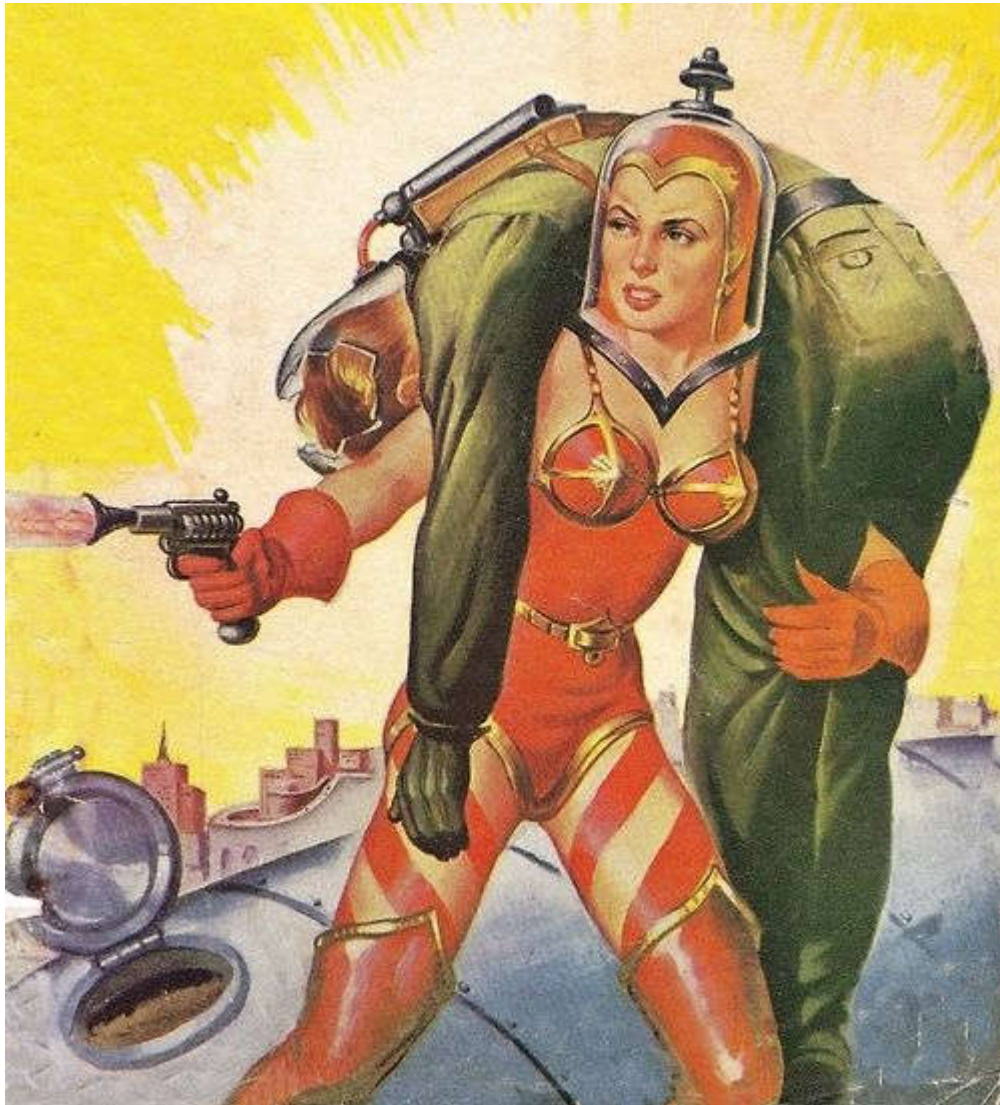# Fuck the King of Space Player's Guide v0.1

Created by Nick LS Whelan

Drawing on the work of
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Create a Character

First, **Choose a Class.** The options discussed in this document are **Fighter, Specialist, Magician,** and **Cleric.** Anything beyond these basic 4 will be considered, so long as it's reasonably painless to convert to this system. The same is true of non-human character races; human is the default assumption, but alternatives will be considered so long as they do not create problems within the game.

Second, **Roll a Boon**. These are a little something extra that each character is naturally good at. They're meant to create a bit of variety, like gregarious fighters, or punch wizards. As such, Boons *cannot* be selected, and *cannot* be rolled prior to the player choosing their class.

1. +2 to hit
2. +2 to armor rating
3. +2 to social actions
4. +1 to all saving throws
5. +3 to one saving throw, randomly determined.
6. +4 hit points
7. +5 carry capacity
8. Add an extra die to your die pool when grappling.
9. A spell slot, and a randomly determined starter spell.
10. Start with a d8 in three random skills.
11. Start with a d12 in one random skill.
12. 10% experience bonus.

Third, **Start Playing.** This game has no ability scores to roll, or starting equipment to buy. You'll have to make do with what you can find.

Other Basic Concerns:
Base **Armor Rating** is **8**
Base **Movement** is 120'(40')
Base **Carrying Capacity** is **12 distinct items.** Anything heavier than a pencil counts.

Classes

Fighter

Fighters have a bonus to their attack rolls equal to their level. So, when rolling to hit, a first level fighter gets to add +1 to their roll, a second level fighter gets to add +2, and so on. Fighters are the only class which recieves a native bonus to their attacks.

If they wish, Fighters can Make **Multiple Attacks** by dividing their bonus between each target they wish to hit. So a third level Fighter could make a single attack at +3, or three attacks at +1, or two attacks at +1 and +2 respectively. Any attack a fighter makes must have at least a +1 bonus.

Fighters also have a special skill called **Feat of Strength,** which replaces Atheltics**.** It begins at 1d6, and improves one step at every even numbered level. So it becomes 1d8 at second level, 1d10 at fourth level, and 1d12 at sixth level. Fighters may accelerate this process via training if they wish. A successful Feat of Strength will be able to accomplish notably more than a successful Athletics check: bending iron bars, lifting fallen girders, etc. These are the sorts of things Conan might do, which other men would marvel at.

