Infinity Drive

Science Fiction Role Playing Game

Introduction:

There are very few Science Fiction RPGs (Role Playing Games) on the market that I want to play. They each do something very well but if I do not want to do what they focus on then the game becomes average. Also, the games that do what I want have other parts that confuse me or overcomplicate things. I have decided then to do something about this and write a small system that is aimed to be simple to play and a generic RPG aimed at the Science Fiction genre.

There is no "setting" material although you could argue that the Advancement Levels equate to a setting, and that would be very hard to argue against. I hope that this little game sees some use and brings some enjoyment to the tabletop in any form around the world.

Characters:

It is assumed that players will want to play humanoid characters and all humanoid characters are built equally. They may not be human though and a player can alter their attributes after rolling or buying them based on a simple process and create their own race, or a GM (Games Master) may have a set group of Alien races that they allow players to choose from. The base humanoid is considered the median for playable races though.

Each character is made up of four things;

1. Characteristics;
2. Skills;
3. History;
4. Equipment

Characteristics:

There are seven customisable characteristics. They are;

1. Muscle (Mus): Your character's physical force and strength
2. Grace (Grc): Your character's ability to coordinate your physical activity
3. Resilience (Res): Your character's body's ability to resist harm
4. Intellect (Int): Your character's ability to observe and deduce information
5. Sanity (Sty): Your character's grasp of common sense and reality.
6. Chutzpah (Chz): Your character's force of personality.
7. Metaphysical (Mtp): Your characters potential for psychic education.

If you do not want a far future with psychic/psionic abilities, ignore the seventh characteristic. Each characteristic on a regular humanoid with no cybernetic or bio-mechanical improvement is measured in a range of 2 to 12; 2 being the least desirable or adept in that characteristic and 12 depicting the peak of humanoid condition. The characteristics are denoted using a hexadecimal

notation to allow for simple notation on a character sheet or notebook for quick and standardised access to each characteristic.

Hexadecimal

This is a numbering system often used by computer programmers that at its heart has a base numbering system of 16 (commonly denoted as 10_{16}). To represent this system of numbers the digits used for the values 0 through to 9 remain the same but the digits from 10 – 15 are replaced by letters:

Decimal	10	11	12	13	14	15
Hexadecimal	A	B	C	D	E	F

Hexadecimal uses a place based system much like the decimal system that we use on a daily basis so that if any number rises to 16 or above then it can be detailed with more than one digit. For example, consider the decimal value of 58. In hexadecimal it would be represented by the digits 3A and in this game we would put brackets around it to show it as one figure like (36). The reason this occurs is as follows"

	10's	1's		16's	1's
Decimal	5	8	Hexadecimal	3	A
	50	8		48	10
Total of 10's and 1's	58		Total of 16's and 1's	58	

Numbers of 16 and higher are used mainly for equipment or creatures and very rarely appear for a character.

Characteristic Representation

A character represents their characteristics in a standard fashion on their character sheet so that it can be easily read and understood. The player records their characteristic value in order from left to right as follows:

Characteristic	Muscle	Grace	Resilience	Intellect	Sanity	Chutzpah	Metaphysical
Value	7	6	A	5	8	7	7

On a normal notepad, rather than a character sheet the above characteristics could simply be written (this is know as a Character Profile) as:

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As the notation is standardised we would know that the character is exceptional in Resilience, has a strong hold of their own sanity, and is a little clumsy, not terribly intelligent but otherwise pretty average for a humanoid.

Generating Characteristics

There are two methods of generating characteristics and *you must pick one* and stick with it. Unless the GM says otherwise, both methods are available. Characteristically the Point Buy system will give you a slight advantage over the Dice Rolling generation, on average offering up 102% of the expected characteristics as opposed to the average of the Dice Rolling method. The Dice Rolling method though has the capacity to produce exceptional character characteristics just as it has the

possibility of producing a poor character. On average though the characters should be comparable. But remember, once you choose the system, you must stick to it.

Point Buy Generation

In this system you are given 50 points to distribute amongst your characteristics. Yo may distribute them in any way you feel is appropriate for the character you hope to create with the following two conditions:

1. No characteristic may start with a value greater than C (12); and
2. No characteristic may start with a value below 2.

Dice Rolling Generation

With this system you take a set of 2d6 and roll them 7 times. As you roll them you fill in your characteristics in whatever order you feel you would like to. For example, I take this generation method and want to create a warrior in the Space Corps. The rolls are as follows;

1. The first number I roll is a 7 so I assign that to my Chutzpah, wanting to be readily likable;
2. Followed by an 8 I slip that into my Sanity so I can face battle with no fear of running;
3. Another 8! Straight into my Grace so I can use a wide range of weapons easily;
4. Then a 4. I figure it won't get worse and put it into Metaphysical as I don't want to be psychic;
5. Disaster a 2! That has to go into Intellect meaning my character is dumb as they come;
6. Then a 5. I have to hope for a better final roll as I slip that into Muscle. Not great at unarmed combat or carrying stuff.
7. Resilience on my final roll is filled out with a C (12)! I am made of stern stuff.

