

DARE THE STARS!

THE FUTURE AS IT ONCE WAS



LUCA A. VOLPINO





FOREWORD



James M. Spahn

I often say that **WHITE STAR: WHITE BOX SCIENCE FICTION ROLEPLAYING** isn't my game. It belongs to everyone. That's why it was released with a free third party publishing license. White Star belongs to all of us – players, referees, creators. I just happened to be the guy who wrote the first book for it.

It's pretty clear to anyone who has read White Star that it was heavily influenced and inspired by the pulp sci-fi films and fiction of the 1970s. **DARE THE STARS** takes **WHITE STAR** and, while holding firmly to those pulp sensibilities, takes the game back even further.

The pulp magazines and comic strips of the 1930s and 1940s are splashed across every page of this book and it's clear that the game's creator wanted to evoke that feel in the same way White Star has its own subtle feel.

So, strap on your jetpack, put on your bubble helmet space suit and charge up your ray gun! There's a galaxy of thrilling heroics out there for those brave few who are willing to **DARE THE STARS!**

James M. Spahn

Creator of

WHITE STAR: WHITE BOX SCIENCE FICTION ROLEPLAYING





DARE THE STARS!



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TABLE OF CONTENTS

FOREWORD	1
INTRODUCTION	7
ROLEPLAYING?	8
CHAPTER ONE: CHARACTER CREATION	11
Attributes	11
Rolling dice	11
Universal Attribute Bonus	13
Starting Credits	13
CHAPTER TWO: CHARACTER CLASSES	15
Reading the Classes	15
Adventurous Noble	17
Android	18
Brave Soldier	19
Clever Scientist	20
Daring Explorer	21
Wise Spacer	22
Simple Alien Player Characters	24
CHAPTER THREE: MONEY AND EQUIPMENT	25
Credits and Change	25
Starting Equipment	25
Standard Gear	26
Melee Weapons	28
Missile/Ranged Weapons	29
Armor and Shields	30
Calculating Armor Class	31
Equipment Weight	32
Starships and Vehicles	32
Getting a Spaceship	33





CHAPTER FOUR: PLAYING THE GAME 39

Measuring Game Time	39
Saving Throws	39
Surprise	39
Concealed and Secret Doors	39
Movement Rate	40
Gaining Experience	40
Assistants and Followers	41
Hiring Assistants	41
Followers by Character Class	42
Assistants Descriptions	43

CHAPTER FIVE: PERSONAL COMBAT 45

The Combat Round	45
Determining Initiative	45
The Attack Roll	45
Melee Attack	46
Missile Attack	46
Negotiation and Diplomacy	46
Critical Hits and Fumbles	46
Insights and Psychic Powers	47
Invisible Opponents	47
Movement	47
Morale	47
Damage and Death	47
Healing	47
First Aid	47

CHAPTER SIX: STARSHIP COMBAT 49

The Combat Round	49
Determining Initiative	49
The Attack Roll	49
Missile Attacks	50
Cloaked Starships	50
Movement	50
Damage and Destruction	50
Repairing Starships	50
Purchasing a Starship and Hiring a Crew	50
Starship Statistics	50
Weapons	57
Modifications	58
Experience for Starship Combat	59
Space Travel	59
Ghostjump	60
Unknown Space	61



CHAPTER SEVEN: VEHICLES 63

The Combat Round	63
Determining Initiative	63
The Attack Roll	63
Missile Attacks	64
Movement	64
Damage and Destruction	64
Repairing Vehicles	64
Purchasing a Vehicle	64
Vehicle Statistics	65
Vehicle Modifications	70
Experience for Vehicle Combat	70

CHAPTER EIGHT: INSIGHTS AND ALIEN POWERS 71

Gaining Insights	71
Using Insights	71
Insights:	
Rank 1	72
Rank 2	72
Rank 3	72
Rank 4	73
Rank 5	73
Rank 6	73
Alien Powers:	
Rank 1	74
Rank 2	74
Rank 3	75
Rank 4	75

CHAPTER NINE: THE UNIVERSE 77

The Progenitors	77
The War of Shadows	78
A New Era	78
The Aleph Theocracy and the Colonies	78
Birth of the Compact	78
Peoples and Places	79
The Solar Compact	79
The Independent Colonies	80
The Aleph Theocracy	81
The Empire of the Wolf	81
Alien Races	82
A Chronology of Space Exploration	83





CHAPTER TEN: ALIENS AND CREATURES 85

Aliens and Creatures To-Hit Rolls	85
Aliens as NPCs	85
Reading Alien and Creature Entries	86
Alien Descriptions	88
Creature Descriptions	95
Better Aliens and Creatures	99

CHAPTER ELEVEN: THE REFEREE 101

Refereeing the game	101
Session, Adventure, Campaign, Game	101
Structuring an Adventure	102
Introduction	102
Confrontation	102
Resolution	102
Irresistible Force vs. Immovable Object	103
Descriptions and NPCs	103
Advanced Techniques	104
Sandbox	104

APPENDIX 1: OPTIONAL RULES 107

Alien Player Characters	107
Kheethee Warrior	108
Martian Brawler	109
Martian Noble	110
Taucetian Rogue	111
The Web of Contacts	112



DARE THE STARS!

INTRODUCTION

This game is a Role-Playing game of high adventure in a retro-science fiction setting, inspired by the classic “pulp” comics and novels of the 30’s - 50’s - stories where the author’s imagination had free reign, “science” was mostly a useful backdrop and the narration was full of larger-than-life heroes.

In the following pages you’ll find many over-the-top adjectives: everything and everyone is “daring”, “amazing”, “otherworldly”... Because this is the spirit. You are encouraged to do this too: exaggerate, don’t have your character just “run”, but “dash bravely under a hail of bullets”; don’t just “shoot at the enemy”, but “rain down a veritable inferno on the blasted foe”.

It’s not just in the descriptions: it’s in the rules. We added rules to motivate the players to act in a daring, dashing way.

We invite you to take a cue from these rules and - if you can come up with some similar ones or if you want to modify those we created - make the game your own. Dare!

THE FUTURE, AS IT ONCE WAS

In **DARE THE STARS!** the setting is the future, but not “our” future; it is the coming age as it was imagined in the Pulp Era.

In the pulp future, science is weird and miraculous; adventures are always heroic; villains are evil; morality is in black and white; and everything is atomic - even the heater in your home kitchen. Atomic energy explains away every inexplicable energy source, powers every device and generates all the effects that can’t be justified by “real world” science.

No, it is **NOT** scientifically accurate by today’s standards; but it seemed so to the less scientifically inclined general public of a century ago. Other gimmicks follow suite: death rays, lasers, positronic brains... Add technobabble and there you are!

To tell the whole story, a consequence of the “black and white” moral outlook of the era was a generic prejudice towards what’s “different” - sometimes slight, sometimes definitely prominent. We tried to avoid incorporating that attitude in the game without betraying the spirit of the pulp era which, in our view, is all in the tall tales your characters will experience.

TAKING NAMES

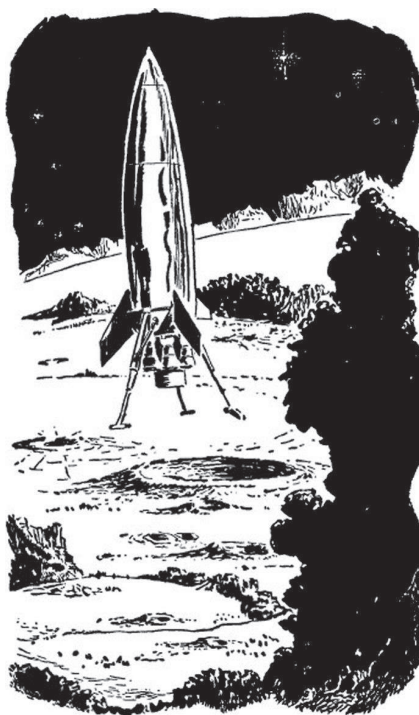
There are many sources of inspiration for a pulp science fiction game. While a comprehensive list is impossible, as the period was long and productive, we can give you a starting point to build upon.

Buck Rogers (1929); *Flash Gordon* (1934); *Dan Dare* (1950) - be it the comics, the (very cheesy) movies or the novels - are, along with *Perry Rhodan* (1961), the main examples of “pure” pulp sci-fi. Heroes taller than life fight strange foes, conquering them with their cunning, their weird science and, most of all, with their brawns. Heroes are heroes just because, and evil masterminds are villainous just because.

The *Lensman* saga is another excellent pulp sci-fi series - read the novels, you’ll get tons of ideas for your game.

You can find other suggestions, both period and more recent, in the Bibliography section at the back of the book.

And now, let us boldly proceed to the game itself!





ROLEPLAYING?

Since their appearance in the late '70s, Role Playing Games (in short: RPGs) became widespread enough that most people have at least a passing knowledge of what they are; but, in case you need a better understanding of what a RPG is and how it is played, here's a more in-depth explanation of the "inner workings". If you are an experienced player, you can skip this description.

PURPOSE OF THE GAME

In **DARE THE STARS!** you interpret one of the bold heroes and rogues travelling the space lanes in search of fortune. You can choose among a set of *character classes* (representing archetypes from pulp science fiction) or, if you are familiar with it, you can pick a character class from the game **WHITE STAR** or one of its supplements, with which **DTS!** is 100% compatible.

The rules on character creation are guidelines - they are meant to represent the general perception of pulp heroes, so if you think they don't fit your own interpretation, feel free to alter them.

HOW TO PLAY

In a RPG there are usually two main functions, meaning that at least two people are needed to play.

One function is that of the **Referee**, who creates and conducts the adventures; the other is the **player**, who manages one character throughout the adventures.

Each player creates a **Player Character (PC)**, that will be their alter ego in the game. It is better to think beforehand which kind of character you want: playing a character that you don't like, or that you created "just because", is usually less fun than playing a well thought out concept you love. Don't worry too much about the rules in this phase: you'll see they are flexible enough to accommodate most of your desires.

THE REFEREE

The Referee is in charge of preparing and running the adventure for the players. Most Referees prefer to write their own adventures, but they can also use or adapt a ready-made one. An adventure is like a novel or a TV series episode, in which the characters have one mission or similar task to complete, and meet (and overcome?) obstacles in their attempt to do so.

It is the task of the Referee to prepare and present all the challenges and the characters - called **Non-Player Characters**, or **NPCs** - that the PCs will meet in their adventure, according to the rules of the game.

The main goal of the Referee should be to entertain the players by challenging their ingenuity, presenting obstacles they can overcome by using the abilities of their characters and their own wits. It makes no sense to throw unbeatable foes at them or situations they can't get off from; and waves of feeble enemies to slay are no fun, nor puzzles that are too easy. A good challenge is something that the characters can confront, but they will struggle to beat.

The Referee is also in charge of making "on the fly" decisions about rules during the game when needed (see the *How to use the Rules* box).

THE PLAYER

Using the rules presented in the *Character Creation* section, the Player creates a character, acting as his fictional self in the game setting. He can create an idealised version of himself, or a totally different fictional person; his task will be to play his character as he would in a movie or a play. Role-playing is **not** theatre (you don't need to be an accomplished actor), but it shares some traits. The character should be played in a way that is consistent with the game world and his role (which, in this game, is represented by the Class); some suggestions are given below, in the *Being a Player* section.





MATERIALS

To play, you will need **this book** - containing the rules and the setting - one or more copies of the **Character Sheet** you'll find in the back of the book before the *Appendix*, a few **dice**, pens or **pencils**, **erasers** and scrap paper. You can play on any surface you find comfy - even the floor if you like - but we strongly suggest you sit at a table, on comfortable chairs.

This book illustrates the rules and describes the setting, that is the fictional world (or, in our case, the fictional universe) in which the game takes place. Keep a copy of it handy, in case you need to refer to a rule you can't remember; if you have more than one copy, a second one can be useful from time to time; but try not to clutter the table.

Character Sheets are a sort of "ID" of your character. You will use them to note all the numbers used to represent the character, their abilities and their equipment in the game, and you'll refer to these sheets when required by the rules.

Dice: In **DARE THE STARS!** you will use many **polyhedral dice**. Dice are named according to the number of faces they have, and are usually referred to with a shorthand formed by the letter "D" (for die, or dice) and the number of faces of the die itself. When you are required to roll more than one die, a number precedes the letter "D", indicating how many dice you will roll. If there's no number before the letter, you'll need just one die. Sometimes you'll need to add or subtract a number to the roll. In this last case, the number is after the dice notation, with a + or a - sign to indicate the operation needed.

EXAMPLE: the "classical" six-sided dice you can find in every other boardgame are referred to as "D6"; so, if you are requested to roll just one, the rules will tell you to "roll a D6". If you need to roll 3 of these dice, the rules will say "roll 3d6". If you need to roll two dice and add 5 to the result, the text will be "roll 2d6+5"; and if you need to roll four dice and subtract 3 from the total result, it will say "Roll 4d6 - 3".

The dice used in **DARE THE STARS!** are the following: D4, D6, D8, D10, D12 and D100 (also called "percentile die" or D%).

While dice with 100 or more faces are on the market, it is usually more practical to use just 2 d10 (possibly of different colors) and read one of them as tens, the other as units.

EXAMPLE: I have two D10 - a green one and a red one, to make things easier. I nominate the red as "tens" and the green one as "units", roll them and obtain a 5 on the red, a 3 on the green; my result is 53.

Some D10 are numbered 1-10, others 0-9; in this second case, the "0" is read as a 10.

HOW TO USE THE RULES

The rules are quite useful as a platform to know how your characters do the things they do, and how the world reacts to them; but from time to time, something could come up that isn't covered by the rules, or maybe you know there's a rule for that, but nobody can remember it, and going to look for it in the book would disrupt the flow of the game and, ultimately, spoil the fun.

In these cases, it's the Referee's duty to rule on the fly - that is to come up with a rule that is both sensible and fair for all the parties involved - both PCs and NPCs. If it is impossible to be fair, always choose a solution that favors the PCs - they are the heroes, after all!

Keep in mind that this ruling is only temporary and is not to be considered final. After the game take a few minutes to discuss the situation with the players and create a more stable "house rule" to use next time it happens. In this discussion, Players and Referee all have a vote, and nobody's decision is worth more than another's. If, after voting, you have a tie, roll a die - whoever rolls higher gets a "tiebreaking" extra vote to settle the matter.





BEING A PLAYER

If this is your first Role Playing Game, you might want some tips on how to behave during play. It is not difficult, it just takes a couple of minutes to get the hang of it.

Take a look at the character you created. Learn his abilities - there's no need to remember everything by heart, you just need to know where to find the stuff you need, when you need it. Weapons, equipment, special abilities - just remember that your character can do something, you can come back to the specifics at the appropriate time.

When playing, you'll have to talk. While the Referee describes the locations you find yourself in, the people (and aliens) you meet, the events occurring, you'll have to describe your character's actions and reactions. When the outcome of an action is in doubt, you'll have to roll dice to succeed. But mostly, you'll talk - both describing your character's action and giving your voice to him/her.

As we said, you don't need to be a good actor. You're not trying to convince an audience that you "are" your character: your playmates already know. You just need to say the things you want your character to say or do. There are many ways to do this, choose the one you feel more comfortable with.

You can describe every action and phrase your character says in third person, talk in first person when you are saying what your character says, or any combination of these.

EXAMPLE: *John's character, a Daring Explorer named Savage, must go into a weapon store to buy energy packs for his raygun. John can*

- Narrate Savage's actions by saying "Savage enters the store and asks to buy five energy packs for rayguns"

- Act Savage's actions by saying "Savage enters the store, goes to the clerk and asks: 'Hey buddy, I need five energy packs for rayguns!'"

Or use a mix of these styles, as long as the actions of his character are clearly stated.

You can refer to your character either by name, in the third person ("him" or "her" or "it"), or in the first person ("I"); even if character and player are separate entities, we can safely assume that everybody at the table will be able to make the distinction.

When playing, try to think as your character would. If he (or she) is a Brave Soldier, he'll be prone to see every situation in terms of tactical advantages, cover, position; if he's a Clever Scientist will probably apply his knowledge to the situation at hand; etc.

The most difficult things to keep in mind are that what you know is not what your character knows, and that your own intelligence might be different from the **Intelligence** score of your character. The Referee will help you with this, they will warn you when you are not acting according to your character's knowledge or **Intelligence**. If you and the Referee can't agree on this, you must roll a D20: if the result is equal to your **Intelligence** score or less, your character had the right idea.

At last, always keep in mind that everybody's there to have fun; if someone spoils that fun with rude or egocentric behavior, everybody else should take the time to have a chat with them and try to resolve the problem. If they persist in his conduct, perhaps they are in the wrong group.

We wrote some tips for novice Referees too. You'll find them in **Chapter 11**.

OTHER USEFUL STUFF

Some people like to have a visual reference to come up with better tactics during combat scenes. If you are so inclined, an erasable whiteboard with one or more markers, to quickly draw a map of the location, and a set of tokens to mark the positions of the Party and their foes can be handy. You can also use metal miniatures (there are many different brands of these on the market) or paper miniatures (again, you'll find many different makers of these, especially on the web).

And now you're set up. Create your first character and go looking for adventure!

CHAPTER ONE: CHARACTER CREATION

The first step in the game is the creation of your **Player Character**. You will roll some dice to determine their **Attributes** - that is, the numeric values describing the character in game terms, used to interact with the rules.

In this step you'll get to choose your **Character Class** too. You can do it before or after rolling attributes - but keep in mind that there are a couple of classes that require you to roll your attributes in a non-standard way, so if you chose your class after rolling you might have to reroll.

Once done, all you have to do is use Credits (the in-game currency) to equip your character. There are some optional rules to flesh out your character in the **Appendix**, but for now, let's stick to the basics.

The **Referee** has a couple more things to do; we covered them in **Chapter 11**, titled (not surprisingly) **The Referee**.

ATTRIBUTES

Attributes are numeric values that represent various physical and mental aspects of your **Playing Character** - how strong, smart, quick to react, robust, etc. he is.

There are six Attributes in **DARE THE STARS!**: while their names are quite self-explanatory, they are detailed below, and they are **Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma**.

The standard values for human beings range from 3 to 18. Aliens, animals, machines and other types of non-human characters may have values as low as 1 or higher than 18.

Attributes can drop to 0, either temporarily or permanently, and the consequences of such an event are usually dire. The effects of an Attribute score that reaches 0 are detailed in the box **Zero Attributes**, below. Attributes can never drop below 0, whatever the cause. If an effect would cause an Attribute to become negative, it becomes 0.

Attributes can increase beyond their initial value, but the effects that cause these increases are extremely rare, despite the weird science permeating the pulp Science Fiction setting. Even rarer are events that allow permanent attribute increases.

ROLLING DICE

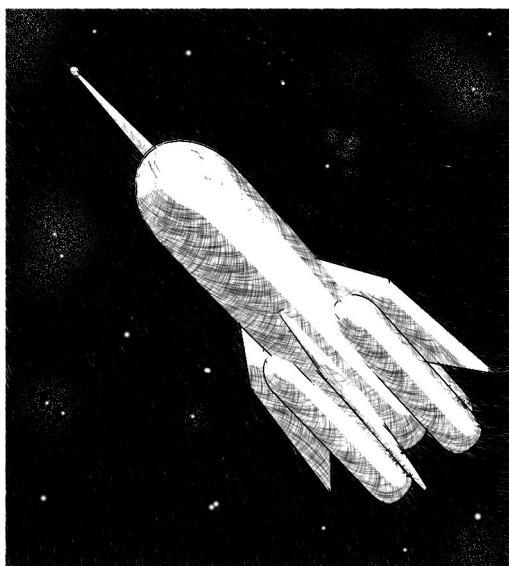
To create your character's attributes, you will have to roll some dice, according to one of the following methods (as long as all players use the same method):

STANDARD ROLL: In **DARE THE STARS!**, the "standard" method is somewhat different than that used in **WHITE STAR**. Here, you roll 3d6 six times and assign the roll to the Attributes in the order you prefer. This will help you choose the class you would prefer to play. The **Android** and the **Wise Spacer** use special rolls for a couple of their characteristics; if you didn't choose those classes before rolling attributes, you'll have to reroll those - the Character description explains how.

WHITE STAR ROLL: If you prefer a more traditional approach, just roll 3d6 in order for each Attribute; if you decide to use this method, it will be better to choose the class after rolling the

dice, using the results as the basis of your choice.

ARCHITECT ROLL: If you want to build a character as close as possible to your exact specifications, roll 18d6 and separate them in groups of 3 dice according to what you want your character to be.





STRENGTH

A high **Strength** allows your character to carry more weight. It also gives bonuses to attack and damage when using a hand-held weapon (called a “**melee weapon**”). **Strength** is the **Prime Attribute** for **Brave Soldier** characters.

Furthermore, **Brave Soldiers** can use their **Strength Bonus** to modify the **To-Hit** and **Damage** numbers when fighting unarmed or with melee weapons.

INTELLIGENCE

Intelligence represents I.Q., reasoning, and the ability to solve puzzles or understand difficult concepts. It is a measure of how clever a character is. You can use your **Intelligence Bonus** to learn additional languages. You gain one (1) extra language for every point above 10. **Intelligence** is the **Prime Attribute** for **Clever Scientist** characters.

Furthermore, **Clever Scientists** can use their **Intelligence Bonus** to modify any **Weird Science** roll they make during the game (see the class description).

WISDOM

Wisdom determines a character’s insight, perception, and good judgment. **Wisdom** is the **Prime Attribute** for **Wise Spacer** characters.

Any character with a **Wisdom** score of 13 or higher gains a 5% bonus to all **Experience Point** awards.

Furthermore, **Wise Spacers** can use their **Wisdom Bonus** to modify any **Insight** roll they make during the game (see the class description).

CONSTITUTION

Constitution represents the health and endurance of your character. A high **Constitution** gives your character extra **Hit Points**. Constitution is the **Prime Attribute** for **Daring Explorer** characters.

Furthermore, **Daring Explorers** can use their **Constitution Bonus** to modify any **Man of Steel** roll they make during the game (see the class description).

DEXTERITY

Dexterity is a combination of coordination and quickness. A high **Dexterity** score gives your character bonuses when attacking with a laser pistol or other ranged weapon.

You can use your **Dexterity Bonus** to modify your **To Hit** number with ranged (also called “missile”) weapons.

CHARISMA

A highly charismatic character has a better chance to talk his or her way out of trouble, and can lead more special followers called **Assistants** than characters with a low **Charisma** can. **Charisma** is the **Prime Attribute** for **Adventurous Noble** characters.

Any character with a **Charisma** score of 13 or higher receives a bonus of 5% to all **Experience Point** awards.

You use your **Charisma** to modify the number of loyal non-player **Assistants** you can acquire. The **Assistant** type depends on the character class - see **Assistants and Followers**, below. You can use your **Charisma** to modify the loyalty of those **Assistants**.

ZERO ATTRIBUTES

When an attribute drops to 0 for some game effect, the consequences for the character are truly devastating.

Be it loss of muscle coherence (Strength 0), neural damage (Intelligence 0) or any other reason, he must deduct half his Hit Points from his maximum (if he’s already hurt, he will die). and the Player can’t control him anymore - he is effectively a Non-Player Character.

If the loss is temporary, the Player will regain control of the character when he’s cured; if the loss is permanent, unless a miracle cure is found, it is better to retire the character and start rolling a new one.



UNIVERSAL ATTRIBUTE BONUS

Each attribute has the potential to modify what you can do. **TABLE 1: The Universal Attribute Bonus** (or just **Bonus**) below explains these:

ATTRIBUTE	DESCRIPTION	BONUS	XP%
3-6	Below Average	-1	-5%
7-14	Average	-	-
15-18	Above Average	+1	+5%

TABLE 1: Universal Attribute Bonus

Use the table above for all of the attributes to find bonuses and any **Experience Points Bonus** (some classes get double for higher values!).

ASSISTANTS AND FOLLOWERS

It is possible for the **Player Characters** to recruit NPC **Assistants** to aid them in their missions, especially at lower levels. The number of **Assistants** each PC can hire and their loyalty are determined by the character's **Charisma Bonus**, as per the table below:

CHARISMA	ASSISTANTS	LOYALTY BONUS
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-14	5	+1
15-16	6	+2
17-18	7	+2

TABLE 2: Charisma Bonus

Hired characters put in dangerous situations or offered bribes to switch sides are subject to a **Loyalty Check** (a **Saving Throw** modified by the **Loyalty Bonus**). The **Referee** rolls for this check.

Some characters can have **Followers** - non-player characters attracted to them by their fame, looking for training or simply happy to bask in the shadow of their hero. **Followers** are not counted as **Assistants** (so characters can have both). See **Assistants and Followers**, page 35, for more information.

EXPERIENCE POINTS AND EXPERIENCE BONUS

During the course of their adventures, characters will earn Experience, in the form of **Experience Points**. Whenever the **Experience Points** reach a set total, detailed in each class' description, the character gains 1 **Experience Level** (or simply **Level**), that will allow him to obtain more **Hit Points**, access new **Class Abilities** and become better at what he does.

Some classes can obtain a bonus (detailed in their class description) on **Experience Points** if they have a high enough score in their **Prime Attribute**.

Furthermore, all character classes get to add their percentage **Wisdom Bonus** and their percentage **Charisma Bonus** as an **Experience Point Bonus** if it's high enough.

The **Android** class never gets **Experience Bonus**, either class based or for high **Wisdom** or **Charisma**.

STARTING CREDITS & EQUIPMENT

To determine how much currency your character starts with, roll 3d6 and multiply the result by ten (3D6x10). This is the number of **credits (cd)** that your character starts the campaign with. Equipment may be purchased in **Chapter 3**, which starts on **page 25**.

FINISHING TOUCHES

Now it is time to complete your character. Roll for Hit Points as indicated by his class; choose a name and a planet of origin; if you want, you can write your character's background (keep it short and simple, you're not writing a novel, 6-8 lines are enough) and description - and you're good to go!

ALIGNMENT

In this game alignments are not used. The moral frame of pulp is quite simplistic: there's the good guys ("us") and the baddies ("everyone opposed to us"). If all the players agree, alignment can be used - in this case, all the PGs are on the "good" side of alignment (because they are the heroes).





AN EXAMPLE OF PLAY

Andi, Bruce and Carla are at the table, Marshall is the **Referee**. Andi is playing Ashley, the Daring Explorer; Bruce is playing Beta the Android, and Carla's character is doctor Camille Chittersmith, the Clever Scientist.

Andi: "After we land on the planet, I open the ship's hatch. What do I see?"

Marshall: "You open the hatch and the perfume of spices and flowers greets you. The ship is surrounded by what seems to be a primitive tribe, and they brought flowers and food for you."

Bruce: "Beta looks through the hatch and says, 'What a colorful gathering of impressively backwater humans! I doubt that we can obtain the spare parts we need from them, though.'"

Carla: "Camille approaches the locals and starts taking samples of food and plants."

Andi: "Hey, careful not to offend them!"

Carla: "I try to pluck a tuft of hair from someone"

Andi: "...too late..."

Marshall: "You try and take some hair from the head of a man. He takes a step back and watches you in shock, saying something in his language and pointing his finger at you." (rolls some dice).

Bruce: "I try to make out the meaning by interpreting his body language and comparing it with all the data I have on human psychology..."

Marshall: "Well played! Make a Knowledge roll! Roll a D20 and add your Intelligence and Level, if the result is 30 or more you get it!"

Bruce: "Hah! I rolled a 19. As I am Level 2, and have an Intelligence of 18, that's 39."

Marshall: "Great! He's saying, *The Demon from the Stars is trying to steal my soul.*"

Andi: (groans) "I draw my raygun..."

Bruce: "And about time too! I take the laspistol from my backpack."

Carla: (as Camille) "What's happening? Why is everybody acting... Strange?"

Andi: (groans louder) "Step back, doctor! Things are going to get stranger yet..."

Marshall: "Roll for Initiative, please..."

(...continue)

CHAPTER TWO: CHARACTER CLASSES

In the next few pages you'll find a description of the **Character Classes** (or, for short, just **Classes**) used in **DARE THE STARS!**. Those **Classes** are used to define in a simple way what your character can do - think of them as sort of "professions", the job a character has learned, his calling, etc. While in real life people can do more than one thing, in "pulpworld" greater focus is assumed. As we said in the intro, it is a black and white world, where all the color, when there is color, is garish and technicolor.

We recommend using these **Classes** for a retro sci-fi pulp game; but, if you think it will add to your fun, feel free to use any class from **WHITE STAR™**.

All the **Classes** are presented here implying the characters are humans (except for the **Android** obviously); if you want to play an **Alien**, see the quick and dirty optional rule below. You will find more detailed rules in the **Appendix**.

READING THE CLASSES

Even if this is your first game, it is important that you try and choose a **Character Class** of your liking. While we can't stress enough that you are not your character (which also means that you shouldn't get too attached to it), playing an alter ego you like is a great addition to your enjoyment of the game.

To choose your **Class**, you have to know how to read the way it is presented in this book. Every description is in the form of a table with the main "numbers" and a series of special abilities, those that are particular to that **Class**.

THE TABLE

Each table has 5 columns, and each column has 10 rows - one for each **Level of Experience** of that **Class** (except the **Android**, that only has 8 **Levels**, and the **Clever Scientist**, that has a 6th column for his special ability). The columns are as follows:

LEVEL: Refers to the level of experience for a character class. Everything on the row relates to that level of a character.

XP: This is the number of **Experience Points (XP)** that the character needs to advance to the **Level** described on that row.

BHB: This is the **Base Hit Bonus** added to all **Attack Rolls**, and is explained in more detail on page 39.

HD: This is the number of **Hit Dice** at that **Level**. Characters re-roll their **Hit Dice** using d6 each time they gain a **Level** obtaining, a new value for their **Hit Points**. If a character rolls less than they already have for the new level, they keep the existing **Hit Points** value.

ST: This is the **Saving Throw** number; the character will use it to try to avoid something terrible happening to them. It's explained on page 33.

SCIENCE!: This is the special ability of **Clever Scientists**, and it is explained in detail in the **Character Class** description.

CLASS ABILITIES

This is the list of special abilities the character has. They are explained here; we gave them colorful names to help you imagine creative ways to use them.

OTHER STUFF

On the Character Sheet you'll also find the space to record your character's total and current **Hit Points**, his possessions, his name and everything else you may find useful in play.



THE CHARACTER SHEET, EXPLAINED

The Player's Name so that the sheet doesn't get misplaced

The Character's Name and Class

A **BRIEF** history of his origins

The Level (fill in the current level dot with a pencil)

The Character's current Experience Points (XP)

Character's Attributes (in the circle) and any bonus he may have (in the squares).

Relevant equipment and possessions

Weapons and ammo carried by the character

The Character's Total (big octagon) and Current (small octagon) Hit Points

Armor worn

Resources (money and wealth)

Armor Class (see page 31)

Base Hit Bonus

Saving Throw (before any modification)

DARING ADVENTURER

NAME

CLASS

PLAYER

DESCRIPTION & BACKGROUND

CURRENT LEVEL

CURRENT EXPERIENCE

STRENGTH

INTELLIGENCE

WISDOM

CONSTITUTION

DEXTERITY

CHARISMA

GEAR

WEAPONS

AMMO

ARMOR

RESOURCES

CREDITS / SUB-CREDITS / CHITS

HIT POINTS

ARMOR CLASS

SAVING THROW

BHB



ADVENTUROUS NOBLE

Life at the Palace was boring, so the Adventurous Noble decided to embark on the adventure trail. Now his life is different from the lazy days at Court - but that's what he wants, and he maintains enough contacts to go home whenever he wants - if he lives long enough.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,500	2	+0	14
3	3,000	2+1	+0	13
4	6,000	3	+1	12
5	12,000	3+1	+1	11
6	24,000	4	+1	10
7	48,000	4+1	+1	9
8	96,000	5	+2	8
9	192,000	5+1	+2	7
10	384,000	6	+3	6

TABLE 3: Adventurous Noble Advancement

ADVENTUROUS NOBLE CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The *Adventurous Noble* may use clubs, daggers, firearms, grenades, laser pistols, mono-daggers, mono-swords, staves, and swords. They can wear *Light Armor*, but do not use shields..

LET'S TALK THIS OUT: An *Adventurous Noble* is a skilled orator. If he can talk to a target for one (1) round, and if the victim fails a Saving Throw, he can convince him to do the Noble's bidding for 1 hour. He can convince groups up to half his *Charisma* in number, but the victims get a +2 to their *Saving Throw* for every 3 persons (or fraction) in the group over the first (e.g.: a group of 5 people would get a +4). Only victims speaking the same language as the *Adventurous Noble* can be targeted.

