Star Ascension

THE ROLE PLAYING GAME

Recruit Edition

OPEN D6

RADIANT
GAMING SYSTEMS

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Star Ascension

TABLE OF CONTENTS

Prelude: All you really need to know in order to play

The following refernce pages cover all you rneed to know to play as a Player Character. Gamemasters however should read the entire book

The Character Sheet, Attributes and Skills

Pick any Character Sheet you like from this PDF and print it out. The majority of the sheet shows Attributes and Skills followed by a die code. When using that Attribute or Skill, that's how many dice you roll.

2D means you roll two six-sided dice. 2D+1 means you roll two six-sided dice and add one to the total In any given situation; this is your Dice Pool. For your Dice Pool, you can use the Skill or Attribute you feel best fits. If trying to hack a security system, you can usually use either your Computers or Security Systems Skill.

It's generally easier to accomplish something if you have the Skill. Otherwise, you can still use an appropriate Attribute.

In order to succeed at an action, your roll has to beat the Difficulty Number (or DN) as determined by the GM. The GM will usually but not always tell you what you need. Sometimes instead of a number, you may need to equal or beat another Character's die roll. This is known as an opposed roll.

At any given time, you can only roll a maximum of 5 dice in your Dice Pool.

Movement

When you move, you decide what kind of movement you're making be it Cautious, Walking, Running, Sprinting or Crawling. Once you decide, you don't have to use all of your movement. The faster you move, the harder you are to hit, but it's also harder to do things

The Combat Round

A combat round represents about five seconds of game time. In that time you can make up to four basic actions. However, the more actions you make, the more difficult they will become.

Initiative: CUNNING or Tactics + Bonuses

All characters act in Initiative order, highest Initiative roll declares and resolves actions first. A Character can use their CUNNING Attribute or Tactics Skill for Initiative. A given side can opt for group initiative wherein the party member with the highest Command or SOCIAL score rolls their initiative for their side.

The Crit Die

The Crit Die: For every Skill or Attribute check, one of the dice you roll must be a different color or size. This is the Crit Die. This is not an extra die you roll, but rather one of the dice included in your die pool.

If it comes up as a 6, it's a Critical Hit, and good things can happen! If it's a 1, it's a either a Flawed Success or a Critical Fail depending on whether or not the Difficulty Number was beaten. Either way, you don't want a 1 on the Crit Die!

Keep track of how many Critical Fails you roll. For every five you roll you get a bonus Focus Point!

Star Ascension

PRELUDE: ALL YOU NEED TO KNOW IN ORDER TO PLAY

Combat and Damage

Like everything else, Combat is resolved by rolling the appropriate Skill to beat a Difficulty Number. If hit, a Character takes Damage. Damage is first soaked by Armor. If any Damage remains thus penetrating the Armor, a Character's PHYSIQUE absorbs some Damage. Any Damage leftover results in a new Wound Level per the table on the Character Sheet. Note: The Crit Die isn't used for Damage.

Skill Check ≥ Difficulty Number = HIT!

Damage Roll ≥ Armor = Armor Penetrated

Leftover Damage "Soaked" by PHYSIQUE roll

Damage Compared to PHYSIQUE:

≤ 0: Grazing Hit (2 Stuns)
1-2: 1 Wound Level
3-4: 2 Wound Levels
5-6: 3 Wound Levels
7-8: 4 Wound Levels
9+: KILLED

Stun Damage

Your hands and certain specialized weapons deal "Stun Damage". Instead of Wound Levels, Characters will take the equivalent amount of Stuns or no damage on a Grazing Hit. Take too much and you get knocked out!

Laser Weapons

Laser weapons have different damage settings as noted in their damage. A laser weapon uses a number of ammo units based on the number of dice rolled for its current damage setting (e.g. a weapon with a damage setting of 4D uses 4 ammo units). Power cells are universal.

And also...

Each character has unique Advantages. The text will explain how to use these. The GM will know in case you're not sure. When in doubt, roll high! Damage from weapons is lethal and can kill you in a single hit. Try not to get hit!

Introduction

Virgil breathed in the stale recycled station air as he tried to catch his breath. He leaned in the dark corridor against the grimy metal wall. Having bought himself a few moments, he checked the charge on his laser pistol. There was enough power for two shots, but he could stretch it to three shots if he lowered the damage setting on his weapon.

"These guys are just cronies," thought Virgil to himself. "Low-power ought to do." There was a satisfying click as he lowered his weapon's setting and hid around a corner.

The trample of boots on metal grate drew near. With perfect timing, Virgil snapped a back fist square in the nose of the first thug as he rounded the corner. His buddy came around and Virgil snapped two shots into him square in the chest. The second yelped with pain but didn't drop as the laser blasts were far from lethal. It took a vicious front kick from Virgil to knock him down.

Virgil had one shot left, but it was for naught as a metallic hand from a third thug knocked his gun from his hand. He cursed himself for bothering to lower the damage on his weapon as he dodged a punch from the third thug. The blow from his cybernetic arm hit the metal wall leaving a visible dent. Even without cybernetic enhancements, Virgil's opponent had a formidable build. "Today is going to be one of those days..." thought Virgil.

This is the world of Star Ascension, a game of adventures through space in a dark and hostile universe. You will the play a character who is a citizen of the early 24th Century. Your character may be a veteran of military service trained in combat, an engineer who devises brilliant technological solutions that save the crew, an uneducated tough with keen street smarts and a questionable past, a business savvy merchant plying the space ways for profit or nearly any type of space faring adventurer you can imagine.

You and the other players might be squadmates on a military mission, the crew of a civilian merchant ship, freelance mercenaries protecting a new settlement, guns for hire tracking fugitives across space or nearly any kind campaign the Gamemaster can devise. You will want your character to survive and grow to acquire new abilities. Depending on your campaign, your goals will differ slightly be it completion of a mission or pursuit of riches.

Your adversaries in this journey will be the worst of human space scum, genetically altered horrors, deranged cyborgs, and hostile alien creatures.

Space is dark, hostile and unforgiving; your safety isn't guaranteed!

An inattentive guard can easily fall prey to a deadly and silent blade.

The 24th Century

In the late 23rd Century, the Star Ascension Project brought about the greatest achievement in interstellar travel- the Star Drive. Now deep space exploration is exploding creating a new lawless realm at the fringes of Known Space. This is the universe of Star Ascension.

The Unified Government on Earth has an influence over several star systems collectively known as the Earth Hegemony Systems. The Hegemony has the largest navy of any power, but not big enough to keep up with the rapid exploration and colonization of deep space.

Both within and outside the Hegemony, we are still a divided species with differing ideas on how we should be governed. Sometimes we coexist peacefully, but not always. There is always a war raging in some part of Known Space.

Technology is the most advanced it's ever been and keeps getting better. Cybernetic implants and augmentation is common, but many have side effects with disastrous psychological results. Humanity's technological achievements may be great, but they may also have also cost us our souls.

There's more opportunity to find resources, develop communities and build. This in turn creates more opportunity for the strong and unscrupulous to take from honest people.

And out in the black in the deep unknown, there may be more. We may find an ancient and graceful alien civilization, or a dark and terrible menace.