Level	Experience	Hit Points
0	NPCs Only	5
1	0	8
2	2,000	+3
3	4,000	+3
4	8,000	+3
5	16,000	+3
6	32,000	+3
7	64,000	+3
8	128,000	+3
9	256,000	+3
10	+128,000/lvl	+3/lvl

Stun	Doom	Blast	Order	Chaos
12	8	12	17	16

Specialist

Specialists begin play with 4 **Skill Points**, and receive 2 more each time they level up. Each skill point may be spent to advance one skill by one step. (See page 10 for details on the skill system)

Unlike normal skill progression, no money or training time is required when using Skill Points. Furthermore, while a d12 is the maximum ability most characters can attain in any skill, Specialists may continue to improve by spending up to two more skill points to give their rolls first a +1, then a +2.

In addition, Specailists have access to two unique skills: **Vanish**, and **Sneak Attack**, neither of which are available to any other class.

A successful **Vanish** check allows a character to disappear from sight, even if they're in the middle of combat. Unlike Stealth however, Vanish is a full round action, which cannot be combined with attacks or movement. A vanish check suffers a penalty of -1 for each attack directed against the Specialist during the preceding round.

A **Sneak Attack** occurs whenever a specialist hits someone from stealth. The damage the Specialist rolls is multiplied by their Sneak Attack skill, which starts at x1. For each skill point put into Sneak Attack, the multiplier is increased. First to x2 when the first point is put into it, then to x3 when two points have been put in, and so on. To be clear: a single roll is made, and the results are multiplied. The Specialist does not roll multiple dice.

Level	Experience	Hit Points
1	0	6
2	1,500	+2
3	3,000	+2
4	6,000	+2
5	12,000	+2
6	24,000	+2
7	48,000	+2
8	96,000	+2
9	192,000	+2
10	+96,000/lvl	+2/lvl

Stun	Doom	Blast	Order	Chaos
13	10	12	11	14

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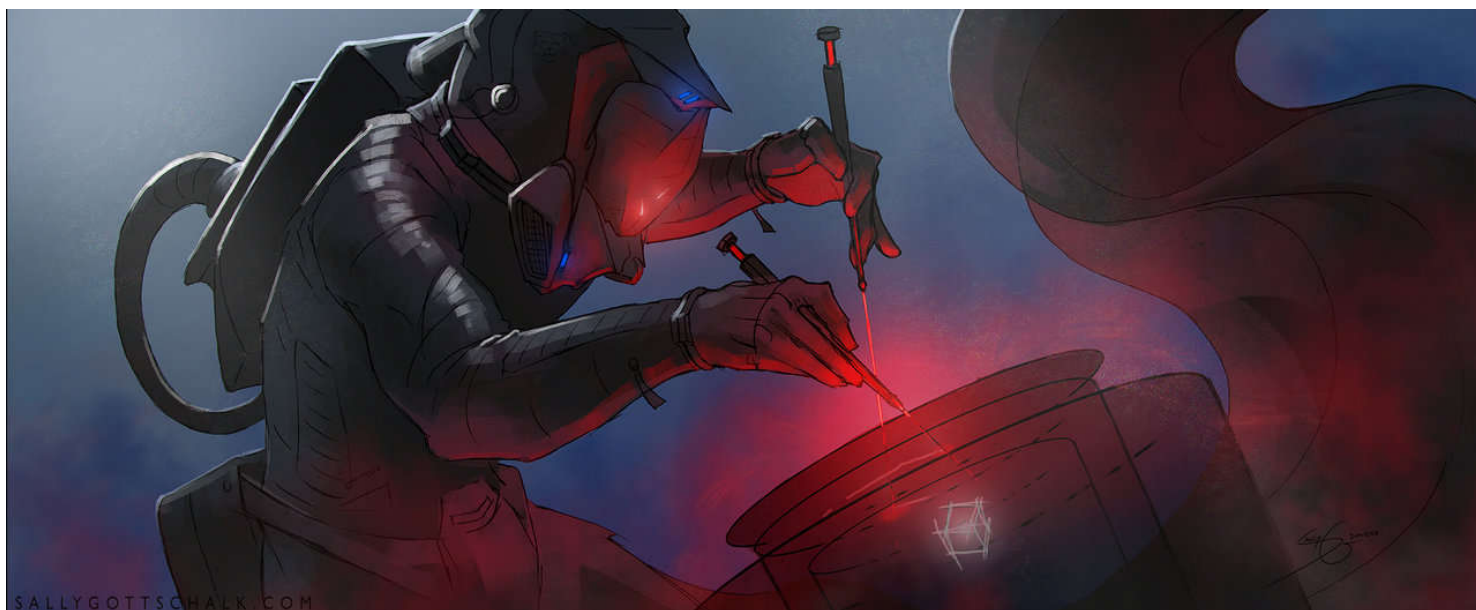
Magician

Magicians have a number of spell slots equal to their level, which they can use to prepare and cast spells each day. Unlike characters of other classes, who must rely on pre-made spells for any spell slots they may have, Magicians have a finer understanding of their craft. They can manipulate the fundamental forces of magic to create their own spells using **Magic Words**.

When a Magician is created, randomly determine 2 starting spells for them from the starter spell list (on page [Not Yet Added]) The words which make up those spell's names become the first magic words in the magician's repitoire. Over the course of the game, this repitoire will expand as new magic words are created, discovered, traded, or taken.

As a Haven Turn action, Magicians can take any of the words in their repitoire, and combine them to form the name of a new spell. There is some flexibility in this process, as connective words ("of" or "and") may be used without first learning them, and words with similar roots may be used interchangeably. "Truth" may be used to create a spells with "Thruthful," or "Untrue," in their names, as an example.

