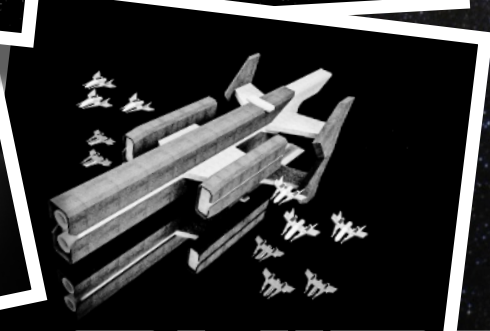
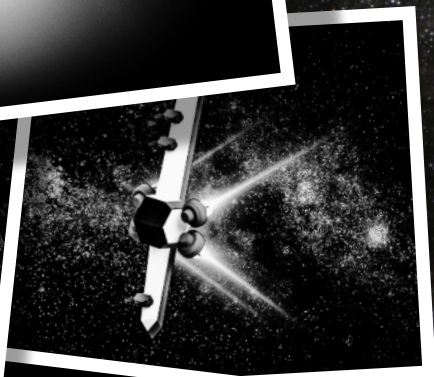


# STARFARERS + LASERGUINS



# PLAYER GUIDE

An Angel Dice Game

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# PART I

# THE BASICS

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# BASIC ROLLS

There are a number of basic rolls that players need to be familiar with in Starships and Laserguns. Rolls are based on a character's stats, in a certain skill. The skill or knowledge to be rolled is dictated by the GM, or this guide. Depending on what is being rolled, players may need to roll differently. There are also advantage, disadvantage and flat modifiers that can be applied.

The most basic rolls, are stat rolls. These are rolled as a 2d10 with the required stat -10 added to the outcome of the roll.

Example: A player asked to roll perception, with 15 points in that stat would roll 2d10 then add 5 to their score. This is because they have 15 points, and 15 - 10 is 5.

When players are asked to roll a knowledge roll, they do this slightly differently than when rolling a stat roll. A knowledge roll is rolled d#knowledge. Any additional modifiers are then added on top of that.

Example: A player asked to roll general knowledge, with 15 points in it and a +2 modifier, would roll a d15, then add 2 to whatever their roll is. So if they rolled a 7, their final score would be a 9.

Advantage and disadvantage are very similar. They can be applied by the rules, an item, or at GM discretion. When a roll is rolled with advantage, it is rolled twice, and the highest end value is used. Conversely, when a roll is done with disadvantage, it is rolled twice and the lowest value is used.

Example: A player asked to roll with advantage, they roll twice. If they roll a 10 and a 16, they use the 16. If they are rolling the same scores with disadvantage, they use the 10.



# COMPLEX ROLLS

There are a number of different ways that rolls can be combined in Starships and Laserguns. These include the ability to roll a stat and a knowledge at the same time. There is a list of combined rolls under the "Combined rolls list" section of this guide. This is because many complex rolls have names. The various methods for rolling combinations are listed below.

## Stat + Stat

Sometimes a situation requires a player to roll two stats combined. This is simply done by rolling both stats normally, then adding them together and halving them, rounding up where necessary.

## Stat + Knowledge

When rolling a stat combined with a knowledge, then the knowledge is rolled normally, and the  $d\#stat(-10)$  is added.

Example: A player asked to roll social + persuasion, and they had 10 points in social and 13 in persuasion, then they roll a d10 then add a d3 to that score.

## Knowledge + Knowledge

Sometimes you need to roll a combination of two knowledges. These are simply both rolled as normal and added together,

## Limiters

Sometimes one roll is limited by another. When this happens the limiting roll is rolled first, then the limited roll is rolled. The lowest score is always the one kept.

Example: A player trying to pickpocket someone could be asked to roll dexterity, limited by stealth would first roll their stealth, then they would roll their dexterity. The rolls are compared and the lowest is always kept.



# STATS AND KNOWLEDGE

There are a lot of separate stats and knowledge rolls available in Starships and Laserguns. For the sake of simplicity, they are all listed below, along with a brief description of what each does. Although their use is ultimately decided by the GM, this list is intended to give players a rough idea of what to expect, and, because it's bound to happen eventually, settle arguments of what to roll when.

## Stats

- Agility

- ☐ Agility is a character's ability to move quickly and accurately. This is usually rolled whenever characters are required to climb objects, or when characters are attempting to keep their balance. It can also be rolled when attempting to perform any kind of stunt, such as leaping onto a moving landspeeder.

- Strength

- ☐ Strength is a character's ability to lift heavy objects, primarily. It is also used to determine the distance objects are thrown and the maximum mass a character can carry.

- Intelligence

- ☐ Intelligence is a character's ability to think. This includes their ability to see things from multiple angles and understand another character's motives. It is often used when manipulating others.

- Charisma

- ☐ Charisma is the likeableness of a character. A high charisma will help characters in persuasion, but hinder them at intimidation. Charisma is also used in determining the intent of others.



- **Dexterity**

- ☐ Dexterity is the ability to manipulate small or tricky objects, rolling a negative can lead to dropping items or breaking a lock. Higher dexterity can lead to completion of some tasks, such as lock picking faster.

- **Logic**

- ☐ Logic is a character's ability to think laterally. Higher logic rolls enable characters to make logical deductions where lower rolls may lead to no ability to deduce answers to problems. Negative rolls may lead to wrong conclusions being drawn. Logic is also used for figuring out puzzles such as lock picking.

- **Perception**

- ☐ Perception is a character's ability to see, smell and hear. A high perception roll may allow characters to become aware of events that a character who rolls a low score may not. Is often used in conjunction with charisma to determine a the intentions of another character.

- **Survival**

- ☐ Survival is a character's ability to survive in the wild. Sometimes characters may find themselves hiding out in an alien jungle, it is then that characters would use survival to determine what to and what not to eat, how to build a fire, or shelter, the use of herbal medicines ect.

- **Persuasion**

- ☐ Persuasion is used to convince characters, where D&D uses different skills for lying S&L uses persuasion for both telling the truth and lying.

- **Intimidation**

- ☐ Intimidation is similar to persuasion, however instead of attempting to convince someone you are correct, it is threatening them to do as they're told.

- **Communication**

- ☐ Communication is a character's ability to get across an idea clearly, it can be used to describe an object or scenario quickly. It is also used for radio communications.



- Composure
  - ❑ Composure is a character's ability to keep their cool under pressure. It also encompasses their ability to act.
- Stealth
  - ❑ Stealth is a character's ability to hide. It is als a character's ability to hide something. Stealth is used in and out of combat although it has more limitations than in D&D because you can't always hide in plain sight.
- Technology
  - ❑ Technology is a character's ability to use high tech devices. This is important when using many weapons and especially when operating unfamiliar starship systems.
- Movement
  - ❑ Movement is how far a character can move in combat. Regular combat movement (in meters) is equal to a character's movement. Some items can improve this slightly, however vehicles have the largest impact.
- Aim
  - ❑ Aim is the base of ranged attacks. It is used in ATK rolls with guns to see if a character is able to hit their target. The higher the aim score the more likely a successful hit is.
- Constitution
  - ❑ Constitution is a character's ability to resist poisons. It is also relied upon to resist injury.

## Knowledge

- General
  - ❑ General knowledge is rolled to determine if a character knows things that do not fall directly under any of the other categories.
- Engineering
  - ❑ Engineering covers a character's knowledge of construction and engineering. It is also rolled when a character is attempting to fix something mechanical.