Known Space circa 2305

Earth Hegemony Systems

Boundaries of Known Space

Unexplored
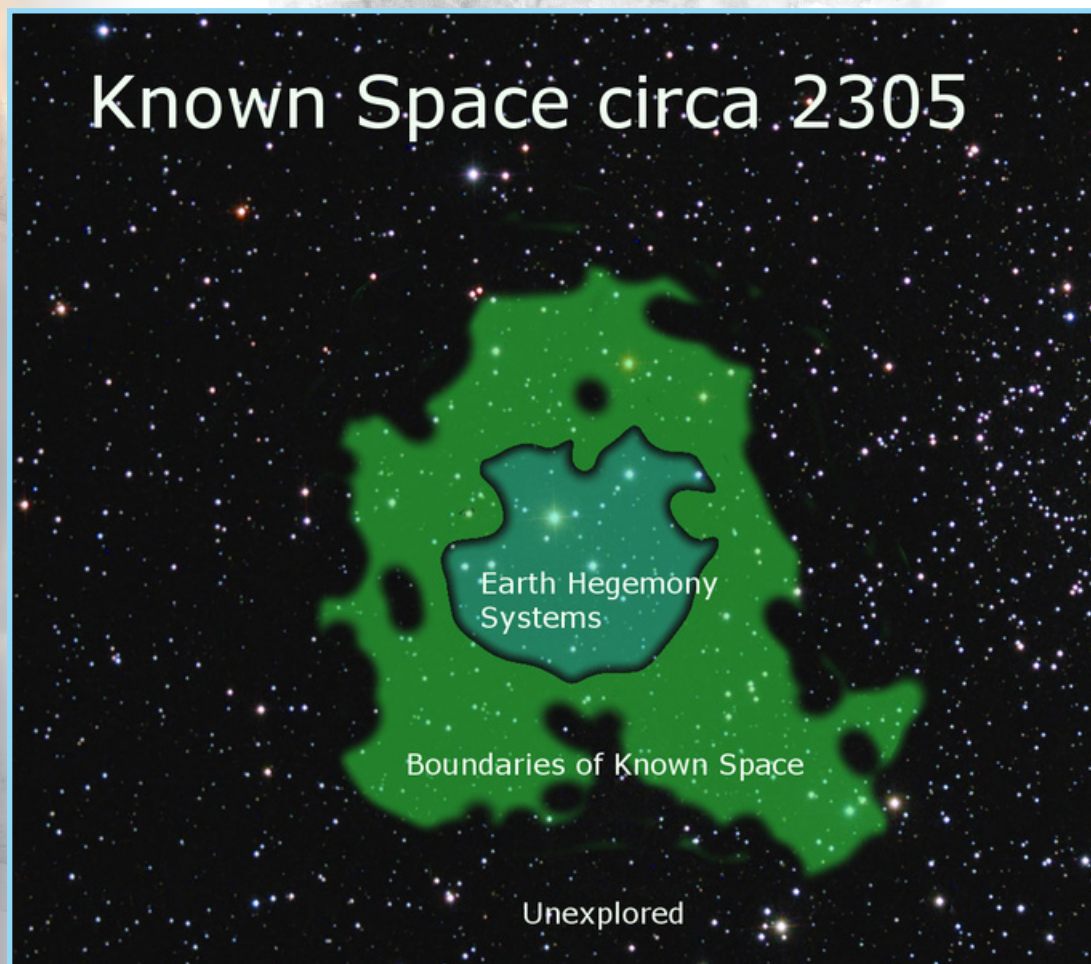
What is a roleplaying game?

Have you ever watched a major sci-fi movie and wondered what you would do in the main character's place? Have you ever thought that you would have make different decisions? This roleplaying game lets you do just that. If you're already familiar with tabletop roleplaying games (or RPGs as we call them), you can probably skip this chapter. A roleplaying game is similar to other types of tabletop board games in that there are dice, rules and sometimes even game pieces to represent your character. The basis of the game is that you have a character through which you play the game based on their abilities and decisions you make for them. Unlike most board games, rather than trying to beat or win against the other players, you're trying to work together toward a common goal.

You might already be familiar with the concept of an RPG if you play a console or computer game labeled as such. Those RPGs are based on tabletop RPGs of this kind and often involve a set of skills that character has, choices you can make for that character and being able to improve the abilities of that character by "Leveling Up". A few key differences between electronic RPGs and this is that they are limited in the amount of choices you can make for your character and some play somewhat like a videogame in relying on your reflexes to press buttons.

A table top or "paper and pencil" RPG like this is based on a very simple premise, you have a fictional character in a fictional world whose actions and choices are yours to decide to accomplish heroic (or villainous) deeds and create a new story. Unlike computer RPGs with impressive graphics, voice actors and sounds, the story and action in this type of game takes place in the collective imaginations of the players.

To do this, one of the players takes on the role of the Gamemaster (or GM) who rather than playing a single character, plays all the other characters and establishes the setting for the rest of the players. The Gamemaster establishes the challenges and story that the PCs (Player Character or Party Character) will face.

Gameplay then involves the Gamemaster describing a situation, you describing what your character is going to do, and the Gamemaster using the rules, his wit and common sense to determine the outcome of your character's actions. Unlike computerized RPGs, you can have your character attempt anything that would be reasonable as if it were real life.

A roleplaying game works like this- imagine yourself as you are now with all your different skills, unique talents, quirks, possessions and network of friends. If you were to jot some of that down on paper, it might look like this:

Howard Shaw
Sales and Marketing Professional

Good at Math
Good Public Speaker
Good Negotiator
Beginner at Martial Arts

Photographic Memory
Can do Actor Impersonations
Messy
Can be condescending

$5,000 in bank
$34 in cash
$2,000 limit credit card (with a $1200 balance)
Four door 2006 Honda
Several expensive suits
Multiple changes of casual clothing
Entertainment (Flat screen, player, stereo, blu-rays, etc.)
Pocket Knife
Misc. Personal Possessions and Memorabilia

Father, Scott Shaw, Doctor MD
Best Friend, Randy Chu, Accountant

Based on this, we get an idea of what Howard Shaw is good at and not good at. His daily life isn't super interesting compared to what you might see in an action flick.

But let's imagine that all of a sudden, several thugs break into Howard's apartment while he's

home and he has to fight them off. Can he use his beginning Martial Arts skill and pocket knife to do so?

Let's assume he fights them off, and he finds out they're members of a local crime gang that for some reason wants him dead.

Maybe he decides he wants to leave town in a hurry. He won't have any use for his day to day possessions like his stereo and other memorabilia, so that's removed from the inventory. Maybe he wants to use his money to buy better weapons. He can probably negotiate well with a gun dealer based on his Good Negotiator trait, but maybe he botches it since he's under pressure and Can be Condescending. Maybe the gun dealer will make Howard jump through too many regulatory hoops.

Would Howard want to pick up his dad since the crime thugs might use him to get to Howard?

If travelling and Howard gets wounded in a future fight, Scott Howard might be perfect for tending wounds.

Now let's imagine that instead of being a Sales and Marketing professional, Howard Shaw is actually a man in the future living in a fictional sci-fi setting. He has similar skills and traits that have allowed him to be a successful interstellar trader. Maybe instead of crime thugs, Howard might be at risk of being attacked by Space Pirates. Knowing this, Howard has invested time and training to learn how to use different firearms or even laser rifles.

Key Terms

- **PC, Player Character or Party Character:**
  This is a character played by one of the players for the game.

- **GM, Gamemaster:**
  This is the person who creates a scenario with challenges, encounters and sometimes a story for the PCs. A Gamemaster is sometimes referred to as a Referee.

- **NPC, Non-Player Character:**
  These are all the other people (or creatures) the PCs will interact with that are run by the GM.

- **Character Sheet:**
  The Character Sheet has all the information about a character's abilities, strengths and weaknesses. Usually used for PCs, but NPCs as well.

  Attributes:
- These are the natural characteristics of a character.

- **Skills:**
  These are learned traits of a character.

- **Special Abilities:**
  Unique things a character can do that few other are able to do.

What do I need to play?

The only things you need are:

- **This Book**
- **A Character Sheet (from this book)**
- **5 Six-Sided Dice, one of a different color or size**
- **Pen or Pencil**
- **Your imagination**

To enhance gameplay figures or miniatures may be used along with a game mat or terrain set-up that works very similar to a gameboard. The GM may also provide other materials like props, maps, reference cards or even music and costumes.

