



# EXODUS SYSTEM SCI-FI SRD

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*For Amy*

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# Exodus System Sci-Fi SRD

By Jacob DC Ross

## Introduction

This book is the first major expansion to the Exodus System core game. It's a pleasure to develop it thanks to all of the support that the core book received. As an SRD, this book is intended for use by publishers, GMs, and players. It doesn't have any art, as I wanted to make it printer-friendly.

The systems in this book are modular. You don't have to use them all in your science-fiction games.

## Glossary

This section explains some common game terms for clarity.

**AD:** Action Die, the die value that an NPC or environmental effect rolls to take actions or to oppose players.

**Effort:** A measure of focus. A character can only maintain Effort for a single purpose. If they have multiple abilities that require maintaining Effort, they can only use one such ability at a time.

**HD:** Hit Dice, the die that a PC rolls at every Level to determine how many HP they gain. It can be a die of any value, but for NPCs it's a d6 by default.

**HP:** Hit Points, a numerical rating of a being's health. If it reaches 0, that character is defeated, and is either knocked out or dying.

**Level:** This is a broad indicator of a PC's or an NPC's power. An NPC's AD, armor, and damage are all determined from their Level by default, though some abilities or detriments might affect them further. The number of d6 that the GM rolls to determine how many HP that a specific NPC has.

**NPC:** Non-Player Character, a character controlled by the GM. NPCs can be anything from a rat in a cellar to a merchant on the road or the villain of the story.

**PC:** Player Character, the in-game avatar of an actual human player. PCs are the heroes of the story.

## Character Creation

To create your character first think of a concept of what you want to play and then share it with the group. Ideally everyone picks one or two niche roles to fill so that whenever you have a problem there's at least one character with the specific training to handle it, or at least give it a competent try.

On your character sheet record the value d6 in each of your Attributes except for one, which is at d8. This indicates which type of die you roll when using those Attributes.

## Attributes

These are the following Attributes in the game:

### Charisma

Charisma is your personal charm and magnetism. Use it when you want to influence someone's thoughts or convince them to do something.

### Constitution

Constitution is your physical hardiness. Use it to resist diseases, fatigue and other effects on your body.

### Dexterity

You use Dexterity when you want to run, jump, tumble or do anything else that requires you to perform a feat of coordination. Dexterity is also the Attribute you use when making ranged attacks.

### Intelligence

Intelligence is your capacity for reason and problem-solving. It's useful for learning languages, operating computers or other mental tasks.

### Strength

Strength governs your ability to directly, physically affect your environment. Roll it when you pick up a heavy weight, make a melee attack or attempt to overpower someone.

### Wisdom

Wisdom is your ability to use common sense. It's useful for resisting mind altering effects such as lies, alien artifacts and pleas to your emotions.



Every time you level up you may increase one Attribute by one die step. D6 becomes d8, d8 becomes d10, d10 to d12 and d12 to d20. Your character can only have one Attribute at d20.

## Roles and Flavors

See the next section for Roles and Flavors. You pick one Party Role, one Combat Role and two Flavors to distinguish your character from everyone else. At character creation you gain one ability from each Role and Flavor.

## Party Roles

This section defines a character's non-combat abilities.

### Explorer

The guide who helps everyone else get around in the wilderness.

**HD:** d8

**Accustomed:** Reduce the damage caused by environmental factors, such as heat or cold by -1 for each rank of this ability. The GM determines how much damage these effects normally do.

**Guide:** You may add or subtract 1 from the Overland Travel roll. You can only take this ability once.

**Self-Sufficient:** Step up the standard Usage Die for your rations by 1. If you share your rations with people, roll your Usage Die again, increasing the minimum number to step it down from 2 to 3, 3 to 4, et cetera for each person with whom you share. Each additional time you take this ability reduces the penalty by 1.

### Face

The smooth operator who talks for the rest of the party.

**HD:** d6

**Bargainer:** Gain Advantage on attempts to haggle with merchants. Each additional time that you take this ability instead increases the default Usage Die of perishable items that you purchase by 1 step.

**Connected:** You gain +1 to your rolls to find out information via gossip or investigation for each rank of this ability.

**Likeable:** Strangers' default disposition to you is friendlier. Those who would be neutral are instead cordial, unfriendly folks would be neutral, and so on. You can only take this ability once.

## Scholar

The know-it-all who can read ancient texts or recall obscure information.