Once the Magician has created the name of the spell, it's up to their referee to determine that spell's effects, and write its description.
Aside from constructing the spell's name, the magician should have no input at all on what the spell actually does.

Magicians may also create **Magic Laboratories**, and **Magic Wands**, according to the rules described on page 16.

Level	Experience	Hit Points
1	0	4
2	2,500	+1
3	5,000	+1
4	10,000	+1
5	20,000	+1
6	40,000	+1
7	80,000	+1
8	160,000	+1
9	320,000	+1
10	+160,000/lvl	+1/lvl

Stun	Doom	Blast	Order	Chaos
14	13	13	18	12

Cleric

Clerics may **Turn** their foes, causing them to cower or flee by rolling 2d6, and comparing the result to the matrix below. Turned foes will flee if they can, or cower meekly if they cannot. The effect persists so long as the cleric takes no actions, aside from turning other foes. The effect ends if the target is attacked. The cleric may turn as many times as they wish, so long as they are successful. Once they fail, they cannot turn again that day.

On the table, a result of "-" means turning is impossible. A result of "T" means turning is automatic. A result of "T*" means that any of the target's allies with the same or fewer hit dice are also turned. A result of "D" means the target is destroyed, and that their allies with similar hit dice are automatically turned. A Result of "D*" means that the target, and their allies, are destroyed.

Clerics may also **Dispell Magic** at will, by rolling a d6. Any result other than 1 is a success. Each time this ability fails should be tallied. A cleric may fail a number of times per day equal to their level, before their ability to dispell runs out. A variety of modifiers may apply to this role, most notably that for every 2 levels a Magician has above the Cleric's own, the Cleric takes a penallty of -1 to their dispell attempts.

Clerics also have a chance-in-twenty to **Resist Magic,** equal to their level. Lastly, they can **Detect and Identify** Magics by handling or expeirencing them for ~1 turn.

CLERIC — **UNDEAD HIT DICE**

LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	7	9	11	12	–	–	–	–	–	–	–	–	–	–	–
2	5	7	9	11	12	–	–	–	–	–	–	–	–	–	–
3	3	5	7	9	11	12	–	–	–	–	–	–	–	–	–
4	T	3	5	7	9	11	12	–	–	–	–	–	–	–	–
5	T	T	3	5	7	9	11	12	–	–	–	–	–	–	–
6	T	T	T	3	5	7	9	11	12	–	–	–	–	–	–
7	T*	T	T	T	3	5	7	9	11	12	–	–	–	–	–
8	T*	T*	T	T	T	3	5	7	9	11	12	–	–	–	–
9	T*	T*	T*	T	T	T	3	5	7	9	11	12	–	–	–
10	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	–	–
11	D	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	–
12	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12	–
13	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12
14	D*	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11
15	D*	D*	D*	D	D	D	T*	T*	T	T	T	3	5	7	9

LEVEL	EXPERIENCE	HIT POINTS
1	0	8
2	2,250	+2
3	4,500	+2
4	9,000	+2
5	18,000	+2
6	36,000	+2
7	72,000	+2
8	144,000	+2
9	288,000	+2
10	+144,000/lvl	+2/lvl

STUN	DOOM	BLAST	ORDER	CHAOS
16	11	15	13	10

Social

Players attempting social actions roll 2d6. The first roll determines 3 things: the result of the first action, the number of social actions the NPC has time for, and the mood of the NPC, according to the table on the right. There are four types of social actions: Banal, Giving, Taking, and Convincing.

2	Attack	Attacks
3-5	Hostile	-2
6-8	Indifferent	0
9-11	Talkative	+2
12	Helpful	+4

Banal actions are simple conversation, most questions, and other minutia. They have no chance to fail and require no roll.

Giving: Telling a joke, offering compliments, giving gifts, listening attentively; these are all giving actions. A giving action is one whose purpose is to ingratiate the party with the NPC.

> **<8** The NPC is unimpressed.
> **8:** The NPC is intrigued by you. +1 to your next social roll with this NPC.
> **11:** The NPC likes you. +1 to your reaction with this NPC.

Taking: Negotiating, making requests, or demands, or asking sensitive questions. Most social actions the PCs will care about are Taking rolls.

> **<4:** You've upset the NPC. Reaction drops by 1 category.
> **4:** The NPC refuses you outright.
> **6:** The NPC will meet you halfway.
> **9:** The NPC agrees to what you want.
> **11:** You get a little better than what you asked for.

Convincing: Attempting to bring the NPC around to a viewpoint different than the one they currently hold. Used for making arguments, or telling suspicious lies. Difficult to succeed at, and risky to attempt, but if successful, the NPC walks away with a different world view than they had before.

> **<5:** You've upset the NPC. Reaction drops by 1 category.
> **5:** You've annoyed the NPC. Reaction drops by 1.
> **8:** The NPC is not convinced.
> **10:** The NPC is swayed, but requires some proof or assurances
> **14:** the NPC accepts what you said wholeheartedly.

Bribery, and **Intimidation**, both Taking rolls.

Intimidation rolls shouldbe modified by the difference in total hit dice among the two groups. Penalty or bonus of 1 for every 2 hit die of difference.

Bribery rolls use the Fighter's experience table. The baseline bribe for an NPC is equal to ¼th the amount it would take to reach their current number of hit dice if they were a fighter. For each increment of this amount, there is a +1 or -1 applied to the Taking roll.

Combat

Combat is divided into rounds, during which each participant takes actions. See **Time & The Action Economy** for information about what can be accomplished during a single combat round.

Attacks are made by rolling a d20. If the result is equal to or greater than the target's armor rating, the hit is successful. Successful hits are usually followed by a damage roll, using a d6. The result is subtracted from the target's hit point total.

