

**Ships and Stars**  
A Pathfinder based Science-Fiction RPG  
Written by David Wofford

## **Special Thanks**

Thanks to (People I'll figure out later.)

## **Licensing**

Open Gaming License (To do later)

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## Core Rules

### *Quick Start Guide For d20 Veterans*

When rolling, 1 is not a guaranteed botch nor is 20 a guaranteed success. Crits and botches occur when the roll is 10 or more away from the DC. Rolling 20 above the DC is a double crit and 20 below is a double botch and so forth.

#### **Skills:**

The skill points you get from your class must be spent on class skills. The skill points you get from your intelligence modifier can be spent on any (non-exclusive) skill. You get the +3 trained bonus for any skill you put point(s) into. There are no penalties to non-class skills.

#### **Multiple Attacks:**

You do not automatically gain additional attacks per round.

#### **Feats:**

You gain an additional feat every odd level.

#### **Saving Throws:**

All saving throws increase by 1 every even level instead of being class specific.

Other changes...

There, now you can skip the rest of this chapter and go straight to the next one.

### *Character Stats*

Each character has six primary scores called 'stats'. Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma.

#### **Charisma**

This is how personable a character is. Even though physical appearance can influence this, the charisma score is much more than just how good someone looks.

#### **Constitution**

This is how tough a character is.

#### **Dexterity**

Description

## Intelligence

Description

## Strength

Exactly what it says on the tin. This is how strong a character is. This stat is important for characters who tend to wield physical weapons such as the Primitive.

## Wisdom

Description

## Ability Modifiers

Explain mods

Score	Modifier
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

Table 1: Score Modifiers

## Saving Throws

Talk about saves here.

## *Rolling, Successes and Botches*

Almost every time you're asked to roll without further information, what you're supposed to roll is a twenty sided die. (Often called a d20 for short.) You take the result of your roll and add appropriate modifiers (defined elsewhere in this book) to get a total. Your total is compared to another target (sometimes called DC or Difficulty Class) number to determine success or failure. If your total is the target or higher, you succeeded in your task. If you rolled less than the target, you failed.

If your roll was exceptionally higher or lower than the target, special things happen. For every multiple of 10 that you exceed the target, your roll is considered a "crit" or critical

success. So, if your target was a 2 and you rolled a total of 23, you would have “double critted” or gotten two critical successes.

On the other hand, for every multiple of 10 below your target, you “botched” the roll. If you attempted a very difficult task with a DC of 25 and only rolled a 3, you would have double botched. The results of crits and botches varies depending on your task and the specifics are defined elsewhere. In general, a botch is a disastrous result while a critical success is an amazingly good one.



## Combat

### *General Combat Rules*

**Base Attack Bonus (BAB)**

**Armor Class (AC)**

### *Ground*

Ground specific rules

### *Space*

Space specific rules

## Backgrounds (Races)

### ***Earth Born***

A human born and raised on Earth. An Earth Born human is used to a higher standard of living than any other human.

Bonuses:

Gravity Proficiency: Medium – Earth is the basis of gravity scales so, humans raised there are used to normal gravity.

1 extra skill point per level

1 free feat at first level

A one-time +2 bonus to any attribute at character creation.

+2 Background bonus to Knowledge: Earth

Earth Born Humans start with twice the normal amount of credits.

### ***Extreme World Colonist***

A human who grew up on a world with extreme gravity.

Bonuses:

+4 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence – Extreme World residents are tough and extremely strong but aren't nimble or smart.

Gravity Proficiency: Extreme

1 free feat at first level

1 extra skill point per level

+2 Background bonus to Knowledge: Home Planet

### ***Heavy World Colonist***

A human who grew up on a world with heavy gravity.

Bonuses:

+2 Strength, +2 Constitution, -2 Dexterity – Heavy World residents are strong and tough but aren't nimble.

Gravity Proficiency: Heavy

1 free feat at first level

1 extra skill point per level

+2 Background bonus to Knowledge: Home Planet

### ***Light World Colonist***

A human who grew up on a world with light gravity.

Bonuses:

+2 Dexterity, +2 Wisdom, -2 Constitution – Light World residents are nimble and wise but frail.

Gravity Proficiency: Light

+2 Background bonus to Knowledge: Home Planet

## Page 10

1 extra skill point per level  
1 free feat at first level

### ***Medium World Colonist***

A human who grew up on a world with medium gravity other than Earth.

Bonuses:

1 extra skill point per level  
1 free feat at first level

A one-time +2 bonus to any attribute at character creation.

Gravity Proficiency: Medium

+1 Background bonus to one of the following skills (Choose at first level): Craft, Knowledge: Home System, Perform, Profession

+2 Background bonus to Knowledge: Home Planet

### ***Spacer***

A human who grew up in the vastness of space. Some grew up on space stations, others on spaceships. For all spacers, life is a great challenge. Spacers cannot be primitives.

