play., or create their own character. Character creation rules are found in Sector 07 ? Habitation (page 73).

Player Principles

These are the guidelines that players should keep in mind while playing Uncharted Worlds. They are directions about how to approach the game, how to treat the GM and the other players, and how to get the most out of the experience.

Act with conviction: When a character wants to do something, simply make the attempt. Asking the GM, ?Can I do X?? is not a fair question. The GM doesn?t know what your character can do. At best, the GM will flat out say no because it?s not physically possible, but that?s just logic. Otherwise, it is up to the player to determine what their character attempts within the current situation. By deciding to act, the player implicitly accepts the costs and consequences.

Act through the lens of your character: When choosing how to act, consider the character first and foremost. Consider what they can do, physically and mentally. Consider what they would do, emotionally and ethically. Don?t always take the most optimal action, don?t always try to use their highest stat. Take the action that the character would take, considering their background, their careers, their goals, aspirations, fears, and so on. Act with the information the character has, not the player. Once in a while, let weakness, shame, pain, fear or vulnerability inform your character?s decisions.

Weave an awesome narrative: Always consider how to make the story better and more entertaining for everyone. When the GM prompts for something, resist the urge to ?outsmart? the GM and say something exploitable or silly. The GM and the players are working together to create a narrative, and the GM prompts allow the players to shape the universe. Similarly, acting in a way that is not in keeping with the tone and the setting will just break the immersion and the narrative. Strive to make an epic worth retelling.

Respect player boundaries: There may be animosity between characters, but do not bring that into the real world. Be respectful of the other players and their things. This includes being respectful of their characters. Don?t take over other characters or speak for them. Don?t do bad things to other characters without their player?s consent, and only if it makes for an interesting story (Weave an awesome narrative). When in doubt, ask the player, ?Is it ok if my character undermines/countermands/backstabs yours here? It?s what he would do, story-wise.?

Respect the GM?s role: The GM is there to keep the game flowing smoothly. They are not an opponent to defeat. They are not an enemy to outwit. They are there to keep the universe running so the players can be the protagonists. The GM has the right (and duty) to reign in behavior that they feel is disruptive or goes against the tone and narrative of the game. Unless the GM specifically prompts them, the players should refrain from altering or inventing facts about the universe.

Anatomy of a Character

Every aspect of a character is contained on their character sheet. A character is composed of three core elements: Their stats, their archetype and their skills. Additionally, characters have secondary elements which can change frequently during play: Assets, data points, injuries and debt.

Stats

The 5 Stats outline a character?s physical, mental and social aptitudes: Mettle, Physique, Influence, Expertise, and Interface. Stats usually range from +2 to -1, granting that bonus or penalty when rolling dice to determine the outcome of an action.

> **Mettle** is courage, calm, discipline and precision. When the situation calls for reflexes, bravery, tactics, stealth or accuracy, it is a test of one?s Mettle.

> **Physique** is strength, beauty, athleticism and physical fitness. When success relies on acts of might, overcoming pain and fatigue, or pushing one?s body to the limit, it is a test of one?s Physique.

> **Influence** is personality, presence, leadership and political clout. When people need to be commanded, convinced, inspired or cowed, it is a test of one?s Influence.

> **Expertise** is education, cleverness, creativity and skill. When something needs to be examined, built, fixed, invented, concocted or created, it is a test of one?s Expertise.

> **Interface** is technology, programming and logic. When systems need to be bypassed, hacked, reprogrammed, protected or shut down, it is a test of one?s Interface.

Archetype

Uncharted Worlds does not have a rigid concept of ?character class? common to other roleplaying games. Instead, each character is a composite of their Origin and two Careers, which creates one of hundreds of possible Archetypes. In addition to the naming convention of ?Origin Career Career?, an Archetype usually has a descriptive code-name, a word or phrase chosen by the player to hint at the character?s theme. For example:

A character with a Brutal Origin, who has chosen a combination of Military Career and Commercial Career would be a ?Brutal Commercial Military?. The short-hand for ?Brutal Commercial Military? character could be described as ?Space Pirate? or ?Mercenary?, depending on the player?s preference and the way they want to portray the character. A ?Regimented Clandestine Academic? could easily be called an ?Investigator?, ?Inquisitor? or ?Torturer?, etc.

A character?s origin and career will never change during play. They represent the character?s past; their youth, education and experiences that led them to this point. However, the Archetype, the name or term chosen to represent the character?s role, methods or style, might change to reflect changes in the character?s rank, social standing, beliefs or methods. These changes don?t happen at any fixed milestone, and they don?t need to happen at all if the player always feels the Archetype?s name still fits.

The Investigator performs admirably for their government, and is granted the rank of Inquisitor. They are still a Regimented Clandestine Academic, but their Archetype has a new name to represent their new role and responsibility.

Skills

Skills represent the character?s past education, experience, specialization and natural aptitudes, which allows them to perform certain actions better than the average person. Skills can change the way a Move works, alter a basic rule of the game for that character, or give the character a special Move that only they can perform.

Characters start with four skills; one granted by their Origin and three granted by their Careers. During character creation, it?s possible the character?s Origin gives access to a skill that is also available through one of their Careers. A character can never choose the same skill twice, even if it comes from two different sources.

Data Points
Data Points are small but critically useful bits of information about a particular subject, which can be leveraged to tip the scales during a tense moment.

Each Data Point concerns a specific topic or subject, and can be spent to grant a +1 to any roll that directly involves or leverages the information in that Data Point. Only one Data Point can be spent per roll, no matter how many would apply.

Data Points are rewards for successfully completing certain activities, like research or investigation. There are no limits to how many Data Points a character can have, or how many they can have about the same or similar subject, but the freshness and validity of the information must be maintained; Data Points quickly expire if they are no longer pertinent or are rendered obsolete/out-of-date.

Injuries
The minor, major, severe and critical harm the character has suffered. Characters can only suffer one of each type of injury; further injuries of that severity become worse. Fatal injuries, the fifth severity of injury, are not tracked; fatal injuries mean the end of the line for that character. Injuries are often the consequences of failed or partially successful Moves in dangerous situations, especially combat, and can be mitigated by the ?Brace for Impact? Move. The rules for injuries and medical treatment can be found in Sector 05 ? Medbay, on page 54.

Debt
Debt represents how much a character owes to the Factions that control most of civilized space. Debts accrue from loans for major purchases, services rendered, political oaths of loyalty, or interest from previous debts. Factions will call upon indebted characters to perform missions or favors for that faction. If the characters succeed, the debt is repaid. If they fail, or refuse, the debt increases until eventually the faction becomes actively hostile.

All characters start with debt, and most will spend their time seeking to repay or outrun their creditors. The personal wealth and lifestyle expenses of a character (food, lodging, etc) are not recorded in a game of Uncharted Worlds. The rules for Factions and debts can be found in Sector 09 ? Embassy, on page 129.

How to use Moves

Moves are the main resolution mechanic of Uncharted Worlds. During the course of play, a character?s stated action might trigger a Move, and the GM will call upon them to roll. The success or failure of that action, and the consequences, costs and choices that it will create, all hinge on the result of the Move. The back of each character sheet has a synopsis of the most common Moves, and Sector 02 ? Ops (page 17) describes all the Moves in detail.

EXAMPLE MOVE (+Stat)

When you perform an action that would trigger this Move, Roll+Stat.

On a 10+, you succeed, and accomplish what you intended to do.
On a 7-9, as above, but you suffer a cost or consequence too.

When performing a Move, the player rolls 2 six sided dice (referred to as 2d6) and adds the appropriate Stat to that number. The text of the Move indicates which Stat to use, either referring to the character?s physical and mental stats (Mettle, Physique, Influence, Expertise or Interface) or external stats, like the Armor value of the gear the character is wearing, or the value of a piece of cargo.
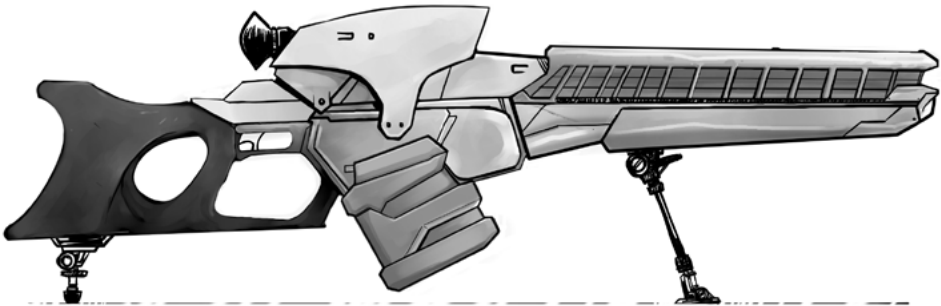
Epoch RedPattern Laser Sniper Rifle
Class 2 Firearm - Rifle - Laser, Scope
2 handed, Range: Far, Distant
Laser *(Projects focused beams of energy that can cut or melt materials.)*
Scope *(Can fire at distant objects. Optimal Ranges: Far, Distant.)*

To make a Move, Roll 2d6 + the appropriate Stat:

If the roll is 10 or more (?On a 10+?), the Move is a success. The text of the Move will describe the effect of that success, or will give a choice of results.

If the roll is 7, 8 or 9 (?On a 7-9?), the Move is a partial success. This means the Move is successful, but will be accompanied by a cost, a choice or a consequence. Some Moves have specific consequences for a partial success, but most leave the details up to the GM, who will come up with something appropriate for the situation. Often, one of the choices is to purposefully abandon/fail the action in order to avoid the consequence. GMs and players should always remember that a partial success is still, fundamentally a success, though with a side-effect.

If the roll is 6 or less (?On a 6-?), the Move is a failure. This does not mean that nothing happens, however. On the contrary, a failed Move creates just as much if not more effect on the situation as a success or a partial success. A failure is the GM?s chance to add new threats, complications and calamities to the narrative. Very few Moves outline what happens on a failure and most are left blank; it is entirely up to the GM to decide just how badly things go, pulling from their list of GM Moves. Some ?failures? may not even seem like failures at all; they are actions that ?succeed? at revealing or creating an unfortunate, difficult, dangerous or disastrous situation.

Move Duration: The duration of a Move in Uncharted Worlds is very malleable, and in a single roll they can describe the actions of a few seconds or a few hours. Or even a few days. As long as the action takes a reasonable amount of time within the fiction, the timeframe is entirely up to the GM and the players, whatever feels right within the narrative. To paraphrase J. Michael Straczynski, the Moves happen at the speed of Plot.

Move Chains: It?s quite likely that using a Move will create a situation where another Move is immediately required, either from the person who just acted or another character. This is especially true for partial successes and failures in violent or action-oriented situations; characters will invariably need to overcome the cascade of unforeseen consequences.

Sequence of Play

Play is a conversation between the Game Master and the characters. Usually the GM starts things off, prompting the players to act or at least react. If things become confused, or the players don?t know how to proceed, the GM steps in to reiterate or reframe the situation.

The GM describes/updates the current situation, prompting the players to fill in key details from their characters? perspective.

The GM asks **?What do you do??**

Resolve triggered Moves (if any). Roll two six-sided dice (2d6) to determine the success and/or consequences of important, dangerous or complicated actions.

A player describes their character?s thoughts and actions. Other players can choose to add their own characters? actions, or wait to see the result.

The GM describes/updates the current situation: One of the GM?s primary roles in the sequence of play is to present opportunities to the characters. They paint a description of the current situation, of possibilities and perils, and most importantly, they will prompt the characters to fill in key details that will greatly affect the overall situation. With the stage set, the GM will then always ask ?What do you do?? to one or more of the characters. The GM should always address the characters? names, remaining within the narrative.

A player describes their character?s actions: A player responds to the GM?s question of ?What do you do?? through the lens of their character. This is the character?s chance to affect the situation, to gain something from it (fame, wealth, revenge, joy, etc.), or to simply express their character?s opinion, thoughts or emotions. Other characters can add their own actions or opinions, helping, opposing, expressing or just taking advantage of the situation to do something else simultaneously. There is no concept of ?turns? as such; characters act as the narrative allows and as opportunities arise, and it?s the responsibility of everyone at the table to give each character the chance to shine.

Resolve triggered Moves (if any): If the stated actions would trigger a Move, the triggering character rolls to resolve their action. Moves are usually triggered by actions that are important, dangerous or complex. The result of the roll will reveal whether the attempt succeeds and whether there are any interesting consequences or complications that arise. The GM then updates the scene, incorporating the effects of the characters? actions and the fallout thereof.

SECTOR 02 - OPS

Moves

Moves are the core mechanic of Uncharted Worlds; they determine the outcome of actions. The Ops chapter covers each of the game?s Moves in detail:

Common Moves - Catch-all Moves that can use any of the five character stats.

Stat Moves - Key Moves, each tied to a specific character stat.

Enterprise Moves - Secondary Moves, related to starships or trade.

"*A man is defined by his actions, not his memories.?*
          - Kuato, Total Recall

Common Moves

Common Moves are broad, generalized actions. Common Moves can use any Stat, depending on how the character approaches the action. There are 3 Common Moves, which cover most general actions the characters perform:
- **Face Adversity:** Overcome opposition or danger (catch-all Move). (Page 18).
- **Assessment:** Collect critical information about a subject. (Page 19).
- **Get Involved:** Help or hinder the Move of an ally. (Page 20).

The stat rolled when making the Move varies depending on how the Move was performed. For example, when a character makes a Face Adversity using their endurance, they would Roll+Physique (Physique being the stat of endurance, athletics, physical beauty, strength, etc).

Face Adversity
Face Adversity is used to overcome a challenge, when faced with opposition or hazards. If an action would not normally require a Move (such as running across a cargo bay), but something is opposing or impeding that action (a squad of guards opening fire, an earthquake, etc.), the otherwise simple action becomes a Face Adversity. This Move applies to social/political actions as well as more death-defying acts. For example, giving an interview to a news agency or making a statement to a galactic jury would usually require a Face Adversity using +Influence.

> **FACE ADVERSITY (+Stat)**
> When you overcome opposition or danger using?
> ?stealth, piloting, accuracy or discipline, Roll+Mettle
> ?knowledge, mechanics or first-aid, Roll+Expertise
> ?athletics, endurance, strength or health, Roll+Physique
> ?charm, diplomacy, bargaining or lies, Roll+Influence
> ?open computer systems and networks, Roll+Interface
>
> <u>On a 10+</u> you overcome the opposition or danger, just as you described.
> <u>On a 7-9</u>, the danger is overcome, but at a price; the GM will offer you a cost or a hard choice.

Face Adversity is also a catch-all Move; when the GM feels a Move should be triggered (because the character is doing something daring or dangerous with potentially story-changing consequences) but is unsure which specific Move applies, the GM should call the character to simply Face Adversity, using an appropriate Stat. When in doubt, Face Adversity.

Clumsy
Clumsiness is one of the Adversities a character will have to Face on a regular basis. It gets in the way of other actions. A character becomes Clumsy when they are carrying too much weight, carrying heavy weapons, or wearing heavy armor. A character also becomes Clumsy in unstable situations, such as hanging from a moving vehicle or floating in micro-gravity. Finally, some afflictions like dizziness and illness can make a character Clumsy. Characters Face Adversity using their +Physique to overcome being Clumsy.

Assessment

When a character asks a question about the world around them, the GM will usually give them the readily available information or will turn the question around and ask the character what they know or have observed about the subject.

However, when the subject is critical, dangerous or difficult to ascertain, the GM will ask the character to make an Assessment. Subjects need to be at least somewhat focused; vague subjects will earn only general information. When making an Assessment, it?s important to outline how the character will go about gathering this crucial data, since it directly affects which Stat will be used.

> ## ASSESSMENT (+Stat)
>
> When you collect critical information about an important, dangerous or mysterious subject using?
> ?stealth, focus or cunning, Roll+Mettle
> ?research and experimentation, Roll+Expertise
> ?exploration, labor or strenuous activity, Roll+Physique
> ?informants, interviews or gossip, Roll+Influence
> ?the SectorNet or open networks, Roll+Interface
>
> <u>On a 10+</u>, you gain significant information about the subject, and earn a Data Point about it as well.
> <u>On a 7-9</u>, the GM will reveal interesting, potentially useful information about the subject. Or they might ask you to do so.
> <u>On a 6-</u>, the GM will reveal facts about the subject you probably wish were not true.

When a character makes an Assessment, the resulting information is always true. Even if the GM had to invent it on the spot at the moment the Move was made. Even if the GM prompted the character to answer their own question (based on the character?s findings/research/observations). Once agreed upon, the information gained is now a fact in the narrative.

On a Success (10+), the character also earns a Data Point about the subject of the Assessment. Data Points are small but critically useful bits of information about a particular subject, which can be leveraged to tip the scales during a tense moment. Each Data Point concerns a specific topic or subject, and can be spent to grant a +1 to any roll that directly involves or leverages the information in that Data Point. Only one Data Point can be spent per roll, no matter how many would apply.

There are no limits to how many Data Points a character can have, or how many they can have about the same subject, but the freshness and validity of the information must be maintained; they quickly expire if they are no longer pertinent or are rendered obsolete/out-of-date.

On a failure, an Assessment still reveals facts, but the GM is encouraged to introduce facts that are as unpleasant, gruesome or problematic as necessary (?Their recent transactions? Well? for one, they?ve apparently taken out a merc contract on you.?).

Get Involved

Used by a character who wants to assist or impede the actions of another character. With this Move a character can upgrade or downgrade the level of success of a Move that has just been rolled, turning a failure or success into a partial success, or turning a partial success into either a failure or a success.

While this Move is rolled after the ?main? Move in order to change a result, it?s

GET INVOLVED (+Stat)

When an ally makes a Move and you affect the result using?
?stealth, piloting, accuracy, or bravery,   Roll+Mettle
?education, mechanics or first aid,   Roll+Expertise
?athletics, endurance, strength or health,   Roll+Physique
?charm, diplomacy, bargaining or lies,   Roll+Influence
?open computer systems and networks,   Roll+Interface

On a 10+ Choose 1
- Turn a failure(6-) into a partial success (7-9).
- Turn a partial success(7-9) into a full success (10+).
- Turn a full success(10+) into a partial success(7-9).
- Turn a partial success(7-9) into a failure(6-).

On a 7-9, as above, but you incur a cost, complication or hard choice in order to get involved.

important to lay the groundwork narratively beforehand. As the name implies, it requires a direct involvement of the character providing the help/hindrance. Characters cannot be occupied elsewhere and spontaneously appear in the scene just to Get Involved; they should make their presence and intent clear ahead of time. Similarly, when hindering, the description of the character?s interference should normally make it clear what the intended consequences will be, but it doesn?t hurt to lay it out plainly.

In addition to the normal consequences, a failed (6-) attempt to Get Involved could end up having the opposite effect, decreasing success when trying to help or (less likely but more amusing) causing greater success when trying to interfere.

Stat Moves

There are 6 Stat Moves; one for each of the 5 character stats (Mettle, Physique, Expertise, Influence and Interface) and the 6th for the character?s Armor stat (which is granted by certain equipment):

- **Open Fire (Mettle)**: Engage in long-ranged firefights. (Page 21)
- **Launch Assault (Physique)**: Engage in close quarters combat. (Page 22)
- **Patch Up (Expertise)**: Heal injuries or repair damage. (Page 23)
- **Command (Influence):** Issue orders to groups of willing NPCs. (Page 24)
- **Access (Interface):** Gain access to protected systems and networks. (Page 25)
- **Brace For Impact** (Armor): Resist injury. (Page 26)

These are slightly more specialized Moves that won?t come up quite as often as the three Common Moves, but cover specific, important actions that crop up during play.

Open Fire

An Open Fire represents several exchanges of fire with enemy targets, moving from cover to cover, flanking, suppression and other such tactics. The Move allows the characters and GM to resolve a length of combat, giving a guideline for the result of that particular encounter while leaving the moment-to-moment actions entirely descriptive. While it is possible to have a character Face Adversity for every shot they take, that Move is best used for singular, pivotal shots (snipers, mortars, etc).

> **OPEN FIRE (+Mettle)**
>
> When you engage enemy forces in long ranged, cover-to-cover firefights, describe your tactics, primary targets and Roll+Mettle.
>
> <u>On a 10+</u>, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.
>
> <u>On a 7-9</u>, as above, but the GM will choose 1 or more of the following consequences:
> - You suffer harm during the exchange.
> - The exchange causes undesirable collateral damage.
> - The battle shifts, changing threats or adding new ones.
> - The targets actually suffer a lesser fate (GM chooses).

When dealing with multiple enemies, the GM should group them by location, tactics, and/or equipment (ex.: two squads taking cover, another squad flanking from the side corridor, a handful of snipers above, and a commander behind the troops). When choosing targets and tactics, the character should keep the capabilities and ranges of their weapon in mind. Similarly, when choosing the results of a successful engagement, the effect on the targets should be in line with the strengths and properties of the weapon.

Further guidelines for GMs running combats are found in Sector 04 ? Security (Page 47)

Launch Assault

A Launch Assault represents an extended period of brutal close-quarters combat, using hand-to-hand, melee weapons, pistols, shotguns and other short-range weaponry. These assaults are chaotic, kinetic and very physical, evading, shooting, charging, striking, leaping, grappling, throwing. Even with firearms, there are always opportunities for a well-placed kick, elbow or tackle. Launch Assault allows the characters and GM to resolve combat, giving a guideline for the result of that particular encounter while leaving the blow-by-blow entirely descriptive.

LAUNCH ASSAULT (+Physique)

When you engage enemy forces in chaotic close-quarters combat, describe your tactics and primary targets, then Roll+Physique

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.

On a 7-9, as above, but the GM will choose 1 or more of the following consequences:

- You suffer harm during the exchange.
- The exchange causes undesirable collateral damage.
- The battle shifts, changing threats or adding new ones.
- The targets actually suffer a lesser fate (GM chooses).

When dealing with multiple enemies, the GM should group them by location, tactics and or/equipment (a gang of scavvers with rusty melee weapons, a handful of space pirates drawing their pistols and knives, and a pack of half-trained Jaat spine-wolves emerging from the junk heap). When choosing targets and tactics, the character should keep the capabilities and range of their weapon in mind. Similarly, when choosing the results of a successful engagement, the effect on the targets should match the strengths and properties of the weapon.

Further guidelines for GMs running combats are found in Sector 04 ? Security (Page 47)

SecDyne f5 Boarding Pistol
Class 1 Firearm - Pistol - Stabilized
1 handed, Range: Adjacent, Close
Stabilized *(No recoil, can be used in micro-gravity environments.)*

Patch Up

Characters use the Patch Up Move to treat injuries in living creatures or gets broken machinery to work.

On a partial success, further Patch Up attempts prove futile until the characters get better facilities, get more information, or find someone else to finish the procedure.

When attempting to Patch Up a living being, the character needs to have access to medical supplies, usually from available medical facilities or found in medical kits; simple first aid staples like bandages, compresses, surgical staples and splints, or advanced supplies like anesthetics, stims, dermal graft sprays, toxin neutralizers and thermal gels.

> **PATCH UP (+Expertise)**
>
> When using appropriate medical supplies/tools to repair harm to people or machinery, Roll+Expertise
>
> On a 10+, choose 1 from the list below.
> On a 7-9, choose 1, but you?ve reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.
> - Treat a single minor, major or severe injury/damage
> - Treat a malfunction or minor debility
> - Stabilize a major debility
> - Perform a medical/technical procedure

When attempting to Patch Up a machine, vehicle or robot, the character needs to have access to various tools and spare parts, which can usually be found in workshops, junkyards and garages, or in engineering kits. These kits include a variety of engineering tools and gadgets: mag-clamps, cutting torches, industrial adhesive, self-sealing stem bolts, cables/wiring, duct tape, arc welders, wrenches, etc.

Treat a single minor, major or severe injury/damages: On a living subject, this heals a single injury of the chosen severity. On a mechanical subject, this choice will repair a single damage of the chosen severity.

Treat a malfunction or minor debility: On a living subject, this treats a variety of minor afflictions, such as intoxication, dizziness, unconsciousness, nausea, agony, etc. On a mechanical subject, it corrects malfunctions with the machinery; overheating, poor signal, leaks, stalling, jamming, etc.

Stabilize a major debility: On a living subject, this temporarily stops the exacerbation of a major affliction, such as degenerative disease or massive hemorrhaging, until proper surgery can be performed.

Perform a medical/technical procedure: This covers miscellaneous procedures. Medical: Administer medication/drugs, provide long-term care, prepare a fatally injured body for cryo-staisis, etc. Technical: Oil/power cell change, re-alignment, detailing, etc.

Command

When a character relies on their leadership, inspiration and sheer presence to get others to complete an objective, they are making a Command Move.

Commands can only be imposed on NPCs inclined to follow orders of that character, such as crew loyal to the character in question, a crew loyal to an ally, NPCs indebted to the character in some way, etc. Furthermore, the given task should be roughly within the capabilities of the group of NPCs receiving the orders. The task cannot conflict with the crew?s own values/loyalties. A mismatched, foolish or suicidal order might still be attempted if the NPCs are especially convinced/loyal, but even a complete success will have major consequences.

> **COMMAND (+Influence)**
> When you issue a command to a group that is inclined to follow your orders, Roll+Influence.
>
> <u>On a 10+</u>, they follow those orders to the best of their ability, though there may be costs in time, resources or personnel.
> <u>On a 7-9,</u> as above, but their disposition or effectiveness has been significantly impacted in some way. This crew will not accept a new Command until those issues have been dealt with.

The Command Move can be used to perform actions that would be covered by other Moves. Instead of involving themselves, the character is getting others to act, and those NPCs will be the first to suffer any consequences that might arise. Commands are also used to direct long-term projects and large-scale tasks that require significant manpower.

> **NPC Assistance:** Getting NPCs to assist or interfere with someone else?s task has the same effect as a Get Involved, but the NPCs suffer the costs, if any. In certain circumstances, it is possible for a character to even Get Involved with their own Move, Commanding a loyal (and appropriately skilled) crew to assist in the endeavour. (Get Involved, Page 20.)

Should the Command be only partially successful, the NPC?s disposition is reduced to the point where they will be unable or unwilling to obey further Commands. Even tight-knit teams can become angry or disgruntled, suffering from internal strife and a breakdown of discipline. Physical, dangerous tasks like combat, hard labor or wilderness travel might cause exhaustion, sickness, injuries or fatalities. Teams involved in social tasks like entertainment, politicking, preaching or investigation might end up arrested, bribed, blackmailed, caught in scandals, in debt, etc.

Whatever the issue, it must be rectified in a satisfactory way for the group to resume following orders.

Access

Almost every significant system or network not owned by the characters and their allies are protected by various passwords, encryptions and cyphers which must be overcome. The Access Move breaks those locks, opening the system. Performing other Moves using +Interface (Face Adversity (Page 18), Get Involved (Page 20) and especially Assessment (Page 19)) can only be done with a system or network that is open to the character.

ACCESS (+Interface)

When you spend several minutes accessing a locked, protected system or network with the appropriate tools, Roll+Interface.

On a 10+, credentials verified, access granted. The system is now open to Interface-based Moves.

On a 7-9, as above, but your breach is detected. The owners of the system will likely retaliate soon, either electronically, legally or physically.

Making a successful Access involves several minutes of uninterrupted decoding and ICE-breaking, using decryption technology found in computer science labs, monitoring stations, or in portable computer or intrusion kits. Access can only be attempted directly at a system?s console, or by maintaining a high-yield wireless link with an unshielded system. A successful Access temporarily opens the system to be used as if the character owns it, and the character can also grant access credentials to any of their allies or members of their crew.

> **The SectorNet:** Each major cluster of the SectorNet has its own protections, and must be targeted by an Access separately. A successful Access gives one complete privileges over the content in that cluster.

> **Robots:** Robots can be Accessed like any other system. Security and military robots tend to be independent systems, shielded from wireless access to prevent ranged take-over attempts. Other, more menial robots are usually networked between each other or slaved to an overseer system. A successful Access makes robots temporarily susceptible to Command using +Interface instead of +Influence.

> **AI:** Whether part of a network or inhabiting a single robot or system, an artificial intelligence is too sophisticated to fall prey to an Access, and must be dealt with as if it was an intelligent being, (usually using +Influence).

On a partial success, the system is still open and at the character?s disposal, but various trip-wire and alarm programs have alerted whoever owns the system. The response could be rapid (a counter-hack of the character?s systems/tools, triggering automated defenses, summoning guards), or could take a longer approach (legal investigation, sanctions, counter-attack at a later date), or could result in accruing Debt if the breach is particularly egregious.

Brace For Impact

The universe is full of sources of bodily harm. Brace for Impact allows the character to roll with the punches; turning, dodging, hiding behind cover or sometimes just cowering in order to absorb, deflect or mitigate the worst of the incoming harm.

Brace for Impact should be rolled every time a character suffers harm, using the armor value (if any) of the attire the character is wearing. A success (10-12) or greater success (13+) will reduce and could completely negate incoming harm. If multiple small sources of harm would happen all at once (hail of bullets, shrapnel, micro-meteors, Ethalian barb-wasp swarm, etc.), they should be considered as one source and given an appropriate severity. Refer to the severity guidelines below. Injuries are covered in greater detail in Sector 05 ? Medbay, on page 54.

BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.

On a 13+, the severity is reduced by two levels.
On a 10-12, the severity is reduced by one level.
On a 7-9, you suffer an injury of that severity.
On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM?s discretion.

> **Armor Piercing:** Armor piercing rounds and many heavy weapons simply ignore a character?s armor. If a character is hit by an armor piercing weapon, they Brace for Impact without adding their armor value.