28mm metal miniatures manufactured by Heresy Miniatures are available for Star Ascension, but you can use any gaming miniatures you like. Other than miniatures, you can use items as simple as coins or paperclips or even action figures.

Gamemasters

The most important part of the game is the Gamemaster. As GM, you're responsible for creating or finding published scenarios (also called Adventures or Modules), making preparations and running the game sessions.

You have to moderate usage of the rules, and make judgements for situations that may not be definitively covered by rules. If you like story-driven game sessions, you're the scriptwriter and director.

As Gamemaster you'll also be controlling all the NPCs that the PCs will be dealing with. Some are as simple as enemies shooting at the PCs, or as complex a wealthy corporate executive who enlists their help only to backstab them later.

If you've never been a GM before, that's okay, we've got you covered. This book details all you need to know in order to be an effective GM including several adventures to get you started.

The more experience you have as a GM, the easier it will get and the more you'll be able to add to your games. As stated before, you may opt to provide miniatures and other playing pieces to the experience. You'll also begin writing your own Adventures in your own style and may even come up with your own "house rules".

This book is the building blocks of a game involving exciting sci fi adventures. The limit is your imagination!

Playing in the World of Star Ascension

You will create a character who is a citizen of the 24th Century. Your character may good and noble or opportunistic and egocentric. Your character may have a back story or previous profession.

Your character might be from Earth, the cradle of civilization with tall and ancient cities. Graceful and beautiful, Earth still has many scars from the last Colony War over a century ago. Or your character might be from one of the other Homeworlds, planets with sprawling cities and home to many megacorps. If not from Earth or any of the Homeworlds, your character may hail from a world on the edge of civilization still untamed and full of danger.

As a group, you might be in a unit of soldiers in the Hegemony military. Sent on patrol on distant planets, your squad may face space pirates, dissidents, horrifying creatures, droves of rogue cyborgs or worse.

As civilians, you may play in a campaign as part of a crew of interstellar merchants plying the space ways in search of profit and lucrative shares from mine claims. You can choose a path of legitimacy following the regulations of interstellar trade and paying taxes or skirt the laws and run a ship bordering on piracy.

Perhaps your character is a key team member on science vessel on a voyage of discovery. Or maybe a member in a gang of hackers in the grimy underbelly of a dystopian corporate world. Skulking the shadows across space, your characters may ascend to influence the rise and fall of galactic civilization. There is no limit to the type of adventures possible in the dark universe of Star Ascension!

History of Known Space

The pressures of over-population and resource depletion motivated mankind to explore and colonize deep space beginning the late 21st Century. Utilizing craft that could travel nearly 60% of the speed of light, we first reached the star systems of Alpha and Proxima Centauri soon after. Terraforming of alien worlds began in the early 22nd Century.

But even at such high velocities, it still took years to cross interstellar distances to our new colonies. Terraforming was an expensive and lengthy process putting a bottleneck on available habitable worlds. Tensions between the divided nation states of Earth would often flare starting a series of conflicts known as the Colony Wars.

Although massively expensive to build and maintain, Warp Gates to Alpha Centauri and several of Earth's other nearer neighbors allowed instantaneous travel connecting our interstellar civilization for the first time. Scientists attempted to miniaturize the technology to create faster than light drives for starships but with disastrous results.

The Last Colony War in the early 23rd Century was by far the most devastating and far reaching. The Last Colony War left not a single world without a scar destroying many Warp Gates and eviscerating nearly every political power on Earth. In the power vacuum, an entente on Earth lead to the creation of the Unified Earth Government and subsequent rise of the Earth Hegemony Systems.

Soon after the Hegemony began reconstruction on its worlds, the Star Ascension project gave birth to Star Drive technology. Differing in scientific principles to Warp technology, Star Drive allows a craft to travel at many multiples of the speed of light rendering Warp Gates mostly obsolete. Now mankind from the Hegemony and elsewhere embark on a new era of discovery in space!

The Earth Hegemony Systems

The Unified Government of Earth is a parliamentary republic with delegates from Earth's many regions and the planets of the Homeworlds. Aphrodite in the Alpha Centauri System is one of the most prominent of the Homeworlds having a history of nearly 200 years.

Many planets beyond the Homeworlds have a client relationship with Earth in which they pay dues in exchange for military protection and other infrastructure benefits. The Hegemony gives a rebate back to these client states based on the number of recruits sent to Hegemony Military. The client states of the Hegemony are semi-autonomous but do not have direct representation within the Unified Earth Government.

The Earth Hegemony military has two primary branches- the Hegemony Navy and Hegemony Army. The Navy is made up of fleets of starships that guard and patrol Hegemony space. Units in the Hegemony Army are responsible for garrison and large scale planetside actions. The Starship Marine Corps which are the troops that undertake boarding operations and first strike missions are a sub-branch of the Hegemony Navy.

EHS Troops in Hegemony blue armor.

Chapter 1 Character Creation

So, I hear you're looking to get off-planet. What's your plan? You could enlist and become a Starship Marine- that's probably the easiest way if you don't have a lot of coin or skills. But if you've got some of daddy's money, you could set up a trading outpost on one of the frontier planets. How connected are you? Maybe you could get into civil service and hope for an off-world assignment. Of course a smart kid like you might qualify for a grant and get a government subsidized ship.

I could tell you how I did it, but then I'd have to kill you. Just kidding! But seriously, my story is classified...

Characters

The basis of every Role Playing Game is the Character. A Character is an alter-ego you invent to use in the game that has strengths, weaknesses and special abilities. In real life, different people are good at different things and have different abilities. Characters in Star Ascension are no different.

When creating your Character, you can create one that is very similar to you in terms of personality and abilities to yourself, or someone completely different! One of the more fun aspects of a Role Playing Game is you get to find out how well your Character will do in certain situations that you normally wouldn't find yourself in.

Since you are a Player, the Character you create will be one of the Player Characters, or PCs. The Gamemaster is in charge of creating all the other Characters that your Character and the other PCs will encounter throughout the course of the game.

Since these Characters are being run by the GM rather than one of the Players, we refer to these as Non-Player Characters or NPCs for short.

An NPC can simply be the bartender at your Character's favorite watering hole, an important political figure your Character has to help, a minor bad guy in a dark alley that's attacking you, or a major criminal mastermind that's after you!

The Character Sheet

Now that you know what a Character is, you may already have some ideas on the type of Character you'd like to create for your first game. The Character sheet is your primary game material for listing your Character's information, Attributes, Skills, abilities, health, equipment and just about anything else you'd need to remember.

There are specific rules governing how a Character is created in terms of strengths and weaknesses. If not, there'd be nothing to stop players from creating Characters with no weaknesses! We'll take a peek at that later in this chapter. First we're going to take a quick tour of the Character Sheet.

Basic Information

This section includes the Template Type, Character's Name, Player's Name (that's you!) and Description. The Description can be as brief or as detailed as you like. Description can include

Star Ascension

demeanor as well as appearance.

Attributes and Skills

This is probably the most used part of the Character sheet listing the Attributes and Skills. Whereas Attributes are the natural inborn traits of a person, Skills represent abilities a Character can learn and train to improve.

Next to each Attribute is a die code representing the level of aptitude a Character has in that Attribute. Templates have a blank space where we will enter a die code upon character creation. Below each list of Skills underneath a given Attribute are several blank lines. These are used in character creation to write in additional Skills and Skill Specializations.

Some of the Skills listed seem straight forward while others may not be as obvious. A full list of all Skills is presented in the next Chapter along with their uses.

Movement

This is where a Character's movement is listed depending on what movement mode a Character makes. The numbers listed measure how many feet a Character can move per round. For more on Movement, see Chapter 5.

Why Are Some Skills in Italics?

First of all, there are two basic types of Skills: Self-Taught and Trained. Self-Taught Skills are those that you can learn on your own and have spent your lifetime learning, whereas Trained Skills require formal training. We'll look at this more in the next Chapter.