The character finally looks like:

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In total that is 46 points spent. Had I gone the point buy generation system I would have been better off but once the choice is made I can't change it so it is time to grit my teeth and move on.

Alien Humanoids (Optional Rule)

You may wish to play an Alien that is a humanoid. You can using the characteristic generations above although you may envisage that your Alien race is stronger or more graceful than the average humanoid race. That is fine and this optional rule seeks to assist you to create races in this form. To do this you may add *up to* six points to your characteristics using the following rules:

1. No characteristic may receive more than 3 points added to it in this manner;
2. For every point added to a characteristic a point must come off another characteristic (that has not been improved);
3. You may go above C and below 2 with these adjustments but never lower than 1; and
4. You must detail a name for your race and a reason that the race has the improvements and reductions to their characteristics.

For example, I decide to make the character that I rolled in the dice generation system a little smarter than he actually is. To do this I look and decide I will only use three of the possible 6 that I can adjust and add them all to Intellect. I do not want to reduce my Muscle further so instead I take 2 off my Resilience and one from my Metaphysical giving me the following Character Profile:

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To satisfy rule 3 listed above I call my race the Darrian. As a standard they receive +3 Int, -2 Res, -1 Mtp. The race was born on a home-world that was rife with metaphysical predators. To combat these creatures required a great deal of cunning as the race is poor in matters of a metaphysical nature. The planet was also devoid of much micro-organic life and thus suffer from weak resilience to normal conditions.

This classifies the race and if anyone else wants to play a Darrian the GM can record the details. The GM may offer you ideas in regard to the reasons the characteristic modifications. It also gives you an idea of the character history and how that may affect your character in game.

Non-humanoid Aliens (GM Ruling)

Players may wish to become a radical Alien race. This is left to the GM to decide if there are any races like this available to players and how their characteristics are determined. Non-humanoid races are likely to have a much different psychology and physiology and so it is recommended that any race is developed by the GM and the Player in combination. Non-humanoid races can break any of the limit rules in any of the other systems apart from they cannot have a characteristic of 0 (**unless they have no physical body**).

It is suggested to remain with the 50 point system though this can be played with as long as it is made equitable to all players. A heroic campaign could offer up 60 points and allow the rollers to have a small advantage by rolling 2d6+2 for every characteristic. As a GM, if a player wanted to roll characteristics for a non-humanoid Alien you could decide to have them roll a variable number of dice. For example the Alien may be very tough and resilient so for Mus and Res they roll three dice but only roll one for Int and Chz as a balance. If a race has no body then the 14 dice need to be implemented across only 4 characteristics of Int, Sty, Chz and Mtp. These can be in any formation so you might have 11d6 in Int and only 1d6 in Sty, Chz and Mtp making a highly intellectual race that are unstable, very poor presence and weak psychically.

The key here for a GM is to make sure that no player is disadvantaged by another player creating a non-humanoid Alien race. Using the guidelines above or some of your own ideas should allow for this to occur. Give some thought as to how the creature came into being and what they look and act like so they can be recorded in your notes as a playable Alien race.

Characteristic Tests

If the GM ever calls for you to conduct a test based on an attribute alone (say for example to resist an Alien disease or push over a plexiglass wall) then you roll 2d6 in a *normal* test and if it comes in less than or equal to your characteristic you have succeeded. The GM may rule that such a test is *easy, difficult, near impossible or impossible* in which case you roll the following in each circumstance. You total the results and if it is less than or equal to your characteristic you succeed. If the minimum score is above your characteristic then you cannot succeed at the task and automatically fail while if the maximum score is below your characteristic you automatically succeed.

Difficulty	Dice to Roll	Minimum	Maximum
Easy	1d6	1	6
Normal	2d6	2	12
Difficult	3d6	3	18
Near Impossible	4d6	4	24
Impossible!	6d6	6	36

Skills

Your character is much more than a set of characteristics. In fact the character is a combination of their characteristics and their skills that they have learnt up to the start of play. Skills are used extensively in play to undertake tasks by your character. The result of these tasks will likely affect the course of the story as you progress through it.

A character's skills are numerically based from 0 through to 6. No skill can ever be higher than 6 and if you do not have a 0 ranking in a skill then you cannot attempt to use that skill in any way. How to use skills is listed after the skills and character generation sections. The good news is that a character gets a list of skills automatically at the 0 level as listed in the skills table below.

The Skills Table

The following tables list the skills name, a description, if it is part of the free level 0 skills and also if there are any prerequisites to the skill.

