

STARSIEGE

EVENT HORIZON

General Difficulty Chart

Difficulty	CL	Prime TN	Non-Prime TN
Easy	-6	6	12
Average	0	12	18
Difficult	+2	14	20
Staggering	+6	18	24
Hopeless	+12	24	30
Impossible	+18	30	36

Situational Difficulties

Situation	Example	Modifier
Poor environmental condition	Poor lighting or Heavy Rain	+1 CL
Horrible environmental condition	No available light or torrential downpour	+3 CL
Sporadic cover	Light woods or moderately furnished room	+1 CL
Heavy cover	Lots of hard cover (e.g. rocks, walls, heavy forest)	+3 CL
Flanking	Two or more people attacking one target	-2 CL
Advantageous positioning	Attacker has higher ground	-2 CL
Disadvantageous positioning	Defender has entrenched position	+3 CL

Range Modifiers

Band	Approx. Distance	Close	Short	Medium	Long	Extreme	LoS
Close	~0 – 60 meters			+1 to hit			
Short	~61 to 120 meters	+2 CL	+1 to hit	+1 to hit	+1 to hit	+1 to hit	+1 to hit
Medium	~121 – 180 meters	+4 CL	+2 CL	+1 to hit	+1 to hit	+1 to hit	+1 to hit
Long	~181 – 240 meters	+6 CL	+4 CL	+2 CL	+1 to hit	+1 to hit	+1 to hit
Extreme	~241 – 300 meters	+8 CL	+6 CL	+4 CL	+2 CL	+1 to hit	+1 to hit
Line of Sight	~301+ meters	+10 CL	+8 CL	+6 CL	+4 CL	+2 CL	+1 to hit

Scaling

Scale	Multiplier	Scale Example	Base Range Increment
Personal	×1	City Block Travel	60 meter increment
Vehicular	×9	Planetary-surface	540 meter increment
Suborbital	×81	Near-Orbit Travel	4860 meter increment
Subluminal	×6561	Intra-Solar System Travel	393,660 meter increment
Superluminal	×43,046,721	Light-speed Travel	2.58 × 109 meter increment

Size/Pop/Credit

Rating	Multiplier
0	0.001
1	0.002
2	0.004
3	0.008
4	0.016
5	0.031
6	0.063
7	0.125
8	0.25
9	0.5
10	1
11	2
12	4
13	8
14	16
15	32
16	64
17	128
18	256
19	512
20	1,024
21	2,048
22	4,096
23	8,192
24	16,384
25	32,768
26	65,536
27	131,072
28	262,144

Optional Rules

Optional Rule	Digest	Ref.
Challenge Base of 12? Isn't that just a +6 bonus?	Mechanic Options	pg.3
Where are the opposed rolls?	Opposed Rolls	pg. 3
I make this look good.	Exceptional Success	pg. XX
Chase Rules? Move within Range Increments? I just want to know how far I can move	Tactical Movement	pg. 9
Don't worry, the bullet passed right through.	Cinematic Rules	pg. 10
Leaving... 20 for me... at my best I couldn't handle that many.	Mook Rules	pg. 10
It's all in the Reflexes	Initiative Options	pg. 10
Taste my paired blasters of DOOM!	Dual Wielding	pg. 12
Shoot the hostage!	Disarm Options	pg. 13
Flight or flight?	Psychological Options	pg. 15
Just how did you get that beautiful scar, anyways?	Lasting Injuries	pg. 16
I am not an animal!	Mutation Options	pg. 18
How did you do that, Tetsuo?	Open Psionics	pg. 19
I'm not big on waiting...	Drain Options	pg. 20
I'll be back	Consequence free cyber	pg. 21
Subsystem Pools	Subsystem Options	pg. 25
Where is the earth-shattering kaboom?	Catastrophic Failures	pg. 29
But I love counting!	Ammunition Counting	pg. 29
I like the feel of money in my hand...	Credit Counting	pg. 32
Ley lines	Planetary Psi Score	pg. 34

STARSIEGE

EVENT HORIZON

Fashioning Trappings Cheat Sheet

Process

- Step 1 Concept
- Step 2 Determine Class
- Step 3 Function
- Step 4 Special Effects/Flaws
- Step 5 Point Tally and Distribution

Step 1: Concept

In this stage, the designer decides what kind of object or power they are creating. This can be as simple as a specific item like "flashlight" or a complex description. The Concept Step has no mechanical aspects, and simply acts as a guide.