- Tactical
  - ❑ Tactical is a character's knowledge of military tactics, this covers their ability to spot and anticipate an opponent's moves and their ability to counter them.
- Scientific
  - ❑ Scientific knowledge cover's a character's knowledge of Physics, Chemistry and Biology.
- Historical
  - ❑ Historical covers a character's knowledge of the past. This includes everything from knowledge of the Prioribi to a few centuries ago. It can also be rolled as a memory check.
- Social
  - ❑ Social is a character's knowledge of social conventions and standings. A character with a low social will be more likely to accidentally insult another character by saying or doing something they do not know is offensive.
- Political
  - ❑ Political covers a character's knowledge of the political structure, including the 9 factions and their views. It also includes knowledge of the largest corporations and their rivalries.
- Technical
  - ❑ Technical covers the knowledge of devices and machines. A character with a high technical knowledge would be able to see a device and know it's function, and sometimes how it does whatever it does.



# PART II

# CHARACTER

# CREATION

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# BACKGROUNDS

Backgrounds in Starships and Laserguns define the items and skills that a player starts with, they can also have roleplay implications on the character's general attitude to life as a whole and can change what the character knows (knowledge modifiers)

The following Backgrounds are available in the game:

- [Cartographer](#)
- [Mercenary](#)
- [Star pirate](#)
- [Scientist](#)
- [Military Pilot](#)
- [Trade Pilot](#)
- [Marine](#)
- [Mechanic](#)
- [Journalist](#)
- [Racer](#)
- [High Society](#)

More information on each is provided on following pages.



# CARTOGRAPHER

Having spent large periods of time 'in the black', they are self sufficient and hold a dislike of leaning on others for support. Cartographers work for the ACS (Allied Cartographic Society) and are paid by the number of unscanned star systems they map. They are explorers, adventurers and have no qualms leaving the comforts of civilised society for long periods of time. Familiarity with a starship's core systems is essential to the day to day operations of a Cartographer and on many occasions can save the life of the lone explorer when a system breaks down in what can only be described as "the middle of nowhere".

Cartographers start the game with:

- 15 knowledge points in Starship
- +2 Engineering knowledge, +2 technical knowledge
- -1 Social knowledge, -1 political knowledge
- 50 Credits

Cartographers may choose one from each of the following pairs:

- [a] Sidearm skill OR [b] Knife fighting skill
- [a] T5 HM blaster pistol OR [b] Combat knife

# MERCENARY

Mercenaries are harsh, unforgiving souls with little to no care for others. They work for the highest bidder and are loyal only to themselves and their money. Mercenary work is often dangerous and comes with it's own set of skills and rewards. The Mercenary life is often considered lowlife by High society members as they are considered unloyal. Mercenaries feel out of place in the company of those of higher social standing and most at home in the field. Be they starship pilots, assassins for hire or hired muscle, Mercenaries are imposing figures with no problems getting their hands dirty for money.

Mercenaries start the game with:

- 15 knowledge points in Starship
- +2 tactical knowledge
- -1 political knowledge
- 20 Credits

Mercenaries may choose one from each of the following pairs:

- [a] Rifles skill OR [b] swordsman skill
- [a] T6 HM blaster rifle OR [b] Combat sword

# STAR PIRATE

Star pirates are the bane of the Alliance military. Valuing honor over all things and basing their life choices upon the pirate code, Star pirates are some of the most villainous people the galaxy has to offer. Actively hunted by the police and military alike, they lurk in shipping lanes and the void between stars, waiting for an unlucky trader to pass by. Considered as nothing more than dangerous thieves star pirates struggle to fit into any kind of civilised society.

Star Pirates start the game with:

- 10 knowledge points in Starship
- 5 knowledge points in Landspeeder
- +3 tactical knowledge
- +1 engineering knowledge
- -1 political knowledge, -1 Social knowledge
- 0 Credits

Star Pirates may choose one from each of the following pairs:

- [a] Rifles skill OR [b] Armourer skill
- [a] T6 HM blaster rifle OR [b] leather jacket



# SCIENTIST

Scientists are considered highly by society. They are Biologists, Chemists and Physicists. Scientists are the lifeblood of the alliance's technology. They develop new technologies and improve upon old ones. Scientists are often not the most social people and are rarely at ease around other people. They spend long times in their laboratories and aren't particularly in tune with the natural world.

Scientists start the game with:

- 15 knowledge points in Landspeeder
- +3 scientific knowledge
- +1 Technical knowledge
- -1 political knowledge, -1 Social knowledge
- 75 Credits

Scientists may choose one from each of the following pairs:

- [a] Drone usage skill OR [b] Hacking skill
- [a] Manipulator drone + modified dataslate OR [b] Complex dataslate

# MILITARY PILOT

Military pilots spend years training to be the best of the best. They are the brave men and women who fly fighters, interceptors and other star craft in order to defend their homes and the people of the Alliance. In the depths of rim space they are the law, nearer the core regions they make up the police force. They range from the low society conscripts to high society admirals and everything in between. Low society members often try to climb the social ladder by

Military Pilots start the game with:

- 10 knowledge points in Starship
- 5 knowledge points in Aircraft
- +2 tactical knowledge
- +1 political knowledge, +1 Social knowledge
- -1 Historical knowledge, -1 engineering knowledge
- 25 Credits

Military pilots may choose one from each of the following pairs:

- [a] Rifles skill OR [b] Armourer skill
- [a] T6 HM blaster rifle OR [b] leather jacket



# TRADE PILOT

Traders make up the backbone of the Alliance economy. Ranging from low society corner store owners to high society mega corporation CEO's, traders are everywhere. Trade pilots are the ones that haul goods from station to station, buying and selling goods to make a profit. They are widely respected among the Alliance as a clean and honest line of work. The alliance members know that it is traders that make their society able to function.

Trade pilots start the game with:

- 10 knowledge points in Starship
- 5 knowledge points in Landspeeder
- +2 political knowledge
- +2 Social knowledge
- -2 tactical knowledge
- 100 Credits

Trade Pilots may choose one from each of the following pairs:

- [a] Sidearms skill OR [b] knife fighting skill
- [a] T5 blaster pistol OR [b] combat knife

# MARINE

Marines are the alliance military's primary ground troops and spaceborne soldiers. They are well versed in 0G manoeuvres and are capable fighters in all environments. Trained for years by the Alliance military, the Marines tend to be from the lower end of the social spectrum. They are well versed in dangerous manoeuvres, and think nothing of putting their own lives in danger to protect others.

Marines start the game with:

- 10 knowledge points in Landspeeder
- 5 knowledge points in hoverbike
- +4 tactical knowledge
- -1 political knowledge, -1 Social knowledge
- 10 Credits

Marines may choose one from each of the following pairs:

- [a] Rifles skill OR [b] Swords skill
- [a] T6 HM blaster rifle OR [b] Combat Sword

# MECHANIC

Mechanics are the engineers of the alliance, they construct everything from starships and space stations to roads and houses. Mechanics tend toward the lower ends of society. They are hard workers and well respected within society for the importance of the work they do. They are mostly at home surrounded by mechanical parts and large machines.

Mechanics start the game with:

- 10 knowledge points in Landspeeder
- 5 knowledge points in hoverbike
- +2 engineering knowledge
- +2 technical knowledge
- -1 political knowledge, -1 Social knowledge
- 15 Credits

Mechanics may choose one from each of the following pairs:

- [a] sidearms skill OR [b] knife fighting skill
- [a] T5 HM blaster pistol OR [b] combat knife

# JOURNALIST

Journalists are received with mixed feelings. They are good with cameras and lighting, they spend their time hunting down news stories. They are disliked by higher society and loved by the lower society. They work for one of the many competing news organisations and often hold rivalries with other journalists.