Name	Description	Pre-requisites	Skill 0
Athletics	This refers to running, jumping and other physical based skills	None	Yes
Acrobatics	Any physical action that is energetic and requires fine motor control like tumbling, dancing, contortionist etc.	None	Yes
Armed Combat	Use of a non-ranged weapon in combat is covered by this skill	As per weapon	No
Bribery	Ability to convince others to offer a service in return for goods or favours	Chz: 7 for further levels	Yes
Broker	Used specifically for negotiating trade and trade items. Can be also used to reduce prices in a form of barter.	Chz: 7	No
Clerical	Ability to use administrative services and make applications for various services. Also contains the ability to keep books and manage customs and trade operations. Also allows for forgery.	Sty:5	No
Communications	Ability to repair and use inter ship, inter-planetary and inter-stellar communication devices including the use of sensors on any vehicle	Int: 4	No
Computer	Ability to program and pervert a computer to do what you want it to do. Everyday use of a computer is assumed for every character with no skill check.	Int: 7 Sty: 9	No
Demolitions	Ability to use explosives, creation and disarming explosive devices	Sty: < 9 Int: 7 Grc: 8	No
Diplomacy	Ability to communicate in a manner expected to improve relations and ask for favours	Sty: 5 Chz: 4 for further levels	Yes
Drive	The ability to get in a common vehicle for land based travel and operate it	None	Yes
Electronics	Ability to repair and rewire electronic equipment and surveillance systems	Sty: 5	No

Name	Description	Pre-requisites	Skill 0
Evade	If you want to concentrate on not getting hit by something, this is the skill for you	None	Yes
First Aid	Ability to respond immediately to injury	Int: 3 Res: 6	No
Gambling	Ability to become skilled in all sorts of games of chance	None	No
Gravitics	The creation of and use of any personal anti-gravity devices for personal use	Int: 5	No
Gunnery	Controls the use of all non-humanoid portable ranged weaponry. This includes skills in ranging, aiming and forward observing.	None	No
Instruction	Gives the ability to teach anyone else a skill up to a maximum of your level in that skill or to the level of your instruction skill, whichever is the least	Chz: 7 Res: 5	No
Intimidation	Ability to use fear or force to cause an opponent to back down or gain some information via interrogation	Mus: 8 OR Chz: 7	No
Knowledge(*specialty*)	Covers knowledge of any broad subject. The speciality should be suitably broad e.g. xenobiology. Talk to your GM regarding your speciality ideas.	Int: 4	No
Local	Ability to blend into a planet/city/organisation/crew etc. without raising any suspicions	None	No
Mechanised Armour	Used to control any form of humanoid armour from powered combat armour to mechs	Mus: 7 Grc: 7	No
Medical	Focus on longer term healing after initial treatment with First Aid	Int: 8 Sty: 8 Res: 7	No
Navigation(*specialty*)	Abilty to navigate in one of three specialised areas: Planet, Inter-planet or Inter-stellar	Int: 8 Sty: 5	No
Pilot(*specialty*)	The ability to operate an airborne or star based craft. A specialty must be taken as the type of craft e.g. rotor, sub-orbital, infinity drive etc.	Int: 7 Sty: 5 Grc: 5	No
Psychic(*specialty*)	Ability to use a psychic power. Specialties are: *Clairvoyance, Divination, Pyrotechnics, Symbiosis, Telekinesis, Telepathy.*	Mtp: 8	No
Recon	Ability to spot hidden things or uncover clues or information, also including the use of devices designed for detection purposes	None	Yes
Stealth	Hiding or moving quietly and moving unnoticed	None	Yes
Surgery	Used for installation of cybertechnology, biological improvements and also serious injury repair	Int: A Grc: B Res: 7	No
Survival	Ability to adapt to the environment and use devices designed to make the environment more habitable	None	No
Swim	Important when you are immersed in liquid	None	Yes

Name	Description	Pre-requisites	Skill 0
Tactics	Used in larger scale conflicts to obtain an advantage to combats	Int: 4 Chz: 8	No
Weapon(*specialty*)	For use with ranged weaponry. The specialty should be a group like Automatic Rifles which would cover rifles that are slug based and use the auto fire system. Come up with your own specialty and work out with your GM what the specialty contains.	As per weapon	No
Zero-G Combat	The use of Zero-G weaponry or adjusting for non-Zero-G weapons in a Zero-G environment	Grc: 7	No
Zero-G Movement	The ability to move in Zero-G including the use of space suits and the like	None	Yes

Character Starting Skills

Your character will have a number of rolls on a series of skills table dependant on what type of learner your character is. The type of learner is chosen in the following manner:

Total your Int + Sty, then total your Int + Chz. If your Int + Sty is greater than your Int + Chz then you are an academic styled learner and you will get a number of skill rolls equal to the total of your Int + Sty. Otherwise you are an action learner, who prefers to learn as they experience and you get a number of skill rolls equal to your Int + Chz. if both are equal then you have no restrictions on how you roll your skills.

For example, consider the Darrian character I have been developing. He has an Int + Sty total of 13 where as his Int + Chz is 12. These are close but, befitting a Darrian, he sides on the side of an Academic and so is subject to Academic Restrictions.

Skill Restrictions

Skill tables in the following *career paths* are broken up into multiple formats. The overriding format though is if the table is Academic or Action learning. This is noted with the table name. If you are an Academic learner then ¾ of your skill rolls (rounded up) *must* come from the Academic tables. Any leftover rolls may be taken from Academic or Action skill tables. The inverse is of course true; if you are an Action learner then you *must* take ¾ of your rolls (rounded up) from the Action skill tables and the remainder can be used on Academic or Action skill tables.