Combat

This section is a quick reference for the Character's Initiative (see "Initiative") and Combat Rank (see "Combat Rank"). Initiative is used in each Combat Round to determine who acts in what order during the round. Combat Rank is an abstract measure of the Character's combat proficiency. Combat is covered in Chapter 5.

Level

This section details the Character's Level and various points. The Level is determined by how many Experience Points the Character has. At every Level, the Character gets a number of Skill Points that can be spent to improve the Character's skills. Infamy and Renown Points chart a Character's reputation through Known Space both good and bad. Trauma Points are used to track psychological attrition due to combat, traumatic experiences and other factors that take their toll on the psyche.

Focus Points and Character Points can be spent during the game to temporarily improve a Character's dice pool for certain Attribute and Skill checks. The Critical Fails area is a place to keep track of how many Critical Fails a character has had. This is important because a Character can earn Focus points every time they log five Critical Fails.

Damage and Health

The Damage section includes a reference table on the left indicating the effects a given number of damage points has on a Character.

On the right are a number of bubbles next to Stuns which is where the Player can mark how many Stuns a Character can take before falling unconscious.

Next to each Wound Level is a bubble that can be marked whenever the Character sustains the corresponding number of wounds.

Mortally Wounded has several bubbles indicating the number of rounds that have passed since the Character became Mortally Wounded. "PHYS > RNDS MW" means the Mortally Wounded Character must make a PHYSIQUE roll at the beginning of

each round to avoid dying before being stabilized. Damage is covered in more detail in Chapter 5.

Health and Special Damage is an area to record the specific condition of a character if needed beyond the Wound Level. This is an area in which one can record that a Character has a broken arm, has a cold, has been poisoned or anything else that cannot be reflected by the wound level.

Perks, Flaws and Story Factors

A Character is more than just numbers which is where Perks, Flaws and Story Factors come in. Here both are listed along with their use in the game.

Equipment and Notes

The money, weapons and equipment that a character has are listed here. Notes is an area to record miscellaneous information that the player might want to keep track of.

Creating a New Character

This Chapter includes several Character Templates you can use to create a new character.

Step 1: Select a Template

At the end of this Chapter are twelve different Character templates to choose from. A Character Template is similar in function to character classes from other RPGs.

Step 2: Fill in the Personal Information Section

Now that you have a Character template, you need to give your Character a name, a description and their back story in a nutshell.

Step 3: Add Additional Skills

In addition to the starting Skills listed, you may select and add two Skills under Attributes with at 2D, or just one Skill under an Attribute with 1D.

This is because a Character with less than 2D in a given Attribute has more difficulty learning new Skills under that Attribute.

For example, we've selected the Bruiser Template. The Bruiser only has 1D+2 in Knowledge but 2D and more in every other Attribute. If the Bruiser wanted to add Navigation which is a Knowledge Skill, they would not be able to add any other Skills during Character creation. Alternatively the Bruiser could add two Skills under any other Attribute such as Heavy Weapons under Dexterity and Demolitions under Cunning.

Step 4: Add 7D to Skills and Fill in Starting Skill Levels

Different Character Templates have different sets of Skills. By default, unimproved Skills start at 1D less than the parent Attribute. You can customize the template by allocating 7D to improve the desired Skills above their default. You can allocate a maximum of 2D to improving a given Skill but may not improve a Skill past 3D+2.

The exception to this is Skills under Attributes with less than 2D. These Skills will start at the minimum of 1D

For example, if we continue with our Bruiser template, we have Small Arms under Dexterity which is rated at 2D+2. By default, the Bruiser's Small Arms skill will be 1D+2 (1D less than 2D+2). Starting at 1D+2, the Bruiser could spend 1D to improve it to 2D+2 or spend 2D to improve it to 3D+2. Our player opts for the latter and spends 2D to increase the starting Small Arms to 3D+2. This is the maximum improvement allowed as 2D has been spent and Skills cannot be improved past 3D+2. Now our player has 5D remaining to spend.

During Character Creation, Players can spend up to 1D of the starting 7D to add 3 Specializations. Specializations are specific subsets of expertise within a given Skill. The Throwing Skill has several commonly used Specializations including Throwing: Knives and Throwing: Grenades. A given specialization grants an additional 1D in starting Skill level above the parent Skill. When purchasing 3 specializations with 1D, specializations need not be under the same Skill or even Attribute. Appropriate specializations are listed in the next Chapter with the Skills. You can think of specializations not listed but they must approved by the GM.

Why are the Skill levels below their Attributes?

You might be familiar with other D6 games or systems that add Skill and Attribute scores together. This system works a little differently. Instead of adding Attributes to Skills, good Attribute scores give a better starting score for corresponding Skills and poor Attributes make new Skills harder to acquire and train. This is meant to mimic real life in that even if you have good Dexterity, when you first learn to fire a gun, you'll still be a beginner at it. Good Dexterity will mean it will be easier for you to learn the skill and get better at it.

So although all your Skills will start lower than their corresponding Attributes, a good Attribute score will make it easier to purchase new Skills under that Attribute and easier to improve.

Skill and Attribute Scale

Attributes
1D: Below Normal
2D: Human Average
3D: Exceptional
4D: Human Limit
5D: Superhuman

Skills
1D: Beginner
2D: Proficient
3D: Expert
4D: Full Mastery
5D: Best of the Best

Purchasing a specialization which improves a Skill from 3D+2 to 4D+2 is allowed. After purchasing a specialization, a Player cannot use any dice from the original 7D improvement pool to improve Specializations during Character creation.

For example, our Player has chosen to spend 1D in specializations in creating their Bruiser Character. Our Player has chosen to Specialize Throwing, Small Arms, and Streetwise creating the following Specializations: Throwing: Knives, Small Arms: Heavy Ballistic Pistol, and Streetwise: Komorov. Throwing and Streetwise were not improved, so the new Specialization scores are Throwing: Knives 2D+2 (Throwing under a Dexterity of 2D+2 would start at 1D+2 and therefore specializations would be at 2D+2), Streetwise: Komorov 2D+1 (under a Social of 2D+1 whereas Komorov is a specific planet in the Epsilon Eridani System). Since our Player had previously improved the Small Arms Skill to 3D+2, the Bruiser's Small Arms: Heavy Ballistic Pistol is now 4D+2!)

The obvious catch with specializations is that they can only be used when the specific conditions of the specialization are met. From the above example, our Bruiser can only roll 2D+2 when throwing Knives, not grenades, can only roll 4D+2 when using a Heavy Ballistic Pistol and can only roll 2D+1 for Streetwise: Komorov when the Character is making a check related to the location of Komorov.

Step 5: Complete the Combat Summary Section

Above the Attributes and Skills box is the Combat Summary Section. The first part is Initiative which is equal to the Character's CUNNING score. If the Character has a Tactics Skill level higher than their CUNNING and or the Basic Combat Training Advantage, they'll have a separate Combat Initiative as well. Combat Initiative is Tactics OR CUNNING, whichever is higher plus 1D if they have the Basic Combat Training Perk.

So What Skills Do I Need For Fighting?

Small Arms is the Skill used for handheld weapons including pistols and rifles (be they energy or ballistic) in addition to shotguns. Hand to Hand is the basic skill used for fighting without weapons with kicks and punches. Wrestling is another unarmed form of combat where one attempts to pin and subdue an opponent as opposed to damaging them.

Hand to Hand can also be used for basic weapons like clubs and brass knuckles, but the Melee Weapons Skill is often required for more sophisticated weapons like knives, swords or more uncommon weapons.

Specializing the Throwing Skill into Throwing: Knives, Throwing: Grenades and the like is useful for thrown weapons of many kinds.

Heavy Weapons and Gunnery are used for weapons too large to be held. Heavy Weapons are larger guns usually mounted on tripods or vehicles that are still physically aimed by the firer. Gunnery is a Skill using yet larger guns mounted on ships using instrumentation and target telemetry to aim and fire.