**HD:** d6

**Academic:** Choose an intellectual field of study, such as languages, medicine, physics, or history. When you make a roll that only involves thinking, as opposed to a physical activity, where that field of study applies, you gain Advantage. Choose a different field each time you take this ability

**Guarded Mind:** Step up your Wisdom by one whenever you roll to resist mind-affecting effects or to see through lies. You can only take this ability once.

**Obscure Knowledge:** Once per day, you can make an Intelligence roll to learn something that pertains to the current situation. You gain +1 to a roll before you leave the area, or +1 to an attempt when you assist an ally. Each time you take this ability, it gives you another opportunity to use it each day.

## Technician

The member who disarms traps, repairs machines, and does various tasks.

**HD:** d6

**Handy:** Choose a type of task that involves using your hands to fix, operate, or build something. This can be surgery, computer hacking, repairing machines, or anything else. You gain Advantage on that type of task. Choose a different type of task each time you take this ability.

**Jack of All Trades:** Gain another Skill point for each time you select this ability.

**Master of One:** Choose one Skill. It has a maximum rank of 6. You can only take this ability once.

## Tough

This person uses their physical abilities to solve problems.

**HD:** d10

**Everywhere:** Once per day, you gain another regular action to use on physical activities. You can use it one more time per day each time you take this ability.

**Menace:** Choose Dexterity or Strength. When you make an attack with that Attribute, step up the value of the damage die by one. You can only take this ability once.

**Paragon:** Choose a task that involves athletics, breaking something, or coordination. This can include running, swimming, climbing, and more. You gain Advantage on rolls to make those tasks. Choose a different task each time you take this ability.

## Combat Roles

When all else fails and you find yourself in a melee, you use your abilities from this section to achieve victory.

### Controller

A cerebral fighter, you affect the field of battle and confuse your enemies or make your comrades fight more effectively.

**Damage:** d6 Armed/d4 Unarmed

**Armor:** d4

**Countertactics:** You gain Advantage to resist effects that impart status effects on you. You can select this ability only once.

**Manipulate Battle:** Choose Afraid, Confused, Encouraged, or Enraged. You can impart that status effect on one enemy or all allies within 2 hexes of you with a successful Wisdom roll. You can choose a different effect each time you take this ability.

**Wide Net:** Increase the range of all your Manipulate Battle effects or one Flavor ability by 1 hex each time that you take this ability.

### Damage

Nothing subtle about it, you go in for the crippling blow or the precise shot and take out the bad guys.

**Damage:** d8 Armed/d6 Unarmed

**Armor:** d6

**Courage:** You gain +1 to your attempts to resist the Fear status effect for each time you take this ability.

**Efficient Destruction:** Increase all damage you do by one die step. You can only take this ability once.

**Martial Training:** Choose one weapon group, such as swords, spears, or bows. You gain +1 to your attack rolls with those weapons. If you take this a second time for the same group, you also get Advantage on attacks with those weapons. You can select this ability up to two times for each weapon group.

### Healer

Whenever your comrades fall, you are right there, ready to patch them up.

**Damage:** d4 Armed/d4 Unarmed

**Armor:** d4

**Knockout Serum:** Once per day, you can impart the Stunned condition on a target for 1d4 rounds. If you select this more than once, you can choose to either increase the duration by one die step or the number of times you can use this ability per day by 1.

**Life-Giving Hands:** Any time you assist others to recover or heal them, step up the die they roll for regaining HP by 1 and they gain +2 HP from the roll. You can only select this ability once.

**Patch Up:** Three times a day, you can use your entire round to heal someone in an adjacent hex and roll their HD to restore that many HP. You gain three more opportunities per day each time you take this ability. Anyone you use this option on can't also get first aid during the encounter.

## Sneak

Dirty tricks are your forte and you can disappear in a flash.

**Damage:** d6 Armed/d4 Unarmed

**Armor:** d4

**Palm It:** You can conceal two small items on your person. These items are undetectable by anything save a strip search. You can conceal two more items each time you select this ability.

**Sneak Attack:** If you attack from concealment or against a target who is unaware of the attack, you gain +1 to the attack and increase the damage die by one step. You can select this ability only once.

**Vanish:** You can disappear by rolling Dexterity successfully. You only need to roll against the highest applicable AD among observers. If you select this ability more than once, you gain +1 to the attempt each time.

## Tank

You guard objectives and take the heavy hits, so your teammates don't have to.

**Damage:** d6 Armed/ d6 Unarmed

**Armor:** d8

**Built to Last:** Step up your Armor by one step. You can only select this ability once.

**Vitality:** Treat your HD as if it rolled double the maximum amount this Level.

**Quick Recovery:** Once per day, roll your HD and recover that much HP. Each selection of this ability grants you another roll per day.