Surprise & Initative

Each round, the two sides of a battle roll a d6 to determine who acts first during that round. If either side rolls a 5+ on the first round, their opponents are surprised, and cannot act for 2 rounds. Based on circumstances or ability, the referee may determine that surprise is impossible, guaranteed, or merely has a higher chance to occur than normal.

Grappling

Anytime combatants would engage in a direct, body-to-body struggle, each side should roll a number of d6s equal to their level, and add any attack bonus they might have. Whichever side has the higher result wins the grapple. A grapple can be initiated by either an individual, or a group, but cannot be made against more than a single target at a time.

Whomever loses the grapple will be physically controlled by the victor. They cannot attack, nor is there any way for them to escape the grapple unless it is disrupted. The victor may choose to keep a foe pinned, or move them wherever they choose within half their movement range. If the victor has rope, they may secure their victim by spending 2 rounds tying them up. If the winner has manacles, they may secure the loser instantly upon winning the grapple, and be ready to act next turn. The victor may also opt to simply deal d6 damage to their victim each round, without needing to make any attack rolls.

All participants in a grapple, regardless of whether they control the grapple or not, suffer a -6 penalty to their armor rating against attacks

Called Shots

If the players roll damage in the upper half of their potential range (4 or greater in most cases), then they may opt to make a called shot. The damage they deal is reduced by 3 (or whatever ½ max value is), and in exchange, they can indicate some specific part of the target they wish to attack, or describe a simple combat maneuver. For example, they may wish to stab at their foe's eye, or hand. Alternatively, they might want to knock their foe's weapon aside, or push off their helmet.

The player *does not get to describe what they do*. The precise nature of their attack is adjudicated by the referee, based on how many hit points the target has left. If it has a lot of hp, then an attack at the eye may only knick the forehead, temporarily blinding them with a gush of blood. An attempt to knock a sword out of someone's hands may only knock them off balance, and force them to endure a penalty to their attack roll next round. Only once a foe is at pretty low hit points will more dramatic effects occcur, always determined by the referee.

Chases

If one group is trying to flee from another group, which gives chanse, then each side should roll 2d6 for every round of combat. **If either side rolls doubles**, they have won the chase. Fugitives have escaped, or pursuers have cornered the fugitives such that they can no longer flee. (Fugitives win ties.) **If there is a matching die between the two sides**, the pursuers may attempt to make missile attacks. **If either side rolls a 7**, they've *almost* succeded. For pursuers, this means they are able to make melee attacks at +4. For fugitives, this means that they've evaded sight long enough that they may attempt a Stealth skill check. If they succeed, then they have maged to escape. **If one side of the combat is faster than the other**, then they may "bump" their dice after each roll, altering its face value by 1 for every 10' of movement speed difference.

Death

When non-player characters or monsters are reduced to 0 hit points, they are dead.

If a player character takes enough damage to put them at or below 0 hit points, then they are fine. Their hit points are merely 0 (there is no negative hp), and they can move and act normally. However, if they take any further damage after this point, it will cause critical harm as per the Table for Avoiding Death (Not included in this document)

When this happens, roll 1d6, and add the incoming damage. Consult the table appropriate to the damage's type to determine the result. Some results will give the player "Bleed." For each bleed a character has, they must roll an additional d6 on any future hits. So a character with 3 bleed who takes 10 damage must roll 4d6 + 10.

Firing Into Melee

Target is randomly determined. If you spend 1 round aiming, you can pick your target.
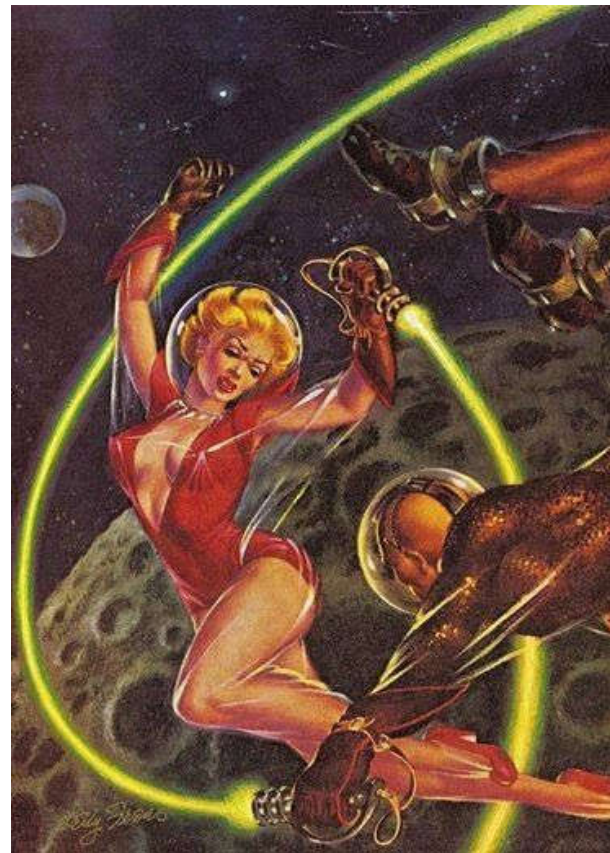
Skills

When a skill check is required, the player will be asked to roll a d6, and in most cases, a roll of 5 or better is a success. Players may advance individual skills through training (discussed on page 17), allowing them to instead roll a d8, a d10, or a d12 when that skill is checked.

Alchemy: Allows Alchemical Essences to be harvested from fresh corpses. Each corpse produces 1 essence for each of its hit dice. These can either be sold for 250 Darics each, or used in the crafting of Alchemical Items (Discussed on page 13)

Athletics (formerly 'Climb'): Used for any unusually difficult act of physical prowess. Climbing a sheer surface, moving past a blocking foe, swimming in challenging conditions, balancing on a tightrope, leaping 40' forwards or 10' upwards, etc.