So the Skills used for combat depend on the nature of combat. Several of the Templates lack combat Skills by default as it's not often in that particular profession's nature to fight.

Lastly is the Combat Rank score. This score is a little trickier.

Pips* in Small Arms
+Sum of Dice in other Combat Skills
+Combat Initiative Dice (Not Including any Perk Bonuses)
+Leadership Skill Dice
+5 for each rank for any Combat related Perk
-5 for each rank in all Combat related Flaws
+Pips in PHYSIQUE
*each +1 equals 1 Pip and each full die equals 3 Pips

For example, for the above Soldier, we can figure the final Combat Rank:

Her Small Arms Skill is 3D. Since each full die equals 3 pips, that brings us to 9 pips.

Here other combat skills are:

Grenades: 3D
Hand-to-Hand: 1D
Heavy Weapons: 1D
Melee Weapons: 1D
Wrestle: 1D
This gives us a total of seven dice in Combat Skills. Next her Combat Initiative (not including the Bonus from her Basic Combat Training Perk) is 3D
She has 2D in Leadership

She has one Combat/Soldier Advantage which adds 5

No Negative ranks
2D+2 in PHYSIQUE which equals 8 Pips
So we arrive at:
9 (9 Pips in Small Arms)
+7 (From Combat Dice)
+3 (Combat Initiative not including bonuses from Perks)
+2 (2D in Leadership)
+5 (Perk: Basic Combat Training)
+8 (8 Pips in Physique)
_____

34 Total

A merchant flaunts his success with expensive clothes.

Step 6: Movement

All the basic Ground Movement has been figured for you on each template. Climbing is the Base Movement rate divided by 5 plus the number of Skill Dice in the Climbing Skill.

For example, our Combat Veteran has a Base Movement of 30 and a Climbing Skill of 2D. This gives a Climbing Movement of 8 (30/5 = 6, +2 = 8).

The Swim rate is based on how many dice there are in the Swimming Skill under PHYSIQUE.

Step 7: Fill in Focus Points and Character Points

Beginning Characters begin with 1 Focus Point and 5 Character Points.

Step 8: Add Perks, Flaws, Story Factors and Languages

You're going to add Perks and Flaws so long as the net is 1 Rank. That is to say you take your ranks in Perks and subtract your ranks in Flaws and should arrive at a total of 1. For example, you can simply have one Rank 1 Perk, 1 Flaw and two 1 Rank Perks, a Rank 1 Flaw and a Rank 2 Perk, or any combination thereof.

Story Factors are neutral traits, that is to say they can be an asset in certain circumstances or a detriment in others. Hardened is an example of this concept in that it grants the character some immunity to Trauma, but makes certain SOCIAL and related Skill checks harder due to the character's detached nature.

As with Skills and Attributes, Perks, Flaws and Story Factors are detailed in Chapter 3. For languages, every Character has a native language. Most languages used in Star Ascension are standard Earth languages we know today be it English, Mandarin, Hindi, Spanish or even Basque. A Character begins with a number of languages equal to the number before the "D" in Knowledge Attribute plus the number of Skill Dice in the Languages Skill. If Players choose to specialize their Language Skill, having at least 2D in a given Language Specialization grants fluency in that language. For any

Swim Movement Rates

0D: 0 (Character can't swim)
1D: Half Base Move
2D-3D: Base Move
4D+: Double Base Move

language listed as a second language (or having 2D under a specialization), a Character is considered to be fluent but may have an accent when speaking that language or difficulty when communicating about highly advanced or technical topics in that language.

For example, our Bruiser Character knows only a first language as their Knowledge Attribute is only 1D+2. By default, most Templates have between 2D and 2D+2 granting a single second language. The Tech has a particularly high Knowledge Attribute of 3D and therefor knows a total of 3 languages including their native language.

The Languages Skill is not on any of the Templates, but can be added by default. If the Bruiser really wanted a second language, they could add the Language Skill under their Knowledge Attribute (this would exhaust their available additional Skills as we previously explained under Step 3) and give the Bruiser a Languages Skill of 1D+2. Given the Knowledge die code of 1D+2 and a the Languages die code of 1D+2, our Bruiser could start with two languages. Adding the Languages Skill to the Outlaw Template (Knowledge of 2D), this would give a starting Skill Level for that Outlaw 1D and therefor the Outlaw Character could start with 3 languages.

If the Outlaw decided to Specialize their Langauges Skill adding Languages: French (making it 2D), the Outlaw would start with a native language of their choice and two second languages

of their choice (having a total of 3D from Knowledge and Languages) plus a fourth language being French!

Step 8: Money and Equipment

Starting money is figured in terms of the Earth Systems Hegemony's base unit of money, the Terran. Terrans are also referred to by their slang terms of "Shills", "Credits" or "Coins". Established in the mid-23rd Century, the Terran was originally valued at the approximate cost of a basic meal. Inflation has reduced the value somewhat approximating the value of a late 20th Century American Dollar.

The Player can roll any combination of two Attributes or Skills. The Attributes and Skills rolled should be a logical combination abstractly representing the character's profession. For example, a Merchant might roll SOCIAL and Negotiation and a Soldier's roll might be CUNNING and Small Arms. It wouldn't make much sense for a character to choose to roll Throwing and Computers.

Once you roll for both of the chosen Attributes or Skills, multiply the total by 100. That's the Character's starting funds. The Player can then begin purchasing items for their Character from the Weapons and Equipment list in Chapter 6.
With these seven steps, you can create a Character rather quickly and be ready to play!

Why Do Most Characters Speak at Least Two Languages?

Being bilingual is actually a very common trait among people living on Earth as a whole. Throughout the 20th Century, English was a dominant global language so people across the world who did not grow up with English as their native language learned English as a second language. Americans in particular were rarely bilingual since they already knew English which was spoken widely across the North American continent in the US and Canada.

Being bilingual or trilingual was already a common trait among the people of Earth. With the beginning of space travel and the establishment of a diverse number of languages among the stars, bilingualism came as a natural necessity of the space farers of the 24th Century!

Character Templates

The following are twelve Character Templates you can start with!

- **Bruiser**
  Street tough that gets by on brute strength and intimidation
- **Combat Medic**
  A military trained medic equally good at treating wounds and combat
- **Doctor**
  Fully trained MD with strong background in the sciences
- **Engineer**
  Keeps the engines running and the ship flying
- **Grifter**
  A charming con artist with good looks and a silver tongue
- **Merchant**
  Makes deals and deliveries across the star lanes
- **Operative**
  Former spy with an array of subterfuge and surveilance skills
- **Outlaw**
  Professional criminal with underworld connections
- **Pilot**
  Fully licensed Academy trained spacer
- **Soldier**
  Military veteran with combat and weapons expertise
- **Tech**
  Expert gadgeteer, programmer and fixer
- **Thief**
  High tech burglar relying on stealth and wits

Why Are There no Character Classes?

The D6 System uses Character Types that can be created from scratch by players. This means there's an unlimited amount of Character Types that can be created in this system whereas the number of Classes in other systems are typically limited.

Type: __BRUISER__

Character Name:_____

Player:_____

Description:_____
_____

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]
Walk: [ ]   Climb: [ ]
Run: [ ]   Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D+2	SOCIAL	2D+1
Conceal	____	*Charm*	____
Throwing	____	*Deception*	____
Driving	____	*Intimidation*	____
Hand to Hand	____	*Negotiation*	____
Melee		Streetwise	____
Weapons	____		____
Small Arms	____		____
_____	____	_____	____
_____	____	_____	____

AGILITY	2D	CUNNING	2D+1
Climbing	____	*Search*	____
Ground Move	____	Security	
Hide	____	Systems	____
Sneak	____		____
_____	____	_____	____
_____	____	_____	____

PHYSIQUE	3D	KNOWLEDGE	1D+2
Fitness	____	*Willpower*	____
Jumping	____	Survival	____
Lifting	____		____
Running	____	_____	____
Wrestle	____	_____	____
_____	____		
_____	____		

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
◯ ◯ ◯ ◯ ◯ ◯
◯ ● ● ● ● ●
Wounded: ◯
Severe Wound: ◯
Incapacitated: ◯
Mortally Wounded: ◯

PHYS > RNDS MW:
◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯
◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:

Brute Strength (1): +1D to PHYSIQUE and related Skills were strength is a factor including unarmed and melee weapon damage.