Bonuses:

Gravity Proficiency: Zero or Light (Choose one at first level) – Gravity Plating is expensive and few spacers can afford it. For those who can, light is all that they can afford. Some spacers generate gravity by rotation. Rotational gravity is the same as light. Spacers who pick light gravity start with half the normal amount of credits.

1 free feat at first level

+2 Dexterity, +2 Intelligence, -2 Strength – Spacers are nimble and smart but, they don't have much for strength.

Two free skill point per level, one of which must be spent on one of the following skills: Computers, Knowledge: Space, Knowledge: System (Any), Navigation, Pilot, Repair or Survival

## Classes

### ***Academic***

Role – Buffer

#### **Class Skills**

Appraise (Intelligence)

Craft (Intelligence)

Sub-crafts go here

Computers (Intelligence)

Diplomacy (Charisma)

Forgery (Intelligence)

Heal (Wisdom)

Knowledge (Intelligence)

Biology

Chemistry

Geology

History

Myths

Physics

Planet: Name

Psychology

Space

System: Name

Navigation (Intelligence)

Perception (Wisdom)

Perform (Varies)

Act (Charisma)

Dance (Dexterity)

Instrument: Name (By Instrument)

Juggle (Dexterity)

Sing (Charisma)

Pilot (Dexterity)

Aircraft

Landcraft

Oceancraft

Spacecraft

Profession (Varies)

Sub-Professions go here

Repair (Intelligence)

Sense Motive (Wisdom)

Speak Language (N/A)

Survival (Wisdom)

## **Class Features**

Skill Points per level – 6+Int Mod

Vitality Points per level – d6+Con Mod

BAB per level – 1/2

Saving Throws

Will +2

Reflex +2

Armor Proficiency – None

Weapon Proficiency – One of Pistol, Hand or Bow (Choose at first level)

“Forcefield” Proficiency – None

### ***Well Educated***

You are considered to be trained in all knowledge skills in this book. And, you gain a Level/2 (minimum 1) bonus to all knowledge checks.

### ***Academic Specialty***

Description....

### ***Master of Skills***

At 1st level and every fifth level thereafter, you gain Skill Focus as a bonus feat. The skill chosen for this bonus feat must come from the academic’s class skill list.

### ***Gravity Assist***

Whenever an ally is suffering from gravity non-proficiency penalties, you may make a Knowledge Planet (or Space for Zero Gravity) roll DC15+(The number of gravities between current and that ally’s proficiency) to reduce those penalties by half rounding down. This benefit lasts a number of rounds equal to your intelligence modifier. Every fourth level, you may target another ally with this ability at the same time; the DC for each ally is determined separately.

## ***Disruptor***

Role – Planner

### **Class Skills**

Acrobatics (Dexterity)  
Climb (Strength)  
Craft (Intelligence)  
    Sub-crafts go here  
Computers (Intelligence)  
Concentration (Constitution)  
Demolition (Intelligence)  
Disguise (Charisma)  
Forgery (Intelligence)  
Handle Animal (Charisma)  
Jump (Strength)  
Knowledge (Intelligence)  
    Geology  
    Physics  
    Planet: Name  
    Space  
    System: Name  
Navigation (Intelligence)  
Perception (Wisdom)  
Pilot (Dexterity)  
    Aircraft  
    Landcraft  
    Oceancraft  
    Spacecraft  
Profession (Varies)  
    Sub-Professions go here  
Repair (Intelligence)  
Sense Motive (Wisdom)  
Speak/Write Language (N/A)  
Stealth (Dexterity)  
Survival (Wisdom)  
Swim (Strength)

### **Class Features**

Skill Points per level – 6+Int Mod  
Vitality Points per level – d6+Con Mod  
BAB per level – 3/4  
Saving Throws

## Page 14

Fortitude +2

Armor Proficiency – Light

Weapon Proficiency – Pistol, Heavy, Siege

“Forcefield” Proficiency – Light

## ***Infiltrator***

Role – Heavy Hitter

### **Class Skills**

Acrobatics (Dexterity)  
Appraise (Intelligence)  
Climb (Strength)  
Computers (Intelligence)  
Concentration (Constitution)  
Diplomacy (Charisma)  
Disguise (Charisma)  
Forgery (Intelligence)  
Handle Animal (Charisma)  
Jump (Strength)  
Knowledge (Intelligence)  
    Cybermancy  
    History  
    Planet: Name  
    Space  
    System: Name  
    Tactics  
Navigation (Intelligence)  
Perception (Wisdom)  
Pilot (Dexterity)  
    Aircraft  
    Landcraft  
    Oceancraft  
    Spacecraft  
Repair (Intelligence)  
Sense Motive (Wisdom)  
Speak/Write Language (N/A)  
Stealth (Dexterity)  
Survival (Wisdom)  
Swim (Strength)  
Use Rope (Dexterity)