> **Vehicle Damage:** Vehicles automatically reduce the severity of incoming harm by one, unless the harm is especially destructive. The character driving usually rolls to Brace for Impact, using the vehicle?s Armor. Full vehicle rules can be found in Sector 06 ? Engineering (Page 63)

	Example Source	Example Injury
Minor Injury	Brawling, short falls, debris.	Bruises, cuts.
Major Injury	Melee weapons, claws/fangs/etc, fire.	Lacerations, broken bones, burns.
Severe Injury	Firearms, long falls, vehicle collision.	Bullet wounds, broken limbs, organ damage.
Critical Injury	Heavy weapons, explosive epicenter.	Dismemberment, organ failure, disfigurement.
Fatal Injury	Ship weapons, artillery strikes.	Death, disintegration, gory chunks, red mist, dog food.

Enterprise Moves

Enterprise Moves cover actions that are not directly tied to a character?s stats. Instead, they deal with aspects of interplanetary travel and commerce.

There are 5 Enterprise Moves:
- **Shields Up:** Bring up the shields to protect the starship. (Page 27)
- **Wild Jump:** Ignore safe Jump lanes, Jump from anywhere to anywhere. (Page 28)
- **Cramped Quarters:** Build friendships or get on each other?s nerves. (Page 29)
- **Acquisition:** Demand goods and/or services of a market. (Page 30)
- **Barter:** Exchange foreign goods for more valuable local goods. (Page 31)

For these Moves, the character initiating them simply rolls 2d6. Some Moves have conditional bonuses. For example, in the Acquisition and Barter Moves, the Class of the cargo being traded is the only modifier added to the roll.

Shields Up

All starships are equipped with shields, to stop space debris, ward against harmful radiation, and deflect potential attacks. When a ship section would suffer damage from an external source, the ship?s pilot can bring the shields up to mitigate some of that damage.

If there is a character at the shield station in the Engineering section of the ship, they make the Shields Up Move instead of the ship?s pilot. Additionally, they add their +Interface to the Roll.

> **SHIELDS UP**
>
> When one of the starship sections would suffer damage from outside, the pilot Rolls 2d6. If a character is at the shield station, they Roll instead, and add their +Interface.
>
> On a 10+, the severity of the damage is reduced by two.
> On a 7-9, the severity of the damage is reduced by one.
> On a 6-, shields down! The section suffers damage, and the shields need to be repaired or recharged before they can be used again.

Wild Jump

The civilized sectors of the galaxy are linked in long, convoluted chains of Jump lanes. These are safe points in space whose exit coordinates are known and stable; their locations are marked by beacons, guarded by military outposts, and they see regular traffic.

However, these safe lanes are distant, circuitous and time-consuming to travel, necessitating three or more Jumps with weeks of travel between each Jump point.

WILD JUMP

When you force your ship to make a Wild Jump, Roll 2d6.

<u>On a 10+</u>, the crew only suffers nausea, headaches and other minor effects. You reach a point within a week?s travel of your destination, or choose from the list below.

<u>On a 7-9</u>, the illness and hallucinations are pronounced. The GM chooses one from the list below:

- You find an uncharted world, ready for exploration.
- You find exploitable resources, there for the taking.
- You discover a scientifically-interesting phenomenon.
- You discover wreckage or ruins of unknown origin.
- You find a new path to a well-known destination.
- You encounter a faction or culture that is new to you.

<u>On a 6-</u>, the GM will describe the ugly, debilitating, terrifying consequences. It?s full of stars.

Sometimes, brave, reckless captains opt to make Wild Jumps instead, trusting their own navigational calculations and sheer luck to make a Jump from their current location straight to their destination. The Jumps often go wildly off course, and each subsequent Wild Jump risks terrible consequences.

Despite the inherent risks with Wild Jumps, the unforeseen rewards are often worthwhile. New sectors of space have been opened, new discoveries made, ancient secrets unearthed or profitable routes established, all thanks to those few, brave, foolhardy explorers willing to throw themselves into Jumpspace.

Wild Jumps cannot be made within planetary atmospheres, and strong gravitational grips (black holes, proximity to stars, etc) will also interfere with Jumps, automatically causing them to fail.

More information about Jumps and space travel can be found in Sector 10 ? Hangar (Page 144).

Cramped Quarters

The Cramped Quarters Move is triggered when people are trapped together for extended periods of time.

Despite having a myriad of worlds to explore and cultures to visit, the characters will often find themselves stuck with the same people for weeks or months on end.

Sometimes, the close quarters can lead to respect, loyalty, friendships, and even more intimate relationships. Other times, it merely reveals one?s inner self, true intentions, and wounds in one?s heart. Most often, however, tensions rise and nerves fray and personalities clash until someone snaps. It will take time to cool off and heal that bad blood, and the distrust might linger for a long while to come, to be brought up and rehashed in a future argument.

Frequency: The GM is free to call upon as many characters to check for Cramped Quarters as they wish, though usually one or two per length of time will suffice.

Reveal/discover the answer to their question: This result is rarely as blatant as a straight question and answer (though it could be, if the booze was flowing). Instead, the chosen character?s ?question? is the culmination their own observations, investigations, gentle inquiries and deduction. They now know this truth about you, for good or for ill, and you may not even be aware they know.

CRAMPED QUARTERS

When you?ve been trapped in cramped quarters with the same people for a significant amount of time (a leg of an interstellar journey, etc), choose a character trapped here with you and Roll 2d6.

On a 10+, describe how the two of you bonded over the past few days.

On a 7-9, reveal/discover the answer to their question about an aspect of yourself or your past.

On a 6-, describe what caused the newest hurt feelings or bad blood between you.

Acquisition

While character?s funds can cover day-to-day expenses and small purchases, significant acquisitions need more time and effort.

?Important services or assets? usually applies to weapons, equipment, crew and vehicles; the maximum Class of these assets depends heavily on the type of market. Other services include repair, maintenance and upgrade of a starship, hosting events/ceremonies/parties, lease of a workspace, and specialist work performed by experts, especially surgical procedures to repair and replace critical damage.

ACQUISITION (+Cargo)

When you demand important services or assets from a market able to supply those demands, Roll+0. If you offer a cargo unit as part of the deal, Roll+ that cargo?s Class.

<u>On a 13+</u>, the deal goes through; you get what you asked for.
<u>On a 10-12</u>, the deal goes through if the seller/market is amiably disposed toward the deal. Otherwise, as 7-9.
<u>On a 7-9</u>, the deal will only go through if you accept a cost, a task or a lesser asset/service instead of what you asked for.
<u>On a 6-</u>, the deal will only go through if you call in a Favor.

Markets: A market is any society or network that could engage in trade: space stations, planetary markets, syndicates, fleets, colonies, etc. Finding the correct market that is both willing and able to provide the required goods or services is a crucial first step. Once the appropriate market/seller has been found, actual dealing can take hours or even days. Some may have rules or stipulations regarding trade, others may only be willing to deal for certain items, and others still may be underhanded, duplicitous, murderous, or otherwise dangerous trade partners.

The payment for the Acquisition is assumed to come out of the character?s personal funds, investments, loans, and lines of credit. Cargo possessed by the characters can be promised as payment as well. The Class of any unit of cargo offered as part of the deal gets added to the Move?s roll. For example, if the Acquisition roll is an 8, a Class 2 cargo unit will increase the result to 10.

Consequences caused by a less-than-ideal Acquisition usually involve further wheeling and dealing. Waiting lists, lower quality goods or reduced supplies. The seller may have further requests or demands for the deal to be finalized. These can be simple things like information about the characters, moral/ethical approval of the deal?s purpose, etc. For more significant purchases, they can request assets the characters possess, or require that the characters promise to perform a task. The more amiably disposed the seller, the less demanding they?ll likely be.

If the Acquisition fails, the whole deal breaks down. Something has made the sale virtually impossible; economic, social, political, legal or faction interference could sink the deal, supply could suddenly dry out or vanish, or a clash of personalities between the seller and characters could make the deal go sour.

Barter

With humanity spread far and wide across the galaxy, clever entrepreneurs can make small fortunes shipping goods across the stars, leveraging the supply of one planet to fulfil the demand of another.

Each Barter attempt involves a single unit of cargo. To barter, a character must approach a market with the cargo of foreign goods they wish to trade. A market is any society or network that could engage in trade: space stations, planetary markets, syndicates, fleets, colonies, etc.

BARTER (+Cargo)

When you exchange a foreign unit of cargo for local trade goods, Roll + the Class of the cargo unit.

On a 13+, you attract the attention of a faction or individual with a unique item or service to trade.

On a 10-12, you get a higher Class cargo of local goods in exchange, to a max of Class 4.

On a 7-9, you get a higher Class cargo, to a max of Class 4, and the GM chooses one flaw:

- The negotiations take many days to complete.
- The goods need special care (fragile, hazardous, etc).
- The goods are very odd, distasteful or bizarre.
- The provenance or legality of the goods is dubious.

The newly traded goods are almost always local goods. While they may be of higher Grade than the cargo the character traded, their abundance in this particular market reduces their value, while the foreign goods offered by the character are worth more within this economic microcosm.

A partial success often involves delays or less than ideal cargo. The character may opt to back out of the trade, should they find it more trouble than it?s worth, though they may not attempt to barter the same unit of cargo a second time in the same market place (and they might offend the other party). A failure, on the other hand, is usually out of the character?s control. At best, the character might come away with local goods of equal value or lower. At worst, a group or individual may try to simply relieve the character of their cargo, criminally or legally.

It is possible, even likely, that characters will eventually trade away cargo that does not belong to them. Getting illicit or stolen goods into a market might pose problems (especially in more rigorously screened markets), and a failed or partially successful barter may involve legal wrangles about the merchandise.

SECTOR 03 - ADMINISTRATION

GMing

The Administration chapter provides the Game Master (?GM?) with guidelines for running a game of Uncharted Worlds

The Role of the GM - The purpose and tasks of the GM.

GM Principles - Expected behaviors and best practices while running the game.

GM Moves - How the GM interacts with the characters, introduces dangers, and drives the story forward.

Prompting - How to get the players involved in creating the universe.

?Greatness is a transitory experience. It is never consistent. It depends in part upon the myth-making imagination of humankind.?
- Princess Irulan, Dune

The Role of the GM

The GM?s role in Uncharted Worlds is to provide the characters with a universe to interact with and explore. The game master first sets the stage with a challenge or opportunity, and then keeps the game flowing by updating that challenge, or presenting new challenges and opportunities. The GM provide descriptions for the things the character encounter, and speak for the non-player characters (NPCs) that the characters interact with. Finally, the GM interprets the dice rolls, determining the costs and consequences of actions using GM Moves (described later in this chapter), and providing rules arbitration.

In some rpgs, the GM is seen as an adversarial role. However, Uncharted Worlds tends towards a cooperative, collaborative storytelling experience, where the GM is not the antagonist, but rather a narrative director who presents each character with the opportunity to shine, and helps the characters tell their story.

GM Principles

These principles are guidelines to GMing Uncharted Worlds:

- **Embrace the deadly beauty of the galaxy**
- **Paint in primary colors**
- **Speak the truth**
- **Address the characters directly**
- **Be a fan of the characters**
- **Prompt the characters to shape reality**
- **Follow the Rule of Cool**

Note that these principles are not intended as a straightjacket, but rather as a list of good practices to get the most out of GMing a session of Uncharted Worlds.

Embrace the deadly beauty of the galaxy

Humans are pretty frail, all told, and there are nearly limitless things in the galaxy that can kill us. From crushing gravity to incandescent radiation storms. From toxic atmospheres to the vacuum of starry space. From mountainous behemoths to delicate, gossamer parasites, there will always be something beautiful and deadly waiting over the next horizon.

Paint in primary colors

Go big. Be larger than life. Use a bold palette that reinforces the emotional impact of the scene. Poor, high population planets aren?t just poor and over-populated, they?re rainy, oily, filthy pits; hive-cities crammed with malnourished people under purple storm clouds, and lit by crackling orange electric signs. Rich planets are covered in gold and silver spires and arches, reflecting perfectly blue skies as chrome-plated hover cars stream in orderly lines around them. Space pirates are unkempt, unwashed, scarred individuals in ramshackle ships, lit only by crimson emergency lighting. Paint settings and planets in solid, bold, primary colors, and make them memorable.

Speak the Truth

When you state something, it is a fact. When you answer a question, it is a fact. Even if you just made it up on the spot. Be generous with information.

Address the characters directly

This is a small act that has a big impact; it serves to frame everyone?s mind firmly within the game, and reminds them that they are playing a role. Don?t say ?Julie, what do you do?? or even ?Julie, what does Danov do?. Say, instead ?Danov, what do you do?? The ?camera? is focused on the character, not on the one pulling their strings.

Be a fan of the characters

Allow the characters to win. Oppose them, challenge them, but don?t take away their hard-earned victory. Cheer them on. Don?t cheat them. Share in their triumphs, even while planning their next challenge. Give the characters opportunities to shine. Give them opportunities to make a difference. Give each of them time in the spotlight. Let their decisions and actions shape the galaxy.

Prompt the characters to shape reality

Don?t pre-write stories. This is very important. Set the scene, but leave glaring gaps. Leave things unknown to you in the starting setting. During play, prompt the players to fill in those important gaps, and run with their answer. Ask them about things that interest you, ask them follow-up questions. And, most importantly, ask them through their characters? eyes (Address the characters directly); ask about stuff that their character experiences, that their character knows. See the Prompting section in this chapter for more details.

Follow the Rule of Cool

Any rule presented in this book can be ignored by the GM if the result would be awesome.

GM Moves

In the course of play, the GM never rolls dice. Most of the time, the GM is simply updating the current situation based on the actions of the characters. However, there are a few instances in which the GM is allowed to actively change the situation, to add threats, remove opportunities, advance plots and generally shake things up. These are known as GM Moves:

- **Foreshadow trouble**
- **Offer a choice**
- **Impose a cost**
- **Advance a threat**
- **Involve a Faction**
- **Break something**
- **Cause harm**

See page 38 for more details about these moves.

Using GM Moves

GM Moves can either be soft Moves or hard Moves:

> **Soft Moves** are ?set-up? Moves. They are foreshadowing, opportunities and choices. They don?t have an immediate effect; instead they provide information that needs to be acted upon. In a soft Move, the player has a decision to make. Soft Moves will build up, eventually triggering a hard Move.
>
> **Hard Moves** have decisive, immediate consequences. They hurt. These moves can?t be stopped, can?t be interrupted. The characters can only react to the aftermath. Hard Moves should usually be chosen after a few soft Moves have raised the stakes, or if the potential for a hard Move has already been established.

A good rule of thumb is to repeatedly raise the stakes with soft Moves before cashing in with a hard Move. Give the characters ample warning of the bad stuff coming their way during their initial failures and partial successes. Give them hard decision and costs, and hint, allude and outright state the terrible results should things continue down this path. Build the tension. When the time comes, hit them with the hard Move you warned them about, without pity or remorse, secure in the knowledge that You Told Them So.

When to use GM Moves
- **When a character rolls 7-9**, the Move they?re using usually calls upon a specific GM action or choice. Otherwise, the GM is free to use any soft Move (usually ?impose a cost? or ?offer a choice?).
- **When a character rolls 6-**, the GM can use any Move they wish. Most often, the first few failures of an encounter result in soft GM Moves, which then snowball into harsher hard consequences during later failures.
- **When the character?s actions demand it**, the GM can make a Move even if the character rolled a success or didn?t need to roll at all. This is especially true if a consequence is established ahead of time (?if you run through there, you will get burned?).
- **When the flow of the game hits a snag** and the players have no idea what to do next, it?s a perfect time to use a GM Move to keep things moving, usually ?foreshadow trouble? or ?advance a threat?.

How to use GM Moves
When using a GM Move, it?s essential to do so as subtly as possible, seamlessly folding it into the narrative so that the characters can?t even tell that the GM used a Move at all. The GM should never, ever say the name of their Move (?I?m going to Cause Harm?). This breaks the flow of the story. Instead, the GM Move should be a logical progression of the current situation, using the established narrative to decide what Move to use and how to introduce it.

The two main ways to introduce a GM Move are either as a direct consequence of the failed action that caused it, or as a narratively appropriate event that interrupts the Move before it could be completed. For example:

> A character fails at Commanding a group of refugees moving through a war zone. The GM has a number of choices as to the consequence. While they could do anything (make a base explode, stumble onto an old enemy, reveal an alien ruin) it?s usually preferable to have the consequence relate to the task at hand.

> The GM could have the refugees panic or lash out at the character, a direct consequence of their failed leadership. Alternatively, the GM could hint at the arrival of enemy forces, which would interrupt the Command. The Moves here are ?Break something? and ?Advance a Threat?, respectively, but the GM would never say so.

Note that those are both fairly soft Moves. They both offer ample opportunity for the characters to react and salvage the situation in some way. They set up even worse consequences should the situation be allowed to degrade further. Had this Command come after a series of failures that previously alerted enemy soldiers and sowed confusion among the refugees, the GM could choose this moment to trigger a harder Move instead; the soldiers ambush the refugees, gunning down many of them and scattering the rest (?Cause Harm?).

GM Moves - Details

This section covers each of the following GM Moves in detail:
- **Foreshadow trouble**
- **Impose a cost**
- **Offer a choice**
- **Advance a threat**
- **Involve a Faction**
- **Break something**
- **Cause harm**

Foreshadow trouble

Reveal an unanticipated fact that could cause problems for the characters. The foreshadowing can hint at the distant future or a few seconds from now. Foreshadow trouble usually comes as an unwelcome discovery or realisation, information the characters probably wish was not true. The characters will eventually be affected by this newly introduced threat, hazard or obstacle, and their plans will need to adjust to accommodate it. This is the prime soft Move to establish harsher consequences, adding new threats to the situation and laying the groundwork for future hard Moves.

Impose a cost

State the price of success, and make it harsh. The character must accept the cost if they wish their action to succeed, or they can abandon it. The most common cost is incurring Debt towards a faction if one is involved in the current situation. However, a cost can be anything from suffering harm to expending resources to abandoning opportunities. As long as the character is willing to suffer the cost, whatever it is, they succeed their task. This GM Move is often used as a consequence of a partial success, but it can even be offered to salvage a failure at a high cost.

Offer a choice

Present the character with two or more options. They can only choose one. This is often used in the case of partial successes; the GM decides that the character can only accomplish a portion of their goal, and offers the player the choice. The game master can also offer a choice between two harsh consequences on a failure.

Advance a threat

All active threats have motivations. Intelligent threats have multi-tiered goals (e.g.: Faction commander: eliminate colony leadership, incite revolt, send in peacekeeping troops, absorb colony) while mindless threats have very simple desires (e.g.: fire: burn things, consume oxygen, create more fire). When the GM uses this Move, the threat advances towards its goals. This will have a significant effect on the current situation, causing harm and creating new threats and hazards.

Involve a Faction

Factions are the movers and shakers of Uncharted Worlds, organisations whose reach and resources span galaxies (for more on Factions, see Sector 09 ? Embassy, on page 129). The GM can involve a faction in a number of ways, from simply stating their interest or presence as an observer (a soft Move, equivalent of ?foreshadow trouble?) to harder Moves like sending in agents to take objectives, interfere with events or cause damage.

Break something

With the omnipresence of technology and manufactured goods, there are limitless supplies of things that can explode, shatter, malfunction or break down. The GM can use this Move as a cost, expending resources or disabling the character?s assets. Almost anything the characters wear, use, drive or interact with can be rendered inoperable. The Move can also apply to other necessary objects or pieces of the scenery. ?Breaking? also refers to more abstract concepts: trust, a promise, the chain of command, etc.

Cause harm

Hurt the characters, or kill off NPCs. This is usually the harshest Move, applied when the source of harm has been established. For NPCs, the GM is free to cause as much harm as they see fit. For the characters, the GM should follow the broad guidelines for harm Severity (discussed in more detail in Sector 05 ? Medbay on page 54) and allow the characters to Brace for Impact. Cause harm can be used as a ?softer? Move (for a minor failure or partial success) by reducing the severity of the harm from what it should be; gunfire normally causes Severe wounds, but a lighter Cause harm could graze the character, causing a Major or Minor wound (which could be further reduced by Brace for Impact).

Prompting

In many roleplaying games, the GM is expected to know what will happen within a given storyline. They know what?s behind the door, who lurks in the darkness, the source of the illness that plagues the colonists/townsfolk. Uncharted Worlds tries to add more interest and discovery for the GM by introducing the concept of Prompting.

This system has two major advantages; the story is fresh and unique for everyone at the table including the GM, and everyone has a hand in shaping the narrative.

Prompting requires the GM to leave important gaps in their own information about the scenario. The information will be provided by the characters from their perspective. The GM begins describing a situation, and then asks a character what they see, what they notice, what they know. In essence, the GM has incomplete information about the universe, and is asking the characters (who live in that universe) to impart their knowledge and experience.

The character will have to invent something on the spot, obviously, but as long as it?s narratively appropriate, whatever answer they come up with will be an absolute fact? from the character?s perspective. Once the answer to a prompt is accepted, it is part of the narrative and the GM is bound to that fact. It?s up to the GM to run with it, to incorporate the prompt into the flow of events.

When prompting, the GM should:
- **Prompt Everyone, Let Them Shine.**
- **Shape the Narrative.**
- **Ask Leading Questions.**
- **Occasionally Admit Ignorance.**
- **Give Them Rope to Hang Themselves.**

Flamethrower, Ironclad Industries
Class 2 Heavy Weapon
2 handed, Range: Close (Spray)
Spray *(Reduces distance but increases coverage to a wide cone.)*
Chemical - Incendiary *(Creates a lasting chemical reaction.)*
Destructive *(Causes property damage, damages vehicles.)*
Clumsy *(Carrying it forces Face Adversity when performing physical activity.)*

Prompt Everyone, Let Them Shine. Each character in the team should be prompted at some point during a session, usually with a prompt that relates to their skills, background, etc. Let them be the expert on this topic because of their archetype or backstory. Remember to refer to the characters by name.

- ?Tavok, as the merchant of the group, what?s this colony?s main export? Why are the raiders so interested in it??
- ?Cyrr, you?ve seen those weapons before when you were deployed in the Galactic Navy. Surprisingly nasty things. What are they? What do they do??

Shape the Narrative. Make sure the prompts are at least somewhat important to the narrative, and that the answer could shape future decisions and events. Asking the color of a hostile warship is pointless. Asking what faction that ship belongs to will have an immediate effect; the warship?s goals and tactics, the politics of engaging them in combat, etc.

- ?Pith, when you finally find one of the colonists, what state is their corpse in??
- ?Over the past two days of travel across this alien landscape, what unexpected terrain feature proved to be the biggest obstacle??

Ask Leading Questions. Prompts are shaped by the choice of adjectives or by making an assumption about the response. Framing the question in a certain way still gives creative freedom to the character while allowing the GM to subtly shape the kind of response they get.

- ?What distracting custom is practiced on this planet during this holiday?? vs ?What disgusting custom is practiced on this planet during this holiday??
- ?What priceless cargo are you carrying on this trip?? vs ?What deadly cargo are you carrying on this trip?? vs ?What horrible cargo are you carrying on this trip??

Occasionally Admit Ignorance. When a character asks a question about the universe, it?s ok for the GM to say ?I have no idea?. Instead, the GM can turn that question back on that character or an appropriate ally. Even an Assessment can be turned around, having the character tell their allies and the GM what they found.

- ?No idea what?s inside. You?re the one that opened it, you tell us. What do you find in the ancient cargo pod??
- ?Waul would probably have a better idea, being a criminal and all. So, Waul? What do you know about the city?s law enforcement? Ever tangled with them??

Give Them Rope to Hang Themselves. On a Move failure, the GM can prompt the characters to determine the kind of hardship or trouble they?ve run into. These prompts should lead the character, giving characters some freedom while ensuring that the answer will always be trouble.

- ?Pith, you?re down in engineering, right? There?s a whole bunch of noise and lights and flashing on all the screens. What major system just failed, big time??
- ?Tavok, you?ve just been turned down from the third emporium when you see the bounty board. Which of the crew?s face is up there, and for what crime??

SECTOR 04 - SECURITY

Threats and Combat

The Security chapter covers the mechanics behind the various challenges and dangers that the characters will face:

Threats - Tracking the behavior of dangerous elements the characters encounter.

Combat - Solving problems with violence.

Resolving Combat - Interpreting the results of a combat Move.

?It?s a rock! It doesn?t have any vulnerable spots!?
? Jason Nesmith, Galaxy Quest

Threats

Threats are the building blocks of encounters in Uncharted Worlds. From acidic atmospheres to draconian legal systems, from berserk raiders to withering bureaucrats, threats stand between the characters and the opportunities the universe has to offer. GMs will introduce them, change them and advance them, and the characters will try their best to deal with them.

Characters defeat, avoid or mitigate threats by using a Move, having appropriate gear, or (more likely) both at once. As with every action in Uncharted Worlds, the most important requirement is that the solution should make sense within the established narrative. While the characters are free to attempt any action to overcome a threat, the GM is also free to say ?That won?t work,? or more likely, ?That won?t work unless you do (this),? or ?You would need (that) for it to work.?

> For example, a character can?t say ?I?m going to talk to the fire to get it to stop burning? Logically, that simply doesn?t work. Similarly, a character couldn?t Command a crew to rough up a local magistrate if the character doesn?t have a crew at their disposal.

Assets are essential when dealing with threats. Characters can?t put out a fire with an engineering kit, or repair a coolant leak with a fire extinguisher. That said, various tools can be used creatively (plasma welder used to boil water, power cell from a research kit?s laptop to jump-start a dead electronic lock, etc). Assuming the characters have the right equipment or can improvise something to do the job, then overcoming a threat is usually a matter of making an appropriate Move.

> **Clumsy**: As mentioned in Sector 03 ? Ops, certain situations make a character Clumsy. Essentially, ?Clumsy? is a type of threat brought about by encumbrance, low/high gravity, unstable footing, exhaustion, certain injuries or sickness. Just like any other threat, a character must overcome their own clumsiness (Face Adversity + Physique).

Every threat has an agenda that dictates how it threatens the characters. Some threats are static or benign, while others actively pursue their goals. Most of the time, a threat?s agenda will be logical an easily deduced. A toxic atmosphere wants to choke and corrode, a hull breach wants to suck out air and objects, a fire wants to spread and burn things, an insect swarm wants to feed and breed, etc. Others will be more nuanced, and may require observation and research (i.e.: Assessment) to suss out. Knowing the agenda of a threat, its modus operandi, is the first and most important step to overcoming it.

Threats can be placed in three broad categories, which determine how complex they are and how actively they pursue their agendas.

Passive threats are static hazards, usually environmental. They do not pursue their agenda unless someone actively interacts with them in some way. They simply lie in wait for a victim to trigger them. Passive threats can often be avoided, overcome or ignored simply by having the right gear or by being forewarned.

Example Threat	Agenda
Toxic air	Burn lungs, cause illness.
Bear trap	Surprise the unwary, clamp onto leg, immobilize prey.
Security system	Sound alarm, summon authorities.
Deep water	Drown air breathers, crush with pressure.
Minefield	Explode, maim, kill.
Starship shields	Deflect attacks, protect hull, block hostile signals.

Mindless threats relentlessly pursue their agenda. Mindless threats are active, usually volatile. They are prone to change or growth, especially if left unchecked. Most mindless threats will eventually die out, usually when they complete their agenda.

Example Threat	Agenda
Fire	Burn materials, consume oxygen, create more fire.
Disease	Debilitate, infect others, kill host.
Computer virus	Corrupt data, crash system.
Storm	Tear down structures, strike with elements.
Landslide	Crush everything, reach the bottom.
Artillery barrage	Blow up everything, create craters.

Intelligent threats are nuanced dangers that have multiple short-term and long-term agendas. These threats are aware of their surroundings, of the actions of others, and of dangers to themselves or their agenda. While they usually have a default goal to pursue, they are capable of abandoning it for a secondary agenda more suitable to the situation. Almost all intelligent threats have an overriding agenda of ?self-preservation?, which is weighed constantly against their current agenda. Very few, if any, of their other agendas will supersede it.

Example Threat	Agenda (Secondary agenda)
Insect swarm	Collect food, expand colony (protect eggs).
Behemoth	Eat, crush things (mate, defend territory).
Angry mob	Cause disturbance, decry authority (cause property damage).
Enforcer squad	Maintain order, arrest criminals (assert authority, intimidate).
Space pirate gang	Plunder, carouse, fight (maim, kill)

Advancing threats

One of the GM?s Moves is to Advance a Threat (covered in Sector 03 ? Administration, on page 39). This will usually happen when the characters fail in an attempt to deal with said threat, or when an active danger is ignored. In doing so, the threat either accomplishes its primary agenda (for now), or makes significant progress towards it. The repercussions of accomplishing its agenda will likely cause harm to the characters, making the situation more difficult for them and/or close off opportunities. Some threats will even transform or grow as they advance, altering their shape and agenda.

Introducing new threats

Threats beget threats. When a threat advances, it will often create secondary dangers for the characters to deal with. Sometimes the threat will grow or divide: fire spreads, insects swarm, riots grow among the populace, soldiers call in reinforcements. Other times the threat will create a completely different second danger: fire weakens support beams, insects eat crops and cause famine, riots set fires, soldiers call in air support.

Note how even small challenges can proliferate if they are left unchecked. A charismatic speaker incites a riot, rioters set fires, the fire spreads and creates a new fire, that new fire weakens a support beam, the supported bridge collapses, etc, etc.

Multiple threats

Characters will rarely have just one threat to deal with at a time. More often than not, a situation will pit the characters against a handful of threats at once, forcing them to choose which threats to tackle, and which to ignore. An ignored threat is one that is free to pursue its agenda.