Bushcraft: Used to identify information about plant, animal, or monstrous life, or to forage for food. Can also be used to domesticate anything with animal intelligence, so long as the character has twice as many hit dice as the creature they're trying to tame. Domesticated creatures will follow basic commands (Sit, Heel, Attack), and may be taught a number of special tricks equal to their hit dice. They can also be ridden, if they are an appropriate size.

Engineering: Used to repair broken ships, identify weak points in structures, or interact with any complicated mechanical device (such as traps, locks, or mysterious technology). If you wanted to modify part of a ship's systems, or craft anything mechanical, that would also probably involve an Engineering check.

Medicine: If you have a medical kit, a successful Medicine check can be used to restore 1d6 + 1 health to an injured character. The process takes 1 turn, and consumes the medkit. Medicine may also be called for if the players wish to engage in any sort of bioscience.

Languages: Whenever a new language is encountered, characters roll their language skill to determine if they already know it. Players should track both the languages they do know, and the languages they don't know. Each time the language skill is increased, players may select one language they don't know, and move it over to the list of languages that they do know.

Bureaucracy: Called for when the players attempt to navigate the complex legal codes of the Kingdom. A successful check indicates either that the character knows a specific statute governing their current situation, or that they're able to fake it well enough to fool people.

Search: Will be called for if the players search for some object which might reasonably exist in this environment, but which the referee does not explicitly know exists.

Stealth: Called for when a player wants their presence to go unnoticed. On success, the character may move and act freely without fear of being noticed, until the referee determines that there has been some notable change in circumstances. This change may be due to some action the player is taking (such as opening a door while there are enemies in the room with them); or it may be the result of a significant change in the the environment (moving from a dark, empty corridor, into a brightly lit room full of people). When this occurs, the player may choose to retreat, or to make a new stealth check to move forward. NOTE: Stealth can be reactive, rolled after the party has encountered something. It can also be maintained while engaging in combat, so long as you're not obvious about it.

Obfuscation: Called for when a player wishes to obscure their activities. Distinct from the stealth skill, used when the player wishes to obscure their character's presence. This encompasses traditional sleight of hand (picking pockets, quickly concealing an object after you've been spotted, performing magic tricks, cheating at gambling, sneakily activating your ship's weapons, etc), as well as more hidden-in-plain-sight activities, like walking confidently through a place you're not supposed to be.

Culture: Called for when the players are interacting with a culture vastly different from their assumed experience. A successful check means the character has some familiarity with the culture in question, and can avoid dangerous faux pas, or other troubles.

Science: A broad skill, used to adjudicate any science-sounding gobbldygook the referee thinks sounds just plausible enough that it might work.

Hacking: Called for whenever a player wants to do something they're not supposed to with a computer. Unlike most skills, this not a roll-over-5 check, but is handled by the subsystem described on page 12. All players begin with 2d6 hacking, and improve by 1d6 for each level of training they have in this skill, to a maximum of 5d6 for most characters, and 7d6 for Specialists.

Pilot: Unlike most skills, this is not used in roll-over-5 checks. Players begin with a piloting skill of 1. Each time they advance, this increases by 1, up to a maximum of 4 for most characters, and 6 for Specialists. Whenever a character is piloting a vehicle, their Pilot skill is added to that vehicle's maneuverability, making them more difficult to hit.

Hacking

Every computer has a security rating of between 2 and 6, which indicates how difficult it is for a user to do something they're not supposed to do. When players are attempting to do such things, they roll their entire Hacking pool (determined by their Hacking skill, as described on page 11). Each die which shows a face equal to or greater than the system's security rating is a success.

If the player rolls any successes at all, then they've accomplished the task they were attempting. However, if they roll only a single success, then in addition they've raised the alarm level of the security system. There are 5 levels of alarm:

> 0. The hacker has left no digital trace they did not intend to leave.
> 1. A minor flag is raised. There are tons of false positives at this level, so nobody will notice unless they have some unrelated reason to suspect that the system has been hacked.
> 2. Yellow flag. At some point in the next 1d6 days, the hacking will be discovered.
> 3. Red Flag. The hacking will be discovered within the next 1d6 turns.
> 4. The hack is completely compromised. The hacker's location has been recorded, and they are locked out of the system.

Hacking Actions

Logging in to most computers will require passing a security check. Once a character is logged in, they will be able to view the terminal's unsecured information freely. Further checks will be required if the hacker does anything unusual, such as:

> -Viewing secured information.
> -Altering the way the system functions
> -Uploading a new program
> -Downloading anything
> -Generally, doing anything the referee deems unusual.

If players wish to access a computer over a network, they may do so. All security checks must be made at +1.

If players wish to lower the alarm level of a system, they may do so. The security check is made at +2.

If players wish to gain root access to a system, enabling them to perform any local action without a security check, they may attempt to do so. This action requries *four* successes to succeed.

Alchemy

To create an alchemical item, the Alchemist must **(1)** succeed on an Alchemy check, **(2)** pay the indicated number of essences for the item being created, and **(3)** be on a haven turn. Note that making alchemical items does *not* consume a character's haven turn, but constructive Alchemy cannot be poerformed mid-adventure. If an Alchemy Check fails, the essences used are lost.

What alchemical items can be created is meant to be a negotiation between player and referee. They player indicates what they want, and the referee determines if it is possible, what drawbacks it may have, and how many essences would be required to make it. The list below is a non-exhaustive example of potential alchemical goodies.