If your skill levels were equal for Academic and Action then you may use your rolls how you want. As well as that your character gains one bonus roll for being a well-balanced individual who has the ability to pick up skills easily.

For example, with the Darrian character, he is an Academic learner and hence must roll at least 10 (13 x 0.75 rounded up) of his rolls on academic tables for his skills.

Career Path

To start with your skill rolls you must choose from two career paths and then find the specialty that you receive. The initial choices are Military or Citizen. The sub choices of military are *Army, Covert, Marine, Naval, Planetary Security, Special Forces*. The speciality of citizens are *Business, Civil, Construction, Medical, Professional, Rogue*. The speciality of the character is chosen randomly after you have chosen your career path.

Once this is selected there will be two skill tables per specialty (one Academic and one Action) that can be used for skill generation. Skill generation is done in groups of four rolls (or part thereof) and

the first group *must* be rolled from these skill tables. Once the initial four rolls are completed though there is a third and fourth table that can be used for every speciality. These are the "Planetside" skill tables. There is one set of Planetside tables (Academic and Action) for the Military career path and one set of Planetside tables (Academic and Action) for the Citizen career path. See after the skills table for how to generate the skills for your character.

Career Survival (Optional Rule)

After each grouping of four skills rolled you must ensure that your character has survived the period of learning. The survival roll is made on 2d6 and you must roll higher than the number listed on the following table:

Character Type	Survival Target Number
Military Action	5
Military Academic	4
Citizen Action	4
Citizen Academic	3
Military Neither Academic or Action	4
Citizen Neither Academic or Action	4

The reason this roll is required is that work is dangerous in the future. Military has the likelihood of war whilst as a Citizen you could make bad deals or maybe headhunted by another firm that goes bad. If your character fails a survival roll then they die and you need to start the creation process again. Alternatively, you can have the character suffer a setback which reduces the number of rolls remaining by one and an attribute is reduced by one (or two if there are no skill rolls remaining).

Military Skill Tables

1d6 Die Roll	Specialisation
1	Naval
2	Special Forces
3	Covert,
4	Planetary Security
5	Marine
6	Army

Army Action Table		Army Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Chz
3	Drive	3	Navigation (Planetary)
4	Recon	4	Weapon
5	Intimidation	5	Engineering
6	Armed Combat	6	Tactics
7	Weapon	7	Electronics
8	Athletics	8	Computer
9	Unarmed Combat	9	First Aid
10	First Aid	10	Communications
11	Gunnery	11	Knowledge (Military)
12	+1 Res	12	+1 Sty

Covert Action Table		Covert Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Grc	2	+1 Int
3	Evade	3	Survival
4	Acrobatics	4	Psychic
5	Recon	5	Weapon
6	Weapon	6	Electronics
7	Armed Combat	7	Recon
8	Stealth	8	Computer
9	Athletics	9	First Aid
10	First Aid	10	Local
11	Pilot	11	Knowledge (Military)
12	+1 Res	12	+1 Sty

Marine Action Table		Marine Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Mus
3	Stealth	3	Navigation
4	Recon	4	Weapon
5	Evade	5	Electronics
6	Armed Combat	6	Tactics
7	Weapon	7	Diplomacy
8	Zero-G Combat	8	Computer
9	Demolitions	9	Zero-G Movement
10	First Aid	10	Communications
11	Zero-G Movement	11	Knowledge
12	+1 Chz	12	+1 Chz

Naval Action Table		Naval Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Grc	2	+1 Int
3	First Aid	3	Communications
4	Recon	4	Diplomacy
5	Zero-G Combat	5	Engineering
6	Armed Combat	6	Tactics
7	Pilot	7	Computer
8	Gunnery	8	Knowledge
9	Weapon	9	Navigation
10	Zero-G Movement	10	Clerical
11	Gravitics	11	Armed Combat
12	+1 Res	12	+1 Sty

Planetary Security Action Table		Planetary Security Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Chz	2	+1 Chz
3	Mechanised armour	3	Recon
4	Intimidation	4	Clerical
5	Recon	5	Communications
6	Weapon	6	Diplomacy
7	Armed Combat	7	Knowledge
8	Local	8	Intimidation
9	Clerical	9	Weapon
10	First Aid	10	Instruction
11	Evade	11	Psychic
12	+1 Res	12	+1 Int

Special Forces Action Table		Special Forces Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Sty
3	Drive	3	Recon
4	Demolitions	4	Communications
5	Recon	5	Clerical
6	Weapon	6	Diplomacy
7	Armed Combat	7	Knowledge
8	Local	8	Instruction
9	Pilot	9	Weapon
10	First Aid	10	Medical
11	Mechanised Armour	11	Psychic
12	+1 Res	12	+1 Int

Military Planetside Action Table		Military Planetside Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Sty
3	Psychic	3	Gravitics
4	Athletics	4	Diplomacy
5	Gravitics	5	Clerical
6	Drive	6	Psychic
7	Swim	7	Knowledge
8	Gambling	8	Broker
9	Acrobatics	9	Medical
10	Unarmed Combat	10	Surgery
11	Pilot	11	Pilot
12	+1 Grc	12	+1 Int