Every time you level up, you pick one ability from one of your Roles to apply to your character. You begin the game with one ability from both roles.

## Flavors

Flavors allow you to customize your character. This list adds several new options for your sci-fi games. Note that, with some reskinning, you can also use them for supers and other genres. You begin the game with two Flavors, and one ability from each of them. At every third Level afterwards (3, 6, and 9) you can choose another ability from either Flavor.



## Regular Flavors

The Flavors in this section generally indicate what a person does, rather than who they are.

### Ace Pilot

You're the best pilot there is. Some of its training and dedication, sure, but you've got an innate talent that very few others possess. You live and breathe to take to the sky or hit the open road. Choose one category of vehicle when you take this Flavor, such as cars, starfighters, hoverbikes, or something else. That category is your preferred vehicle.

### Better Than the Big Boys

For each rank of this ability, negate one level of Scale difference between your preferred vehicle or ship and larger vehicles or ships. This ability does not increase your effective Scale against smaller enemies.

### My Lucky Ride

You own or have constant access to one of your preferred vehicles or ships. Gain a vehicle or ship. For every rank of this ability gain one point to add to one of your ship's Attributes. If you're playing with the Noble Flavor, replace Splendid Carriage with this ability.

### I Can Fly Anything

For every rank in this ability, you can choose an additional type of vehicle to be your preferred vehicle.

### Tricky Flying

Maintain Effort to add your rank in this ability to either your attack, damage, dodge, maneuver, or armor rolls while in your preferred vehicle. Choose which roll to enhance when you activate the ability, as well as one of the other rolls from which to subtract an equal amount.

### Punch It

Maintain Effort to increase your preferred vehicle's speed by one hex per rank of this ability.

### Bounty Hunter

They can run, but they can't hide. At least, not from you. You're a stone-cold tracker with the uncanny ability to find fugitives and bring them in. Whether you work for justice or a paycheck is up to you. You might also be a literal hunter, perhaps tracking down big game on safari or capturing unique creatures to transfer to zoos.

### I Need Him Alive

When attacking a foe in combat, you can do double damage when you declare that you're trying to incapacitate, rather than kill. The target of these attacks must be either an official bounty that you're bringing in or the focus of your current mission. At the second rank of this ability, the attack ignores half of an Armor roll. At the third rank, it goes through Armor completely.

### **Fearsome Reputation**

Choose Afraid, Confused, or Stunned each time you take this ability. You can make a Charisma roll against an opponent's Intelligence or AD. If you succeed, they suffer that condition for 1d4 rounds.

### **Hostile Negotiations**

When you act belligerently towards a client or someone that you're trying to shake down, gain a +1 bonus to Charisma rolls made against them per rank in this ability.

### **Dauntless Tracker**

Every time that you take this ability, you gain a new sense, such as sonar, refined tremor sense, infrared imaging, thermal vision, and so on. Work out the exact details with the GM. When you maintain Effort for this ability, you gain +1 per rank to rolls made to follow a cold trail, keep from losing your prey in a crowd or during a chase, or to sense someone who's hiding, invisible, or intangible in combat.

### **Sweet Armor**

You have a unique armor that immediately makes you recognizable wherever you go. It starts out at Level 3, and gains +3 Levels for each additional rank in this ability. It also gets one free mod, in addition to the mods that it's allowed from its Levels. Additional mods must be purchased separately or come stock with the armor. You still suffer the regular penalties for hindrance when using this armor, so choose one that you're comfortable wearing. You can select a Civ Suit or a complete set of Piecemeal Armor, calling them Ultra-light Armor. If you choose Piecemeal Armor you increase the entire set's Level at once, but the entire suit can only have a number of mods equal to what a regular armor set could sport. So, if you have this ability at the second rank, each piece of a piecemeal set is Level 6, but the whole set of armor can only have 3 mods, two for being Level 6 and one for this ability's extra mod.

### **Cosmic Voyager**

You're the original traveler. There's something just a little bit different about you that everyone seems to notice but nobody can define. You're an ancient being with a grander grasp of the universe than most beings could even hope to begin to achieve.

### **Companions**

For each rank of this ability, choose one other PC or NPC who is loyal to you and travels with you permanently. While a companion is in danger, you get +2 to rolls to protect them from enemy attacks or other immediate sources of peril. You can also grant the companion a +1 bonus to any roll that they attempt when they're in danger so long as they can hear your voice. This is in addition to any other assistance that you provide on these rolls.