Journalists start the game with:

- 15 knowledge points in Landspeeder
- +2 political knowledge
- +2 social knowledge
- -2 engineering knowledge
- 30 Credits

Journalists may choose one from each of the following pairs:

- [a] Drones skill OR [b] hacking skill
- [a] Recon drone OR [b] Complex dataslate

# RACERS

Professional racers are widely regarded with respect throughout even the upper echelons of society. The sport itself is very dangerous and racers are often killed on the track. Their reactions are above and beyond those of the average citizen and they are used to regular coverage on the news and other holo-shows.

Racers start the game with:

- 15 knowledge points in hoverboard
- +2 social knowledge
- +2 technical knowledge
- -1 scientific knowledge, -1 tactical knowledge
- 15 Credits

Racers may choose one from each of the following pairs:

- [a] sidearms skill OR [b] Armourer skill
- [a] T5 HM blaster pistol OR [b] Basic Hoverboard

# HIGH SOCIETY

High society members are the top level of society. They come from rich families and tend to be related to an extended. They are trained from a young age in the workings of society and politics as well as often trained in the use of a single melee weapon.

- 15 knowledge points in starship
- +2 social knowledge
- +2 political knowledge
- -2 tactical knowledge
- 110 Credits

High Society members may choose one from each of the following pairs:

- [a] Spears skill OR [b] Battle scythe skill
- [a] Combat spear OR [b] Combat scythe

# CLASSES

Where backgrounds are the who, class are the what. They define a character's class in combat and what that character is good at. They also come into play during RP time, as they work to briefly outline what a character is good at and what they enjoy. A brief list of the available classes are listed below and more information on each is included on the following pages.

Classes available in Starships and Laserguns:

- Marksman
- Slicer
- Rifleman
- Gunslinger
- Pilot
- Controller
- Negotiator
- Demolitionist

# MARKSMAN

The Marksman is an expert with long range weaponry. Preferring to shoot from afar rather than getting up close and personal. A marksman believes the old saying "If you ever find yourself in a fair fight, you screwed up", preferring to make their mark on a battlefield before their enemy has a chance to know they're there.

At first level a Marksman gets the following:

Skill: Sniper

Precision aim 1: If an attack roll with a sniper rifle misses, then the shot is not taken and  $\frac{1}{2}$  that ATK can be stacked onto the next attack roll.

HP: 2d6+3

At higher levels, a Marksman gets the following:

Each level: +1d6 HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Precision Aim 2 - After hours of practice, you have learnt to stay your hand on unsuccessful aimed shots. The precision aim effect now stacks twice.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.



Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Precision Aim 3 - by taking a stress, you can roll your ATK twice, adding both rolls together for one shot. If this shot fails you still take the shot and cannot use it as an aim.

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

# SLICER

The slicer chooses to forgo the regular ranged weaponry in combat in favour of a blade. Slicer's are experts in inducing death by slashing, stabbing and poking with large sharp objects.

At first level a Slicer gets the following:

Skill - Choose either:

- [A] Knife fighting
- [B] Scythe wielding
- [C] Axe wielding

Slice 'n' Dice - Able to re-roll any 1's on a DMG roll with a melee weapon.

HP -  $2d6+8$

At higher levels, a Slicer gets the following:

Each level:  $+1d6$  HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Serrated edge - If a critical hit is rolled, a target must roll constitution against a DC equal to the weapon's base stat. If they fail they take  $1d4$  DMG per turn for  $1d6$  turns. The target must be capable of bleeding.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Serrated edge 2 - By taking a stress you can force the Serrated edge effect to be applied on a non-critical attack roll.

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

# RIFLEMAN

The Rifleman is fond of large guns capable of dealing heavy damage. Not as fond of sneaking around a battle as the marksman, a rifleman is more in favour of the all guns blazing approach.

At first level a Rifleman gets the following:

Skill - Rifles

Suppressing fire 1 - Rolled as a regular attack with disadvantage on a single target. If that target then moves before the Rifleman's next turn the rifleman gets to roll a free attack.

HP -  $2d6+5$

At higher levels, a Rifleman gets the following:

Each level:  $+1d6$  HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Suppressing fire 2 - Instead of disadvantage, the original attack is now rolled with a -2.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Ranged accuracy - Your aim has improved to the point that the medium range bracket no longer imposes disadvantages when using rifles.

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

# GUNSLINGER

The gunslinger favours small powerful guns, and preferably, two of them. The gunslinger gets up close and personal with their enemies, firing on them with a pair of pistols for maximum effectiveness, and badassery.

At first level a Gunslinger gets the following:

Skill - Sidearms

Gunslinging - Able to dual wield pistols, able to roll an attack with each in a single turn.

HP -  $2d6+6$

At higher levels, the gunslinger gets:

Each level:  $+1d6$  HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Quick draw 1 - After hours of practice you have learnt to draw your pistols at a moment's notice. Able to draw one pistol as a free action each turn.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Assassination - by taking a stress, you can automatically hit with a pistol when in close quarters range of your target.

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

# PILOT

The Pilot is an essential part of any team, preferring to utilise their starship to get characters from A to B. The pilot is also the person most capable of keeping the party alive during space combat.

At first level a Pilot gets the following:

Skill - Drones

Captaining - Gives Level +1 AP to any ship you are captaining.

HP -  $2d6+2$

At higher levels, the Pilot gets:

Each level: +1d6 HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Captaining 2 - You give +2 AP to any ship you are captaining, and +1 AP to any ship you are on, but not a captain of.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.



Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Captaining 3 - You can take a stress to gain +5 AP for 1 turn.

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.



# CONTROLLER

The Controller is a very specialised class, designed entirely around the use of drones. A controller prefers to keep themselves out of combat but enforce their presence on the field with a collection of dangerous and deadly drones.

At first level a Controller gets the following:

Skill - Drones

Error detection - Able to re-roll a single roll relating to drones, once per long rest. This ability does not stack.

HP -  $2d6+2$

At higher levels, the Controller gets:

Each level:  $+1d6$  HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Dronesmith - Able to take 10 minuets to re-outfit drones in the field, as long as you have the components required.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Captaining 3 - You can take a stress to gain +5 AP for 1 turn.

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.



# NEGOTIATOR

The negotiator is the team's talker. Specialising in persuasion and deception the Negotiator is more than capable of talking their way out of any situation. The negotiator is primarily a non combat class.

At first level a Negotiator gets the following:

Skill - Pistols

Negotiate - able to re roll one persuasion roll per long rest. This ability does not stack.

HP -  $2d6+1$

At higher levels, the Negotiator gets:

Each level:  $+1d6$  HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Peace of mind - Once per long rest you can roll a d20 to try and relieve the party of stress. Anyone within 10m is effected by this.

Rolling a 1 will cause the party to take 1 stress each.

Rolling above a 10 will give the party 1 relief each.

Rolling a 20 will give the party 2 relief each.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Discern lies - By taking a stress, you can determine if a character is lying. You must declare you are using this whilst you are talking to them.

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

# DEMOLITIONIST

The Demolitionist is regarded warily by their fellows for their love of explosives. They favour throwing grenades significantly over use of a regular weapon.