TO THE BREACH!: By throwing himself first into melee, the *Adventurous Noble* can inspire his comrades to do their best. All the allies of the *Adventurous Noble* and himself receive a +2 bonus to their *Initiative* roll and, in case of a tie, are considered the winners. The allies (but not the noble) also get a +1 to their *To-Hit* rolls.

SAVING THROW: *Adventurous Nobles* receive a +2 bonus to all *Saving Throws* attempts to influence them or cloud their mind.

XP BONUS FOR CHARISMA: *Adventurous Nobles* with a *Charisma* of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

RETINUE: At 4th level, the *Adventurous Noble* attracts loyal *Followers* willing to serve. Typically this includes one or two *Brave Soldiers* (acting as bodyguards) and 1d4 normal humans who act as servants and advisers. At 6th level, he also attracts a 1st level *Adventurous Noble* (usually a younger relative sharing his desire for adventure).

INHERITANCE: At 9th level, the *Adventurous Noble* can claim his share of the family inheritance. Roll 1d6 on each column of the *Inheritance Table*:

Result	Credits	Estate
1	1d6x100	A house in a minor city
2	1d6x500	A house in a major city
3	1d6x1,000	A small (3 s
4	1d6x2,000	A country villa
5	2d6x5,000	A country villa with a small park (1d4+1 acres)
6	3d6x10,000	

TABLE 4: Inheritance





ANDROID

Androids are human (or alien) looking robots, complete with artificial skin and speech. They're programmed with a basic AI, roughly equivalent to a very smart 25 years old, but they need to learn what "feelings" are. Some planets consider Android to be full artificial persons, but for most governments they're just property.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+3	9
7	64,000	7	+3	8
8	128,000	8	+4	7

TABLE 5: Android Advancement

ANDROID CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The basic programming of an **Android** makes it less inclined to violence towards living being. Nevertheless, it is capable of self-defense when necessary and, in time, he can learn to attack as a pre-emptive measure. An **Android** can never initiate combat until he is level 3. Every android is trained with any pistol, daggers and clubs. **Androids** are not subject to armor restrictions.

ARTIFICIAL BODY: An **Android** is a machine, albeit complex. It does not need to eat or breathe (so it is immune to poisons and gases), but it needs to "sleep" (shut down) for 4 hours (24 **turns**) every day to recharge, defragment, etc. An **Android's** body can't be healed by medicine or powers like **Heal Others** and may be immune to other **Meditations**, **Gifts** and **Mind Powers**, at the **Referee's** discretion.

LIFELIKE: The **Android** looks and feels like a living being to all the regular senses. Only an in-depth inspection can reveal its mechanical nature.

KEEN SENSES: The **Android** can adapt his vision to any condition. It can never be blinded and it can see up to 40 feet in total darkness.

ARTIFICIAL MIND: The brain of an **Android** is a supercomputer trying to emulate a living mind; still, it has difficulties with emotions and feelings. An **Android** character rolls just 1d6+2 for its **Charisma** attribute, but rolls 1d6+12 for **Intelligence**. If you rolled your Attributes before choosing the **Android**, just reroll. An Android can't have **Assistants**.

LIVING COMPUTER: The **Android** can interface with any computer through a special in-built connector cable. Once connected, it can share information with the computer at an amazing speed - as long as it is connected, it "knows" everything stored in the computer's data bank and can operate any device controlled by the computer. All the information is lost in 1d6 hours, once the **Android** is disconnected.

WALKING ENCYCLOPEDIA: The **Android** can retrieve most common facts from its internal data banks. When it tries to access a piece of information, roll 1d20 and add the **Android's level** and **Intelligence** to the roll. If the result is 30+, the information is retrieved.

SELF-REPAIR: Normally, autorepair circuits of an **Android** "heal" it, allowing it to recover 1 **Hit Point** for every 24 hours of normal activity (including recharge).

An **Android** can shut down and enter a self-repair cycle, boosting its autorepair systems. For every 8 hours of this cycle, the Android recovers 2d6 **Hit Points**.

LANGUAGES: **Androids** can speak the common language and the specialized language of Robots, plus the languages allowed by their **Intelligence**.



BRAVE SOLDIER

The future is not a place of peace. The Moon Ghouls Invasion, then the Border Wars with the Empire, not to mention small local wars and rebellions, forged multiple generations of brave soldiers. Some, when discharged, take the path of the adventurer.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,000	2	+0	14
3	4,000	3	+0	13
4	8,000	4+1	+1	12
5	16,000	5	+1	11
6	32,000	6	+1	10
7	64,000	7+1	+1	9
8	128,000	8	+2	8
9	256,000	9	+2	7
10	512,000	10+1	+3	6

TABLE 6: Brave Soldier Advancement

BRAVE SOLDIER CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The *Brave Soldier* is trained in all forms of combat and has no armor or weapon restrictions.

BAND OF BROTHERS: When fighting with a group of allies, be it in melee or at range, a *Brave Soldier* can spend one round organizing a fighting team. The team members (including himself) get +1 to their *To-Hit* rolls for a number of rounds equal to the *Brave Soldiers* levels.

WAR EXPERIENCE: If it is physically possible for him, the *Brave Soldier* can pick up and operate any weapon he finds, even an alien weapon he has never encountered before. Furthermore, he can recognize any artifact weapon for what it is.

CAMOUFLAGE: By spending 1 round camouflaging himself, the *Brave Soldier* can blend into the landscape. This doubles the negative *To-Hit* modifier of ranged weapons for long and extreme ranges (short and medium ranges are unaffected). He can camouflage others, but this will take 1d6+1 rounds per person camouflaged.

WAR DRIVER: The *Brave Soldier* is trained to drive combat vehicles in stressful situations like combat. Any **land** vehicle driven by a *Brave Soldier* gets +2 to its *Armor Class*. This bonus can be obtained only once, no matter how many *Brave Soldiers* are there, and it can be given only to land vehicles.

SAVING THROWS: *Brave Soldiers* get +2 on Saving Throws against *death* or *explosions*.

XP BONUS FOR STRENGTH: *Brave Soldiers* with a *Strength* of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.

ESTABLISH BASE CAMP: At 7th level, the *Brave Soldier* can establish a base camp if he chooses to do so. This may attract *Followers* - usually *Common Soldiers* and other *Brave Soldiers*, willing to be trained by him to fight at his side (see *Assistants and Followers*, page 35).





CLEVER SCIENTIST

As heroic innovators jumping on a spaceship to test their inventions or to defend their world, **Clever Scientists** can also defend themselves in a fight. There's no such thing as "specialization": they can tackle physics, mechanics or medicine - often at the same time!

LEVEL	XP	HD	BHB	ST	SCIENCE!
1	0	1	+0	15	5/3
2	1,500	2	+0	14	5/3
3	3,000	2+1	+0	13	6/3
4	6,000	3	+1	12	6/4
5	12,000	4	+1	11	7/4
6	24,000	4+1	+1	10	7/5
7	48,000	5	+1	9	8/5
8	96,000	5+1	+2	8	8/6
9	192,000	6	+2	7	9/6
10	384,000	6+1	+3	6	10/7

TABLE 7: Clever Scientist Advancement

CLEVER SCIENTIST CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The **Clever Scientist** is used to lab equipment. He can wear Light armor and use any kind of shield. He can wield any kind of pistol, dagger or club (usually a very big hammer).

SCIENCE!: A **Clever Scientist** can repair anything (including living beings) and can build improvised tools and machinery. To *repair* an item he must roll 2d6; if he rolls equal or lower than the number before the slash, the item is repaired (living beings, are cured of 2d6 hit points of damage). To *build* things the **Clever Scientist** rolls 2d6 equal or lower than the number after the slash. Each attempt takes d6+4 turns (50-100 minutes). With this ability he can only build "normal" items in the Equipment lists. Obviously, he can't "build" living beings.

JURY RIG: The **Clever Scientist** can repair things on the fly by making a *Repair* roll (as above). The attempt will only take d3 minutes, but the item will fall apart again after a number of turns equal to the **Clever Scientist's** level. At this point, if the **Clever Scientist** fails a Saving Throw, the item can't be repaired anymore.



GIMMICK: The **Clever Scientist** can disassemble two tech items and reassemble the pieces in a new configuration. The two items must be in the same general category (e.g. two firearms). Apply the effects in the **Gimmick Table**. A **Clever Scientist** can only build one **Gimmick** per level, and can never replicate the effects of a gimmick he built (each gimmick is an irreplaceable, unique prototype).

LABORATORY: At 7th Level the **Clever Scientist** can build his Laboratory. This will attract **Followers**, usually in the form of other **Clever Scientists** (see page 35).

GIMMICK TABLE	
ITEM CATEGORY	EFFECTS
ARMOR	+1/-1 AC or +2 Saving Throw
MELEE WEAPON	+4 Damage or +4 Initiative
RANGED WEAPON	+4 Damage or Rate of Fire x2
TOOL	The Gimmick has the functions of both tools or it never fumbles
VEHICLE	Movement +2 or Hit Points +10

TABLE 8: Gimmick Effects Table

SAVING THROW: A **Clever Scientist** receives +2 to all **Saving Throws** made to resist persuasion or any kind of mind control (including that from **Insights**).

XP BONUS FOR INTELLIGENCE: **Clever Scientists** with an **Intelligence** of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get 10%.



DARING EXPLORER

The embodiment of spacefaring adventurers, the Daring Explorer is born to travel among the stars, discover new planets and make contact with new species. While he is not as specialized as the others, he is a jack-of-all-trades, dabbling in a little of everything.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	13
2	2,500	2	+1	12
3	5,000	3	+1	11
4	10,000	4	+2	10
5	20,000	5	+2	9
6	40,000	6	+3	8
7	80,000	7	+3	7
8	160,000	8	+4	6
9	320,000	9	+4	5
10	640,000	9+1	+5	4

TABLE 9: Daring Explorer Advancement

DARING EXPLORER CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The *Daring Explorer* can wear light armor and use shields. He can use clubs, staves, daggers, swords, laser and ray pistols and vibro-swords.

MAN OF STEEL: Once per day per level, whenever a damage from a single source would reduce a *Daring Explorer* to zero (0) *Hit Points* or slay him, he can make a *Saving Throw* modified by his *Constitution Bonus*. If he is successful, the damage just leaves him with 1 *Hit Point*.

HERO'S LUCK: Once per day, the *Daring Explorer* can reroll any one failed roll. He must keep the new result, even if it is worst than the first.

SIGNATURE WEAPON: After character creation the player of a *Daring Explorer* chooses either a pistol, laser pistol or a melee weapon he owns. With that weapon only, he receives a +2 bonus to his *Initiative* and *To-Hit* rolls. If this weapon is lost or destroyed, he cannot replace it; he will be able to choose another, but only after going up one level. The new weapon must be the same kind as the lost one.

JACK-OF-ALL-TRADES: Once per day, the *Daring Explorer* can obtain a +4 bonus to any one roll, either in combat or not. He must announce he will use the bonus before making the roll.

SAVING THROWS: *Daring Explorers* get +2 on Saving Throws against *death* or *mind control*.

XP BONUS FOR CONSTITUTION: All *Daring Explorers* with a *Constitution* score of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get a 10% Experience Bonus.

ADVANCED OUTPOST: At 7th level, the *Daring Explorer* can establish an advanced outpost on a remote planet. This may attract *Followers* - usually *Daring Explorers* and *Brave Soldiers* (see *Assistants and Followers*, page 35).





WISE SPACER

The Wise Spacer has travelled known space, and more than a bit of unknown space, far and wide - and has the scars to prove it. On his journeys he found enlightenment and he now uses his inspirations to work with the unenlightened.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	13
2	2,500	2	+1	12
3	5,000	3	+1	11
4	10,000	4	+2	10
5	20,000	5	+2	9
6	40,000	6	+3	8
7	80,000	7	+3	7
8	160,000	8	+4	6
9	320,000	9	+4	5
10	640,000	9+1	+5	4

TABLE 10: Wise Spacer Advancement

WISE SPACER CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The *Wise Spacer* can wear light armor and use shields. He can use clubs, staves, daggers, laser pistols and ray pistols.

INSIGHTS: In his long life among the stars, the *Wise Spacer* has learned to trust his instincts and rely on the *Insights* he has. *Insights* have a Rank: once per day, a *Wise Spacer* can use a number of ranks of *Insights* equal to his *Character Level* + his *Wisdom Bonus* (e.g.: a 2nd level *Wise Spacer* can use one Rank 2 *Insight* or two Rank 1 *Insights*). See page 61 for a list of *Insights*.

BROTHERS AND SISTERS: A *Wise Spacer* learns that everyone can be an ally in the struggle for survival. Once per day, he can engage a group of sentient beings (including *Androids*) counting members equal or less his *Level* in a peaceful discussion - even if they were intent on attacking him. The discussion lasts for 2D6 rounds. The beings must make a *Saving Throw* at the end of the talk. If they fail, and provided this doesn't endanger them, they won't attack the *Wise Spacer* group; if they weren't hostile to begin with, they will become allies and help him if they can.

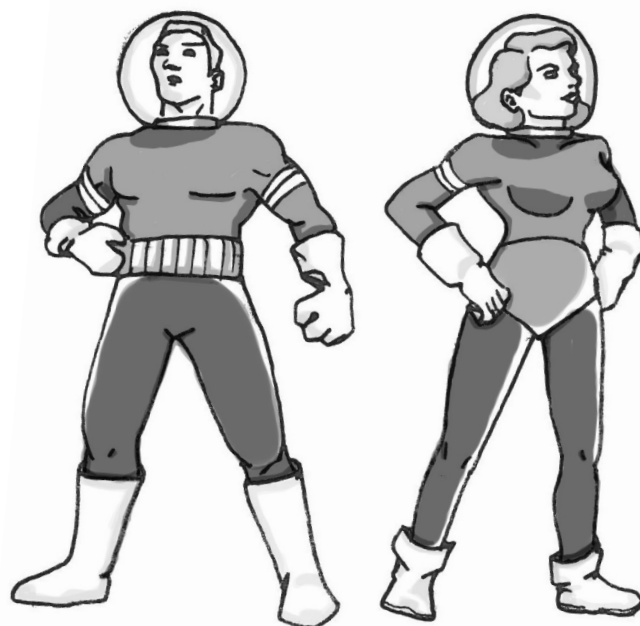
SECRET STASH: Once per day, the *Wise Spacer* can access his "secret stash" and retrieve any one piece of equipment, as long as its listed price is no more than 3x *Character Level*+*Wisdom Bonus* in Credits.

HELPING HAND: The *Wise Spacer* can lend a hand in any non-combat action that another character is performing. If there's a roll involved, the character performing the action gains +2 to this roll. If the action requires more than 1 roll, only the first will get the +2. The bonus can't be higher than +2, no matter how many *Wise Spacers* help.

SAVING THROWS: *Wise Spacers* get +2 on Saving Throws against *poison* or *environmental hazard*.

XP BONUS FOR WISDOM: All *Wise Spacers* with a *Wisdom* score of 13 or 14 receive a 5% Experience Bonus, and those with 15 or higher get a 10% Experience Bonus.

ENCAMPMENT: At 6th level, the *Wise Spacer* can establish an encampment where he will gather people who share his outlook on life. At the Encampment he will meet with his *Followers*, usually other *Wise Spacers* and sometimes *Daring Explorers* (see *Assistants and Followers*, page 35).



DARING ADVENTURER

PLAYER

NAME

CLASS

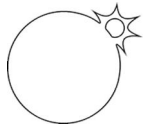
DESCRIPTION & BACKGROUND

CURRENT LEVEL

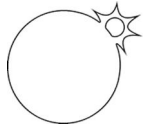
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6 7 8 9 10

CURRENT EXPERIENCE

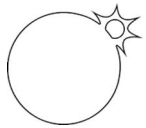
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INTELLIGENCE



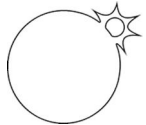
WISDOM



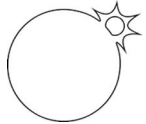
CONSTITUTION



DEXTERITY



CHARISMA



GEAR



WEAPONS



AMMO



TYPE:



AMMO



TYPE:



AMMO



TYPE:



ARMOR



RESOURCES



CREDITS / SUB-CREDITS / CHITS

ARMOR
CLASS

SAVING
THROW

HIT
POINTS

BHB



OPTIONAL RULE: SIMPLE ALIEN PLAYER CHARACTERS

Below we provide some rules to create a simple version of an alien character. Experienced players can go to **Appendix I: Optional Rules** and create a full-fledged alien chosen from among the canonical races we provide; new players are advised to use the rules on this page, especially **Method I**, which requires only interpretation.

METHOD I

Create a “normal” character, but simply state that he is an alien. Choose a name for his race, a planet of origin and a quirky physical characteristic to distinguish him from regular humans. If you are so inclined, you can also write a few lines of description of the alien’s civilization for the **Referee**.

This has no effect on the rules, but you’ll get to interpret a uniquely peculiar character. You can even be an alien **Android**, if you so desire.

METHOD II

This is a little more complex, and needs some more rules. After rolling your character, you need to follow these steps:

1. Choose 1 Characteristic Improvement. This is an **Attribute** in which your alien’s race is better than “normal” humans. Add +2 to that Attribute, up to a maximum of 20.
2. Choose 1 Characteristic Disadvantage. This is an **Attribute** in which your alien’s race is worse than “normal” humans. Subtract -2 to that Attribute, up to a maximum of 16. You can’t choose an **Attribute** lower than 5 for this step.
3. If you are satisfied, go to Step 5, below. Otherwise, go to Step 4.
4. Choose a General Improvement from the list below, then choose a General Disadvantage (or a combination of General Disadvantages) with the same total point value of your General Improvement. You can’t choose a Disadvantage that negates your Improvement or is negated by it.

5. Choose a name and a physical description for your race, and then proceed to choose a class as usual.

This method imposes the following limitations on the character:

The Alien can’t be an **Android**;

The Alien will never receive a **XP Bonus** for **Attributes**, not even the standard bonus for **Wisdom**.

GENERAL IMPROVEMENT	POINT VALUE
Darkvision (can see up to 90 ft even in total darkness)	1
Keen Senses (halves the chances of being surprised)	1
Natural Armor (starting AC [AAC] is 7 [12] instead of 9 [10])	2
Natural Weapons (claws, bone blades, etc., hit for 1D6 damage)	2
Strong Mind (Immune to mind influence)	3
Wings (can fly up to Level Turns at normal Movement , then needs 1 hour rest)	2

GENERAL DISADVANTAGE	POINT VALUE
Feeble-Minded (-2 to all his Saving Throws vs. Mind influence)	2
Fragile (starting AC [AAC] is 11 [9] instead of 9 [10])	2
Impaired Senses (character is always caught by surprise when ambushed)	1
Limited (max Class Level: 8)	3
Low Pain Threshold (suffers 1 extra damage every time he’s wounded)	2
Slow (basic Movement Rate is 10 instead of 12, adjusted as usual)	1

CHAPTER THREE: MONEY AND EQUIPMENT

Once your character is created, you'll have to supply him with some basic equipment. Each character has a starting amount of money, called **Credits** (cd), that you'll use to buy equipment from the following lists. Each piece of equipment's function and special rules (if any) are explained in this chapter. Any excess funds not spent are saved for future use.

This chapter also gives you a simple primer on the "economy" of the game universe, so that the Referee can figure the cost of any equipment or item they want to add later.

The characters will also earn money and new items through their adventures; money can be spent to buy new, or better, equipment and to pay for assistants, followers and mundane things like a mortgage on a starship, medical care etc. Some rare and unique equipment can't be bought - this can only be found during an adventure or on a mission.

CREDITS AND CHANGE

The standard currency of the game is the **Credit**. Even if some particularly backward or parochial planet or local government may have different currencies, the **Credit** is accepted everywhere.

The characters will always be paid in **Credits** and will always use them to buy goods and services. **Credits** are issued in various denominations: there are both notes and coins worth 1 **cd**, and there are notes worth 5, 10, 20, 50 and 100 **cd**.

A **Credit** is divided into 10 **Subcredits** (or **scd** for short), which are in turn worth 10 **chits** (**ct**) each - so a **Credit** is worth 100 **chits**. Here's a handy summary table:

1 **cd** = 10 **scd** or 100 **ct**
1 **scd** = 10 **ct**

The term "**megacredit**" (**mcd**) is used in some instance, but it is just a financial term to indicate 1,000 **cd** in very high figures (e.g. a rocketship price).

STARTING MONEY

As stated on page 13, to determine how much currency your character starts with, roll 3d6x10. This is the number of **Credits** (**cd**) that your character starts the campaign with, and that he will use to buy his starting equipment.

STARTING EQUIPMENT

In the following pages you'll find a comprehensive list of all the equipment usually available in a campaign of **DARE THE STARS!**. This equipment is further divided into **Standard Gear**, **Melee Weapons**, **Missile Weapons**, **Armor & Shields** and **Advanced Technology** - which is a catch-all term to describe all equipment not in the first four lists.

When creating a character, the player may only purchase equipment from the following lists: **Standard Gear**, **Melee Weapons**, **Missile Weapons** and **Armor & Shields**. All other equipment is **Advanced Technology** and must be acquired through the course of a campaign.

The only exceptions to this is **Spaceships**. Although they are not basic equipment, characters may buy one by pooling their resources; still, there's no way they'll be able to pay for even the

cheapest starship. If all players agree, they can take a loan and pay a mortgage to become proud owners of a **Starship**.

In some cases, the **Referee** may rule that the characters are assigned a **Starship** by a government organization or by a rich patron.





DARE THE STARS!



STANDARD GEAR



GEAR	WEIGHT (in lbs)	COST (in credits)
Ammo Bandolier (holds 20 energy cells/magazines)	1	5
Atomic Battery (30 hours)	2	12
Backpack (30 lbs. capacity)	1	5
Belt Pouch (10 lbs. capacity)	1	3
Clothing (Common)	3	5
Clothing (Fine)	5	25
Clothing (Exposure)	15	50
Clothing (Spacesuit)	12.5	250
Communicator	1	25/50
Flares	0.25	3
Flashlight	0.5	5
Jet Pack (with fuel/without fuel)	25/20	100
Jet Pack Quick Tank (1 refuel)	5	25
Med Kit	1	20
Rations	1	1
Rope (50 ft)	5	5
Science Kit	2	55/10
Short Range Scanner	1	50
Sleeping Bag	1	10
Tent	3	20
Timepiece	0.25	10
Tool Kit	1	25

TABLE 11: Standard Gear

AMMO BANDOLIER: This is a belt or sash lined with several small pouches designed to hold extra energy cells which are used in laser pistols and laser rifles. It can hold up to twenty (20) energy cells.

ATOMIC BATTERY: Usually in the form of a black cube measuring 2" with a stylized atom embedded on its sides, it is the main form of power supply for anything short of vehicles. An Atomic Battery can power any tool for up to 10 hours of continued use.

BACKPACK: Whether a primitive leather backpack or a modern composite fiber knapsack, a backpack can hold up to thirty pounds (30 lbs) and up to one cubic foot of space.

BELT POUCH: These pouches hold up to three pounds (3 lbs) of equipment.

CLOTHING (Common): Regular, everyday clothing worn by millions across the universe. Includes a solid pair of boots.





CLOTHING (Fine): These are the finer garments worn by nobles and other wealthy citizens of the galaxy.

CLOTHING (Exposure): Exposure clothing is designed to protect against extreme environmental hazards, such as extreme temperatures or other hazards. It does not protect from the vacuum of space. It includes an internal breathing mask with an air supply that lasts up to four (4) hours.

CLOTHING (Space Suit): Space suits protect from the vacuum and pressure of space. They have oxygen for up to one day of continuous use. They're bulky and movement can be difficult when wearing one.

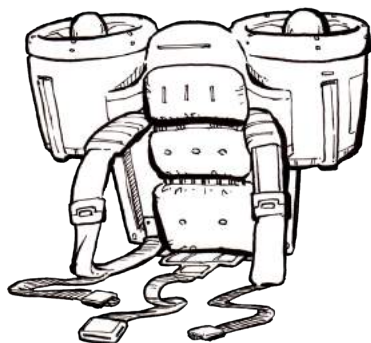
COMMUNICATOR: This hand-held device allows for audio communication with another individual who also has a communicator at a distance.

FLARES: These six-inch long rods have a pull-tie that, when pulled, causes the tip of the flare to blaze with light that radiates up to a range of 120 feet for up to one hour (6 turns).

FLASHLIGHT: A flashlight projects light in one direction to a range of 60 feet. It has an atomic battery that lasts thirty (30) hours.

JET PACK: Characters wearing a jet pack gain the ability to fly at a Movement of 18. A jet pack can be used for up to 25 rounds before it must be refueled. The cost to refuel a jet pack is 25 credits.

JET PACK QUICK TANK: A replacement fuel tank that can be exchanged with the inbuilt tank of a jet pack in mid flight without losing altitude. The exchange takes 1 full round (1 minute), during which the character wearing the jet pack must fly in a straight line.



MED KIT: Med kits are small emergency medical packages carried by emergency personnel and military corpsman on the battlefield. It takes one round to use a med kit and it restores 2d4 Hit Points. Once a med kit is used it is completely expended.

RATIONS: These rations are dried or freeze-dried and remain usable for decades if kept in their original packaging. The cost listed is for one day's supply of rations.

ROPE: One coil of rope is able to support up to five hundred pounds (500 lbs) of weight. Most come with a magnetic grappling hook.

SCIENCE KIT: This kit contains tools, test tubes, reagents, etc. that a scientist needs to do his job. If he's not in a lab, a Clever Scientist with a Science Kit can use his Weird Science ability anyway. The Science Kit is not exhausted when used, but it needs to be regularly replenished and maintained; the owner must spend 10 cd each time he uses the kit, to replace missing reagents, broken items, etc.

SHORT RANGE SCANNER: This small, hand-held device can detect the presence of animal life in a 50 yards radius. It can reveal approximate position (with a 1d6 ft error margin) and approximate numbers (with an error margin of 1). It can't tell if the beings detected are intelligent.

SLEEPING BAG: Modern sleeping bags are able to seal the user inside for extraordinary protection from the elements. They cannot however, filter out environmental hazards.

TENT: Like sleeping bags, modern tents can seal up to four (4) individuals within them to protect them from the elements. They cannot however, filter out environmental hazards.

TIMEPIECE: This simple chronometer is worn on the wrist and automatically sets itself to planetary time when entering a new atmosphere. It can store and keep times on any number of different planets.

TOOL KIT: Tool kits are used by starship workers for upkeep. Without a tool kit, it is very difficult to keep a starship in top shape.



MELEE WEAPONS



WEAPON	DAMAGE	WEIGHT (in lbs)	COST (in credits)
Battle Axe	1D6+1	6	7
Club	1D6	3	1
Dagger	1D6-1	1	3
Mono-Dagger	1D6	1	15
Mono-Sword	1D6+1	3	20
Mono-Axe	1D6+2	6	35
Spear	1D6	5	2
Staff	1D6	5	1
Stun Baton	1+Special	2	15
Sword	1D6	3	10
Vibroblade	1D6+Special	3	125

TABLE 12: Melee Weapons

BATTLE AXE: This large, double-headed weapon requires two hands to wield effectively.

CLUB: Whether stick, cudgel, or improvised weapon, this is a simple blunt instrument that does damage.

DAGGER: Both a tool and weapon, daggers range from 6-12 inches long. Most species in the galaxy use them.

MONO-DAGGER: This dagger has had its edge refined to the width of a single molecule.

MONO-SWORD: These meter-long two-edged blades are wielded in one hand and have their edges refined to the width of a single molecule.

MONO-AXE: A light-weight composite head with a molecule-thin blade makes this weapon both fearsome to behold and deadly in battle. It requires two hands for effective use.

SPEAR: A six-foot pole with a sharp end or metal point; spears are one of the oldest weapons in existence.

STAFF: A long length of wood or composite plastic to assist in travel or defend oneself in battle.

STUN BATON: Bearing the appearance of a simple steel rod with a rounded head, this baton is actually powered by a small battery (good for more than 1,000 uses). It causes minimum damage, but its victims must immediately make a Saving Throw or be stunned (-4 to all rolls) for 1d6 rounds.

SWORD: Often found as a ceremonial weapon carried by Adventurous Nobles and other elite citizens of the galaxy, swords nevertheless still often find service in battle.

VIBROBLADE: When not active, a Vibroblade looks and works like a normal sword. By pressing a button on the hilt, the user activates a vibration so fast, it disrupts the structure of solid objects by entering in resonance with them. Every time it strikes a shield or a piece of armor, the Vibroblade permanently reduces it by 2 points (that is, +2 AC, -2 AAC). Against unarmored living targets, the blade damage becomes 1d6+1d4 as the vibration breaks bones, causes internal damage to the victim's organs, etc. Vibroblades completely ignore Force Fields and Energy Shields.



MISSILE/RANGED WEAPONS

WEAPON	DAMAGE	ROF	RANGE	WEIGHT (in lbs)	COST (in credits)
Bow, Long	1D6	2	300 ft	20	40
Bow, Short	1D6-1	2	200 ft	5	25
Crossbow, Heavy	1D6+1	1/2	250 ft	18	25
Crossbow, Light	1D6	1/2	250 ft	9	15
Firearm (Pistol)	1D6	2	75 ft	2.5	45
Firearm (Rifle)	1D6+1	1	150 ft	7.5	75
Grenade (Atomic)	5D6+1/2D6	1	25	2	150
Grenade (Concussion)	3D6+2	1	30 ft	1	25
Grenade (Fragmentation)	2D6+2	1	30 ft	1	25
Laser Pistol	1D6+2	2	100 ft	2.5	50
Laser Rifle	2D6	2	200 ft	5	100
Raygun (Pistol)	1D6+Special	2	75 ft	3	75
Raygun (Rifle)	2D6+Special	2	150 ft	7	120
Arrow (20)	-	-	-	1	1
Bolt (20)	-	-	-	1	1
Bullet(20)	-	-	-	0.5	10
Energy Cell (10)	-	-	-	0.25	10

TABLE 13: Missile/Ranged Weapons

ARROW: Ammunition for long and short bows. Sold with a quiver (if needed) in bundles of twenty (20).

BOLT: Ammunition for heavy crossbows and light crossbows. Sold with a case (if needed) in bundles of twenty (20).

BOW, LONG: These primitive weapons are effective and silent. They are most commonly found in primitive societies and use arrows for ammunition..

BOW, SHORT: Smaller versions of the long bow, these are more easily used from a concealed or sitting position, though they are less powerful and have a shorter range. They use arrows for ammunition.

BULLET: Ammunition for firearms. Sold in magazines of twenty (20) bullets.

CROSSBOW, HEAVY: Bulky, two-handed and slow to load, heavy crossbows are rare in the modern galaxy, though valued by collectors or used by pre-firearm societies. They can punch a hole through most armor, even modern, and use bolts for ammunition.

CROSSBOW, LIGHT: A smaller version of the heavy crossbow, it is still rare. It uses bolts for ammunition.

ENERGY CELL: A micro atomic battery, works as ammunition for laser and ray pistols and rifles. It is sold in power packs that hold twenty (20) shots.

FIREARM: Using gunpowder and lead projectiles housed in metal casing, firearms are carried by eccentrics, collectors, and pre-stellar societies. They have bullets for ammunition, and come as pistols or rifles.



DARE THE STARS!



GRENADE: These explosives are most commonly used by military personnel. They come in three varieties:

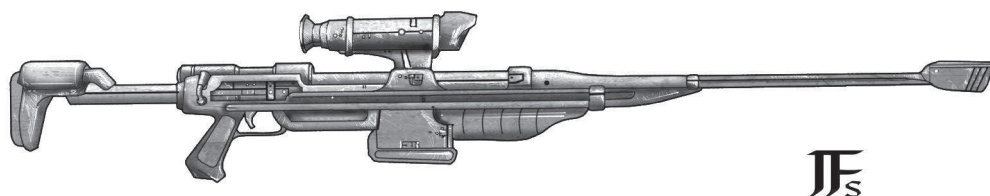
- Atomic grenades do 5D6+1 damage within a 10 foot radius, and 2D6 damage in the following 10 foot radius (total radius 20 feet).
- Concussion grenades do 3D6+2 damage within a 5 foot radius
- Fragmentation grenades do 2D6+2 damage within a 50 foot radius.

Each grenade must be purchased individually and is expended when thrown.

LASER PISTOL: The most common weapon in the modern galaxy, this sidearm is favored by everyone from nobles to mercenaries to law enforcement. It requires an energy cell for ammunition.

LASER RIFLE: This long firearm has an extended barrel and requires two hands to fire. It has a longer range than a pistol and does more damage. It requires an energy cell for ammunition.