The difficulty of any given encounter is directly related to the number and types of threats compared to the number of characters:

- If there are less active threats than there are characters, it allows the characters to team up and tackle the problems together (using Get Involved, for example). These situations are the easiest. The most adept candidates solve the problems, assisted by their fellow crewmates.
- A roughly equal number of active threats will force the characters to divvy up their tasks, or focus on the most important ones and allow the lesser threats to worsen. These situations are a tough balancing act, assigning each character to the most suitable task.
- A scenario with more threats than there are characters is dangerous indeed. The characters will likely suffer greatly; no matter what they choose, they will have to allow at least some of the threats to get worse. These situations tend to be chaotic, prone to cascading failures.

Combat

Characters will often find it necessary to use violence to deal with a threat, assuming the threat can be hurt and that the character has an appropriate tool (i.e. a weapon capable of harming the threat). If the act of violence is a single action, like eliminating a single target with a sniper rifle, or tossing a grenade in the midst of an alien swarm, then the GM will call for a Face Adversity using the appropriate stat (in this case, +Mettle or +Physique respectively).

However, if the combat would be a true engagement, with both sides attacking, defending, dodging, parrying, taking cover, and so on, then that triggers one of the two combat Moves: Open Fire or Launch Assault. These combat Moves allow the GM and player to resolve a rapid fire sequence of violent exchanges in a single roll. Open Fire deals with cover-to-cover firefights, while Launch Assault handles close quarter combat. Both are covered in greater detail in Sector 02 ? Ops, on page 21 and page 22.

When a character engages in combat, they describe their intent and targets, and then roll Launch Assault or Open Fire, as appropriate. The combat Moves are predictive; they tell the GM and character what the broad result of this engagement will be, and encourages them to describe how that result was achieved.

OPEN FIRE (+Mettle)
When you engage enemy forces in long ranged, cover-to-cover firefights, describe your tactics, primary targets and Roll+Mettle.

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.
On a 7-9, as above, but the GM will choose 1 or more of the following consequences:
  • You suffer harm during the exchange.
  • The exchange causes undesirable collateral damage.
  • The battle shifts, changing threats or adding new ones.
  • The targets actually suffer a lesser fate (GM chooses).

LAUNCH ASSAULT (+Physique)
When you engage enemy forces in chaotic close-quarters combat, describe your tactics and primary targets, then Roll+Physique

On a 10+, you win this engagement. Your targets are dead, injured, incapacitated, retreating, pinned, surrendering, etc.
On a 7-9, as above, but the GM will choose 1 or more of the following consequences:
  • You suffer harm during the exchange.
  • The exchange causes undesirable collateral damage.
  • The battle shifts, changing threats or adding new ones.
  • The targets actually suffer a lesser fate (GM chooses).

Bringing a knife to a gunfight
Dealing with a threat through combat requires the appropriate tools, just like any other method. Every weapon has descriptive words associated with it, which are known as ?upgrades? These upgrades provide a general guideline to what the weapon can and cannot do, narratively. Most simple weapons only have the weapon?s optimal range, while more advanced weapons will also have upgrades that alter the way the weapon causes harm, giving the user a wider variety of descriptive tools to deal with more complicated threats.

> For example: A pistol is simply a one-handed firearm, with a range of Adjacent, Close. This grants it certain basic narrative functions. It can shoot things. That?s pretty much it. A machine pistol has the ?Rapid Fire? upgrade. In addition to the usual pistol functions, it can also unleash a hail of fire, providing effective suppressing fire or shooting at multiple targets at once. On the other hand, a laser pistol has the ?Laser? upgrade, with all the obvious narrative advantages of shooting a focused beam of energy rather than a solid bullet.

Example weapon	Upgrades
Combat knife (Melee)	Severing (Chops, cuts, causes bleeding and can sever limbs.)
Shock baton (Melee)	Shock (Electrocute, causes malfunctions in electronics and robots.) Stun (Non-lethal. Stuns, snares or renders unconscious.)
Laser pistol (Adjacent, Close)	Laser (Projects focused beams of energy that can cut or melt.)
Pulse rifle (Close, Far)	Rapid Fire (Unleashes suppressing fire at multiple targets.) Stabilized (No recoil, can be used in micro-gravity environments.)
Flamethrower (Close)	Spray (Reduces distance but increases coverage to a wide cone.) Chemical ? Incendiary (Creates a lasting chemical reaction.) Destructive (Causes property damage, damages vehicles.) Clumsy (Forces Face Adversity on physical activity.)
Frag Grenade (Thrown: Close)	Timed Detonation (Explodes after fixed time.) Shrapnel (Causes amputation, bleeding and disfigurement.)

When engaging enemies, it?s important that the GM and players agree on the feasibility of the attack. A focused laser cannon will do very little against a swarm of tiny insects. A flamethrower will have little effect on a fully-enclosed titan armored enforcer. And neither of those foes are going to be susceptible to a simple pistol. As with all actions, it?s important to describe *how* the character is overcoming this obstacle within the established narrative.

Multiple enemies

In the previous threat examples, the specific number of people/creatures that comprised a threat was intentionally left vague, using terms like ?a group, a squad, a handful?, etc. The unit of measurement here is ?a threat?, rather than a number. This allows the characters to take out multiple weak foes with a single Move, leaving the individual take-downs to the description, rather than the dice.

When establishing a potential combat situation, the GM should group the available enemies into one or more teams, making these groups clear to the characters. Each of these teams constitutes a separate threat, has its own agenda, and requires a separate Move to defeat.

> **Grouped by danger:** In some cases, the GM will group enemies based on overall ?danger? (due to equipment, raw power, ability, importance, or other such considerations), since it takes fewer dangerous individuals to form a threat. A war-mech is the equivalent of a squad of grunts, which is the equivalent of a trio of snipers, which is the equivalent of a swarm of shredder wasps. An important leader or commander will often be presented as a separate ?group?, despite not being any more difficult to defeat than the others around it, simply due to their narrative importance. They need to be dealt with as their own threat.

> **Grouped by agenda:** In other cases, similar individuals can be grouped by agenda, especially if the two are cooperating with each other. These tactics and maneuvers can turn a straightforward confrontation into a much more complicated fight. A dozen space pirates can be presented as a single threat. They?ll attack *en masse*, and be defeated by a single combat Move. Those same dozen space pirates could be split in two: one gang threatening violence, the other looting and pillaging.

Placing the enemies in groups creates a choice for a character, since focusing on one group means ignoring the others, who are then free to pursue their agendas. Deal with the aggressive pirates and let the others escape with the loot, or interrupt the pillagers but suffer harm from the aggressive ones? Deal with the sniper and let the troops attack the settlement, or deal with the troops while under sniper fire?

Remember that other peripheral dangers still apply during combat. It?s likely that a character will have to overcome other threats before they can even begin the actual combat engagement. Examples include dodging through a minefield to flank and Open Fire, overcoming the clumsiness of zero-g while in a pitched boarding assault, running headlong into a hail of gunfire before being able to get close enough to Launch Assault, and so forth.

Resolving Combat

When the character Launches their Assault or Opens Fire, it creates a small, rapid-fire descriptive loop between them and the GM. The goal of this conversation is to play out the scenario and reach the result the Move predicted.

On a 10+, the character controls the combat. The GM describes the actions of the antagonists, but only to provide the character with opportunities and prompts. As long as it can be explained and is narratively appropriate, the character has free reign to describe the ensuing action in any way they see fit. Note that as long as the character is within the bounds of this exchange of violence, actions they describe do not trigger further Moves. What they say simply happens.

> Example: Jai finds herself cornered by thugs, and decides to beat some sense into them with her bare hands. Since the poor quality of the thug?s equipment and their general lack of fighting ability have already been established, the GM agrees that this is entirely feasible.
>
> Jai rolls a Launch Assault, getting a 10+.
>
> The GM describes the thugs? actions: ?One of them comes at you swinging a chain, another darts to the left, knife slicing low at your ribs.?
>
> Jai responds, knowing that any narratively feasible action she takes will simply happen without triggering a Move. ?I sidestep the knife, grab the chain in mid-air and pull the chain thug into the knife wielder.?
>
> The GM agrees ?They slam into each other and drop in a tangle of limbs,? and gives Jai more toys to play with. ?A long lead pipe comes swinging at you, the tattooed gang member snarling with rage. Behind him, a scrawny junior member of the gang is fumbling with a clunky high-calibre pistol.?
>
> The GM and Jai both know how this will turn out; Jai is going to clobber these fools. The fun at this point is seeing how she chooses to do it.

On a 7-9, the character still controls the combat, but the GM gets a few shots in. The GM can hurt the character, cause collateral damage, and so forth. The amount and severity of punishment the GM hands out should match the situation.

The GM chooses one or more consequences from the Launch Assault or Open Fire Moves. The more uneven and disadvantageous the initial attack, the more of these consequences should apply. Remember that the character still controls the fight, and the GM merely gets to alter the end result by tossing in their own actions. However, remember that the GM should never say the name of their choice, and should simply weave it into the narrative. For example, if Jai had rolled a 7-9, the GM could choose to add one (or more) of these events to the combat exchange:

- **You suffer harm during the exchange.** Example: ?A lead pipe blindsides you, smashing into the side of your head with a resounding metallic ping, causing a ?head wound? major injury unless you Brace for Impact. The tattooed gang member snarls with rage.? This triggers a Brace for Impact Move.

- **The exchange causes undesirable collateral damage.** Example: ?The knife misses you, but slides along your side, snagging and shredding straps. Your survival kit swings off one shoulder, momentarily dragging you off balance, before dumping everything into the urine-soaked slurry of trash that coats the alley?

- **The targets actually suffer a lesser fate (GM chooses)**. Example: ?The other gang members scramble away, shouting insults. You?d better watch your back in the slums from now on.?

- **The battle shifts, changing threats or adding new ones.** Example: ?As the last thug drops clutching his broken nose, spotlights flare from above. The enforcer shuttle?s vox-caster commands everyone in the alley to drop to their knees and place their hands on their head.? A new threat (Enforcer shuttle ? Agenda: Track criminals, deploy enforcer squad).

On a 6-, as usual, the GM gets to call the shots and is free to use whatever GM Move desired. The GM prompts the character to describe their initial actions, might offer the character minor, partial victories as consolation, and might even prompt the character to describe their own suffering; ?As the thugs wail on your prone form with lead pipes and steel-toed boots, what bone of yours is the first to break??

SECTOR 05 - MEDBAY

Injuries

The galaxy is a dangerous place. The Medbay chapter covers the harm characters will suffer and the healing they?ll need to get back on their feet:

Injuries - Bodily trauma, how much it?s going to hurt, and how to resist the injuries.

Debilities - Short-term and long-term negative effects that limit the body or mind.

Stun Damage - The effects of non-lethal harm.

Healing - Natural and medical recovery from injuries and debilities.

Scars - The residual effects of healing severe or crippling injuries.

?Please state the nature of the medical emergency.?
- The Doctor, Star Trek: Voyager

Injuries

Characters suffer injuries when things go wrong, either as the consequence of a failed Move, or as a cost of a partial success. There may be situations where the character deliberately puts themselves in harm?s way, and they will be hurt even if the Move is successful or if there is no Move at all. However, outside of these conscious choices to heroically or foolishly suffer harm, injuries should always be a cost or consequence of failure.

Whenever a character suffers physical trauma, the player writes a short (one- or two-word) description of the injury of that severity on their character sheet. The severities are minor, major, severe, critical and fatal. Injuries are descriptive, not a number. While a plasma beam and vehicle collision might cause harm of the same severity, the actual injury will be very different; burned flesh vs broken bones, in this case.

> Note that NPCs do not track injury severity, do not Brace for Impact, and are not limited in how many injuries they can have. Any harm that befalls an NPC is purely narrative, based on the weaponry or hazard that harmed them. They can be injured or killed as the players and GM see fit.

Severity

Injuries have five increasing levels of severity: minor, major, severe, critical and fatal. When assigning an injury, the GM will state the severity based on the source of the harm. The GM is free to assign less severe (glancing) harm as a consequence/cost of a partially successful Move, reserving the full force for a failure.

> **Guidelines for assigning injury severity:**
> - **Minor:** Brawling, short falls, day-to-day bashes and cuts.
> - **Major:** Melee weapons, falling objects, flames.
> - **Severe:** Firearms, long falls, collisions.
> - **Critical:** Heavy weapons, explosives.
> - **Fatal:** Ship weaponry, artillery.

Multiple simultaneous sources of damage (e.g.: a volley of laser fire, a swarm of Jagged Wasp stings, or a hail of shrapnel) count as a single severity. That severity will likely be significantly higher than if it came from a single source. For example, a pummelling would normally a minor injury, but the beating gets upgraded to major or even severe if administered by an angry mob rather than an individual.

Resisting Injury

Whenever a character would suffer an injury, they get a chance to mitigate some of that harm using Brace for Impact. Wearing attire with an Armor value greatly increases the effectiveness of Brace for Impact.

A particularly good Brace for Impact can effectively shrug off fairly powerful blows; a 13+ will allow a character to ignore a major injury, and cause otherwise severe injuries to merely be minor bruises and cuts.

BRACE FOR IMPACT (+Armor)

When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.

On a 13+, the severity is reduced by two levels.
On a 10-12, the severity is reduced by one level.
On a 7-9, you suffer an injury of that severity.
On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM?s discretion.

A character can only have a single injury of each severity. Further similar injuries ?roll up? to the next severity; a second minor injury becomes major, etc. This roll up happens after the character Braces for Impact. For example, a character with a previous minor injury is hit by gunfire, a severe injury. They Brace for Impact, and roll a 13+ thanks to their combat armor. This reduces the severity of the gunfire by two, from severe to minor. Since they already have a minor injury, the gunfire causes a major injury instead.

A failure to Brace for Impact can result in extra harm to the character or have other consequences. Usually this means a debility in addition to the injury (see Debilities, on page 56), but the consequence can be anything the GM wishes to add. Common insults to add to the injury include destruction of equipment, being knocked down, thrown across a room, etc. A failure allows the GM to twist the knife. Injuries are quite deadly in Uncharted Worlds, so the GM is encouraged to use ?greater severity? sparingly.

Injury Description

The one- or two-word description of the injury should flow logically from the source of the damage. A blade causes a major cut, a shotgun causes severe bullet wounds, a laser beam grazing a character causes a minor burn, etc. Minor and major injuries are painful but don?t explicitly affect a character?s ability to act. Severe injuries start to be pretty brutal; broken limbs, gaping wounds, etc. Critical injuries are horrific, and will often involve loss of limbs, organ failure or serious disfigurement. Critical injuries are permanent; only surgical intervention or prosthetics can reverse that much physical trauma.

Debilities

Debilities are the costs or consequences of failed or partially successful Moves. Unlike injuries, the sources of debilities are much more varied. Specialized weapons and significant damage (failed Brace for Impact) can certainly inflict debilities, but so can exposure to harsh weather, toxic or hostile environments, excessive mental or physical strain, infection or intoxication. There are no limits to the number of debilities a character can have; they represent the ever-mounting wear and tear of a character?s health.

Whenever a character suffers a crippling effect, the player writes a short description of the debility of that severity on their character sheet. While injuries are immediate and obvious bodily trauma from physical sources, debilities are persistent conditions that affect the character?s ability to act in some way, such as limping, shakes, blindness and so forth. They stress and strain and weaken a character from the inside out.

Minor/Major Debilities

Debilities are descriptive ailments and limitations to a character?s capabilities. The GM is free to invent whatever symptoms they deem appropriate as an enduring cost/consequence. There are two kinds of debilities; minor and major.

> **Minor debilities** are temporary ailments that will fade in a few hours to a few days. These include inebriation and other toxin reactions, headaches, nausea, minor bleeding, dizziness, blinding, intense pain and most common sicknesses. While unconsciousness is technically a minor debility, it will obviously remove the character from the action entirely. The GM is encouraged to use it sparingly.

> **Major debilities** are semi-permanent afflictions that must be healed professionally, and many major debilities will become steadily worse if untreated. A simple Patch Up can stabilize a debility, but it often requires professional medical aid to cure one. Major debilities include things like bleeding out, internal bleeding, permanent blindness, deadly poisoning, mental trauma/hallucinations and fatal/degenerative illnesses.

Resisting Debilities

Armor value cannot directly protect from debilities. Instead, specialized protective gear can allow characters to venture into hostile environments without the risk, effectively eliminating the chance of suffering a debility from that source.

Effects of Debilities

Most debilities are narrative-based restrictions on what a character can do. When describing their character?s action, it?s the player?s responsibility to take the character?s debilities into account. Should a character attempt an action that would be limited by their crippled state, they must first Face Adversity using their Physique, with their debility as the adversity they need to overcome.

Some debilities do not limit a character?s action, but rather get progressively worse, threatening the character with further debilities, injuries or even death if untreated. Heavy bleeding / internal bleeding, diseases, parasites, and so forth. These conditions will usually worsen as a consequence of a failed Move, or simply from lack of treatment over an extended period of time, at the GM?s discretion.

Stun Damage

The widely available stunner weapons are the prime choice of non-lethal weaponry for law enforcement, private security and other civic groups.

Stun weapons cause harm of the usual severity (major for stun melee weapon, severe for stunner firearm, etc) and the character Braces for Impact as normal. However, instead of suffering a standard injury, the player marks that injury severity as ?Stunned? and gains a minor debility based on the severity they suffered:

- **Minor:** Dizziness
- **Major:** Numbness
- **Severe:** Partial Paralysis
- **Critical:** Unconsciousness
- **Fatal:** Seizures, Cardiac Arrest, death if untreated

The severity of a stun attack rolls up just like a regular attack; using a stunner on an injured or partially stunned character is far more likely to knock them out. Treating the debility also removes the corresponding ?Stunned? injury.

Healing

Lesser harm can fade over time and first aid can greatly speed the process. Other, more permanent injuries and debilities require serious medical attention. A healed injury is erased, and the character is able to take a new injury of that severity.

Natural Recovery
Minor and major injuries will heal naturally over time, assuming that the character has the chance to rest and recover. Minor injuries go away after a few hours, while major injuries can take days to heal enough. Similarly, minor debilities fade after a few hours. Once healed, remove the injury/debility from the character?s sheet without any further complication. Severe injuries, critical injuries and major debilities do not recover naturally.

First Aid
A minor, major or severe injury can be Patched Up. For a minor or major injury, this greatly reduces the time it takes to heal. Treating a severe injury with first aid will allow natural healing to begin. A treated severe injury takes a few days recover, and often leaves a significant scar (see Scars, on page 59). Through the use of drugs and stimms, Patch Up can immediately remove a minor debility. Major debilities, on the other hand, can only be treated to prevent them from degenerating. Like critical injuries, they can only be healed through surgery.

> **PATCH UP (+Expertise)**
> When using appropriate medical supplies/tools to repair harm to people or machinery, Roll+Expertise
>
> On a 10+, choose 1 from the list below.
> On a 7-9, choose 1, but you?ve reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.
> - Treat a single minor, major or severe injury/damage
> - Treat a malfunction or minor debility
> - Stabilize a major debility
> - Perform a medical/technical procedure

Surgery
A surgery is performed by one or more medical specialists in a dedicated workspace, and usually hired/contracted through an Acquisition. Surgery is the only way to repair a critical injury. Critical injuries are permanent, and often involve loss of limb, organ damage or severe disfigurement. A few days of extensive surgery will repair that damage, but the scar the process leaves behind will depend on the quality of the facility.

Scars

Serious injuries leave their mark on a character. When a severe or critical injury is healed, the player writes a description of an appropriate scar on the character?s sheet. Most characters will accumulate an impressive collection of scars, testaments and trophies of the dangers they have faced. In game terms, scars rarely affect a character?s ability to act; even the obvious prosthetics from Class 0 critical surgery functions just as a real limb or organ.

Severe Scars: Scars left by severe injuries, especially firearms and particularly brutal melee weapons, tend to be small but fairly obvious. When recording a scar, write the shape and location on the character?s body (?three bullet wounds, across torso?, ?knife scar, left eye?). Many cultures view these as badges of honor, signs of strength. That said the aesthetic surgical procedures available through Acquisition in most civilized sectors can erase this kind of scar.

Critical Scars: Since a critical injury involves significant bodily destruction, the surgery to repair it invariably involves some form of prosthetic replacement. This prosthetic is the ?scar? left by a critical surgery. The kind of replacement depends on the available medical facilities and the extent of the Acquisition.
- **Obvious prosthetic:** Made of metals, plastics and polymers. Inexpensive, easy to repair and maintain, commonly available in all markets.
- **Subtle prosthetic:** Looks like human flesh to casual observation, but still machinery inside. Rare in minor markets.
- **Transplant:** Limb, organ or flesh taken from another human being. Availability varies based on planetary population.
- **Vat-grown:** Limb, organ or flesh grown from one?s own cells. Time-consuming, expensive and rare. Only available in major markets.

Fatal Injuries
Fatal injuries are just that; fatal. The character is very dead.

There?s a slim chance that a fatal injury leaves enough of the subject?s brain and body intact, so that a fast-acting ally can get the would-be corpse into cryogenic suspension with a Patch Up (assuming a cryo-tube is available). If that happens, the fatal injury can be surgically treated like a critical injury.

Injury/Debility Quick Reference

Minor Injury
Source: Brawling, short falls, day-to-day bashes and cuts, etc.
Effect: Bruises and cuts.
Healing: Natural recovery after a few hours, treated by a few minutes of Patch Up.

Major Injury
Source: Melee weapons, claws/fangs, flames, etc.
Effect: Lacerations, cracked/broken bones, burns.
Healing: Natural recovery after a few days, treated by a few hours of Patch Up.

Severe Injury
Source: Firearms, long falls, vehicle collisions, etc.
Effect: Bullet wounds, broken limbs, organ damage.
Healing: Recovery a few days after a Patch Up, treated by an hour of surgery.

Critical Injury
Source: Heavy weapons, explosives.
Effect: Dismemberment, organ failure, disfigurement.
Healing: Stabilized by Patch Up, repaired by a many hours of surgery.

Fatal Injury
Source: Ship weapons, artillery strikes, etc.
Effect: Death.
Healing: None. Possible emergency cryo-stasis procedure.

Minor Debility
Examples: Dazed, numb, blind, nauseated, intoxicated, hallucinating, unconscious, etc.
Healing: Natural recovery after a few hours, treated by a few minutes of Patch Up.

Major Debility
Examples: Bleeding out, internal bleeding, infected, severely poisoned, coma, etc.
Healing: Stabilized by Patch Up, repaired by a few hours of surgery.

SECTOR 06 - ENGINEERING

Vehicles and Machines

The Engineering chapter covers vehicle use and general rules for machinery:

Using Vehicles - Making vehicles perform actions and stunts.

Vehicle Combat - Using vehicles as weapons platforms, or as large, fast-moving bludgeoning weapons.

Damage - Various kinds of structural harm done to machinery.

Malfunctions - Harm that limits the functionality of a machine.

**Repairs** - Fixing or rebuilding damaged machinery.

?Catch a riiiiiiiiiide!?
- Scooter, Borderlands

There are several forms of land-based and hovering vehicles that the characters will use or interact with during the course of their travels:

- **Ground Car:** The sturdiest, most omnipresent vehicle across the breadth of known space. Four- or six-wheeled vehicles, with space for a driver and a handful of passengers.
- **Bike:** A comparatively tiny vehicle, significantly more agile than any other land vehicle. In addition to the driver, it can seat one extra passenger.
- **Walker:** A bipedal vehicle piloted by a single driver, used to dextrously lift heavy loads. Walker mechs are very slow but extremely maneuverable in tight spaces.
- **Quad Walker:** A quadrupedal mech, able to traverse uneven terrain and scale vertical surfaces. Can seat a pilot, co-pilot and one extra passenger.
- **Shuttle:** Also known as a Sky Car, the shuttle can fly and hover, transporting a pilot and a handful of passengers.
- **Speeder:** Thin, sleek flyers, capable of ridiculous speeds and hairpin turns. Many are one-seaters, patterned after motorcycles, while others have room for a co-pilot and are closer to jet fighters.

Even the smallest starships are too large and complicated to be considered mere vehicles, though they do share many of the same mechanics. Starships are covered separately in Sector 09 ? Hangar, on page 139.

Though the advent of miniaturized grav generators opened the way for commercially available hover vehicles like speeders and shuttles, land vehicles like trucks and bikes are still very common due to their low cost and ease of maintenance. Walker vehicles, both bipedal and quad walkers, operate in tight areas with limited maneuverability, like docking areas, space stations, dense wilderness and certain very large starships.
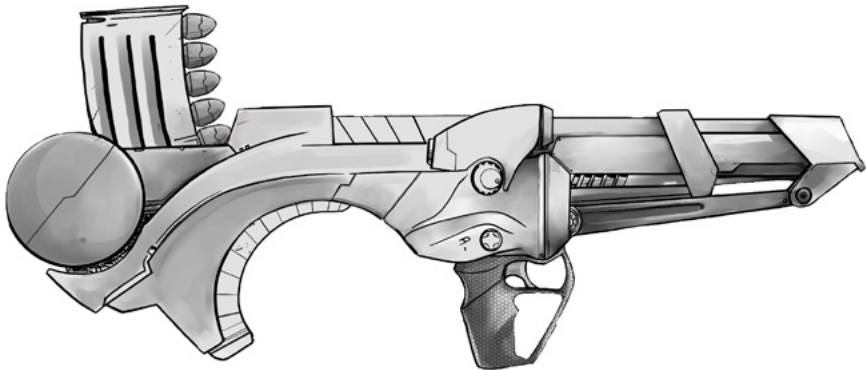
Hull-Buster Rocket Launcher (Io Pattern)
Class 2 Heavy Weapon - Breaching, Detonation
2 handed, Range: Far, Distant
Breaching *(Damages starships and reinforced structures.)*
Detonation *(Explodes in a large blast radius.)*
Destructive *(Causes property damage, damages vehicles.)*
Clumsy *(Carrying it forces Face Adversity when performing physical activity.)*

Using Vehicles

Like weapons, armor and other kinds of assets, specific kinds of vehicles have different upgrades. Vehicles and vehicle upgrades can be found in Sector 06 ? Marketplace, on page 120. The upgrades determine what a character can do with the vehicle. The basic model of each vehicle type is little more than a form of transportation for people or small amounts of goods. More advanced vehicles are platforms that support a wide variety of functions. They can be weapons platforms, cargo haulers, status symbols, hostile environment protection or mobile workspaces.

> For example, a bulldozer has the ?Tool (Large)? upgrade to represent the bulldozer blade at the front, allowing characters to use it to clear blockages/rubble. A stunt bike might have ?Boosters? as an upgrade, letting the character describe sudden boosts of extreme speed and reckless boost-jumps. An APC (armored personnel carrier) has both ?Plated? and ?Transport? granting the vehicle +3 armor and allowing it to carry dozens of people.

Stunts

Everyday piloting of a vehicle doesn?t require much effort and certainly doesn?t warrant a Roll for routine maneuvers. When a character forces a vehicle through a dangerous situation, however, their stunt will certainly trigger a Face Adversity.

> **A character must Face Adversity using their Physique to perform a stunt with a land vehicle** (ground cars, bikes, walkers and quad walkers). The character relies on their strength and speed as they fight to keep control of their vehicle.

> **A character must Face Adversity using their Mettle to perform a stunt with a flyer** (shuttle or speeder). The character relies on their reflexes, precision and focus as they fight to keep their vehicle steady.

Like any Face Adversity, a failure or partially-successful Roll will result in consequences. Should these consequences include harm to the vehicle, the vehicle?s pilot makes a Brace for Impact for the vehicle, just as if they themselves had been hit. Vehicle damage is explained in depth on page 67

Weight

A vehicle can become Clumsy, just like a character. Vehicles become Clumsy when heavily overburdened, when subjected to environments it wasn?t designed to handle, or when suffering from a malfunction. Obviously, a vehicle can carry much more than a chracter, so simple equipment like heavy weapons won?t have quite the impact on a vehicle?s carrying capacity.

Vehicle Combat

Many vehicles out there are armed in some way: military tanks, jet fighters, raider bikes, artillery mechs and so forth. These vehicles are equipped with heavy firearms, much like a character would be. Other vehicles have tools such as bulldozer blades, winches, wrecking balls, and so forth, which can be used as melee weapons. Finally, a vehicle itself can be used as a large, bludgeoning weapon.

> **If the vehicle has a Turret**, the weapon attached to the turret can be fired by a passenger using normal combat rules: Face Adversity for single shots, Open Fire for more complicated engagements. The pilot can Get Involved in this move by getting into range, keeping the vehicle stable, and avoiding collisions.

> **If the vehicle is Armed,** the weapon is integrated into the vehicle?s controls, fired by the pilot. Unlike turrets, these weapons are usually forward facing, aimed by orienting the entire vehicle. When using a vehicular weapon, the pilot rolls Face Adversity for a single shot or strafing run, or Open Fire as part of a dogfight.

> **If the vehicle has a Tool**, it can be used as a melee weapon. The pilot can use the tool offensively as a stunt, using the appropriate stat (Physique for land vehicles, Mettle for flyers). Walkers have the mobility and flexibility to use tools to Launch Assault.

> **If the vehicle is not Sealed**, passengers can attempt to fire their personal ranged weapons from the vehicle, assuming they have a clear line of sight. If the vehicle is moving erratically, this Move will be Clumsy. Characters on board can attempt to use melee weapons on adjacent targets as the vehicle passes them, though this too can be Clumsy, not to mention risky, if the vehicle isn?t stable.

Ramming

A vehicle can be used as a large bludgeoning weapon should the need arise. Depending on the target, the vehicle itself is likely to suffer harm even on a well-performed, 10+ Face Adversity. Human-sized targets will barely cause a dent, while larger targets will deal more damage than they receive. In larger, nastier collisions, the occupants of the vehicles involved are likely to suffer injuries as well.