### **Class Features**

Skill Points per level – 8+Int Mod  
Vitality Points per level – d6+Con Mod  
BAB per level – 3/4  
Saving Throws  
Will +2



## Page 16

Reflex +2

Armor Proficiency – Light

Weapon Proficiency – Hand, Pistol

“Forcefield” Proficiency – Light

### ***Sneak Attack***

When you successfully attack an opponent with a melee weapon or a ranged weapon within six spaces who is granting you combat advantage (defined elsewhere) you deal one point of wound damage to that opponent as well as regular combat damage. This damage increases by one every four levels (4th, 8th, 12th, 16th, and 20th).

### ***Quick Movement***

At 2nd, 6th, 10th, 14th and 18th level, your move speed increases by one space.

## ***Medic***

Role – Buffer

### **Class Skills**

Bunches to be put in later

### **Class Features**

Skill Points per level – 5+Int Mod

Vitality Points per level – d6+Con Mod

BAB per level – 1/2

Saving Throws

Will +2

Fortitude +1

Reflex +1

Armor Proficiency – None

Weapon Proficiency – None

“Forcefield” Proficiency – None

## ***Officer***

Role – Buffer

### **Class Skills**

Acrobatics (Dexterity)  
Appraise (Intelligence)  
Climb (Strength)  
Craft (Intelligence)  
    Sub-crafts go here  
Computers (Intelligence)  
Concentration (Constitution)  
Diplomacy (Charisma)  
Disguise (Charisma)  
Forgery (Intelligence)  
Heal (Wisdom)  
Jump (Strength)  
Knowledge (Intelligence)  
    Biology  
    Chemistry  
    Geology  
    Physics  
    Planet: Name  
    Space  
    System: Name  
    Tactics  
Navigation (Intelligence)  
Perception (Wisdom)  
Perform  
    Orate (Charisma)  
Pilot (Dexterity)  
    Aircraft  
    Landcraft  
    Oceancraft  
    Spacecraft  
Repair (Intelligence)  
Sense Motive (Wisdom)  
Survival (Wisdom)  
Swim (Strength)

### **Class Features**

Skill Points per level – 4+Int Mod  
Vitality Points per level – d8+Con Mod

BAB per level – 3/4  
Saving Throws  
Will +2  
Reflex +2  
Armor Proficiency – Light  
Weapon Proficiency – Pistol, Rifle, Heavy  
“Forcefield” Proficiency – Light

***Officer Specialty***

At first level, choose Academic Specialty or something else.

***Delegate***

As a standard action, choose an ally and make a skill roll at DC 10, if successful that ally gains a +2 leadership bonus to that skill for a number of rounds equal to your Intelligence modifier. You may delegate a number of allies up to your Charisma modifier at any one time.

***Rousing Speech***

As a standard action, roll a Perform Orate check at DC 15 to grant all allies a +1 leadership bonus to attack and damage for a number of rounds equal to your Charisma modifier. This bonus increases to +2 at 6th level, +3 at 11th level and +4 at 16th level.

***Inspire by Example***

When you score a critical hit, you may choose to also take the same amount of vitality damage that you deal. If you do this, a number of allies up to your charisma modifier (excluding yourself) each gain an equal amount of temporary vitality points. At 11th level, you no longer take damage when you use this ability.

***Soldier Training***

At every fourth level, you gain an additional feat with the “Soldier” keyword.

## ***Primitive***

Role – Heavy Hitter

### **Class Skills**

None

### **Class Features**

Skill Points per level – Int Mod

Vitality Points per level – d12+Con Mod

BAB per level – 1

Saving Throws

Fortitude +2

Reflex +2

Armor Proficiency – All

Weapon Proficiency – All melee

“Forcefield” Proficiency – None

#### ***Brutal Strike***

Whenever you land a critical hit with a melee weapon, you may apply any amount of your damage ability modifier to wound points instead of vitality as normal.

#### ***Exhausting strike***

Whenever you land a non-critical, non-sneak attack with a melee weapon, you may choose to deal double the normal damage; if you do this, you take half the damage you deal (rounding up). Increase this to triple damage at 5th level, quadruple damage at 10th level, quintuple damage at 15th level and sextuple damage at 20th level.

#### ***Quick Movement***

At 2nd, 6th, 10th, 14th and 18th level, your move speed increases by one space.