Money:_____

Weapons and Equipment

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Backstory

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Type: __COMBAT MEDIC__

Character Name: _____
Player: _____

Description: _____
_____

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]
Walk: [ ]   Climb: [ ]
Run: [ ]   Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D+1	SOCIAL	2D
Conceal	____	*Charm*	____
Throwing	____	*Deception*	____
Driving	____	*Intimidation*	____
Hand to Hand	____	*Negotiation*	____
Small Arms	____	_____	____
_____	____	_____	____
_____	____		

AGILITY	2D	CUNNING	2D+2
Climbing	____	*Search*	____
Ground Move	____	Armor Modification	____
Hide	____	Tactics	____
Sneak	____	Weapons Modification	____
_____	____	_____	____
_____	____	_____	____

PHYSIQUE	2D+2	KNOWLEDGE	2D+1
Fitness	____	*Willpower*	____
Jumping	____	First Aid	____
Lifting	____	Navigation	____
Running	____	_____	____
Wrestle	____	_____	____
_____	____		
_____	____		

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
◯ ◯ ◯ ◯ ●
● ● ● ● ●

Wounded: ◯
Severe Wound: ◯
Incapacitated: ◯
Mortally Wounded: ◯

PHYS > RNDS MW:
◯ ◯ ◯ ◯ ◯ ◯ ◯
◯ ◯ ◯ ◯ ◯ ◯ ◯

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:

Basic Combat Training (1): +1D to Initiative. AGILITY or CUNNING Saving Throw granted to avoid being surprised.

Money: _____

Weapons and Equipment

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Backstory

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Type: __DOCTOR__

Character Name:_____

Player:_____

Description:_____
_____

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]
Walk: [ ]   Climb: [ ]
Run: [ ]   Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D+1	SOCIAL	2D
Conceal	____	*Charm*	____
Throwing	____	*Deception*	____
Surgery (A)	____	*Intimidation*	____
_____	____	*Negotiation*	____
_____	____	_____	____
_____	____	_____	____

AGILITY	2D	CUNNING	2D+1
Climbing	____	*Search*	____
Ground Move	____	_____	____
Hide	____	_____	____
Sneak	____	_____	____
_____	____	_____	____
_____	____	_____	____

PHYSIQUE	2D+1	KNOWLEDGE	3D
Fitness	____	*Willpower*	____
Jumping	____	First Aid	____
Lifting	____	Medicine (A)	____
Running	____	Science	
Wrestle	____	Science: Biology	____
_____	____	Science: Chemistry	____
_____	____	Scholar	____
		Scholar: History of Medicine	____

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
● ○ ○ ○ ○ ○
● ● ● ● ● ●

Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:
Higher Education (1): Qualifies the Character for other certifications. Untrained Penalty is reduced to double for KNOWLEDGE checks when the Character is seeing if they know something they might have learned in school.
Medical Doctorate (1): Licensed MD

Flaws:
Debt(-1): T45,000

Money:_____

Weapons and Equipment

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Backstory

Note: Surgery (A) and Medicine (A) are Advanced Skills which each begin at 1D. The Skill Specializations Science: Biology, Science: Chemistry and Scholar: History of Medicine begin at 3D (parent Attribute level). The First Aid Skill also starts at 3D as it is a prerequisite for Medicine.

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Type: __ENGINEER__

Character Name:_____
Player:_____

Description:_____
_____

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]
Walk: [ ]   Climb: [ ]
Run: [ ]   Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	**2D**	**SOCIAL**	**2D**
Conceal	____	*Charm*	____
Throwing	____	*Deception*	____
Driving	____	*Intimidation*	____
Hand to Hand	____	*Negotiation*	____
_____	____	_____	____
_____	____	_____	____

AGILITY	**2D**	**CUNNING**	**3D**
Climbing	____	*Search*	____
Ground Move	____	Computers	____
Hide	____	Comm Systems	
Sneak	____	Electronics and Tech	____
_____	____	Mechanics	
_____	____	Power Systems	____
		Starship Operation	____
		_____	____
		_____	____

PHYSIQUE	**2D**	**KNOWLEDGE**	**3D**
Fitness	____	*Willpower*	____
Jumping	____	Science	____
Lifting	____	_____	____
Running	____	_____	____
_____	____		
_____	____		

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns: ○ ○ ○ ○ ●
● ● ● ● ●

Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:

Uncanny Starship Knowledge (1): Choose one ship. Your Character gets an Edge with all repair and modification rolls for that ship. You can also navigate its system of ducts and maintenance crawlways to get from one part of the ship to nearly any other part.

Money:_____

Weapons and Equipment

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Backstory

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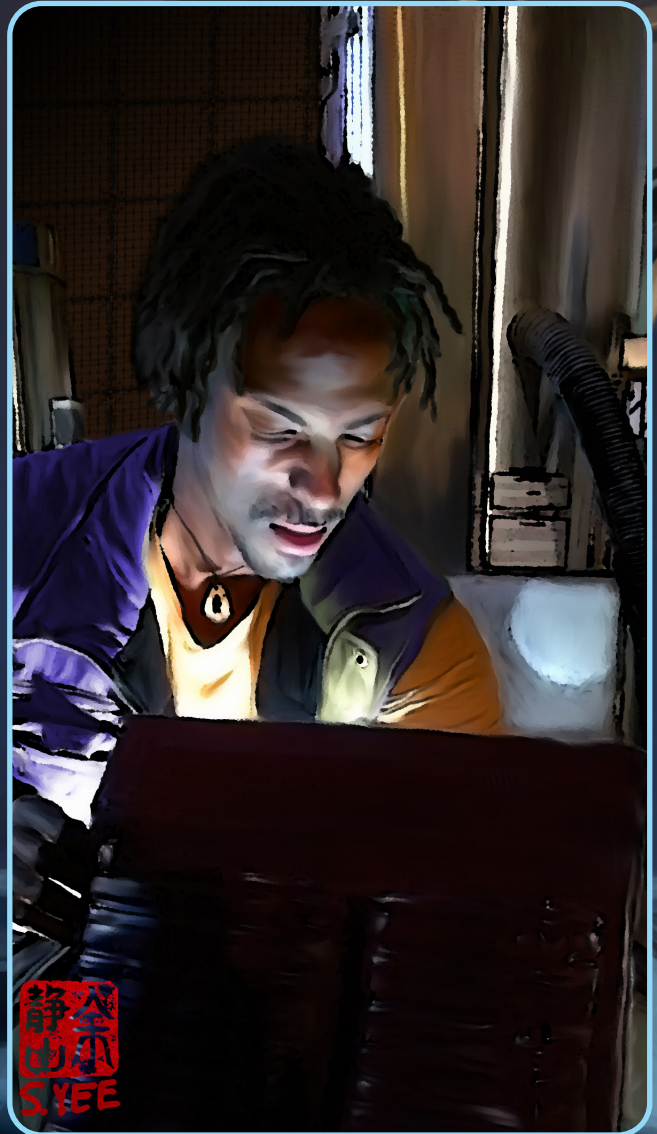
Type: __GRIFTER__

Character Name:_____

Player:_____

Description:_____
_____

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ] Crawl: [ ]
Walk: [ ] Climb: [ ]
Run: [ ] Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D+1
Conceal	____
Throwing	____
Forgery	____
Hand to Hand	____
Lock Picking	____
Small Arms	____
_____	____
_____	____

SOCIAL	3D
Charm	____
Deception	____
Intimidation	____
Negotiation	____
Disguise	____
Streetwise	
Performance	
_____	____
_____	____

AGILITY	2D
Climbing	____
Ground Move	____
Hide	____
Sneak	____
_____	____
_____	____

CUNNING	2D+1
Search	____
Security	
Systems	____
_____	____
_____	____

PHYSIQUE	2D
Fitness	____
Jumping	____
Lifting	____
Running	____
_____	____
_____	____

KNOWLEDGE	2D+2
Willpower	____
Value	____
_____	____
_____	____

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
○○○○●
●●●●●
Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○○○○○○○
○○○○○○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:

Good Looks (1): +1 to SOCIAL (+1D if interacting with someone attracted to your Character's gender) and related Skill checks when using Persuasion Skills.