Citizen Skill Tables

1d6 Die Roll	Specialisation
1	Civil
2	Medical
3	Rogue
4	Business
5	Construction
6	Professional

Business Action Table		Business Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Sty	2	+1 Int
3	Weapon	3	Bribery
4	Unarmed Combat	4	Communication
5	Recon	5	Knowledge
6	Diplomacy	6	Broker
7	Broker	7	Clerical
8	Clerical	8	Computer
9	Local	9	Instruction
10	Knowledge	10	Communications
11	Armed Combat	11	Electronics
12	+1 Chz	12	+1 Sty

Civil Action Table		Civil Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Chz
3	Acrobatics	3	Gambling
4	Bribery	4	Psychic
5	Clerical	5	Drive
6	Computer	6	Knowledge
7	Athletics	7	Clerical
8	Electronics	8	Instruction
9	First Aid	9	Computer
10	Drive	10	Local
11	Pilot	11	Bribery
12	+1 Res	12	+1 Sty

Construction Action Table		Construction Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Mus
3	Gambling	3	Computer
4	Recon	4	Clerical
5	Computer	5	Electronics
6	Electronics	6	Diplomacy
7	Athletics	7	Bribery
8	Acrobatics	8	Intimidation
9	Knowledge	9	Psychic
10	First Aid	10	Knowledge
11	Gravitics	11	Local
12	+1 Res	12	+1 Chz

Medical Action Table		Medical Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Grc	2	+1 Int
3	Zero-G Combat	3	Recon
4	Zero-G movement	4	Diplomacy
5	Weapon	5	Diplomacy
6	Clerical	6	First Aid
7	First Aid	7	Medicine
8	Medical	8	Knowledge
9	Computer	9	Surgery
10	Drive	10	Clerical
11	Pilot	11	Psychic
12	+1 Res	12	+1 Sty

Professional Action Table		Professional Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Chz	2	+1 Chz
3	Pilot	3	Computer
4	Intimidation	4	Psychic
5	Recon	5	Communications
6	Knowledge	6	Diplomacy
7	Computer	7	Knowledge
8	Local	8	Clerical
9	Clerical	9	Instruction
10	First Aid	10	First Aid
11	Psychic	11	Bribery
12	+1 Res	12	+1 Int

Rogue Forces Action Table		Rogue Forces Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Sty
3	Knowledge(Underworld)	3	Weapon
4	Unarmed Combat	4	Communications
5	Weapon	5	Knowledge
6	Bribery	6	Clerical
7	Stealth	7	Computer
8	Local	8	Local
9	Recon	9	Electrical
10	Armed Combat	10	Bribery
11	Gravitics	11	Psychic
12	+1 Grc	12	+1 Int

Citizen Planetside Action Table		Citizen Planetside Academic Table	
2d6 Die Roll	Result	2d6 Die Roll	Result
2	+1 Mus	2	+1 Sty
3	Stealth	3	Zero-G Movement
4	Psychic	4	Clerical
5	Athletics	5	Broker
6	Drive	6	Pilot
7	Swim	7	Knowledge
8	Gambling	8	Psychic
9	Acrobatics	9	Diplomacy
10	Unarmed Combat	10	First Aid
11	Pilot	11	Navigation
12	+1 Grc	12	+1 Int

Rules for generating skills

Once you have the tables you can use you roll 2d6 and look at the result. You gain the skill chosen or you adjust your characteristics based on the result. When you do this you must consider the following:

1. If the roll indicates a skill you do not have and is not a free skill at level 0 then you gain that skill at rank 0;
2. If the new skill has a specialty specified, you must take that specialty;
3. If the skill chosen exists already (or is a free skill at level 0) then you add one to the current rank of the skill (taking into account point 3 below);
4. If your roll indicates a skill that is already at rank 6 then you cannot add any more to the skill and lose the roll;
5. If this would take your characteristic over the normal maximum for a humanoid (Max C) or an Alien of that race (Maximum dependant on characteristic changes) then the roll is lost unless you factor into the history a reason for the increase (see history below);
6. No roll that alters a Characteristic will alter the style of skill learner you are, nor the total number of skill rolls you may take
7. If you roll a skill that has pre-requisites you do not meet then you may re-roll that roll once. If it is the same skill then you lose that roll for some reason that you denote in your history.

8. If the roll offers a skill with a specialisation you can either
   a. add one to an existing skill with a set specialisation
   b. take a new version of the skill at rank 0 with a new specialisation

Once you have taken all of your rolls and noted down the history for them (see below) then your character is ready to choose some equipment.

Every choice has some history

For every roll that you make on the table, even the ones that net you nothing, you need to build a little piece of history for your character. Your character has learnt their skills for a reason. It may be that they are received from basic training whilst other skills may have been from a particular job or mission. This exercise helps you build your characters personality and allows you to understand what they have been through to reach the stage where the campaign begins. As a final step to the history you will need to decide your age and appearance as well.