At first level a Demolitionist gets the following:

Skill - Demolitionist

Precision timing - Able to set timed grenades to detonate on the start of any character's turn. Limited to one round on the initiative tracker ahead.

HP -  $2d6+3$

At higher levels, the Demolitionist gets:

Each level:  $+1d6$  HP

Level 2: The character gains 2 new Stat points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 3: The character is able to choose a new skill to learn in addition to their current set.

Level 4: Rescatter 1 - By taking a stress, you can re-roll the scatter on a grenade throw this can only be done once per throw.

Level 5: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 6: The character is able to choose a new skill to learn in addition to their current set.

Level 7: Accurate throwing - You can take a stress to reduce the scatter range by 1 (this can go to 0).

Level 8: The character gains 2 new Stat points and 1 new knowledge point to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

Level 9: The character is able to choose a new skill to learn in addition to their current set.

Level 10: The character gains 5 new vehicle points to spend as they choose. These are added to the base. As usual, they may not increase the base above 20.

# STATS + KNOWLEDGE

Players are able to choose the stats of their character without any need to roll die. When every stat is added together they must have a set total. This total needs to be exactly (no more no less) 160. Players are also able to choose their knowledge set. This is done in a similar fashion to the stats and has a limit of 80 points. The minimum base is 5, and the maximum is 15 for stats and knowledge during character creation.

When players write down their stats, there are three sections per stat that must be filled in. The three sections are: Base, Modifiers and Bonus.

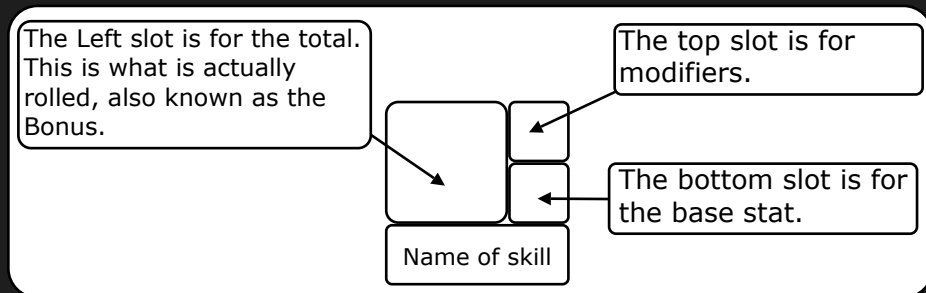
The Base section is for the actual stat, that players choose.

The Modifier slot is for any modifiers given by items, traits or gear. Modifiers can be positive or negative.

The Bonus is what you actually roll, for stats this is what you add to your 2d10, for knowledge it's the number of sides of the die you roll, +/- any bonuses.

Example: For a knowledge of 8, with a +1 modifier, you put "8" in the base, "+1" in the modifiers and "8+1" in the bonus.

Below is a diagram of where each value goes.





# VEHICLES

There are 6 types of vehicle in Starships and Laserguns, each with their own benefits in specific situations. When creating a character, players must decide which vehicles they are more or less capable of using.

Unlike knowledge and stats, players are more limited when it comes to vehicles. Players are given 15 points to allocate between the 6 types of vehicles, and another 15 points are decided by the character's background.

The 30 collective points are allocated into knowledge in each vehicle type, once this has been done players may then allocate those knowledge points into engineering and/or piloting. An example is included below.

In this example, the character has 15 points in Starship and 15 points in Hoverboard. They also have no modifiers in anything for simplicity. They have chosen to allocate their 15 points in starship as 10 in engineering and 5 in piloting and similarly have chosen to put all their points in Hoverboard into piloting. This makes the character good at boarding and reasonable at engineering starship systems, however they are not a particularly capable starship pilot, and have little to no capacity to fix their hoverboard should it break.

Starship					
5	0	0	0	5	0
	15		10		5
Knowledge		Engineering		Piloting	

Hoverboard					
5	0	-10	0	5	0
	15		0		15
Knowledge		Engineering		Piloting	

After a character has allocated their points, they must then replace any 0's in base piloting with -10's. This is to reflect that piloting a craft unlike anything you've ever piloted before is a terrible idea as it means you roll with a -20 instead of -10. This forces players to roll a negative 99% of the time.

Engineering is rolled like a knowledge and piloting is rolled as a stat.



# AGE + RACE

Players may choose their age and race in starships and laserguns. These have positive and negative effects that can be seen in the cards below. Each race also gets a single trait that they have by default, see the Traits section for more info on that.

Terran/AI	
Logic	+3
Technology	+2
Intimidation	-2
Height	1.5-2.6m
Max Age	266
Trait	Technologically minded

Dracon	
Strength	+3
Intimidation	+2
Dexterity	-2
Height	2.6-3.6m
Max Age	366
Trait	Tough

Frayan	
Agility	+3
Communicate	+2
Stealth	-2
Height	6.7-1.2m
Max Age	156
Trait	Quick Reactions

Du'lak	
Dexterity	+3
Charisma	+2
Strength	-2
Height	1.1-2.4m
Max Age	256
Trait	Knowledgeable

The positive and negative effects given by each race are added as modifiers and not classed as base on their respective stats.

The age of a character in starships and laserguns is based on the Terran date system, detailed in the Lore book on page 4. This date system roughly translates as 1 Terran year = 1.45 earth years. Characters in Starships and Laserguns can live to anywhere between 150 and 300 Terran years old depending on their race.

The age of a character applies certain modifiers to their stats depending on the age bracket they fall under.

The tables below detail the age brackets depending on race and the modifiers that are applied for each age bracket.

## AGE BRACKETS BY RACE

	Terran/AI	Dracon	Frayan	Du'lak
Young	<50	<75	<35	<60
Middle age	51-100	76-150	36-75	61-120
Old	101-150	151-250	76-110	121-170
Venerable	151-200	251-300	111-150	171-250

## BONUSES BY AGE BRACKET

	Strength, Dexterity & Constitution	Logic, Intelligence & Charisma
Young	No Modifier	No Modifier
Middle age	-1	1
Old	-2	2
Venerable	-3	3

# TRAITS

Traits are a system in Starships and Laserguns designed to offer additional customisation for characters beyond just stats. While stats let players decide what characters are good and bad at, Traits allow for customisation of a character's personality. They also allow for players to opt to take negatives for stat increases.

All players start by default with one stat due to their race. This is known as the race stat and does not need to be balanced.

When taking other traits, players must take them in pairs; one positive and one negative. Any increase or decreases to stats are added in the modifiers slot, not the base.

Below is a list of available traits.