## ***Sniper***

Role – Heavy Hitter

### **Class Skills**

Climb (Strength)  
Concentration (Constitution)  
Disguise (Charisma)  
Jump (Strength)  
Perception (Wisdom)  
Repair (Intelligence)  
Stealth (Dexterity)  
Survival (Wisdom)

### **Class Features**

Skill Points per level – 4+Int Mod  
Vitality Points per level – d6+Con Mod  
BAB per level – 3/4  
Saving Throws  
Fortitude +1  
Reflex +1  
Will +1  
Armor Proficiency – None  
Weapon Proficiency – Pistols, Rifles  
“Forcefield” Proficiency – Light

### ***Studied Shot***

You may spend a round studying a target that you can see through a scope. After two rounds of study, you gain the following bonuses to that target with ranged attacks: +1 to hit, +1 to damage, +1 to critical hit damage and +1 to critical threat range. At 5<sup>th</sup> level, and every five levels thereafter (10<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level), these bonuses increase by +1.

## ***Soldier***

Role – Infantry

### **Class Skills**

Climb (Strength)  
Concentration  
Jump (Strength)  
Perception (Wisdom)  
Pilot (Dexterity)  
    Landcraft  
Survival (Wisdom)  
Swim (Strength)

### **Class Features**

Skill Points per level – 2+Int Mod  
Vitality Points per level – d10+Con Mod  
BAB per level – 1  
Saving Throws  
Fortitude +2  
Armor Proficiency – Light  
Weapon Proficiency – Pistol, Rifle, Heavy, Siege  
“Forcefield” Proficiency – All  
At 1st level and every even level, you gain an additional feat with the “Soldier” keyword.

### ***Favored Weapon***

At 1st level, a soldier selects a weapon type. (Primitive, Melee, Pistol, Rifle, Heavy, or Siege.)  
They gain a +1 bonus on attack and damage rolls as well as +1 to critical threat range.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the soldier may select an additional Favored Weapon. In addition, at each such interval, the bonus with any one favored weapon (including the one just selected, if so desired) increases by +1.

## ***Spec-Ops***

Role – Infantry

### **Class Skills**

Acrobatics (Dexterity)

Climb (Strength)

Craft (Intelligence)

    Sub-crafts go here

Computers (Intelligence)

Concentration (Constitution)

Disguise (Charisma)

Forgery (Intelligence)

Handle Animal (Charisma)

Jump (Strength)

Knowledge (Intelligence)

    Geology

    Physics

    Planet: Name

    Space

    System: Name

    Tactics

Navigation (Intelligence)

Perception (Wisdom)

Pilot (Dexterity)

    Aircraft

    Landcraft

    Oceancraft

    Spacecraft

Profession (Varies)

    Sub-Professions go here

Repair (Intelligence)

Sense Motive (Wisdom)

Speak/Write Language (N/A)

Stealth (Dexterity)

Survival (Wisdom)

Swim (Strength)

### **Class Features**

Skill Points per level – 4+Int Mod

Vitality Points per level – d8+Con Mod

BAB per level – 1

Saving Throws



**Page 24**

Reflex +2

Fortitude +2

Armor Proficiency – Light

Weapon Proficiency – Pistol, Rifle, Hand

“Forcefield” Proficiency – Light

**Page 24**

***Tactician***

Role – Planner

**Class Skills**

Appraise (Intelligence)  
 Computers (Intelligence)  
 Concentration (Constitution)  
 Diplomacy (Charisma)  
 Knowledge (Intelligence)  
     Biology  
     Geology  
     History  
     Physics  
     Planet: Name  
     Psychology  
     Space  
     System: Name  
     Tactics  
 Perception (Wisdom)  
 Sense Motive (Wisdom)

**Class Features**

Skill Points per level – 4+Int Mod  
 Vitality Points per level – d6+Con Mod  
 BAB per level – 1/2  
 Saving Throws  
 Will +2  
 Reflex +2  
 Armor Proficiency – None  
 Weapon Proficiency – Pistols, Siege  
 “Forcefield” Proficiency – Light

***Flank***

As a full round action make a Knowledge Tactics roll at DC10 + twice the number of enemies + the number of allies. If you succeed, designate a number of enemies up to your intelligence modifier; those enemies grant combat advantage to each of your allies until the start of your next turn.

***Retreat***

As a full round action make a Knowledge Tactics roll at DC10 + twice the number of enemies + the number of allies. If you succeed, designate a number of allies up to your intelligence modifier; those allies may move without provoking attacks of opportunity as

long as that ally does not perform any attack actions.