### **Cosmopolitan**

You speak or understand every language, except perhaps those of beings that predate the creation of the universe. Gain Advantage when you haggle with someone, attempt to find a place where you can hide safely. Gain a +2 bonus to disguise your hostile intent against an enemy for each rank of this ability. This means using doublespeak to distract someone while you fiddle with their ship and sabotage it, making them look the other way while you pick their pocket or some similar effect.

### **Dark Prophecy**

Your invisible cosmic aura awakens abilities in others. The GM can cause a random NPC to spout a proclamation of your impending doom. You have to maintain Effort to forestall this doom. The second that you stop maintaining Effort on this ability, something very bad happens, and you and the party are all in danger. Sleep and comas don't affect you from maintaining Effort for this ability. While maintaining Effort, you can reroll a failed roll a number of times per game session equal to your rank in this ability.

### **Regeneration**

Cosmic energy swells within your body. When you die, you instead undergo a drastic transformation. Randomly swap your highest attribute value with another one. Your appearance and personality are so radically changed that you appear to be a different person entirely. Randomly change your other Flavor to another one, putting a number of ranks into its abilities as you had in your previous Flavor. You can choose your new Flavor if the GM allows it. You must maintain Effort for this effect for the duration of the current game session and the entirety of the next. This effect has a d8 Usage Die. You truly perish when it runs out. Each rank of this ability after the first increases its Usage Die by one step,

### **True Traveler**

The FTL range of any starship that you pilot is increased by 1 parsec per rank in this ability, provided that it's FTL-capable to begin with. Additionally, if you own a ship outright, you can increase its internal volume greatly without altering its external size. This modification applies only to one ship that you own, and it transfers over to your next ship if you lose this one or get choose to apply it to another ship.

### **Hacker**

Some people have a way with words or a way with people. You intuit computers and electronic systems. More than a skilled hacker, you're a savant whose mastery of computers borders on wizardry. If you use this Flavor in the game, you should also use the cinematic hacking battle rules.

### **Prepared Hacks**

You begin each hacking attack with an extra Access Drone and Attack Drone per rank of this ability. You get an extra Defense Drone per rank when you're defending against intrusions on your own system, and you can distribute the nodes wherever you like.

### **Upgraded Drones**

At each rank of this ability, choose two of the following:

- Your Access Drones can detect node identity from +2 hexes away
- Your Access Drones do double damage to nodes
- Your Attack or Defense Drones regenerate 2 HP per turn
- Your Attack or Defense Drones gain +1 hex range to their attacks
- Your Defense Drones gain +2 speed
- Your Attack Drones do +1d4 damage with each attack.

You can choose each option more than once, but only once per rank of this ability.

### **Remote Control**

You can make an Intelligence roll versus the opponent's Wisdom or AD at a range of 3 hexes. If successful, you gain control over drones, androids, or other robots. This ability can control cybernetic limbs or cybernetic bodies if the cyborg has neural implants. At higher ranks, choose to either extend your range by +2 hexes or to be able to control one more target at a time. You must maintain Effort to keep control, and it ends if you become unconscious or can no longer perceive the robot. A robot standing behind a pillar with you on the other side or inside a vehicle that you're close to is not out of your perception.

### **Virus**

You can leave a virus behind in any system to which you have access. It's a d8 effect that acts in your interest to perform a specific function at some point after you've deployed it, whether at a set time or from a specific trigger. You can also install a virus in your own system to act as an automated defense against hackers. For each rank of this ability, increase the AD of the virus by one step. In cinematic hacking combat, a virus is a special unit that acts as an Attack Drone, Defense Drone, and Access drone at Level 3, d8 AD, d6 Armor, and 1d10 Damage. Further ranks in this ability only increase its AD, but the virus benefits from any options selected from the Upgraded Drones ability.

### **Fortified System**

You gain a Dummy Node that protects your system in hacking combat. It does not give any access to functions once controlled, but to intruders it appears to be legitimate. For each rank of this ability, you gain another Dummy Node. All of your nodes step up their Armor Die by one and gain double HP. at the first rank of this ability only.

### **Star Mystic**

Your command of the forces that are as yet undiscovered or understood by mainstream science gives you untold power. You are likely a member of a very small and esoteric order of sojourner scholars.