Stealthy	Positive	Stealth +2
Fast	Positive	Movement +3
Likeable	Positive	Charisma +1
Mechanic Enthusiast	Positive	Engineering knowledge +1
Science Enthusiast	Positive	Science Knowledge +1
Pilot Enthusiast	Positive	+1 to piloting on one type of vehicle of your choice
Technologically minded	Positive	Technology +1
Quick reaction	Positive	Initiative +1
Tough	Positive	HP +5
Knowledgeable	Positive	Any one knowledge +2, any one stat -1
Plasma sword implant	Positive	Undroppable weapon built into one hand
Wealthy	Positive	Balance starts with additional 100 CR
Persuasive	Positive	Persuasion +1
Cultured	Positive	Social & General +1
Logical	Positive	Logic +1
Nimble	Positive	Dexterity & Agility +1
Strong	Positive	Strength +2



Demolitionist	Positive	Grenade throw range x2
Unobservant	Negative	Perception -2
Antisocial	Negative	Social & Composure -2
Fear of the dark	Negative	All rolls at -1 in the dark
Alcohol intolerance	Negative	Drinking alcohol without G.R.A.S.S. causes character to be knocked out
Slow	Negative	Movement -3
Aquaphobe	Negative	Afraid of large bodies of water
Clumsy	Negative	Dexterity & Agility -2
Weak	Negative	Strength -3
Lazy	Negative	Initiative -2
Vague	Negative	Communication -2
Loud	Negative	Stealth -2
Illogical	Negative	Logic -2
Rude	Negative	Charisma -2
Fear of flying	Negative	All piloting (aircraft and starship) -2
Paranoid	Negative	Sanity capped at 10
Unintelligent	Negative	Intelligence -2

# NAMING CONVENTIONS

Despite their shared governance and lack of any real racial separation, the four races each have their own naming conventions that have their heritage long before the alliance was ever formed. Whilst characters do not need to strictly follow these conventions, it could invite unwanted questions towards that character if they don't.

## Terran/AI

Because the AI are considered Terran they follow the same naming convention.

Terran names are comprised of between two and five words. They have a first name, and last name that are used most commonly, however official documents will use their full name. The last name is a family name, passed down from one parent, usually a father if applicable. The first name is unique to that child and other children in the same family will not share it, the middle names may be shared or may not. The number of names is roughly based on a family's standing in society. A higher standing family will usually have more names. Social standing is more or less directly based on wealth.

## Dracon

Draconian names come in two forms. They have a shortened version that they use among friends and family. They also have a longer name that they use formally. Their shortened name is similar to the long name, though it can be slightly different. This name should be no longer than 3 syllables.

## **Frayan**

The Frayan naming convention is simple, fayans have one, short name and it is usually one syllable although it can be slightly longer, it should never be longer than three syllables.

## **Du'lak**

The Du'lak naming convention is the most complex. They have a single name that contains an apostrophe and can be split into a Terranized version, almost at the apostrophe. A Du'lak name comes in 3 parts. Firstly is the Du'laks own name, this makes up the first section, up to the letter before the apostrophe. The letter before the apostrophe is the first letter of the father's name and the section after the apostrophe is taken from the mother (In same sex couples, they just decide who will donate which part).

Example: for the name Valk'aura, Val was chosen by the parents, k came from the father and aura came from the mother's last name.

When a name is Terranized, the name is split directly before the apostrophe and the apostrophe is removed. This is an old habit as old as the alliance itself, stemming from shortly after the first stellar war.

Example: The name Valk'aura Terranizes to Val keura.

When talking with friends, another Du'lak would use the first part of the name (stopping at the apostrophe) where any other race would use the Terranised first name.



# ROLL 4 IT

The Roll 4 it rules are a set of rules for how players generate a character randomly.



# PART III

## GROUND

## COMBAT

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# INITIATIVE

Players are entered into combat time at the discretion of the Game Master. When entering into combat time players make their moves based on their placement on the Initiative tracker, each turn is 5 seconds long. Players are able to move their full movement along with performing either a complex action or two simple actions

When a GM declares combat time is initiated, all players involved in combat must roll their initiative. The base initiative is rolled as a d20, however some traits and items can add to that. For initiative, the modifier is added after the d20 is rolled.

Example: A player with the trait Quick reactions would roll their d20, then add a +1 to their roll. For example, if they rolled a 15, they would have an initiative score of 16.

When players roll the same initiative, the players involved must each roll a d20, the players are placed in order of their roll. Any draws are re-rolled until all players are placed. The GM will roll initiative for all NPC's, both friendly and enemies.

# MOVEMENT

Base movement is 10m per turn. A player can double their base movement by using the bonus action to run. By using run, a character will take a -2 to all other rolls on that turn. Run must be declared before anything else is rolled on that turn.

Sprinting is a complex action. When a character sprints, they are able to move up to 4d12 meters. This roll has a minimum of the character's base movement.

A character can choose to take a point of stress to add an additional 2d12 to a sprint action. This may be done after the roll is made. This counts as a bonus action.

Note:

Whilst this means a character can theoretically run 72m in 5 seconds, the statistical chances of rolling 70 or above are less than 0.001% and the probability of rolling a 48 without taking a point of stress is ~0.0048%

# SKILLS

In starships and laserguns, there are a multitude of different weapons that players and NPC alike may use. Each weapon is different and will require a different skill to use. Skills are chosen at the start of a game and may be acquired later on as Characters level up.

The skills that players start with will be based on the Background and Class of a character. See the character creation section for more info.

A list of available skills and their effects are listed below.

Skill	Effect
Sidearm	Able to use pistols without debuffs
Rifleman	Able to use rifles without debuffs
Sniper	Able to use sniper rifles
Grenadier	Able to use grenade launchers
Demolitionist	Able to use grenades without debuffs
Shotgunnery	Able to use shotguns
Knife fighting	Able to use knives without debuffs
Swordsman	Able to use swords without debuffs
Hammer wielding	Able to use battle hammers
Scythe wielding	Able to use battle scythes
Axe wielding	Able to use battle axes
Spearman	Able to use spears
Shieldsman	Able to use shields
Armourer	Able to use Armour without debuffs
Drone Usage	Able to use Drones without debuffs
Hacker	Able to use hacking and hijacking
Space Combater	Gives additional +1AP to any ship character is on

# GUNS

Guns are an integral part of Starships and Laserguns combat. There are a variety of weapons and each type has their own benefit and drawback. They also each come with a number of stats that are used to determine how each is used. These include: ATK, Max range, Damage, Mass and Durability. Attacks with Guns in Starships and Laserguns will always be a strong disadvantage when attempting to shoot someone who a character is already in melee combat range of.

## Rolling an attack

When rolling an attack on a target, a character must first know the distance to the target. Each ranged weapon has three range brackets that incur differing disadvantages to the roll.

Bracket Name	Range	Effect
Melee Range	0m to 1m	Rolled at disadvantage
Close Quarters	1m to ¼ max range	No effect applied
Medium Range	¼ max range to ½ max range	-2 to Aim roll
Long Range	½ max range to max range	-5 to Aim roll

If using a pistol, characters will receive only a -2 to fire in Melee range, but a -6 to fire at long range.

If the character is using a weapon they have the appropriate skills to use, they must roll their Aim + Weapon's ATK against the defender's DEF with the appropriate Effects for the range applied. If they do not have the correct skills, they may only roll their Aim against the defender's DEF with the appropriate Effects for the range applied.

# MELEE WEAPONS

Melee weapons are somewhat simpler than ranged weapons in that you poke people with them, and they die. They come in a variety of types, each with their advantages and disadvantages.

Melee weapons come in one of three flavours, Dexterity, Agility and Strength based. The type of weapon determines what the weapon's attack is based on.

**Dexterity** based weapons include, but are not limited to:

Knives, Daggers & Katars.

**Agility** based weapons include, but are not limited to:  
Battle Scythes, Swords & Spears.

**Strength** based weapons include, but are not limited to:  
Battle Hammers & Battle Axes.

When rolling an attack with a Melee weapon, a Character takes the stat that the weapon is based on and rolls it, they then add the weapon's ATK to their roll. This is compared to the defender's DEF value.

If they do not have the appropriate skill to use the weapon without debuffs, they will roll only their stat, not including the weapon's ATK.