Step 2: Class

A item/power's Class determines the Skill Bundle required to use the item/power.

Class	BP	Effect
Single Class	0	Action with listed Skill Bundle (pg XX)
Supplemental Class	3	Choice of Skill Bundle to use (pg XX)
Divergent Class	-3	Requires 2 actions to use (pg XX)
Automatic	6	Functions always apply (pg XX)

Step 3: Function

Functions are the crux of the system. An item/power's Function will determine what effects the item/power has mechanically.

Function	BP	Ref
"Automatic" Class	6	pg 23-25
+1 to Armor	3 or 9	pg 23-25
+1 to Attribute	18	pg 23-25
-1 to Attribute	-18	pg 23-25
+1 to Durability	1	pg 23-25
+1 to Interference	-2	pg 23-25
+1 to Skill Bundle	6	pg 23-25
-1 to Skill Bundle	-6	pg 23-25
+1 to Specialty	1	pg 23-25
-1 to Specialty	-1	pg 23-25
+1 to Tech or Psi Scores	9	pg 23-25
-1 to Tech or Psi Scores	-9	pg 23-25
Bonus Skill Bundle	30	pg 23-25
Cargo/Quarters	Size +2 per 1 BP	pg 23-25
Deal 1 Critical Box	18	pg 23-25
Deal 1 Damage Box	3	pg 23-25
Move ½	1	pg 23-25
Move 1	4	pg 23-25
Move 2	6	pg 23-25
Move 3	8	pg 23-25
Move 4	10	pg 23-25
Scale: Personal	0	pg 23-25
Scale: Vehicle	6	pg 23-25
Scale: Suborbital	12	pg 23-25
Scale: Subluminal	18	pg 23-25
Scale: Superluminal	24	pg 23-25
Range Class Restriction	-2	pg 23-25
Range Increase	1 per Range Class	pg 23-25
Special Effect	3	pg 23-25
Special Flaw	-3	pg 23-25
Subsystem	Size +2 per 1 BP	pg 23-25

Step 4: Special Effects/Flaws

Special Effects and Flaws are special rules that can't be modeled with the Function mechanics. This list is not exhaustive, but merely serves as an example for groups to create their own rules-bending options for their items/powers.

Effect	Type	BP	Multi? *	Ref.
Ammo	SFX	6		pg 26-27
Area Effect	SFX	3	Yes	pg 26-27
Armor Crushing	SFX	9		pg 26-27
Armor Piercing	SFX	3		pg 26-27
Ban	Flaw	-12 to -24		pg 26-27
Bulky	Flaw	-3		pg 26-27
Combust	SFX	3	Yes	pg 26-27
Concealable	SFX	3		pg 26-27
Continual	SFX	3		pg 26-27
Daze	SFX	3	Yes	pg 26-27
Disposable	Flaw	-3		pg 26-27
Distributed Weight	SFX	3		pg 26-27
Divergent Class	Flaw	-6		pg 26-27
Environmental	SFX	3		pg 26-27
Expanded Spectrum	SFX	3	Yes	pg 26-27
Fast	SFX	3		pg 26-27
Fragile	Flaw	-3		pg 26-27
Hold	SFX	9		pg 26-27
Low Light Vision	SFX	3		pg 26-27
Obvious	Flaw	-3		pg 26-27
Pacifist	Flaw	-9		pg 26-27
Persistent	SFX	3	Yes	pg 26-27
Prosthesis	SFX	3	Yes	pg 26-27
Rapid Fire	SFX	3	Yes	pg 26-27
Reinforced	SFX	3		pg 26-27
Slave	Flaw	-3		pg 26-27
Slow	Flaw	-3	Yes	pg 26-27
Stun	SFX	3	Yes	pg 26-27
Supplemental Class	SFX	3		pg 26-27
Taxing	Flaw	-3		pg 26-27
Telecommunication	SFX	3 or 6		pg 26-27
Telekinesis	SFX	9		pg 26-27
Teleport	SFX	9		pg 26-27
Temperamental	Flaw	-3		pg 26-27
Terrain Ban	Flaw	-6		pg 26-27
Time Dilation	SFX	12		pg 26-27
Touch	Flaw	-3		pg 26-27
Vicious	SFX	3	Yes	pg 26-27
Volatile	Flaw	-9		pg 26-27

* Multi Effects can be purchased multiple times for increased effects

Step 5: Point Tally and Distribution

The Building Points accumulated are distributed amongst either Reliability, Size, Tech, and Value for items or Potency, Drain, and Experience Points for powers.