## Skills

Acrobatics (Dexterity)  
Appraise (Intelligence)  
Climb (Strength)  
Craft (Intelligence)  
    Sub-crafts go here  
Computers (Intelligence)  
Concentration (Constitution)  
Demolition (Intelligence) X  
Diplomacy (Charisma)  
Disguise (Charisma)  
Forgery (Intelligence) X  
Handle Animal (Charisma)  
Heal (Wisdom)  
Jump (Strength)  
Knowledge (Intelligence)  
    Biology  
    Chemistry  
    Geology  
    History  
    Myths  
    Physics  
    Planet: Name  
    Psychology  
    Space  
    System: Name  
    Tactics  
Navigation (Intelligence) X  
Perception (Wisdom)  
Perform (Varies)  
    Act (Charisma)  
    Dance (Dexterity)  
    Instrument: Name (By Instrument)  
    Juggle (Dexterity)  
    Orate (Charisma)  
    Sing (Charisma)  
Pilot (Dexterity) X  
    Aircraft  
    Landcraft  
    Oceancraft  
    Spacecraft  
Profession (Varies)  
    Sub-Professions go here

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Repair (Intelligence)

Ride (Dexterity)

Sense Motive (Wisdom)

Speak/Write Language (N/A)

Stealth (Dexterity)

Survival (Wisdom) X

Swim (Strength)

Use Rope (Dexterity)

## ***Synergies***

Every 5 gives +1  
Having→Grants bonus in (← → means both directions)  
Physics→Chemistry  
Chemistry→Biology  
Biology→Heal  
Space → Navigation  
Planet← →System (Same, only one applies)  
Planet→Pilot (any except spacecraft) on that planet  
System→Navigation in that system  
Handle Animal→Ride  
Perform Act→Diplomacy  
Acrobatics← →Jump  
Acrobatics← →Perform Dance  
Computers→Repair (if it's a computer)  
Computers→Craft (Computer)  
Repair← →Craft (Mechanical)  
Sense Motive→Diplomacy  
Craft→Appraise (something you know how to make)  
Disguise→Perform Act  
Survival← →Planet (That Planet)  
Psychology→Diplomacy

## ***Concentration***

Concentration definition

## Feats

### ***Ace Pilot***

You gain a +1 feat bonus to all your pilot checks.

### ***Armor Proficiency, Light***

Soldier, You are proficient in light armor.

### ***Armor Proficiency, Heavy***

Soldier, You are proficient in heavy armor.

### ***Force-Field Proficiency, Light***

Soldier, You are proficient in light force-fields.

### ***Force-Field Proficiency, Heavy***

Soldier, You are proficient in heavy force-fields.

### ***Pistol Proficiency***

Soldier, You do not get penalties when fighting with pistols.

### ***Rifle Proficiency***

Soldier, You do not get penalties when fighting with rifles.

### ***Heavy Weapon Proficiency***

Soldier, You do not get penalties when fighting with heavy weapons.

### ***Siege Weapon Proficiency***

Soldier, You do not get penalties when fighting with siege weapons.

### ***Bow Proficiency***

You do not get penalties when fighting with bows.

### ***Hand Weapon Proficiency***

Soldier, You do not get penalties when fighting with Fists, Daggers, Knives and other similar weapons.

### ***Primitive Weapon Proficiency***

Soldier, Requires Hand Weapon Proficiency. You do not get penalties when fighting with any melee weapon.

### ***Quick Reload***

Soldier, Requires BAB $\geq$ 1. You may fire weapons that have a fire rate of standard action as an attack action. Also, you may fire weapons that have a fire rate of a full round action as a

standard action.

***Second Attack***

Soldier, Requires BAB $\geq$ 6. You gain an additional attack action each turn at a -5 penalty.

***Third Attack***

Soldier, Requires BAB $\geq$ 10. You gain an additional attack action each turn at a -10 penalty.

***Quick Draw***

Soldier, Requires Dexterity $\geq$ 13. You may draw a weapon as a quick action instead of a move action.

***Shoot From the Hip***

Soldier, Requires Quick Draw and BAB $\geq$ 6. Once per encounter when you draw a pistol or thrown weapon, you may attack as a free action with a -5 penalty.

***Melee Proficiency***

Soldier, Choose a stat other than strength, you may use that stat's bonus instead of your strength bonus for melee attack and damage rolls. May be taken more than once with a different stat each time. You may also use that stat for damage rolls for thrown weapons.

***Ranged Proficiency***

Soldier, Choose a stat other than dexterity, you may use that stat's bonus instead of your dexterity bonus for ranged attack rolls. May be taken more than once with a different stat each time. You may also use that stat for attack rolls for thrown weapons.

***Defense Proficiency***

Soldier, Choose a stat other than dexterity, you may use that stat's bonus instead of your dexterity bonus for armor class. May be taken more than once with a different stat each time.

***Gravity Proficiency***

Choose a gravity level adjacent to one that you already have proficiency in (such as light or heavy for medium). You are no longer penalized while in a gravity of that type.

***Endurance***

Soldier, You get a +4 bonus when making constitution checks for prolonged activity.