Damage caused by ramming (both to the vehicle and its target) is always considered to be Destructive damage, which ignores damage reduction. The pilot rolls Brace for Impact for the vehicle using the vehicle?s armor.

Damage

Vehicles and machines suffer damage the same way characters suffer injuries; the GM states the severity, the character rolls Brace for Impact, and the final damage is recorded as a one- or two-word description, based on the source of the damage.

Suffering Damage

Vehicles usually suffer damage when the piloting character fails a stunt or drives through or into something that would harm the vehicle, allowing the GM the opportunity to use the Break Something GM Move.

Damage has five increasing levels of severity: minor, major, severe, critical and fatal. When assigning damage, the GM states the severity based on the source of the harm. Machines are very resistant to mundane harm. The severity of damage from non-Destructive sources is automatically reduced by one level, compared to living targets. The GM is also free to assign less severe harm as a consequence or cost of a partially successful Move, reserving the full force for a failure.

GM Guidelines for assigning damage severity:
- **Minor:** Melee weapons, falling objects, flames.
- **Major:** Destructive melee weapons, firearms, long falls.
- **Severe:** Destructive firearms, collisions.
- **Critical:** Heavy weapons, explosives.
- **Fatal:** Ship weaponry, artillery.

Resisting Damage

A character rolls Brace for Impact for the vehicle they?re piloting, using the vehicle?s armor. By default, land vehicles (ground cars, bikes, walkers, quad walkers) have +2 Armor, while the lightweight flyers (shuttles, speeders) have +0. This armor value can be increased with certain upgrades.

> **BRACE FOR IMPACT (+Armor)**
> When you would suffer harm, the GM will tell you the Severity (Minor, Major, Severe, Critical or Fatal). Roll+Armor.
>
> On a 13+, the severity is reduced by two levels.
> On a 10-12, the severity is reduced by one level.
> On a 7-9, you suffer an injury of that severity.
> On a 6-, you also suffer debilities, incur costs/troubles, or suffer an injury of a greater severity, at the GM?s discretion.

A vehicle can only suffer damage of each severity once. Further damage of the same severity rolls up to the next severity. This roll up happens after making the Brace for Impact roll.

Malfunctions

Malfunctions are one- or two- word descriptive problems that afflict vehicles and machines. While damage is obvious harm to a machine?s structure, malfunctions are internal, mechanical or electronic problems that impede the machine?s functioning in some way.

Malfunctions are usually a direct or indirect result of a failed roll or partial success. They can be caused by environmental effects, by weaponry with special upgrades, by pushing the machine too hard, or as a secondary effect of a failed Brace for Impact. Malfunctions persist until fixed. There is no limit to how many malfunctions a machine can suffer, though eventually it will simply stop working (or explode).

> **Example malfunctions:** Burst tire, coolant leak, rusted chassis, jammed door/ hatch, misalignment, glitched computer system, faulty brakes, locked steering, empty fuel cell, fluctuating speeds, stalling, overheating.

When using a malfunctioning vehicle, a character must take the malfunctions into account when describing any action using the vehicle. Many kinds of malfunction will make the vehicle Clumsy, forcing the pilot to Face Adversity (using Mettle for flyers or Physique for land vehicles) before they can attempt a stunt. Should the character severely push the limits of the vehicle?s crippled state, the GM will apply much harsher consequences on a failure or partial success, possibly adding further malfunctions or damage.

Shock and Haywire weapons cause malfunctions on flyers and advanced vehicles, rather than damage. They do nothing to Class 0 (un-upgraded) land vehicles, as these are purely mechanical and hydraulic.

Repairs

While living creatures can naturally recover from all but the most serious injuries, all damage and malfunctions a machine suffers are permanent unless repaired. Each damage severity and malfunction must be repaired individually.

Minor, Major and Severe damage can be repaired by a Patch Up, with higher severity levels taking considerably more time. Patch Up can also fix machine malfunctions.

PATCH UP (+Expertise)
When using appropriate medical supplies/tools to repair harm to people or machinery, Roll+Expertise

<u>On a 10+</u>, choose 1 from the list below.
<u>On a 7-9</u>, choose 1, but you?ve reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.
- Treat a single minor, major or severe injury/damage
- Treat a malfunction or minor debility
- Stabilize a major debility
- Perform a medical/technical procedure

Critical and fatal damage can only be reconstructed by a trained engineer, either a firm hired through an Acquisition, or a character with the Repair skill. Fatal damage takes far longer, and requires extensive reconstruction.

Jury-rigging malfunctions
Fixing malfunctions properly requires the appropriate tools and a suitable environment. Such situations are not always available. Sometimes, a quick, slapdash fix can keep machinery running past its limits. Temporarily.

Malfunctions can be fixed with poor tools and/or in unsuitable environments work as normal. These repairs are temporary, leave permanent scarring, and may cause lesser secondary malfunctions on a partial success. Extended maintenance will be required to undo these ?fixes?

Many malfunctions can even be jury-rigged from within a moving vehicle, assuming the character can reach the malfunction. As with any action, an erratically moving vehicle will make a Patch Up attempt Clumsy.

Structural damage cannot be jury-rigged.

Damage/Malfunction Quick Reference

Minor Damage
Source: Melee weapons, falling objects, flames.
Effect: Dents, cracks, scorches
Repairs: A few hours.

Major Damage
Source: Destructive melee weapons, firearms, long falls.
Effect: Shattered windows, bent panels, bullet holes.
Repairs: A day or two.

Severe Damage
Source: Destructive firearms, collisions.
Effect: Large holes, broken panels, bent frame.
Repairs: A few days. Requires spare parts.

Critical Damage
Source: Heavy weapons, explosives.
Effect: Shattered/missing plating, crushed frame, gaping openings.
Repairs: A week or two. Can only be repaired by experts. Requires parts/components.

Fatal Damage
Source: Ship weapons, artillery strikes.
Effect: Smoldering wreckage.
Repairs: A few weeks. Can only be salvaged by experts. Requires an Acquisition of important replacement components.

Malfunction
Examples: Burst tire, coolant leak, rusted chassis, jammed door/hatch, misalignment, glitched computer system, faulty brakes, locked steering, empty fuel cell, fluctuating speeds, stalling, overheating, etc.
Repairs: A few minutes to jury rig a temporary fix, a few hours to properly repair.

SECTOR 07 - HABITATION

Character Creation

The Habitation chapter covers the process of character creation:

Step-by-step Character Creation
The 8 steps to creating a new character from scratch.

Careers - A character?s education and skill set. Each character is a combination of two careers.

Origin - A character?s background, their childhood.

?Well, look at this! Appears we got here just in the nick of time. What does that make us??
?Big damn heroes, sir!?
?Ain?t we just.?
           - Malcom Reynolds and Zoe Washburn, Firefly

Step-by-step Character Creation

1. **Choose career combination and three career skills:** Pick 2 careers from page 75. The combination will determine your archetype, your skill choices, your methods and the way you approach challenges and opportunities. Your combined careers will give you access to a total of 10 skills. Choose any 3 of them.

2. **Choose an origin and one origin skill:** Pick an origin that most suits your character from page 96. This is the character?s childhood and formative years. Choose one of the four skills offered by your origin. Note that a character cannot take the same skill twice, even if both their career and origin offers it.

3. **Distribute stats:** Assign one of the following numbers to each of your stats (Mettle, Physique, Expertise, Influence and Interface, as explained on page 9):

    ## +2, +1, +1, +0, -1

4. **Choose advancement:** Select a career you wish to advance, then choose one of the five advancement methods. This will determine one of the ways you earn experience during play. While you can select any career, choosing one of your initial two careers at first is strongly suggested.

5. **Choose workspace:** This is your character?s work environment, where they can go about their tasks. If the party owns a ship, this workspace is added to the ship?s capabilities. Otherwise, the workspace exists as a structure or sector in the current setting.

6. **Create description:** Choose one of the descriptive elements from each career and one from your origin; these are facets of your physical appearance and personality. Alternatively, choose three words which best describes your character?s look and demeanour.

7. **Choose starting assets:** Select the following assets from Chapter 08 ? Marketplace on page 113:
    - A Class 0 Attire (regular clothing).
    - Two Class 1 Assets.
    - One Class 2 Asset.

8. **Name character and archetype:** The GM will be calling on you to act using your character?s name. The character?s archetype gives a general idea of that character?s ?class? and style.

Careers

Academic (page 76)
Science, learning and logic

Education, Chemistry, Surgery, Deduction, Technobabble

Clandestine (page 78)
Subterfuge, invisibility and fear

Stealth, Sabotage, Assassination Surveillance, Interrogation

Commercial (page 80)
Wealth, comfort and trade

Outfit, Marketing, Acumen, Luxury, Bribe

Explorer (page 82)
Survival, curiosity and bravery

Boldly Go, Reconnaissance, Survival, Recklessness, Custom Vehicle

Industrial (page 84)
Creativity, invention and talent

Repair, Construction, Tinker, Upgrade, Dismantle

Military (page 86)
Weaponry, might and discipline

Tactics, Toughness, Unique Weapon, Heavy Lifting, Authority

Personality (page 88)
Charm, renown and politics

Fame, Leadership, Contacts, Inspiration, Diplomacy

Scoundrel (page 90)
Wits, betrayal and crime

Criminal, Sneak Attack, Scapegoat, False Identity, Addict

Starfarer (page 92)
Travel, starships and space

Weightless, Cosmopolitan, Navigation, Calibrations, Custom Flyer

Technocrat (page 94)
Information, technology and computers

Upload, Hijack, Program, Network, Artificial Intelligence

ACADEMIC

Career Path ? Expertise/Interface

The Academic career represents years of study and learning, with a strong focus on science and logic. Academics can be found in specialist positions in other fields, leveraging their years of study; Military Academics tend to be field medics, Clandestine Academics are often detectives, Academic Explorers range from xenobiologists to expeditionary researchers.
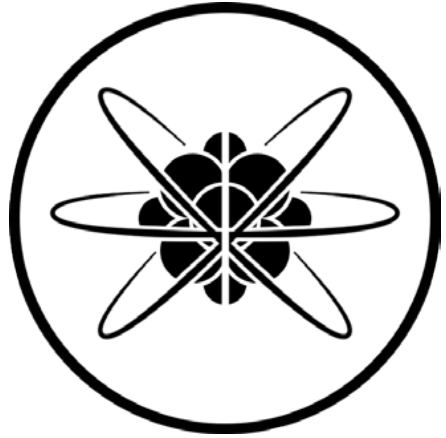
Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Thin, Pallid, Elderly, Kind-hearted, Aloof, Distracted.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.

- **Medical:** Sterile environment. Medbay, cryotubes, surgical servo arms, isolation chamber, recovery ward.
- **Research:** Sensors gather scientific readings. Laboratory, containment units, sample scanners, sealed storage.

Advancement:

Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.

Each session, all characters mark xp the first time?

- A life is saved or destroyed by science.
- A vital lesson is imparted.
- An experiment yields surprising results.
- A subject is thoroughly analyzed.
- A fascinating phenomenon is explained.

Education

When you gain one or more Data Points about a subject, each ally that was present or involved also gains a Data Point about the subject.

Academic Skills:

If one of your careers is Academic, you can choose from these Skills during character creation.

Education: Share your discoveries with your allies.

Chemistry: Concoct various drugs and chemicals in a lab.

Surgery: Perform advanced medical procedures.

Deduction: Draw quick conclusions about the situation.

Technobabble: Give detailed technical direction

Chemistry

When creating an antidote, vaccine, drug, poison or pathogen in a lab, state the effect you want it to have and its method of transmission (spray, injector, pill, etc). Roll+Expertise.

On a 10+, you successfully create it.

On a 7-9, it will have reduced potency or have unintended side effects.

Surgery

When using a medical facility, your Patch Up can be used to install prosthetics and perform surgical reconstruction on living beings. This treats critical injuries.

Deduction

When you first witness a situation, you may ask one of the following questions, the GM will answer honestly.

Who or what?
  • is most vulnerable in this situation?
  • is most dangerous in this situation?
  • caused this situation?

Technobabble

You can Command crew using Expertise rather than Influence. Subjects of your Command can perform minor technical or scientific tasks, no matter their skill set.

CLANDESTINE

Career Path ? Mettle/Interface

The Clandestine career is a sinister profession, relying on information and invisibility. Clandestine operatives tend toward low profiles and subtlety, no matter their complimentary profession; Clandestine Industrials make terrifying saboteurs, Clandestine Scoundrels are deadly assassins, Clandestine Personalities are deft infiltrators and spies. Ironically, Clandestine operatives also make effective (if scary) law enforcement agents.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Hawk nosed, Sinister, Wiry, Bland, Suspicious, Bald.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.
- **Stealthy:** Difficult to detect, high tech camouflage, cloaking or concealment. Scanning bafflers, sound dampening, hidden doors/rooms.
- **Secure:** Sensors to track people and movement. Security cameras, monitoring stations, holding cells, security doors.

Advancement:

Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.
Each session, all characters mark xp the first time?
- An intentional ?accident? happens.
- A victim experiences true fear.
- A conspiracy is uncovered .
- An act is performed covertly.
- A dark secret is extracted.

Stealth

Whenever you can move around freely and are unobserved, you can choose to vanish without a trace. While missing, you may show up in the midst of events, as long as you can explain how you got there.

Clandestine Skills:

If one of your careers is Clandestine, you can choose from these Skills during character creation.

Stealth: Vanish without a trace, show up elsewhere.

Sabotage: Tamper with something, make it fail.

Assassination: Secretly bring about someone?s death.

Surveillance: Keep an eye on a person, object or group.

Interrogation: Convince the helpless to give up information.

Sabotage

When you tamper with machines, plans, etc, describe how you go about it and Roll+[Stat].

On a 10+ the target of your tampering is doomed to fail, just as you planned.

On a 7-9, the target of your tampering is doomed to fail spectacularly, horrifically or comically, at the GM?s discretion.

Assassination

Any successful (10+) Move that results in someone?s death also leaves no evidence that you committed the act.

Surveillance

After you Access someone?s personal systems, you can track that person?s public movements from then on (general location, interactions, transactions, etc). You can only have one surveillance subject at a time.

Interrogation

When you question someone who is at your mercy, gain 3 Data Points about them: their lives, their job, their transactions, their friends, their family, their guilt, their shame, etc.

COMMERCIAL

Career Path ? Influence/Expertise

The Commercial career?s strength lies in making deals, acquiring goods and managing the complex web of inter-faction debt and influence. Almost all other careers benefit in some way from the Commercial?s purchasing power. Commercial Industrials turn scrap into profit, Commercial Technocrats are always aware of the best prices and opportunities, Commercial Starfarers haul cargo to the farthest reaches of space.

Descriptions:
Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Oily, Well-Fed, Manicured, Harried, Miserly, Cunning.

Workspace:
Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.
- **Mercantile:** Prominent advertisement, easy access. Large cargo storage space, automatic loader-unloader systems.
- **Leisure:** Relaxing, inviting, well-lit. Studio, lounge, entertainment systems, recreation area.

Advancement:
Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.

Each session, all characters mark xp the first time?
- A solution is purchased.
- A frivolous expense is made.
- A celebration is held.
- A rich resource is found.
- A cargo unit is exchanged.

Outfit

Own a unique Class 3 Attire. If your attire is ever lost or damaged, you can abandon it and spend an extended period of time claiming new attire as your Outfit, adding an extra upgrade to it.

Commercial Skills:

If one of your careers is Commercial, you can choose from these Skills during character creation.

Outfit: Own expensive, unique attire, custom designed just for you.

Marketing: Find the right kind of market in any civilized sector.

Acumen: Make instinctive judgements about the economic climate.

Luxury: Own nice things, have an assistant NPC

Bribe: Make social/political Acquisitions

Marketing

When you arrive in a civilized area, choose a type of market. You can easily find that kind of market here.
- **Elite:** High class, exacting.
- **Secretive:** Discrete, illicit.
- **Motivated:** Fast, agreeable.

Acumen

When you first visit a market or environment, you may ask one of the following questions, and the GM will answer honestly:
- What is profitably exploitable here?
- What is in high demand here?
- Who is the biggest economic player?

Luxury

Your clothing, belongings and quarters are all lavish and expensive. Gain one of the following NPCs as a retainer: Butler, Assistant, Consort or Advisor. Name the NPC and give them a 2-4 word description.

Bribe

You can use Acquisition to purchase the following:
- Political power
- Legal decisions
- Faction involvement
- Diplomatic immunity

EXPLORER

Career Path ? Mettle/Physique

The Explorer is the most daring and risky career, forever seeking new horizons and new treasures. Other careers that regularly deal with harsh environments and unexplored reaches benefit from the Explorer?s courage and survival instinct. Commercial Explorers are prospectors or big game hunters seeking profit on hostile planets, Explorer Starfarers daredevil pilots and daring navigators, Military Explorers tend to be guerilla fighters or scouts.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Weathered, Battered, Unkempt, Rude, Cheerful, Brash.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.
- **Rugged:** Withstands harsh climates and weather. Decontamination units, hydroponics facilities, advanced water/air/waste recyclers, self-sufficient.
- **Survey:** Planetary scanners (weather, geological activity, etc). Probe launcher, topography holo-projector, motor-pool.

Advancement:

Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.
Each session, all characters mark xp the first time?
- An alien wilderness is traversed.
- A bold act fails spectacularly.
- A needed item is scrounged up.
- A ludicrous stunt turns the tides.
- A forgotten place is excavated.

Boldly Go

When leading an expedition into the unknown, Roll+Mettle.

<u>On a 10+</u>, choose 1.

<u>On a 7-9</u>, the GM will choose 1.

You encounter?

- something potentially profitable
- something currently useful
- something uniquely awesome

Explorer Skills:

If one of your careers is Explorer, you can choose from these Skills during character creation.

Boldly Go: Venture into the unknown, hopefully find something awesome.

Reconnaissance: Find out the opportunities and pitfalls of each new horizon.

Survival: Scrounge up crude tools and supplies from almost any environment.

Recklessness: Gamble with the outcome of needlessly risky maneuvers.

Custom Vehicle: Own a unique, souped-up land vehicle.

Reconnaissance

When you make an Assessment of any aspect of a wilderness (animals, plants, weather, terrain, hazards, etc) you gain 3 Data Points about that subject on a 10+, and 1 Data Point about that subject on a 7-9.

Survival

You can scrounge up the following from all but the most barren, inhospitable surroundings:

- Somewhat edible food and drink
- Basic medicine or first-aid materials
- Rustic Wilderness Kit
- Primitive Class 0 melee weapon

Recklessness

When you make a needlessly risky Move where the odds are a million to one, roll 1d6 instead of making a normal Roll. On a 4, 5 or 6, the Move is a fantastically lucky success. On a 1, 2 or 3, the Move is a spectacularly awful failure with harsh consequences.

Custom Vehicle

You own a custom-designed Class 3 land vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new land vehicle as your Custom Vehicle, adding an extra upgrade to it.

INDUSTRIAL

Career Path ? Expertise/Physique

The Industrial career shapes its surroundings by constructing, improving and demolishing. Other careers benefit greatly from the Industrial?s ability to create, repair, maintain a variety of machines. Industrial Explorers are settlers and pioneers, Industrial Academics tend to be inventors working on new prototypes, Industrial Scoundrels are scavengers and wreck-divers.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Muscled, Grimy, Wrinkled, Rigorous, Rugged, Focused.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.

- **Refinery:** Heavy raw-material collectors. Gathers, processes raw matter into refined materials. Material storage tanks.
- **Manufactory:** Engineering bays. Builds, upgrades and repairs. Workbenches, tool racks, winches, pulleys, lifts.

Advancement:

Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.

Each session, all characters mark xp the first time?

- A piece of junk proves pivotal.
- A piece of technology is ?improved?.
- A breakage occurs.
- An explosion alters the situation.
- A structural weakness is exposed.

Repair

When using a repair bay or workshop, your Patch Up can be used to install replacement parts and perform major reconstruction on machines. This repairs critical and fatal breakages.

Industrial Skills:

If one of your careers is Industrial, you can choose from these Skills during character creation.

Repair: Fix machinery, rather than just patching it up.

Construction: Improve, reinforce or secure structures.

Tinker: Turn miscellaneous components into something useful.

Upgrade: Temporarily improve a weapon or vehicle.

Dismantle: Break stuff efficiently.

Construction

A few hours of work creates a small structure with one of the following traits, or adds that trait to an existing room.

- Shelter
- Defensible
- Concealed
- Workspace

Tinker

You can assemble the following from scrap metal and spare parts:

- Shoddy Class 0 melee weapon
- Makeshift Class 0 explosive
- Crude Engineering Kit

Upgrade

Your Patch Up can very temporarily add up to one additional upgrade to a weapon or vehicle, briefly increasing its Class by +1.

Dismantle

When forcefully dismantling, demolishing or breaking something, Roll+Physique.

On a 10+, choose 2.

On a 7-9, choose 1.

- It doesn?t take very long.
- It doesn?t attract too much attention.
- You recover useful components.
- You could rebuild or reassemble it.
- You gain a Data Point about it.

MILITARY

Career Path ? Mettle/Personality

The Military career specializes in combat, with a heavy reliance on command, discipline and strategy. Careers that have to deal with hostilities or war zones benefit greatly when combined with the Military career?s command of the battlefield. Military Industrials are combat engineers, Military Personalities are generals and commanders, Commercial Military are well-equipped (and often expensive) mercenaries for hire.

Descriptions:
Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Scarred, Grizzled, Massive, Skittish, Weary, Grim.

Workspace:
Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.
- **Armored:** Made of reinforced materials. Difficult to damage, can withstand direct impacts and explosions. Reinforced blast doors, structurally sound.
- **Barracks:** Efficient, defensible, practical. Berthing for many soldiers, lockers, gym, training ring, mobilization area.

Advancement:
Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.
Each session, all characters mark xp the first time?
- An objective is taken by force.
- A perilous order is obeyed.
- An injury is sustained.
- A problem is resolved with firepower.
- A worthy enemy is exterminated.

Tactics

When you Open Fire or Launch Assault, you choose one or more consequences on a partial success (7-9), not the GM.

Military Skills:

If one of your careers is Military, you can choose from these Skills during character creation.

Tactics: Control the battle with much more precision.

Toughness: Take a lot more punishment than the average person.

Unique Weapon: There aren?t many like it, and this one?s yours.

Heavy Lifting: Carry greater weights and ignore the penalties of doing so.

Authority: Command from a position of superiority, you will be obeyed.

Toughness

You can suffer two injuries of each severity, rather than one.

Unique Weapon

Own a unique Class 3 firearm or heavy weapon. If that weapon is ever lost, you can abandon it and spend an extended period of time claiming a new weapon as your Unique Weapon, adding an extra upgrade to it.

Heavy Lifting

Ignore the Clumsy trait inflicted by heavy weapons, heavy armor, encumbrance and high gravity.

Authority

Whenever you are in a position of clear superiority over a group of NPCs, you can Command those NPCs even if the order goes against their own traits, loyalties and willingness.

PERSONALITY

Career Path ? Influence/Physique

The Personality career revolves around influencing others through charm, good looks and oratory. Personality is useful to any career that relies on persuasion or fame. Commercial Personalities are powerful traders and brokers, Starfarer Personalities are interplanetary diplomats and negotiators, Explorer Personalities are famous explorers and daredevils.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Stunning, Sexy, Chiselled, Placid, Soft, Haughty.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.

- **Habitation:** Living space for many guests or crew. Communal eating rooms, extended life-support/facilities.
- **Stately:** Expensive, luxurious, finely appointed décor. More expensive to maintain, but provides much higher quality of life.

Advancement:

Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.

Each session, all characters mark xp the first time?

- A relationship changes drastically.
- A statement starts or ends a fight.
- A difficult promise is upheld.
- A rumor spreads like wildfire.
- An unlikely hero is exalted.

Fame
Decide what you are famous/infamous for. Factions, groups and people of importance always know who you are when you meet them. Allies may use your +Influence if they speak in your name, but you?ll suffer for any faux-pas.

Personality Skills:
If one of your careers is Personality, you can choose from these Skills during character creation.
Fame: Everybody knows your name, your allies share that fame.
Leadership: You have a loyal, talented, hand-picked Crew.
Contacts: You know people all over the galaxy.
Inspiration: Incite emotions through oratory or artistry.
Diplomacy: Call in favors from any faction, regardless of politics.

Leadership
You have a hand-picked, elite Class 3 Crew. Given enough time and training, you can replace lost members of this crew with new NPCs.

Contacts
You have acquaintances and contacts all over the galaxy. When arriving anywhere civilized, introduce a contact. That NPC operates here.

Inspiration
Choose an emotion and the medium/ art with which you convey it, then Roll+Influence or +Physique.
On a 7-9, the emotion takes hold of your audience.
On a 10+, as above, and choose 1:
  • You gain a keen admirer.
  • You are treated lavishly.
  • You can Command the audience.

Diplomacy
Factions will ignore political boundaries, jurisdictions, your personal relationship, and even their own prejudices when you call in a Favor.

SCOUNDREL

Career Path ? Mettle/Expertise

The Scoundrel is the most underhanded career, relying on lies, violence, betrayal and theft to achieve goals. The Scoundrel career can be a benefit to other careers that live outside the law. Military Scoundrels are raiders and space pirates, Commercial Scoundrels are smugglers, Scoundrel Personalities are expert con-artists.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Thick, Dapper, Sly, Meaty, Slick, Cold.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.

- **Facade:** False identification/registry, disguised as something else. Crawlspaces, hidden compartments, false walls.
- **Sleazy:** Ramshackle, grimy, dimly lit. Space for drinking, smoking, recreational drug use, or other vices.

Advancement:

Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.

Each session, all characters mark xp the first time?

- A deal ends in betrayal.
- A broken law goes unpunished.
- A valuable is stolen.
- A threat is pre-emptively removed.
- An unsuspecting victim is exploited.

Criminal

Any successful (10+) Move that involves theft, smuggling, extortion or similar crimes also leaves no evidence that could indict you.

Scoundrel Skills:

If one of your careers is Scoundrel, you can choose from these Skills during character creation.

Criminal: Cover your tracks and get away with crimes. Smooth.

Sneak Attack: Strike out of nowhere, with precision. You shot first.

Scapegoat: Deftly pass consequences onto someone else.

False Identity: Maintain false identities, neutral to all Factions.

Addict: Give yourself the extra edge you need, as long as you can afford it.

Sneak Attack

When you get the drop on someone, Roll+Mettle.

On a 10+, choose 1.

On a 7-9, the GM will give you 2 of the following options, choose 1 of them.

- Kill them
- Injure them
- Rob/disarm them
- Capture/disable them

Scapegoat

When you would suffer social, legal or financial consequences, name someone and Roll+Expertise.

On a 10+, they suffer instead.

On a 7-9, as above. They know it was you.

On a 6-, it didn?t work, and they know what you tried to do.

False Identity

You maintain a number of fake identities that have neutral standing with all factions. As long as a chosen identity holds, your actions do not incur Debt or earn Favor.

Addict

Choose one of your five stats. As long as you regularly dose yourself with your drug of choice, increase that stat by +1. Failure to subsequently dose yourself will reduce that stat by -2 until you dose yourself again or recover from the lengthy effects of withdrawal.

STARFARER

Career Path ? Interface/Physique

The Starfarer career involves traveling all over the galaxy, experiencing a multitude of cultures and societies. The Starfarer?s ease with spaceships, vehicles and navigation make it useful to many other careers that are on the move. Industrial Starfarers are starship engineers, Academic Starfarers are astrophysicists, Military Starfarers are ship gunners, fighter pilots and space marines.

Descriptions:

Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Bony, Quick, Tall, Sunny, Restless, Tolerant.

Workspace:

Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.
- **Navigation:** Wide bay windows, observation decks, star-charts, holo-screens. Satellite uplinks, orbital tracking systems, airspace control/coordination tower.
- **Launchpad:** Aircraft/shuttle hangar with wide bay doors, launchpads for shuttles and speeders.

Advancement:

Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.

Each session, all characters mark xp the first time?
- A passenger reaches a destination.
- A solution leverages gravity.
- A piloting maneuver causes a reversal.
- A system is pushed to the limit.
- A new culture is experienced.

Weightless

Ignore the Clumsy trait and/or movement restrictions inflicted by micro-gravity, low-gravity, freefall, climbing and jump jets. A successful (10+) Move while in those situations lets you describe a moment of exceptional acrobatic grace.

Starfarer Skills:

If one of your careers is Starfarer, you can choose from these Skills during character creation.

Weightless: You are graceful in low gravity, micro-gravity and freefall.

Cosmopolitan: You learn the quirks of new societies very quickly.

Navigation: Plan your voyages to make them better.

Calibrations: You have a special relationship with a particular system.

Custom Flyer: Own a unique, souped-up speeder or shuttle.

Cosmopolitan

When you make an Assessment of any aspect of a society (culture, traditions, laws, government, economy, etc) you gain 3 Data Points about that subject on a 10+, and 1 Data Point about that subject on a 7-9.

Navigation

When you plan a long voyage, choose 1. The voyage will be:

- Fast ? You know a shortcut.
- Safe ? Choose a faction to avoid.
- Pleasant ? +2 to Cramped Quarters.
- Profitable ? If you deliver the passengers who are asking for passage.

Calibrations

When you diligently calibrate your favorite console or vehicle, make a Get Involved using Interface and record the result. The next time anyone uses it, the result of the Get Involved applies.

Custom Flyer

You own a custom-designed Class 3 shuttle or speeder vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new vehicle as your Custom Vehicle, adding an extra upgrade to it.