### **Soul Weapon**

You are your own greatest weapon. You have what appears to be an ordinary sword hilt, the shaft of a spear or axe, the handle riser section of a bow, or some other seemingly incomplete low-tech weapon. You can also choose to channel the energy through your unarmed attacks when you first take this ability. When you maintain Effort to concentrate your power through the weapon, the blade or other portion of the weapon materializes, seemingly made from a solid light in the color of your choice. A bow, atlatl, or other ranged weapon uses ammunition created from the force of your will. This weapon begins at Level 3 and increases by +3 Levels for each rank of this ability and gains a mod of your choice at each rank. You can make targets hit by your Soul Weapon roll against your Wisdom to resist status effects inflicted by the weapon, rather than the damage done.

### **Attune to Others**

When you maintain Effort and meditate silently in the middle of battle or another stressful situation, two friendly characters within 3 hexes of you can use one of your Attribute dice in place of theirs or their HD for one roll. Each additional rank of this ability adds +3 hexes to the range and +2 to the number of characters who can use it per turn. You must spend one turn doing nothing but focusing to activate this ability, and while it is active, you can only move one hex per turn and take simple non-violent actions.

### **Attune Self**

Maintain Effort to gain two points to use to step up your Attributes. You can't step an Attribute up past d20, and the only Attribute that you can raise to d20 using this ability is the one that you chose at character creation to be eligible to reach d20. For each additional rank in this ability, gain one more point to distribute while the ability is active.

### **Telekinesis**

Maintain Effort to apply your Strength to an object or person within 4 hexes. You can use it to attack as if bare-handed, or you can wield another object as a weapon against an enemy within range of this effect. For the purposes of lifting, objects of up to 100 kilograms (220 pounds) have a d4 AD. This steps up by one every time you double the weight, up to d20 for objects weighing 3200 kg (7000 pounds) to a maximum of 4500 kg (10,000 pounds). When you upgrade this ability, choose to either extend its range by 1 hex or be able to affect an additional object per round. You can't move or take cover when using this ability.

### **Flux Dodge**

While you stay in constant motion, using your actions only to move, record the result of any Armor roll you make. Add your most recent Armor roll to the total of your next Armor roll, so long as you don't stop moving before you have to make the Armor roll. At the second rank of this ability, you keep track of your two most recent Armor rolls and add them to your next Armor roll, and at the third rank you keep track of the last three Armor rolls.

## Star Warrior

You're a heavy fighter who makes a name for themselves through combat in space. You might be a marine, a mercenary, or just someone who loves the joy of combat.

### **Armor Training**

For every rank of this ability, subtract -3 from any rolls you make for hindrance caused by wearing armor.

### **Shrug It Off**

Choose any 3 status conditions. You roll with Advantage to resist those conditions. Choose 3 more conditions for each additional rank of this ability.

### **Suppressive Fire**

Maintain Effort to keep from having to roll a Usage Die when firing guns. You still have to roll the Usage Die when shooting in Autofire mode, but you roll one fewer dice, to a minimum of 1, per rank of this ability. This allows you to essentially negate the stacking Disadvantage normally associated with shooting an Autofire x3 weapon. You cannot use this ability to fire a weapon whose Usage Die is completely depleted.

### **This Is My Rifle**

You have one special weapon. It begins at Level 3 and increases by +3 for each additional rank of this ability. It begins play with an extra mod of your choice. If it's destroyed, you can later claim a different weapon for this ability, though it takes a couple weeks to install all of the mods that you want.

### **True Throw**

When tossing a grenade or using a similar area of effect weapon, you can exclude one target on the battlefield from its effects per rank of this ability. Choose which targets to exclude before making the attack. Remember that grenades can drift, so it's perfectly reasonable to choose a target outside the area that your grenade would normally hit.

### **Tinkerer**

There's no device that you can't make better. You spend your days at work, your free time, and even the time that you should be sleeping hunched over a workbench, making wondrous new machines or fixing what's broken.

### **Machine Savant**

Gain Advantage on any roll to determine the function of an item or machine. At the second rank, you automatically succeed at any such roll for items of Level 5 or lower, and at the third rank you succeed at all such rolls for any item.

### **Fixer**

When repairing an item or machine, step up the die used to restore its HP by one step per rank.

### **Jury-Rig Repair**

In combat or other emergency situations, you can attempt to repair damage to systems that normally take hours or days to fix. Each system can only get one such repair per encounter, but you can use this ability on multiple systems or machines per encounter. For each additional rank in this ability, you can use this ability to attempt to fix each system one more time per encounter.

### **Robot Companion**

You gain a robot at Level 3. It can have one extra mod installed. Each rank of this ability adds +3 to the robot's Level. It takes only a day of tinkering to swap out any of this bot's mods, though you still have to pay for them.