> **Flash Pellets (1 Essence):** Thrown item. Anyone within a 15' radius who can see must make a saving throw versus Paralyzation or be blinded for 1d4 rounds.
>
> **Freeze Grenade (2):** Thrown weapon. Target frozen solid for 1d4 rounds. No save if hit is successful.
>
> **Healing Potion (5):** Imbiber heals 1d6 + 1 damage.
>
> **Powerful Healing Potion (15):** Imbiber heals 2d6 + 5 damage.
>
> **Temporary Mutagen (1):** Imbiber gains a random *Metamorphica* mutation for 1d4 hours.
>
> **Tincture of Water Breathing (2):** Imbiber gains the ability to breathe underwater for 2d4 hours.
>
> **Mouthspray of Deception (25):** The next 1d6 assertions that the user makes will be believed by whomever hears them. This does not allow the user to issue commands, but it could be used to make someone believe the user has the authority to issue commands. (Which they would then respond to according to however they respond to authority).

Alternatively, Alchemists may use their craft to infuse objects with permanent magical power. To do so, they combine 30 Essences with any mundane item they wish to ensorcell, and make an Alchemy Check. If the check is successful, the item is made magical. If an item is already magical, it may be empowered by the same process.

In either case, the exact nature of the item's new properties are left to the referee to determine. In the event that an alchemy check fails, the item gains a detrimental effect. Again, of the referee's choosing.

Action Economy

The game operates at four timescales: Combat **Rounds** (~6 seconds), Adventuring Turns (~10 minutes), Overland Watches (~2 hours), and down-time **Haven** Turns (~1 month).

For each passage of these latter 3, a hazard die is usually rolled by the players:

Turns		Watches		Haven Turns	
1.	Encounter	1.	Encounter	1.	Complication
2.	Spoor	2.	Location	2.	Complication
3.	Safe	3.	Spoor	3.	Safe
4.	Safe	4.	Safe	4.	Safe
5.	Safe	5.	Safe	5.	Safe
6.	Safe	6.	Safe	6.	Alleviation

Encounters are with creatures, people, or other automata which may be friend, or foe.
Spoors are clues of something nearby which catch your notice.
Locations are static places which, once encountered, will usually be added to the campaign map for future reference.
Safe indicates nothing happens. Some safe results on these tables may be replaced in future revisions.
Complications are large-scale events, outside the players control, which may impact their lives.
Alleviations are sometimes referenced in complications, which "persist until an alleviation is rolled."

The Haven Turn

If a Complication occurs, the players will roll what type of complication it is in the following table, and the referee will later determine its exact form:

1. A natural disaster of some kind strikes some location relevant to the players.
2. A famine or drought begins in some location relevant to the players, and continues until an alleviation is rolled.
3. A plague breaks out, and lasts until an alleviation is rolled.
4. A figure of major importance is assassinated.
5. An NPC relevant to the players dies or is killed.
6. A sanctioned and planned war begins between two factions. It lasts until an alleveation is rolled.
7. An unsanction insurrection erupts, and lasts until an alleviation is rolled.
8. News of a major scandal breaks.
9. A major discovery is made, and becomes widely known. Development of a new technology, discovery of a new race, uncovering of a conspiracy.
10. Major political shifts occur.

Haven Turns are for downtime, between segments of active play. When a Haven turn passes, in addition to rolling the hazard die, three things happen:

- Every character rests and recouperates their full health and vigor. If a character had a severe injury (such as broken limbs), this may preclude some other pursuits. (Ships are NOT automatically repaired)
- Any situations the players left open-ended are assumed to have resolved themselves, unless the referee determines otherwise.
- The players may spend their time pursuing a personal goal, with enough attention to bear notable fruits.

This last point is most notable. As in every other area of the game, players are free to describe any goal they wish to pursue, and the referee will make rulings as to what the process, and fruits of that pursuit are. However, also as with many other areas of the game, there are some established pursuits the players may find useful.

Players who wish to gain experience may **Carouse**, frittering their money away on cheap pleasures in exchange for an equivelent amount of experience points, and a randomly determined drawback.

Players who wish to improve themselves may **Train**. This is discussed in more detail on page 17.

Magicians may create new spells by combining their Magic Words together. They can also create a new magic word either randomly determined by the referee (2,000 Darics), or of their own choosing (7,000 Darics)

Magic

In most respects, traditional Vancian magic is used. Characters with **Spell Slots** may know as many spells as they like, but may only prepare one spell in every spell slot they have. Magicians have a number of spell slots equal to their level, and in addition, may also know and use **Magic Words**, as described on page 5.

If Magicians wish, they may use their words to form a mor traditional spell, such as Magic Missile, and the referee will replicate these spells as closely as possible. However, it should be noted that all spells in FKOS must be levelless (so some aspect of the spell will need to be made variable according to the caster's level), must include a 4-point failure table, and cannot do any more than 1d6 damage to a given target.
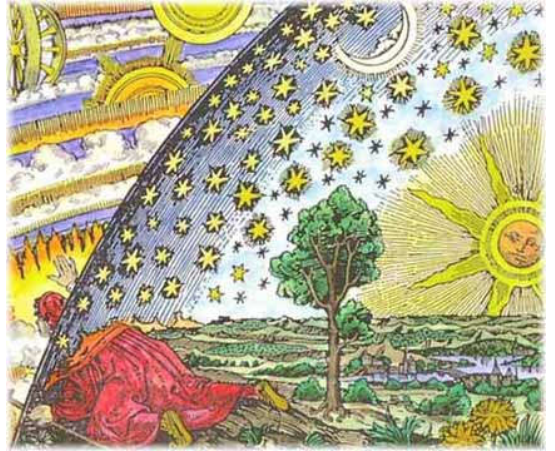
Casting magic safely requires that the cast have complete focus, and the ability to move and speak freely. Spellcasting is always very obvious unless the spell itself specifies otherwise. Players risk spell failure if they attempt to cast in any of the following conditions:
- The caster has taken damage this round.
- The caster's arms, legs, or voice are restrained, or unavailable for use.
- The caster wishes to cast a non-stealthy spell stealthily.
- The caster is suffering from malnutrition, sleep deprivation, or other exhaustions.
- The caster is otherwise distracted, as determined by the referee.