RAYGUN: Common among Space Explorers, this kind of weapon is very similar to a laser gun with an extra punch: when hit by a raygun, the victim must immediately make a Saving Throw. If the Saving Throw fails, the rolled damage is doubled. It uses energy cells for ammunition, and comes as a pistol or rifle.



TS

ARMOR AND SHIELDS



ARMOR	AC [AAC]	WEIGHT (in lbs)	COST (in credits)
Force Field, Personal	-4 [+4]	5	100
Heavy	-6 [+6]	60	100
Light	-2 [+2]	15	25
Medium	-4 [+4]	30	50
Shield, Energy	-2 [+2]	1	25
Shield, Physical	-1 [+1]	10	10

TABLE 14: Armor and Shields

FORCE FIELD, PERSONAL: A smaller version of the Force Fields used in starships, this is an energy “bubble” that adheres to the user’s body. It is, per se, completely invisible, but it is projected by a light but bulky backpack. The Field must be turned off for at least one hour after functioning for 3 hours, to avoid overheating. It is impervious to rays and bullets, but it gives no protection against vibroblades. It is considered light armor.

HEAVY ARMOR: Heavy composite plates, reinforced with laser reflective coating, this bulky armor provides a high level of protection against all forms of attack. More primitive versions function similarly to medieval plate armor.

LIGHT ARMOR: Armored flight suits, boiled leather, and synthetic armor vests are all considered Light Armor. They offer minimal protection against most physical attacks.





MEDIUM ARMOR: Whether modern reinforced metal alloy plates set into the lining of a padded suit or primitive chain-based armor, these designs offer some decent protection against a variety of attacks. This is the “common” protection for high ranking civilians in war zones and nobles on the battlefield, so there’s a vast fashion market for stylist or designer armor. Designer armor is often tailor made, includes precious material and costs far more than usual. Multiply the listed price x2D6, but it is possible to find pret-a-porter deluxe models for as low as 75 cd.

SHIELD, ENERGY: A rounded metal alloy web that when activated fills with a field of crackling energy. Effective against energy weapons only. Cannot be used at the same time as a physical shield.

SHIELD, PHYSICAL: A rounded plate of reinforced metal used to protect in melee combat and against projectiles. Not as effective against modern weapons as an energy shield, mostly carried for symbolic or ceremonial reasons or improvised with materials at hand (e.g. a metal plate lying around). Cannot be used at the same time as an energy shield.

CALCULATING ARMOR CLASS

In **DARE THE STARS!** you can measure the **Armor Class** in two ways:

In the standard and descending **Armor Class** system (**AC**), an unarmored human has an **AC** of 9. Any armor worn subtracts from this total, making him or her more difficult to hit. For example, a human (base **AC** 9) wearing Light Armor (-2) has an effective **AC** of 7 (9-2).

Using the **Ascending Armor Class** system (**AAC**), an unarmored human has an **AAC** of 10. Armor worn, instead of subtracting from this total, is added making him or her more difficult to hit. Therefore, a human (base **AAC** 10) wearing Light Armor (+2) has an effective **AAC** of 12 (10+2).

COMPARING ARMOR CLASS SYSTEMS

To translate between descending and ascending **Armor Class** systems, the **Armor Class** (**AC**) and **Ascending Armor Class** (**AAC**) values should add up to 19 when added together. For example, **AC** 7 is the same as **AAC** 12, or $19 - 7 = 12$.

In the standard system a high **AC** is bad, and in the **Ascending Armor Class** system a low **AAC** is bad. Once you start playing using one of the systems, it will make perfect sense, no matter which is used.

STARSHIPS AND VEHICLES ARMOR CLASS

Starships and Vehicles use the same **Armor Class** system adopted for personal combat but, in some cases, there are special rules to adjust for scale - see the relevant chapters for details.





EQUIPMENT WEIGHT

A normal level of miscellaneous equipment is assumed to weigh around seventy pounds (70 lbs). When treasure is added to this, each twenty (20) credits or gems of equivalent value weighs around one pound (1 lb).

STARSHIPS AND VEHICLES



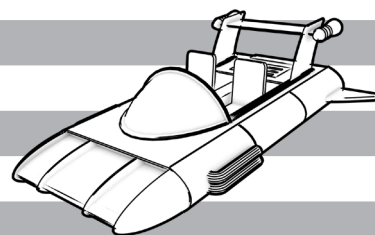
Vehicles (including starships) have their own statistics; they are **Armor Class** (works like characters' AC), **Hit Points** (capacity to withstand damage), **Explosive Damage** (damage suffered by the occupants if the vehicle explodes), **Personal Protection** (cover provided for occupants), **Reduction** (the points subtracted from lighter, hand-held weapons damage), **Movement** (the vehicle's speed), **Targeting** (bonus to attacks conducted with mounted weapons, if any), **Attack** (mounted weapons, if any), and **Modifications** (extra equipment for the vehicle).

These are explained in detail in the **Starships** and **Vehicles** chapter, where you'll find the rules for purchasing vehicles, driving or piloting them, and so on, along with a list of vehicle-related equipment and modifications you can upgrade your motor with.

As an example, we've put here the description of a vehicle - the most common civilian car of the galaxy - so that you can have a reference for the vehicles' statistics.

AIRCAR

ARMOR CLASS	6 [13]
HIT POINTS	25
EXPLOSIVE DAMAGE	4D6
PERSONAL PROTECTION	+3
REDUCTION	4
MOVEMENT	25 [Max Hovering Height: 10 feet]
TARGETING	+0
ATTACK	None
MODIFICATIONS	None



PRICE cd 3,000.00

The standard transportation in the civilized galaxy, the aircar (a car moving on air cushions) comes in many makes and models. The most common model is the family aircar, allowing for 1 pilot and up to 5 passengers, but there are many variations. Economy four-seaters can cost less than cd 1,500.00, while deluxe sport aircars are sold for prices in excess of cd 15,000.00.





GETTING A SPACESHIP

Even by pooling their credits together, starting characters rarely can afford a spaceship; still, a spaceship is necessary to start many adventures, to go places and explore space – all things quite fundamental for an adventuring party in Dare the Stars.

So, how do you get a spaceship? Here we give you a few methods and suggestions.

METHOD I: ENLIST!

There are many organizations and even some private patron willing to provide a spaceship to a promising adventuring party. The catch is that, obviously, the party will have to work for them, and their routes will be set by the spaceship's owner.

Here's a list of organizations and individuals that could be used by the Referee as "patrons". The format of the list is:

NAME

(the name of the organization/person and its description, including its main goals)

Headquarter: [Location] (the location of the organization's main offices, laboratory, home, etc.)

Requirements: (a list of prerequisites needed for the patron to take the party into consideration; most of these come from roleplaying rather than rules)

Obligations: (a list of obligations the party will have to fulfil for the patron)

Spaceship: (the type of spaceship given)

Perks: (advantages – wage, powers bestowed, etc.)

Period: (the length the party can be in the patrons' employment. If it is 2 periods separated by a slash – i.e. X/X – the first is the minimum, the second is the maximum)

Jobs: (the general category of jobs assigned by the organization)

Notes: (various notes on the organization or person - basically, anything that doesn't fit in the points above)

ARCHAEOLOGICAL ASSOCIATION OF ALTAIR (ArAsAI)

This private trust deals with archaeological artefacts and sites, recovering them to sell them to rich collectors. Progenitor artefacts are the most valued, but anything, from Martian sacred statues to Kheethee primitive art, can be sold.

Headquarters: Main offices are located on Altair III, an agricultural, low population planet, but ArAsAI has branch offices everywhere the reselling of archaeology is legal.

Requirements: Apart from the absence of a criminal record, anyone can apply.

Obligations: Everything retrieved during a mission must be handed to the ArAsAI, even if it has no historical value. Extra crew must be provided by the party, but an ArAsAI Inspector will always accompany the group to a mission.

Spaceship: Transport.

Perks: All expenses, equipment necessary to the mission etc. is provided and paid for by ArAsAI. Each character receives 200 cr, and 10% of the finds value is divided among the party members (including the Inspector).

Period: Single mission, may be hired again if competent or if performed well.

Jobs: Retrieve "lost" artefacts; explore newly discovered archaeological sites; escort archaeologists.

Notes: The party receives 10% of the value of their finds. To calculate the characters' percentage, roll 2d6x20 at the end of a mission. If it wasn't a recovery mission, the cash bonus is d6x10 cd total.





BLUE STAR MINING COMPANY (BSM)

The main actor in mineral extraction, the company is always on the look for surveyors, carriers and acquisition agents. Sometimes, though, jobs are not pleasant...

Headquarters: The Company is located on an asteroid orbiting Pluto. It is extra-territorial, and has no allegiance to any government.

Requirements: The Company has no special hiring requirement.

Obligations: Extra crew must be provided by the party. Living expenses (food, etc.) are not provided.

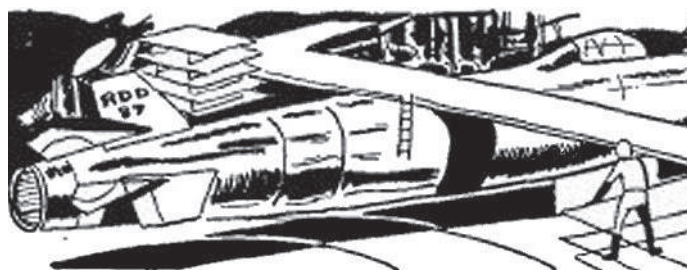
Spaceship: Heavy Cargo, Exploration Rocket, Passenger Ship or other ship, depending on the mission.

Perks: All expenses needed to complete the mission, apart from living expenses, are reimbursed after completion. Characters receive a weekly wage of 10 cd when ashore, 15 cd when in space.

Period: Usually characters are hired for a 6-months period, renewable. If they are sent on a mission in the last days of the period, they must agree to an extension (e.g. 2 months) sufficient to complete it.

Jobs: Survey planets and asteroids for possible mining sites. Escort miners to their destination. Escort ore cargo to refineries.

Notes: A less pleasant kind of job is the forced eviction of settlements to install mining operations in their place. This kind of job, although rare, could be assigned to the characters – but only after at least two periods of 6 months, and only if the Company thinks they are tough enough (as the eviction can involve shootings, separating families, etc.).



DOCTOR BOGDAN GAJOS

What do you do when you are heir to the biggest steel industries on Earth, but your only interest is science? If you are **Bogdan Gajos**, you hire a team of competent administrators, have them run the business and use your immense fortune to build a laboratory and pursue your passion.

Doctor Gajos is a full-time inventor, always looking for people to test his latest creation.

Headquarters: Doctor Gajos' laboratory and factories are situated near Krakow, Poland (Earth).

Requirements: The only requirement is that the party must earn doctor Gajos' trust. He only hires people he can trust.

Obligations: The party must prepare a detailed report of the mission; if the mission involves testing some invention, they must note in detail the invention's performance. Extra crew and personnel must be provided and paid by the party.

Spaceship: Depending on the mission, Exploration Rocket, Prototype Spaceship (see pag. 56) or other, as needed.

Perks: All expenses, equipment for the mission etc. are provided and paid by Dr. Gajos. Extra equipment may be obtained by negotiating – usually not a problem, as Doctor Gajos is prodigal if it is for the good of the mission. Pay is usually 100 cd + 1 cr/day per character; successful negotiation may bring this up to 200 cd + 3 cd/day.

Period: Single mission, but Doctor Gajos tends to repeatedly hire people he trusts.

Jobs: Testing new devices and spaceships on a planet surface or in deep space; retrieving rare materials; transporting prototypes to their final destination.

Notes: Doctor Gajos is at the same time the prototypical mad scientist and a jovial fellow. Being a genius (he got his first Ph.D. when he was 11) he grew alone, so he's famished for friendship and approval, almost (but not quite) to the point of



being naïve. He will always check the credentials of his perspective employees and try to spend some time with them before hiring the party; once past this initial layer of control, though, he will treat them as friends – even when there’s no mission, he will often invite them to his lab to show his latest work, or invite them out for dinner (e.g. on his birthday). He’s shy around women, but he makes an effort to overcome his shyness, usually with horribly awkward science jokes that only other scientists can understand.

Doctor Bogdan Gajos Clever Scientist, Lvl 10



GEAR AND WEAPONS



DOCTOR BOGDAN GAJOS doesn't usually carry weapons nor wear armor. He always carries a Science Kit. Due to his immense wealth, he has access to all the equipment listed in this book and to many more items, most of which are one-of-a-kind gimmicks invented by Doctor Gajos himself.

INTERPLANETARY SAFARI ASSOCIATION (ISA)

No matter how civilized a planet is, there will always be someone, somewhere, feeling the urge to kill animals for sport. The ISA organizes hunting parties on wild planets or in the jungles of settled planets for the idle rich that can afford the hobby.

Headquarters: ISA's main offices are on an island on Victory, a planet orbiting Barnard's Star. The company owns the whole island, which is as big as Earth's New Zealand; the rest of the territory of that island is used as a free-range zoo for rare animals caught on other planets.

Requirements: Anybody can apply. Daring Adventurers, Brave Soldiers and Wise Spacers are preferred.

Obligations: Characters must provide for the spaceship crew, at least 1 porter every 2 clients and 1 steward every 4 clients, paying them with their funds. During the hunting trip, characters must act as guides and bodyguards for the clients (they can hire extra personnel to help in this, if they want).

Spaceship: Luxury Space Yacht.

Perks: The yacht is provisioned with high quality foods, plenty of ammo and a few hunting weapons, even if clients usually bring their own. The party receives a payment equal to 100 cd per client (including non-hunters participating in the trip).

Period: 1 hunting trip. May be repeated depending on party's performance.

Jobs: Most of the time, chaperon the idle rich in their hunting trips and keep them out of trouble. Rarely, escort a zoology research team to capture live specimen.

Notes: The average trip has d6+1 hunters and d3 non-hunting tourists (husband or wife, relatives, etc). Roll a d6: if the result is 5 or 6, add another d3 hunters and d3-1 tourists. ISA's clients are insured, but in case of serious injuries or death the party might be sued and it won't be hired again by ISA.





LORD JESTOCOST FOUNDATION FOR SPACE EXPLORATION (LJF)

When he died, 100 years into the space age, the noble Jestocost had no heir; he left all his belongings, including one of the many moons of Neptune, to a foundation to promote and fund future space explorations.

Headquarters: Jestocost Town, an entire city on Proteus, a moon of the planet Neptune.

Requirements: Anybody can apply. Balanced parties with at least one Daring Explorer and one Clever Scientist are preferred.

Obligations: Characters must be on call. They can refuse missions, but every time they refuse, there's a cumulative 20% chance they won't be considered for the next mission; starting from the second refusal, there's also a cumulative 10% chance that every time they refuse a mission, their association with the Foundation will be terminated.

If they are not enough to crew the spaceship, they have to hire extra crew out of their pocket.

Spaceship: Exploration Rocket.

Perks: Characters with the Foundation receive basic equipment according to their current mission. Their spaceship has enough supplies (food, water, medicines) to last for the mission, and then some. Characters are paid 100 cd / mission and, on their enrolment, receive a Foundation badge, that can be used in most chain stores to purchase basic (non-weapon) equipment with a 20% discount. On any settled planet there's a 4 in 6 chance to find a store accepting the badge (this chance can go down to 2 in 6 in scarcely populated settlements, and up to 5 in 6 in densely populated cities – *Referee's* call).

Period: 1 year/as long as the characters accept missions or their membership is terminated.

Jobs: Survey and exploration of newly discovered planets; acquisition of Progenitor artefacts.

Notes: If there is no Clever Scientist in the party, most of the times one will be provided by the LJF and will be given command of the mission.

SOLAR COMPACT RANGERS (SCR)

The Ranger Corps of the Solar compact are an interplanetary police force, charged with keeping the peace and hunting down criminals in the territory of the Solar Compact. They are considered "extraterritorial" and their agents are mainly humans, even if the occasional Martian Noble finds his way into the ranks. The High Command tries to mix and match Rangers on the same ship both for origin and skills.

Headquarters: Space Station Doyle, in geostationary orbit around Saturn.

Requirements: Android characters can't "join". If a player wants to play an android character, he must choose to play a SCR Android – a property of the Ranger Corps, temporarily assigned to the party.

Obligations: Characters must be in service to the SCR 24/7. They are stationed in a SCR base on a planet of the Solar System, they are on a 13/2 rotation (2 days of leave every 13 days of service) and they have to wear the Corps uniform when in service.

Spaceship: Patrol Rocket (special equipment issued when needed).

Perks: Characters are equipped with a uniform (including a spacesuit version) and a raygun. They are given food and shelter for the duration of their service, and receive a weekly wage of 25 cd. If additional crew for the spaceship is needed, it is provided by the SCR.

On discharge, they receive a monthly pension equal to 10 cd per year of service.

Period: 2 years/10 years (unless discharged earlier for some reason: criminal behaviour, invalidating wound...). Must be confirmed every 2 years.

Jobs: Patrolling dangerous zones; armed escort; rescue; police missions.

Notes: Aliens from extrasolar planets can't enlist in the SCR. Sometimes they are hired as consultants, but only temporarily. Martians are welcome but, as for now, only half a dozen of Martian Nobles enlisted.





MORE ORGANIZATIONS

There are other organizations like those above, but most fall into the templates presented. Most planets have their patrolling forces, equivalent to the Rangers, there's agencies that organize less cruel photographic safaris, corporations that look for resources (mining, agricultural or otherwise), etc. Here's a list of the main names, with their headquarters in parentheses and the organization most similar in brackets.

EYES ON NATURE

(Bravo City, Alastair World, a.k.a. Kapteyn b)
[Interplanetary Safari Association, except it specializes in photographic safaris]

HORIMASU AGRICULTURE, INC.

(Green City, Mercury)
[Blue Star Mining, except it operates in agriculture]

PROFESSOR ISAAC ANDERSON

(Luna City, Moon)
[Doctor Bogdan Gajos, except his field is zoology and he is less affluent]

SAFERSPACE

(Ares City, Mars)
[Solar Compact Rangers, except they are a private security firm]

TERRAN ORBIT SPACE PATROL

(New Los Angeles, Terra)
[Solar Compact Rangers, missions limited to Earth's space]

Captain Rhonda Black

Captain Black is a middle-aged woman with a past in space travel. She was the first officer on Redd Erskine's *Redd's Beauty*. Redd lost the ship to Rhonda in a card game.

She's looking for a crew for her first trip: cargo is loaded and the ship is ready to go.

Rhonda is a professional, but she's out of her depth as a captain. She's not very good at discipline, and she knows it. She'll be happy to hire a highly charismatic character, (an Adventurous Noble or a Wise Spacer) to put him in charge of personnel relations.

The Ship: *Black's Beauty* is a Heavy Cargo with a few modifications and a wonderful paint job. Captain Black is saving to buy a modular passenger modification to transform her cargo in a passenger ship.

Asphodelus Blacknova, Lord President of the Asteroid Belt

Blacknova was a noble exiled in the Belt by his family because of his evidently faltering sanity. There he spent 20 years benignly helping the poors, with the delusion that he was a governor and that protecting the Belt's citizens was his job. His family supplies him with plenty of money and with the false identity "Asphodelus Blacknova", so that he won't embarrass their name.

He owns a villa and a small private spaceport on Vesta, where he keeps his "fleet" (a luxury yacht, a heavy fighter and a heavily modified exploration rocket).

Everybody in the Belt knows and loves Lord Blacknova. They call him President in his presence, and pretend to observe his edicts (most are inconsequential anyway). He even prints "money", plastic coins with his profile on it, and that currency (called "Novas") is accepted throughout the belt (the exchange rate is fixed: 5 Novas = 1 cd). Even the Asteroid Police stationed on Ceres pays lip service to his government. He is willing to hire a "navy" to defend the Belt.

The Ship: The *Titan* (in Blacknova's private spaceport alongside his yacht) began its life as a standard exploration rocket; planning to use it as his flagship, Lord Asphodelus added extra weapons and armor.

Method II: GET ON BOARD!

There are many captains looking for crew. Some of them are willing to hire skilled individuals, rather than those listed in the "Assistant" chapter of the rules. PCs just have to hang around spaceports long enough to find the right one. Pay is, obviously, low... Here's a couple of examples of captains ready to hire and their ships (and the main NPCs if any).



Method III: GET A LOAN!

This is the best way to get around and remaining relatively independent – still, you’ll have to find a way to earn money and repay the loan. Also, this method requires a sort of pledge: as the loan will be in all characters’ name, they need to commit themselves to remain together for a long time.

To be able to receive a loan, the characters have to pool their resources together. Here’s how it works:

- All the characters sign a Loan Request.
- Add all the levels of the characters together: this is the Interest Rate Modifier.
- If one of the characters is an Adventurous Nobles, add +2 to the IRM. If there’s more than one Adventurous Noble in the group, add another +1 for each after the first. If there’s one or more Wise Spacers, subtract -1 from the IRM (you only subtract 1, no matter how many Wise Spacers are in the party).
- If one or more characters own real estate, they can choose
- Choose a starship. To make things easier, we will assume that the bank will loan the entire cost of the starship to the characters. The characters can choose to repay the loan in 3 or 5 years.
- Calculate the Interest Rate. To do so, roll $2d6+5$ and add to the result twice the years of the loan duration. Subtract the IRM from the total: that’s the interest on the loan.

Add the interest to the cost and divide by 36 (if the duration is 3 years) or by 60 (if the duration is 5 years): that’s the monthly installment that the characters need to pay. If they skip one payment, they’ll have to pay double the following month; if they skip two, they’ll have to pay three AND the equivalent of half an installment as a penalty. If they skip the third payment in a row, the starship will be repossessed by the bank at the first chance.

Loan Example: A party of five 1st level characters wants to buy a starship. They go to the bank, put their papers together and, as there’s an Adventurous Noble in the group, they set their IRM to 7.

They want to buy an Exploration Rocket (price: cd 15,000.00) and repay it in 5 years. The $2d6$ roll for interest is $7+5=12$; adding 10 (twice the years of the loan) brings the interest to 22. Luckily, the IRM brings it down to 15%. Adding the interest to the loan brings the total to cd 17,250.00; dividing this by the 60 months of the loan duration, it results in a monthly installment of cd 287.50.

Characters owning a starship must find their own missions by keeping an eye on the “Job Offer” section of their spaceport bulletin board.

NOTE: Civilians (that is, the characters) can’t buy military ships (Atomic Warships, Gunship Rockets, Patrol Rockets and Star Fighters).



CHAPTER FOUR: PLAYING THE GAME

Now that your characters are ready and equipped, it is time to start traveling in a galaxy full of adventures and opportunities to become rich, famous or both.

During the game, the **Referee** will describe where the characters are and what they see, what the **Non Player Characters (NPCs)** do or say, and everything of relevance. He might even throw in irrelevant details, to help the players to immerse in the setting.

At this point, before starting the game proper, if you are experienced gamers, you might want to apply some of the optional rules described in the text or in **Appendix 1**.

We particularly recommend the **Web of Contacts** optional rule, that gives characters a reason to be together without recurring to makeshift motivations like "By chance, you are all at the same bar when..."

THE RULES

MEASURING GAME TIME

The passage of time in the game is different from that in reality. When nothing happens in-game for a long period - uneventful journeys, a night's sleep - it makes no sense to wait for a similar amount of real time. The **Referee** will just state that "two hours (or a night, a week) passed".

There are two very important measurement units for Game Time: the **Turn** and the **Round**.

One **Turn** represents 10 (ten) minutes of Game Time, while one **Round** represents 1 (one) minute.

SAVING THROWS

When you filled your character sheet, you also noted his **Saving Throw - ST** in short. This number represents the ability of the character to avoid adverse effects - it's quick reflexes, wits and luck all combined in one roll.

When the **Referee** calls for a **Saving Throw**, you have to roll 1D20: if the result is equal to or higher than the character's **Saving Throw**, the specific adversity is avoided - all or in part - or the character overcame it.

Many classes receive bonuses to certain **Saving Throws**, so pay attention to the specific type of danger.

SURPRISE

From time to time, a character or its team will be able to surprise an opponent. Other times it'll be them being surprised. When the circumstances allow a surprise attack, a D6 is rolled by the party trying to obtain it: on a result of 1-2, surprise is granted.

Surprise gives an advantage in combat and other activities - this is detailed in Chapter 5.



(CONCEALED AND SECRET DOORS)

Concealed and secret doors can be detected on the roll of a 1 on a 1d6 when a character specifically states that they are looking for one. Except for some rare situation, specified by the **Referee**, if the die roll fails the character is not able to say that a door is not there; he just knows that he didn't find one.

Some aliens or creatures may have a greater chance of success

in finding secret doors, or even be able to detect them simply by being near to them.

Finding a secret or concealed door doesn't give you the ability to open it if it is locked - you'll need to find the key (or the combination if it is locked by a keypad), pick it or break it down with brute force.





MOVEMENT RATE

The base **Movement** rate for all races is calculated in terms of feet (ft) per **round**, as shown in **Table 15** below. If you are used to different measurements, work them out with your **Referee**.

Typically, a character who moves more than their normal **Movement** rate cannot attack or activate an **Insight** in the same **round**.

WEIGHT CARRIED (in lbs)	CHARACTER Movement
0-75	12
76-100	9
101-150	6
151+	3

TABLE 15: Movement Rates

Movement TYPE	ADJUSTMENT
Careful	Half of character Movement
Normal	Normal character Movement
Running	Double character Movement

TABLE 16: Movement Adjustment

MY SHARE OF EXPERIENCE

At the end of each session the **Referee** will award an amount of **XP** to the group as a whole; that amount must be equally split among the characters in the group. If this division results in fractional points, round that up to the nearest integer (e.g. 102.7 **XP** becomes 103 **XP**). Each part is called “a share”.

Sometimes the rules will call for “half (or any other fraction) a share”. This means that the **XP** total must be split with “half” a character (e.g. an **Assistant**). As an example, if the reward is 2,200 **XP** for a group of 4 **PC** and 3 **Assistants**, the total shall be divided by 5.5 - resulting in 200 **XP** for each **Assistant** and 400 **XP** for each **PC**.

GAINING EXPERIENCE

At the end of every session, the group will be awarded a number of **Experience Points (XP)** for their endeavours and exploits.

Experience Points are a measure of what your characters learned in-game from what they did, and they are used to level up characters. They are distributed by the **Referee**, who will tell the players exactly how many **XP** their characters receive.

There are many ways to gain **XP**; some of them are:

- Overcoming or defeating an opponent in any way: in combat, with wits, bypassing it... (use **HDE/XP** values, see page 74)
- Recovering treasure, loot or advanced **Progenitors** technology (1-1000 **XP**)
- Advancing the adventure, story or campaign (25-500 **XP**)

While most **XP** earned is split equally among everyone in a party involved in the earning of it, sometimes **Referees** award individual characters bonus **XP** for doing something particularly well, taking great risks or acting in character. As an example:

- Risking life or limb to save an innocent who's not a party member (50-100 **XP** for that character only)
- Discovering the solution to an enigma or a puzzle using only your character's skills (50-100 **XP** for that character only)

On top of all that, some character classes have a **Prime Attribute** that provides an additional **XP Bonus** to that character. All characters also gain an **XP Bonus** from having a **Charisma** or **Wisdom** attribute value of 13 or higher.

In **Chapter 11** you will find a table with suggestions on how to award **Experience**. Remember that it's just a set of guidelines, you're encouraged to add your own.

When the predetermined number of **XP** is reached (as for the class tables), the character gains a level and all the benefits related to that level.



ASSISTANTS AND FOLLOWERS



Many characters, particularly when first starting an adventuring career, are in need of some help in carrying loot or fighting enemies. **Table 17** below lists **Assistants** that can be hired. List prices are in **credits** assuming that a typical adventure lasts roughly one week. **Assistants** also cost a half share of any **XP** earned during adventuring.

ASSISTANT	COST (cd/week)
Animal Trainer	125
Assassin	300
Common soldier	25
Engineer	250
Menial Worker (servant, roustabout)	5
Planetary chauffeur/Taxi	20
Sage	300
Spy	125
Starship Crew Member	25
Starship Gunner	35
Starship Repairman	50
Translator	35
Weapon and Armor Repairman	25

TABLE 17: Assistant Hiring Costs

Characters can also hire class-based **Assistants**.

CLASS-BASED ASSISTANT	COST (cd/week)
Adventurous Noble	200 x Level
Android	150 x Level
Brave Soldier	200 x Level
Clever Scientist	200 x Level
Daring Explorer	200 x Level
Wise Spacer	200 x Level
Additional cost for alien NPC	Class cost x 2

TABLE 18: Class Hiring Costs

FOLLOWERS

Starting from a certain level, some characters will start to attract **Followers** - volunteers who offer their service almost for free, drawn by the characters fame, social standing, etc. Unlike **Assistants**, characters can't choose their **Followers**, as they come spontaneously.

Like **Assistants**, **Followers** have a cost too - but they are willing to work for free for the first month, and require a subsistence wage only. A better wage may raise the loyalty of followers.

If left without pay for more than a month after the first, **Followers** will have to make a **Loyalty** check (a **Saving Throw**, modified by the character's **Charisma**, as explained on page 13); if the check fails, the **Followers** go away. A **Loyalty** check is also needed if the Follower has to risk his or her life, but they will never accept bribes or better job offers.

If the character has a base (e.g. the Laboratory of a **Clever Scientist**), his **Followers** can live there - the base is assumed to have living quarters, a communal kitchen, a mess hall or cafeteria and all the facilities needed. The **Followers** will also act as a defense militia if the base is attacked.

If the character doesn't have a base, their **Followers** will go home each day - they'll try to find residence as close as possible to the character, but they will always need 2D6 **Turns** to reach him when called on.

The Followers not involved in adventures still gain 1D6x10 XP each week they are staying home or they are working at the character's base.

The character can bring as many **Followers** as he wishes with him on an adventure; in this case, each **Follower** will get half a share of any **XP** earned.

If you are using the optional rules for **Alien Races**, roll 1D6 for each **Follower**: on a result of 1-5 they're of the same race as the character; on a 6, they are of a different race (randomly determined).



DARE THE STARS!



What follows are a few tables with the Followers gained by each class at the various levels. Not every level bestows Followers, so when you see a dash it means no follower is gained for that level.

LVL	Android	Adventurous Noble	Brave Soldier
4	-	1D4 Servants (lvl 0) 1D2 Brave Soldiers (lvl 1)	-
5	-	-	-
6	-	1 Adventurous Noble (lvl 1)	-
7	-	1d4 Servants (lvl 0)	-
8	-	-	1D6 Common Soldiers (lvl 0)
9	N.A.	1 Majordomo (Servant lvl 1)	2D6 Brave Soldiers (lvl 1) 1 Brave Soldier NCO (lvl 3)
10	N.A.	1D4 Brave Soldiers (lvl 1) 1 Brave Soldier NCO (lvl 3)	Roll 1D6: 1-3: 1 Daring Explorer (lvl 1), 4-5: 1 Adventurous Noble (lvl 1) 6: 1 Clever Scientist (lvl 1)

TABLE 18a: Followers by Character Class and Level

LVL	Clever Scientist	Daring Explorer	Wise Spacer
6	-	-	2 Wise Spacers (lvl 1)
7	1D4 Clever Scientists (lvl 1) 1D3 Servants (lvl 0)	1 Daring Explorer (lvl 1) 1 Brave Soldier (lvl 1)	2D6 Wise Spacers (lvl 1)
8	1D6 Clever Scientists (lvl 1)	1D6 Daring Explorers (lvl 1)	2D6 Wise Spacers (lvl 1)
9	1 Daring Explorer (lvl 1)	-	1D6 Daring Explorers (lvl 1)
10	1 Android (lvl 1)	Roll 1D6: 1-4: 1D6 Daring Explorers (lvl 1) 5-6: 1 Clever Scientist (lvl 1)	Roll 1D6: 1: 1 Clever Scientist (lvl 1) 2-3: 1D6 Brave Soldiers (lvl 1) 4-6: 1D6 Daring Explorers (lvl 1)

TABLE 18b: Followers by Character Class and Level

TYPE OF FOLLOWER	Monthly Wage
Adventurous Noble	150 x Level
Android	100 x Level
Brave Soldier	75 x Level
Clever Scientist	100 x Level
Daring Explorer	50 x Level
Servant (lvl 0)	5
Servant (lvl 1+)	10 x Level
Wise Spacer	50 x Level

TABLE 19: Class Hiring Costs

MY WAGE, MY LOYALTY

You can pay Assistants double or more than the listed cost to give them a +1 on Loyalty checks. No matter how much more you pay, the bonus will always be only +1.

Followers, on the other hand, gain +1 to Loyalty checks for every doubling of the base cost (e.g., a Servant Follower gains +1 if paid 10 instead of 5, +2 if paid 20, +3 if paid 40, etc.) up to a maximum of +5.