***Vital***

Soldier, You get one extra Vitality Point per level (retroactive to 1st level). This feat may be taken more than once and, its effects stack.



***Healthy***

Soldier, You gain one extra Wound Point. You may only take this feat once every five levels and its effects stack.

***Dodge***

Soldier, During your turn, you may specify a target. You get a +1 dodge bonus to your AC against that target until your next turn.

***Mobility***

Soldier, As pathfinder.

***Spring Attack***

Soldier, As pathfinder.

***Skill Concentration***

"You are a leaf in the wind." Choose a skill; you may take 10 on skill checks with that skill even in stressful situations. Requires: 8 ranks in that skill and that skill must be improved by some feat or class feature (Skill Focus, Ace Pilot, Well Educated, Negotiator, etc.). This feat may be taken repeatedly with a different skill each time.

***"USB Fingers"***

You have attached electronic interfaces to your body. These plugs allow you to use a computer with the part of your body that has the attachment. This is the only way of interfacing with certain computer systems. You also get a +1 circumstance bonus to computer checks while interfacing in this way. Note: despite the name of this feat, this plug can be on any body part; not just fingers.

***Skill Focus***

Pick a skill, you get a +3 feat bonus to that skill. This feat may be taken repeatedly with a different skill each time.

***Logic Twister***

You may make a Computer check instead of a Diplomacy check when dealing with AI beings.

***Defensive Stance***

Soldier, Requires BAB $\geq$ 1. When you make a melee attack, you may subtract any number from that roll (up to your BAB) and all later rolls this round to add the same number as a dodge bonus to your AC against melee attacks.

***Precise Strike***

Soldier, when you make a melee attack, you may subtract any number from your damage roll (up to your ability modifier) and all later rolls this round to add that same number to all your melee attack rolls until the start of your next turn.

***Reckless Attack***

Soldier, You may subtract any number from your Armor Class (up to your defense's ability modifier) to add that same number to all your melee attack rolls until the start of your next turn.

***Power Attack***

Soldier, Requires BAB $\geq$ 1. You may subtract any number from your melee attack roll (up to your BAB) and add that same number to damage if you hit.

***Cleave***

Soldier, Requires Power Attack, after dropping an opponent with a melee attack, you may make another attack against an opponent (limit once per "real attack")

***Great Cleave***

Soldier, Requires Cleave and BAB $\geq$ 6, There is no limit to how often you can cleave per round.

***Stepping Cleave***

Soldier, Requires Great Cleave, BAB $\geq$ 16, Combat Reflexes and Spring Attack. When you cleave, you may first shift one space. You may only do this if you have not yet moved your move limit for the turn.

***Combat Reflexes***

Soldier, Requires Dex $\geq$ 13, You may make a number of Opportunity Attacks up to your Dex Bonus each round (Limit once per event.).

***Improved Combat Reflexes***

Soldier, Requires Combat Reflexes, Dex $\geq$ 15 and BAB $\geq$ 8. You may make any number of Opportunity Attacks per round. (Limit once per event.)

***Piercing Shot***

Soldier, if you drop an opponent with a ranged attack and there is another opponent behind them, you may make another ranged attack against that enemy (limit once per "real attack").

***Strength of Fortitude***

You may use your strength modifier instead of your constitution modifier for fortitude saves.

***Reflexive Thought***

You may use your intelligence modifier instead of your dexterity modifier for reflex saves.

***Will of Personality***

You may use your charisma modifier instead of your wisdom modifier for will saves.

***Merciful Sneak Attack***

You may do subdual damage with your sneak attacks.

**Equipment**

Recommended Item Allotment

This is the item allotment assumed for this system. If another allotment is used (high-tech system or low tech) encounter difficulties will have to be adjusted accordingly.

<b>Level</b>	<b>Effective Item Enhancement</b>
1	Basic Gear
2-4	Masterwork
5-7	+1
8-10	+2
11-13	+3
14-16	+4
17-19	+5
20	+6

*Table 2: Assumed Item Allotment by Level*

Here's a recommended item allotment for a more traditional level of power.

Level	Effective Item Enhancement
1	Masterwork
2-3	+1
4-5	+2
6-7	+3
8-9	+4
10-11	+5
12-13	+6
14-15	+7
16-17	+8
18-19	+9
20	+10

*Table 3: Traditional Item Allotment*

## ***Armor and Force-Field Generators***

### **Armor**

Blah...

### ***Enhanced Armor Modifiers***

Blah...

### **Force-Field Generators**

Explain how Generators work here...

Force-fields:

Light Force-Field Generator

Capacity: 5

Resilience: 0

Evade Penalty: 0

Heavy Force-Field Generator

Capacity: 10

Resilience: 0

Evade Penalty: -2

Masterwork Generators increase capacity by 5 and reduce evade penalty by 1.