In any of these cases, after the caster decides they are casting the spell, there is a 3-in-6 chance that the spell will fail, and a d4 must be rolled to determine one of the spell's failure options. Spells *may* be failed intentionally, but the result of the failure is always random.

Magicians, by nature of their special relationship to magic, can also conjure **Magic Wands**, or construct **Magic Libraries**.

Creating a wand requires the Magic User to draw off some of their own vitality as "bait" for an extradimensional creature, equivelent to 1 hit point for every two levels of the magician, rounded up. This health remains lost to them until they break the wand, or until it is exhausted. When this happens, roll an appropriate die to determine how many of the recovered hit points act as "healing."

The exact nature of the wand is rolled by the referee, using the table on PapersPencils.com

Magic Laboratories are collections of unusual magical artifacts which the magician can study. Labs are tracked according to their value in Darics, and separated into Total Value, and Unused Value. 500 Darics of **unused value** may be spent to craft a new spell, in lieu of the time that crafting normally requires. **Total Value** should be compared to the Specialist's experience table. Each time the laboratory "levels up" on this table, the referee will determine a random friendly creature whose attention the magician has gained. (Again, using the table on PapersPencils.com.)

Training

Training has two costs: Time, and Money. Players must have the full amount of money in advance at the beginning of training. Players may adventure whilst training, but any training started must be pursued with every Haven Turn until it is complete, or all progress will be lost.

Players with an excess of funds may opt to cybernetically enhance themselves. This costs 4x the amount of Darics normally required, but the total time for surgery and recovery is a single week. (25% of a Haven turn).

Skills Training
Skills must advance one step at a time. A player with 1d6 must first gain 1d8 and 1d10 before purchasing 1d12.

1d8 – 2 months, 1,000 Darics
1d10 – 4 months, 5,000 Darics
1d12 – 6 months, 15,000 Darics

Magic Training
Any character can gain a spell slot by training. Note that, for determining training costs, Magicians count only spell slots they have in excess of their level.

1st Spell Slot – 2 months, 1,500 Darics
2nd Spell Slot – 4 months, 3000 Darics
3rd Spell Slot – 6 months, 6000 Darics
4th Spell Slot – 8 months, 24,000 Darics
Each additional slot: +2 Months, +12,000 Darics

Learning a Spell* – 1 month, 500 Darics

*(*Applies only to spells you did not craft yourself using Magic Words.)*

Martial Training
Like skills, each of these must be purchased in order. Like magic, fighters determine their training cost by attack bonus in excess of their level.

+1 to Attack – 1 month, 500 Darics
+2 to Attack – 2 months, 1,000 Darics
+3 to Attack – 4 months, 2,000 Darics
+4 to Attack – 6 months, 4,000 Darics
+5 to Attack – 8 months, 8,000 Darics
Each additional +1: +2 months, +8,000 Darics

Space Ships

Every ship has 5 core attributes: Hit Dice, Hull Points, Maneuverability, Space, and Power.

Hit Dice are a measure of a ship's quality. A ship's hit dice can be raised by comparing the ship's current hit dice to the fighter's experience table, multiplying the experience value of the next highest level by 10, and paying that many Darics to a skilled mechanic. The process requires a Haven turn.

Hull Points are determined by rolling a number of d8s equal to the ship's hit dice. When struck in combat, a ship's Hull Points will be reduced. Restoring Hull Points must be done in a repair dock, and requires 250 Darics per point restored.

Space measures the internal size of a ship, which determines both its maneuverability, and what modules can be installed. At present, ships with 1-6 space are small, 7-20 are medium, and 21+ are large.

Maneuverability is determined by a ship's size. Large ships start at 0, mid sized ships at 3, and tiny ships at 6. Attack rolls are made against a ship's maneuverability to determine whether the attack hit, and damage should be rolled. If a ship has a pilot at the helm, their piloting skill adjusts the ship's maneuverability score.

Power is determined by a ship's engine, and is used to enable the ship's functions.

Combat

At its core, combat functions the same way it does normally. Players operating weapon modules roll a d20 to attack, adding any relevant modifiers, and trying to overcome their target's defense score (in this case, maneuverability). On a successful hit, damage is dealt by rolling a d6.

When a ship reaches 0 hit points, it can no longer take hull damage, but it is not destroyed. Rather, damage is dealt to a ship's systems. Which system is hit is determined randomly, or chosen by the attacker if they have that ability. Both the system, and anyone operating it, take the same damage. On-the-spot repairs can be made using an Engineering check. Success repairs 2 damage, and failure repairs only 1. Multiple characters may work to repair a system simultaneously.