Story Factors:

Criminal Record: Advantages: Benefit of Criminal History, Due Process or Contact Disadvantages: GM's discretion

Money:_____

Weapons and Equipment

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Backstory

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Type: __MERCHANT__

Character Name:_____

Player:_____

Description:_____
_____

Level: ☐

XP: ☐
Skill Points: ☐
Renown: ☐
Infamy: ☐
Trauma: ☐

Character Points: ☐
Focus Points: ☐
Critical Fails: ☐

Combat

Initiative: ☐
Combat Rank: ☐

Movement

Cautious: ☐   Crawl: ☐
Walk: ☐   Climb: ☐
Run: ☐   Swim: ☐
Sprint: ☐

Attributes and Skills

DEXTERITY   2D
Conceal ____
Throwing ____
Driving ____
Hand to Hand ____
Small Arms ____
_____ ____
_____ ____

SOCIAL   3D
Charm ____
Deception ____
Intimidation ____
Negotiation ____
Etiquette ____
Streetwise ____
_____ ____
_____ ____

AGILITY   2D
Climbing ____
Ground Move ____
Hide ____
Sneak ____
_____ ____
_____ ____

CUNNING   2D+2
Search ____
Starship Operation ____
_____ ____
_____ ____

PHYSIQUE   2D
Fitness ____
Jumping ____
Lifting ____
Running ____
_____ ____
_____ ____

KNOWLEDGE   2D+2
Willpower ____
Laws and Regulations ____
Star Systems ____
Value ____
_____ ____
_____ ____

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
○ ○ ○ ○ ●
● ● ● ● ●

Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:

Contacts (1): In any situation, the Player may make a SOCIAL roll to see if the Character knows an appropriate Contact for a given situation. Difficulty to be determined by the Gamemaster depending on nature of contact.

Money:_____

Weapons and Equipment

_____

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Backstory

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Type: __OPERATIVE__

Character Name:_____
Player:_____

Description:_____
_____

Star Ascension

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]
Walk: [ ]   Climb: [ ]
Run: [ ]   Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D+2
Conceal	____
Throwing	____
Driving	____
Hand to Hand	____
Small Arms	____
Weapons	____
_____	____
_____	____

SOCIAL	2D+2
Charm	____
Deception	____
Intimidation	____
Negotiation	____
Etiquette	____
Customs	____
Disguise	____
Performance	____
_____	____
_____	____

AGILITY	2D
Climbing	____
Ground Move	____
Hide	____
Sneak	____
_____	____
_____	____

CUNNING	2D+2
Search	____
Security Systems	____
_____	____
_____	____

PHYSIQUE	2D
Fitness	____
Jumping	____
Lifting	____
Running	____
_____	____
_____	____

KNOWLEDGE	2D
Willpower	____
Star Systems	____
_____	____
_____	____

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
○ ○ ○ ○ ○ ●
● ● ● ● ●
Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:
Law Enforcement Career (2): Character's history in Law Enforcement gives bonuses to any Skill or Attribute check involving criminal justice, police procedures and crime.
Conceal and Carry (2): Legal Permit
Flaws:
Enemy (-1): Determined with GM
Personality Quirk (-1): Determined with GM

Money:_____

Weapons and Equipment

_____
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Backstory

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Place holder

Type: __OUTLAW__

Character Name:_____

Player:_____

Description:_____
_____

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]
Walk: [ ]   Climb: [ ]
Run: [ ]   Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D+2	SOCIAL	1D+2
Conceal	____	*Charm*	____
Throwing	____	*Deception*	____
Driving	____	*Intimidation*	____
Hand to Hand	____	*Negotiation*	____
Melee		Streetwise	____
Weapons	____		
Small Arms	____	_____	_____
_____	_____	_____	_____
_____	_____		

AGILITY	2D+1	CUNNING	2D+1
Climbing	____	*Search*	____
Ground Move	____	Security	
Hide	____	Systems	____
Sneak	____	_____	_____
_____	_____	_____	_____
_____	_____		

PHYSIQUE	2D+2	KNOWLEDGE	2D+1
Fitness	____	*Willpower*	____
Jumping	____	Laws and	
Lifting	____	Regulations	____
Running	____	_____	_____
Wrestle	____	_____	_____
_____	_____		
_____	_____		

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
○ ○ ○ ○ ●
● ● ● ● ●

Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:
Good Looks (1)
OR
Intimidating Appearance (1)

Story Factors:
Criminal Record: Advantages: Benefit of Criminal History, Due Process or Contact Disadvantages: GM's discretion

Money:_____

Weapons and Equipment

_____

_____

_____

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Backstory

NOTE: During character creation, choose between the Good Looks (1) or Intimidating Appearance (1) Character Perks.

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Placeholder

Type: __PILOT__

Character Name:_____
Player:_____

Description:_____
_____

Level: [ ]

XP: [ ]
Skill Points: [ ]
Renown: [ ]
Infamy: [ ]
Trauma: [ ]

Character Points: [ ]
Focus Points: [ ]
Critical Fails: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ] Crawl: [ ]
Walk: [ ] Climb: [ ]
Run: [ ] Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D		SOCIAL	2D
Conceal	____		*Charm*	____
Throwing	____		*Deception*	____
_____	____		*Intimidation*	____
_____	____		*Negotiation*	____
_____	____		_____	____
_____	____		_____	____

AGILITY	2D		CUNNING	3D
Climbing	____		*Search*	____
Ground Move	____		Starship Operation	____
Hide	____		Piloting (A)	____
Sneak	____		_____	____
_____	____		_____	____
_____	____			

PHYSIQUE	2D		KNOWLEDGE	3D
Fitness	____		*Willpower*	
Jumping	____		Laws and Regulations	____
Lifting	____		Star Systems	____
Running	____		Science	____
_____	____		Science: Physics	____
_____	____		Navigation	____
			Navigation: In-System	____
			Navigation: Interstellar	____
			_____	____
			_____	____

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
○ ○ ○ ○ ●
● ● ● ● ●

Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:
NOE (1): Difficulty Number for terrain when making a Piloting check is halved when flying low to the ground
Credential: Pilot's License (1):

Flaws:
Cocky (-1): Your Character's Charm, Instruction, Leadership and Negotiation checks are Impaired when trying to persuade or lead.