Enhanced Generators increase capacity by 5 per bonus and resilience by 1 per bonus. (So, a +2 Heavy Force-Field Generator would have 25 capacity, 2 resilience and an evade penalty of -1.

When a generator loses its last SP, roll a resilience check vs  $2 \times \text{damage of attack} - \text{remaining SP}$ .

Roll Values	Result
-29..-20	Double botch
-19..-10	Botch
-9..-1	Failure
0..9	Success
10..19	Critical
20..29	Double critical

Table 4: Force-Field Resilience Check Results

If the check is a critical, the bearer takes no damage from the attack and the generator retains 1 SP per critical. (Healing the generator if needed.)

If the check succeeds, the generator is drained but any additional damage from the attack is ignored.

If the check fails, the generator is drained and the bearer takes any remaining damage from the attack.

If the check botches, the fail effects happen and the bearer takes 1 wound point of damage per botch.

So, if Alice is using a +2 Heavy Generator with 3 SP remaining and takes 7 energy damage, she would roll a resilience check against DC 11 ( $2 \times 7 - 3 = 11$ ). She gets a +2 bonus to her roll. If she rolls less than an 11, she would take 4 (7 damage from the weapon - 3SP) damage. If she rolls between an 11 and a 20, her generator is drained but she takes no further damage. If she gets lucky and rolls a 21 or higher, not only does she not take any further damage but, her generator remains charged at 1SP!

**Enhanced Force-Field Modifiers**

Absorbent	As long as the generator has SP, reduces all energy damage by one (Stacks)
Capacity	Increases max capacity by 10 (Stacks)
Evasive	Increases bearer's AC by 1 (Stacks)
Regenerative	Heals 1 SP per round (Stacks) – If the generator botches a resilience check, this ability stops working until the generator is recharged (defined elsewhere)

Resilient	Increases resilience by 2 (Stacks)
Stealth	Increases stealth checks of the bearer by 2 (Stacks)

*Table 5: Enhanced Force-Field Modifiers*

### ***Repairing a Force-Field Generator***

Any character trained in the Repair skill can attempt to repair a generator. Repairs require ten minutes of greater concentration. At the start of the ten minutes, the character doing the repairs makes a repair check vs 10+2\*the overall quality of the generator. (So, a +2 generator with one modifier would have a DC of 16.) On a successful check, the generator is repaired. The repair time goes down by one minute per critical. On a failed roll, the generator remains as is. For each botch, increase the time of the attempted repair by one minute.

## ***Weapons***

### **Melee Weapons**

#### ***Hand Weapons***

Dagger – Typical small weapon

Type: Hand, Melee

Damage: 1d4+Strength Mod Piercing

Critical Bonus/Damage: +1/+1

Cost: ???

#### ***Primitive Weapons***

Short Sword – Typical sword in classic style.

Type: Primitive, Melee

Damage: 1d6+Strength Mod Slashing/Piercing

Critical Bonus/Damage: +1/+1

Cost: ???

### **Ranged Weapons**

#### ***Bows***

Blah...

#### ***Heavy Weapons***

Blah...

#### ***Pistols***

Laser Pistol – Pistol that shoots laser beams.

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Type: Pistol, Ranged  
Damage: 1d8 Energy  
Critical Bonus/Damage: +1/+1  
Range Increment: 15 Spaces  
Fire Rate: Attack Action  
Cost: ???

### ***Rifles***

Sniper Rifle – Weapon made to snipe.

Type: Rifle, Ranged  
Damage: 2d6 Energy  
Critical Bonus/Damage: +3/+2  
Range Increment: 50 Spaces  
Fire Rate: Full Round Action  
Cost: ???

Shotgun – Zombie Killer.

Type: Rifle, Ranged  
Damage: 2d4 Piercing  
Critical Bonus/Damage: 0/+2  
Range Increment: 6 Spaces  
Fire Rate: Standard Action  
Cost: ???

Laser Rifle – Long range laser beam

Type: Rifle, Ranged  
Damage: 1d10 Energy  
Critical Bonus/Damage: +2/+1  
Range Increment: 20 Spaces  
Fire Rate: Attack Action  
Cost: ???

### ***Siege Weapons***

Blah...

### ***Other Weapons***

Stun Baton – Special weapon used primarily by law enforcement. Has two modes: a melee mode and a ranged mode.

Melee Mode:

Type: Hand, Melee

Damage: 1d6+Strength Bludgeoning+1d6 Energy\*

Critical Bonus/Damage: 20/+1B+1E\*

Ranged Mode:

Type: Pistol, Ranged

Damage: 1d6 Energy\*

Critical Bonus/Damage: 0/+1E\*

Range Increment: 10 Spaces

Fire Rate: Attack Action

Cost: ???