### **Master Craftsman**

For each rank in this ability, you gain a +4 bonus when attempting to create an item from scratch.

## **Species Flavors**

This section covers Flavors that are based on a character's origins. This means their birth species or something that's at least as intrinsic as that.

### **Brute**

You are a member of what usually gets described as a proud warrior race. It's a mystery how your society managed to make it to the stars. On the plus side, most people are too scared to ask.



### **Astounding Feat**

Every PC Role has one ability that you can only take once. This ability counts as an additional rank of that ability from your Combat Role. You can only take this ability once.

### **Code of Honor**

While you're fighting an enemy who's violated your clan's code of honor, you can maintain Effort to be both Enraged and Encouraged. Members of your clan or any ally who subscribes to your code of honor gets this bonus so long as they're within 3 hexes of you. Each rank of this ability adds +1 hex to its range.

### **Redundant Organs**

You have multiple copies of most organs, except for your brain. Whenever you heal wounds via recovery or first aid, double the amount recovered for every rank of this ability. You can only get your wounds treated once per day.

### **Scent the Prey**

Your sense of smell is as effective at a human's eyesight up to a range of 4 hexes, and it is not limited to line of sight. This range becomes 8 hexes at rank 2, and at the third rank it extends to as far as a human could normally see.

### **Warrior's Roar**

While you maintain Effort, you are a Scale 2 creature. This effect doesn't increase damage done to vehicles, but it does work against living beings and robots. For each rank of this ability, you gain +1 to your Armor rolls in this state.

## **Space Elder**

You look down upon the lesser races. And why shouldn't you? Your people were old masters of space when humans first started building ziggurats. Your peoples' long lives give you the knowledge to succeed where others fail.

### **Ancient Martial Arts**

When you're unarmed, if an opponent tries to hit you with an unarmed attack, you can gain a bonus on your unarmed attack against them on your next action equal to the amount by which you exceeded the opponent's attack. It does no extra damage, but your opponent has to roll Constitution or AD against your total attack roll or become Stunned for 1d4 rounds. At the second rank, you can use this ability against non-energy based armed melee attacks, and at the third rank, its effective against any melee attack and the bonus on your attack is doubled.

### **Hear My Voice**

You can detect the presence and emotional state of anyone within three hexes when you maintain Effort, and you can send them telepathic messages as well. For each additional rank of this ability, increase the range by +3 hexes.

### **Logic and Discipline**

Choose Afraid, Confused, Enraged, or Stunned. You are immune to that condition while you maintain Effort. You can select immunity from another status effect and you get a +2 bonus to resist persuasion and lies for each additional rank of this ability.

### **Stoic Resolve**

For each rank of this ability, you triple the time that you can go without air, food, and water while you maintain Effort. The normal benchmarks for these thresholds are three minutes without air, three days without water, and three weeks without food. At the second rank, you suffer no penalty from being Wounded, and at the third rank, you suffer no penalty from being Gravely Wounded.

### **Wisdom of the Ages**

You can use your Wisdom score in place of your Charisma when attempting to persuade or intimidate someone, though you can't lie. At each rank after the first, you get a +2 bonus to such rolls.

## **Synthetic Lifeform**

You are a robot or other synthetic lifeform. You do not need to eat, sleep, drink, or breathe. Your body does not normally heal itself but has to be repaired. It's a different skill to repair than it is to perform first aid. Poisons and diseases don't affect you.

While you don't sleep, you do occasionally need to recharge. While recharging, you cannot move and are functionally unconscious. It takes 4 hours to charge up for 24 hours of continuous function. Character effects that reduce the need for sleep instead reduce your need to recharge. Self-Sufficient Explorers who are Constructs can go twice as long without recharging.

### **Matter Conversion**

You may now eat. Destroy a solid item or items with a Usage Die. For every step above d4 that was left of that item, you reduce the number of hours that you have to recharge today by 1. This destroys the item completely no matter how high the Usage Die was. You can only do this once per day.

### **Multi-Function**

Select one specific type of task, such as cooking, driving, or attacking with a specific weapon. You install new hardware that gives you a +2 bonus to that task. If you take this ability more than once, you have to select a different task each time.

### **Power Surge**

Attack up to four adjacent targets with an energy pulse. This attack has a Usage Die of d6, which replenishes every time you recharge. If the Usage Die depletes, you shut down until recharged. You upgrade the Usage Die by one step each time you take this ability after the first.