ASSISTANTS DESCRIPTIONS

Assistants are **Non-Player Characters** of Level 0. They are created exactly like **Player Characters**, but with the following differences:

- Their Ability Scores are rolled using 2D6+1
- They have 1 or 2 Hit Points (specified in their description). They are considered having 1 HD anyway
- They have one, and only one, special **Class Ability**
- They start at -500 XP, and must get to 0 XP to become Level 1 Characters.
- After that, they follow the **Commoner Advancement Table**, shown below, up to Level 5 (their top level).
- They gain a second **Class Ability** at Level 3 and another at Level 5

All **Class Abilities** require an **Ability Check**, made rolling 1D20. If the result is lower than 12+Level, the check is a success.

ANIMAL TRAINER: 1 HP + 1 HP/Level. Class Ability: Level 0: Can train a single species of animal; Level 3: Can train three more species; Level 5: Can train any animal species. Training times are determined by the **Referee**. Starting Equipment: Whip, Stun Gun, Animal threats.



ASSASSIN: 2 HP + 1 HP/Level. Class Ability: On his first successful attack, once per combat, causes extra damage. Level 0: +1D6; Level 3: +2D6; Level 5: +3D6. Starting Equipment: Dagger, Camo Clothes, 1D6 vials of poison.

COMMON SOLDIER: 2 HP + 2 HP/Level. Class Ability: Level 0: Can use any weapon; Level 3: Can wear any armor; Level 5: +2 HP. Starting Equipment: Light Armor, Combat Knife, Laser Rifle.

ENGINEER: 1 HP + 1 HP/Level. Class Ability: Can work around a vehicle's limitations to get a better performance for Level+5 Turns. Level 0: Can boost land vehicles' engines; Level 3: Can also boost air vehicles engines; Level 5: Can boost any engine. The boosted engine will go 50% faster and consume half the fuel. Starting Equipment: Repair Tools, 1D6 Spare Parts.

MENIAL WORKER: 1 HP + 1 HP/Level. Class Ability: Level 0: Choose one professional skill among Cooking, Gardening, Heavy Lifting and Housekeeping; Level 3: Can act as a Majordomo or Teamster; Level 5: Team/House Manager. Starting Equipment: Knife, working clothes.

PLANETARY CHAUFFEUR: 1 HP + 1 HP/Level. Class Ability: Level 0: Drive any land-based or hover car; Level 3: Drive a van or small bus; Level 5: Drive any non-flying planetary vehicle. Starting Equipment: Vehicle, Driving License

SAGE: 1 HP + 1 HP/Level. Class Ability: Level 0: Can retrieve information on any one field of knowledge. Level 3: Add 1 more field of knowledge. Level 5: Add 2 more fields. Starting Equipment: Library, Computer.

SPY: 1 HP + 1 HP/Level. Class Ability: Level 0: Camouflage (-4 to spot or to hit); Level 3: False Identity (can use any one Level 0 Assistant Class Ability); Level 5: Can use Level 3 Assistant Class Ability. Starting Equipment: Camouflage, Forged Documents, Wardrobe.

STARSHIP CREW: 1 HP + 1 HP/Level. Class Ability: Level 0: Can operate a single system of a ship; Level 3: Can pilot a ship or command a piloting crew (up to Level men); Level 5: Starship Captain. Starting Equipment: Knife, Space Suit.



DARE THE STARS!



STARSHIP GUNNER: 1 HP + 1 HP/Level. Class Ability:

Level 0: +1 To Hit with ship's weapons; Level 3: +2 To Hit with ship's weapons; Level 5: +3 To Hit with ship's weapons (no check required). Starting Equipment: Weapons operation manual, Spacesuit.

STARSHIP REPAIRMAN: 1 HP + 1 HP/Level. Class

Ability: Level 0: Can repair 1 point of damage per day; Level 3: Can repair up to 3 points of damage per day; Level 5: Can repair up to 5 points of damage per day. Starting Equipment: Repair tools, Spacesuit.

TRANSLATOR: 1 HP + 1 HP/Level. Class Ability: Level

0: Can speak and write one language; Level 3: Can speak and write two more languages; Level 5: Can speak and write three more languages. Starting Equipment: Dictionary, Fine Clothes.

WEAPON/ARMOR REPAIRMAN: 1 HP + 1 HP/Level.

Class Ability: Level 0: Can repair handheld weapons and light armor; Level 3: Can repair 2-handed weapons and medium armor; Level 5 can repair any weapon, including starship weapons, and heavy armor. Starting Equipment: Repair Tools, 1D6 Spare Parts, Ammunitions.

LEVEL	XP	BHB	ST
0	-500	+0	17
1	0	+0	16
2	1,500	+0	16
3	3,000	+1	15
4	6,000	+1	15
5	12,000	+2	14

TABLE 20: Commoner Advancement

0-LEVEL: Commoners start at Level 0 and with negative XP - they need to gain 500 XP to get to 0 and become Level 1.

WEAPON/ARMOR RESTRICTIONS: Unless otherwise specified by their profession, Commoners can only use clubs, daggers, handguns and laser pistols. They can wear **Light Armor** and use a shield.

ATTRIBUTE BONUSES: Commoners never receive any XP bonus or any other Attribute-related bonus.

ASSISTANT SUMMARY SHEET

NAME

PROFESSION

LEVEL

STR

INT

WIS

CON

DEX

CHA

HP

ST

BHB

AC

WEAPONS & EQUIPMENT

CHAPTER FIVE PERSONAL COMBAT

The galaxy is fraught with dangers, and the brave adventurers confront death and injury on a regular base. Sometimes dangers are just natural phenomena (poisonous plants, meteors, earthquakes...) but just as often it is combat with space pirates, alien menaces or monsters.

We define **Personal Combat** as any armed or unarmed battle between two or more characters (players and/or non-players) with **Melee Attacks**, **Missile Attacks** or both.

The following rules are given to resolve minor clashes between individuals; it is not advisable to use them for the resolution of large field battles that are, on the other hand, rarely inside the scope of a roleplaying game.

The rules for combat between starships and other vehicles are presented in the next chapter, but read this one before, as it shares some concepts.

THE COMBAT ROUND

When adventurers meet with potential enemies, it's possible that a fight may break out. To allow everyone to act and see what happens, do the following:

1. Determine **Initiative**.
2. The party (individual or group, determined by the **Referee**) with highest **Initiative** acts first (attacking, using items, etc.) and the results occur.
3. The party with the next highest **Initiative** acts, and their results take effect.
4. Continue like this until all parties in an encounter have acted.
5. The **round** ends. Keep the turn order for the next round if the battle has not been resolved, and start at **Step 2** again.

DETERMINE INITIATIVE

At the beginning of a **Personal Combat round**, each party involved rolls **Initiative** on a 1d6. The highest roll wins. The winning party acts first; moving, attacking, or taking other actions. Other parties take damage and casualties, then take their turns in descending order of results.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The **Referee** may handle this situation in any way he chooses — with one caveat: the damage inflicted by combatants during simultaneous **Initiative** is inflicted even if one of the combatants dies during the **round**. It is possible for two combatants to kill each other during a simultaneous **Initiative round**!

THE ATTACK ROLL

To attack with a weapon, the player rolls a 1d20 and adds any bonuses to the result. These **To-Hit** bonuses include the character's **Base Hit Bonus (BHB)**, any applicable **Strength Bonus** for attacks with hand-held weapons, and any other bonus identified as a **To-Hit** bonus, such as using advanced technology.

The **Attack Roll** is then compared to the target's **Armor Class** to see if the attack hits, according to the armor system chosen. The standard system (where a lower **AC** is better) is resolved by comparing the **To-Hit** number to the number required on the standard **To-Hit** table. If the **Attack Roll** is equal to or higher than the number on the table, the attack hits. In the **Ascending Armor Class** system, if the **Attack Roll** is equal to or higher than the defender's **Armor Class**, the attack hits.





MELEE ATTACK

A **Melee Attack** is an attack with hand-held weapons such as a vibroblade, mono-axe, or dagger. Two combatants within ten (10) feet of each other are considered to be engaged “in combat”. A character’s **Strength Bonus To-Hit** may also be added to melee **Attack Rolls** and melee damage if the rules allow it.

MISSILE ATTACK

Missile Attacks are attacks with ranged weapons such as a laser pistol, short bow, or thrown axe. A character’s **Dexterity Bonus** for missile attacks is added to the **Attack Roll** roll when using missile weapons. When firing into a melee, it is impossible to choose which opponent (or friend) will receive the attack and the shot may hit a random target. If the **Attack Roll** is successful and you’re shooting into a melee, assign a number to each combatant and roll the die with the most appropriate number of sides.

EXAMPLE: if there’s 4 characters in a melee, roll a D4; if there’s 5, roll a D6 and reroll if a 6 is the result; etc.

Missile weapons have a **ROF** value. This indicates the **Rate of Fire**, or maximum number of attacks that can be made with this weapon each **round**. Some weapons allow you to attack multiple times per **round**. The specific rules for that weapon will clarify how exactly that happens. If the rules are not specified in the weapon description, it’ll be the **Referee** to determine what happens.

Missile weapons also have a **RANGE** value, which indicates a distance that can be multiplied indicating short range (x1), medium range (x2), long range (x3), and extreme range (x4) of the indicated weapon. The weapon cannot fire beyond this range. Beyond short range, every additional multiple adds an incremental -2 **To-Hit** modifier to all **Attack Rolls**. For example, shooting at extreme range would give a -6 **To-Hit** modifier.

AC	AAC	ROLL Required
9	10	10
8	11	11
7	12	12
6	13	13
5	14	14
4	15	15
3	16	16
2	17	17
1	18	18
0	19	19
-1	20	20
-2	21	21
-3	22	22
-4	23	23
-5	24	24
-6	25	25
-7	26	26
-8	27	27
-9	28	28

TABLE 21: Attack To-Hit rolls

CRITICAL HITS AND FUMBLES

A Natural roll (that is, a result before any modifications) of 20 is called **Critical Hit**. A Natural 1 is called **Fumble**.

A **Critical Hit** always hits, regardless of modifiers, and causes 1D6 extra damages. A **Fumble** always misses its target and the character must make a **Saving Throw** or drop the weapon (if he’s armed) or suffer 1D6 damages because he strained a muscle (if unarmed).

NEGOTIATION AND DIPLOMACY

Some combats may be averted with a few well-chosen words (including lies). If the party is out-matched or the enemies don’t seem likely to be taken alive, the party might elect to talk their way out in an attempt to avoid combat (or at least delay it until favorable).



INSIGHTS AND PSYCHIC POWERS

Wise Spacers Insights and some Aliens **Psychic Powers** are used at the beginning of the **round**. They can be activated while within melee range of an opponent (10 ft), but if the user suffers damage while activating the ability, it is lost. Unless the **Insight** or **Power** description states otherwise, it takes effect in the **Wise Spacer's** or **Alien's Initiative** phase.

INVISIBLE OPPONENTS

An invisible opponent can only be attacked if the general location is known, and the attack receives a -4 on the **To-Hit** roll. Note that more powerful aliens and creatures (those with sensitive smell or hearing, or more than six hit dice) may be able to detect invisible opponents; the **Referee** should determine the chance of this according to the creature concerned and the situation.

MOVEMENT

A character may move up to their normal **Movement** rate in combat and still attack or perform another action. This is typically a **Movement** of 12, which is equal to 120 feet. If a character moves more than their normal **Movement** they may not attack, activate an **Insight** or **Psychic Power**, or perform any other significant action.

A character cannot move more than their running speed in a single **Personal Combat round**. This is equal to twice their **Movement**.

MORALE

Certain creatures, such as mindless creatures or those under the influence of mind-control, are fearless and will always fight to the death. The majority will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee if they can. The Referee will decide when enemies abandon a battle and retreat, based on the situation and the enemy's intelligence. In most cases the **Referee** may choose to use **Saving Throw** rolls by the enemy to determine if they will stay or flee, modified by bonuses or other factors.

DAMAGE AND DEATH

When a character or creature is hit, the amount of damage taken is deducted from its current **Hit Points**. When a **Non-Player Character** or Creature, an **Assistant** or a **Follower** reaches zero (0) **Hit Points**, they die.

Player Characters whose Hit Points reach zero (0) are, instead, entitled to a **Saving Throw** vs. Death. If the **Saving Throw** fails, they die; otherwise, they merely lose consciousness. When their **Hit Points** reach a negative amount equal to the character's **Constitution** score, they die anyway - no **Saving Throw** can avoid that.

HEALING

In addition to the various technological and special power means of restoring **Hit Points**, a character will recover 1 **Hit Point** per day of uninterrupted rest.

Four weeks of rest will return a character to maximum **Hit Points** regardless of how many **Hit Points** the character has lost.

FIRST AID

A character can administer **First Aid**, binding wounds, following a battle. This heals 1d4 **Hit Points**, or 2d4 if the character uses a **med kit**. **First Aid** takes 20 rounds (2 minutes).

Note that through the use of **First Aid** a character can only recover **Hit Points** lost during this particular battle. Recovered **Hit Points** cannot exceed the uninjured maximum amount.

ALIGNMENT

In this game alignments are not used. The moral frame of pulp is quite simplistic: there are the good guys ("us") and the baddies ("everyone opposed to us"). If all the players agree, alignment can be used - in this case, all the PCs are on the "good" side of alignment (because they are the heroes).



CHAPTER SIX: STARSHIP COMBAT

Although most **DARE THE STARS!** adventures are planetside romps, there's still space for fights between two or more starships - not to mention the occasional vehicle chase on the surface.

Whether it's fleets of great warships blasting away at each other or squads of one-man stunt fighters engaged in a dogfight between the stars, starship combat is a staple of science fiction.

Starship Combat is defined as two or more ships attempting to attack one another, presumably with the intent to destroy. In most cases, it functions exactly as **Personal Combat** does (see previous chapter).

Vehicle Combat (the combat between two or more non-starship vehicles) is very similar to **Starship Combat**, and it is explained later.

THE COMBAT ROUND

When a starship meets with potential enemies, a fight may break out. To allow everyone to act and see what happens, do the following:

1. Determine **Initiative**.
2. The party (individual or group, determined by the **Referee**) with highest **Initiative** acts first (attacking, using items, etc.) and the results occur.
3. The party with the next highest **Initiative** acts, and their results take effect.
4. Continue like this until all parties in an encounter have acted.
5. The **round** ends. Keep the turn order for the next round if the battle has not been resolved, and start at **Step 2** again.

DETERMINE INITIATIVE

At the beginning of a **Starship Combat round**, each party involved rolls **Initiative** on a 1d6. The highest roll wins. The winning party acts first, moving, attacking, or taking other actions. Other parties take damage and casualties, then take their turns in descending order of results.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The **Referee** may handle this situation in any way he chooses — with one caveat: the damage inflicted by combatants during simultaneous **Initiative** is inflicted even if one of the combatants dies during the **round**. It is possible for two combatants to kill each other during a simultaneous **Initiative round**!



THE ATTACK ROLL

To attack with a starship weapon, the player must have access to it, operating it from a starship's cockpit or gunport, depending on the starship they are in. The gunner rolls a 1d20 and adds any bonuses to the result. This includes the character's **Base Hit Bonus (BHB)**, in addition to the gunner's **Dexterity Bonus**, and the starship's **Targeting** modifier if any is applicable. **TABLE 21: To-Hit Attack Rolls** on page 40 is used for both **Personal** and **Starship Combat**.

The **Attack Roll** is then compared to the target's **Armor Class** to see if the attack hits, according to the armor system chosen. The standard system (where a lower **AC** is better) is resolved by comparing the **To-Hit** number to the number required on the standard **To-Hit** table. If the **Attack Roll** is equal to or higher than the number on the table, the attack hits. In the **Ascending Armor Class** system, if the **Attack Roll** is equal to or higher than the defender's **Armor Class**, the attack hits.



MISSILE ATTACK

All attacks in *Starship Combat* are considered missile attacks. A character's **Dexterity Bonus** for missile attacks is added to the **To-Hit** roll when the character is using a starship's weapons.

Lasers, Ion Charges, and Proton Missiles all have different ranges as shown below. Ranges are measured in abstract distances, as described under the **Movement** listing of starship statistics.

Starship Weapons Range and Damage are listed in **Table 23**, on **Page 49**.

CLOAKED STARSHIPS

A starship with the cloaking device modifier may render itself invisible. An invisible starship can only be attacked if the general location is known, and the attack is at -8 **To-Hit**. If a cloaked starship is successfully hit, but unable to move, this penalty is ignored on the next attack.

MOVEMENT

A pilot may move a starship up to its normal **Movement** in a *Starship Combat round* and still fire any weapon described as "pilot-linked", or perform any other significant action. If the pilot wishes to move the starship more than the starship's normal **Movement**, they may not perform any other action that combat **round**. A starship may move up to twice (x2) its normal **Movement** rate in a single combat **round**.

DAMAGE AND DESTRUCTION

When a starship is hit, the amount of damage rolled based on the weapon used is deducted from its **Hit Points**. When it reaches zero (0) **Hit Points**, the starship explodes and everyone on board is killed. Personal weapons cannot damage starships.

REPAIRING STARSHIPS

Starships do not heal like living beings and must be repaired. This takes time and resources. It takes one day and 20 **credits** in resources and supplies to repair 5 **Hit Points** of damage to a starship.

As an alternative, if you are employing *Starship Repairman Assistants*, you can set them all to work on a single damaged starship; each one after the first will speed up repair time, deducting one day from the total (down to a minimum of one day).

PURCHASING A STARSHIP AND HIRING A CREW

Starships are expensive and purchasing one is beyond the means of most citizens of the galaxy; they cost several thousand **credits**. Player characters wishing to purchase a starship should consult the various methods suggested on page 33, or work hard until they gather the necessary credits.

A starship is inoperable without a crew. Every starship has a minimum number of crew required, not including gunners. One gunner is required for each weapon on a starship. These can either be player characters or hired as **Assistants**, as explained on **page 35**:

STARSHIP	COST (in credits)	MINIMUM CREW
Atomic Warship	1,500,000	50
Exploration Rocket	15,000	5
Gunship Rocket	50,000	10
Heavy Cargo	35,000	8
Patrol Rocket	12,000	3
Space Mine	2,000	0
Star Fighter (Heavy)	15,000	1
Star Fighter (Light)	15,000	1
Transport	25,000	5
Yacht	100,000	10

TABLE 22: Purchasing a Starship



STARSHIP STATISTICS

All vehicles and starships have the following statistics: **Armor Class**, **Hit Points**, **Shield Strength**, **Movement**, **Targeting**, **Attack**, and **Modifications**.

ARMOR CLASS: A vehicle's **Armor Class** reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, reinforced hull, or any combination thereof. **Armor Class** is explained earlier in the rules for **Personal Combat**. If you're using the descending **Armor Class (AC)** system (where lower **AC** is better) disregard the numbers in brackets. If you're using the **Ascending Armor Class (AAC)** system (where high **AC** is better) use the number in brackets.

HIT POINTS: Vehicles have **Hit Points**, like characters. When a vehicle reaches zero (0) **Hit Points** it is destroyed and all occupants in it are killed. A vehicle's **Hit Points** do not naturally return over time like a character's and it must be repaired.

SHIELD STRENGTH: Some starships have a small energy field surrounding them to serve as limited protection from space and weapons. Whenever a vehicle with shields takes damage from another vehicle's weapons the damage is reduced equal to the defending vehicle's **Shield Strength**. Each time shields successfully reduce damage from an incoming attack, **Shield Strength** is reduced by one (1) point. As long as a vehicle's shield strength is not reduced to zero (0), it naturally regenerates at the rate of one point (1) of **Shield Strength** every five (5) **rounds**.

MOVEMENT: This represents a vehicle's speed, just like a character's. Unlike character **Movement**, a vehicle's **Movement** is not measured in feet. It is not measured at all. This number is a comparative abstraction and most often used when engaged in **Starship Combat** or when attempting to escape from a pursuing vehicle. A starship must have a pilot to move, otherwise it sits immobile unless it has certain modifications that allow it to fly on its own. Starships may move at a cautious rate (half its **Movement**), normal (its listed **Movement**) or up to its running speed (twice or x2 its normal **Movement**) in a single combat **round**.

TARGETING: This represents the computerized targeting systems present in a vehicle and it is added to any **Attack Roll** made using the starship's weapon.

ATTACK: This represents a starship's weapons and the damage they do to another vehicle. Some starships have more than one weapon and may engage in more than one attack per **round**. Unless a starship is equipped with the **Automated Weapons Modification**, each attack requires a single character to operate the weapon being fired.

MODIFICATIONS: Many ships have extra features and systems that grant them bonuses or modifiers in combat. Details on those modifiers are described below, after the descriptions of the ships themselves.



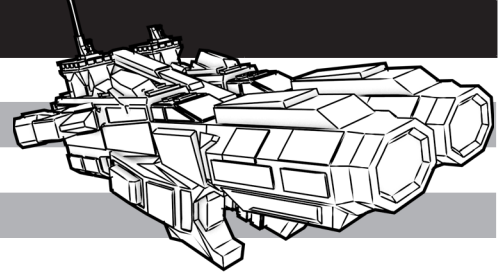


STARSHIP STATISTICS



ATOMIC WARSHIP

ARMOR CLASS	3 [16]
HIT POINTS	200
SHIELD STRENGTH	8
MOVEMENT	6
TARGETING	+2
ATTACK	Atomic Cannon (10D6), Laser Cannons x4 (4D6), Warhead x2 (6d6+4)
MODIFICATIONS	Advanced Shielding (3), Advanced Targeting system (3). Hyperdrive

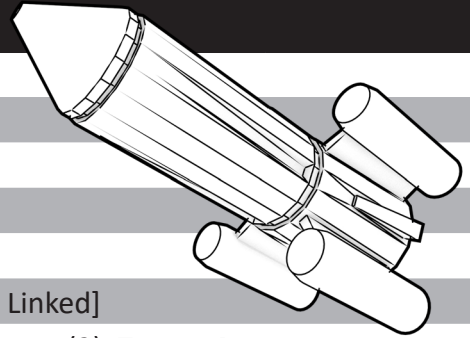


PRICE cd 1,500,000.00

The heaviest warship in the Galaxy, the Atomic Warship is the only one big enough to carry the dreaded Atomic Cannon, a weapon so powerful, it can sweep away lesser starships with a single blow. Its 50 men crew includes the two gunners needed to shoot the cannon. Although it only carries minor weaponry apart from the Cannon, it is quite fast for such a massive, robust starship.

EXPLORATION ROCKET

ARMOR CLASS	7 [12]
HIT POINTS	80
SHIELD STRENGTH	3
MOVEMENT	9
TARGETING	+0
ATTACK	Kinetic Cannon x2 (1D6+1) [Pilot Linked]
MODIFICATIONS	Cloaking Device, High-Yield Thrusters (2), Tractor Beam, Hyperdrive.



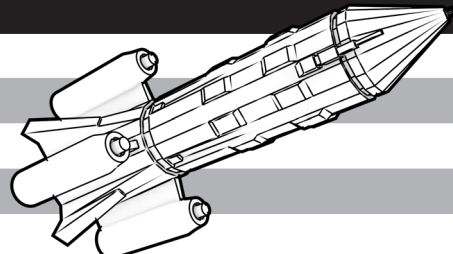
PRICE cd 15,000.00

This starship is the most used by groups of explorers and researchers. It is fast, can jump into hyperspace and even has light weaponry (although it is mainly intended to break down small asteroids). The standard configuration includes a Tractor Beam, perfect to tow wreckage and space debris, or to pull into the ship's hold samples too big to be collected by the crew.



GUNSHIP ROCKET

ARMOR CLASS	5 [14]
HIT POINTS	90
SHIELD STRENGTH	3
MOVEMENT	9
TARGETING	+1
ATTACK	Heavy Laser x4 (6D6), Light Rocket Launcher x2 (8D6)
MODIFICATIONS	Advanced Shielding (2), Advanced Targeting System (2), Hyperdrive, Shield Capacitor (2), Tractor Beam

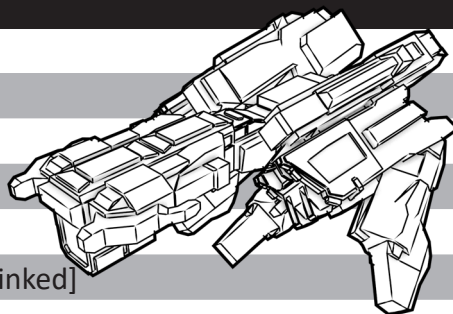


PRICE cd 50,000.00

A slightly heavier version of the Exploration Rocket, better armed and better armored, this is the main ship of the Space Navy of most planets and interplanetary powers. Each Gunship holds three Star Fighters in its hangars.

HEAVY CARGO

ARMOR CLASS	6 [13]
HIT POINTS	100
SHIELD STRENGTH	2
MOVEMENT	4
TARGETING	+0
ATTACK	Kinetic Cannon (1D6+1) [Pilot Linked]
MODIFICATIONS	Hibernation Room, Hyperdrive



PRICE cd 35,000.00

A much bigger version of the Transport, the Heavy Cargo can transport up to five times the load of its smaller "cousin". While it is possible to transform a heavy cargo in a passenger transport, it is quite rare for someone to do so. It is more common to find a mixed conversion where half the space is devoted to goods and the other half is for passengers.

A partial transformation costs cd 15,000.00, while converting the entire cargo space for passengers use costs at least cd 25,000.00; a luxury liner conversion can cost double or more, depending on how much luxury is intended.

The ship must have at least 30 more crew members for a partial conversion, 50 for a total conversion.





PATROL ROCKET

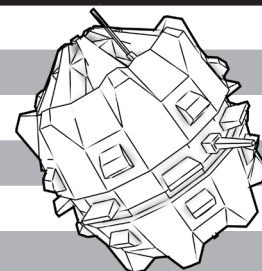
ARMOR CLASS	8 [11]
HIT POINTS	30
SHIELD STRENGTH	2
MOVEMENT	9
TARGETING	+1
ATTACK	Light Laser (2D6) [Pilot Linked] Heavy Laser (6D6)
MODIFICATIONS	High-Yield Thrusters (2), Jump Detector

PRICE cd 12,000.00

The Patrol Rocket is a smaller version of the Gunship Rocket that can be operated by just 3 crewmen. It is designed for long missions, so it can accommodate up to seven persons. It is lightly armed, as most of the space is devoted to fuel and engines.

SPACE MINE

ARMOR CLASS	2 [17]
HIT POINTS	5
SHIELD STRENGTH	0
MOVEMENT	18
TARGETING	+5
ATTACK	8D6
MODIFICATIONS	Automated Weapons (Self-Destruct)



PRICE cd 2,000.00

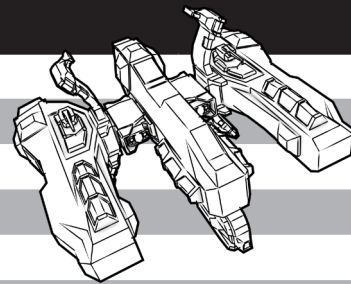
Not so much a starship, but an automated hazard used to bolster planetary blockades and waylay honest travellers, a space mine is an automated starship that activates whenever it detects another starship within 50 **Movement** units. It then begins moving towards that starship at running speed, making an **Attack Roll** as it continually attempts to collide with its target. When it does so it explodes on impact, destroying itself.



DARE THE STARS!



STAR FIGHTER (HEAVY)

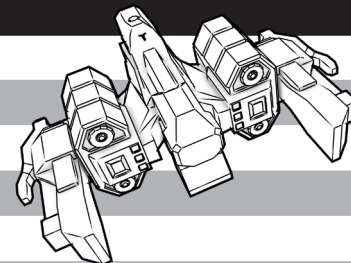


ARMOR CLASS	3 [16]
HIT POINTS	35
SHIELD STRENGTH	2
MOVEMENT	12
TARGETING	+2
ATTACK	Heavy Laser (6D6) [Pilot Linked] Heavy Rocket Launcher (9D6) [Pilot Linked]
MODIFICATIONS	Advanced Targeting (Optional), High-Yield Thrusters (Optional), Hyperdrive (Optional)

PRICE cd 15,000.00

A fast (but not the fastest) light fighter, can be operated by a single man, although it has places for two.

STAR FIGHTER (LIGHT)

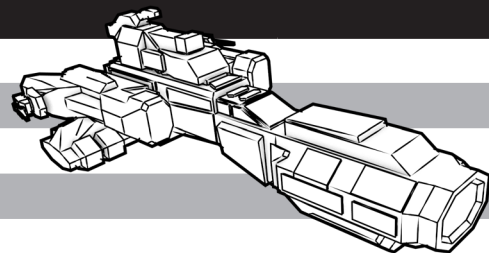


ARMOR CLASS	4 [15]
HIT POINTS	25
SHIELD STRENGTH	1
MOVEMENT	15
TARGETING	+2
ATTACK	Light Laser (2D6) [Pilot Linked] Light Rocket Launcher (8D6) [Pilot Linked]
MODIFICATIONS	Cloaking Device (Optional), High-Yield Thrusters (Optional)

PRICE cd 15,000.00

A lighter version of the Heavy Fighter, operated by a single man.

TRANSPORT



ARMOR CLASS	7 [12]
HIT POINTS	80
SHIELD STRENGTH	1
MOVEMENT	6
TARGETING	+0
ATTACK	Kinetic Cannon (1D6+1) [Pilot Linked]
MODIFICATIONS	Hyperdrive. [Advanced Shielding (Optional), Reinforced Hull (Optional)]

PRICE cd 25,000.00

Its vast interior space can be used either as a cargo hold, or fitted with cabins for passengers. The cost is for the cargo configuration; fitting passenger cabins and facilities (restaurants, entertainment, etc.) costs an extra cd 10,000.00 for a 200 passengers economy liner, and cd 30,000.00 for a 120 passengers luxury ship. Passenger ships also need 20 extra crewmen (stewards), a cooking staff of 5 persons and possibly 5 - 10 entertainers.



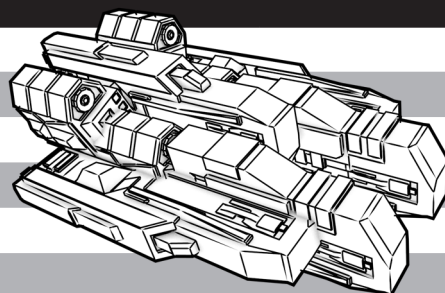


DARE THE STARS!



YACHT

ARMOR CLASS	10 [9]
HIT POINTS	40
SHIELD STRENGTH	1
MOVEMENT	9
TARGETING	+0
ATTACK	Light Laser (2D6) [Pilot Linked]
MODIFICATIONS	High-Yield Thrusters (2), Hyperdrive, Jump Beacon, Luxury Cabins, Luxury Deck (Optional), Plasma Bubble (Optional).



PRICE cd 100,000.00

There are many models of Space Yacht – some quite basic, some luxurious, some palatial, to the point that there's at least five renown interstellar billionaires actually living in them. The statistics given are for a standard yacht transporting half a dozen passengers and crew, while the optional modifications indicate various levels of luxury.

PROTOTYPE SPACESHIP

This is not a ship, but a whole range of ships, usually created by some solitary genius wanting to test some of his inventions. The basic hull is that of an Exploration Rocket, as it is the most readily available ship around; but it has 1d3 experimental modifications. It also has 1d3+1 collateral problems.

Players can't choose the experimental modifications and problems; they have to roll them on the relevant tables. To do so, roll a d6 to determine the line of the modification/problem, then roll another d6 to determine the actual problem. Reroll if the problem denies the modification.

MODIFICATIONS			
	1-3	4-5	6
1	Movement +1	Movement +2	Movement +1d6 x2
2-3	Hit Points +10	Hit Points +20	Hit Points x2
4	Armor Class -2 [+2]	Armor Class -3 [+3]	Armor Class -5 [+5]
5	Free Modification	2x Free Modifications	4x Free Modifications
6	Piloting rolls +1	Piloting rolls +2	Piloting rolls +4

PROBLEMS			
	1-3	4-5	6
1	Movement -1	Movement -2	Movement 2
2-3	Hit Points -10	Hit Points -20	Hit Points halved
4	Armor Class +2 [-2]	Armor Class +3 [-3]	Armor Class +5 [-5]
5	Needs 1 more crew	Needs 2 more crew	Needs 5 more crew
6	Piloting rolls -1	Piloting rolls -2	Piloting rolls -4





STARSHIP WEAPONS

In the table below we list the most common starship weapons of the galaxy. This is not a complete list of all the weapons of the universe - the galaxy is a big place and combat is a very popular activity for each and every civilization - but these are the weapons that, in one form or another, all the fleets of the Known Universe can access.