Special: The energy of this weapon only does subdual damage

***Enhanced Weapon Modifiers***

Accurate	+2 to attack rolls
Damaging	+2 to damage rolls
Disruptive	(Energy weapons only) Forces enemy's generator to roll a resilience check even with SP
Distance	(Ranged weapons only) +1 range
Heavy Critical	+2 to Critical Damage
Keen	+3 to Critical Bonus

*Table 6: Enhanced Weapon Modifiers*



## Back-Story

### *History*

Sometime after humanity first went into space, Earth fell into the Second Dark Age. How long it lasted is still unknown but, it was at least a century. Very little knowledge from before the Dark Age has survived. The Second Dark Age was ended by the New Renaissance.

The New Renaissance saw all the peoples of Earth band together for mutual protection and cooperation. Under this cooperation, hunger and poverty became things of the past.

Humanity's first FTL (Faster Than Light) engine was built in 232 AN (After New Renaissance). Using this engine, humanity was able to colonize Earth's moon, Mars, Venus and many of the moons of Jupiter. In 244 AN, the first FTL probes reached Alpha Centauri. In 311 AN, Humanity built their first colony in another star system by colonizing the Epsilon Eridani system.

Over the next millennium, humanity expanded to a dozen systems with hundreds of colonies, outposts and stations. During this time, humanity has explored only one percent of the Milky Way galaxy.

The only alien life discovered so far has been a single world that only has simple plants. This world is a nature reserve. Also, that planet's atmosphere is toxic to humans.

### *Known Systems*

Sol – The birthplace of humanity

Earth – The first world. If you're reading this, you probably live there. Currently holds 10.7 billion people.

Luna/The Moon – Earth's moon. The site of the first off world colony. Currently holds 12.2 million people. Light gravity.

Orbit 1 – Space station in defense of Earth. Requires military clearance to dock.

Mars – The 4th planet in the Sol system. Currently holds 2.1 billion people. Medium gravity.

Venus – The 2nd planet in the Sol system. Currently holds 1.2 million people. Medium gravity. All people who live there live in domed cities due to the toxic atmosphere.

Jupiter – The 5th planet. A gas giant with several moons. Uninhabitable.

Europa – The 2nd moon of Jupiter. Currently holds 4.3 million people. Light gravity.

Ganymede – The 7th moon of Jupiter. Currently holds 6 million people. Light gravity.

Callisto – The 4th moon of the Jupiter. Currently holds 5.8 million people. Light gravity.

Io – The 1st moon of Jupiter. Not as much a colony as it is a mining station. Currently holds 14,000 people. Light gravity.

Battery 1 – The first of a new series of power plant space stations. Provides power to the entire system. Has extremely tight security.

Epsilon Eridani – The first system humanity colonized other than their own.

Mobius – A large binary system. Named due to the behavior of the first planet that makes a 'figure 8' around the two stars.

Mobius 3 – An Earth like world. Currently holds 5.6 billion people. Medium gravity.

Mobius 5 – A large, rocky world. Currently holds 2.4 billion people. Heavy gravity.

Mobius 4 – A gas giant with several moons. Uninhabitable. Also called Klein.

Klein 2 – Currently holds 3.7 million people. Light gravity.

Klein 5 – Currently holds 800,000 people. Recently colonized. Light gravity.

Klein 12 – Amish style world where technology is rarely used. Currently holds 1.2 million people. Light gravity.

Trader 7 – A space station devoted to commerce. Can hold up to 1,500 people.

Has a garrison of fighters and troops for defense. Is the primary center for commerce in the Mobius system.

Deep Space Stations – Space stations that are not in a solar system. Always has garrisons of fighters and troops for defense. Often used as way stations for long trips. Most are well known and all broadcast their location to local space.

## ***Society***

Description of the society goes here...

## Running Your Own Games

GM's Guide goes here.

### Optional Rules

#### **1s and 20s**

Veterans of other systems may have noticed that a 1 is not a guaranteed failure in this system nor is a 20 a guaranteed success. To help with that there are a couple of alternate optional rules. (You may use whichever one you wish for your game or neither. However, they are mutually exclusive options.)

#### ***± 10***

Whenever a natural 1 is rolled, treat it as -10 and then calculate the result as normal. Conversely, whenever a natural 20 is rolled, treat it as 30.

#### ***Rolling and rolling on***

The other option is to do multiple rolls. Whenever a 20 is rolled, roll again and add the new roll as well. If the second roll is also a 20, keep rolling until another number is rolled. When a natural 1 is rolled, treat it as a -20 and have them roll again, subtracting the next roll.

#### **Fate Points**

Describe fate points here...

## **Sample Adventure: Omega Chi**

The Omega Chi Corporation

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