Lets use our Darrian as an example. I have decided to call him Treva Donalson and he is going to have a background as a Citizen. Rolling one die on the specialisation table tells me that Treva sets off on his career in construction (rolled a 5). In his history I put down the following:

Treva was always a bit of a loose cannon and was after a quick buck. He heard that there was always a quick credit or two to be made in backhanded deals in the starship industry and signed up as a Warehouse Admin as soon as he was able to.

Treva now has 13 rolls to make and 10 of them must be made on the Academic side of the tables. He starts with his first group of four skills

1. First roll is a 2 which gives Treva +1 Mus on the Construction Academic Table. In history I note that Treva found himself in a warehouse that was poorly managed and found that he was often called on to move engine parts for the Infinity Drives causing him to bulk up.
2. The second roll is a 9 which would give Treva a rank in Psychic (on the Construction Academic Table) but he does not make the pre-requisite for the skill so I roll once more. This time I roll 4 which gives Treva rank 0 in Clerical. The history reflects this by stating that Treva spends a good deal of time learning the systems in place for the stock and transfer, looking to find a weak point so he can skim some off the top in the future.
3. Third roll is a 6 which, on the Construction Academic Table, gives rank 1 in Diplomacy (as it is a Free Rank 0 skill). Treva spends a lot of time with the boss of the warehouse, a human known as Geldon Task, to get them on side and win their trust.
4. The final roll is a 10 giving rank 0 in Knowledge on the Construction Academic Table. I choose *Black Market* as the category for his knowledge. Treva monitors a lot of the traffic going through the warehouse and through his clerical abilities identifies some of the regular ways items are "lost" to the black market.
5. For this group of four I then, using the optional survival rule make a roll against target number 3. I get a 5 and so Treva is in no danger over this first period of time.

Once through this grouping of four I now get to add to the table available the Planetside Academic table as well. I roll up another set of four rolls

6. I roll an 8 and looking at the two tables I see that Planetside would offer Psychic which is no good for Treva so instead I look on the Construction Academic Table and I get rank 0 in Intimidation which his Chz just allows him to qualify for. Treva approaches the people in the warehouse with the connections to the Black Market he identified and lets them know he is

aware of their dealings. The group starts to do things on the side for Treva to maintain his silence.

7. The next roll is a 5 which could give Treva either Broker from the Planetside Academic table or Electronics on the Construction Academic Table. I choose rank 0 in broker. Treva manages to get one of the people that are dealing in illegal goods to hook him up with Con Velos, an underworld figure. He negotiates a lucrative deal to brazenly lose an entire Infinity Drive power core in the near future.

8. The third roll is a 6 which could give him Pilot on the Planetside Academic table or raise his Diplomacy on the Construction Academic Table. I choose to raise his Diplomacy though both are attractive but I fail the pre-requisite for Pilot, this gives me rank 2. Treva realises that he has a lot riding on the promises he has made and begins to schmooze the transport company as they are key to his plan. He makes a contact in that business with Sarah Stubbs and takes her out for dinner on several occasions.

9. The final roll in this group of four is a 9 allowing me to take Diplomacy up a rank on the Planetside Academic table and Psychic is out of the question on the Construction Academic Table. Treva now has rank 3 in Diplomacy. Con Velos begins to put pressure on Treva to increase his offerings and so Treva approaches the crime syndicate of the Locus, a group of computer bandits. He meets one known as Hekyl and gets her to make it look like Con had been skimming profits away from the local Synth Chip dealers. Within days Con's body is found in a dumpster at the space port. Treva then rolls a 9 on his survival roll.

Treva is shaping up nicely. I have built some good contacts and a great history in the rolls. With the next group of four rolls I meet the requirement to roll 10 on the Academic tables so the third and fourth can also come from the Action side of the tables if I want.

10. I get a 6 straight up and am faced with the decision of Pilot from the Planetside Academic or Diplomacy on the Construction Academic Table. So again his Diplomacy rises to rank 4. Treva has been promoted after successfully linking the loss of an Infinity Drive Power Core to the recent murder of a Black Market member. The Planetary Security commander that was investigating it, Rick Stym, becomes a great friend with Treva and Treva manages to get some great information from him.

11. The next is an 11 and offers up either Navigation from the Planetside Academic or Local on the Construction Academic Table. I take Local for Treva as I decide that he has received an invitation from a local elite club to become a member showing that he has begun to be one of the movers and shakers around the town.

12. A 4 as the next roll can be compared on both the Academic or Action sides of the table. From Planetside that offers Psychic or Clerical while on the Construction table it offers Recon or Clerical. I take a rank in Recon as Treva needs to pay attention to a lot of details and needs to be alert. As Recon is a free Rank 0 skill this ups it to rank 1. Treva begins to notice a lot of irregularities in his workers at the warehouse and uncovers an undercover sting operation in time to hide away the evidence of his criminal activities they were hoping to catch.