TECHNOCRAT

Career Path ? Interface/Influence

The Technocrat career is the most wired-in and computer-centric of the careers, focusing on programming, data and electronic warfare. Other careers benefit from the Technocrat?s mastery of the computer systems that run almost all of civilized space. An Academic Technocrat?s thirst for information knows no bounds, Technocrat Starfarers are comms officers, and Military Technocrats control battlefield information.

Descriptions:
Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).
Nearsighted, Lanky, Underfed, Smug, Awkward, Intense.

Workspace:
Choose a single workspace between the ones offered by your two careers. This workspace is integrated into the Setting as a room, sector or building.
- **Communication:** High-powered communications array, transceivers, antennae. Screens, conference rooms, holo-projectors.
- **Observer:** Advanced, multi-band sensors, capable of long-distance scans. Probe launchers. Recording equipment, shielded data storage.

Advancement:
Choose one of the following triggers to begin advancing in this career. You may do this even if this is not one of your main careers. Sector 11 ? Departures covers the rules for character advancement on page 162.
Each session, all characters mark xp the first time?
- A system?s security is breached.
- A solution is found on the SectorNet.
- A computer crash causes chaos.
- A pivotal data cluster is accessed.
- An offending program is expunged.

Upload
Expend a Data Point on the SectorNet to have the facts about the subject?
- be erased, hidden, classified.
- become common knowledge.
- be falsified, pivotally altered.

Technocrat Skills:
If one of your careers is Technocrat, you can choose from these Skills during character creation.

Upload: Add, remove or alter facts on the SectorNet. Can?t stop the signal.

Hijack: Deny access to everyone else when you Access a system.

Program: OnAccess( ) If (condition = true) system.perform myAction;

Network: Monitor groups, command and assist them remotely.

Artificial Intelligence: You have a digital AI NPC as an ally and assistant.

Hijack
When you Access a system, it locks out everyone else. You can open the system to anyone you wish.

Program
When you Access a system, choose a behavior that the system could perform and a condition that will trigger that behavior.

Network
You can simultaneously track the location and health of a dozen willing subjects through a console or HUD. You are able to remotely Get Involved or issue Commands.

Artificial Intelligence
You have the loyalty of a digital, artificial intelligence NPC. Give it a name and a 2-4 word description of its personality. It can enter, unlock and activate systems at your Command. Your AI can only be in one system at a time.

Origins

Advanced (page 97)
Prosperous, high-tech societies

Cutting Edge (+1 Interface),
AI, Custom Flyer, Surveillance

Brutal (page 98)
Volatile, wartorn, barbaric worlds

Branded (+1 Physique),
Assassination, Toughness, Sneak Attack

Colonist (page 99)
Domes, hab-modules, un-terraformed planets

Resourceful (+1 Expertise),
Tinker, Custom Vehicle, Heavy Lifitng

Crowded (page 100)
Heavily populated hive-cities and space stations

Affable (+1 Influence),
Contacts, Network, Bribe

Galactic (page 101)
Space stations, mining colonies, migrant fleets

Fine Tuning (+1 Interface),
Program, Weightless, Repair

Impoverished (page 102)
Slums, slavery, filth and poverty

Scrappy (+1 Mettle),
Stealth, Recklessness, Criminal

Privileged (page 103)
Nobility, upper echelons of the galaxy

Decorum (+1 Influence)
Luxury, Fame, Scapegoat

Productive (page 104)
Industrialized, vocational, educated worlds

Vocation (+1 Expertise)
Calibrations, Education, Acumen

Regimented (page 105)
Strict, disciplined, authoritarian worlds

Disciplined (+1 Mettle),
Leadership, Tactics, Deduction

Rustic (page 106)
Rugged, low-tech, frontier worlds

Hard Labor (+1 Physique)
Construction, Survival, Chemistry

ADVANCED
Origin

The Advanced grew up in prosperous, high tech societies, well ahead of the galactic technology curve, enjoying an unprecedented quality of life. Technologies and gadgets that would be rare or fantastical elsewhere were considered commonplace.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Angular, Robust, Strapping, Carefree, Lazy, Arrogant.

Skills: *Choose 1 of these skills if you?ve had an Advanced origin.*

Cutting Edge
Interacting with new, advanced technology comes naturally to you. On the other hand, dealing with old, clunky, obsolete dreck is rather aggravating. You gain +1 to your Interface stat, to a maximum of +2.

Artificial Intelligence
You have the loyalty of a digital, artificial intelligence NPC. Give it a name and a 2-4 word description of its personality. It can enter, unlock and activate systems at your Command. Your AI can only be in one system at a time.

Custom Flyer
You own a custom-designed Class 3 shuttle or speeder vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new vehicle as your Custom Vehicle, adding an extra upgrade to it.

Surveillance
After you Access someone?s personal systems, you can track that person?s public movements from then on (general location, interactions, transactions, etc). You can only have one surveillance subject at a time.

BRUTAL
Origin

The Brutal were forged in the most volatile conditions; war zones, slavery or in barbaric, bloodthirsty societies. Life was short and cruel, blood and pain are the norm. There was no room for weakness or mercy, no place for honor or fair play.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Tired, Disfigured, Suppressed, Cruel, Angry, Severe.

Skills: *Choose 1 of these skills if you?ve had a Brutal origin.*

Branded
You have a prominent, recognisable physical mark (scars, burns, tattoos, prison barcode, slave brand), as a testament to the hardships you?ve survived. You gain +1 to your Physique stat, to a maximum of +2.

Assassination
Any successful (10+) Move that results in someone?s death also leaves no evidence that you committed the act.

Toughness
You can suffer two injuries of each severity, rather than one.

Sneak Attack
When you get the drop on someone, Roll+Mettle.
<u>On a 10+</u>, choose 1.
<u>On a 7-9</u>, the GM will give you 2 of the following options, choose 1 of them.
- Kill them
- Injure them
- Rob/disarm them
- Capture/disable them

COLONIST
Origin

The Colonists are born and raised out on the fringes of galactic civilization, living in domes, colony pods or habitation modules, working diligently and tirelessly to terraform planets to make them more hospitable for the next generation.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Hard, Serious, Calloused, Dusky, Solid, Prudent.

Skills: *Choose 1 of these skills if you?ve had a Colonist origin.*

Resourceful
You?re good at making do with limited resources, and getting the most out of what you have, making you a bit of a hoarder. You gain +1 to your Expertise stat, to a maximum of +2.

Tinker
You can assemble the following from scrap metal and spare parts:
- Shoddy Class 0 melee weapon
- Makeshift Class 0 explosive
- Crude Engineering Kit

Custom Vehicle
You own a custom-designed Class 3 land vehicle. If that vehicle is ever lost, you can spend an extended period of time claiming a new land vehicle as your Custom Vehicle, adding an extra upgrade to it.

Heavy Lifting
Ignore the Clumsy trait inflicted by heavy weapons, heavy armor, encumbrance and high gravity.

CROWDED
Origin

The Crowded have lived their lives shoulder-to-shoulder with humanity. They come from the cramped confines of heavily-populated hive cities, underground facilities, domes and space stations. They are one face among billions.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Lively, Compact, Stout, Spare, Loud, Agoraphobic.

Skills: *Choose 1 of these skills if you?ve had a Crowded origin.*

Affable
You get along well with almost everyone in your own way. You are most comfortable around others, and get lonely quickly. You gain +1 to your Influence stat, to a maximum of +2.

Contacts
You have acquaintances and contacts all over the galaxy. When arriving anywhere civilized, introduce a contact. That NPC operates here.

Network
You can simultaneously track the location and health of a dozen willing subjects through a console or HUD. You are able to remotely Get Involved or issue Commands.

Bribe
You can use Acquisition to purchase the following:
- Political power
- Legal decisions
- Faction involvement
- Diplomatic immunity

GALACTIC
Origin

The Galactics are born and raised in orbital stations, starships, and asteroid mining colonies. Most have lived their whole lives among the stars, surrounded and protected by machinery and electronics, breathing recycled air and eating hydroponic food.
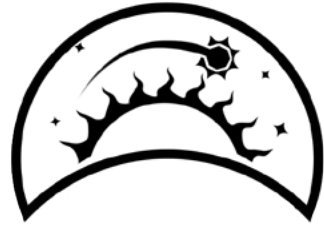
Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Sharp, Guarded, Stoic, Isolated, Energetic, Graceful.

Skills: *Choose 1 of these skills if you?ve had a Galactic origin.*

Fine Tuning
You?re adept at interfacing with climate controlled living spaces; natural environments tend to be uncomfortable. You gain +1 to your Interface stat, to a maximum of +2.

Program
When you Access a system, choose a behavior that the system could perform and a condition that will trigger that behavior.

Weightless
Ignore the Clumsy trait and/or movement restrictions inflicted by micro-gravity, low-gravity, freefall, climbing and jump jets. A successful (10+) Move while in those situations lets you describe a moment of exceptional acrobatic grace.

Repair
When using a repair bay or workshop, your Patch Up can be used to install replacement parts and perform major reconstruction on machines. This repairs critical and fatal breakages.

IMPOVERISHED

Origin

The Impoverished grew up on the margins, in the slums, in slavery and prisons and filth. They have little to call their own, only what they could scrape and scrounge together. They?ve fought tooth and nail to survive against oppressive conditions.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Gaunt, Haggard, Sickly, Filthy, Vulgar, Fierce.

Skills: *Choose 1 of these skills if you?ve had an Impoverished origin.*

Scrappy
Life has beaten you down, but you never, ever give up. No matter how bad things get, you rarely back down, even when you really should. You gain +1 to your Mettle stat, to a maximum of +2.

Stealth
Whenever you can move around freely and are unobserved, you can choose to vanish without a trace. While missing, you may show up in the midst of events, as long as you can explain how you got there.

Recklessness
When you make a needlessly risky Move where the odds are a million to one, roll 1d6 instead of making a normal Roll. On a 4, 5 or 6, the Move is a fantastically lucky success. On a 1, 2 or 3, the Move is a spectacularly awful failure with harsh consequences.

Criminal
Any successful (10+) Move that involves theft, smuggling, extortion or similar crimes also leaves no evidence that could indict you.

PRIVILEGED

Origin

The Privileged are the nobility of the galaxy, the elite. Their families hold great power and influence, be it financial, political or religious. Moving in such exalted circles, wielding their family name and power, they have grown up expecting courtesy and respect.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*

Manicured, Plump, Groomed, Snobbish, Sleek, Pompous.

Skills: *Choose 1 of these skills if you?ve had a Privileged origin.*

Decorum
You are well versed in the rules of etiquette, civility and propriety. You can carry yourself with grace in formal affairs, but are ill-at-ease in casual settings. You gain +1 to your Influence stat, to a maximum of +2.

Luxury
Your clothing, belongings and quarters are all lavish and expensive. Gain one of the following NPCs as a retainer: Butler, Assistant, Consort or Advisor. Name the NPC and give them a 2-4 word description.

Fame
Decide what you are famous/infamous for. Factions, groups and people of importance always know who you are when you meet them. Allies may use your +Influence if they speak in your name, but you?ll suffer for any faux-pas.

Scapegoat
When you would suffer social, legal or financial consequences, name someone and Roll+Expertise.
On a 10+, they suffer instead.
On a 7-9, as above. They know it was you.
On a 6-, it didn?t work, and they know what you tried to do.

PRODUCTIVE
Origin

The Productive live in societies, cultures or groups that place high importance on education and social responsibility. From a young age they begin training for their destined profession, devoting any spare time to higher education and secondary vocations.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Slight, Curious, Faded, Greying, Detached, Introverted.

Skills: *Choose 1 of these skills if you?ve had a Productive origin.*

Vocation
You?ve spent many years training in a variety of techniques and trades. Sadly, you?ve never had time for fun or relaxation. You gain +1 to your Expertise stat, to a maximum of +2.

Calibrations
When you diligently calibrate your favorite console or vehicle, make a Get Involved using Interface and record the result. The next time anyone uses it, the result of the Get Involved applies.

Education
When you gain one or more Data Points about a subject, each ally that was present or involved also gains a Data Point about the subject.

Acumen
When you first visit a market or environment, you may ask one of the following questions, and the GM will answer honestly:
- What is profitably exploitable here?
- What is in high demand here?
- Who is the biggest economic player?

REGIMENTED

Origin

The Regimented have lived very strict lives. Whether in a militaristic society, a religious organisation or an authoritarian government, they have been indoctrinated to the advantages of discipline, obedience and loyalty.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Athletic, Meditative, Sturdy, Organised, Formal, Strict.

Skills: *Choose 1 of these skills if you?ve had a Regimented origin.*

Discipline
You know the rules, the codes, the processes, the scripture, the laws. They give you stability. You don?t deal well with change. You gain +1 to your Mettle stat, to a maximum of +2.

Leadership
You have a hand-picked, elite Class 3 Crew. Given enough time and training, you can replace lost members of this crew with new NPCs.

Tactics
When you Open Fire or Launch Assault, you choose one or more consequences on a partial success (7-9), not the GM.

Deduction
When you first witness a situation, you may ask one of the following questions, the GM will answer honestly.
Who or what?
- is most vulnerable in this situation?
- is most dangerous in this situation?
- caused this situation?

RUSTIC

Origin

The Rustic were raised on the very edges of galactic society, on the most inhospitable and savage worlds. With only basic machinery and tools, they were forced to toil by the sweat of their brow, shaping the hostile landscape.

Descriptions: *Choose 1 description for your character from this list. This is a facet of your physical appearance or behavior (along with the other 2 choices from your other career and origin).*
Wrinkled, Creaking, Wiry, Aged, Weary, Strong.

Skills: *Choose 1 of these skills if you?ve had a Rustic origin.*

Hard Labor

You can perform long grueling hours of physical labor with minimal rest. You?ve collected a wide variety of aches, pains and minor ailments from doing this.
You gain +1 to your Physique stat, to a maximum of +2.

Construction

A few hours of work creates a small structure with one of the following traits, or adds that trait to an existing room.
- Shelter
- Defensible
- Concealed
- Workspace

Survival

You can scrounge up the following from all but the most barren, inhospitable surroundings:
- Somewhat edible food and drink
- Basic medicine or first-aid materials
- Rustic Wilderness Kit
- Primitive Class 0 melee weapon

Chemistry

When creating an antidote, vaccine, drug, poison or pathogen in a lab, state the effect you want it to have and its method of transmission (spray, injector, pill, etc). Roll+Expertise.
On a 10+, you successfully create it.
On a 7-9, it will have reduced potency or have unintended side effects.

SECTOR 08 - MARKETPLACE

Assets and Economy

The Marketplace chapter deals with economy, equipment design, and trade:

Assets ? An overview of Assets and the Asset Class rating.

Markets ? Minor, Standard and Major markets, and the Class of Assets one can find there.

Wealth ? Using personal funds for small purchases, making Acquisitions for large purchases.

Asset Types ? Designing or acquiring weapons, attire, vehicles, crew and kits.

Cargo ? Buying, selling and trading cargo for profit.

?There are millions upon millions of worlds in the universe, each one filled with too much of one thing and not enough of another. And the Great Continuum flows through them all, like a mighty river, from ?have? to ?want? and back again.?
  - Nog, Star Trek: Deep Space 9

Assets

Assets are the weapons, attire, crew, personal vehicles, kits and cargo that the character has at their disposal. Each of these asset types are covered in detail in this chapter, starting on page 113.

At the most basic level of interpretation, all assets grant narrative tools to the characters, allowing a greater range of solutions when tackling a problem. Wise characters plan ahead, anticipating the challenges to come and acquiring the appropriate assets.

During the course of the story, assets will be purchased, borrowed, looted, found, stolen, built, damaged, repaired, fumbled, lost and destroyed.

Asset Class

Each type of asset has a class. High-class assets are rarer and more advanced than low-class versions.

Class 0 assets are relatively simple, and are readily available almost anywhere; even the most backwater colonies and outposts have basic Class 0 assets.

Class 1 are rarer, mostly available in larger markets, with a smattering reaching the frontiers of space. They combine utility, quality and affordability.

Class 2 assets are rare, advanced assets. They?re usually found in high quality markets, advanced worlds, and in the possession of the powerful and dangerous.

Class 3 are exceptionally rare, almost never available for sale, and guarded jealously. They represent the height of quality, and are owned by Factions and a few individuals.

Class 4 is used only for Cargo, and represents exceptional, exotic and unique goods. These are highly sought after, and will attract the attention of powerful factions and individuals.

Markets

A market is any society or network that could engage in trade: space stations, cities, syndicates, fleets, colonies, etc. Large cities can have dozens of distinct markets, upscale establishments might only serve a select clientele, and frontier communities are lucky if they have some local group selling goods out of a warehouse.

Each market has its own properties, which largely affects the goods and services they offer. Some may have rules or stipulations regarding trade, others may only be willing to deal for certain items/cargo, and others still may have rare or exotic goods, but be underhanded, duplicitous, murderous, or otherwise dangerous trade partners.

There are three broad categories of market, Minor, Standard and Major.

Minor Markets: Frontier worlds, isolated colonies or poor markets are usually stocked with Class 0 tools and vehicles that are commonly used in daily life, with a smattering of Class 1 work vehicles and tools. They can offer minimal services; minor medical aid, Class 0 crews for hire, refueling starships, and vehicle repair. Any Cargo units for sale tend to be raw materials or locally produced goods.

Standard Markets: Space stations, trading hubs and most civilized worlds boast a much wider array of goods. They often have the means to produce their own goods, or enjoy a steady influx of trade. Class 0 assets are very common and easily acquired, and most Class 1 assets can be found with a little effort. Class 2 assets are fairly uncommon in these markets, though not impossible to find. Services are equally varied: Skilled Class 1 crews for hire, major medical procedures, renting workspaces, repairs and maintenance to starships, etc. Standard markets have a wide selection of Cargo, both locally manufactured goods and foreign materials.

Major Markets: Advanced societies, core worlds and most faction seats of power have an abundance of high quality goods and services. This abundance makes most non-restricted Class 0 assets simple purchases, easy to acquire with personal funds. Class 1 and Class 2 assets are common and heavily advertised. The workforce is usually educated and well trained, so Class 1 and 2 Crew are available for hire everywhere.

Wealth

In Uncharted Worlds, a character?s wealth is evidenced by their lifestyle, rather than being a number on their character sheet. The actual amount of wealth is not tracked as this would make for tedious nickel-and-diming, and considering the fluid nature of galactic currency exchange rates, very difficult to track.

Instead, for day-to-day purchases, each character is assumed to have a variety of funds that they can draw upon; personal wealth, investments, favorable currency exchanges, lines of credit, recouped loans, etc. In the appropriate market, a character could easily eat a good meal, rent a hotel room, pick up the latest drama holovid, go for a minor medical check-up, get their clothes cleaned and mended, enjoy a night of negotiable affection, have a few drinks, etc.

Attempting a larger transaction triggers an Acquisition, especially if the current market is unsuited to provide those goods or services. The Acquisition determines how far one?s budget can stretch, and whether there are alternate means of payment.

In larger markets, it?s possible to package the purchase of multiple assets or services into the same Acquisition, especially when planning for an expedition (getting everyone outfitted with space suits (Class 1 Attire) for a derelict salvage operation). However, the market will probably not be amiably disposed towards a large scale demand; any extra costs, time, tasks or reduction in quality will be harsher.

ACQUISITION (+Cargo)

When you demand important services or assets from a market able to supply those demands, Roll+0. If you offer a cargo unit as part of the deal, Roll+ that cargo?s Class.

On a 13+, the deal goes through; you get what you asked for.

On a 10-12, the deal goes through if the seller/market is amiably disposed toward the deal. Otherwise, as 7-9.

On a 7-9, the deal will only go through if you accept a cost, a task or a lesser asset/service instead of what you asked for.

On a 6-, the deal will only go through if you call in a Favor.

Asset Types

The following sections cover the rules and design of each of the six different types of assets. Examples of each kind of asset can simply be chosen from those sections, or a custom asset can be designed and sought out.

Weapons (page 114): Humanity?s inventiveness in the field of causing harm knows no bounds and comes in many forms; melee weapons, firearms, heavy weapons and explosives. Class 0 weapons are the most basic example of their respective forms, but are still deadly weapons. Higher-class weapons have a variety of alternate or enhanced projectiles, coverage or effect.

Attire (page 119): Attire is everything the character wears, including helmets and headsets. Simple clothing, protective body armor, hazard suits, space suits, business suits; attire is a tailored representation of the character?s role, lifestyle and day-to-day activities. Class 0 Attire is clothing of a certain style and cut, while higher-class attire also provides protection or utility.

Vehicles (page 120): Vehicles are small, privately owned modes of transportation. They include robust land vehicles, hovering speeders, mech walkers and sky cars. Class 0 vehicles are common commercially-available civilian transportation; higher-classes are designed for specific tasks.

Crew (page 123): Each crew is composed of a handful of similarly trained individuals. They are loyal to the character and are able to be Commanded to perform a variety of tasks. While they are considered ?assets?, they are far from mindless. Class 0 crew are rookies, relatively unskilled and untested.

Kits (page 125): A heavy, bulky collection of tools, gadgets and miscellaneous bits needed to perform certain jobs. Usually stored in a backpack, satchel or carrying case, characters can rummage and pull out the right tool for the job at hand. All Kits are considered Class 1 assets.

Cargo (page 126): The backbone of humanity?s ever-growing reach across the stars, large containers of raw resources, processed materials or mass-produced trade goods are shipped from sector to sector. On each planet, each colony or outpost, there is usually some form of Cargo to be found, cargo that could sell well in a distant market.

WEAPONS

Weapon Rules

It?s dangerous to go alone. Take one of these. The average character can carry a few weapons, holstered on various straps and belts, though bristling with too many weapons will make one Clumsy.

Weapon Types: There are four broad categories of weaponry; Melee weapons, Ranged weapons, Heavy weapons and Explosives.

Weapon Range: This is the optimal range to use the weapon. To far or too close, it becomes inaccurate or outright useless.
- Melee: Within arm?s reach.
- Adjacent: A few steps away.
- Close: Across the street.
- Far: Down the block.
- Distant: On that hillside.

Weapons as Tools: Like all assets, weapons give a character the ability to deal with problems. Depending on the upgrades the weapon has, the problems need not involve violence or death. For example: Using a Laser weapon to cut through a chain or thin wall, tearing through wood and foliage with a Ripper melee weapon, overloading electrical systems with Shock weapons, melting locks with acidic Chemical weapons, etc.

Tools as Weapons: Many ?weapons? are not weapons at all, but rather have everyday work-related forms and functions with incidentally lethal properties when used on people. Mining lasers, lengths of chain, sledgehammers, arc welders, chainsaws, and so on, all make frightening improvised weapons.

Weapon Damage: Against players, melee weapons cause moderate injuries, ranged weapons cause severe injuries, and heavy weapons cause critical injuries. Against NPCs, weapons deal narratively appropriate injuries, based on the weapon?s upgrades. Weapons without the Destructive upgrade deal reduced damage to machinery and vehicles. Similarly, unless they?re Breaching, weapons deal almost no noticeable damage to starships.

Ammo: Remaining ammunition is not tracked. Instead, running out of ammo or suffering an ammo jam is a potential consequence of a partially successful or failed Move when using the weapon.

Melee Weapon

Melee weapons are exceptionally common and easy to create. They are especially popular on space stations and starships, since most gunfire risks punching a hole in a wall or damaging important systems. Many larger tools can be used as melee weapons, should the need arise. Melee Weapons require strength, speed and health, used with Physique-based actions like Launch Assault.

Example Melee Weapons:
- Combat Knife (Class 0, Melee, Severing)
- Length of Chain (Class 0, Adjacent, Flexible)
- Brass Knuckles (Class 0, Melee, Glove)
- Stun Baton (Class o, Melee, Shock)
- Chainsaw (Class 1, Two-handed, Melee, Heavy, Ripper)
- Throwing Knives (Class 1, Adjacent/Close, Thrown, Concealed)
- Captain?s Rapier (Class 1, Melee, Impaling, Stylish)
- ShatterHammer (Class 2, Two-handed, Melee/Adjacent, Hafted, Impact, Destructive)
- Storm Claws (Class 2, Melee, Severing, Glove, Shock)
- Star Sword (Class 2, Melee, Energy, Defensive, Severing)

Melee Weapon Design: *All Class 0 Melee Weapons have the following properties:*
- Optimal Range: Melee.
- Choose 1 free upgrade (basic weapon form)

Upgrades: *Pick 1 upgrade when designing a Class 1 Melee Weapon, pick 2 for a Class 2, etc.*

Concealed	Inconspicuous, easily hidden, doesn?t show on scanners.
Defensive	Can parry, deflect and disarm.
Destructive	Causes property damage, damages machinery and vehicles.
Energy	Glows with incandescent energy, melts, burns, cauterizes.
Flexible	Whip length capable of binding and lashing. Optimal Range: Adjacent
Glove	A heavy, weaponized glove. Can still manipulate objects.
Hafted	Two handed. Long reach. Sweeping attacks. Range: Melee, Adjacent
Heavy	Two handed. Massive, resilient. Devastating attacks, hard to block.
Impact	Heavy kinetic force that breaks bones and knocks people over.
Impaling	Can pin targets, pierce thin materials, and stab with great accuracy.
Penetrating	Ignores Armor.
Ripper	Loud mechanical motion rips, tears, grinds or shreds.
Severing	Chops, cuts, causes bleeding and can sever limbs.
Shock	Electrocutes, causes malfunctions in electronics and robots.
Stun	Non-lethal. Stuns, snares or renders unconscious.
Stylish	Looks impressive, distinctive and unique.
Thrown	Handful of small weapons/ single two-handed. Range: Adjacent, Close.

Firearm

Firearms combine extreme deadliness with ease-of-use. They are the most widespread weaponry available in the galaxy, with endlessly inventive and varied ways to deliver death over long distances. Every faction and society has their preferred designs. These ranged weapons have considerable versatility and are usable in close quarter Launch Assault or longer range Open Fire.

Example Firearms:
- Handgun (Class 0, One-handed, Adjacent/Close)
- Shotgun (Class 0, Two-handed, Close/Far)
- Stunner Pistol (Class 1, One-handed, Close/Far, Stun)
- Scattershot (Class 1, Two-handed, Close/Far, Burst)
- Laser Rifle (Class 1, Two-handed, Close/Far, Laser)
- Sniper Rifle (Class 2, Two-handed, Far/Distant, Scope, Silenced)
- Grenade Launcher (Class 2, Two-handed, Close/Far, Launcher, Explosive)

Firearm Design: *Choose one of the following basic designs for a Class 0 Firearm:*
- **Pistol:** One handed ranged weapon, Optimal Ranges: Adjacent, Close.
- **Rifle:** Two handed ranged weapon, Optimal Ranges: Close, Far.

Upgrades: *Pick 1 upgrade when designing a Class 1 Firearm, pick 2 for a Class 2, etc.*

Attachment	Attach Class 0 Small weapon with Sharp, Ripper, Energy or Shock.
Burst	Instead of a single shot, sprays shots in a wide cone.
Concealed	Inconspicuous, easily hidden, doesn?t show on scanners.
Chemical	Creates lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
Destructive	Causes property damage, damages machinery and vehicles.
Explosive	Loud. Causes messy wounds, property damage near the point of impact.
Impact	Heavy kinetic force that breaks bones and knocks people over.
Keyed	Can only be fired by you unless you unlock it.
Laser	Projects focused beams of energy that can cut or melt materials.
Launcher	Lobbed, arcing projectile with a modest area of effect.
Mounted	Mounted to a forearm or shoulder rig, keeps hands free.
Penetrating	Ignores Armor.
Plasma	Fires bright bolts of supercharged, burning energy.
Rapid Fire	Unleashes suppressing fire at multiple targets.
Scope	Can fire at distant objects. Optimal Ranges: Far, Distant.
Shock	Electrocutes, causes malfunctions in electronics and robots.
Shrapnel	Causes amputation, bleeding and disfigurement in a small radius.
Silenced	Suppressed muzzle flash and practically silent shot.
Stabilized	No recoil, can be used in micro-gravity environments.
Stun	Non-lethal. Stuns, snares or renders unconscious.
Stylish	Looks impressive, distinctive and unique.

Heavy Weapon

Heavy weapons are massive, potent firearms that deliver extreme firepower at great range. They are often used to take on vehicles or large groups; using them against individuals would be rather excessive. Heavy weapons are huge, Clumsy affairs, requiring both hands and stability to Open Fire.

Example Heavy Weapons:
- Heavy Stubber (Class 0, 2H, Clumsy, Destructive, Far/Distant)
- LMG (Class 1, 2H, Clumsy, Destructive, Far/Distant, Sustained)
- Rocket Launcher (Class 1, 2H, Clumsy, Destructive, Far/Distant, Detonation)
- Plasma Cannon (Class 1, 2H, Clumsy, Destructive, Far/Distant, Plasma)
- Flamethrower (Class 2, 2H, Clumsy, Destructive, Close, Spray, Chemical [Fire])
- Lightning Coil (Class 2, 2H, Clumsy, Destructive, Far/Distant, Shock, Seeking)
- Sonic Cannon (Class 2, 2H, Clumsy, Destructive, Far/Distant, Concussive, Impact)
- Hull Buster (Class 2, 2H, Clumsy, Destructive, Close/Far, Breaching, Seeking)

Heavy Weapon Design: *All Class 0 Heavy Weapons have the following properties:*
- **Heavy Weapon:** Two-handed ranged weapon. Optimal Ranges: Far, Distant.
- **Destructive:** Causes property damage, damages machinery and vehicles.
- **Clumsy:** Heavy and awkward, forces Face Adversity on physical activity.