# DEFENCE

When defending against an attack, a character's DEF value is a measure of the character's ability to dodge an incoming attack as well as resist damage due to their armour. If a character does not have the appropriate skill to use Armour without debuffs, then they only receive half the armour's DEF value.

A character's DEF value is  $10 + \frac{1}{2}\text{Agility bonus} + \text{Armour} + \text{Cover}$ .

For cover:

- Partial cover gives +2 DEF
- Full cover gives +5 DEF

When a character is in cover and what that cover provides is decided by the GM, however as a general guide line, the angle should be considered.

Example: if a character is wearing a leather jacket, has 11 agility and partial cover, then they get 15 DEF. This is because a Leather jacket gives 2 armour, Partial cover gives +2 DEF and  $10 + \frac{1}{2} = 10.5$  Due to the roundup rule, 10.5 becomes 11 and  $2+2+11=15$ .

If a character is using a shield, the shield gives a flat bonus to DEF. Shields are soak defence, meaning that they have durability. That durability only decreases when an attack is blocked, but would not be blocked without the shield.

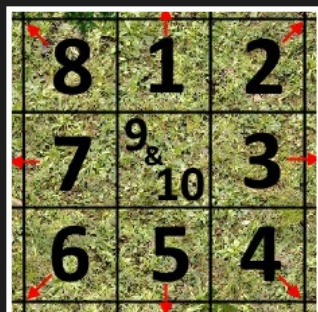


# GRENADES

Grenades can be thrown up to a range of 15m + Strength Bonus. A character declares the tile within range that they intend to throw the grenade to. They then roll a d10 and a d4 as scatter die. The Scatter die determine how far off target the throw is, and in what direction.

The d10 determines the direction and the d4 determines how far. When rolling the d10 a 9 or 10 (also seen as 0 on some die) indicates that the throw is on target and the d4 is not rolled. For the directions based on the roll, see the image below.

The distance offset of a grenade's throw is determined by the d4. Depending on the distance between the thrower and intended target the d4 is rolled with a negative applied, although the lowest it can be is 1. See the table below.



Distance	Effect
$\leq 5\text{m}$	-3
$\leq 10\text{m}$	-2
$\leq 15$	-1

Grenades require 3m of range to break through a single pane of glass, or a 50 Newton rating hardlight, requiring an additional 1m range for every additional pane of glass or 25 Newton rating. If they have less than this they will bounce off.



# OTHER ACTIONS

In combat there are more actions than simple attack rolls that can be performed. These include getting up from prone, picking up and dropping items, drawing some weapons and reloading others. Some are simple actions, others are complex.

A brief list of these actions and how they are handled is below. Any exceptions to these will be in item descriptions ect.

- Dropping any item/weapon (unless worn) is a free action.
- Picking up any item from the ground, is a simple action.
- Drawing a weapon is a simple action.
- Passing items from one character to another is a simple action for both characters.
- Dropping to prone is a simple action
- Standing from prone is a simple action and halves movement for that turn

# TAKEDOWNS

Takedowns allow players and NPC's to deal a significant amount of damage or instant kill a target. There are also Non-lethal takedowns that allow for a target to be knocked unconscious without taking damage. Takedowns are, for all intents and purposes, stealth based attacks and require a few conditions to be met before being attempted.

1. The Target must be unaware of an attacker initially.
2. The attacker must be within 3m of the target for the entire takedown attempt and must be in the tile next to their target when they perform the takedown.
3. The attacker must make 3 stealth rolls (one per turn) and they must beat the target's perception check on each.
4. The attacker must have a melee weapon (for lethal takedowns) OR the takedown attempt will be non-lethal

When all of these conditions have been met a takedown can be performed. The attacker does not need to roll for this, however a target must roll to defend against it. The target must roll their constitution. Dependent on their score, different things can happen:

Score	Double 1	<5	6 to 10	>10	Double 10
Effect (lethal)	Instant death	Reduced to 0 HP	2x weapon's Max DMG	1x weapon's max DMG	DMG roll at advantage
Effect (non-lethal)	Knockout for 25 hours	Knockout for 10 hours	Knockout for 1 hour	Knockout for 10 turns	Knockout for 2 turns

# DRONES

Drones are capable of a multitude of different actions. To control a drone, a character has to have "access" to it. Access is automatically granted to the owner, and can be gained by Hijacking (see Hijacking section). Drones act on the same initiative as the person controlling them. There are two types of drones, flyers and walkers, although walkers includes drones with wheels or caterpillar tracks. Flyers are classed as loud, meaning that anyone within a certain radius of them is immediately aware of their presence. The range is based on their size.

Size	Tiny	Small	Medium	Large
Radius	0.25m	2m	5m	10m

A drone's DEF value is also determined by it's size. This can be increased or decreased with modifications. Although it may seem counter intuitive, smaller drones have a higher DEF as it's harder to hit a smaller target. If the drone's operator is unaware of the attacker, the drone's DEF is significantly reduced.

Size	Tiny	Small	Medium	Large	Decoy
DEF	16	14	12	10	5
DEF (Unaware)	5	6	7	8	5

A list of common drone actions, and their use is listed below.

Land - Flyers only - Complex action - The drone stops flying, making it silent, however it must take off before moving.

Take off - Flyers only - Complex action - The drone takes off again, making a noise as it prepares to move

Listen - Microphone required - Complex action - The drone relays the audio to the controller.

Watch - Camera required - Complex action - The drone relays a live video feed to the controller

Pick up/drop - Manipulator required - Simple action - The drone picks up or drops an item.

Granting access - Access required - Simple action - Access to the drone is given to another character without them needing to hijack it.

# HEALTH

In combat there are injuries and damage that can be taken. When a character's HP drops below 0, an injury can be incurred. What the injury is and what its effects are are entirely up to the GM.

Damage is simply calculated, by rolling the appropriate DMG value, this value is then the number of HP taken. Explosives, have a damage rating. A character's distance<sup>2</sup> (in meters) from the explosion's centre, is removed from the damage taken.

When a character has lost HP in a battle, they may need to heal. This can be done in the midst of combat, or during RP time. In both cases there are multiple ways to heal.

## **Passive healing**

Passive healing, is the natural ability of a character to regenerate health over time. Characters will regenerate 2 HP per hour of rest, or fully heal during 8 hours of uninterrupted rest. Rest is defined as RP time during which a character does not perform any demanding tasks, or travel far on foot, hoverboard, hoverbike or by piloting a craft.

## **Active healing**

Active healing is when characters use an item to recover HP. This includes quikpatches and TRM's. Each is slightly different.

Quikpatches can be applied in combat as a complex action. They recover a set amount of HP for one hour. After this hour is up the HP is removed. If this takes a player to 0 HP (never below), they are knocked out until another character heals them.

Medkits are permanent heals. They are complex actions to apply. They heal a certain number of HP each turn, for a certain number of turns.

TRMs (Tissue Regeneration Matrix) is used to heal any HP and injuries (at GM discretion) it takes exactly 10 minutes to use and will fully heal any character to max HP. Even AI, don't question it.