STARSHIP WEAPON	RANGE	DAMAGE
Atomic Cannon*	20	10D6
Death Ray*	10	2D6*
Kinetic Cannon	10	1D6+1
Light Laser	8	2D6
Laser Cannon	12	4D6
Heavy Laser	16	6D6
Gauss Cannon	6	8D6
Light Rocket Launcher	10	8D6
Heavy Rocket Launcher	14	9D6
Tractor Beam	8	N.A.

*See description for special rules

TABLE 23: Starship Weapon Range and Damage

ATOMIC CANNON: A huge weapon, it appears as a simple “barrel” fixed to a box (the power supply). It is so heavy and cumbersome, it can only be mounted on ships with at least 100 *Hit Points* and it needs two gunners taking turns at the targeting system, as prolonged exposure to the cannon’s core causes radiation burns.

DEATH RAY: Although very similar in appearance to a Light Laser, whenever you roll a “double” (same result on both dice), the damage is doubled [e.g.: if both dice results are 4, the damage is $(4+4=8) \times 2=16$].

KINETIC CANNON: This is the smallest spaceship weapon available. It works by shooting a solid, explosive slug at the target. Usually employed to disintegrate asteroids and small debris blocking the ship’s course, it can be used in battle too.

LIGHT LASER: The concentrated light beam from this minor weapon is powerful enough to damage smaller crafts.

LASER CANNON: The “standard” laser weapon for military starships, this cannon packs quite a punch and is not too bulky.

HEAVY LASER: A major shooting weapon, the Heavy Laser is quite powerful, but not so that it can’t be mounted on agile fighters.

GAUSS CANNON: Shooting a heavy steel ball through magnetic acceleration, this cannon is typically used to create hull breaches with the purpose of boarding other ships.

LIGHT ROCKET LAUNCHER: Simply that - a launcher for smaller missiles. As well as weapons, they make good distractions for radars.

HEAVY ROCKET LAUNCHER: The “big brother” of the above weapon.

TRACTOR BEAM: Not properly a weapon, see *Modifications*, below, for a description.

OPTIONAL RULES FOR STARSHIP WEAPONS

ATOMIC CANNON

In case of a Fumble on the To-Hit roll, one of the gunners (the one currently operating the cannon) suffers 1D6 damages from radiation burns. If only one gunner remains, the cannon can shoot only once every other round; if no gunner remains, the cannon can’t be operated anymore.

KINETIC CANNON, GAUSS GUN, ROCKET LAUNCHERS (Light AND Heavy)

In case of a Fumble on a To-Hit roll, you miss and you run out of ammo - the weapon can’t shoot anymore until the ship docks, replenishing its ammo supply.





MODIFICATIONS

Modifications grant starships certain abilities and advantages both in and out of battle. Almost all starships have a few modifications, chief among them being a Hyperdrive. Below are the descriptions of each modification that can be applied to a starship, along with its base cost. ***This cost is multiplied by the starship's maximum Hit Points*** to reflect that larger ships are more difficult to modify. Some modifications may be purchased more than once. The cost of factory modifications is included in the ship's price, and they are built-in; the modifications marked as "optional" must be purchased separately.

ADVANCED SHIELDING: This modification adds +1 to a starship's **Shield Strength**. It may be purchased up to three times (x3).

Base Cost: 30 credits.

ADVANCED TARGETING SYSTEM: This modification adds +1 to a starship's **Targeting**. It may be purchased up to three times (x3).

Base Cost: 20 credits.

AUTOMATED WEAPONS: This modification allows one of a starship's attacks to operate without a gunner or pilot operating it. The automated weapon has a **Base Hit Bonus** of +0. This modification may be purchased once for each weapon on a starship.

Base Cost: 30 credits.

CLOAKING DEVICE: This modification allows a starship to cloak (see **page 44**). If the starship fires a weapon or activates its shields while cloaked it immediately becomes visible. This modification may be purchased only once for a starship (x1).

Base Cost: 100 credits.

HIBERNATION ROOM: The Hibernation Room is a cell able to hold up to 6 human-sized life forms in suspended animation. A ship can be fitted with as many Hibernation Rooms as you can afford, but must have at least 40 Hit Points to hold this modification. During suspended animation, the lifeforms hibernated age at a rate of 1 day every 6 months (x2).

Base Cost: 35 credits.

HIGH-YIELD THRUSTERS: This modification allows a starship to travel faster. It adds +1 to a starship's **Movement**. It may be purchased up to three times (x3).

Base Cost: 20 credits.

HYPERDRIVE: This is the most common modification, allowing for a starship to travel across star systems, through the vastness of the galaxy. It takes five (5) **rounds** to set the course through hyperspace, and this can only be made once a starship has left the atmosphere and gravity of a planet; when the course is set, it can be used any time by simply activating the drive - it takes just one **round** to do so (see **Space Travel**, below). This modification may be purchased only once for a starship (x1).

Base Cost: 5 credits.

JUMP BEACON: This modification allows the ship to launch a probe through hyperspace to its intended destination before an hyperspace jump, reducing the chance of a Ghostjump. A ship launching a Jump Beacon probe can roll 2 dice when using the Ghostjump Table, and choose the dice that better fits the crew. The probes are destroyed once used. The launcher comes with 10 probes, and more probes can be bought for 15 cd each (x3).

Base Cost: 25 credits.

JUMP DETECTOR: This device emits a shrieking sound every time a spaceship exits Hyperspace within 10,000 kms from the ship mounting it. It is used both by pirates to ambush ships and by patrols to detect intruders (x1).

Base Cost: 5 credits.

LUXURY CABINS: This is an upgrade of the regular cabins to luxury cabins; each cabin on the ship must be paid separately; the cost listed is for one cabin. Luxury cabins include a robosteward, a minibar and an entertainment system. This modification can be acquired as many times as there are cabins on the ship (x2).

Base Cost: 50 credits.





LUXURY DECK: The ship is equipped with a new deck dedicated to the entertainment of the passengers. The deck may be used as a mini casino, a theatre or a luxury restaurant. A ship can have one luxury deck for every 40 hit points (x5).

Base Cost: 20 credits.

PLASMA BUBBLE: This extreme defense enshrouds the ship in a bubble of hot plasma deflecting all weapons and even small ships 50 yards from the ship. Every other starship within the bubble suffers 10d6 damage. The bubble lasts 5 combat round, then it must recharge for one turn. As long as the bubble is active, the spaceship can't move, jump or fire (x5).

Base Cost: 10 credits.

REINFORCED HULL: This modification adds reinforced plating to a starship's hull, increasing its protection. It adds -1 [+1] to a starship's **Armor Class**. It may be purchased up to three times (x3).

Base Cost: 2 credits.

TRACTOR BEAM: A successful **Attack Roll** made with a tractor beam requires the target starship's pilot to succeed in a **Saving Throw**. If the **Saving Throw** is failed the starship immediately stops moving in its current direction and is drawn towards the attacker at a speed equal to half its normal **Movement**. A new **Saving Throw** may be made each round, but if the attacking starship and defending starship become adjacent, the attacker is assumed to have locked onto the starship and may send a boarding party aboard. While in the grips of a tractor beam an attacking starship has a +2 bonus to all **To-Hit** rolls. Tractor beams can only be installed on ships with at least 80 **Hit Points**.

Base Cost: 3 credits.

SHIELD CAPACITOR: This modification reduces the rate at which a starship's Shield Strength regenerates by one (1) round. It may be purchased up to three times (x3).

Base Cost: 3 credits.

EXPERIENCE FOR STARSHIP COMBAT

Earning **XP** for **Starship Combat** is a little different than **Personal Combat**. Because starships are highly customizable, instead of assigning a standard amount of **XP** to each ship, there's a simple formula that's used to calculate how much a single starship is worth in **XP**:

$$\text{Starship (Hit Points x 10) + (Number of weapons x 50)} \\ = \\ \text{Total XP Award}$$

This **XP** is then split amongst all player characters that are on board the ship; player characters get a full share of **XP**, while **Assistants** get a half share. For example, if a starship were defeated and the **XP** award for it was 1800 **XP** and there were four (4) player characters and four (4) **Assistant** crew members on the victorious ship, each player character would get 300 **XP**, and each **Assistant** would get 150 **XP**.

Remember that individual characters may gain additional **Bonus XP** because of their class or **Attributes**, including **Charisma**.

Sometimes the important thing in **Starship Combat** isn't about destroying your opponent, but outdistancing and escaping it, especially if they've got superior firepower. Whenever this option is taken, only 25% of the possible **XP** earned is awarded to everyone on board the party's ship.

SPACE TRAVEL

Ships equipped with a **Hyperdrive** can travel great distances by performing **Hyperspace Jumps** (or simply **Jumps**) - a manoeuvre that allows them to enter the fourth dimension of space, so that the time needed to reach any point in the Universe is virtually instantaneous.

To use a **Hyperdrive**, it is necessary to set the route through Hyperspace with meticulous calculations. A single error could result in what is called a **Ghostjump**, that is jumping in the wrong place, possibly without any reference to correct the course.





To prepare a **Jump**, a crew member must spend 5 **rounds** setting the course and entering it into the drive's computer. He can't take any other action during that time and, if he's the pilot too, the ship must be either stationary or moving in a straight line.

When the course is set, the Jump can be done at any time providing that:

- 1) No more than 6 hours have passed since the calculation (as the relative position of the stars changed)
- 2) The destination is not changed.
- 3) To be far enough from a planet's gravitational field (at least 1 full planet diameter away from the planet's surface)

To change destination, it is necessary to start the process again, spending 5 more **rounds** in calculations.

It is not possible to prepare multiple successive Jumps: the navigator must take into account local conditions that can only be verified by direct observation.

The **Jump** itself is almost instantaneous: the starship disappears from its current location and reappears at its destination.

After a **Jump**, the Hyperdrive must rest at least one full hour before being used again to avoid overheating. It is possible to use it again before one hour, but the chance of a **Ghostjump** increases dramatically.

GHOSTJUMP

Whenever a spaceship jumps, there's a small chance of a Ghostjump. Roll a D20, adding +1 to the roll if there's any **Wise Spacer** on board, and +2 if there's at least one **Clever Scientist**, and apply the result.

D20	RESULT
1-4	Ghostjump: you have no idea where you are
5-6	Wrong system, but you know where you are
7-9	Slight error: you're 10D20 miles off your target
10+	Perfect Jump: you're bang on target!

TABLE 24: Ghostjump Table



LOST IN SPACE

When an actual **Ghostjump** happens, and the characters can't determine where they are, they are considered lost - but that's not going to be forever!

While they explore the vicinity (plenty of opportunities for adventuring!) the characters can spend part of their time studying the relative position of stars, planets and other celestial bodies visible from where they are. Each character can spend up to one hour each day doing so - more than that doesn't provide significant data.

When they deem they have collected enough data to chart a course, they can nominate a character to prepare a new Jump to a known location. As usual, it takes 5 **rounds** to set a course.

To see if the new course is correct and leads to the intended destination, roll a D10; add +1 for every hour spent studying the stars, up to a maximum of +5; add +1 if there's at least one **Wise Spacer** aboard, and +2 if there's at least one **Clever Scientist** aboard.

If the result is 7 or more, the **Jump** happens correctly. Otherwise, it is another **Ghostjump** and the process must begin anew.





DARE THE STARS!



UNKNOWN SPACE

Beyond what's been explored and settled, there's Unknown Space. It's full of planets, asteroids, systems and even life forms to contact: a good discovery in Unknown Space can make a crew rich.

Exploring Unknown Space is dangerous, though, and honestly quite random: in *Dare the Stars!* science and technology haven't developed devices capable to remotely scan planets in other systems, so the only way to explore is going there – daringly!

What follows are the rules if the characters want to try their hand at Unknown Space exploration.

1) Identify!

This part happens “off screen”: it's simply a process between the Referee and the Players in which they discuss the matter and decide for a system far enough from Known Space.

2) Jump!

The PCs make a Hyperspace Jump to the desired location. This may result in a Ghostjump, which in turn can offer new occasions for exploration.

3) Scan!

In this part the characters scan the system and discover how many planets are in it, if any of them is habitable, if there is life on them, etc. Basically, they

(not the Referee) roll on the System Tables (below) and generate the system.

4) Explore!

If one or more of the planets seem interesting, the PCs must physically descend on them to explore and, maybe, establish a base. At this point the Referee (not the Players) roll on the Planet Tables (below) and generate the planet, decide if there's intelligent life on it, etc.

As an alternative, if he's willing and able, the Referee can pre-generate the planet and use it if the Players decide to explore Unknown Space, or if they Ghostjump and choose to explore the system they jumped in.

SYSTEM TABLES

D6	N° OF STARS
1-3	1 Star
4	2 Twin Stars
5	2 Stars Orbiting Each Other
6	3 Stars

D6	N° OF PLANETS
1	1 Planet
2	2 Planets
3	3 Planets
4	4 Planets
5	5 Planets
6	D6+4 Planets

D6	HABITABLE PLANETS (ROLL FOR EACH)
1	Uninhabitable
2-4	Habitable
5	Partially habitable
6	Inconclusive Data

D6	SYSTEM FEATURES
Roll 2D6 - on a 11 or 12 roll on this table.	
1	Asteroid Belt
2	Wandering Planet (a planet not following a regular orbit)
3	Twin Planets Orbiting Each Other
4	All Planets have a Twin Planet
5	2 Planets share a Satellite, Orbiting Both
6	Roll Twice





DARE THE STARS!



PLANET TABLES

D6	WATER PERCENTAGE
1	10% or less
2	30%
3	50%
4	70%
5	90%
6	100%

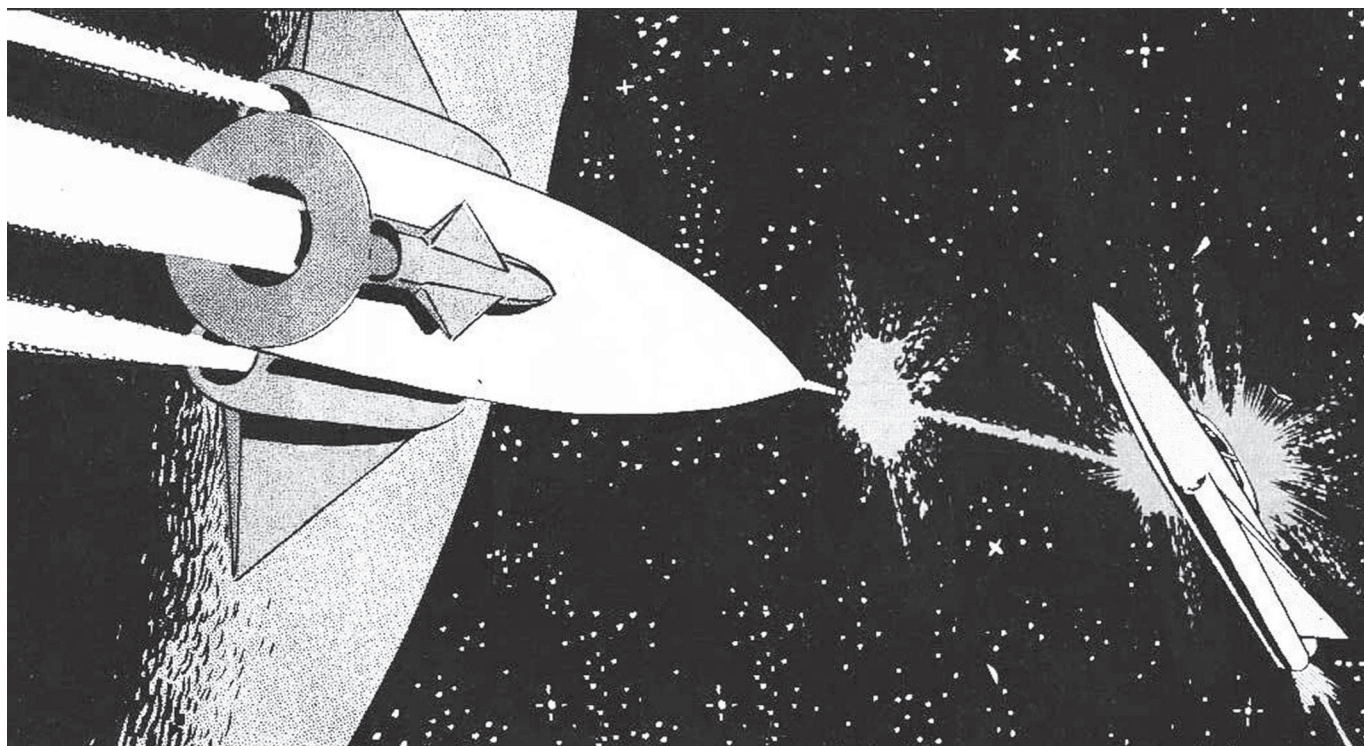
D6	NUMBER OF SATELLITES
1	0
2-3	1
4-5	2
6	D6

D6	ANIMAL LIFE
1	No Animal Life
2	Scarce
3-5	Average
6	Plenty

2D6	INTELLIGENT LIFEFORMS
2-7	None
8-9	1
10-11	2
12	D6

If 1 or more intelligent lifeforms are present, roll a D6 for each:

- 1-4 Descended from the Progenitors
- 5-6 Autochton



CHAPTER SEVEN: VEHICLES

In “regular” pulp science fiction, vehicle chases and shootings are not an everyday occurrence; still, magazine covers from the era are filled with hovercars, flying motorbikes and levitating pads. They are so iconic, they were sometimes a sort of trademark of science fiction of the ‘30s.

So, here’s a small collection of vehicles in style with the theme of our adventures. Most things fly or hover; things that don’t, are rocket-powered or atom-powered, and everything else is just “ancient” tech. Grab the wheel, turn on the lift capacitor and soar over the spired city of Newest New York!

THE COMBAT ROUND

Vehicle combat occurs when a vehicle operated by an individual or group of characters is used to attack another vehicle or character, presumably to destroy both the vehicle and its occupants.

When a vehicle comes into contact with an enemy vehicle or person, the order of events is as follows::

1. Determine **Initiative**.
2. The party (individual or group, determined by the **Referee**) with highest **Initiative** acts first (attacking, using items, etc.) and the results ensue.
3. The party with the next highest **Initiative** acts, and their results take effect.
4. Continue like this until all parties in an encounter have acted.
5. The **round** ends. Keep the turn order for the next round if the battle has not been resolved, and start at **Step 2** again.

DETERMINE INITIATIVE

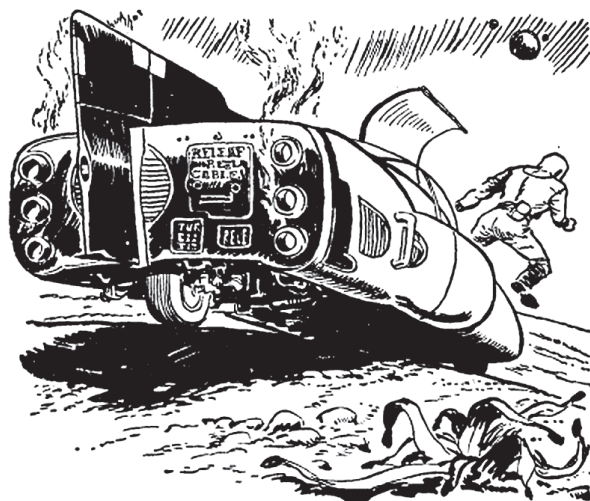
At the beginning of a **Vehicle Combat round**, each party involved rolls **Initiative** on a 1d6. The highest roll wins. The winning party acts first, moving, attacking, or taking other actions. Other parties take damage and casualties, then take their turns in descending order of results.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The **Referee** may handle this situation in any way he chooses — with one caveat: the damage inflicted by combatants during simultaneous **Initiative** is inflicted even if one of the combatants dies during the **round**. It is possible for two combatants to kill each other during a simultaneous **Initiative round**!

THE ATTACK ROLL

To attack with a vehicle weapon, the player must have access to it, operating it from a vehicle cockpit or gunport, depending on the vehicle they are in. The gunner rolls a 1d20 and adds any bonuses to the result. This includes the character’s **Base Hit Bonus (BHB)**, in addition to the gunner’s **Dexterity Bonus**, and the vehicle’s **Targeting** modifier if any is applicable. **TABLE 21: To-Hit Attack Rolls** on **page 40** is used for both **Personal** and **Vehicle Combat**.

The **Attack Roll** is then compared to the target’s **Armor Class** to see if the attack hits, according to the armor system chosen. The standard system (where a lower **AC** is better) is resolved by comparing the **To-Hit** number to the number required on the standard **To-Hit** table. If the **Attack Roll** is equal to or higher than the number on the table, the attack lands. In the **Ascending Armor Class** system, if the **Attack Roll** is equal to or higher than the defender’s **Armor Class**, the attack hits.





MISSILE ATTACK

All attacks in **Vehicle Combat** are considered missile attacks. A character's **Dexterity Bonus** for missile attacks is added to the **To-Hit** roll when the character is using a vehicle's weapons.

Cannons, Lasers, and Rocket Launchers all have different ranges as shown below. Ranges are measured in abstract distances, as described under the **Movement** listing of vehicle statistics.

Vehicle Weapons Range and Damage are listed in **Table 26**, on **Page 59**.

MOVEMENT

A pilot may move a vehicle up to its normal **Movement** in a **Vehicle Combat round** and still fire any weapon described as "pilot-linked", or perform any other significant action. If the pilot wishes to move the vehicle more than the vehicle's normal **Movement**, they may not perform any other action that combat **round**. A vehicle may move up to twice (x2) its normal **Movement** rate in a single combat **round**.

DAMAGE AND DESTRUCTION

When a vehicle is hit, the amount of damage rolled based on the weapon used is deducted from its **Hit Points**. When it reaches zero (0) **Hit Points**, the vehicle explodes and everyone on board suffers an amount of damage determined by the vehicle's **Explosion Damage**.

Personal weapons inflict less damage on vehicles than weapons designed for vehicle-to-vehicle combat, reducing their damage by an amount equal to a vehicle's **Reduction** value.

REPAIRING VEHICLES

Vehicles do not heal like living beings and must be repaired. This takes time and resources. It takes one day and 10 **credits** in resources and supplies to repair 5 **Hit Points** of damage to a vehicle.

PURCHASING A VEHICLE AND HIRING A CREW

Vehicles can be expensive. Purchasing a vehicle can drain the resources of starting characters - if they can afford one at all. Player characters wishing to purchase a vehicle will need to pool their resources and work hard for the necessary **credits** to purchase a vehicle, and many are not even available for purchase outside of highly illegal or military channel.

A vehicle is inoperable without a crew. Every vehicle has a minimum number of crew required, not including gunners. One gunner is required for each weapon on a vehicle. These can either be player characters or hired as **Assistants**, as explained on **page 35**:

VEHICLE	COST (in credits)	MAXIMUM OCCUPANTS
Aerobike	1,000	2
Aircar	3,000	5
Liftruck	5,00	2 (+load)
Moon Buggy	800	2
Planetside Transport	10,000	22
Rocketbike	1,500	1

TABLE 25: Purchasing a vehicle

OPTIONAL RULES

IMMOBILIZATION: Instead of a vehicle being destroyed when it reaches zero (0) **Hit Points**, the **Referee** may rule that the vehicle has been immobilized. It cannot move, attack, or use any of its **Modifications**. It is completely inert but can be repaired. Once repaired, it becomes functional again.

VEHICLE REPAIRS: At the **Referee's** discretion, **Daring Explorers** or **Wise Spacers** may add their **Level** to the number of **Hit Points** of damage restored to a vehicle each day at no extra cost. No more than one **Daring Explorer** OR one **Wise Spacer** (not both) per vehicle may grant this bonus to a single vehicle.



VEHICLE STATISTICS

All vehicles have the following statistics: **Armor Class**, **Hit Points**, **Explosive Damage**, **Personal Protection**, **Reduction**, **Movement**, **Targeting**, **Attack**, and **Modifications**.

ARMOR CLASS: A vehicle's **Armor Class** reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, reinforced hull, or any combination thereof. **Armor Class** is explained earlier in the rules for **Personal Combat**. If you're using the descending **Armor Class (AC)** system (where lower **AC** is better) disregard the numbers in brackets. If you're using the **Ascending Armor Class (AAC)** system (where high **AC** is better) use the number in brackets.

HIT POINTS: Vehicles have **Hit Points**, like characters. When a vehicle reaches zero (0) **Hit Points** it is destroyed and all occupants in it are killed. A vehicle's **Hit Points** do not naturally return over time like a character's and it must be repaired.

EXPLOSIVE DAMAGE: If a vehicle explodes, all occupants suffer damage from it equal to the value shown here.

PERSONAL PROTECTION: Some vehicles provide cover or protection for their occupants, prevent them from being attacked directly while occupying the vehicles. Whether this is the partial protection of a Skybooster or the complete cover offered by a Sky Tank, any character occupying the vehicle receives this value as a bonus to their **Armor Class** when they are directly attacked with a personal weapon while inside the vehicle. If a vehicle has a **Personal Protection** listing of "Complete," the vehicle must be destroyed before occupants may be attacked directly, as they are provided complete protection from personal attacks.

REDUCTION: Vehicles are designed to withstand larger-scale weapon attacks. Any attack made with a personal or hand-held weapon against a vehicle has its damage roll reduced by an amount equal to a vehicle's **Reduction** score.

MOVEMENT: This represents a vehicle's speed, just like a character's. Unlike character **Movement**, a vehicle's **Movement** is not measured in feet. It is not measured at all. This number is a comparative abstraction and most often used when engaged in **Vehicle Combat** or when attempting to escape from a pursuing vehicle. A vehicle must have a pilot to move, otherwise it sits immobile unless it has certain modifications that allow it to fly on its own. A vehicle may move at a cautious rate (half its **Movement**), normal (its listed **Movement**) or up to its running speed (twice or x2 its normal **Movement**) in a single combat **round**.

TARGETING: This represents the computerized targeting systems present in a vehicle and it is added to any **Attack Roll** made using the vehicle's weapon.

ATTACK: This represents a vehicle's weapons and the damage they do to another vehicle. Some vehicles have more than one weapon and may engage in more than one attack per **round**. Unless a vehicle is equipped with the **Automated Weapons Modification**, each attack requires a single character to operate the weapon being fired.

MODIFICATIONS: Many vehicles have extra features and systems that grant them bonuses or modifiers in combat. Details on those modifiers are described below, after the descriptions of the vehicles themselves.



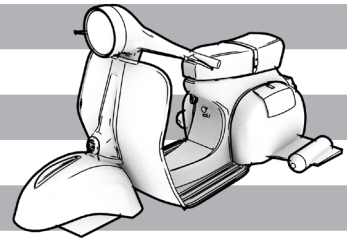


VEHICLE STATISTICS



AEROBIKE

ARMOR CLASS	8 [11]
HIT POINTS	10
EXPLOSIVE DAMAGE	1D6
PERSONAL PROTECTION	+1
REDUCTION	2
MOVEMENT	40 [Flight Ceiling: 30 feet]
TARGETING	+0
ATTACK	By pilot or passenger handheld weapon
MODIFICATIONS	None

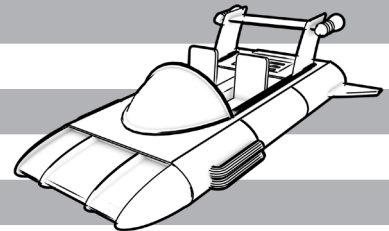


PRICE cd 1,000.00

This two-seater is very similar to 20th century motorbikes, to the point that the air cushions allowing it to lift into the air are mounted where old bikes used to have wheels. It has no weapons, nor the hardpoints to mount them, but pilot and passenger can shoot a handheld weapon with a penalty (-2 for the pilot, -1 for the passenger) to their **To-Hit** roll if the vehicle is moving.

AIRCAR

ARMOR CLASS	6 [13]
HIT POINTS	25
EXPLOSIVE DAMAGE	4D6
PERSONAL PROTECTION	+3
REDUCTION	4
MOVEMENT	25 [Max Hovering Height: 10 feet]
TARGETING	+0
ATTACK	By pilot or passenger's handheld weapon
MODIFICATIONS	None



PRICE cd 3,000.00

The standard transportation in the civilized galaxy, the aircar (a car moving on air cushions) comes in many makes and models. The most common model is the family aircar, allowing for 1 pilot and up to 5 passengers, but there are so many variations. Economy four-seaters can cost less than cd 1,500.00, while deluxe sport aircars are sold for prices in excess of cd 15,000.00.

Pilot and passenger can shoot a handheld weapon with a penalty (-2 for the pilot, -1 for the passenger) to their **To-Hit** roll if the vehicle is moving.





LIFTTRUCK

ARMOR CLASS	4 [15]
HIT POINTS	40
EXPLOSIVE DAMAGE	2D6
PERSONAL PROTECTION	Complete
REDUCTION	10
MOVEMENT	20 [Max Hovering Height: 10 feet]
TARGETING	+0
ATTACK	None
MODIFICATIONS	Lift Booster, Shield Capacitor

PRICE **cd 5,000.00**

This is basically a container with a driver cabin attached and air cushions. Mainly used to transport heavy cargoes across short distances, it is also used on colony ships to unload equipment and food from the ship's hold. The container is then repurposed for habitation while the colonists build proper dwellings. The Army uses Lifttrucks to transport tanks and military vehicles in battle zones, as the container can hold up to 2 tanks and can be used in a pinch as a secure headquarters, thanks to the Shield Capacitor.

MOON BUGGY

ARMOR CLASS	7 [12]
HIT POINTS	20
EXPLOSIVE DAMAGE	3D6
PERSONAL PROTECTION	+2
REDUCTION	2
MOVEMENT	25
TARGETING	+0
ATTACK	Light Laser (2D6) [Pilot Linked]
MODIFICATIONS	On board scanners

PRICE **cd 800.00**

A remnant from the dawn of space exploration, this open vehicle with 4 large wheels can seat up to 4 passengers, or 2 passengers and a lot of equipment. It can face almost every terrain thanks to his light but resilient design and sturdy engine, which is easy to repair.

It is equipped with a light laser, designed to remove small obstacles but serviceable as a weapon if need be.

Most second-hand starships include a moon buggy in their price, to sweeten the deal; but they are so common, it is not difficult to find a used moon buggy for as low as cd 500.00





DARE THE STARS!



PLANETSID TRANSPORT

ARMOR CLASS	5 [14]
HIT POINTS	50
EXPLOSIVE DAMAGE	4D6
PERSONAL PROTECTION	Complete
REDUCTION	6
MOVEMENT	20
TARGETING	+1
ATTACK	Laser Cannon x2 (4D6)
MODIFICATIONS	Shield Capacitor

PRICE **cd 10,000.00**

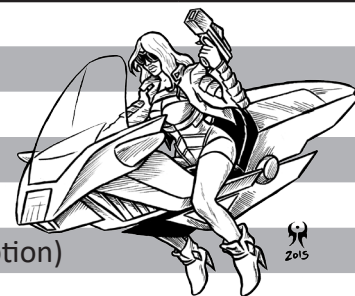
This armored, six-wheeled van is used by most armies throughout the galaxy. It seats 1 driver and 1 gunner in the cabin; it can be equipped with seats for up to 20 men and their equipment or fitted as light transport for camping and military equipment.

The men transported cannot shoot from the fully-enclosed, shield-protected cargo space.

Some older transports are downgraded for civilian use, especially in warzone colonies.

ROCKETBIKE

ARMOR CLASS	9 [10]
HIT POINTS	15
EXPLOSIVE DAMAGE	5D6/
PERSONAL PROTECTION	0
REDUCTION	2
MOVEMENT	40/60 [Flight Ceiling: 100 ft] (see description)
TARGETING	+0
ATTACK	Light Laser (2D6) [Pilot Linked]
MODIFICATIONS	Rocket Booster



PRICE **cd 1,500.00**

This most dangerous vehicle is, basically, little more than a rocket with a seat for 1 and handlebars. This notwithstanding, it is a favorite among reckless young nobles and adventurers. Illegal in most places, it can command up to 5 times its price on the black market of outlaw racing. Its speed, already high, can be pushed further using the “black switch”, that completely opens the fuel injector; but, if it is hit while the switch is open, even a single point of damage can cause it to explode. When the vehicle is in “rocket mode”, roll a D6 every time it suffers damage; if the roll result is lower or equal to the damage suffered, the bike explodes. Not happy with this, the factory also provides a Rocket Booster for added speed.





VEHICLE WEAPONS

In the table below we list the most common vehicle weapons of the galaxy. This is not a complete list of all the weapons of the universe - the galaxy is a big place and combat is a very popular activity for each and every civilization - but these are the weapons that, in one form or another, all the factories of the Known Universe can access.