Upgrades: *Pick 1 upgrade when designing a Class 1 Heavy Weapon, pick 2 for a Class 2, etc.*

Breaching	Damages starships and reinforced structures.
Chemical	Creates lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
Concussive	Exceptionally loud and bright. Deafens, blinds and knocks away.
Detonation	Explodes in a large blast radius.
Impact	Heavy kinetic force that breaks bones and knocks people over.
Keyed	Can only be fired by you unless you unlock it.
Laser	Projects focused beams of energy that can cut or melt materials.
Penetrating	Ignores Armor.
Plasma	Fires bright bolts of supercharged, burning energy.
Seeking	Projectile arcs towards a moving target.
Shock	Electrocutes, causes malfunctions in electronics and robots.
Shrapnel	Causes amputation, bleeding and disfigurement in a wide radius.
Spray	Reduce distance, coverage increased to wide cone. Optimal Range: Close.
Stun	Non-lethal. Stuns, snares or renders unconscious.
Stylish	Looks impressive, distinctive and unique.
Sustained	Unleashes a constant suppressing fire at multiple targets.

Explosives

Explosives are small destructive payloads, either thrown or placed, which explode after a set amount of time. Throwing explosives is a test of one?s Physique, while placing heavier explosives requires considerably more time and Expertise.

Example Explosives:
- Landmine (Class 0 Charge, Destructive, Trigger [Contact])
- Smoke Bomb (Class 1 Grenade, Thrown (Close), Chemical [Smoke])
- Frag Grenade (Class 1 Grenade, Thrown (Close), Shrapnel)
- Flashbang (Class 1 Grenade, Thrown (Close), Concussive)
- Proximity Mine (Class 1 Charge, Destructive, Sticky, Trigger [Proximity])
- Shaped Charge (Class 2 Charge, Destructive, Focused, Breaching, Trigger [Remote])
- Incendiary Grenade (Class 2 Grenade, Thrown (Close), Plasma, Chemical [Fire])
- Bomb Briefcase (Class 2 Charge, Destructive, High Yield, Concealed, Trigger [Signal])

Explosive Design: *Choose one of the following basic designs for a Class 0 Explosive:*
- **Grenade** (One-handed thrown explosive. Optimal Range: Close)
    - **Timed:** Explodes after fixed time.
- **Charge** (Two-handed placed explosive. Optimal Range: Melee)
    - **Triggered:** Explodes when conditions are met (signal, proximity, etc)
    - **Destructive:** Causes property damage, damages machinery and vehicles.

Upgrades: *Pick 1 upgrade when designing Class 1 Explosives, pick 2 for Class 2, etc.*

Breaching	Breaches reinforced buildings and starships. Charge only.
Chemical	Creates lasting chemical reaction. Ex: fire, corrosion, frost, smoke, etc.
Cluster	Scatters secondary explosives in the area of effect, which then detonate.
Concealed	Inconspicuous, easily hidden, doesn?t show on scanners.
Concussive	Exceptionally loud and bright. Deafens, blinds and knocks away.
Destructive	Causes property damage, damages machinery and vehicles. Grenade only.
Focused	Directed high explosive force, little collateral damage.
Haywire	Disrupts electronic systems, scanners and advanced weaponry.
High Yield	Massive area of effect, city block or more. Charge only.
Kinetic	Heavy kinetic force that breaks bones and knocks people over.
Plasma	Creates a nova of incandescent energy that vaporizes matter.
Shock	Electrocutes, causes malfunctions in electronics and robots.
Shrapnel	Causes amputation, bleeding and disfigurement in a wide radius.
Sticky	Attaches itself to any surface, difficult to remove.
Stun	Non-lethal. Stuns, snares or renders unconscious.
Stylish	The explosion looks impressive, distinctive and unique.

Attire

Dress for success. The most basic attire is simply clothing, suitable for day-to-day life. Important tasks and dangerous situations requires tailored protection.

Example Attire:
- Jumpsuit (Class 0 Uniform)
- Evening Gown (Class 0 Formal)
- Coat, Brown (Class 0 Rugged)
- Body Armor (Class 1 Uniform, +2 Armor, Armored)
- EVA Suit (Class 1 Simple, Sealed)
- Customs Uniform (Class 1 Uniform, Visor [weapon detector])
- Climbing Gear (Class 1 Rugged, Rig [Wilderness])
- Bulletproof Suit (Class 1 Formal, +1 Armor, Meshweave)
- Regalia (Class 1 Cultural, Impressive)
- Wing Suit (Class 2 Simple, Jump Jets, Sealed)
- Battle Plate (Class 2 Rugged, +5 Armor, Clumsy, Armored, Carapace)
- Boarding Armor (Class 2 Uniform, +2 Armor, Sealed, Armored)

Attire Design: *Choose one of the following looks for Class 0 Attire:*
- **Rugged:** Crude, patched, aged and worn.
- **Simple**: Utilitarian, favors function over looks.
- **Cultural:** Incorporates popular styles/elements of a culture.
- **Formal:** Well cut and stylish.
- **Uniform:** Easily identifiable as belonging to a specific faction or group.

Upgrades: *Pick 1 upgrade when designing Class 1 Attire, pick 2 for Class 2, etc.*

Armored	+2 Armor.
Carapace	Clumsy +3 Armor.
Comms	Can receive and broadcast signals over great distances.
Connected	Built-in CPU with eye-piece HUD, connects wirelessly to other systems.
Impressive	Distinctive, intimidating, with embellishments and accessories.
Jump Jets	Can give small burst jumps, slow descent, and controlled flight in zero-g.
Meshweave	+1 Armor that looks like normal fabric.
Rig	Choose a Kit: That Kit is integrated in the suit. Can still cary a 2nd Kit.
Tough	Protects from elements, hard to damage, easy to repair.
Sealed	Airtight suit with helmet and oxygen tank.
Sensor	Choose a type of information. The wrist screen scans for that subject.
Shielded	+1 Armor provided by thin, invisible energy shield projected by the suit.
Stealthy	Muffled, blends in to environments, difficult to pick up on scanners.
Visor	Choose a type of information. The visor detects that subject.

VEHICLES

Vehicle Rules

Catch a ride. Personal vehicles, both Land Vehicles and Flyers are ubiquitous across the stars. Though their technology and sophistication has grown over the centuries, their function as transportation and mechanized tools has remained constant. Sector 06 ? Engineering (page 63) covers vehicle rules in much greater detail.

Vehicles in Action: A vehicle?s pilot uses their Moves with the vehicle to control it in dangerous situations; most often Physique-based Face Adversity for land vehicles and Mettle-based Face Adversity for flyer stunts.

Vehicle Damage:

A character controlled vehicle takes damage much like a character; the driver rolls Brace For Impact using the vehicle?s armor. The vehicle has Minor, Major, Severe, Critical and Catastrophic (Fatal) breakage. However, unless the source of damage is Destructive, the vehicle automatically reduces the severity of the damage it will take by one before rolling Brace For Impact.

When a vehicle suffers a breakage, it might also cause certain aspects of the vehicle to malfunction. Additionally, if the vehicle already has suffered harm of that severity, then the breakage ?rolls up? to the next, higher severity (Minor becomes Major, Major becomes Severe, etc). Minor, major and severe damage can be fixed with a Patch Up, but more serious Critical damages needs to be sent in for repairs.

As with all things, NPC-controlled vehicles suffer damage as the fiction demands, based on the source of the damage.

Vehicle Parking: Most vehicles can be stored in a cargo container, allowing them to be transported on starships. However, they are inaccessible while stored and must be unloaded to be used.

Land Vehicle

While they lack the convenience of flying transportation, land vehicles are still far more popular among all but the most advanced markets. Land vehicles are sturdy, safe, easy to produce and maintain. All Land Vehicles have 2 Armor, and can be further upgraded with more armor.

Example Land Vehicles:
- Stunt Bike (Class 1 Bike, 2 Armor, Agile)
- Truck (Class 1 Groundcar, 2 Armor, Transport)
- Hex Rover (Class 1 Groundcar, 3 Armor, Rugged)
- Repair Mech (Class 1 Walker, 2 Armor, Tool - Welder [Energy])
- Stretched Limo (Class 1 Groundcar, 2 Armor, Luxury)
- Ambulance (Class 1 Groundcar, 2 Armor, Workspace [Medical])
- Spider Tank (Class 2 QuadWalker, 5 Armor, Reinforced, Turret)
- Assault Mech (Class 2 Walker, 5 Armor, Plated, Armed)
- Surveillance Van (Class 2 Groundcar, 2 Armor, Stealthy, Sensors)
- Sleek Bike (Class 2 Bike, 2 Armor, Boosters, Luxury)

Land Vehicle Design: All Land Vehicles have a base 2 Armor.

Choose one of the following designs for a Class 0 Land Vehicle:
- **Bike:** A fast, two-wheeled vehicle with a maneuverable frame. Up to one passenger.
- **Groundcar:** A sturdy 4 or 6-wheeled transport. Fits a driver plus up to 4 passengers.
- **Walker:** A bipedal humanoid chassis with lifter arms. 1 pilot suspended within.
- **QuadWalker:** A quadruped vehicle for up to 3 people. All-terrain mobility with stability.

Upgrades: *Pick 1 upgrade when designing a Class 1 Land Vehicles, pick 2 for Class 2, etc.*

Agile	Quick, maneuverable, able to perform stunts.
Armed	A heavy weapon (purchased separately) attached to the vehicle, fired by the pilot.
Boosters	Greatly increases overland speed. Allows short jumps.
Controlled	Can be remotely activated and given directions.
Luxury	Impressive, high quality and very comfortable. Various quality-of-life features.
Plated	+3 Armor.
Reinforced	Slow. +3 Armor. Ignores Armor Piercing and Destructive. Must be Breached.
Rugged	Protects from elements, resists environmental damage, easy to repair.
Sealed	Fully enclosed frame with oxygen source. Can function in space, under water, etc.
Sensors	The vehicle gathers various types of information.
Stealthy	Silent, difficult to pick up on sensors, occupants invisible to sensors.
Tool	Choose a melee weapon upgrade to represent a tool attached to this vehicle.
Transport	Can carry a dozen people or a cargo container. Groundcar and Quad Walker only.
Turret	A heavy weapon (purchased separately) on a swivel mount, fired by a passenger.
Workspace	Choose a Kit to be integrated into the vehicle.

Flyer

The advent of affordable, compact grav technology allowed smaller, lightweight flying vehicles. They have since become widespread, especially among advanced communities or in environments with dangerous overland travel. Most flyers are enclosed to safeguard against high altitudes, but they are unable to exit the atmosphere unless they have the Sealed upgrade.

Example Flyers:
- Skycar (Class 0 Shuttle)
- Interceptor (Class 1 Speeder, Armed)
- Space Shuttle (Class 1 Shuttle, Sealed)
- Cargo Lifter (Class 1 Shuttle, Transport)
- Grav Crane (Class 1 Shuttle, Tool [Flexible])
- Hover Bike (Class 1 Speeder, Agile)
- Runabout (Class 2 Shuttle, Sensors, Shielded)
- Grav Tank (Class 2 Shuttle, Armored, Turret)
- Scout Speeder (Class 2 Speeder, Stealthy, Kit [Survey])
- Starfighter (Class 2 Speeder, Sealed, Armed)
- Bomber (Class 2 Shuttle, Sealed, Turret)

Flyer Design: *Choose one of the following designs for a Class 0 Flyer:*
- **Speeder:** A tiny, maneuverable flying vehicle. Space for a pilot and at most one passenger.
- **Shuttle:** A flying vehicle for up to six people that can hover and take off vertically.

Upgrades: *Pick 1 upgrade when designing a Class 1 Flyer, pick 2 for Class 2, etc.*

Agile	Quick, maneuverable, able to perform stunts.
Armored	+2 Armor.
Armed	A heavy weapon (purchased separately) attached to the vehicle, fired by the pilot.
Controlled	Can be remotely activated and given directions with Interface.
Luxury	Impressive, high quality and very comfortable. Various quality-of-life features.
Rugged	Protects from elements, resists environmental damage, easy to repair.
Sealed	Fully enclosed frame with oxygen source. Can function in space, under water, etc.
Sensors	The vehicle gathers various types of information.
Shielded	+1 Armor provided by extended grav field. Blocks remote Access and hacking.
Stealthy	Silent, difficult to pick up on sensors, occupants invisible to sensors.
Tool	Choose a melee weapon upgrade to represent a tool attached to this vehicle.
Transport	Can carry a dozen people or a cargo container. Shuttle only.
Turret	A heavy weapon (purchased separately) on a swivel mount, fired by a passenger.
Workspace	Choose a Kit to be integrated into the vehicle.

Crew Rules

Something need doing? Crews are the backbone of larger operations. Some crews are temporary, hiring on for a specific purpose or freely associating with the character for a time. Others are long-standing subordinates, following the character from planet to planet. While crew members are considered ?assets?, they are far from mindless; they regularly get into trouble, make mistakes, argue, and rarely get along with the subordinates of other characters.

Roll Call: The number of people in a crew is intentionally left vague, though it usually consists of between 3 and 10 individuals. Their names, personalities and quirks will emerge during the course of the story; be sure to keep track of them. Some may remain in the background for a while, undefined until one of the more prominent members of the crew bites the dust.

Make it So: Crews are assumed to go about their day-to-day tasks (to the extent of their personality) without the intervention of their superior. Giving them an important task usually triggers the Command Move. Crews are almost always considered ?a group that is inclined to follow your orders?. That said they will often refuse to follow specific orders that are suicidal or far outside of their skill set (as determined by their upgrades).

COMMAND (+Influence)
When you issue a command to a group that is inclined to follow your orders, Roll+Influence.

On a 10+, they follow those orders to the best of their ability, though there may be costs in time, resources or personnel.
On a 7-9, as above, but their disposition or effectiveness has been significantly impacted in some way. This crew will not accept a new Command until those issues have been dealt with.

Morale: Crews that have suffered losses, setbacks or failures may become disgruntled or reluctant to follow orders. Maintaining a crew?s morale should always be a consideration; providing their wants and needs and addressing their grievances will go a long way to building (or rebuilding) loyalty. Ignore the situation too long and they may quit, or worse.

Crew

Each crew is composed of a handful of similarly trained individuals who are loyal to the character. More or less. For now.

Example Crew
- Grad Students (Class 0 Techs)
- Rabble (Class 0 Gang)
- Soldiers (Class 1 Squad, Armed)
- Arsonists (Class 1 Gang, Wreckers)
- Models (Class 1 Staff, Beautiful)
- EMTs (Class 2 Techs, Medics, Equipped [Medical Kit])
- Messengers (Class 2 Staff, Stealthy, Informants)

Crew Design: *Choose one of the following designs for a Class 0 Crew:*
- **Squad:** Disciplined and stolid. Equipped with a similar type of weaponry (pistols, stun batons, rifles, etc). Able to guard areas and engage in small-scale combat.
- **Techs:** Educated and well trained. Equipped with basic tools. Able to provide technical or manual assistance to a variety of scientific or engineering projects.
- **Gang:** Crude and self-reliant. Equipped with a smattering of mismatched weaponry (pistols, shotguns, chains, knives, etc). Able to attack people or break things.
- **Staff:** Refined and professional. Able to serve guests, keep accounts, prepare meals and perform daily household chores.

Upgrades: *Pick 1 upgrade when designing a Class 1 Crew, pick 2 for Class 2, etc.*

Armed	Choose a Class 1 Firearm. The crew is equipped with it and trained in its use.
Artillery	Able to bombard with artillery, turrets or starship weaponry.
Athletic	Graceful, swift, strong and flexible. Much better than average, physically.
Beautiful	Chosen for their good looks and wit. Able to distract and entertain.
Builders	Able to build small structures or assist in construction projects.
Criminal	Able to commit small-scale criminal activity or assist with larger crimes.
Equipped	Choose a Kit. The crew carries various tools from that kit, and can use them.
Fearless	Never afraid or intimidated, will follow insane orders but often go too far.
Imposing	Imposing in some way. Able to frighten, threaten, dissuade, etc.
Informants	Able to collect information and report back, or pass on information.
Loyal	Only take orders from you. Quickly recovers to their normal disposition.
Mechanics	Able to service and maintain machinery, and assist in repairs and overhauls.
Medics	Able to provide long-term convalescent care or assist in medical procedures.
Numerous	There are a large number of them, you have trouble keeping track of them all.
Rugged	Can work in harsh climates for extended periods of time.
Stealthy	Able to sneak into (or out of) places, and pass unnoticed.
Teamsters	Able to quickly load, unload, assemble and pack away heavy objects and cargo.
Wreckers	Able to destroy terrain and structures.

Kits

The right tool for the job. Kits bundle dozens of tools, gadgets and miscellaneous items which are required to perform certain tasks. Kits are usually contained in backpacks or heavy bags. When specific tools are needed to perform a task, they can be pulled from a kit, though rummaging in a dangerous situation may require a Face Adversity. Like most assets, kits can run out of supplies or be damaged as a consequence of a failed or partially successful Move. A character carrying more than one kit is Clumsy; Kits are relatively heavy and bulky.

When acquired separately (through Acquisition or starting gear), Kits are considered to be Class 1 Assets.

- **Broadcast Kit:** Tools to send and receive signals. Collapsible broadcast antenna, signal boosters, wires, vid screens, recording hardware, portable data drives, etc.

- **Computer Kit:** Tools to access, program, diagnose and repair computer systems. Laptops, diagnostic tools, wires, handheld power sources, portable data drives, etc.

- **Engineering Kit:** Tools to repair and dismantle machinery. Hammers, drills, cutters, wrenches, welders, grips, cables, diagnostic tools, cage lamps, misc spare parts, etc.

- **Infiltration Kit:** Tools to gain access to forbidden places. Mechanical lockpicks, intrusion hardware, chloroform, glass cutters, disguises, ropes, climbing tools, etc.

- **Medical Kit:** Tools to perform medical treatments. Bandages, scalpels, gels, stimms, surgical braces, dermal regen spray, etc.

- **Research Kit:** Tools to study and experiment out in the field. Specimen jars, hammer and chisel, scalpels, chemical analyser, data recorder, etc.

- **Survey Kit:** Tools to observe and monitor. Range finders, tracking devices, motion sensors, deep scanner tripod, holo-map projector, data recorder, deployable transmitter, etc.

- **Wilderness Kit:** Tools to traverse hostile landscapes. Ropes, climbing tools, light sources, breather mask, tent, sleeping bag, heat lamp, thermal blanket, water filter, etc.

CARGO

Cargo Rules

Collections of trade goods are measured in cargo units. A ?unit? of cargo is roughly the size of a large cargo container. They are ferried from planet to planet, traded for more profitable cargo or sold as part of a larger acquisition.

Like most assets, each unit of cargo has a class; the higher the Class, the rarer, more expensive and more in-demand the wares. Class 0 tend to be raw low value resources like ores, common fluids and gasses, as well as run-of-the-mill trade goods. These are rarely sought-after, and are shipped in bulk to processing plants and local markets for small but dependable profits. Higher-class trade goods are usually rare and difficult to harvest or produce.

Once trade goods have been transported to a foreign market, the characters can use the Barter move to find buyers interested in their wares, exchanging them for local goods that will hopefully be more valuable elsewhere in the galaxy. The newly traded goods are almost always local goods. While they may be of higher Grade than the cargo the character traded, their abundance in this particular market reduces their value, while the foreign goods offered by the character are worth more within this economic microcosm.

> **BARTER (+Cargo)**
>
> When you exchange a foreign unit of cargo for local trade goods, Roll + the Class of the cargo unit.
>
> On a 13+, you attract the attention of a faction or individual with a unique item or service to trade.
> On a 10-12, you get a higher Class cargo of local goods in exchange, to a max of Class 4.
> On a 7-9, you get a higher Class cargo, to a max of Class 4, and the GM chooses one flaw:
> - The negotiations take many days to complete.
> - The goods need special care (fragile, hazardous, etc).
> - The goods are very odd, distasteful or bizarre.
> - The provenance or legality of the goods is dubious.

Souvenirs: Filling a starship hold full of local Class 0 cargo (usually 4 cargo units) is a standard Acquisition. Major markets may have Class 1 cargo available for purchase instead.

Dig Deep: Cargo units can be filled with materials mined, extracted, syphoned or otherwise harvested from terrain, or salvaged from wreckage, ruins and derelicts. Common material is usually Class 0, though uncommon resources can be Class 1 or even Class 2.

Take By Force: While it?s dangerous work and more difficult to shift, stealing cargo units from others is by far the fastest, most cost-effective and most unscrupulous method of obtaining cargo of any Class.

SECTOR 09 - EMBASSY

Factions

The Embassy chapter focuses on the powerful organisations that control the known galaxy:

Factions Overview ? The basics of Factions, their role, and the danger they pose.

Calling in a Favor ? Solving problems by incurring Debt.

Debt ? What a character owes to a particular Faction.

Initial Factions ? Designing the political landscape of an Uncharted Worlds game.

Allegiance and Sponsorship – The pros and cons of aligning with a specific Faction or staying independent.

?The bureaucracy is expanding to meet the needs of the expanding bureaucracy.?
        - Oscar Wilde

Factions Overview

Factions are galaxy-spanning organisations that are the foundations of stellar civilization. Their reach and influence stretches across dozens of worlds, all the way out to the fringes of space. A faction is comprised of several thousand individuals from all walks of life who are united by the philosophy of a single, massive organisation.

In Uncharted Worlds, factions serve as large-scale, widespread and recurring allies or enemies for the characters. These powerful organisations have their hands in everything that goes on in the galaxy. Whatever the characters do, wherever they go, there is a very good chance that it will eventually involve at least one faction.

The Role of Factions:

In an Uncharted Worlds campaign, almost all civilized ventures (cities, space stations, colonies, fleets, expeditions, scientific breakthroughs, etc) are sponsored by a faction. They manufacture the goods the characters will buy, train the crew the characters hire, run the hospitals where the characters recover, maintain the spaceports where the characters refuel, establish the trade routes the characters travel. Factions see the big picture; they are galactic architects, trying to build tomorrow in their image.

The Danger of Factions:

All factions are incredibly dangerous. They have the manpower, weaponry and resources to cause significant damage on a planetary, if not galactic scale. The more brutal, militaristic factions often engage in open warfare, invading, destroying, plundering and annexing. More civilized ones maintain a veneer of decorum, with embassies and diplomatic summits, but even they are not above strategic strikes on political or economic fronts.

The Rise and Fall of Factions:

The power and reach of factions shifts constantly. Some are rising stars, seemingly unstoppable forces. Others are ancient and degenerate, lumbering behemoths of a bygone age. Some are struggling newcomers to the galactic scene, a new ideal. Others are splinter groups that have broken away from their former faction, and now exist as bitter rivals. Each faction has an arc, a rise, crest and decline, all balanced against each other. Even the actions of a small group could sustain a faction for another generation, or tip them into sharp decline.

Calling in a Favor

When a character is in trouble, when they absolutely need something, they can call upon a faction to step in. Calling in a favor can grease the wheels of transactions, remove legal or social barriers, or extract the character from dangerous political traps and legal entanglements.

Whenever a character faces a social consequence, they can call upon an appropriate faction to take the brunt of that consequence, rather than tackle the consequence themselves. This incurs debt. See ?Debt?, on page 132.

A favor is a big chip to play; it can cancel or greatly reduce a social, political, legal or economic consequence as long as the request is within the faction?s jurisdiction. It?s most commonly used as part of an Acquisition to leverage the faction?s resources to acquire something. A favor can also be called in for more general purposes, to nudge the faction in a certain direction, get them involved or interested in a situation, have them ignore the character?s transgressions, etc.

Calling in a favor requires contacting the faction in question. This usually doesn?t trigger a Move unless an outside force opposes it. However, a faction will be unwilling to provide assistance if it would go against their own ideals and goals, or jeopardize their powerbase.

If the faction agrees to perform the favor, the character who requested it goes into debt with the faction; the faction expects the favor to be repaid (see Debt, page 132). Alternatively, the character can simply expend a previously earned favor with that faction.

> **Earning a Favor:** Usually, performing missions for factions will have minor rewards; cargo, preferential treatment, awards/medals or forgiving debt. However, characters performing exceptional tasks that directly and explicitly benefit the faction and promote said faction?s ideals/goals will earn a favor to be called in later.
>
> When a character earns a favor with a faction, mark it on their character sheet. When a character later calls in a favor, they can expend this earned favor, rather than incur debt.

Debt

Debts make the galaxy go ?round. The complicated web of who-owes-whom connects factions, groups and individuals to each other. Characters can become indebted through monetary or political transactions, debts of loyalty/honor, or unpunished crimes against a faction.

During play, a player records any debt their character gained or paid off on their character sheet. Debt is recorded per faction and is unique to the character. Characters can have multiple debts per faction.

Ways to incur Debt:
- **Existing Debt:** Various small debts accumulate or are inherited over the years. All characters start with a number of debts, determined during character creation.
- **Asking for Favors:** Whenever a character calls on a faction for a favor, the faction expects to recoup its investment.
- **Refusing to Honor a Debt:** If an indebted character fails or refuses a direct, explicit task from the faction, their debt with the faction will grow.
- **Harming the Faction:** If a character causes significant harm to a faction or their goals, that faction will demand reparations, putting the character into debt.
- **As a Cost:** Any failed or partially successful Move could theoretically incur debt, either as a choice or as a consequence.

Repaying a Debt

The GM can have a faction make a demand of an indebted character. If the character fulfills the demand, one of their debts with the faction is repaid. If they fail or refuse, they incur an additional debt.

The tasks will always promote the faction?s ideals, secure their power, and/or harm their foes. The tasks can include investigations, transporting cargo or passengers, exploration, recovery, theft, sabotage, violence, etc. Depending on the faction?s relationship with the character (ex: if the character has declared allegiance to the faction), these can be fairly benign tasks or even potentially beneficial opportunities. Some tasks may be dangerous, put the character at odds with another faction, or even pit them against an ally.

Insolvency

Accruing too many debts will send the character into a debt spiral. At some point, the faction will start making bigger demands in order to recoup their losses. Should that fail, they will take direct, often hostile measures to recoup their losses and punish the character. The methods depend heavily on the faction?s ideology, and can include embargoes, arrest, indentured servitude, sabotage, bounties, assassination, summary public execution, etc. ?Too much? debt varies greatly, depending on the faction?s relationship with the character and the source of the debt.

Initial Factions

Each campaign of Uncharted Worlds needs to be populated by a handful of factions. The GM can populate a campaign beforehand, or the players can create factions after character creation. The latter is strongly suggested for a multi-session campaign, since it allows the players to design factions that matter to their characters as potential allies or enemies.

Number of Factions:
The number of factions needed the start of the campaign depends on the style of campaign the group wishes to play:

2-3 factions
Two major factions are diametrically opposed, with a potential third profiting from the conflict, or acting as a balancing factor. The major factions may be evenly matched, or the conflict may be very asymmetrical, each side having advantages that allow it to hold its own. The two opposed factions are likely constantly at war with each other across multiple theaters. Any fleeting peace is a tenuous ceasefire or cold war at best, rife with sabotage, raids, theft and secret attacks. Almost every planet in the local galaxy has taken a side. The third, lesser faction probably exists outside the conflict, holding their own by either being too useful or too difficult to effectively wipe out.

This setup invariably leads to polarization for the characters as well. Good guys vs. bad guys. Light vs. dark. Evil empire vs. scrappy rebels. Civilization vs. barbaric raiders. Even when the sides aren?t as cut-and-dry, it?s very difficult to walk a neutral line; invariably one side will ask the characters to interfere with the other.

If the players are designing factions as part of setup, the GM should encourage them to collectively design one of the two major factions. The GM then designs a faction that directly opposes all of the first faction?s agendas and philosophies. A potential third faction can be designed by either the players or GM to fill in a missing role or provide a wild-card faction.

4-5 factions

The galaxy is relatively evenly divided between multiple factions keeping each other in check. The political landscape is tense; no single faction can gain too much power or cause too many problems without the other factions beating them down. However, the equilibrium is not peaceful. Interaction conflict is commonplace, but factions are careful not to earn themselves multiple simultaneous enemies. In this system the factions specialize, dominate their area of expertise, and defend their monopolies and territory. Diplomacy and even cooperation is not unheard of, especially between similarly aligned factions.

Characters have significantly more freedom to choose which faction they belong to, if any. Independent enterprises are useful tools for factions as they allow factions to harm, obstruct or disrupt one another indirectly.

If players are designing the factions as part of set up, each player should create one. In addition to having the players shape what kinds of encounters and missions they will likely have, it also allows them to introduce a specific faction that exists in their backstory; the military they served in, the pirates that raided their colony, the cult they escaped from, etc.

6+ factions

Power in the galaxy is divided among several factions. This division means that each faction is individually much weaker, forcing them to maintain good relations with their neighbors. Borders are jealously guarded, and diplomacy keeps the galaxy from descending into anarchy. Factions rise and fall and merge and splinter with much more regularity than in galaxies with bloated, monolithic factions.

This kind of campaign is the most complex and political. With a half dozen (or more) factions to choose from, it?s very likely that the characters will be independent, able to pursue their own goals while aiding the faction(s) that most match their current outlook and activities.

Creating Factions

Any group can be introduced as a faction, as long as they respect the following guidelines:
- **Might:** The faction has the resources at its disposal to defend itself and harm others that threaten it. Fleets, troops, bases of operations, economy, industry, etc.
- **Reach**: The faction?s power should extend across many worlds. The borders of their domain extend across multiple star systems, and their political or military might beyond that.
- **Structure**: In order to effectively coordinate its countless assets, the factions need some form of social structure or hierarchy.
- **Ideology:** The faction needs a purpose, a goal to pursue or an ideal to uphold. This can range from the far-reaching (establish order, colonize all worlds), to the immediate (loot and pillage), to the inscrutable (prepare the galaxy for the Coming of the Void), to the horrific (devour the flesh of lesser peoples).