13. The final roll for this grouping is a 7 which offers Swim or Knowledge on Planetside or Athletics or Bribery on the Construction table. I choose to add one to Bribery (which is a Free Rank 0 skill) taking it to rank 1. Treva is being scrutinised heavily by the company as he has been pushing his advantage on the black market hard. He manages to get the main investigator's schedule and "accidentally" be playing space Golf at the same time as her Vera Lothlan. He offers her a substantial bribe successfully and the investigation goes away.

Treva has only one roll remaining. There are no other changes so I make the final skill roll and survival roll.

14. The final roll is a 6 which offers Drive or Pilot from the Planetside table or Electronics or Diplomacy from the Construction table. I choose to add a Drive rank which puts it at rank 1 as it is a Free Rank 0 skill. Treva buys himself a sports model grav vehicle using the money that he has been making from his illicit dealings. He rolls a 7 on his survival check.

Treva is now almost complete. He has his characteristics and skills selected. When noting skills, if you have rank 0 in a skill you simply need to note the skill name with no number. Only place the skill rank next to it if it is ranked higher than 0.

Trevor Donalson

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Skills: Athletics, Acrobatics, Bribery – 1, Broker, Clerical, Diplomacy – 4, Drive – 1, Evade, Intimidation, Knowledge (*Black* Market), Local, Recon – 1, Stealth, Swim, Zero-G Movement;

Using Skills

The use of skills is the same across the game, regardless of what you are attempting to achieve.

1. The GM tells you what characteristic the skill needs to be based on and what difficulty it is;
2. You add the rank of the skill to the modifier of the characteristic
3. You roll the dice allowed by the difficulty, add the total determined in point 2 and compare the result to:
   a. Target number 9 for unopposed checks
   b. Your opponents skill roll if opposed

Characteristic Modification

Any characteristic may be called into use on any skill. Say a pilot of a starship loses all automated systems and thus needs to stay awake for the final 78 hours expected of a flight the GM may say that he must combine his Res (or even Sty) to a Pilot check. Some skills will often be used in a familiar way (like Grc with Acrobatics) but the GM could call for any characteristic to be used if the conditions suit it.

The modification is derived from the characteristics base score via the following table:

Characteristic Value Range in Hexadecimal	
0 - 1	-2
2 - 4	-1
5 - 7	0
8 - A	+1
B - D	+2
E – (11)	+3
For every increase of three	+1

There are not sections for the permanent modifiers to appear on the character sheet as the chance that your base characteristic will go up or down based on situations in the game and these all immediately affect the modifier to be applied.

Skill Difficulty

Much the same as the difficulty rankings for making a characteristic check there are difficulty levels when rolling for success. This difficulty is designed to gradually reduce the total that can be rolled and introduces non-standard dice into the system. That being the d4.

Difficulty	Dice to Roll
Easy	3d6
Normal	2d6
Difficult	2d4
Near Impossible	1d6
Impossible!	1d4

You will note that the maximum and minimum columns of this table have gone. That is because the maximum and minimum are completely dependent on your skill ranks and characteristic modifiers as well as the dice. It still follows that if the maximum you can roll is less than the set target number you will always fail at the task and if the minimum you can roll is above the target number of the task then you will automatically succeed.

Unopposed Skill Checks

These skill checks are made where there is no active opposition to the character making the check. For example, a Doctor considers his options for treating a disease with his medical skill. No one is opposing him so the GM tells him that his Int is the active characteristic. If he were physically applying a dressing or something similar it may be Grc and Medicine.

As there is no active opposition the roll needs to achieve a 9 or greater factoring in the dice rolled for difficulty, the characteristic modification and the rank of the skill. If it is a task that offers a simple pass or fail result then rolling 9 or higher (with all modifiers) passes the test and below is a failure. If the degree of success or failure may have an effect see the section on Grades of Success.

Opposed Skill Checks

It is often the case that a character will undertake a task that is directly opposed by another character or a Non-Player Character (NPC). In such cases an opposed roll is made to determine the outcome of the skill check. Sometimes the skills used will be the same (e.g. the character attempts to break into a computer makes an opposed Int + Computer normal test vs the computer security teams Int + Computer normal test), or the skills could be different (a stealth check vs. recon for example).

The principle is the same with an opposed check to the unopposed check, the only difference is that the target number becomes variable. As the check is opposed both parties involved roll their skill + characteristic modifier along with the number and type of dice as specified by the GM and the skill difficulty. When both are rolled the individual who scores the highest succeeds in the opposed test. If the grade of success is important the lower roll is considered the target number for the winner and the higher number is considered the target number for the loser. It may be the case that the GM decides that the grade of success matters to only one side of the contest and that is applied at the time of the roll.

Grades of Success

Often what you are attempting to succeed is just a simple task and there may be no grades of success or failure (e.g. you attempt to use your Ctz and Computer skill to break a password is a pass fail roll), however there may be times where the grade matters. This section describes how to differentiate between grades of success and how well your character has done on a skill roll.