# PART IV

## LOCKS +

## HIJACKING

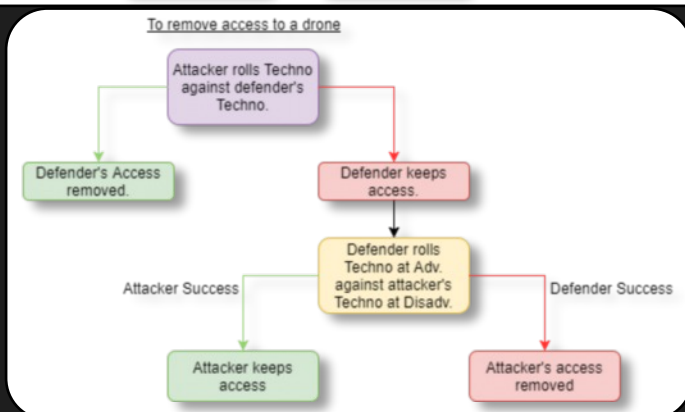
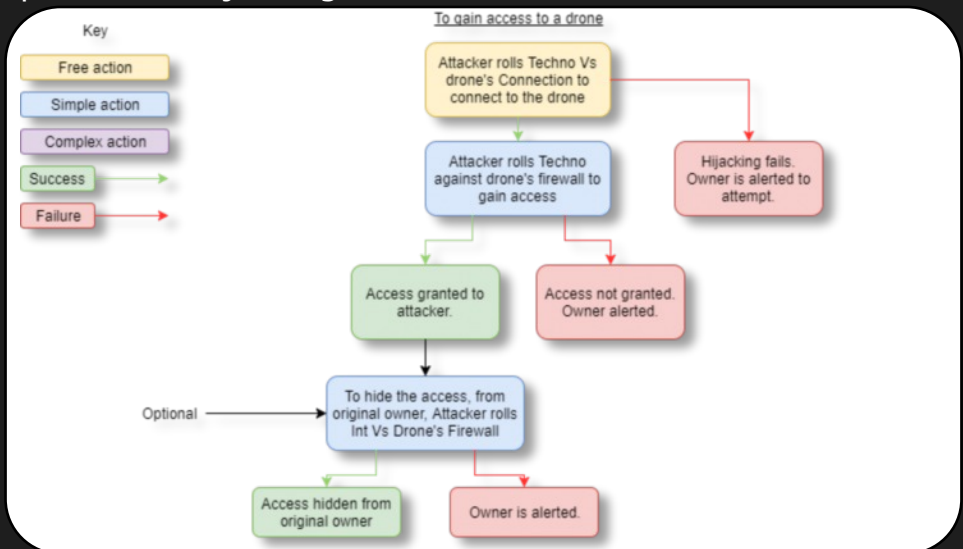
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# HIJACKING

When trying to take control of a drone that a character doesn't have access to, they must first try to gain access, they can then try and remove the original owner's access.

For the sake of simplicity, a flowchart has been included below to help guide players and GM's through the process of hijacking.



Once access has been removed from a drone, that device will be unable to connect to it again.

# PART V

# STARSHIPS

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# CLASSES

Every starship has a class. The classes are representative of the size of the ship and it's intended function, although they say nothing about it's actual use.

The class of a ship has multiple effects, these are simplified with a "class modifier". A list of classes and their modifiers is included below.

<u>Class</u>	<u>Class Modifier</u>
Fighter	0.25
Shuttle	0.3
Transport	0.5
Light freighter	1
Destroyer	1.5
Freighter	2
Heavy destroyer	2.5
Heavy freighter	3
Cruiser	3.5
Battleship	6
Dreadnought	10
Carrier	15
Heavy carrier	20

Starship classes are expanded upon in the homebrew section, where it is

# MODULES

Every starship comes with a number of systems and modules fitted. The modules and systems fitted to a starship determine what the ship is capable of.

The difference between modules and systems is that modules are optional, where as systems are essential.

The systems fitted to a ship are limited by the system slots on the ship, they must take up an available slot and only one per ship may be fitted.

A list of available modules and their costs are included in the DIV book.

Modules and systems have a class system, the higher the class, the bigger the module, however it is also more powerful.

System slots have a rating, the ship can ONLY fit a system of that rating or ONE lower.

Systems have set slots, these are: Life support, Thrusters, Primary FTL, Sensors, Reactor and Fuel tank. A ship requires all of these to function nominally. They can function without them, however they are severely limited.

Modules are different in that they are entirely optional. They give specific functions and abilities to a ship. These take up internal room, of which a ship has a limited amount. This amount is listed in the Stats & Info section of the vehicle sheet as "Module space". Modules each have a rating, this rating is equivalent to the amount of internal space they take up. Logically, larger modules are more powerful, for example, a larger shield generator is stronger than a smaller one.



# MAINTENANCE

Modules aboard a ship can be changed at any facility with a maintenance yard or drydock. It takes 1d4 days for this to be completed at a drydock to do any and all outfitting. At a maintenance yard it takes 1d4 days +1d2 days per additional module.

Systems can only be changed at a drydock, and take 1d4 days per system.

Hardpoints can be changed at any maintenance yard or drydock and take 1d4 + rating hours each. Depending on the drydock or maintenance yard, multiple hardpoints may be outfitted simultaneously.

As ships lose HP, they begin to take negatives, this damage is healed by having the ship repaired in a maintenance yard.

<u>HP limit</u>	<u>Effects</u>
Full	No Effect
> 3/4 HP	-1 to all rolls
> 1/2 HP	-2 to all rolls
> 1/4 HP	-3 to all rolls
1 HP	-5 to all rolls

Maintenance costs are 1d4 \* class modifier \* 1000 Credits per HP point restored.



FTL (Faster Than Light) travel comes in 7 forms



# PART VI

# SPACE

# COMBAT

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-

# OVERVIEW

Space combat in starships and laserguns is very heavily dependant on a resource called "AP". AP stands for Action Points, and denotes how much a ship can do in one turn. The ship starts each turn with it's full AP and they do not carry over from one turn to another.

AP can be used to fire weapons, improve accuracy of some weapon shots, perform manoeuvres, Charge drives and more.

Starship combat is significantly different for a small ship with a crew of 5 people, than it is for a larger ship with a crew of 500.

The characters on a ship take on certain positions on their ship which dictates the tasks they can perform. Each of these positions is covered in greater detail in the Positions section.

# POSITIONS

A ship has a number of positions that crew members can take. These positions may have a limited number of slots available, depending on the position and the size of the ship's crew. Characters can switch freely between these positions, but may only use the abilities of one per turn. Some ships may only have some positions available, and these will be denoted on the vehicle sheet, for example, a fighter craft may only have the fighter pilot position available.

Some positions are Required to perform some tasks, such as the Helmsman is the only crew member able to pilot the ship.

The following Positions are available:

- Captain
- Helmsman
- Navigator
- Gunner
- Engineer
- Fighter pilot
- Crewman



# CAPTAIN

A ship's



# PART VII

# MONSTERS

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# OVERVIEW

Players will encounter a number of enemies through out their game, some of these will be alliance members. The players may also encounter a number of dangerous species of wildlife. This section of the guide is designed to help players and GM's with the monsters in the world. This section contains lists of abilities that creatures may have, as well as items they can drop and other effects that they can have. The DIV book contains pre-prepared monster sheets, these reference the attacks and abilities in this section of the guide book.

# ATTACKS

A monster, or other creature, that players encounter in the game can have a number of attacks. These attacks are based on the creatures stats. A list of basic attacks along with a description is included below.

## Bite

The creature lurches forward, snapping it's jaws wildly in an attempt to bite at the nearest enemy.

Requires:- Jaws, Teeth

ATK: Roll Agility

DMG: 1d6+Strength

Type: Crushing

## Claw

The creature swipes forward with one claw outstretched attempting to slice into the nearest enemy.