Random Faction Generator

Players looking for inspiration can generate a random faction with a broad 3-word description. The player rolls 1d6 twice for each of the three categories, assigning the words in order.

Example: A roll of 5, 3, 4, 1, 2, 3 would be an **Ancient** (5,3) **Merchant** (4,1) **Fleet** (2,3)

	1ˢᵗ Roll	2ⁿᵈ Roll	3ʳᵈ Roll	
1-2	1. Sinister 2. Controlling 3. Secretive 4. Popular 5. Rapacious 6. Austere	1. Expansionist 2. Scientific 3. Authoritarian 4. Colonizing 5. Trade 6. Mercenary	1. Government 2. Cult 3. Fleet 4. Council 5. Corporation 6. Federation	**1-2**
3-4	1. Wealthy 2. Honorable 3. Violent 4. Degenerate 5. Defiant 6. Tyrannical	1. Merchant 2. Industrious 3. Criminal 4. Military 5. Anarchist 6. Starfaring	1. Society 2. Coalition 3. Armada 4. Network 5. Consortium 6. Republic	**3-4**
5-6	1. Brutal 2. Underhanded 3. Ancient 4. Terrifying 5. Fanatic 6. Brave	1. Rebel 2. High Tech 3. Diplomatic 4. Corporate 5. Regimented 6. Political	1. Empire 2. Religion 3. Regime 4. Cartel 5. Alliance 6. Legion	**5-6**

Allegiance

At the start of a campaign, after the characters and factions have been introduced, each player chooses whether their character has sworn allegiance to a faction or is independent. Each character has accrued debts during their lives, so they begin the game with a certain amount of existing debt, depending on their allegiance.

- If the character is **independent**:
  - They divide 3 debt between one, two or three factions.
- If the character has sworn **allegiance** to a faction:
  - They gain 3 debt with the chosen faction.
  - They gain 1 favor with that faction.

Independence: A character can begin a campaign unaligned to any particular faction. Instead, they?ve gotten by mostly on their own, occasionally taking out a loan here, borrowing there, or causing trouble that is still chasing them. The character divides their 3 starting debts between one, two or three factions.

Allegiance: A character can begin a campaign as a member of a faction. The character is expected to work towards the betterment of their faction, and to promote their faction?s beliefs and goals whenever possible. In return for this loyalty to the cause, the faction is much more amiably disposed towards the character. The character has multiple debts (economic and loyalty) to the faction; they start with 3 debts with their faction of choice. However, the faction will allow a significant number of debts to accrue without much comment. Additionally, the character can also call upon the faction?s help; they start with 1 favor with that faction.

Declaring Allegiance
If an independent character earns a favor with a faction, they can also declare their allegiance to that faction. This does not expend the favor. Up to 3 debts owed to other factions are taken up by the chosen faction instead: the character erases up to 3 debts, and incurs that many debts with their chosen faction.

Betraying an Allegiance
A character that gets caught actively undermining, opposing or damaging their faction?s goals will be cast out of that allegiance unless they Call in a Favor. If they are banished from the faction, or if they willingly break their allegiance, any debts they had with that faction are doubled.

Sponsorship

Once each character has chosen their allegiance status, the group as a whole should decide whether they are an independent enterprise or if they are sponsored by a specific faction.

> **Independent Enterprise:** The group can choose to be an independent enterprise that is not beholden to any specific faction. This allows for significant freedom and flexibility, as the party can work for or against a faction, as they see fit. It?s possible to have a partially independent enterprise if the majority of characters are not aligned with the same faction.

> **Faction Sponsorship:** If a majority of the characters are allied to the same faction, they can choose to have their enterprise, their ship and their actions be sponsored by their faction. The faction will frequently offer opportunities to this sponsored enterprise, and any action taken against the party will often be a transgression against the faction itself. Because of this, interacting with other factions will be significantly harder, and potentially dangerous.

Gaining and Losing Sponsorship

Much like individual allegiance, faction sponsorship can be lost or gained during the course of the story. Sponsorship is granted only to groups who have proven their loyalty to a faction; a majority of the characters must have sworn allegiance to that faction.

Sponsorship can be ended peacefully, should it suit the faction. As long as there are no outstanding conflicts between the group and their sponsors, any character can speak for the team and Call in a Favor to end the sponsorship amicably.

Sponsorship can also be forcibly revoked should the group act openly against their sponsors. Doing so is very damaging for the relationship with the faction. Even if they were not directly involved, each individual in the group must Call in a Favor or be cast out as if they had betrayed the allegiance (with all the penalties that entails).

SECTOR 10 - HANGAR

Starships

The Hangar chapter covers the rules for designing and running a starship:

Starship Creation ? Designing a Starship: basic design, workspaces and armament.

Starship Operations ? Using a starship to perform tasks.

Jump Travel ? Voyaging through Jump Space.

Starship Combat ? Engaging enemy ships in combat.

Starship Types ? Rough guidelines to the size, capacity and capabilities of the basic starship Classes.

?Here am I, sitting in a tin can, far above the world.?
   - David Bowie, Space Oddity

Starship Creation

Owning a starship gives the characters significant freedom. They can Jump from star system to star system, travel to the reaches of known space. They can engage in trade, piracy, exploration or research.

The ship that most Uncharted Worlds groups start with is a Class 2 vessel, constructed by one of the Factions. Class 2 vessels are modular, Jump-capable and relatively small. Class 2 ships tend to favor utility over living space, making for close-quarters living conditions. See the Starship Types section on page 148 for other ship classes.

To design a starship, the characters start with the Basic Design, customise the ship with Workspaces, choose the Armament for the ship, and decide the Ownership.

Basic Design: Starships are divided into 4 standard sections (Helm, Engineering, Quarters and Cargo) connected by a network of narrow corridors and claustrophobic crawlspaces. The players begin by sketching out a rough shape and layout of the ship, where each section is in relation to each other.

> The **Helm** is the twitchy brain and nerve center of the ship. It houses the piloting, sensors, navigation and communication systems.

> **Engineering** is the ship?s creaking heart, keeping the ship alive. It houses the power core, engines, Jump drive, life support and shield generator.

> The **Quarters** house the ship?s crew and passengers in tiny rooms or utilitarian shared berthing, with a communal mess hall.

> The **Cargo Bay** is a wide, bare area in the bowels of the ship, with airlock bay doors, extending ramps, loading rails and such. There are four spaces in the cargo bay, and each can either hold a unit if cargo or a vehicle.

Workspaces: In addition to the four standard areas, starships have a choice of workspaces which determine the vessel?s unique tools, capabilities and general aesthetic style. During ship creation, each player picks a workspace from the four workspace choices provided by their character?s career combination. They add that workspace to the starship.

The workspaces are descriptors, defining the archetype of the starship the same way careers and origin define an individual character?s archetype. Ex: A ?Stealthy, Survey, Research? vessel versus a ?Sleazy, Leisure, Secure? starship.

When adding a workspace, the player chooses one of the four standard areas (helm, engineering, cargo or quarters) as a primary location. A few workspaces also provide additional changes when applied specifically to a starship:

> The **Mercantile** workspace (Commercial career, page 80) allows the ship to carry 4 additional units of cargo.

> The **Survey** workspace (Explorer career, page 82) allows the ship to carry 2 additional land vehicles, with specialized ramps/elevators to load and unload them when landed.

> The **Launchpad** workspace (Starfarer career, page 92) allows the ship to carry 2 additional flyers, with airlock-enabled tracks to launch the vehicles while in flight.

Armament: Each of the four areas of the ship has an empty weapons platform, known as a ?hardpoint? When creating a starship, the players choose one weapon from the list on this page and attach it to one of the hardpoints. The weapon can be fired by a character in that area of the ship.

Additional ship armaments can be purchased separately through an Acquisition. Each new weapon can be attached to one of the empty hardpoints. However, each ship weapon installed after the first one also occupies one of the spaces in the cargo hold; that space is taken up by the weapon?s ammunition or energy cells.

There are four types of ship armament:

> **Energy Cannons** have narrow arcs of fire, usually pointing forward (or broadside on larger vessels). They have considerable stopping power, capable of damaging shields and breaching the hulls of other ships. The shots are easily dodged by small craft.

> **Point Defense Turrets** have sweeping semi-spherical arcs of fire. They are swift, light weaponry, with firepower equivalent to a Heavy Firearm. As the name suggests, point defense turrets are primarily used to shoot down debris, mini-asteroids, missiles, mines and enemy fighters. They do little damage to starships.

> **Launchers** fire single, high-yield payloads. A launcher shot is a fast-moving projectile with minor self-correction seeking a locked target. If a launched missile can bypass an enemy ship?s point defenses, the resulting explosive force can tear an unprotected ship apart, causing massive hull breaches.

> **Mine Layers** spread cloud of high-explosive proximity traps. The mines have minor propulsion and steering, allowing them to slowly drift towards large targets that come within range. Minefields restrict areas, deny pursuit, and decimate small craft. Within a planet?s gravity, mines will instead bombard the planet?s surface below.

Ownership

It?s up to the players to decide on the ship?s original owner, and whether the ship was purchased, borrowed or stolen from that owner. Whatever the reason, the party will likely find themselves in significant Debt with the previous owners of the ship.

Unless the group decides otherwise, all characters are equal shareholders of the ship. The pseudo-captaincy of one member can be agreed upon by the group, based on social skills and leadership, but ultimately each character has a stake in the ship and a voice in decisions. Crew NPCs are loyal to the character who hired them on, though events may cause loyalties to shift.

Starship Operations

This section covers encounters involving starships, like facing threats and performing tasks.

Facing threats within a starship is the same as facing threats elsewhere, with the added danger of sudden explosive decompression waiting just a punctured bulkhead away. The cramped spaces and abundance of fragile machinery means that it?s usually a poor idea to use firearms within the confines of a vessel. Any consequences will likely include damages and malfunctions that will introduce new threats.

> **Acting while in microgravity** will make a character Clumsy, forcing them to overcome their disorientation with Physique if they wish to perform a physical task. Microgravity situations usually occur outside on the hull, in umbilicals during boarding attempts, and when the artificial gravity is damaged or shut off.

Using starships to perform tasks depends greatly on which workspaces are installed on the ship in question. Many tasks are feasible with the basic systems, such as travelling from point A to point B, docking, landing, loading and unloading cargo, performing basic scanning sweeps, etc.

To perform a task, overcome a threat or otherwise coax the starship to do something, a character makes a Move from the appropriate station. A character needs to be in the pilot?s seat to navigate through an asteroid field, using Face Adversity + Mettle to fly with control and precision. A character needs to be at the Refinery workspace (wherever in the ship it was installed) in order to use the drills to collect ore.

> **Being in the right station** is essential for starship operations. While information about other ship sections can be displayed at any station, a character must be in that section of the ship to use the various stations installed there. A single character could interact with two or three adjacent, linked systems, assuming it would be physically possible to do so. For example, a pilot could navigate, communicate and fire any weapons attached to the Helm?s hardpoint, but they would need someone else in engineering to transfer power to the shields or charge the Jump drive.

Jump Travel

Jump travel is the only way to traverse the gulfs of space between inhabited star systems. There are two kinds of Jumps a Jump-capable starship can perform; Fixed Jumps and Wild Jumps.

Fixed Jumps are very safe, well known Jump points. Years of multi-spacial mathematics and repeated Jumps create stable corridors through Jumpspace, allowing for predictable, harmless and instantaneous travel between two points. Jump points are always found well outside solar systems, usually a week of real-space travel away from the system?s center. Even space stations are kept a day or more away, so as not to interfere with the incoming and outgoing Jumps.

Hub star systems have anywhere from three to five Jump points. Lane systems have two. Cul-de-Sac systems have a single jump point in. Traveling by Fixed Jumps can be a slow, tedious process; travel a week out of a system, take a Jump point, travel another week, take the next Jump, etc.

Wild Jumps are exceptionally unsafe. They involve Jumping directly to the destination, despite the navigation-warping gravity of planets and stars. They are reckless, dangerous and unpredictable maneuvers. And sometimes they are necessary.

Starting a Wild Jump takes up all of a vessel?s power output, with barely any left over for life support. In the moments before a Wild Jump, the starship is briefly defenseless and very vulnerable.

> **WILD JUMP**
> When you force your ship to make a Wild Jump, Roll 2d6.
>
> On a 10+, the crew only suffers nausea, headaches and other minor effects. You reach a point within a week?s travel of your destination, or choose from the list below.
> On a 7-9, the illness and hallucinations are pronounced. The GM chooses one from the list below:
> * You find an uncharted world, ready for exploration.
> * You find exploitable resources, there for the taking.
> * You discover a scientifically-interesting phenomenon.
> * You discover wreckage or ruins of unknown origin.
> * You find a new path to a well-known destination.
> * You encounter a faction or culture that is new to you.
> On a 6-, the GM will describe the ugly, debilitating, terrifying consequences. It?s full of stars.

Everyone suffers some form of physiological and psychological problems when experiencing a Wild Jump. Well-controlled Jumps produce very mild effects, nausea, headaches and the like. Rough Jumps can cause pronounced debilities like synesthesia, hallucinations and illness.

Some travellers claim to have experienced distorted, nonsensical horror-scapes during a particularly awful Jump. Others come out of these Jumps with disfiguring injuries or mutations. Some lose their minds in the Jumpspace. Others simply don?t come back at all. And then there are the rumors of beings, terrors living in the null-space between Jumps. Tall-tales and hearsay, surely.

Starship Combat

Each enemy starship is a collection of multiple inter-connected threats. The characters use their ship?s weapon stations to damage or disable the enemy threats, use point defense to counter the enemy?s return fire, engage in dogfights with hostile fighter craft, and maneuver in to forcefully dock and launch boarding parties.

Each element of the hostile vessel is a threat with its own agenda. Sector 04 ? Security (page 43) has more information about threats and their agendas. All ships have 3 standard elements; Hull, Shields and Engines. The Shields protect the rest of the ship?s threats, especially the Hull. Destroying the ships? Hull will destroy the vessel entirely.

Standard enemy starship threats
- Hull ? Agenda: Keep ship together, keep crew alive. (Passive threat)
- Shields ? Agenda: Protect Hull, deflect harm, block electronic attacks. (Passive threat)
- Engines ? Agenda: Maneuver into position, escape danger.

Starships have one or more defense systems. The more weaponry a ship has, the more dangerous it is. Each weapon/defense system is a separate threat that needs to be avoided or neutralized.

Other enemy starship threats
- Energy Cannon ? Agenda: Blast enemy shields, damage enemy hull.
- Point Defense Turret ? Agenda: Destroy missiles, mines and enemy fighter craft.
- Launcher ? Agenda: Lock on to target. Fire zee missiles. Destroy enemy hull.
- Mine Layer ? Agenda: Deny areas, create minefield threats.
- Fighters (Speeders) ? Agenda: Destroy enemy craft/missiles, damage enemy shields.
- Bombers (Shuttles) ? Agenda: Damage enemy shields and hull.
- Boarding Party ? Agenda: Enter enemy ship, kill/capture enemy crew.

Hull Damage

Each section of the characters? starship (helm, engineering, quarters and cargo) receives damage separately. When a starship is hit, the GM indicates which section of the ship was hit, as well as the severity of the damage. Damage is structural, affecting outer hull and inner framework. The sections can suffer a single minor, major, severe and critical damage, with further damage of that type rolling up to the next severity. If any one section of the ship suffers fatal damage, the resulting structural collapse will tear the whole ship apart. That said, starship hulls are very resilient, suffering negligible damage from all but the most destructive sources.

Guidelines for assigning damage severity:
- **Minor:** Caused by point defense guns, heavy weapons.
- **Major:** Caused by heavy weapons with Breaching, smaller collisions.
- **Severe:** Caused by starship energy cannons, space mines, same-size collisions.
- **Critical:** Caused by starship launcher missiles, larger collisions.
- **Fatal:** Caused by planetary collisions, core explosion.

Shields

All starships are equipped with shields to stop space debris, ward against harmful radiation, and deflect potential attacks.

When a ship section would suffer damage from an external source, a character at the shield station (in Engineering) can make a Shields Up Move using their Interface in an attempt to mitigate that damage. If no character is at the shield station, the pilot makes a Shields Up, but does not add a stat.

SHIELDS UP

When one of the starship sections would suffer damage from outside, the pilot Rolls 2d6. If a character is at the shield station, they Roll instead, and add their +Interface.

On a 10+, the severity of the damage is reduced by two.
On a 7-9, the severity of the damage is reduced by one.
On a 6-, shields down! The section suffers damage, and the shields need to be repaired or recharged before they can be used again.

Malfunctions

Each section on a ship can suffer malfunctions, just like a vehicle (see Sector 06-Engineering on page 67). These breakages are usually caused by harm from within the ship itself (stray shots during firefights, shock/emp bursts, sabotage, failed repairs, etc), though particularly jarring damage to the hull (severe and higher, usually) can also cause systems to break or shut down. If left unchecked, many of these malfunctions will create new threats within the ship, such as fires, radiation leaks and meltdowns.

> **Example starship malfunctions:** Coolant leak, depressurization, electrical discharges, jammed hatch, targeting misalignment, glitched computer system, life support failure, gravity fluctuations, corrupted data, empty fuel cells, ammo jam, overheating.

A character must take the section?s malfunctions into account when describing any action using the section. Should the character severely push the limits of the section?s crippled state, the GM will apply much harsher consequences on a failure or partial success, possibly adding further malfunctions or damage.

Repairs

While malfunctions can be mitigated by a simple Patch Up, hull damage is much more involved. Even minor damage to the hull can only be repaired by a trained engineer, who is either working for a firm hired through an Acquisition or a character with the Repair skill. Severe and Critical damage also requires a space dock and materials for extensive reconstruction, at further expense.

PATCH UP (+Expertise)

When using appropriate medical supplies/tools to repair harm to people or machinery, Roll+Expertise

On a 10+, choose 1 from the list below.
On a 7-9, choose 1, but you?ve reached the limit of what you can do; you cannot re-attempt to Patch Up the subject for now.

- Treat a single minor, major or severe injury/damage
- Treat a malfunction or minor debility
- Stabilize a major debility
- Perform a medical/technical procedure

Starship Types

Starships come in all shapes, sizes and configurations, from agile military gunships and small couriers, all the way to the massive cruisers and carriers bearing classifications like Behemoth-class and Dreadnaught-class. Their equipment, crew compliment, armament and capabilities depend heavily on their intended role and the faction that built the ship. That said all starships are broadly categorized by Class, which accounts for the size of the ship, the power output/expenditure, the minimum crew size, and the relative cost/difficulty of construction.

> **Shuttles and Fighters** are Vehicles, usually with the Sealed upgrade, which have their own Class system (See Sector 05 ? Marketplace for details about Vehicle creation). Many Class 2 starships, and almost all Class 3s and 4s, have shuttles for surface-to-ship or ship-to-ship transport. Alternatively, some invest in a small wing of fighter craft (sealed speeders) as a method of defense (or attack).

- **Class 1 Starships:** Relatively affordable, compact. No Jump Drive. Used mostly for, commercial and industrial tasks, in-system and inter-station bulk transport.

- **Class 2 Starships:** Most common, most versatile ship type. Jump capable. Able to land on rough terrain. Used for planetary exploration and fast inter-system travel.

- **Class 3 Starships:** Large, jump capable ships. Expensive to field and maintain. Used as cargo ships, high-density passenger transports or attack cruisers.

- **Class 4 Starships:** Massive capital ships, several kilometers in length. Rare, ruinously expensive, only fielded by powerful Factions.

- **Space Stations:** Orbital or free-floating stations, acting as outposts, planetary defense, trade stations or cities.

Class 1 Starships

Class 1 starships are the least expensive, least advanced vessels available. Class 1s are not equipped with Jump Drives. They are usually only found in heavily populated multi-planet systems or poor systems, providing inexpensive local transport or protection between nearby planets, moons, asteroid mining facilities and space stations. Without the costly Jump-Drive or a the massive power source the Drive entails, Class 1s can be fitted to carry more cargo or passengers, or be outfitted with bulky weaponry or tools.

Class 1 ships tend to have between 2 and 3 sections, which also limits the number of hardpoints for weapons. Common layouts include combined spaces, such as helm/quarters, engineering/cargo, or a variation thereof. Specialized ships have a dedicated section just for their specialty, usually a full-sized cargo bay or passenger quarters.

Average Size: ~50-100m, can usually carry a half dozen shuttles or cargo containers.

Crew/Passengers: Can be run efficiently with 1-4 people, and can support a few dozen people. It?s not unknown for small Class 1s to be run by a single person for extended periods.

Common Ship Types: Patrol Vessel, Perimeter Defense ship, Mining Rig, Construction Vessel, Inter-planetary/inter-station Airliner, Tourist Vessels.
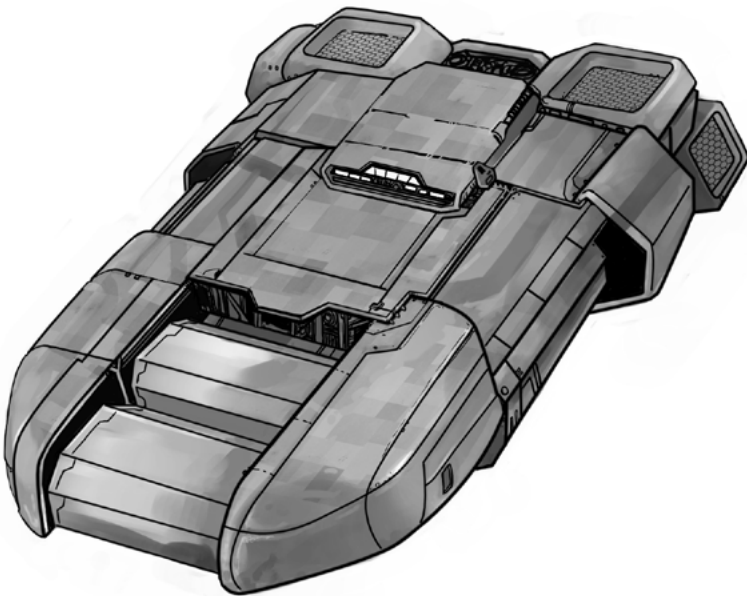
Class 2 Starships

The most common type of Jump-capable vessel out there. Class 2s are the most versatile and varied of the Classes, and even minor business ventures and cooperatives can afford to field one. Characters often start the game owning one of these vessels (along with significant debt to the faction that made it).

Class 2 ships are the only Jump-capable vessels that can safely land on most planetary surfaces, unlike the Class 3s and 4s. They can make planetfall with only minor difficulty aside from the massive power expenditure on propulsion and shields, making them the exploration starships of choice. Since Class 2s are expected to spend weeks in deep space between Jump Points, they are equipped with waste recyclers for oxygen, water and food, as well as a small hydroponics closet.

This class of starship has the standard four sections (helm, engineering, cargo, quarters) arranged in a myriad of ways. Each section has its own hardpoint.

> **Average Size:** ~75-250m, can usually carry 2-4 units of cargo and/or shuttles.
>
> **Crew/Passengers:** Can be run efficiently with 2-4 people, and can support dozens of additional passengers/crew.
>
> **Common Ship Types:** Gunboat, Bomber, Small Cargo Ship, Courier, Transport, Scout, Explorer, Salvage Junker.
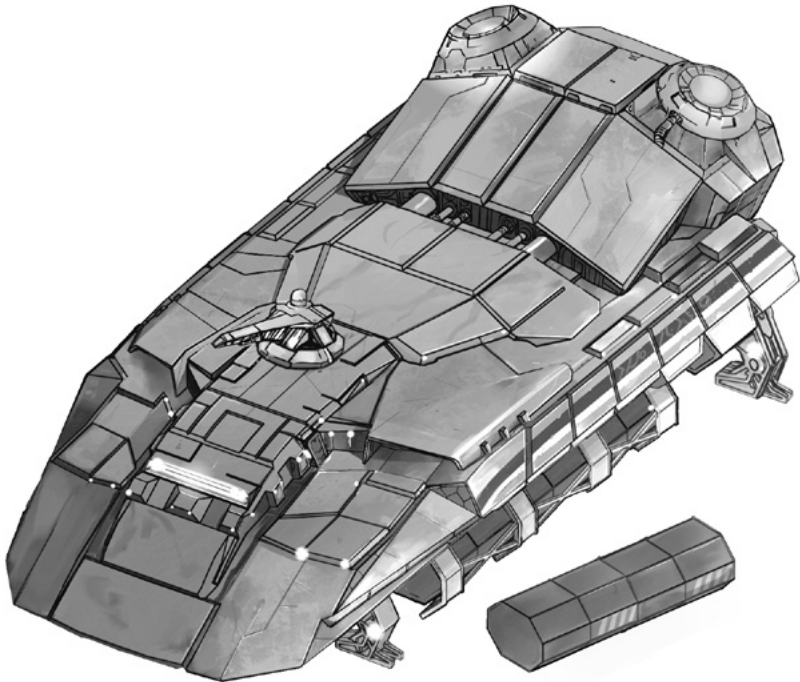
Class 3 Starships

Also known as ?Heavies? or ?Barges?, the Class 3s are three to four times the size of Class 2s. They are much larger and more complicated vessels capable of carrying a few hundred passengers and dozens of cargo containers. The extra space also allows for a greater quality of life, more robust life support and food production. Military Class 3s can bring a veritable arsenal of artillery to bear, with heavy shields and heavier armor.

However, Class 3s lack maneuverability, and their size and mass makes it very difficult to land on uneven surfaces; touching down on something other than a landing strip/launch pad is a risky maneuver at best. Factions and large conglomerates maintain a number of Class 3 vessels, usually escorted by a few Class 2s.

In addition to having the same four sections as a Class 2, Class 3 vessels have two extra sections, which are either of the same type or of two different types. The types of extra sections determines the ship?s role: extra cargo holds for freighters, extra engineering bays for military vessels, extra helms for scientific ships, extra quarters for transports, etc.

> **Average Size:** ~250m-2km, can carry 20+ cargo containers, or double if outfitted to be a freighter.
>
> **Crew/Passengers:** Minimum 12 crew, usually 20+. Can support 200+, or double if outfitted as a transport.
>
> **Common Ship Types:** Destroyer, Frigate, Cargo Freighter, Science Vessel, Troop Transport, Passenger Liner, Colony Ship.
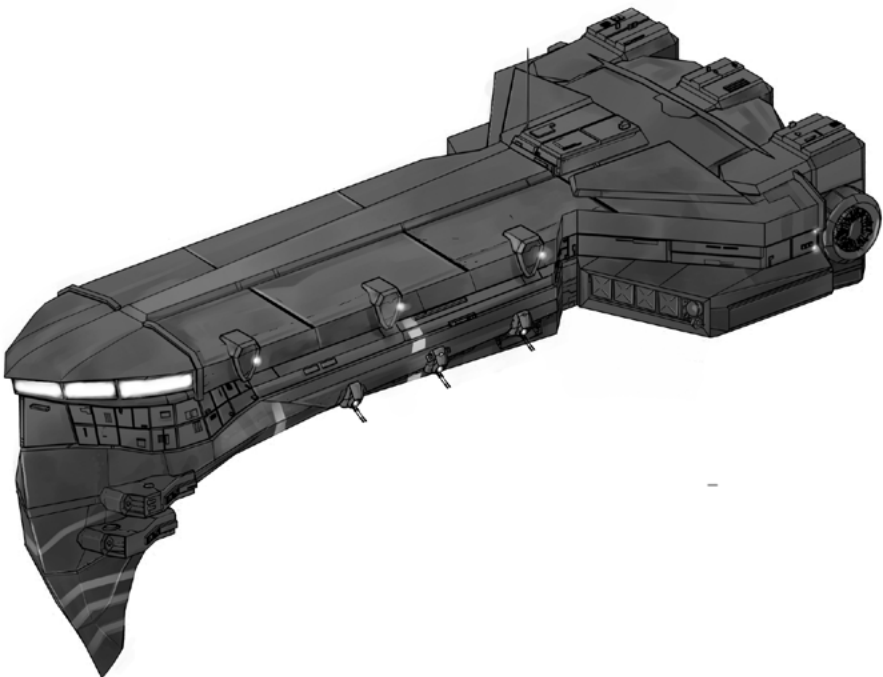
Class 4 Starships

The pinnacle of spaceship engineering, these titans serve as the flagships of interstellar fleets. Class 4s are quite rare and extremely valuable; each one is constructed for a specific function at great cost. Factions often gauge each other?s power by how many Class 4s they can afford to field.

Ships this large require paired or even quad-Jump engines, as well as multiple, dedicated power cores for the myriad subsystems that keep it running.

Class 4s are so large that some act as star-faring cities, mobile space stations providing habitation for thousands of families. Other Class 4s act as heavy carriers, transporting entire wings of fighters and bombers on Jumps. The sheer size and weight means that entering planetary atmospheres is very difficult, and landing is suicidal.

The standard starship sections (helm, engineering, quarters, cargo) are four times larger on a Class 4. Each of these sections has four armament hardpoints. Additionally, each workspace on a Class 4 is its own section inside the ship, rather than being integrated into one of the basic sections.

