

STAR LEGION

The Game of Space Opera

STURDINESS

Athletics _____
Brawling _____
Drinking _____
Shooting _____

CRAFTINESS

Bargain _____
Con _____
Gambling _____
Mechanics _____
Pilot _____
Perform _____
Seduction _____

BRAINS

Astronavigation _____
Awareness _____
General Knowledge _____
Languages _____
Technical Knowledge _____
Xenoscience _____
*Psionics (if any) _____

COOL

BLOOD

GUTS

REPUTATION

CHAR PTS

ITEM	DAM	COST
BlastPistol	9	100
BlastRifle	13	350
Club	3	5
Grenade	20	50
Knife	3	10
SlugPistol	8	75
SlugRifle	12	250
Spear	5	60
Sword	4	100
VibroBlade	4	25

Background Table (1D6)

- CRIMINAL:** -1 Fashion, +1 Brawling & Shooting, +1D6 x 100 Credits.
- BUREAUCRAT:** +1 General Knowledge, Technical Knowledge, Con, Cool.
- MERCHANT:** +1 General Knowledge, Bargain, Con, Languages.
- SOLDIER:** +1 Pilot, Shooting, Guts.
- LAW ENFORCEMENT:** +1 General Knowledge, Shooting, Guts.
- MYSTICAL ORDER:** +1 General Knowledge, Guts, Cool, Xenoscience.

NAME: _____
OCCUPATION: _____
CREDITS: _____
Height: _____ Weight: _____ Gender: _____
Eyes: _____ Hair: _____ Age: _____
Notes: _____

Hit Location	1 Head	2 Torso	3 R.Arm	4 L.Arm	5 R.Leg	6 L.Leg
AV						

Item	Dam

Attributes: Roll 1D3 for each.

Skills: Roll 1D6 for the total number of points to distribute into all skills. Skills starts at 0 and can be no more than 3. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. No attribute/skill combination can be less than 1.

Cool: Roll 1D6. You may need to make a Guts check to keep your Cool.

Blood: Roll 2D6+5. When you have lost all your Blood, you are dead.

Guts: Roll 1D6. The more Guts you have, the easier it is to keep your Cool.

Reputation starts at 0. Roll 1D6 and get the same or under your Sturdiness, Craftiness and Brains attributes (but you may only try once for each, at the beginning of the game). Add 1 to your Reputation for each successful check. Use Reputation to reroll failed skill checks or call in favors.

Roll on the Background, Status and Homeworld Table for more perks & details.

Money: 2D6 x 100 credits.

GUTS CHECK: Any time you have a traumatic experience in the game, you must make a "Guts Check". Try to roll equal to or below your Guts. If you are not successful, your Cool goes down by 1. When Cool is reduced to 0, you must roll a 4 or less each time you wish to make a skill check or combat roll, or else your character is twitchy and shellshocked, unable to function properly.

SKILL ROLLS: When you want to do something, figure out what attribute/skill combo will get it done. Add your attribute and skill together to get your Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success and rolling a 6 is always a failure.** If you are fighting, use the Brawling skill for attack, and evasion. Although a 6 always fails, having a target of six gives you a higher potential margin of success than a target of five. Always add your Sturdiness to hand-to-hand weapon damage. If the attack is ranged, the attacker rolls Shooting and the defender rolls Athletics to evade. **Ties always go to the defender.**

ARMOR: Certain items give you an Armor Value (AV). When you take damage, subtract your AV in the appropriate location from the damage you are dealt.

SEE RULES OF PLAY FOR DETAILS

DEEP 7 IPG™ brand RPGs assume the players and ref already have some rudimentary experience with roleplaying games. All DEEP 7 IPG™ games are played with 6-sided dice. DEEP 7 assumes no liability for mental instability on the part of players, refs or their families.

Status Table (1D6)

- WANTED:** +1 Reputation.
- MYSTIC SERENITY:** +1 Cool
- HAVE SHIP, WILL TRAVEL:** (Roll Hi/Lo — Hi: Sleek Fighter; Lo: Junk Freighter)
- ALIEN (HUMANOID):** +1 to any 3 Skills
- WEALTHY:** +2D6 x 100 Credits
- ODDITY: (1D6)**
 - 1-2: Psionic:** Simply tell the ref what effect you are trying to accomplish, and roll a Brains + Psionics check vs the appropriate difficulty. Psionic combat is done via opposed rolls like normal combat.
 - 3. Alien (Non-Humanoid):** +1 Any Attribute
 - 4. Clone:** +1D6 Blood

- Cyborg:** +1 to any 3 Skills, +1D3 Blood (a cool thing about cyborgs is that they can be rebuilt —sic "rerolled" — as a new model of the same character)
- Mutant:** Able to metamorph at will. Must rest at least 1D6 hours between metamorphoses.

Homeworld (1D6)

- ARID WORLD**
- AQUATIC WORLD**
- FOREST/JUNGLE WORLD**
- MOUNTAINOUS WORLD**
- ICE WORLD**
- COMBINATION** (roll 1D3 additional elements on this table, ignoring results of 6).