Requires:- Limbs, Claws

ATK: Roll Agility

DMG: 1d4+Dex

Type: Slashing

## Charge

The creature rushes forward directly at an opponent. If caught, the opponent is knocked aside and prone.

Requires:- Can move.

ATK: Agility save to avoid being hit.

DMG: 1d4+Strength

Type: Bludgeoning

## Tail Swipe

The creature whips it's tail around trying to lash at an enemy with the end.

Requires:- Tail

ATK: Roll Agility

DMG: 1d6+Strength

Type: Slashing

### Fire Breath

The creature sprays a jet of searing hot flames in a direct line (5m), burning everything in it's path

Requires:- Flame sack

ATK: Agility save to avoid

DMG: 2d4

Type: Burning

### Plasma Arc

The creature launches a blast of plasma from it's maw, covering a 90 degree arc in plasma. 3m range.

Requires:- Plasma sack

ATK: Agility save for half DMG

DMG 1d4

Type: Burning

### Tesla Flash

The creature unleashes a charged electric shock, arcing up to 4m into a nearby enemy. Takes a simple action to charge.

Requires:- Electro-stunner

ATK: Roll Agility

DMG: 3d4

Type: Shocking

### Sentinel Beam

The creature fires an accelerated particle beam that pierces through up to 5 enemies in a straight line.

Requires:- Beam emitter

ATK: Agility save to avoid (DC 10 + Agility bonus)

DMG: 2d4

Type: Piercing

# PART VIII

## EPIC

## FEATS

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# OVERVIEW

Players may at times, roll an “Epic Feat”. These are actions that beat a DC or opposed roll by a significant margin. They include rolling an attack with more than double the opponent’s AC.

# PART IX

# STRESS

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# OVERVIEW

Stress is a powerful resource that players are able to spend in order to give themselves advantages in nearly every area of the game. Some NPC's and monsters will have a very limited amount of stress that they can spend.

Stress is linked to sanity, which is the major drawback. When you "take a stress" your "Stress-Relief" goes down by one, and when you "Gain a Relief" it increases by one. For every 3 points the Stress-Relief goes below 0, the sanity score is decreased by one, and Every 3 points the Stress-Relief goes above 0 the sanity score increases by one.

Sanity decreases by one at -3, -6, -9 ect, and increases by one at 3, 6, 9 ect. (The sanity score is changed at the same time as the Stress-Relief reaches the threshold value. (So as the third stress is taken, the sanity decreases))

When a player's sanity decreases too far, they will begin to experience a number of negative effects that are expanded upon in the Sanity section.

Possible uses of stress are outlined below.

## Advantage

A player may choose to take a point of stress to give themselves advantage on any roll they do not already have advantage or disadvantage on. This action must be declared before rolling.

## Injuries

By taking 3 stress points a player can avoid taking an injury when they are reduced to negative HP. This must be declared before the injury is rolled.

## Sprinting

A player can sprint an additional 2d12 meters when using the sprint action by taking a point of stress. Taking this stress point counts as a bonus action.

## Initiative

By taking a stress point, a player can boost their initiative roll by 1d12. They may also use the advantage stress on this d12. This d12 roll requires a second Advantage stress.



# OVERVIEW

Taking too much stress can lead to a player losing their sanity. The sanity score of a player, starts at 15. When a player loses sanity they can begin to hallucinate. The effects are rolled for at the start of a stressful situation.

The lower the sanity of a character, the higher the bonus to the roll on the effect table. Players roll a d100 to find the effect of the sanity roll.

Roll	Effect
91-100	No effect
81-90	Paranoia
71-80	Unsteady hand
61-70	Minor hallucination
51-60	Extreme paranoia
41-50	Major Hallucination
31-40	4th wall
22-30	Double effect
20-21	Faint
18-19	They
16-17	Music
14-15	Compelled
12-13	The light
10-11	Eyes
8-9	Melting
6-7	Terror
4-5	Insects
2-3	Insanity
1	Triple effect

Players add 2x their sanity to the d100 roll.

If a player decides to use stress on their sanity roll and taking that point of stress brings their sanity down by one point, both rolls are done with the lower sanity score applied as a modifier.

If a character rolls a double or triple effect, then all effects are applied simultaneously. If they

apply as stat debuffs, then they stack. If one effect blocks another from being applied, then the effect that is stopped, will be applied as soon as the blocking effect is no longer applied.

## No effect

In an act of impressive willpower the character manages to retain their stability and suffers no adverse effects

## Paranoia

Beset by an onslaught of self doubt the character faces a -5 to all Intelligence, Logic, Technology and Perception rolls for the next 3d20 minuets.

## Extreme Paranoia

The character is overcome with self doubt for 1d20 minuets. For that time the character automatically fails all Intelligence, Logic, Tech and Perception rolls.

## 4th wall

The character suddenly becomes convinced that they are a character in a dice game and that their actions are being dictated by an unseen influence. The character tries to convince others of this, regardless of their relationship with the character. The effect passes after 1d12 minuets.

## Faint

Unable to withstand the crushing stress of their situation the character's mind shuts down and they faint. They may awake after 1d12 turns.

## Music

For 1d12 hours you hear a repeating melody in your head. As time goes on it begins to slowly drive you mad, you become irritable and are unable to rest.

## Unsteady hand

The character visibly trembles, unable to steady their hands for 3d20 minuets. They suffer -5 to all agility, dexterity, strength or aim rolls until it passes.

## Minor hallucination

The character witnesses a single, otherwise unremarkable object nearby move when they are not looking directly at it. The object returns to it's correct state when observed directly. The effect lasts for 2d12 minuets

## Major hallucination

An otherwise unremarkable object nearby begins to display strange behaviour such as melting, changing colour or shape, moving on it's own or talking. The object must not be otherwise capable of this effect. The hallucination may attempt to interrupt, talk over or otherwise distract the character. This lasts up to 3d20 minuets.

## Double effect

Roll two more sanity checks. These are both applied simultaneously. This effect can stack.

## They

For 1d10 turns The character becomes convinced that the characters around them are plotting their downfall and have been for some time. Their plan is moments away from completion. The only way to survive is to kill them first. Roll initiative.

## Compelled

The character experiences a strange conviction to perform an action such as licking the blade of a sword, chopping off a finger, opening a vehicle door or removing all of their clothes. The conviction passes after 1d12 minuets. Until then the character must endeavour to complete the action with no regard for safety.

## Eyes

The character starts seeing eyes appearing on otherwise unremarkable objects around you. they appear to open and watch you. You feel a malicious intent radiating from their unblinking stares. The effect lasts for 3d20 minuets

## Insects

The character can see and feel insects crawling under their skin. They inflict 1d4 damage on themselves per turn for 1d6 turns attempting to get them out.

## Triple effect

Roll three more sanity checks. These are both applied simultaneously. This effect can stack.

## The light

A blinding light shines into the character's eyes from all angles, forcing them to attempt to shield themselves from it. The character is blinded until the effect passes in 3d20 minuets, or they find a perfectly dark area, which dispels the effect. If the effect would be immediately dispelled, then the sanity check is re-rolled.

## Melting

For 3d20 minuets any object the character touches begins to appear to melt. This includes other characters.

## Terror

The character becomes fearful of the it's nearest ally. They are unable to look at that character and must get as far from that character as possible for 2d6 turns.

## Insanity

The character's sanity finally breaks. They become a gibbering wreck for 1d12 minuets and are unable to perform any actions or move for the duration.