Grades of success can be used in any circumstance where there may be variation in a success or failure. Consider the idea (for example) that the navigator on an Infinity Drive ship plots the course for the Infinity Drive to navigate. A GM may look at this as a pass or fail situation although the result could be much more interesting if a grade of success is provided. A standard success would have the ship arrive in generally the area that they were hoping for whilst an exceptional success might shave days off travel to the star ports as they come out of the Infinity Jump in perfect placement. On the flip side a standard failure might mean that the player navigates to an incorrect point that might double travel time or require another Infinity jump to make up the difference. An exceptional failure though might mean that the navigator has plotted a course that opens up into a sun, or worse, never exits the jump at all.

Using grades of success is a way in most cases to further a story from a plot perspective. It allows the player or the GM to expand on what the results are that make for a much more interesting story. Players should be encouraged to expand on what happens on exceptional successes with guidance from the GM. Conversely, the GM is encouraged to spice up the circumstances of an exceptional failure, with input from the player. It is important that the exceptional failure not lead to the immediate death of any characters unless there is a consensus that that should be the case.

The grades of success are determined by the amount over or under the target number that is required by the roll as described in the Unopposed Skill Check and Opposed Skill Check sections of these rules. The grades of success are *Extreme Failure, Bad Failure, Failure, Success, Good Success, Ultimate Success*.

Grade of Success	Variation From Target Number (TN)
Extreme Failure	7 or more less than the TN
Bad Failure	4-6 less than the TN
Failure	1-3 less than the TN
Success	Equal to or 1 to 3 more than the TN
Good Success	3-5 more than the TN
Ultimate Success	6 or more than the TN

The actual application of these grades is largely in the control of the player and the GM but the brief descriptions that should be considered when approaching them are listed below.

Extreme Failure: Things could not really have gone much worse. Something totally unexpected (or perhaps totally expected if someone did something so obviously wrong) occurred that puts the character attempting the skill at extreme risk. For example, the character attempting to impress the crime lord in fact impresses her husband and they end up being caught in a passionate embrace by the crime lord.

Bad Failure: Something happened that has caused the attempt to fail and raise a moderate complication past what was initially occurring. For example, the husband of the crime lord lingers a little too long in an embrace good bye and whispers something in the characters ear in front of his wife causing the request to become unresolved and the crime lord to be suspicious of the relationship.

Failure: No real complications other than the character fails to do what they were trying to do. There may be a natural complication (e.g. the crime lord forbids the character access to the space station they wanted) but that complication is likely present prior to the roll.

Success: The character simply succeeds at the task e.g. the Crime Lord agrees to the request from the player and gives them the access to the abandoned space station.

Good Success: The character gets what they want and something as a bonus. For example the crime lord agrees to the access and is interested in what has happened so sends some backup muscle to assist the character in case things turn bad.

Ultimate Success: Things go exceptionally well for the player. In fact it goes beyond their wildest imaginings at times. The crime lord sighs and knows that she took control of the space station to in payment of a bad debt. She never really intended to use it for anything and so offers ownership of the station to the character as long as they do a favour for her in the future.

Equipment

The equipment in this game leans toward a much more generalised focus on equipment where possible rather than having a definitive list of actual items. This is done purposefully as it is meant to be a generic sci-fi game and therefore the amount of equipment that is possible is immense. The GM should be the arbiter of what is available with equipment as a whole. This section looks at setting up a new character with some equipment and then looks at some generic items from an innovative perspective to allow the player and the GM to generate the pieces of equipment that they want, when they need it.

It is envisaged that there may be some modular additions for equipment added over the lifespan of this game that helps to broaden and improve the handling of equipment in game.

Starting Equipment

There are two different options for building your characters starting equipment and much like the choice that you make with your characteristics, once you choose one option there is no going back with your character. Once you fall down the rabbit hole there is no turning back. The two options caters for a safe generic middle of the road opportunity for building some equipment up. The second option allows for wilder swings of fortune. Your character might own a starship, heck, there is even the opportunity that you may own a fleet! But there is just as much of a chance that you will be broke and owe some of the seediest people in the galaxy a large amount of credits too!

The key to both of these things is to consider the idea of your character and where your character has come from to align it with the style of equipment that they may have acquired and if possible, maybe add something to the history details to show that connection. The more that you know about the character, the easier it is to connect and role play them and that includes the equipment that they collect.

The Standard Option

The standard option suits games where player equality is absolutely key. The random chances that follow in the variable background option can lead to rather remarkable differences in the amount that a player has to spend on equipment.

In the standard option the player has a wealth of 20,000 credits that can be used to buy any equipment that they would like in the equipment section. The use of the words credits here is non-specific and used just as a term for a generic currency unit in this game. The credit is a value that is made up of 100 micro-credits though no equipment is recorded in that small a denomination. All money would be considered electronic in most settings.

Variable Backgrounds Option

This option is designed to cater for the fact that a character can come from any walk of life. It does not allow for the player to make that decision but offers a number of random charts that will show

what a characters background is, what their starting cash to buy equipment is as well as any assets or debts (or assets and debts) that your character may have.

The potential is here to have quite a rich character as a starting point and so the player should think about how that effects them and specifically why that character finds themselves involved in a situation that they are going to face in the game. The decisions that are made for the character by the random roll of the dice here should be included in the history section of the character so that the player has thought about how this relates specifically to the character that they have in mind.