If a module reaches 10 or more damage, it is too excessively damaged to be fixed simply. Each point of repair will take an hour, and will probably require access to the outside of the ship, either by landing, or using space suits.
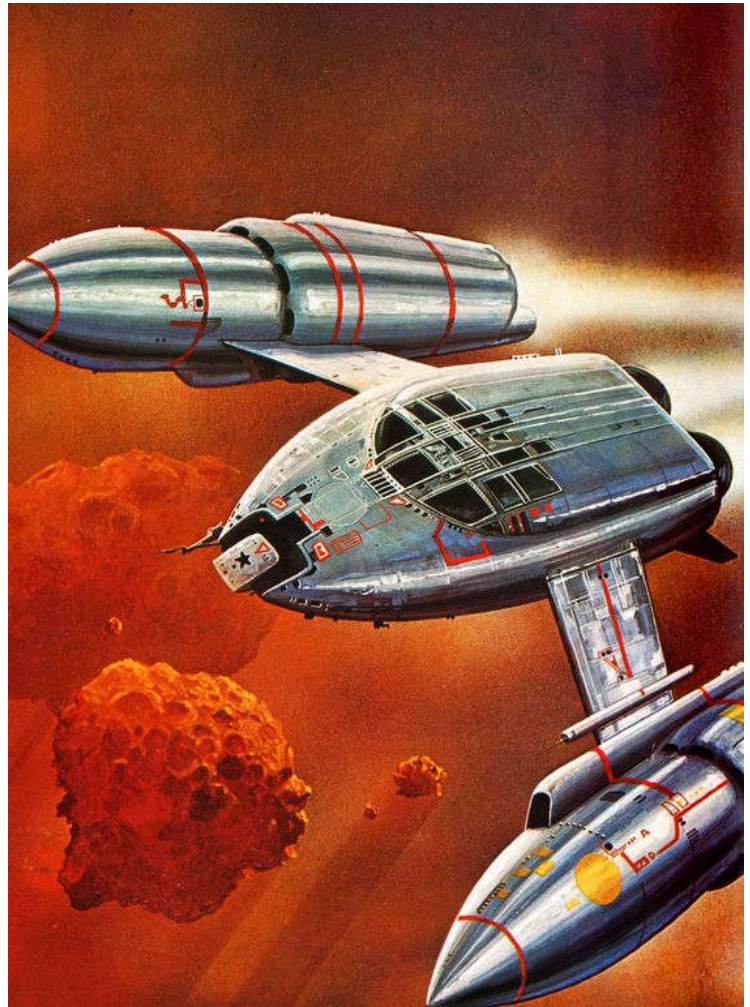
If a module takes 20 damage, it is irreprable, and will need to be replaced.

During combat, ships move in abstracted units called AU, which measure their relative distance from one another. Ships can share the same 'space' by being at an AU of 0 to one another, which is the only way to avoid taking penalties to most forms of attack.

Power

For a system to function, it needs power. 1 power, powers 1 system. It's up to the engine operator to determine how power is allocated throuhout the ship at any given time.

If players wish to, they may "overpower" a system, by putting 2 or more points of power into it. By doing this, they can enhance the effectiveness of that system in some appropriate way, which the referee will adjuidcate at the table, as a negotiation with the players.

Modules and Systems

These are the bits that the players will interact with to make their ship do stuff. If you were to concieve of the ship itself as an armless, headless, classless lump of a PC, then modules are the arms, eyes, skills, equipment, and class abilities that players can tinker with to make interesting results happen.

Even a partial list of potential systems would be too long and uninteresting to display here. A good starting list that I will be working with as the game develops can be found here:

http://www.paperspencils.com/2017/07/05/space-ships-revisions-modules/

Example Statblock
Crew 5, Maneuver 7, Movement 2, 3 HD (12hp), Shield 1, Morale 8
2 Blaster Cannon 1d6 (-1 per AU distance)
Space Torpedo 1d6 (Requires Lock, Ignores Shield, -2 per AU distance)

Equipment

A more comprehensive (though never exhaustive) list of equipment and services is beyond the scope of version 0.1 of this document. These are only the barest essentials, and players should inquire as to anything else they may be interested in purchasing.

Weapons
All weapons deal 1d6 damage. Every weapon has special properties which distinguish it from others. Some might be easy to conceal, or make particular combat maneuvers easier, or enable attacks against multiple targets.

In future, some of these may be set in stone. For now, players are encouraged to be creative with how they think about using their weapons, and special abilities can be sussed out as a negotiation between player and referee.

> Light Weapon (*Daggers, Dart Guns, Laser Rings)* – 50 Darics
> Medium Weapon (*Light Rifle, Plasmalberd, Hand Cannon)* – 500 Darics
> Heavy Weapon (*Micromissile Pauldrons, Lazorator, Death Ray*) – 5,000 Darics

Protection
A character's base armor rating is 8. The easiest way to improve it is with armor. Armor can take any shape, from a full-body encasement of uniform plasteel, to a bikini made from lasers and magnets.

Each piece of armor the character wears is counts towards their carry limit. The maximum benefit a character can receive from armor is +6 total. This limit does not apply to non-armor protections, such as shields.

> Common Armor (1 Piece = +1 Armor Rating) – 20 Darics
> Quality Armor (1 Piece = +2 Armor Rating) – 2,000 Darics
> Specialist Armor (1 Piece = +2 AR, Special Ability) – 12,000+ Darics
>
> Shield (+1 AR v. Melee, +2 v. Ranged) – 15 Darics

Explosives
Single-use. Those which cause structural damage require a successful Engineering check to work as advertised. Each counts as a single encumbering item.

> Flash Pellet (+1 to a Vanish check) – 30 Darics
> Smoke Bomb (Fills a room with smoke) – 150 Darics
> Grenade (Shrapnel damage in a 10' radius) – 200 Darics
> Shaped Charge (Takes out a door, or a wall) – 500 Darics
> Pipe Bomb (Wreck a room, and anything in it) – 1,000 Darics
> Building Buster (Bring down a skyscraper) – 20,000 Darics

Datapads

Small portable computers, useful for instantaneous communication, access to the Astronet, taking photos, etc. Datapads themselves are dead cheap, about 10 Darics. It's the software, and the addons, for your datapad which are the real expense.

Hacking Deck (500 Darics) – Portable tools, necessary if you want to attempt to hack without direct access to a terminal. Hacking with a Deck raises the security score of the target by 1.

Hacking Script (300 Darics) – Allows a character who is hacking to reroll one die per action. If the rerolled die comes up a 1, then the computer's auto-patching function has discovered the exploit, closed it, and uploaded patch notes to the Astronet. The script is now useless, and cannot be used again.

Megaphone (100 Darics) – Allows user to magnify their voice by x2, x5, or x10.

Infrared Camera (1,000 Darics) – Displays an infrared image on the screen in real time. Can be used to navigate dark areas without lights that might reveal your presence.

Plex+ (Free) – The best way to keep up with cool folks who write cool things.