> **Average Size:** ~2-10km, can carry up to four Class 2 starships within it, as well as dozens of shuttles/fighters.
>
> **Crew/Passengers:** 100-300 crew. Can support 3000 people, or 8000+ if outfitted as a transport.
>
> **Common Ship Types:** Cruise Line, Capital Ship, City-ship, Carrier, Manufactory, Stellar Forge, Battlecruiser.
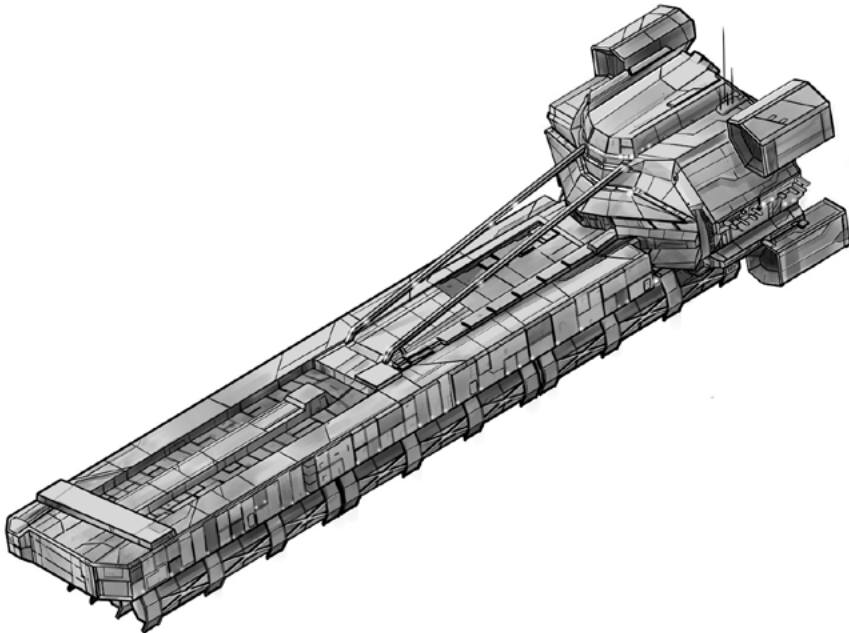
Space Stations

The only man-made thing that challenges the size of Class 4 Starships, and considerably more common, Space Stations are relatively immobile or orbital platforms that are host to entire cities or industries.

For every civilized system, there are usually a handful of space stations of various size and function. They provide a stable base in the void. Small space stations tend to be crewed by dozens at a time, out in lonely, remote corners of the sector. Large, popular stations are gigantic, bustling superstructures, cities in their own rights, with their own cultures, hearts and souls.

While they follow most of the same layout rules as a Class 4 ship (large sections with 4 weapon hardpoints, each workspace has its own section), most stations lack any kind of propulsion, and none of them have Jump drives.

> **Average Size:** ~2-10+km. Can dock multiple Class 2 and 3 starships.

> **Crew/Passengers:** 50-500 crew/workers. Can support 5k visitors, or 5k permanent residents + an additional 10k visitors if outfitted for habitation.

> **Common Station Types:** City Station, Trading Post, Orbital Refinery, Listening Post, Commercial Waystation, Jump Station, Military Outpost, Scientific Observatory, Penal Colony, Orbital Resort Hotel.
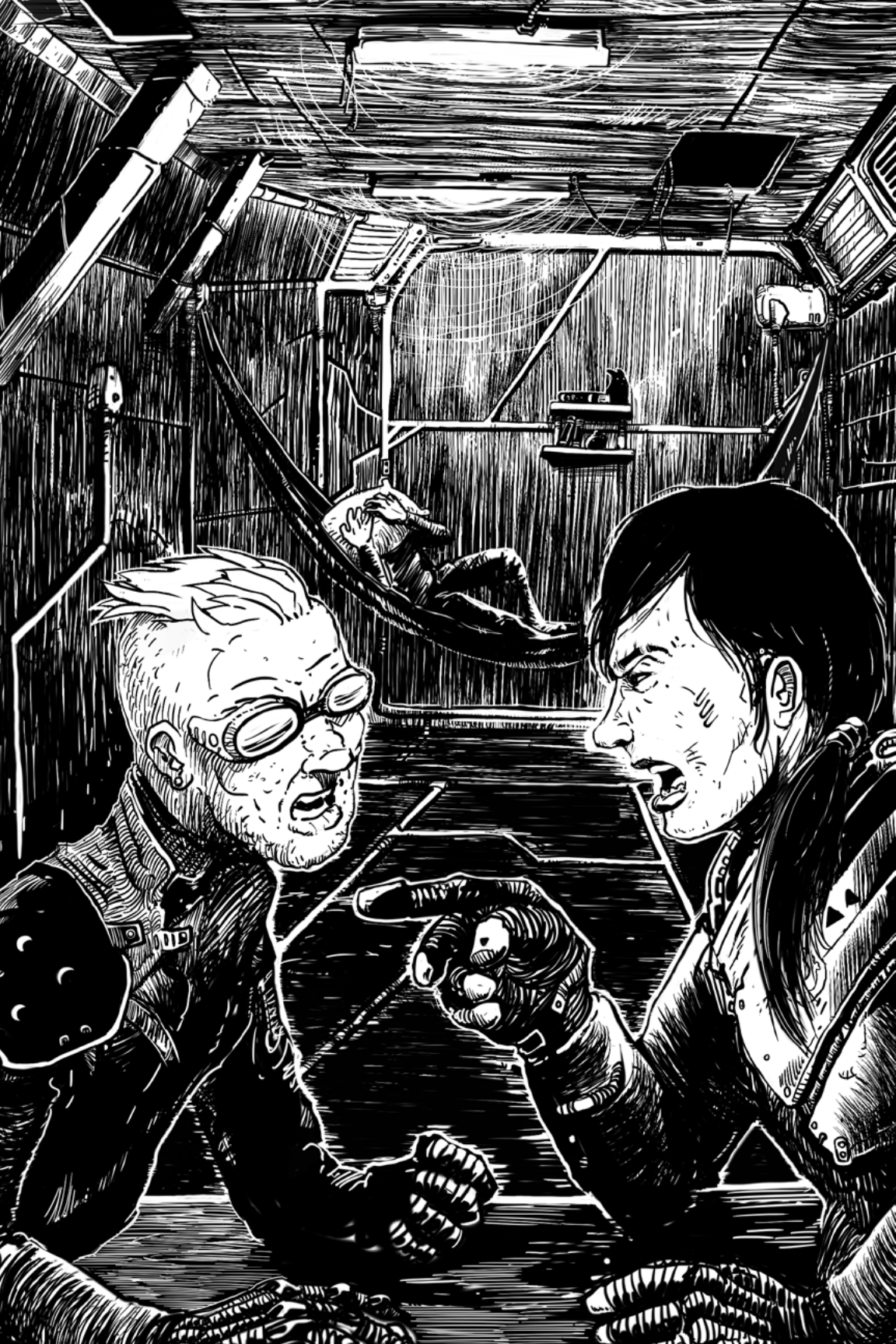
SECTOR 11 - DEPARTURES

Campaigns

The Departures chapter deals with creating and running a new Uncharted Worlds campaign:

Campaign Setup ? A step-by-step guide to creating a campaign.

Setting ? The general location, activities and tone of the campaign.

Setting Workspaces ? The places in the setting where the characters work.

The First Session ? Starting the first session in medias res.

Advancement ?Earning experience and gaining new skills.

Example Jump Point ? ?Planet-bound Salvage?, an example scenario to run as a first session.

?If you wish to make an apple pie from scratch, you must first invent the universe.?
? Carl Sagan, Cosmos

Campaign Setup

A campaign is a series of play sessions set in the same universe, following the same protagonists as they face a variety of trials, suffer bittersweet success and snatch defeat from the jaws of victory. In television terms, a campaign is a show, and each play session is an episode. The average play session lasts from three to five hours, though longer sessions are possible, depending on the group involved.

Creating a campaign of Uncharted Worlds is a collaborative process between the players and the GM. The GM acts as a guide and moderator, helping the players through the stages of campaign creation; setting choice, character creation, equipment creation, faction creation and ship creation.

After choosing a setting, each of the steps of campaign creation is covered in detail in its own chapter.

- **Choose a Setting (page 157):** The players and GM should decide on a starting situation or location for the characters: Starship, Grand Starship, Station, Colony or City.
- **Character creation (Sector 07 ? Habitation, page 74):** Each player follows the steps of character creation, choosing careers, origin, skills, description and name.
- **Equipment creation (Sector 08 ? Marketplace, page 113):** Each player designs assets for their characters: A Class 0 attire (default clothing), two Class 1 assets, one Class 2 asset.
- **Faction creation (Sector 09 ? Embassy, page 135):** The players and GM decide how many factions will be active in the campaign, and design those factions. The players choose whether they are independent or allied to a faction, and assign their debt accordingly.
- **Ship creation (Sector 10 ? Hangar, page 140):** If the setting is a ?Starship? setting, the players design the layout of their starship, assign workspaces to the ship sections, and choose the ship?s armament. Otherwise, the characters introduce workspaces to their current setting (see ?Setting Workspaces?, page 158).

Quick Start

The group can opt to run a Quick Start game if they wish to quickly get to the meat of the game, especially in the case of one-shot games, test runs or convention games. Instead of going through the process of campaign creation, each player selects a premade character and makes a few basic choices on the sheet. Pre-generated character, ship and campaign sheets can be found at www.unchartedworlds.com/downloads).

The GM uses the example scenario given in this chapter to kick off the story.

Setting

The players and GM should agree on a starting situation or location for the characters, which will help shape the opportunities, dangers, personalities and stories.

The five types of settings are:

Starship (Default):
The characters are co-owners of a small Class 2 starship. The ship is comprised of a helm, engines, small cargo bay and cramped crew quarters. A Starship campaign moves around a lot; it involves a lot of planet-hopping, alien worlds, discovery, and running away. Example: Firefly.

Grand Starship:
The characters are officers, workers or passengers on a large Class 3 or Class 4 starship, often belonging to one of the established factions. A Grand Starship campaign usually involves loyalty, teamwork, hierarchy and large-scale events and challenges. The campaign moves around, but at a controlled, deliberate pace. Examples: Star Trek, Battlestar Galactica.

Station:
The characters work and live in a large, self-sufficient facility with a primary purpose; a planetary dome, asteroid base or space station. A Station campaign will likely revolve around the purpose or operations of said facility, and the dangers that threaten it and the people who work there. Examples: Babylon 5, Deep Space 9.

Colony:
The characters live in a frontier colony, a town shared with a number of NPCs. A Colony campaign charts the growth of the community, its struggles and trails, and all the interpersonal drama and small town politics. Examples: Outcasts, Earth 2.

City:
The characters work in a major city. Each major faction is present to one degree or another, and the characters likely have homes, careers and family there. A City campaign will have a high incidence of politics, subterfuge and clandestine activity. Example: Caprica.

Setting Workspaces

At the end of campaign creation, each character selects one of the four workspaces offered by their chosen careers and introduces it, explaining how it fits in the setting. Workspaces act as places of business, craftsmanship or leisure. A character usually spends much of their time in or around their workspace, especially during downtime.

If the setting is a **Starship**, the chosen workspaces affect the entire ship, both functionally and aesthetically, but they are cramped, narrow affairs like closets, nooks, small room, shared workshops, etc.

If the setting is a **Grand Starship** or a **Station**, the chosen workspaces are large rooms, sections, or possibly entire wings or floors.

If the setting is a **Colony** or a **City**, the chosen workspaces are likely buildings, compounds or neighborhoods.

> Example: A Scoundrel character in a Starship setting would introduce their ?Sleazy? workspace as ?a still tucked between the coolant, graffiti on the hull, and a pillow-strewn smoking den?. The same Sleazy workspace in a Colony setting could be introduced as a rowdy, raucous bar that the Scoundrel owns (or just likes to frequent), while a Sleazy workspace in a City setting could be a red light district where the Scoundrel works.

?Mediator? Z-22 Repeater Shotgun
Class 2 Firearm - Rifle - Rapid Fire, Impact
2 handed, Range: Close, Far
Rapid Fire (Unleashes suppressing fire at multiple targets.)
Impact (Heavy kinetic force that breaks bones and knocks people over.)

The First Session

Once the setting, characters and factions are introduced, the GM will get the game rolling. The story begins *in medias res*, throwing the characters right into a situation that demands their attention. In Uncharted Worlds this is known as a Jump Point, a pivotal moment that starts the session off with a bang.

To begin a session, the GM does the following:

Give a concise description of the locale or area where the scene takes place. Set the scene, provide the tone and ground the characters in their surroundings. Don?t bother with details or explanations just yet; instead, paint a picture using broad strokes and leave the players? imagination to fill in the gaps. For example:

> The shining spires of Kar?Tenva rise above you as your ship descends to docking port 57, down in the mid levels, just above clouds. Speeders and skycars sail lazily past; automated, like most things on this planet.

> The thorny canopy provided by the fat, distended trees cuts the harsh red sky into shafts of crimson sunlight and humid blue shade. Purple-black sludge pours from clay mounds in spurts, feeding the slow moving, caustic river that meanders through this tangled land.

> The Jump ends with its usual deeply-felt thud. Before you stretches the Falcon Expanse; three days of incandescent gas clouds and moon-sized chunks of ice between you and next Jump Point.

Introduce the pivotal event, threat or opportunity. Make it something immediate, something that insists the characters react. Keep it short and punchy, a statement of fact. When introduced, the Jump Point can be just before, right in the middle, or just after the pivotal event. The purpose is to provide the characters with an immediate danger or puzzle; it should be introduced as is, leaving the explanation of how things got to this point for later. For example:

> The massive wall-mounted holoscreens that cycle through news, weather and general alerts flick yet again, this time displaying the three-dimensional profile of one of your crew. Heinous crime descriptions and very high-paying galactic bounty prices crawl across the screen.

> The skittering creatures are almost upon you. Two of the colonist guides you hired have already fallen, their screams echoing from the tangle behind you.

> The shattered remains of a small attack fleet is scattered across the space lane. Broken ships and floating corpses are pushed aside by your ship?s shields. Bright pinpricks of light play above a lonely gas giant, signs of debris entering the atmosphere.

Prompt the characters to fill in the important details. Leave a few important variables out of the pivotal event and ask the characters to fill in the gaps. Ensure that the questions are leading questions, massage the responses, but give the players the opportunity to shape key aspects the coming story. Use the answers to flesh out and define the scenario. Further information about prompting can be found in Sector 03 ? Administration (page 40). The GM could ask:
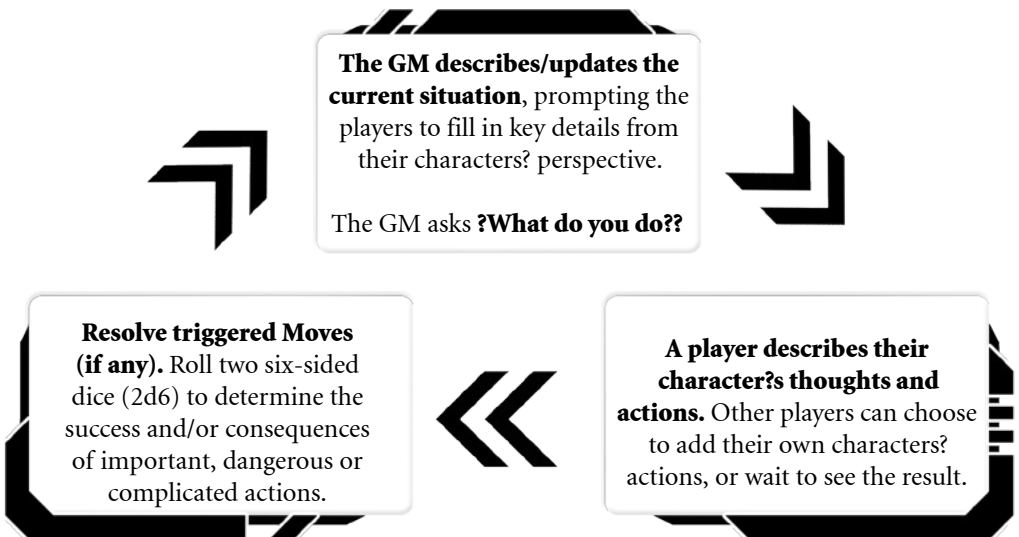
> Which of the crew is up on those bounty screens? What faction has set the bounty? What heinous crime does it say they committed? [To the character named on the bounty] Is that true? Did you really do that?

> What did the colonists discover that was worth coming to this primal alien planet? What do the creatures they stirred up look like? How do they kill their prey? What natural hazard is the team?s biggest impediment, now that you have to move swiftly to escape the creature?s breeding grounds?

> What volatile cargo are you carrying, and who commissioned its delivery? What faction identification can you find on the wreckage here? Who fought who?

Ask them: What Do You Do? This is the most important prompt, the one that begins the game. Follow the narrative, describing the results of the characters? actions, and always asking What Do You Do?

Move the story forward. Keep the game rolling by following the Sequence of Play.

The GM describes/updates the current situation, prompting the players to fill in key details from their characters? perspective.

The GM asks **?What do you do??**

Resolve triggered Moves (if any). Roll two six-sided dice (2d6) to determine the success and/or consequences of important, dangerous or complicated actions.

A player describes their character?s thoughts and actions. Other players can choose to add their own characters? actions, or wait to see the result.

Provide new adventures when the current one is resolved. Eventually the encounter will resolve itself. The fallout/consequences will have been dealt with, avoided or pushed back to some indeterminate future, and there will be a moment of respite. This might only take one session, or could take two or three, depending on the complexity and difficulty of the initial Jump Point.

Consider ending the current session on that note, especially if it?s late enough in the session. Alternatively, allow the characters to relax, take stock, interact, maybe go shopping. Encourage them to talk about their plans and desires and agendas for the near future, and prompt them with questions in order to discover more about the universe they live in. Use the space between these major events to have the characters build the setting.

The start of the following session is a perfect opportunity to throw a new Jump Point at them, jumping the story ahead to the next encounter. This Jump Point will be inherently tied to the events of the previous sessions, the characters? stated goals and agendas, and any loose ends that may come back to bite them in the rear.

Advancement

Characters gain new skills during their travels, learning from their successes and failures, and from the actions of their allies. Each character has an advancement trigger, which grants experience when a specific event or action happens. Eventually, the characters will gain enough experience to earn a new skill. In addition to providing character advancement, choosing a trigger is an important vote towards the situations that will happen during the game.

Choosing an Advancement

Each character?s advancement trigger is a situation which causes the entire group to gain experience points. At character creation, the player chooses which career they wish to advance, then chooses one of the five available advancement triggers for that career. Unless they are aiming for a specific skill in another career, a character usually chooses from one of their own two careers.

When a character undergoes a significant, drastic personal upheaval, they may also choose a new advancement from any career.

Two and three player campaigns: In games with only two or three players, each player chooses two Advancements for their character. When they have enough experience, they choose which of those two careers they advance.

List of advancement triggers per career

Academic
A life is saved or destroyed by science
A vital lesson is imparted
An experiment yields surprising results
A subject is thoroughly analyzed
A fascinating phenomenon is explained

Clandestine
An intentional ?accident? happens
A victim experiences true fear
A conspiracy is uncovered
An act is performed covertly
A dark secret is extracted

Commercial
A solution is purchased
A frivolous expense is made
A celebration is held
A rich resource is found
A cargo unit is exchanged

Explorer
An alien wilderness is traversed
A bold act fails spectacularly
A needed item is scrounged up
A ludicrous stunt turns the tides
A forgotten place is excavated

Industrial
A piece of junk proves pivotal
A piece of technology is ?improved?
A breakage occurs
An explosion alters the situation
A structural weakness is exposed

Triggering an Advancement

During the course of the game, when a player notices that any character?s actions fulfills their chosen trigger, every character gains 1 experience point (xp). Each player marks one xp on their character sheet. Each character?s advancement can only trigger once per session.

Advancements are only ever triggered by the direct or indirect actions of a character, but any character can trigger it, not just the owner of the advancement. It?s each player?s responsibility to point out when their character?s advancement has been triggered during play, to award experience to everyone. The vague nature of the conditions is intentional, allowing many situations to potentially trigger them (with the GM having the final say).

Gaining a Skill

When a character has earned experience equal to their current number of skills, their player does the following, in order:
1. Expend their accumulated experience points.
2. Choose a new skill from the career they were advancing.
3. Give up their current advancement method.
4. Choose a new advancement method, either in the same career or in a new career.

Note which advancement methods a character has previously completed; they cannot choose the same advancement method twice.

Military
An objective is taken by force
A perilous order is obeyed
An injury is sustained
A problem is resolved with firepower
A worthy enemy is exterminated

Personality
A relationship changes drastically
A statement starts or ends a fight
A difficult promise is upheld
A rumor spreads like wildfire
An unlikely hero is exalted

Scoundrel
A deal ends in betrayal
A broken law goes unpunished
A valuable is stolen
A threat is pre-emptively removed
An unsuspecting victim is exploited

Starfarer
A passenger reaches a destination
A solution leverages gravity
A piloting maneuver causes a reversal
A system is pushed to the limit
A new culture is experienced

Technocrat
A system?s security is breached
A solution is found on the SectorNet
A computer crash causes chaos
A pivotal data cluster is accessed
An offending program is expunged

Example Jump Point

How to use this Jump Point: The Jump Point broadly outlines the start of a story. It only creates an initial situation, and then demands that the players fill in the gaps and move the narrative forward. The player?s answers will shape the story. With so many variables, the Jump Point quickly becomes just a loose collection of guides and suggestions, rather than a proper ?adventure module? See where the story goes, and adapt accordingly.

Before beginning, take a moment to have each character briefly introduce themselves. Note the archetype of each character, it will allow you to tailor your prompts to their skills and aptitudes.

PLANET-BOUND SALVAGE
Themes: Heist, Combat

Outline: The characters are salvaging an important piece of cargo from a crashed starship on an unexplored world named SR-388. But a Faction has gotten involved in a violent way, and now the characters are trying to get away with their prize, and their lives.

Set the stage: (Read this first)
?The exposed support struts of this crashed starship curve overhead like the ribcage of a great, dead beast. The outer hull was utterly demolished by the ship?s crash landing many years ago. The inner rooms and hallways are buckled and strewn with debris. The ship?s inner cargo bay is still intact; your prize awaits. But the heist is interrupted in a flare of gunfire!?

Prompt the most combat-capable character:
?[Character A], you?re up in the helm of the starship wreckage, surrounded by offlined consoles and broken station chairs. Who are the jack-sockets currently firing at you? What faction is breaching its way into the wrecked ship, even if that means going through you??

The answer to this prompt will shape the way you describe the enemies; how they?re armored, what weapons they?re carrying, what tactics and tools are at their disposal, etc. It will also give the first hint at the character?s political situation.

Whatever the faction, they are very hostile, willing to kill to keep the characters from the special cargo container in the wrecked ship?s cargo bay. But they?ll have to get through the combat character first. Describe how they?re entering the crashed ship, how they are a threat, and ask Character A ?Do you stand against them? What do you do?? Resolve their first action, then pause that sequence for now?

Prompt the most technical/mechanical character:
?[Character B], the vault door to the inner cargo bay is tightly sealed. The locking mechanism is powered down. You can hear the sounds of combat down the hall behind you. Hopefully [Character A] can buy you some time. What Faction symbol is embossed on the door??

Here the player has the opportunity to create an inter-Faction political situation (by saying that the ship belonged to a different Faction than the one currently attacking), or to explain why the attackers are immediately hostile and forceful (it?s their ship). As always, ask, ?[Character B], what do you do?

The sealed door will pose a problem, as will moving the cargo container once inside. If the characters have a vehicle, describe the cargo container as being roughly 2 meters long, requiring two people to carry. If they?re on foot and need to hoof it back to their parked starship, describe the cargo as a smaller crate, able to be carried by one person (but making them Clumsy).

Prompt the most exploration- or stealth-focused character, especially if they have a personal vehicle:
?[Character C], you?re on outer perimeter. What kind of inhospitable terrain are we dealing with, outside the crashed ship? And why didn?t you see the [Faction] troop transport shuttles until they started disgorging their [agents/soldiers/pirates/faction-appropriate-warriors]??

This answer will provide a lot of color for the scene, quite literally in some cases. If the environment is molten or frozen or foggy or raining, it?ll greatly affect actions in or around the crashed ship. Hazardous, damaging terrain can also threaten the structural integrity of the ship itself, should you need to up the stakes.

Introduce an appropriate outdoor threat of the previously introduced Faction; if the character has a vehicle, give them vehicles. Otherwise have a patrol on foot. They do not know about the character out here yet, but they?re on guard. Ask the character ?What do you do??

Once they have the cargo, or if they wonder why they?re doing this in the first place, ask the character with the most business-sense or deal-making:
?Which faction hired you to retrieve this cargo? What kind of place is your drop-of point?? This will create further inter-faction complications, and give the players a clear indication of where to go next.

If (let?s face it: WHEN) a character opens the cargo container, ask that character:
?The container hisses open. [Character who opened it], what does the container hold, and why would you never knowingly transport it?? The actual contents of the container can add a number of moral, ethical or security concerns to the story, possibly making the characters re-assess their plans.

When they get closer to their destination, feel free to ask any of them about the place they?re heading:
?What makes this place such a hell-hole?? or ?Why did you never want to come back here again?? or ?What is the one thing that makes this place worth visiting?? and such. Extrapolate the answers to paint the location.

Once the characters get closer to the drop-off point at their destination, ask the character with the most people-skills:
?You?re scheduled to meet your contact with [the Faction that hired the characters]. Who is this contact, and why do you have to be really, really careful around them??

If the players ask a question that you can?t answer at that time, prompt the character who would likely know the answer. If the question would require research or study, have them make an Assessment, *then* prompt them for their results.

Delivering the cargo can be an entire adventure in its own right. Especially if the answer to ?what is the cargo? turns out to be particularly dangerous. The hostile Faction is likely still in pursuit, creating opportunities for spaceship battles, boarding parties or surprise raids at any point between escaping the planet and handing off the cargo.

Check the character?s Debts. Even higher stakes can be added if yet another Faction calls upon one of the characters and demands to have their Debt repaid by betraying the Faction that hired the characters in the first place.

SECTOR 12 - MONUMENT

Kickstarter Thanks

A big thank you to each and every one of the wonderful community members who have pledged, shared, play tested, commented or otherwise been a part of the creation of Uncharted Worlds.

It can?t be said enough: I?m honored and humbled by your support.

?They will join with the souls of all our people. Melt one into another until they are born into the next generation. Remove those souls and the whole suffers.?
? Delenn, Babylon 5

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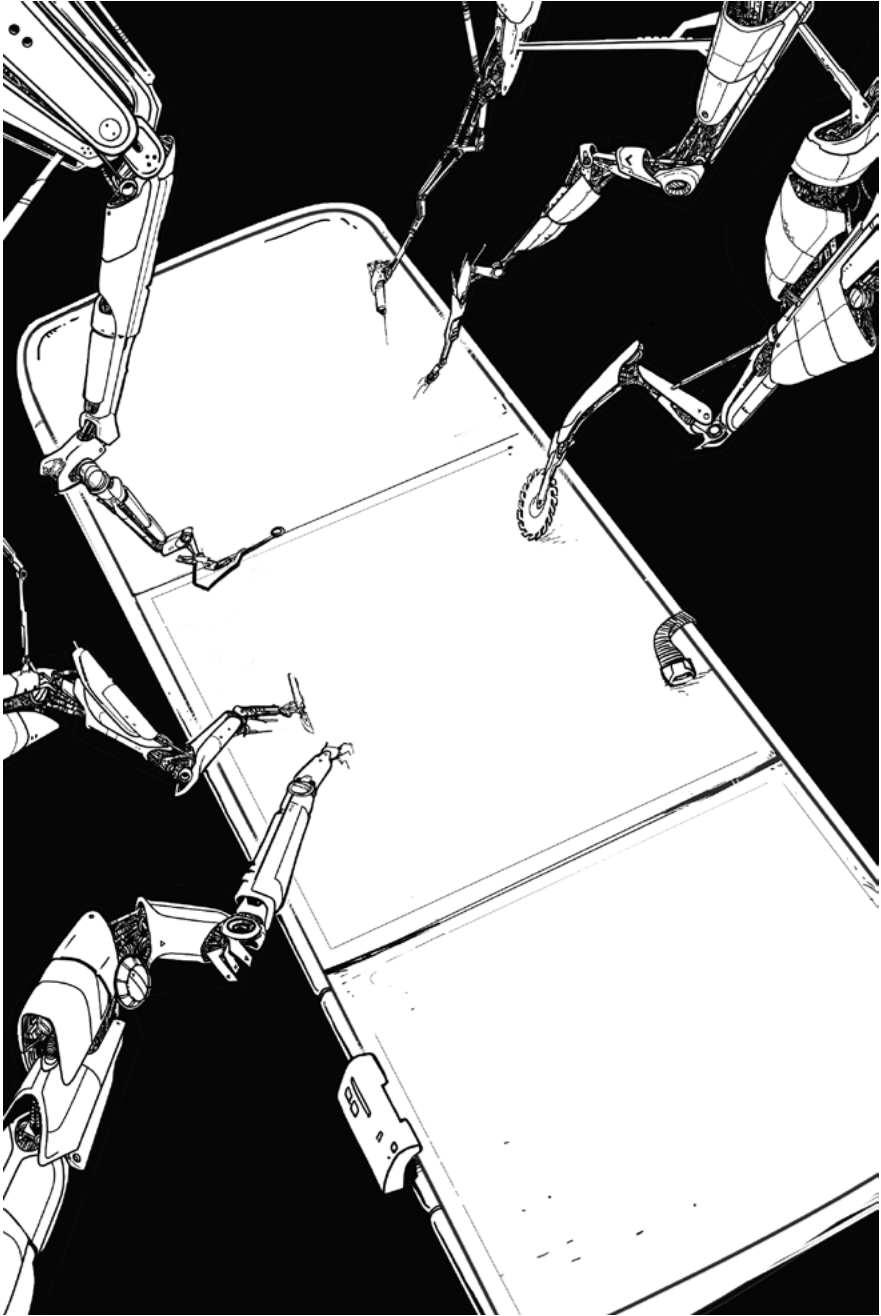Joseph Le May
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