VEHICLE WEAPON	RANGE	DAMAGE
Death Ray*	10	2D6*
Light Laser	8	2D6
Laser Cannon	12	4D6
Heavy Laser	16	6D6
Gauss Cannon	6	8D6
Light Rocket Launcher	10	8D6
Heavy Rocket Launcher	14	9D6

**See description for special rules*

TABLE 26: Vehicle Weapon Range and Damage

DEATH RAY: Although very similar in appearance to a Light Laser, whenever you roll a “double” (same result on both dice), the damage is doubled [e.g.: if both dice results are 4, the damage is $(4+4=8) \times 2=16$].

LIGHT LASER: The concentrated light beam from this minor weapon, usually employed to remove debris, is powerful enough to damage vehicles and so light it can even be mounted on bikes.

LASER CANNON: The “standard” laser weapon for military vehicles, this cannon packs quite a punch and is not too bulky.

HEAVY LASER: A major shooting weapon, the Heavy Laser is quite powerful, but not so that it can't be mounted on vehicles.

GAUSS CANNON: Shooting a heavy steel ball through magnetic acceleration, this cannon is typically used as a siege engine, to punch holes in enemy fortresses and sweep away large infantry formations.

LIGHT ROCKET LAUNCHER: Simply that - a launcher for smaller missiles. Good not just as weapons, but as distractions for radars too.

HEAVY ROCKET LAUNCHER: The “big brother” of the above weapon.

OPTIONAL RULES

SHOOTING FROM A MOVING VEHICLE

Both pilots and passengers can shoot with handheld firearms from a moving vehicle, provided its **Personal Protection** Entry is not Complete. Shooting from a moving vehicle with a handheld weapon incurs in a penalty to the To-Hit roll. This penalty is -1 for passengers, and -2 for the pilot, who must also take care of driving. If you're using the rules for Critical Hits and Fumbles, in case of a Fumble the pilot must succeed in a Saving Throw or loose control of the vehicle.

RUNNING OVER PEDESTRIANS

A character driving a vehicle can try and run over a pedestrian. He must declare his target and go towards it in a straight line for at least one round.

Both the driver and the target roll initiative, then the target rolls a Saving Throw.

If the target fails, he suffers 2D6+Vehicle's Reduction damages.

If the target succeeds, but lost Initiative, he only takes damage equal to the vehicle's Reduction.

If the target succeeds, and he won Initiative, he moves away just in time and takes no damage.



VEHICLE MODIFICATIONS

Modifications grant vehicles certain abilities and advantages both in and out of battle. Some vehicles have a few modifications, most of them have none. Below are the descriptions of each modification that can be applied to a vehicle, along with its base cost. **This cost is multiplied by the vehicle's maximum Hit Points** to reflect that larger vehicles are more difficult to modify. The cost of factory modifications is included in the vehicle's price, and they are built-in; the modifications marked as "optional" must be purchased separately.

ON BOARD SCANNERS: This modification provides the vehicle with the equivalent of a Short Range Scanner, except this scanner has a range of 200 yards.

Base Cost: 10 credits.

ROCKET BOOSTER: When this modification is activated, the vehicle adds +5 to its **Movement** each round for 6 **rounds** (+5 on the first **round**, +10 on the second, etc., to +30 on **round** 6), then is exhausted and can't be used again until refilled (for cr. 10). When it is exhausted, the vehicle goes back to its normal **Movement**. If the pilot wants to go anywhere but straight when the Rocket Booster is active, he must succeed in a **Saving Throw** or crash the vehicle.

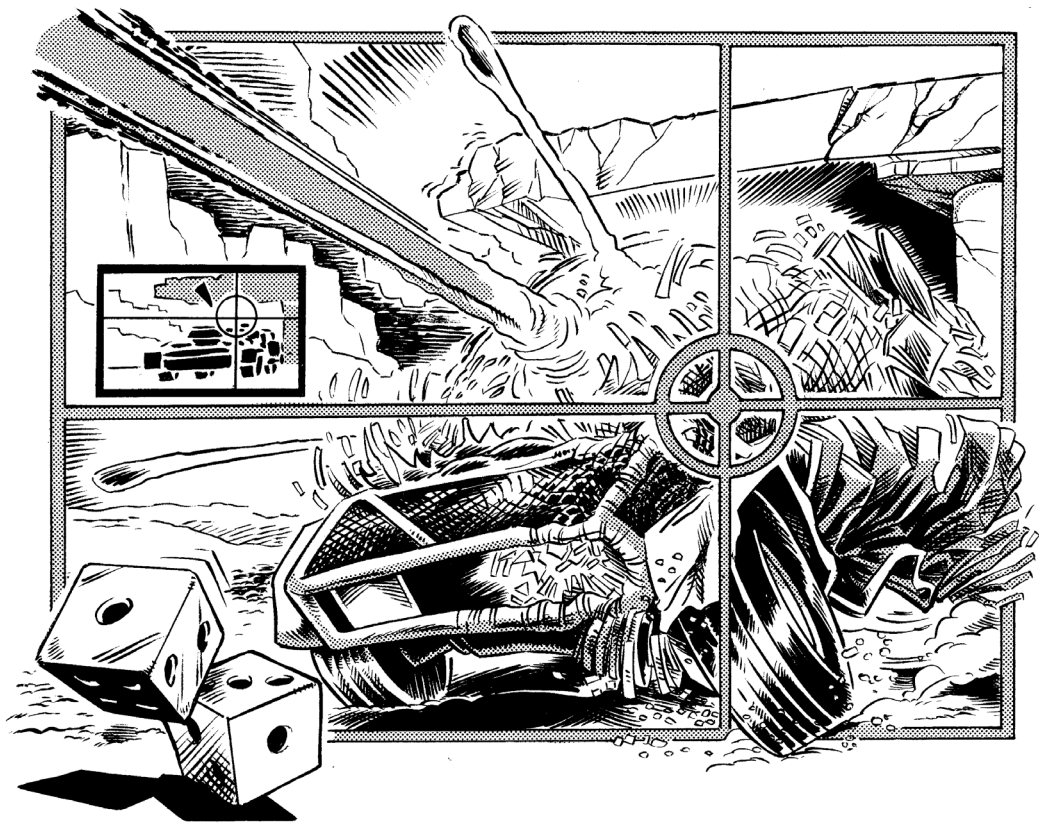
Base Cost: 20 credits.

VEHICLE SHIELD CAPACITOR: These large and expensive modifications grant personal shields to a vehicle. Vehicle Shield Capacitors make a vehicle immune to all damage from personal weapons.

Base Cost: 75 credits.

EXPERIENCE FOR VEHICLE COMBAT

Experience for **Vehicle Combat** is awarded in the same way used for **Starship Combat**. In addition, any enemy run over by a character in a vehicle and killed gives the characters on board of the vehicle its **XP**.



CHAPTER EIGHT: INSIGHTS AND POWERS

On their travels, *Wise Spacers* encounter many things that the eye of the common traveller will never see: lost civilizations, races so old they transcend mortality or the material world, phenomena that happen once in a million years, and only in a determinate region of space...

This, and their long lives, slowly makes them reach a status of enlightenment. Someone says they are spiritually gifted, others that they are just a step higher on the evolutionary ladder; be as it may, they developed a set of quasi-mystic abilities, derived from their own inner vision.

Beside the *Insights* of the *Wise Spacers*, there are Aliens and, rarely, Mutants that can use abilities derived from their mind, their training or that are innate to their species. The range of these abilities, collectively called *Powers*, varies from race to race - not to mention from individual to individual.

GAINING INSIGHTS

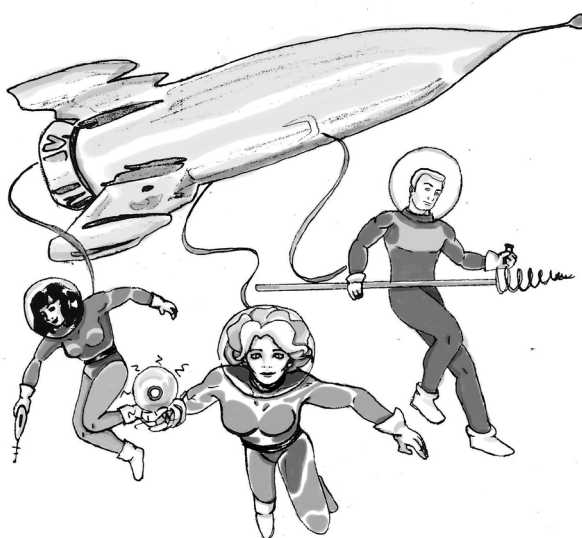
There's no need to study or pay to gain new *Insights*; to gain a new rank in *Insights*, the character must reach a new level and meditate for a number of hours equal to the new rank he desires to attain.

Every day, a *Wise Spacer* can use a number of ranks of *Insights* equal to his **Character Level + his Wisdom Bonus**. This means that a 1st Level *Wise Spacer* with a **Wisdom Bonus** of +1 can use Rank 2 *Insights* immediately (e.g.: a 2nd level *Wise Spacer* with a +1 **Wisdom Bonus** can use one Rank 3 *Insight*, one Rank 2 and one Rank 1 *Insights* or three Rank 1 *Insights* each day).

USING INSIGHTS

To use an *Insight*, the *Wise Spacer* must look into himself for one entire *round* closing his eyes. In that *round*, he can't do anything else and he must be at peace - meaning that if he's hit, pushed or distracted in any way, he'll have to start again. The *Insight* will be activated at the beginning of his next *round*, according to the *Initiative* of the *Wise Spacer's* party.

Unless otherwise stated in the *Insight's* text itself, the effects last for a number of rounds equal to the *Wise Spacer's* level + **Wisdom Bonus**.





RANK 1 INSIGHTS

AS A SIBLING TO ME

The character approaches another sentient being and, by speaking with them, convinces them that they are friends. If the being fails a **Saving Throw**, they will behave as if the **Wise Spacer** is his best friend for a number of hours equal to the character's Level. The **Wise Spacer** must be able to speak a language known by their victim for this **Insight** to take effect. The effect disappears if the character tries to hurt their victim, or suggests actions that will put the victim's life in danger.

CLEARER VISION

As long as this **Insight**'s effect lasts, the character can't be surprised and all rolls he makes related to Perception receive a +2 bonus.

DANCE OF THE STARS

If a **Jump** is made while the effects of this **Insight** last, the bonus this **Wise Spacer** gives to **Ghostjump** rolls is +2, instead of the usual +1.

OPEN MIND

The **Wise Spacer** receives a +2 bonus on the next roll he makes, as long as it is made during the normal duration of this **Insight**.

REST

The character soothes a living being with a number of levels or hit dice no higher than the **Wise Spacer**'s level to sleep. If the target wants to avoid this effect, he must succeed in a **Saving Throw**. The victim can be awoken by normal means (strong noises, shaking him, etc.); if not awoken, he will sleep for 1D6 hours.

RANK 2 INSIGHTS

FEEDING THE MIND

The character obtains a +2 bonus on all **Saving Throws** against mind-influencing powers and abilities for the duration of this **Insight**.

MEMORY OF HOME

If he is involved in a **Ghostjump**, the character can always trace a route back to the place where the ship was before Jumping.

MINDSHROUD

As long as the effect of this **Insight** lasts, the character is immune to any attempt to influence his mind, be it through a power or any other means.

NO DARKNESS

The character heightens his perceptions so that he is almost unaffected by conditions that impair vision, smell, etc. Every penalty due to reduced perceptions (e.g. Total darkness) is reduced by two points (up to a maximum of -0) for the duration of this **Insight**. Cloaked ships can't be revealed by this **Insight**.

SURVIVOR

As long as this **Insight**'s effect lasts, every time the character's **Hit Points** would be reduced to 0 he can make a **Saving Throw vs. Death**. If the Saving Throw succeeds, the character stays alive with 1 **Hit Point**.

RANK 3 INSIGHTS

BE HERE NOW

For the duration of the effects of this **Insight**, the character is totally present in the "here and now": nothing can escape his perceptions. All forms of deception are null and void for him: he can see or otherwise perceive camouflaged things, cloaked ships, invisible beings, and so on. He can never be surprised.

GETTING YOU

The character can understand and speak any language for a number of hours equal to his Level. He can't communicate or understand complex concepts (e.g. mathematical theories), but apart from that he has a good grasp of the basics of the language.



DARE THE STARS!



RANK 1

AS A SIBLING TO ME
CLEARER VISION
DANCE OF THE STARS
OPEN MIND
REST

RANK 2

FEEDING THE MIND
MEMORY OF HOME
MINDSHROUD
NO DARKNESS
SURVIVOR

RANK 3

BE HERE NOW
GETTING YOU
PURIFY THE BODY
SEEDS OF LOVE

RANK 4

COMFORT ZONE
I AM ONE
MEMORY OF THE SKIES
PURITY OF MIND

RANK 5

FIND THE WAY
SANCTUARY
UNIVERSAL BROTHERHOOD

RANK 6

WE ARE ONE
SECRET OF THE ANCIENTS

PURIFY THE BODY

This *Insight* instantaneously heals the character's body of any illness or infection and removes all parasites, poisons and foreign bodies (including bullets and shrapnel). It doesn't restore lost *Hit Points*.

SEEDS OF LOVE

The character can "transfer" the effects of any one *Insight* to a willing subject. Both the character and the subject must be of a level high enough to use the *Insight* transferred.

RANK 4 INSIGHTS

COMFORT ZONE

All the friendly beings within Level feet of the character receive a -2 [+2] Bonus to their *Armor Class*.

I AM ONE

For the duration of this *Insight*, the character heals 1 *Hit Point* per round, up to his maximum.

MEMORY OF THE SKIES

If the character charts the route for a *Jump* after using this *Insight*, the *Ghostjump* roll receives an additional +4 bonus in addition to all the other bonuses.

PURITY OF MIND

The character can remove the effects of any mind altering or controlling power from another being. No *Saving Throw* is needed.

RANK 5 INSIGHTS

FIND THE WAY

When using this *Insight*, the character can chart the route for a *Jump* perfectly, without any chance of a *Ghostjump* happening. The ship arrives at its intended destination automatically, don't roll for *Ghostjumps*.

SANCTUARY

For the duration of this *Insight*, all physical damage received by the character is halved (rounding any fraction up).

UNIVERSAL BROTHERHOOD

This *Insight* is identical to the *Rank 1 Insight As a Sibling to Me*, but it affects all the beings able to hear and understand the character.

RANK 6 INSIGHTS

WE ARE ONE

For the duration of this *Insight*, all the friendly beings within Level feet of the character heal 1 *Hit Point* per round, up to their maximum.

SECRET OF THE ANCIENTS

The character's next roll, whatever it is, will automatically succeed with the best possible result (e.g., if you are using the optional rules for *Fumbles and Criticals*, it will be a *Critical*).





ALIEN POWERS



The way Powers are learned and used varies from race to race; what follows is a list of the most common ones. In space there's more than one monastic or scientific order dedicated to the study and transmission of these Powers to "less illuminated beings".

RANK 1 POWERS

DETECT ENEMIES

RANGE: 120 ft **Duration:** 2 Turns

The character detects any creatures with hostile intentions within the **Power's** range. To be detected, the creature must have the specific desire to attack the character and/or his party - a random hostile thought is not enough.

HEALER/DISRUPTOR

RANGE: Touch **Duration:** Immediate

The character can heal OR cause 1d6+1 damages by touching their target (including himself). If the target is unwilling, the character needs to succeed in an **Attack Roll** to touch their intended victim.

LIGHT/DARK

RANGE: 120 ft **Duration:** 2 Hours

The character targets a being or object within range. An area of 20 feet around the target is filled either with a daytime-like light or total darkness. In both cases, if the target is a living being, he/she is totally blind for the entire duration of this **Power's** effect.

PROTECTION

RANGE: Self **Duration:** 2 Hours

All enemies suffer a -1 penalty on any **To-Hit** rolls made against the character. He receives a +1 bonus to all **Saving Throws** made to resist any abilities they have that can be resisted with a Saving Throw.

RANK 2 POWERS

HALLUCINATE

RANGE: 240 ft **Duration:** Until revoked

This **Power** creates a realistic illusion in sight of all who can view it. The illusion disappears when touched by those who recognize it for what it is or is revoked by the character using it. If the viewer believes the illusion is real, he can take damage from it.

HOLD PERSON

RANGE: 120 ft **Duration:** 1 Hour

The character selects 1d4 targets (**Saving Throw** applies) or a single person (**Saving Throw** at -2). If the target(s) fails the **Saving Throw** they cannot move or speak for the duration of the **Power's** effect.

INVISIBILITY

RANGE: Self **Duration:** Until an attack is made

The character becomes invisible to both normal vision and technological sensors. If the **Referee** is using the invisibility rules unchanged, the result is that an invisible character cannot be attacked unless their approximate location is known, and all attacks against them are made at -4 **To-Hit**. If the invisible character makes an attack, the **Power's** effect ends. Otherwise, it lasts until revoked by the character.

LEVITATE

RANGE: 20 ft per level **Duration:** 1 turn per level

This **Power** allows the character to levitate, moving vertically up or down, but not laterally; a wall, cliff side, or ceiling could be used to help this type of movement.

Movement is at 6 feet per **round** (60 feet per **turn**), and the character cannot levitate more than 20 feet per level from where the **Power** was activated (such range being applied both to movement into the air and to downward movement into a pit or chasm).



RANK 3 POWERS

ALTER TIME

RANGE: 340 feet **Duration:** 3 Turns

The character must announce which of the two options are being used:

- As a **SPEEDING** effect, an area of radius 60 feet around the point where the **Power** is targeted and as many as 4d6 creatures become able to move and attack at double normal speed.
- As a **SLOWING** effect, an area of radius 60 feet around the point where the **Power** is targeted and as many as 4d6 creatures failing a **Saving Throw** can only move and attack at half speed.

If two characters use both different effects of this **Power** on the same area, the effects cancel each other and nothing happens.

FLY

RANGE: Self **Duration:** 1D6 Turns + 1 turn/level

This **Power** grants the ability of flight, with a **Movement** of 120 feet per round. The **Referee** secretly rolls for the duration; the player does not know exactly how long the power of flight will last.

INVISIBILITY II

RANGE: 240 ft **Duration:** Until an attack is made

Like the **Invisibility Power**, this makes the target (which doesn't have to be the character) invisible to normal sight and technological sensors. It also creates a 10 foot radius sphere of invisibility around the recipient which moves with them. If the **Referee** uses the game's invisibility rules unchanged, the recipient cannot be attacked unless their approximate location is known, and all attacks against the recipient are made at -4 **To-Hit**. If the recipient makes an attack the **Power** is cancelled and they become visible again. Otherwise, it lasts until revoked by the character.

TELEKINESIS

RANGE: 120 Feet **Duration:** 1 hour

The character can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. Dropping an object on someone from a great distance does 1d6-1 points of damage per 20 lbs of the object.

RANK 4 POWERS

BODY MORPHING

RANGE: Self **Duration:** 1 hour + 1 hour/level

The caster assumes the form of any creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The **Referee** might allow the benefit of the new form's **Armor Class** and **Reduction Value**, if it is due to heavily armored skin. The size of the character can be modified up to 50% up or down.

A great deal of the **Power's** effect is left to the **Referee** to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the character.

DEMATERIALIZER

RANGE: Touch **Duration:** 1 turn/level

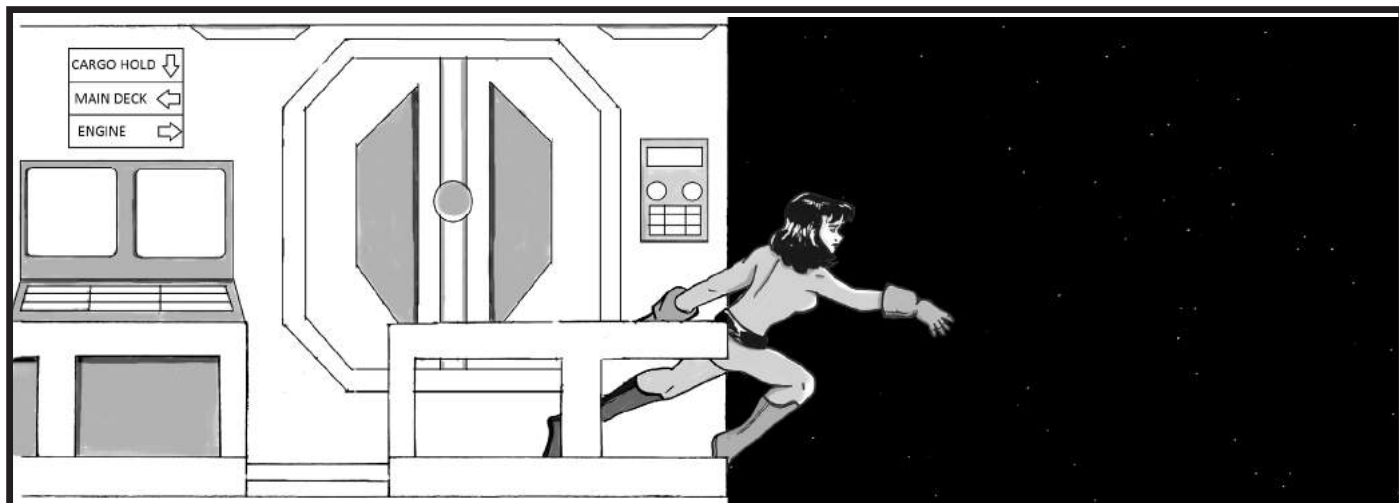
The character can partially disperse the atoms composing himself or a being or object roughly of his own size or smaller by touching them. Until the end of this **Power's** effect, the target is not material and can neither be harmed by nor harm any material being or object. The character can end the effect at any moment. All clothes and worn items of the being are affected by this Power, so they can't be used to interact with the material world.

As long as the effect lasts, the target can't touch, grab or hold any material object or being, not even those he was wearing (e.g. he can't draw a pistol) and everything he was holding in his hands falls to the ground.

Objects and beings subject to this power are still too coherent to pass through solid matter.



DARE THE STARS!



TELEPATHY

RANGE: 480 feet

Duration: 1 turn/level

The character can exchange thoughts with a living target within range. The exchange goes back and forth like a normal conversation, and this **Power** can't be used to read the other being's thoughts. The character doesn't need to be able to speak the target's language, as thoughts are transmitted as abstract concepts.

TELEPORT

RANGE: Self

Duration: Immediate

The character can teleport himself, and everything he carries or wears, to any location he can see up to 10 feet/level away. He can bring one person with him by holding that person in a tight hug. He "disappears" from his current location at the end of the **round**, to reappear at the beginning of the following **round**.

RANK 1

DETECT ENEMIES
HEALER/DISRUPTOR
LIGHT/DARK
PROTECTION

RANK 2

HALLUCINATE
HOLD PERSON
INVISIBILITY
LEVITATE

RANK 3

ALTER TIME
FLY
INVISIBILITY II
TELEKINESIS

RANK 4

BODY MORPHING
DEMATERIALIZER
TELEPATHY
TELEPORT



CHAPTER NINE: THE UNIVERSE

The universe of **DARE THE STARS!** is huge, and resembles ours only superficially. In this universe, worlds that for us are barren and uninhabitable are host to colonies, local species, strange animals, etc.

So forget what you know about Mars, Venus or even the moon, and visit a universe in which an ancient and lost race disseminated life to all planets. You'll meet there the diminutive, insectoid **Moonfolk**, the gigantic and warlike **Martians**, the **Dogs of Venus**, the reptilian **Kheethee**...

And, with them, the many civilizations originated by humanity in its search for other planets: the heroic citizens of the **First Colonies**, the mysterious **Aleph Theocracy**, the barbarians from the **Empire of the Wolf** and many other people, human, humanoid or totally alien.

IN THE BEGINNING...

THE PROGENITORS

Nothing is known of the true beginnings of the universe, but many archeological findings on the different planets allowed historians to reconstruct a plausible theory on the origins of civilization.

In centuries past, space was explored by a race called **the Progenitors** by historians. The **Progenitors'** science was so advanced that it made them virtually indistinguishable from gods. According to some theorists, they were either immortal or so long-lived that they may as well have been.

One day they started to spread intelligent life on different planets. The reasons for this are unknown: for some historians, it was a scientific experiment. For others it was a sort of game. Yet, some of the latest archeological findings seem to suggest that it was to get relief from their loneliness in space.

Be that as it may, the **Progenitors** seeded thousands of planets with races they either created from scratch or elevated from local animals; then one day - and apparently in a very short time - they disappeared.

As almost everything that concerns them, even the disappearance of the Progenitors is a mystery. Did they transcend the physical world? Did they get so

bored of existence, they decided it was not worth it anymore? Did they engage in an all-out war and were obliterated by some doomsday weapon? Each hypothesis is as good as any other - and the rare archeological evidence contradicts itself, sometimes suggesting one way, sometimes another.

The **Progenitors'** appearance is a matter of speculation, but all the species they raised or created are bipedal, have two eyes (or two compound eyes)

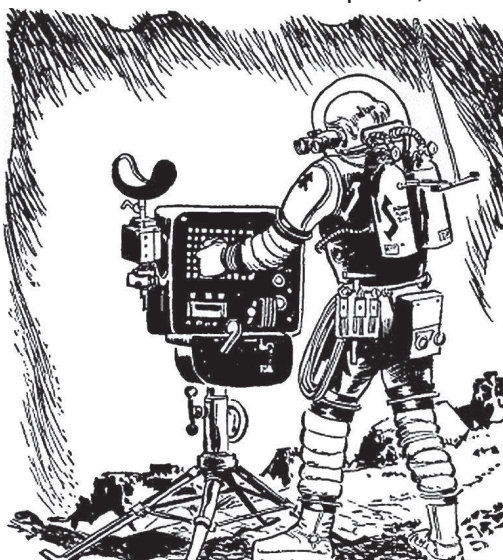
and two or four arms with hands at the extremities that include an opposable finger, so the general opinion is they had a similar appearance.

There are only two sentient races confirmed to be originated by the **Progenitors** not fitting this pattern: the **Mind Tyrants** of Deneb and the **Floaters** of Jupiter.

There are also a few races with the "**Progenitor** look" that developed on their own - for example the **Songweavers**, plant-men with a

civilization entirely based on the use of psionic powers.

After the disappearance of the **Progenitors**, for millennia, their "children" evolved and developed undisturbed. Occasionally a child civilization or - less often - an entire race was wiped from existence by war or some sort of disaster; more often, they thrived or slowly grew, without knowing their parents.





THE WAR OF SHADOWS

Humanity was just expanding in the Solar System, creating its first colonies and discovering its “cousins” on the closest planets, when something unexpected happened: a giant bubble of gas detached from the atmosphere of Jupiter and reached Earth’s orbit.

It was a **Floaters’** starship. It took years to find a way to communicate with them, but in the end the two races started exchanging information - and it was terrifying. The **Floaters** had come to warn the other inhabitants of the Solar System of an impending threat: the coming of the **Space Shadows**.

The stories collected through their victims hinted that the **Space Shadows** were born in another dimension, **Otherspace**; the **Progenitors** invaded **Otherspace** and exterminated them for no apparent reason. Survivors were exiled in yet another dimension, bleak and empty, the **Voidspace**. When the **Progenitors** disappeared, the **Space Shadows** decided to take their revenge against them by exterminating all their Children.

The War against the **Shadows** was terrible and exhausting, but in the end the Children of the **Progenitors** and their allies prevailed. One day, the guerrilla attacks of the **Space Shadows** suddenly ceased. A rumor says their leader, a powerful **Shadow Lord** named **Antigorion**, was trapped on a small, barren planet in **Realspace**, and still lives there.

CALENDARS IN SPACE

Although every nation or race has its own calendar, the most commonly used in Dare the Stars! is the Terran Time. It is based on Earth’s calendar, with the midnight (00.00) synchronized with that of Panama City, capital of the **Terran Federation**. Counting the years is done starting with the founding of the first space colony, and the current era is called **Atomic Age**; We are, therefore, in the Year 204 of the Atomic Age (or, in short, 204 A.A.).

A NEW ERA

As a side effect of the **War of Shadows**, Humanity came into contact with many extrasolar races, and obtained the Hyperdrive. Just out of two terrible wars (the **Kinslayer War** and the **War of Shadows**), people from Earth began expansion outside the Solar System. It was a new era of hope and brightness, but it had its dark moments too.

THE ALEPH THEOCRACY AND THE COLONIES

The first mission to settle an extrasolar planet, in the Alpha Centauri system, was that known, today, as the **Silent Crusade**. The members of the **Aleph**, a creed aiming to merge all the monotheistic religions, tried to occupy most of the places for settlers on the first ship, believing it their destiny to populate a system with the same name of their doctrine. They succeeded.

At their destination, the faithful took over and declared independence, either converting or imprisoning unbelievers; so the **Aleph Theocracy** was born.

Shortly after, most colonies demanded independence and - in the long run - obtained it; they created various forms of government, often allying with indigenous races when they were present (as it happened on the Moon), sometimes enslaving them.

BIRTH OF THE COMPACT

The discovery of an empty ship of the **Space Shadows** sparked a new age of fear. Although it was soon determined it was just an abandoned wreck from the **War of Shadows**, the finding, and the aggressive expansionism of the **Aleph Theocracy**, convinced the peoples of the Solar System to join again, not under a single government, but in a loose agreement of mutual defense: and so the **Solar Compact** was born. Soon other similar alliances followed: while the **Aleph Theocracy** remained on its own, the planets of Wolf 359 formed the **Empire of the Wolf**, and the **Independent Colonies**, far from the Solar System, joined in a loose military confederation.



PEOPLES AND PLACES



In the next few pages we'll offer you a brief introduction to the races and domains of the **Known Space**, followed by a more in-depth presentation of those more likely to influence your games. Finally, you'll find an explanation of what is **Unknown Space**, and how it comes into play in **DARE THE STARS!**

THE SOLAR COMPACT

Founded to contain the expansion of the **Aleph Theocracy** and the danger of a possible return of the **Space Shadows**, the **Solar Compact** was formed by Earth, its first colonies and the surviving civilizations of the Solar System. Thanks to this, and to the great availability of resources, it is probably the greatest power in modern space.

EARTH: After the **Kinslayer War**, which killed more than 1/3 of the world population, Earth came to its senses and all nations joined under a single government, the **Terran Federation**. Today, Earth has reached an ecological balance thanks to the fact that it has a population of just over three billion people, and - even if large areas are still uninhabitable due to the consequences of the **Kinslayer War** - it is a major military power. All citizens of the Terran Federation receive basic army training, and Earth owns a moon colony dedicated to manufacturing military vehicles and equipment.

Earth's Capital is Panama City; it has 4 spaceports in Panama, Tokyo, Malta and Madagascar, and an orbital base as big as a city.

MARTIAN UNION: Ares, Mars capital, was the first colony to declare its independence. Sadly, the Martians immediately proceeded to reinstate slavery and throw all **Ancient Martians** under the yoke of servitude, until the Slave Revolts that broke out 60 years ago. Today Mars has about one billion inhabitants and is a mining power. Its government is a federation of city-states, each with a representative in the world's federal council. The Martian Army is not very powerful, but its fighter pilots are galaxy-famous.

SCIENTIFIC REPUBLIC OF VENUS: The **SRV** was born when a group of research stations, isolated from Earth during the Kinslayer War, joined forces to rule themselves. Today the **Scientific Republic of Venus** (capital Verne City) is a democratic republic with about 750 millions citizens but, in order to be elected to a government office, you must possess some scientific merit.

Venus's main activity is, not surprisingly, scientific research. It was a Venusian laboratory that first dissected and rebuilt a Hyperdrive, and more than half of the scientific breakthroughs in the **Solar Compact** originate from the second planet. On the other hand, Venus has almost no industry or army (which keeps its immense forests intact).

FREE SPACE STATION EINSTEIN: This space station, known simply as **Einstein**, was once an artificial colony orbiting Earth. Used as a military base during the **War of Shadows**, it claimed its independence shortly afterwards. Although its hydroponic vats can barely maintain its population of 3.000 citizens, its continued existence is ensured by the role it assumed as a neutral ground for diplomatic meetings and by the chemical labs producing drugs and medicines that require the particular conditions of space to be made.

ASTEROID BELT: While not a proper nation, the **Asteroid Belt** is a heap of unsteady shacks, sometimes coming together to form a temporary mining town, and solitary contractors. Technically, it doesn't belong to any government. A small joint police force has a base on Ceres, but it counts just 50 policemen and 4 light fighters. Its main role is that of driving out the Space Pirates that, from time to time, try to set up a base or hide from other law enforcements here.



JUPITER ORBIT: The *Socialist Administration of the Jupiter Orbit Colonies* (**SAJOC** for short) is the ensemble of the colonies settled on the over 60 moons of Jupiter. Their capital is Galileo, on Ganymede, from where more than 120 colonies are governed in a democratic socialist system. The population of these colonies varies from a few thousand to several million individuals, but in total the **SAJOC** has about 90 million citizens.