### **Repair Bots**

Internal nanobots or another function allows you to regain HP when resting or recharging, just like a biological organism. If you have the Healer Combat Role, then you can use your abilities from that Role on yourself or on other constructs. Step up the die that you heal yourself when applying first aid-like repairs each time you take this ability.

### **Size Shift**

Choose Grow or Shrink when you take this ability. If you Grow, commit Effort to double your size and consider yourself a vehicle for the purposes of damage and armor. If you Shrink,

commit effort to scale down to one quarter of your normal size. You can fit into smaller spaces and it's much easier to hide. You can take this ability twice to be able to use both options.

## Skills

Skills represent your special training or area of interest. At Level 1, you gain three skills at the first rank. There is no list of defined skills, you get to make up your own. Ask the GM whether each skill represents a specific task, such as attacking with a sword or bow, or a broad career, such as knight or hunter. The GM might allow you one career-based skill, which is useful for a variety of rolls, and two task-based skills, which only cover a narrow focus.

Each rank of a skill gives you a +1 bonus to its associated tasks. Every time you level up, you gain 1 point to either put into a skill, to a maximum of 5 ranks, or to define a new skill that represents knowledge picked up on your adventures.

## Skill List

Here is a list of certain skills, but it's by no means exhaustive:

### Profession Skills

Craftsman (specific)

Doctor

Explorer

Lawyer

Mercenary/

Star Pilot

### Task Skills

Driving (vehicle)

Game (specific)

Leaping

Repair (class of items)

Sport (specific)

Weapon Use (class of weapons)

## Leveling Up

Unlike some games, where PCs have to keep track of a pool of experience points, characters in Exodus System level up when they achieve a major story goal. This is up to the GM, but he should be consistent with awarding it for deeds of similar scope. If you play every week and it takes five sessions to accomplish a goal, then it takes about a year to level up all the way. Once at the top Level, it's probably a good idea to have one more epic quest and then retire.

## Level Up Summary

When you level up, roll the die type listed for your HD and add that many HP to your maximum. Then increase one Attribute by one die step, remembering that you only can have one at d20. Spend 1 Skill Point gaining new Skills or upgrading existing ones, to a maximum rank of 5. If this Level is a multiple of 3 (3, 6 or 9) then you can also take an ability from one of your Flavors. At every Level, gain one ability from either of your Roles.

## Heroic Games

If you want to run a game where the PCs are more powerful, instead of getting a new Flavor ability at every Level that's a multiple of 3, choose one at every Level. If you go Heroic, just note that individual Flavor abilities can get broken if you take them more than three times, so this is a good opportunity to branch out into other Flavors. Heroic games are well-suited for solo play if you plan to run just one PC, since your character becomes strong enough to handle heavier situations.

## Task Resolution

The resolution system of this game governs the majority of the rules that come up in play. In a sentence, it's this: Choose the nature of the task, determine any sources of Advantage or Disadvantage, select the appropriate Attribute and possibly an applicable skill, then roll your Attribute die and hope to score higher than the AD of the opposition.

If you've read the original Exodus System SRD or the core book that's based off of it, you might remember that it listed static numbers as a measure of difficulty. The original SRD was designed for publishers to hack, and for people who want to play games from any genre. In this book, I am only presenting tasks versus active difficulties. In this type of game, I feel that opposed rolls for every test adds a measure of tension that sci-fi games deserve.

When acting against a living opponent, you roll your relevant Attribute against the opponent's Action Die, or AD. You get to add relevant skill ranks to your total. NPCs don't have skills, but some have abilities that give them bonuses to rolls. You, as the player, roll only your dice, while the GM rolls for NPCs.

When you're working against the environment, determine the AD of the obstacle facing your character and roll against that. For instance, a homemade booby trap might have an AD of d4, while one that's made by a professional could be d8 or higher. Running up a mildly sloping path in a race could be a d6 task, while a sheer cliff face with minimal handholds could have an AD of d20.

Sometimes the GM wants you to make a roll for some actions that don't always call for a roll. Perhaps you're using one of your Flavor abilities to transform, but instead of doing it behind the shadows it's in the heat of battle. For this type of situation, the GM can create an environmental factor called Stress, and give it an AD commensurate to how hectic the goings-on are, or how inhospitable the environment is.

If you're trying to perform a crazy stunt the GM also has the authority to step up the opposing AD, usually by no more than 1, in order to represent the difficulty of what you want to do.

This table below lists sample ADs according to the Level of the opposition. You don't have to use this exact formula, but it's a handy rule of thumb for normal situations.