Money:_____

Weapons and Equipment

_____

_____

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Backstory

NOTE: Prerequisite Skill Starship Operation starts at 3D, Advanced Skill Piloting (A) starts at 1D and Skill Specializations Science: Physics, Navigation: In-System, and Navigation: Interstellar start at 3D

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place holder

Type: __SOLDIER__

Character Name:_____

Player:_____

Description:_____

_____

Level: [ ]

XP: [ ]

Skill Points: [ ]

Renown: [ ]

Infamy: [ ]

Trauma: [ ]

Character Points: [ ]

Focus Points: [ ]

Critical Fails: [ ]

Combat

Initiative: [ ]

Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]

Walk: [ ]   Climb: [ ]

Run: [ ]   Swim: [ ]

Sprint: [ ]

Attributes and Skills

DEXTERITY 2D+1

Conceal	____
Throwing	____
Driving	____
Hand to Hand	____
Heavy Weapons	____
Small Arms	____
_____	____
_____	____

SOCIAL 2D

Charm	____
Deception	____
Intimidation	____
Negotiation	____
_____	____
_____	____

AGILITY 2D

Climbing	____
Ground Move	____
Hide	____
Sneak	____
_____	____
_____	____

CUNNING 2D+2

Search	____
Armor Modification	____
Tactics	____
Weapon Modification	____
_____	____
_____	____

PHYSIQUE 2D+2

Fitness	____
Jumping	____
Lifting	____
Running	____
Wrestle	____
_____	____
_____	____

KNOWLEDGE 2D+1

Willpower	____
Navigation	____
_____	____
_____	____

Damage Table:

Damage Points

0: Graze (2 Stuns)

1-2: +1 Wound

3-4: +2 Wounds

5-6: +3 Wounds

7-8: +4 Wounds

9+: KILLED or Knocked Out

Stuns:
○ ○ ○ ○ ●
● ● ● ● ●

Wounded: ○

Severe Wound: ○

Incapacitated: ○

Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○

Health and Special Damage:

_____

_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

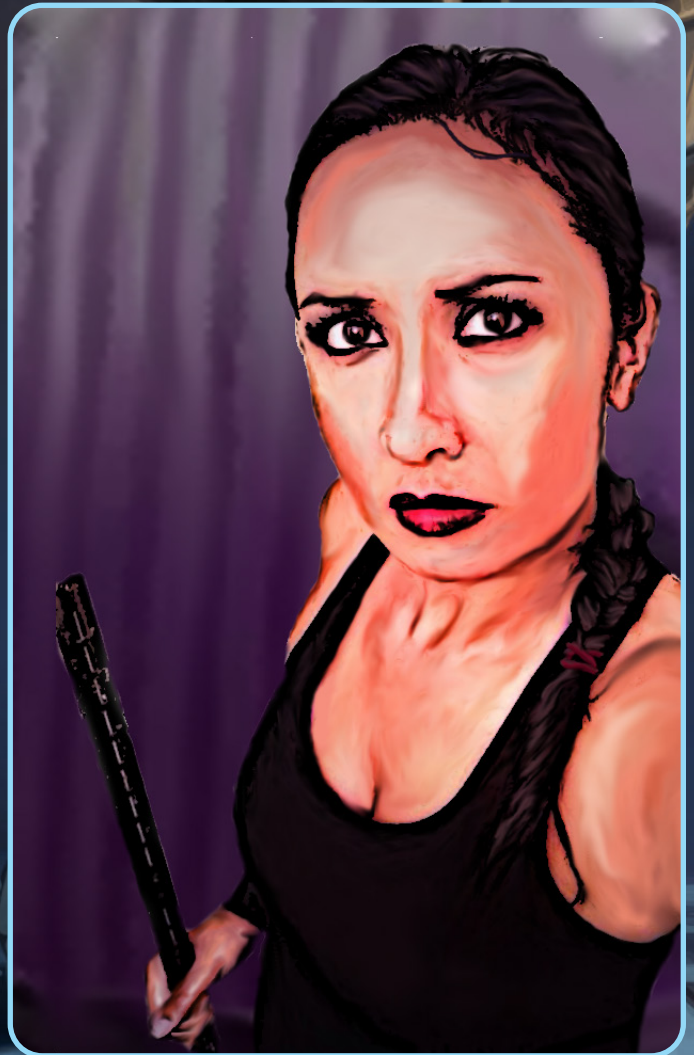Second Languages: _____

_____

Perks:

Basic Combat Training (1): +1D to Initiative. AGILITY or CUNNING Saving Throw granted to avoid being surprised.

Money:_____

Weapons and Equipment

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Backstory

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Type: ___TECH_____

Character Name:_____
Player:_____

Description:_____
_____

Level: [ ]

XP: [ ]
Character Points: [ ]
Skill Points: [ ]
Focus Points: [ ]
Renown: [ ]
Infamy: [ ]
Critical Fails: [ ]
Trauma: [ ]

Combat

Initiative: [ ]
Combat Rank: [ ]

Movement

Cautious: [ ]   Crawl: [ ]
Walk: [ ]   Climb: [ ]
Run: [ ]   Swim: [ ]
Sprint: [ ]

Attributes and Skills

DEXTERITY	2D	SOCIAL	2D
Conceal	____	*Charm*	____
Throwing	____	*Deception*	____
Driving	____	*Intimidation*	____
Hand to Hand	____	*Negotiation*	____
_____	____	_____	____
_____	____	_____	____

AGILITY	2D	CUNNING	3D
Climbing	____	*Search*	____
Ground Move	____	Computers	____
Hide	____	Comm Systems	____
Sneak	____	Electronics and Tech	____
_____	____	Robotics	____
_____	____	Weapon Modification	____

PHYSIQUE	2D	KNOWLEDGE	3D
Fitness	____	*Willpower*	____
Jumping	____	Equipment	____
Lifting	____	Science	____
Running	____	_____	____
_____	____	_____	____
_____	____		

Damage Table:

Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
○ ○ ○ ○ ●
● ● ● ● ●

Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____
_____

Perks:

Eidetic Memory (1): Your Character automatically remembers simple things such as passwords, basic maps and other like items automatically. More complex things such as star charts and circuit configurations might be remembered on a KNOWLEDGE check with a DN starting at 3 depending upon the GM's discretion.

Money:_____

Weapons and Equipment

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Backstory

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Type: ___THIEF___

Character Name: _____

Player: _____

Description: _____

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Star Ascension

Level: ☐

XP: ☐	Character Points: ☐
Skill Points: ☐	Focus Points: ☐
Renown: ☐	Critical Fails: ☐
Infamy: ☐	
Trauma: ☐	

Combat
Initiative: ☐

Combat Rank: ☐

Movement
Cautious: ☐	Crawl: ☐
Walk: ☐	Climb: ☐
Run: ☐	Swim: ☐
Sprint: ☐	

Attributes and Skills

DEXTERITY   3D

Conceal ____
Throwing ____
Hand to Hand ____
Lock Picking ____
Small Arms ____
_____ ____
_____ ____

SOCIAL   2D

Charm ____
Deception ____
Intimidation ____
Negotiation ____
Disguise ____
Streetwise ____
Performance
_____ ____
_____ ____

AGILITY   2D+2

Climbing ____
Ground Move ____
Hide ____
Sneak ____
_____ ____
_____ ____

CUNNING   2D+1

Search ____
Computers ____
Security Systems ____
_____ ____
_____ ____

PHYSIQUE   2D

Fitness ____
Jumping ____
Lifting ____
Running ____
_____ ____
_____ ____

KNOWLEDGE   2D

Willpower ____
Value ____
_____ ____
_____ ____

Damage Table:
Damage Points
0: Graze (2 Stuns)
1-2: +1 Wound
3-4: +2 Wounds
5-6: +3 Wounds
7-8: +4 Wounds
9+: KILLED or Knocked Out

Stuns:
○ ○ ○ ○ ●
● ● ● ● ●

Wounded: ○
Severe Wound: ○
Incapacitated: ○
Mortally Wounded: ○

PHYS > RNDS MW:
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○

Health and Special Damage:
_____
_____

Languages, Perks, Flaws and Story Factors

Native Language: _____

Second Languages: _____

_____

Perks:
Black Market Ties (1): +1D bonus to Skill Checks involving the Black Market. May have at least one particular contact in the Black Market that you deal with regularly.

Story Factors:
Criminal Record: Advantages: Benefit of Criminal History, Due Process or Contact Disadvantages: GM's discretion

Money: _____

Weapons and Equipment

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Backstory

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Placeholder