Industrial activities predominate, and the **Orbit** is famous for its interstellar spaceships and for mining the gaseous atmosphere of Jupiter for fuel. The Space Academy of the Administration, based out of Europa, mainly trains ship captains.

JUPITER SURFACE: The surface of Jupiter is home to the only non-humanoid race in the **Compact**: the **Floaters**. They are basically membranes containing biogasses, and even their nervous system is gaseous. They never got out of the Solar System before joining the **Compact**, and even today they prefer to remain on their own planet, where they contribute to the common good by developing their strange technologies in order to help humanoid species. Their form of government is unknown, although it is believed they found a way to practice anarchy thanks to their limited telepathy and very low population.

THE MOON: Earth's satellite has no surface atmosphere; it was the first celestial body settled by Terrans, but the colonies were all enclosed under domes to allow people to live within them. Then, one day, explorers discovered a complex of caves with a thin atmosphere; shortly after, contact was made with the underground inhabitants of Luna, the **Moonfolk**, that had - up to that moment - shunned human colonists, hiding in their caves.

Moonfolk are peaceful insect-like people, shy and easily scared. They are divided into tribes, their technology is not very advanced and the only thing they are willing to fight for is the Queen's brooding nest. It was easy to sign a treaty in which they retain full power on the Moon, but (as they are concerned just with the underground) leave the Compact full rights to build surface colonies.

THE INDEPENDENT COLONIES

The *Independent Colonies* are a federation of governments that deemed it useful to join to fight the **Aleph Theocracy** and the **Space Shadows**. It is a purely military alliance, and each colony manages its own domestic policy and economy as they please. There's no central government, even if the **I.C.** have a common Supreme Command. The population of the colonies reaches, as a whole, 3 billion, but few states harbor more than 200,000 inhabitants. The major *Independent Colonies* are **Shiva**, in the Sirius system, and **Cairo New State**, in the Epsilon Eridani system.

SHIVA (SIRIUS): Founded by a survivalist group running away from Earth, **Shiva** is a military republic with a peculiar anarchist organization. Despite this, it works perfectly and produces a great elite infantry. Almost all of these 500,000 inhabitants are either in the Army or in the Reserve. As a general rule, Shivans despise nobles - the literal translation of the Shivan dialect word "noble" in the common tongue means "pampered useless imbecile".

CAIRO NEW STATE (E. ERIDANI): The colonists of **Cairo New State**, more or less 800 million peoples, are descended from Egyptians and Englishmen running away from the **Kinslayer War**. In the year 172 A.A., archaeologists found the remains of a **Progenitor** city on the planet, including an archive; that find alone is the main source of knowledge about the **Progenitors**. Although historians and linguists haven't been able to translate their language, some promising similitudes with the oldest languages of the Child races have been made. Also, the city contained many artefacts, and some of them might still work too.

Cairo New State is a constitutional elective monarchy whose monarch traditionally abdicates after 25 years. The monarch rules jointly with a Prime Minister, who in turn is elected every 5 years for a maximum of 2 terms of office. The current monarch is **Queen Samira**, elected to the throne in the year 198 A.A.



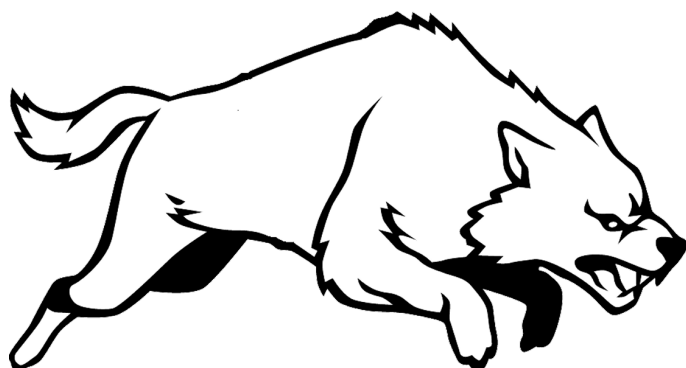
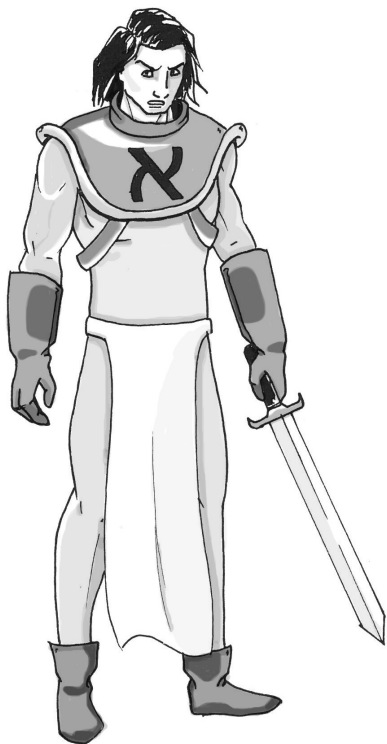


THE ALEPH THEOCRACY

Established on Alpha Centauri by a group of religious fundamentalists, the **Aleph** colony cut off contact with Earth immediately. In a few decades, with a strong annexation policy, conquered several nearby colonies and became a theocratic empire. Even if there's no accurate data, it is estimated that the population of the **Theocracy** counts now more than four billion people.

Right after the **War of Shadows**, the **Aleph Theocracy** tried to capture Earth itself; but a joint action of the **Jupiter Orbit** and the **Martian Union** stopped them, sparking the birth of the **Solar Compact**.

The **Theocracy** is ruled by a **Supreme Preacher** and its military specialty is the production of weapons and armor for melee combat. Its army includes an elite corp of noble warriors, raised and trained in monasteries, known as **Templars of the Aleph**; they decorate their weapons and armors with religious symbols dating back to the ancient faiths of Earth, even if the namesake of the **Theocracy**, the Aleph, is always a favorite for its simplicity.



THE EMPIRE OF THE WOLF

Created around Wolf 359, the **Empire of the Wolf** is a mystery. It appeared less than 30 years ago, almost overnight, probably with a coup taking place simultaneously in 18 colonies. It is a dictatorship, whose leaders openly declare to receive inspiration from the ancient despots of Earth history. However, as far as is known outside its borders, the people freely support the **Empire** without coercion - or at least that's what it looks like from abroad.

Until today, the **Empire of the Wolf** did not show hostility towards the Compact or any other power, apart from some very minor border skirmish with the **Theocracy**.

Its technology is a little outdated, but sturdy; it is ruled by an Emperor, nominated by the 18 Jarls (one for each colony) among their own ranks, and by a warrior nobility pursuing the ideals of superiority by blood, right by superior strength and so on. Their economy is self-sufficient (among the colonies there are agricultural planets and processing plants). Since it arose, its citizens developed a strong cult of barbarism both in fashion and in their culture.

ALIEN RACES

There are more than a dozen alien races in Known Space, and many more in Unknown Space. Some of them are more advanced than the **Solar Compact**, but none, apparently, ever fought the **Space Shadows** before the **War of Shadows**. Some aliens are friendly, others are neutral, a few are hostile, but actual conflict never broke out, except for the brief “war” the **Aleph Theocracy** tried to wage against the **Songweavers**.

FLOATERS: The **Floaters** are the only race in the Solar System not created by the **Progenitors**. They live in Jupiter’s atmosphere, transported by its gas currents, and dislike leaving the planet. They appear as translucent sacks filled with vapors, as their internal organs are gaseous too. They like to be left alone, but recognize the advantages of the **Solar Compact** and are part of it. Their philosophy and science are incomprehensible to other races.

KHEETHEE: When humans contacted them for the first time, the **Kheethee** were just discovering space travel and were just establishing their first colonies outside their system, the binary Kapteyn Star.

Averaging eight feet, green and scaly, the **Kheethee** were elevated by the Progenitors from reptilian stock. They only have three fingers on each limb. They are curious and friendly in an almost embarrassing way, and their technology is a little backward, but reliable.

SONGWEAVERS: The first contact of the **Songweavers** with humanity was the **Theocracy** attack to their home planet, in the Gliese 1 System. They easily defeated the **Aleph** warriors, but war disgusts them, so they developed a strong bias against all humans, which they still retain, even if they occasionally ally with non-theocracy humans for practical reasons.

Externally, the **Songweavers** look humanoid, but they are plants. They have four arms and compound eyes. Their technology is entirely based on biology: even their ships are living organisms with hulls of a woodlike material. They have a very small army, but military duty is considered a necessary evil. All **Songweavers** have limited alien powers, and communicate through a musical language that gave them their name. They are one of the races not created by the **Progenitors**.

TAUCETIANS: These inhabitants of the Tau Ceti star stand six feet tall, have six very nimble fingers with two opposable “thumbs” and are very technologically advanced. They are not very interested in expanding their domain, though, and their colonies are just mining stations. They build some of the fastest fighters and starships.

Although no psionic powers have ever been detected among them, **Taucetians** seem able to communicate in silence through body language.



A CHRONOLOGY OF SPACE EXPLORATION

Before the Atomic Age

(Dates for this period are approximated)

Year Unknown: The Progenitors seed many planets with life, perhaps as an experiment.

Thousands of years ago: The Progenitors invade Otherspace and exterminate their inhabitants; the few survivors take shelter in Voidspace and call themselves Space Shadows. Shortly after this war, the Progenitors disappear from known and unknown space.

A.A. -5.000: The Floaters of Jupiter reach their present form.

A.A. -1.200: The Martian Principalities war on each other. Red Martians create the Green Martians to use as slave soldiers. In a few years, the Green Martians revolt and the following war drags the whole planet's civilization back into a barbaric era.

A.A. -1.000: The Moonfolk fights the War of the Two Queens. As a result all the surface-dwelling tribes of the Moonfolk are obliterated, and the survivors move to live underground, developing a peaceful attitude.

A.A. -1.000: The Floaters from Jupiter develop space travel, but they deem it uninteresting and give up space exploration after a few years.

A.A. -100 : Terrans begin exploring near space.

A.A. -11: After a long period of tensions, the *Kinslayer War* breaks out due to scarcity of resources. In six months, one third of the population is obliterated and vast areas are transformed in wasteland. The consequences of this war are still troubling the planet.

A.A. -9: The Panama Treaty is signed and the Terran Federation is born. All states on Earth adhere to a single federation of nations, known simply as Terran Federation.

A.A. -2: First human contact with the Floaters from Jupiter. Beginning of the *War of Shadows*.

The Atomic Age

A.A. 0: First terran colony in space established on the Moon.

A.A. 3: The first hyperdrive in the Solar System, based on technology provided by other races, is built.

A.A. 7: The first reported human with psionic abilities appears. Although other individuals with similar abilities appear in the following years, psionics are still extremely rare in humans.

A.A. 9: Mars declares independence. The first terran colonial ship is launched towards Alpha Centauri. At destination, the Aleph takes over and declares independence. Still mired in the *War of Shadows*, Earth concedes it.

A.A. 9-11: Various colonies declare independence. The Martian Union, the Jupiter Orbit and the Republic of Venus are born.

A.A. 11: The *War of Shadows* ends.

A.A. 13: The Aleph Theocracy attacks Earth with a powerful fleet, but it is stopped by a joint effort of the Terran, Jovian and Martian forces. The Earth suffers no significant damage, as the attacks mainly hit wastelands.

A.A. 16-17: In various stages, 127 colonial ships leave the Solar System. Twentysix become lost in Ghostjumps; as of today, the fate of most of them is still unknown.

A.A. 17: A Space Shadows starship is sighted on the brim of the Solar System. The ship is just an abandoned wreck, but its discovery sparks the formation of the *Solar Compact*.

A.A. 20: The *Solar Compact* is officially born.

A.A. 28: Perfection of the Hyperdrive drastically reduces the chance of Ghostjumps.

A.A. 48: The *Aleph Theocracy* discovers and attacks the Songweavers of Gliese 1. The Songweaver fleet easily defeats them and repels them into their original borders.





DARE THE STARS!



- A.A. 71:** First contact with the Kheethee. The reptilians enthusiastically embrace friendship with the Solar Compact and, although outside of the Solar System, even apply for honorary membership.
- A.A. 97:** A plot by the *Aleph Theocracy* to conquer the Solar System by implanting agents in key government roles is upturned thanks to the Songweavers. Even if distrusting of humans in general, the Songweavers begin a casual diplomatic relationship with humanity thanks to Kheethee exhortations.
- A.A. 102:** Contact is lost with a few former colonies around the planet known as Blood Moon.
- A.A. 107:** After many attacks, it is discovered that the Blood Moon colonies are now a pirate federation.
- A.A. 121:** First contact with the Taucetians.
- A.A. 142:** Joan Carter of Mars leads the Slave Revolt on the Red Planet, leading to slavery abolition.
- A.A. 176:** The 18 colonies of Wolf 359 join in the *Empire of the Wolf*.
- A.A. 204:** Present day.

MYSTERIES OF THE UNIVERSE

The Universe is far from being explored and many mysteries lay in wait of someone brave (or foolish) enough to uncover them.

THE PROGENITORS

Obviously this godlike race is the biggest mystery of all. Why did they disseminate planets with life? Why they disappeared abruptly, leaving behind monuments and artefacts? Did they really disappear, or do they still live disguised among their descendants?

Be as it may, dozens of missions are sent to explore sites connected to the Progenitor, with the hope of recovering some of their powerful artefacts. Most of the times nothing is found; and when something is recovered, usually it takes a dozen years or more for scientists to fathom their use (providing they still work).

THE SPACE SHADOWS

The Space Shadows were sworn enemies of all that the Progenitors made. Humanity was never able to discover a way into their own home dimension, while the Space Shadows seem able to Jump into space without using starships.

Their technology was peculiar, sometimes to the same level of the Progenitors, sometimes less advanced than even Terran tech, probably because of the scarcity of resources in the bleak dimension they were exiled to. Finding a Space Shadow “artefact”, though, is almost impossible: everything they used in the Shadow War was destroyed or disappeared.

CHAPTER TEN: ALIENS AND CREATURES

Along with the species presented in the previous chapter, the universe is rife with creatures of any form and description and sentient aliens of various degrees of intelligence and civilization, from animals like the *Lilac Tiger* to barbarians like the *Truggen*.

In the following pages you'll find some of them, along with a description of their habits and their physical appearance; if you need more creatures, you can easily lift them from the **WHITE STAR™** rulebook or adapt them from any **SWORDS & WIZARDRY™** compatible supplement.

In our descriptions we went a little more in-depth than the usual short outline common to **WHITE STAR™**, as we prepared a detailed universe in which your characters can adventure; but you can adapt our creatures to your vision of the game, and use them in your own world.

ALIENS AND CREATURES RULES

ALIEN AND CREATURE TO-HIT ROLLS

If you're using the standard descending **Armor Class (AC)** system, creatures and aliens roll a 1d20 to attack, add their **Hit Dice** to the number (maximum bonus of +15), and the die roll is compared to the table below. If the **Attack Roll** is equal to or higher than the number on the table, the attack hits and does damage. See **TABLE 21: Attack "To-Hit" Rolls** on **page 40..**

If you're using the **Ascending Armor Class (AAC)**, creatures and aliens roll a 1d20 to attack, add their **Hit Dice** to the number (maximum bonus of +15), and if the result is equal to or higher than the defender's **AC**, the attack hits and does damage.

ALIENS AS NPCs

You can also decide to introduce some alien NPCs to give the impression of a multi-faceted world and present the players with some variety.

In this case, we recommend you either just use human (standard) characters, and color them in some fun way (that's what most novels of the pulp era did anyway...) or use the simplified "alien creation system" we introduced in the **Classes** chapter.

If you need to populate a planet, it will take a little more effort - e.g. you should build a civilization with a few differences from human culture, and - in describing the alien - stress those little cultural differences - maybe it's music, maybe food...





READING ALIENS AND CREATURES ENTRIES

What follows is an explanation of the various entries in the description of Aliens and Creatures. All of the descriptions use this format.

ARMOR CLASS: This is the ***Armor Class/Ascending Armor Class*** as detailed earlier in the rules. As usual, the first number is the standard **AC**, while the number in brackets is **AAC**.

HIT DICE: This is the number of D6 you roll to determine the creature's ***Hit Points***. If there's a plus (+) or minus (-) sign next to this entry, you must use it only once, adding to or subtracting from the total ***Hit Points*** rolled, not the number of ***Hit Dice***. If something affecting the creature requires using its level, use its ***Hit Dice*** instead.

TOTAL HIT BONUS: This is the number the creature adds to its Attack Roll to see if it scores a hit. It is exactly the same as the creature's hit dice. The ***Attack Roll*** (on a 1d20) required for an alien or creature to hit an opponent's ***Armor Class*** is shown on **TABLE 21: To-Hit Attack Rolls** on **page 40**.

ATTACKS: The number and type of attacks the alien or creature can perform, and the damage they deal. Usually it is just 1 attack causing 1D6 damage, but there are exceptions.

SAVING THROW: This shows the target number on a 1d20 that is needed to exceed or beat in order to make a successful ***Saving Throw***. This number is calculated by starting at 19 and subtracting the ***Hit Dice*** of the alien or creature to get the nominal value. Rules for ***Saving Throws*** are found on **page 33**.

SPECIAL: Under this entry the ***Referee*** will find a reminder of all the special abilities an alien or a creature has.

MOVEMENT: This number is the alien or creature's ***Movement*** rate, and is handled just as ***Movement*** rates are for characters

HIT DICE EQUIVALENT (HDE): This number represents the "difficulty level" of the alien or creature, indicating approximately how many levels of character are needed to beat it, so that the ***Referee*** has guidelines when creating adventures or challenges.

Some aliens and creatures have multiple ***HDEs*** listed – this is because certain aliens or creatures have a range of ***Hit Dice***. The order is always from the creature with the lowest ***Hit Dice*** to that with the highest ***Hit Dice***.

EXPERIENCE POINTS (XP): ***Experience Points*** are presented after an alien or creature's ***Hit Dice Equivalent (HDE)*** rating, and lists the amount of ***XP*** an adventuring party gains as a result of overcoming it. In some cases the ***Referee*** may choose to award the ***Experience Point*** reward for capturing or subduing foes.

Some aliens and creatures have multiple ***Experience Points*** listed — this is because the entry has a range of ***Hit Dice*** that can be selected from. The order is always from lowest ***HD*** to highest ***HD***.

ECOLOGY/CIVILIZATION: In this entry you'll find keywords describing the level of civilization the alien or creature has, sometimes followed by a description of its habits, environment, etc. The keywords are very broad descriptions and, sometimes, two apparently contrasting keywords are used together - after all, in pulp space opera, there's space faringbarbarians too!. The keywords are:

Animal (Animal intelligence, no civilization);

Primitive (stone-age, early metal working);

Barbaric: (advanced metal working);

Medieval: (cities, early firearms);

Atom (modern medicine, nuclear energy);

Space-Age (the "game era");

Higher (more advanced than today's).

E.G.: The ***Progenitors*** would be **Higher**, while the ***Empire of the Wolf*** is **Barbaric/Space-Age**.





HIT DICE	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]
<1	10	11	12	13	14	15	16	17	18	19	20	21
1	9	10	11	12	13	14	15	16	17	18	19	20
2	8	9	10	11	12	13	14	15	16	17	18	19
3	7	8	9	10	11	12	13	14	15	16	17	18
4	6	7	8	9	10	11	12	13	14	15	16	17
5	5	6	7	8	9	10	11	12	13	14	15	16
6	4	5	6	7	8	9	10	11	12	13	14	15
7	3	4	5	6	7	8	9	10	11	12	13	14
8	2	3	4	5	6	7	8	9	10	11	12	13
9	1	2	3	4	5	6	7	8	9	10	11	12
10	1	1	2	3	4	5	6	7	8	9	10	11
11	1	1	1	2	3	4	5	6	7	8	9	10
12	1	1	1	1	2	3	4	5	6	7	8	9
13	1	1	1	1	1	2	3	4	5	6	7	8
14	1	1	1	1	1	1	2	3	4	5	6	7
15	1	1	1	1	1	1	1	2	3	4	5	6

TABLE 27: Target Armor Class or [Target's Ascending Armor Class]

QUICK CALCULATION FOR AAC

If you wish to use the quick formula approach to calculate attacks using the **Ascending Armor Class (AAC)** system, the alien or creature's **To-Hit** bonus is equal to its **Hit Dice** (capped at +15). For example an alien with 3 **Hit Dice** attacks with a +3 **To-Hit** bonus.



ALIEN DESCRIPTIONS

Aliens are living beings of at least human intelligence, although some of them might be so primitive they are barely superior to animals. Although the majority of aliens in **DARE THE STARS!** are *Children of the Progenitors*, that is species created or elevated by the ancient *Progenitors*, there are still dozens, if not hundreds, of species that developed independently and created their own culture and civilization.

In addition to those presented below, there are still unknown alien species living on uncharted planets, or in areas yet to explore on newly colonized planets. Dare the stars !

DOGS OF VENUS

ARMOR CLASS	9 [10]
HIT DICE	2+2
TOTAL HIT BONUS	+2
ATTACKS	Primitive weapons (1D6)
SAVING THROW	17
SPECIAL	Camouflage, Immune to Mind Effects
MOVEMENT	12
HDE/XP	3/50
ECOLOGY/CIVILIZATION	Primitive



Despite the name, these primitives from the planet Venus are not of canine origin, but descended from a type of giant rodent. Four feet tall, fiercely carnivorous, they live in small family groups in the jungles of Venus. They can spend days tracking their prey, jumping on it when least expected and, if overwhelmed, they disappear into the undergrowth as quickly as they appeared.

Dogs of Venus use primitive weapons, generally spears, and, due to their skill in camouflage, have a 1-4 chance on a D6 to surprise their prey. If they are reduced to 3 Hit Points or less, they try to disappear into the forest (roll a Saving Throw: if successful, they hid and ran). They are immune to powers and abilities that influence the mind.





FLOATERS OF JUPITER

ARMOR CLASS	4 [15]
HIT DICE	4-6
TOTAL HIT BONUS	+4 +5 +6
ATTACKS	High pressure gas emission (1D6+unbalance)
SAVING THROW	15 14 13
SPECIAL	Gas emission, Regeneration
MOVEMENT	12 (floating)
HDE/XP	4/200 5/250 6/300
ECOLOGY/CIVILIZATION	Higher

These mysterious beings float peacefully in Jupiter's atmosphere. If attacked, they respond with a powerful gas jet from one of the many openings in their skin. The jet is so powerful, its target must succeed in a Saving Throw or fall. Standing up requires one full round. They regenerate 1D6 Hit Points/round.

KHEETHEE

ARMOR CLASS	5 [14]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	Big Ray Rifle (2D6+2) or Blade (1D6+1)
SAVING THROW	18
SPECIAL	Great size, Immune to poisons, Scaly skin
MOVEMENT	10
HDE/XP	2/45
ECOLOGY/CIVILIZATION	SpaceAge



These jolly, enormous reptilians were among the first allies of humanity. They are sociable, but naive in the extreme, and their sense of humor is appalling. They can usually wield only tools and weapons especially made for their big hands. They are immune to poisons, their skin is covered in scales that give them a better Armor Class and their big size allows for a +1 bonus to damage in hand to hand combat. It is said, though, that a slap from a Kheethee is still preferable to one of his jokes.

Due to their curiosity and their misguided sense of adventure, a few Kheethee ended up becoming space pirates or surface brigands - but for them, it's all in good humor.





MARTIANS

GREEN MARTIANS

ARMOR CLASS	7 [12]
HIT DICE	3+3
TOTAL HIT BONUS	+3
ATTACKS	2 attacks per round, by weapon
SAVING THROW	16
SPECIAL	Four-armed, Superhuman senses
MOVEMENT	12
HDE/XP	3/120
ECOLOGY/CIVILIZATION	Barbaric



RED MARTIANS

ARMOR CLASS	9 [10]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	By weapon or by power (Disruption)
SAVING THROW	18
SPECIAL	Once per day can use 1 Rank 1 Alien Power
MOVEMENT	12
HDE/XP	2/75
ECOLOGY/CIVILIZATION	Barbaric



The slender, beautiful humanoid Red Martians, the original inhabitants of Mars, were a highly civilized society. At one point in their history, though, a war broke out. During this war, the Red Martian scientists bred the huge, four-armed Green Martians as soldiers. Soon the Green Martians rebelled, and in a relatively short period the whole Martian civilization collapsed, regressing to a barbaric era.

A dark moment in recent Mars history was that of the Union Act, in which all Ancient Martians were made slaves; but the slaves revolted again, this time led by a woman from Earth, the hero known and celebrated today as Joan Carver of Mars. Now the Ancient Martians are split into two factions - one living and working side by side with the humans, the other taking shelter in the desert, protecting the relics of their fathers.

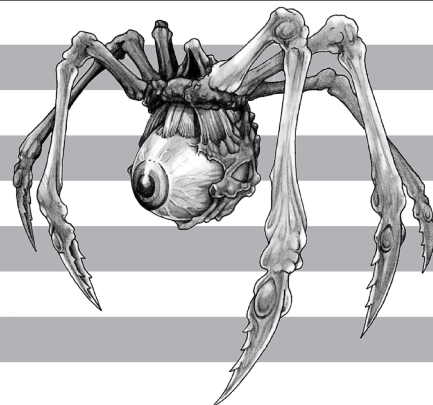
Green Martians are 7 feet tall, green and - thanks to their four arms - can wield and use two weapons at once. They can also wield two shields, if they choose to do so (but two energy shields don't cumulate). They have antennae on their head, amplifying their senses (+2 to all rolls and Saving Throws pertaining Perception, surprise only on a 1 on 1D6). Usually they are not very intelligent.

Red Martians are identical to humans, except for their dark red skin and pointed ears. They are mildly psychic and can use 1 Rank 1 Alien Power once per day. To human eyes, Red Martians are incredibly beautiful.



MIND TYRANTS OF DENEb

ARMOR CLASS	5 [14]
HIT DICE	5
TOTAL HIT BONUS	+5
ATTACKS	Bite (1D6)
SAVING THROW	14
SPECIAL	Mind Control
MOVEMENT	24
HDE/XP	6/240
ECOLOGY/CIVILIZATION	Space-Age



These beings are a living nightmare. They are spider-like, although they're as big as a child's head, with a single eye. Their main method of attack is dropping from a ceiling or a tree onto an unsuspecting victim's head, biting him and inserting small tendrils into the victim's brain, taking control of his body. The controlled victim's brain slowly ceases its higher functions, until it is dead, and only the body, a puppet for the Mind Tyrant, remains. Mind Tyrants used to colonize entire worlds this way.

MOONFOLK

ARMOR CLASS	8 [11]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	18
SPECIAL	None
MOVEMENT	12
HDE/XP	1/25
ECOLOGY/CIVILIZATION	Atomic



The Moonfolk, insect-descended humanoids no more than 2 feet tall, populated the moon's underground long before the arrival of mankind. Although perfectly capable to develop space flight, they never did so because they are not interested in the world outside their caves. They are divided in clan-states, where all the people claims descent from the same Queen, and each clan-state is rigidly organized in castes.

Although the differences are invisible to the human eye, caste is determined at birth by the genetic traits of the individual. If he refuses to take his place in society, he is quietly brought to the Central Cave, in front of the Queen herself, and reprogrammed to do what he must.

The diminutive, agile Moonfolk are humanoid, but with composite eyes; except for the occasional trading, they prefer to be left alone in their caves, minding their own business. They are covered in a thin, white chitin and possess advanced weapons equivalent to those of modern humans. No human has ever seen a Queen.





SONGWEAVERS

ARMOR CLASS	9 [10]
HIT DICE	3+3
TOTAL HIT BONUS	+3
ATTACKS	By weapon or Alien Power
SAVING THROW	16
SPECIAL	Alien Powers (Rank 3); Limited Telepathy (only among them)
MOVEMENT	8
HDE/XP	4/175
ECOLOGY/CIVILIZATION	Space-Age

The Songweavers look exactly like four-armed humans with a greenish-brown rugged skin, but they are actually living trees. They grow from seeds on their planet but, when they reach adulthood, uproot themselves and start traveling.

They hate war, but don't hesitate to bring out the guns if need be. They don't like the rowdy, litigious humans, and deal with them only in case of necessity.

They speak telepathically among themselves, but humans perceive their thoughts as a distant music; for this reason the first men contacting them called this race The Songweavers.

Even if there is nobody left around to tell the whole story, rumor has it that the Songweavers developed some sort of psychic heavy weapon - a "psionic cannon" of sorts. The only evidence of this, though, is the state in which the Theocracy fleet men returned home after the failed attempt to conquest the Songweaver planet: all the crew's memories of the last two years were erased, and they were reduced to a catatonic stupor, from which they eventually recovered - still without two years of memories.

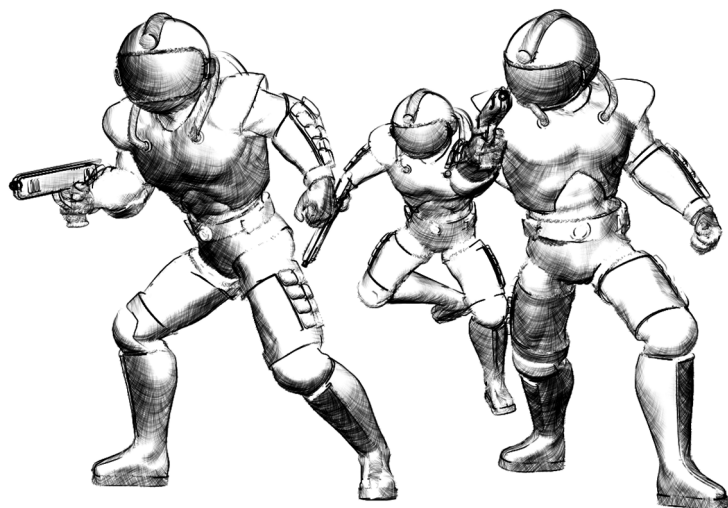
They can use Alien Powers - each day, they can use 3 Rank 1, 1 Rank 2 and 1 Rank 3 Alien Powers.





SPACE SHADOWS

ARMOR CLASS	2 [17]
HIT DICE	5+5
TOTAL HIT BONUS	+5
ATTACKS	Shadow Gun (2D6+2)
SAVING THROW	14
SPECIAL	Alien Powers (rank 4), Immune to Mind Effects, Teleport, Hyperjump
MOVEMENT	18
HDE/XP	8/1,000
ECOLOGY/CIVILIZATION	Higher



The terrible Space Shadows were a civilization from an unknown place, apparently another dimension entirely. They were the enemies of the Progenitors and, when they discovered the Progenitors were extinct, they decided to erase their Children from existence.

Their technology was slightly more advanced than that available to most modern races. They were able to jump through Hyperspace without a ship, and had powerful personal weapons and Powers.

Their appearance, which created their name, was that of dark space suits with visors so black, it was impossible to see what was inside; the few times when a Shadow was captured, opening the suit revealed nothing -

it was completely empty. If this was because the Shadows were incorporeal or because they somehow jumped out of the suit, it is impossible to say.

They were immune to abilities and powers influencing the mind, they could Teleport (as per the power) up to 5 times every day and could make two Hyperspace Jumps (without Hyperdrive) without risking a Ghostjump up to twice every day.

Each day they could use 4 Rank 1, 2 Rank 2, 2 Rank 3 and 1 Rank 4 Alien Powers - although the only Rank 4 powers they were capable of were Dematerialize and Telepathy (their Teleport was a different kind of power). They could speak all known languages, but usually did so only to taunt their opponents.





TAUCETIANS

ARMOR CLASS	6 [13]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	Claws (1D6) or by weapon
SAVING THROW	18 (15 versus falls)
SPECIAL	Dark Vision 90 ft, Keen Senses
MOVEMENT	12
HDE/XP	1/20
ECOLOGY/CIVILIZATION	Space Age



When told about a “cat-like alien race”, most humans thought of cute house cats. They were wrong: Taucetians descend from big cats, and share ancestors with the Sabertooth Tiger. They are tall (6 ft), muscular and can see up to 90 ft in the dark. Their keen sense of hearing makes them almost impossible to surprise, and they can use their claws as weapons, although they are peaceable and rarely start a fight.

TRUGGEN

ARMOR CLASS	8 [11]
HIT DICE	2+2
TOTAL HIT BONUS	+2
ATTACKS	By weapon
SAVING THROW	17
SPECIAL	Regeneration
MOVEMENT	12
HDE/XP	2/40
ECOLOGY/CIVILIZATION	Barbaric/Space Age



Truggen are blue-skinned, medium-sized, swarthy humanoids without a home planet. They are space nomads, moving from place to place in small fleets of rickety spaceships, accepting jobs as mercenaries, trading their crafts as woodworkers and metalsmiths or, if nothing else is available, stealing. Although the wrought-iron items they craft in their ships’ smithies are much in demand among collectors of antiques, they are despised and considered “inferior”.

It is thought they had a home planet, but that it was destroyed in an early Space Shadow attack or a similar catastrophe; and that, although their civilization is barely at the barbaric stage, they somehow managed to get hold of spaceships from another race and learned how to control them. Since then, they roam the space and set camp wherever their whim and the currents of space take them.



CREATURE DESCRIPTIONS

Creatures are living beings of approximately animal intelligence, though there are exceptions - some of them are organized into tribes and due to a limited ability to use tools, are similar to a primitive civilization.

In these pages you'll find but a few of the thousands of creatures populating the space of Dare the Stars! and, as previously, we encourage you to be creative and surprise your players by adding your own.

CANNIBAL FLOWERS

ARMOR CLASS	9 [10]
HIT DICE	2+2 (each one of 12 flowers)
TOTAL HIT BONUS	+2
ATTACKS	Bite (1D6), Acid Spit (1D6 + Equipment Damage) [x12]
SAVING THROW	17
SPECIAL	Immune to Mind Effects
MOVEMENT	0
HDE/XP	3/60 (each one of 12 flowers)
ECOLOGY/CIVILIZATION	Animal

These giant flowers appear to grow in a circle around an empty spot large enough for a man to lie down. They are actually a single plant with a dozen flowers, each the size of a human head. When prey is in the central space, all the flowers attack at the same time. Those close enough to bite, do so; the others spit acid on the victim. Each hit from acid spit has a chance of 1 on a D20 to ruin a random piece of equipment the victim wears, making it useless. The victim can make enough space to run away by killing 2 flowers.

DEADSPACE

ARMOR CLASS	3 [16]
HIT DICE	6
TOTAL HIT BONUS	+6
ATTACKS	Engulf (1D6/turn)
SAVING THROW	13
SPECIAL	Half damage from blades and bullets, Immune to Mind Effects
MOVEMENT	6
HDE/XP	7/500
ECOLOGY/CIVILIZATION	Animal

Appearing as a dark spot, like a stain, this creature is actually a weird being usually living in space. From time to time, it lands on a planet where it lies in wait. When viable prey steps on it, the Deadspace immediately engulfs it (if it succeeds in a To-Hit roll) and starts consuming it. When the prey is dead, it leaves for space again. Victims can break free by succeeding in a Saving Throw modified by their Strength Bonus.





FUNGAL PLAGUE

ARMOR CLASS	3 [16]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	Suffocation (1D6, +1 damage/round for 1D6 rounds)
SAVING THROW	18
SPECIAL	Dark Vision 90 ft, Immune to Mind effects, Infestation
MOVEMENT	12
HDE/XP	1/20
ECOLOGY/CIVILIZATION	Animal

This profile represents a colony of diminutive, mold-like mushrooms that infest the damp undergrowth of many forests on its planet. When disturbed (e.g. stepped upon) it “explodes” in a cloud of spores, trying to colonize the “attacker”. The cloud dissipates in 1D6 rounds. If the Plague is still alive at the end of this period, it attacks again.

To avoid being infested by the spores, all the victims within the cloud (12 ft) must succeed in a Saving Throw. If the victim fails, he’s infected: the colony of mushrooms grows in his lungs, causing 1D6 damage/day until disinfested or dead.

If the victim dies because of the infestation, it explodes in another 12 ft infesting cloud of spores, causing all the potential victims in the vicinity to make a Saving Throw to avoid being infested in turn.

LETHAL OOZE

ARMOR CLASS	7 [12]
HIT DICE	3+3
TOTAL HIT BONUS	+3
ATTACKS	Acid-covered pseudopod (2D6)
SAVING THROW	16
SPECIAL	Acid, Immune to Mind Effects
MOVEMENT	2
HDE/XP	4/130
ECOLOGY/CIVILIZATION	Animal

This semi-transparent oily creature is a parasite feeding mainly on plants and vegetables. The Lethal Ooze carves a nest inside a tree or another plant and consumes it from within; when disturbed, or when no plant is available, it slithers out of its plant and attacks nearby (within 6 ft) animals. It attacks by extruding a pseudopod covered in its digestive acids and striking the victim.





LILAC TIGER

ARMOR CLASS	5 [14]
HIT DICE	8
TOTAL HIT BONUS	+8
ATTACKS	Bite x3 (3D6)
SAVING THROW	11
SPECIAL	None
MOVEMENT	18
HDE/XP	10/1,000
ECOLOGY/CIVILIZATION	Animal



A 3-headed feline reaching 10 ft in length and living in the jungle, this animal is usually peaceful but, when another being invades its territory, it attacks without hesitation.

Lilac Tiger fur is precious, but it is forbidden to buy or sell it on many worlds. Where it is legal, a whole pelt is worth in excess of cd 4,000

RAGING WATER

ARMOR CLASS	6 [13]
HIT DICE	10
TOTAL HIT BONUS	+10
ATTACKS	Water strike (3D6+3)
SAVING THROW	9
SPECIAL	Huge (+2 to hit), Immune to bladed weapons, Surprise
MOVEMENT	8
HDE/XP	11/1,500
ECOLOGY/CIVILIZATION	Animal



This sea creature is so transparent, it can't be distinguished from the water it lives in until it attacks.

Even though it is amorphous, it covers a radius of approximately 6 ft and can lunge to hit prey up to 3 ft away. When in range with a victim, though, it tries to slide near or beneath it and strike it true.

The creature is virtually invisible until it attacks, so it always has the advantage of surprise unless detected in some way (e.g. scanners).

It slashes its prey (even small boats) until the victim dies, then the creature drags it to the sea bottom and devours it.



SIMIAN WARRIOR

ARMOR CLASS	8 [11]
HIT DICE	2+2
TOTAL HIT BONUS	+2
ATTACKS	Primitive Weapon (1D6), Thrown Rock (1D6-1)
SAVING THROW	17
SPECIAL	Climb at 6 ft/round
MOVEMENT	12
HDE/XP	2/30
ECOLOGY/CIVILIZATION	Animal/Primitive

These gorilla-like apes are probably on the brink of developing into sentient beings, starting a proper civilization soon.

They use tools, although they can't build them, and have even discovered how to make and use pointed sticks to use as crude jabbing spears - but apparently not yet how to make spears that can be thrown.

They are very territorial and, when someone trespasses, at first they try and drive him away by throwing rocks, then surround him and attack if the trespasser doesn't go away.

A recent theory claims they were the last Children of the Progenitors, so who knows where they can go if left alone?

ZILLINE

ARMOR CLASS	7 [12]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	Bite (1D6)
SAVING THROW	18
SPECIAL	Group Tactics, Keen Senses
MOVEMENT	18
HDE/XP	1/15
ECOLOGY/CIVILIZATION	Animal

This diminutive, wolf-like dog with a big pair of tusks is among the cutest animals in the galaxy. Most species find it adorable and immediately desire it as a pet. But this cute doggie has a dark secret.

Zillines always move in packs of 4-10 individuals. When one of them is "adopted", the others follow him in secret until the adopted one signals them. At this point they swarm the intended victim, cleaning his flesh from the bones in a matter of minutes.

Zillines use group tactics: when one of them is fighting with at least another two Zillines, they all get +1 to their To-Hit rolls. They have a keen sense of smell, so they are rarely, if ever, surprised.





BETTER ALIENS AND CREATURES

There is really no limit to the types of aliens and creatures that can be included in the game, and often it's fun to surprise the players by throwing surprisingly powerful adversaries at them when they least expect it.

The **Referee** should feel free to adjust **AC**, **HD**, or other factors for opponents to make encounters more challenging and fun for players, including changing those given for aliens and creatures, which are based upon the “normal” for their species.

Also, feel free to try new options, maybe combining two races in a single hybrid or rider/mount duo.

- Players run in packs and big aliens and creatures need additional levels to overcome a disadvantage in numbers.
- Players tend to be creative while many **Referees** allow creatures to “play stupid” or be less creative in their responses.

If you want to create your own aliens and creatures, you can use the following table as the starting point for assigning basic **Attributes**, adding in additional bonus **XP** for extra special abilities as you see fit:

HDE	BHB	Saving Throw	XP
<1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1,100
10	+10	9	1,400
11	+11	8	1,700
12	+12	7	2,000
13	+13	6	2,300
14	+14	5	2,600
15	+15	5	2,900

TABLE 28: Aliens and Creatures Hit Dice and Experience



QUICK ALIEN AND CREATURE REFERENCE SHEET

Alien/Creature Type:			BHB		Saving Throw		Hit Dice	
Hit Points:			Attacks:					
Movement			XP:		HDE			
NOTES:								

Alien/Creature Type:			BHB		Saving Throw		Hit Dice	
Hit Points:			Attacks:					
Movement			XP:		HDE			
NOTES:								

CHAPTER ELEVEN: THE REFEREE

DARE THE STARS! is what is usually called an “old school game”, meaning it has its roots in the first role playing games created in the ‘70s. But this doesn’t mean that all its players are going to be hardened veterans of the game.

Due to their simplicity, the clarity of their rules and the free reign left to the imagination, Old School games are the ideal starting point for novice players.

The hardest part for a new player, however, is taking the role of the **Referee**. Therefore, in this chapter, we collected tips on how to create adventures both thrilling and capable to satisfy both the players and the **Referee**. If you are new to role playing, or even if you are a veteran but you feel a little rusty, read through this chapter - we’re sure it will help!

REFEREEING THE GAME

While refereeing might seem as simple as putting together a plot and running the players through it, sometimes it is a little more complicated than that.

When putting your head and hand into being a **DARE THE STARS! Referee**, you must keep in mind that you’ll have the following goals:

1) Have fun together.

Roleplaying games are a social activity: if someone is not having fun, he will be “cut out” of the group and, after one or two sessions, you won’t see him again.

2) Be the world’s manager.

The **Referee** has the complex task to present the world and everything that happens in it to the players. There are people that find this enjoyable and people that find this a chore. If you are in the second category, we strongly advise that you leave the task of **Referee** to another player.

3) Be fair!

As a Referee, you have a great power over the world and, consequently, on the player characters. Don’t abuse that power! Make fair decisions, when possible consult with the players and always try to make the most fun choice for everybody.

SESSION, ADVENTURE, CAMPAIGN, GAME

In the usual terminology of Role Playing Games, a game is divided into Adventures, that can be played in one or more Sessions; sometimes several Adventures will come together to form a Campaign.

Adventures are the standard. An Adventure is a single “plot”, from its beginning to its final resolution.

A **Session** is the time you spend playing - usually a few hours once or twice a week. If an adventure is short, you can play it in a single session; longer and more complex adventures may require several sessions.

Several Adventures may have a common element and form a **Campaign**. The common element may be a complex plot

that supersedes the simpler plots of single adventures, or it might even be just the same protagonists - i.e. the Player Characters evolving from level to level.

Example: in the current adventure, the Player Characters must rescue the crew of a ship wrecked on a desert planet; but the time they set aside to play is over, so they end this session here, and will resume from this point next week in a new session.





STRUCTURING AN ADVENTURE

When creating an adventure, it is useful to keep in mind a general structure to follow. There are many ways to represent this: one of the best is approaching the adventure like an episode from a TV series, using the three part structure typical of this medium.

In the three part structure, the plot development takes place through three main sections: they are usually called **Introduction**, **Main Confrontation** and **Resolution**.

INTRODUCTION

In the Introduction, characters come into contact with the object of the adventure.

Don't take too long. Be essential in your descriptions, avoid distractions for the Player Characters (and the Players), but neither leave them alone on the road to the adventure. If you need to spice things a bit, you can throw in a small conflict - something easy, to keep them on their toes without hurting them too much. They have to survive to keep on adventuring!

CONFRONTATION

In this part of the Adventure, the Characters come, at last, in contact with the main object of their adventure. This contact, though, is not without problems.

A conflict can happen before, during or after they have entered in contact with the main object of the adventure.

The Confrontation doesn't even have to be a combat. Keep in mind the characters and their abilities: even using your skills to break out of jail or infiltrating a city with cunning is a conflict.

One way to keep the players interested is to insert a complication right at the end of this part, just when everything seems fine. Don't overdo it: if you use this trick every time it rapidly becomes stale, but from time to time it can liven things up and capture the players' attention.

This second part is usually the longest in the adventure, occupying more or less half the entire gaming time, but adapt its length to the tastes of your gaming group and to the necessities of the plot, that could be prolonged by a new conflict.

RESOLUTION

The last part of the adventure sees the Characters triumphant. The last conflict takes place in this phase, the group receives a well-earned prize (objects, *Experience Points*, etc).

HOW LONG?

The three parts don't have the same duration. The first and the last should last more or less one quarter of the entire adventure each, while the central part should occupy the other half.

These lengths are, obviously, indications: you'll find your preferred balance and adapt them to your gaming group: a couple of minutes is not a drastic change.





PAUSE

It is very important to learn how to exploit pauses between parts to let the players' minds rest a little, so that their attention can be renewed at the beginning of the next part.

Prepare the adventure in such a way that it will be easy to insert a pause after each part (e.g.: "At last, after a long march through the jungle, you reach the shipwreck!").

During this break, grab fresh drinks from the fridge, use the toilet, refill the popcorn bowl, check your phones... Do all those things that would interrupt the story and ruin the game atmosphere.

Be careful, though, not to lose the story thread. Ten minutes of ad break, as they do on TV, then go back to the game!

MAIN CHARACTERS

Take another leaf from good movies and series: always build adventures so that each character, in turn, has his or her occasion to show their abilities - be it combat or some special Class ability.

In particular, take care to choose one or two characters and focus a section of the plot on them - this way, from one session to the next, every player will get a "protagonist" moment.

IRRESISTIBLE FORCE VS. IMMOVABLE OBJECT

From time to time the rules will present a case that can't be solved using the rules themselves. When this happens, there are two basic principles to apply in precise order:

- 1) Choose the solution more favorable for the players; they're the protagonists, things should turn in their favor;
- 2) If all the solutions are equally favorable (or unfavorable) to the players, choose one randomly (e.g. rolling a dice).

DESCRIPTIONS AND NPCs

One of the *Referee's* main tasks is that of describing the environment and interpreting the Non-Player characters. This could be both fun and useful, but here is some advice on how to do it.

First and foremost, when describing a location or an item, be accurate and evocative. Describe colors, sounds, possibly smells and, if the players are touching things, be prepared to detail textures. In **DARE THE STARS!** the characters will often find themselves on strange, alien planets or exotic locations: be prepared to introduce small details that stimulate their sense of wonder. Strangely colored skies, the distant call of an unknown animal, pungent smells - all are part of the atmosphere.

When interpreting NPCs, use the same principle. Make them distinctive, especially if they're going to be important for the story. Give them a small detail, a characteristic that will make them recognizable. An eyepatch, a speech impediment or a particular way of walking are examples.

In both cases, though, don't overdo it. When describing locations or items be careful not to drown useful details under a mountain of useless stuff. If there's a diamond that the characters need to get to be able to complete the adventure, be sure that the diamond shows prominently in your description.

The same goes for characters: your NPCs don't need to be peg-legged giants with a thunderous voice, a pet lizard on the shoulder and a lisp to be remembered. A single detail will be enough. Also, don't stress yourself in interpreting NPCs: bring their characteristics into play from time to time, but let it slip when it is firmly in the players' minds. This is not theatre, your stuttering space pirate doesn't need to stutter all the time, it is sufficient to start his speech with a stutter and bring it in occasionally. If you don't feel confident enough in interpreting a characteristic (e.g. a foreign accent), don't do it: simply mention it to the players (e.g. "I am here!" He says, in a Denebian accent).



ADVANCED TECHNIQUES

In addition to good preparation, there are a few narrative techniques that you can use to enhance your group's gaming experience.

CLIFFHANGERS

To diversify the story's pace you can, from time to time, introduce a cliffhanger, that is suspend the narration at a point in which the characters' fate hangs in the balance. They are surrounded, they're low on ammo and they seem fated to lose... Will they survive? We'll see next session!

As before, don't abuse this technique. It is not easy to use and, if every session ends with a cliffhanger, the thrill will soon turn to boredom.

A good principle consists in using a cliffhanger every five or six sessions, but again, you'll have to fine-tune the quantity according to your group's disposition.

FLASHBACKS

This is probably the most difficult technique to implement but, at the same time, it can be most rewarding.

In a flashback, you bring the characters back into their past and let them have an adventure "before" the campaign. Sometimes, if all the players agree, you can have them playing totally different characters - or keep one or two characters from the team and change the rest.

This could be great fun, but it is very important that it has some meaning for the campaign at large; use it to play a significant scene from the past that ties into the current adventure, or shows some place or time the players should know about to proceed in their mission, or the use of a particular device.

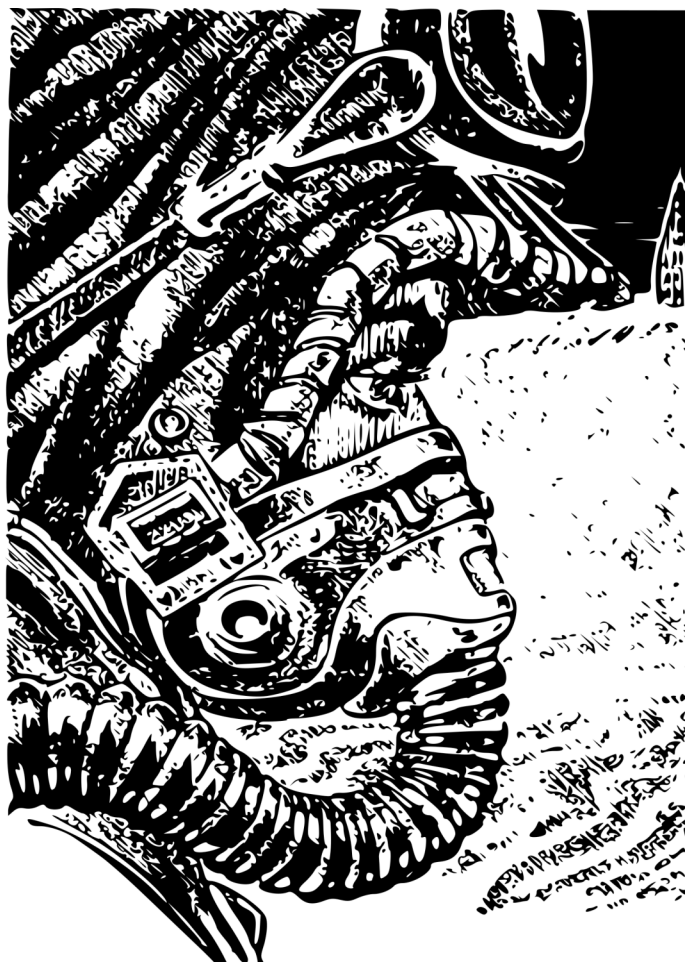
Even if the characters technically already lived that scene, or (in case you're using other characters) weren't there, it seems unfair not to reward them for playing; so, at the end of the flashback, give them a fixed amount of **Experience Points**. After all you can learn from memories too!

SANDBOX

This is a slightly different way to play, and it is advisable to use it only after you have had some experience as a Referee.

In a sandbox campaign, you don't prepare adventures in advance - you just prepare some NPCs, some very broad and flexible plot to throw at the players when they are running on empty, then give them the means to travel the galaxy and explore it at their leisure, creating their own adventures.

A merchant ship traveling from planet to planet, a space patrol, even a jolly band of pirates or mercenaries - all this is a good starting point to launch the characters in a sandbox campaign. Often the best ideas come from the players themselves!



DARING ADVENTURER

PLAYER

NAME

CLASS

DESCRIPTION & BACKGROUND

CURRENT LEVEL

1 2 3 4 5
6 7 8 9 10

CURRENT EXPERIENCE

STRENGTH

INTELLIGENCE

WISDOM

CONSTITUTION

DEXTERITY

CHARISMA

GEAR

WEAPONS

AMMO

TYPE:



AMMO

TYPE:



AMMO

TYPE:



ARMOR

RESOURCES

CREDITS / SUB-CREDITS / CHITS

ARMOR
CLASS

SAVING
THROW

HIT
POINTS

BHB





NPC QUICK CHARACTER SHEETS

NAME, CLASS AND LEVEL

STRENGTH  INTELLIGENCE 

WISDOM  CONSTITUTION 

DEXTERITY  CHARISMA 

 ARMOR CLASS  SAVING THROW
HIT POINTS  BAB 

GEAR AND WEAPONS



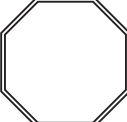



NAME, CLASS AND LEVEL

STRENGTH  INTELLIGENCE 

WISDOM  CONSTITUTION 

DEXTERITY  CHARISMA 

 ARMOR CLASS  SAVING THROW
HIT POINTS  BAB 

GEAR AND WEAPONS



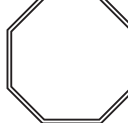



NAME, CLASS AND LEVEL

STRENGTH  INTELLIGENCE 

WISDOM  CONSTITUTION 

DEXTERITY  CHARISMA 

 ARMOR CLASS  SAVING THROW
HIT POINTS  BAB 

GEAR AND WEAPONS


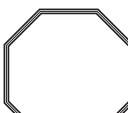
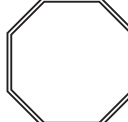



NAME, CLASS AND LEVEL

STRENGTH  INTELLIGENCE 

WISDOM  CONSTITUTION 

DEXTERITY  CHARISMA 

 ARMOR CLASS  SAVING THROW
HIT POINTS  BAB 

GEAR AND WEAPONS



APPENDIX ONE: OPTIONAL RULES

Sometimes you want a little more from your games. The basic rules are good and fun, but you may have something in particular in mind that you'd like to try.

We suggest here a few optional rules that could change the way you play - but at the same time, we advise to use them only when you have gained a little experience with the basic rules. Introducing them in your game could alter the balance of it, so be sure that all the players are on board with this decision.

You can also come up with your own house rules, obviously; in this case too, we suggest that you let all the other players take a look at them and vote them in. If they "pass", you can use them.

As the **Referee** usually is the one that knows better both the rules and the game world, in case of a tie he gets an extra tiebreaker vote.

ALIEN PLAYER CHARACTERS

If you want to play one of the races introduced in **Chapter 9: The Universe**, you must tweak the Character Generation rules a little.

You must first decide which race you are going to play, as aliens have limitations and advantages regarding their Attribute rolls.

Then proceed to roll as described below, according to the race chosen; at this point, you can continue normally, with just one warning:

ALIEN PLAYER CHARACTERS NEVER RECEIVE EXPERIENCE BONUSES

They don't have rights to class experience bonuses, and even the regular XP bonus for a high Wisdom score is negated to them.

Once you have this clear in mind, roll your character Attributes as per the table below.

RACE	STR	INT	WIS	CON	DEX	CHA
Kheethee	2D6+7	3D6	1D6+2	3D6+2	2D6+1	3D6
Martian (Green)	2D6+8	1D6+2	1D6+2	2D6+8	2D6+1	3D6
Martian (Red)	3D6	2D6+8	3D6	2D6+1	3D6	3D6
Taucetian	3D6	3D6	2D6+1	3D6	2D6+8	2D6+6

TABLE 29: Alien Characters Attribute Rolls





KHEETHEE WARRIOR

Kheethees are tall, hulking reptilians with a jolly character. They have an extraordinary strength, a great sense of adventure and the most awkward sense of humor of the galaxy.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2+1	+1	13
3	4,000	3+1	+2	12
4	8,000	4+1	+2	11
5	16,000	5+1	+3	10
6	32,000	6+1	+3	9

TABLE 30: Kheethee Warrior Advancement

KHEETHEE WARRIOR CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: A Kheethee Warrior can use any weapon and armor but, due to his size and physical conformation, they must be expressly built for his race (base cost x 1.5).

BODYSLAM: A *Kheethee Warrior* can exploit his size to overwhelm an enemy. If he could move at least half his **Movement** this round, he can hit any enemy of his size or less and throw him on the ground if the enemy fails a **Saving Throw**. The Bodyslam also causes 1D6-1 damage.

SCALY SKIN: The *Kheethee Warrior*'s scaly skin gives him a starting **Armor Class** of 5 [14].

IMMUNITY TO POISONS: The *Kheethee Warrior*'s metabolism allows him to process anything; he can't be poisoned by food, gas, etc.

JOLLY DISPOSITION: The natural optimism of *Kheethee Warriors* gives them a +2 to **Saving Throws** versus all the effects and powers that influence the mind.

KHEETHEE WARRIOR DISADVANTAGES

UNUSUAL CONFORMATION: The peculiar physical conformation of a *Kheethee Warrior* makes it impossible for him to use normal humanoid tools. Everything must be expressly made for the Kheethees (thus costing 1.5 times the base price). Even vehicle seats and controls must be modified for him.





MARTIAN BRAWLER

Green, four armed giants, the Martian Brawlers have a very short life and a similarly short temper. They are not famous for their intelligence, but they can take and deal punishment like nobody else in known space.

LEVEL	XP	HD	BHB	ST
1	0	2	+0	15
2	2,000	3+1	+0	14
3	4,000	4+1	+0	13
4	8,000	5+1	+1	12

TABLE 31: Martian Brawler Advancement

MARTIAN BRAWLER CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The *Martian Brawler* can use light armor, shield and energy shield and any kind of melee weapon. He can use all kinds of pistols.

HUGE: The sheer size of a *Martian Brawler* allows him to cause +2 extra damage in melee, either unarmed or armed.

FOUR ARMS: Having four arms, a Martian Brawler can use two weapons without penalties, and can attack twice the times of a regular two-armed humanoid. He can also wield two shields at a time.

COMBAT MACHINE: Against foes of one Hit Die (1 HD) or fewer, *Martian Brawlers* get free extra attacks per round that can be used against only them, up to one (1) extra per Experience Level of the *Martian Brawler*.

SUPERHUMAN SENSES: Thanks to their sense-amplifying antennas, *Maartian Brawlers* get a +2 bonus on all rolls involving Perception and can only be surprised on a roll of 1 on 1D6.

MARTIAN BRAWLER DISADVANTAGES

SHORT LIFESPAN: *Martian Brawlers* are very short lived, they become adults in 5 years and their body starts falling apart in another 10 years. When a *Martian Brawler* is Level 4, roll 2D6 each month. On any double, they lose 1 point of *Constitution* permanently; when their *Constitution* reaches 0, they die of old age.

SHORT TEMPER: If in a potentially dangerous situation, a *Martian Brawler* will attack, no matter the odds, even if there is a chance of solving it through diplomacy.





MARTIAN NOBLE

The original ancient martians, the Nobles are a decadent race, incapable of fending for themselves. Only the nobles, mindful of their former status, tried to rebuild the ancient Martian society - with little or no success, especially after the Slave Revolts.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+3	9

TABLE 32: Martian Noble Advancement

MARTIAN NOBLE CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The *Martian Noble* may use clubs, daggers, firearms, grenades, laser pistols, mono-daggers, mono-swords, staffs, and swords. They can wear *Light Armor* and use shields and energy shields.

COMMANDING: A *Martian Noble* has a great authority among his people. All Martians of any extraction will always obey him, no matter what. He can also convince non-Martians to obey him if he can talk to them for at least 5 full *rounds* and they fail in a *Saving Throw*.

ALIEN POWERS: *Martian Nobles* can use Alien Powers according to the table below.

SAVING THROWS: *Martian Nobles* receive a +2 bonus to all *Saving Throws* on attempts to influence them or cloud their mind.

LEVEL	1st Rank	2nd Rank	3rd Rank	4th Rank
1	1	-	-	-
2	2	-	-	-
3	2	1	-	-
4	2	2	-	-
5	2	2	1	-
6	3	2	1	1

TABLE 33: Martian Noble Alien Powers



TAUCETIAN ROGUE

Taucetians hate leaving their home. On the rare occasions they are forced to do so, usually because they have been exiled, they rapidly learn to use the nimbleness of their feline ancestry to launch a roguish career.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,000	2	+0	14
3	4,000	3+1	+0	13
4	8,000	4	+1	12
5	16,000	5	+1	11
6	32,000	6+1	+1	10

TABLE 34: Taucetian Rogue Advancement

TAUCETIAN ROGUE CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The *Taucetian Rogue* can use knives, swords and clubs and any kind of pistol. He can only wear *Light Armor* and can't use shields or energy shields.

DARK VISION: *Taucetian Rogues* have the *Darkvision* common to their race. They can see up to 90 ft away even in total darkness.

KEEN SENSES: The preternatural hearing of the *Taucetian Rogue* is so powerful that he can only be surprised on a 1 on 1D6.

CLAWS: Even unarmed, a *Taucetian Rogue* can use his claws to fight, causing 1D6 damage if he hits.

BODY LANGUAGE: A *Taucetian Rogue* can communicate silently with members of his own species through body language. This is a very limited form of communication, that requires the receiver to be able to see the "transmitter", and it is possible to communicate only basic concepts ("Go!", "Warning!", etc.).

CLIMB: The *Taucetian Rogue* can use his claws to climb any surface at half his regular *Movement* speed when going up, and at full Movement when going down.

SAVING THROWS: *Taucetian Rogues* get +2 on Saving Throws against *falling* or *explosions*.





WEB OF CONTACTS

One of the greatest problems when starting a new campaign or adventure consists in finding a way for the characters to meet each other for the first time.

With this optional rule, you can presume that all the Player Characters met in some way before they started this adventure, or campaign.

To do this, each player simply chooses another player and rolls or chooses from the table below. Then the characters of both players receive the benefit shown on the table.

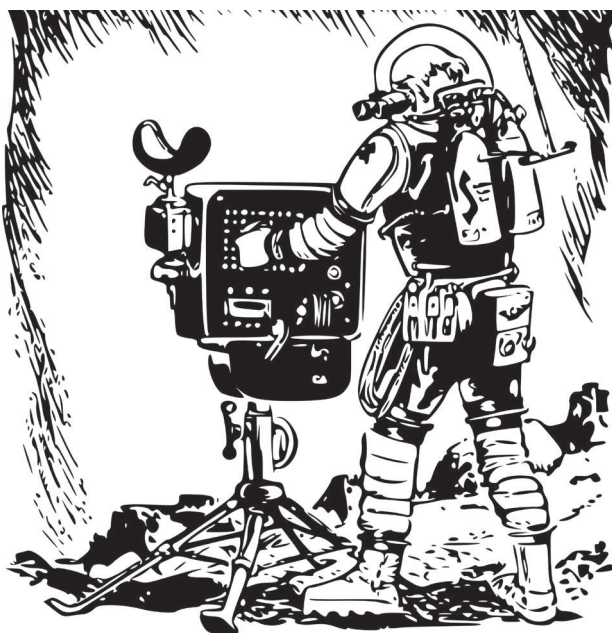
There are just two rules in this “acquaintance game”:

1. You can't choose the player who chose you (unless there's just two players);
2. You can't choose a player that's already been chosen by another player.

At the end of this round of choices, all characters will be acquainted with at least another character.

If you want, you can decide that characters at the same type of event (e.g. “At the battle of...”) were actually in the same exact event, and met each other there; but this provides no additional benefits.

D10	“We met...”	BENEFIT
1	“...fighting side by side at the battle of [choose name]”.	10 Ammo Clips / Batteries
2	“...while working on the Cargo ship [choose one name]”.	1D6x10 extra credits
3	“...at school, we both studied [choose one subject]”.	+2 to Knowledge rolls of the subject
4	“...in a bar riot, where we fought, then became friends”.	+2 to Saving Throws vs. Drunkenness
5	“...when our ship was stranded on a deserted planet”.	+2 to Saving Throws vs. Heat Damage
6	“...during a mission on an ice planet.”	+2 to Saving Throws vs. Cold Damage
7	“...working on a holiday planet”.	Toolkit or science kit (player's choice)
8	“...when you sold me that old [choose 1 equipment]”.	One piece of equipment worth cd 15 or less
9	“...at the concert of [choose group name]	+2 to Perception rolls for hearing
10	“...at the wedding of Lord [choose a NPC noble]”.	Fine clothing



We gave you ten broad occasions to meet other characters; you can add your own twist to them (“We met at the concert of the *Red Planet Arachnids*! I was their technician, you were working security!”), or feel free to create your own (with an adequate reward, and with the *Referee*'s agreement).

You prefer a story in which your characters met in prison, unjustly accused of some crime? Go on!

You'd like to tell of that time when both you and the Android dated the same girl? Do it!

In the end, the Web of Contacts rule is just a way to spice your characters' story and avoid that old RPG cliché: “You are drinking in a pub, when a mysterious man dressed in black...”

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