<b>Level</b>	<b>AD</b>
<b>1</b>	d4
<b>2</b>	d4
<b>3</b>	d6
<b>4</b>	d6
<b>5</b>	d8
<b>6</b>	d8
<b>7</b>	d10
<b>8</b>	d10
<b>9</b>	d12
<b>10</b>	d12

## Crits and Fumbles

If you roll over the opposing AD and the die shows its highest value, then your success becomes a Critical Hit, or Crit. A Crit is a "yes, and" result, where another beneficial effect occurs. If you roll a 1 on any die then it's a Fumble and your roll becomes "no, and"; you fail and some undesirable effect further complicates matters. Effects of Crits and Fumbles are up to the GM. A d4 or d6 can't roll Crits, but they can Fumble.

## Assistance

Sometimes you need to get by with a little help from your friends. To assist a character in their action, determine if you are eligible. If your Attribute is equal to the Attribute that the main character is using, then you can add +1 to their roll. For each step that your Attribute is higher than your ally's you add an additional +1 to the roll. If you have an applicable skill then you can add half of your rank, rounded up, to the roll. This bonus can stack, so you might have +4 or higher. You can't help if you have a lower Attribute and no applicable skills. Unless a special ability allows it no more than two allies can assist a roll.

NPCs can try to help, using their Action Die to determine their Attribute. If the NPC's nature is applicable to the task, consider them to have a Skill rank of 1. A hired grunt, for example, is skilled in attacks while a valet is skilled in social tasks.

## Advantage and Disadvantage

Situations, special abilities, wound and other factors might influence how likely your character is to succeed at their objective. If some factor gives a large bonus to a roll, such as having the high ground in a sword fight, then you have Advantage. If something hinders you, such as being flanked by multiple enemies, then you have Disadvantage.

When you have Advantage, you roll two Attribute dice, of the same value, and pick the highest. When you have Disadvantage you roll two Attribute dice of the same value and pick the lowest. If you have Advantage from one source and Disadvantage from another source they cancel each other out. If you have multiple sources of Advantage or Disadvantage and even just one source of the other condition it still cancels out both conditions.

## Social Interaction

You can moderate social interaction via Tasks. They're generally opposed rolls made using your Charisma against your opponent's Action Die or appropriate Attribute. Wisdom defends against appeals to emotion or morality while Intelligence defends against appeals to logic or lies.

There are two axes by which you can measure your target's feelings towards you. The first is emotional. Emotional consideration can range from Hostile to Bonded. You also consider whether your target considers you to be their peer, or social superior or inferior.

## Feelings

<b>Feeling</b>	<b>Roll Modifier</b>	<b>Perceived Status</b>	<b>Roll Modifier</b>
Bonded	+3	Superior	+1
Friendly	+2	Peer	+0
Cordial	+1	Inferior	-1
Neutral	+0		
Cold	-1		
Unfriendly	-2		
Hostile	-3		



Note that merchants are driven by their need to make a living, and perhaps avarice, and generally only haggle using the rules presented in the Equipment section.

## Combat

Combat is a special situation. It's not the default method of solving problems in the Exodus System, which is why characters have both Party and Combat Roles. Sometimes you can reason your way out of something, but sometimes you're faced with an implacable enemy.

## Rounds

Combat takes place in rounds of about 10 seconds each. Any Timers or Complex Tasks during combat should probably run on a 10-second scale. Each character in combat gets to choose two actions per round, moving, performing a slight task such as shouting encouragement to a friend or trying to distract an enemy or making an attack.

Some actions take up your whole round. This could include running at twice the normal rate or focusing on an involved task such as defusing a bomb. Some abilities might alter actions. Generally, activating an ability shouldn't take up an action unless it states that it does in the description, or if the GM rules that circumstances warrant it.

## Initiative

To determine who goes first compare your Dexterity with the enemies' Action Dice. The highest value gets to declare their action and carry it out first. In the case of a tie, PCs get to go before NPCs. The GM gets to determine the order in which tied NPCs act. If it's a case of two PCs fighting, then roll Dexterity and the PC with the higher result goes first.

## Movement

Use a hex map to represent the field of battle. You don't have to fill it in, but you could use little symbols to denote walls, obstacles or items. Each hex is about 2 meters or 6 feet. Standard movement is two hexes a round, and running is 4. Rough terrain might mean that you must roll Dexterity to move without tripping, or maybe your movement rate is halved. There is no default penalty when you run past or away from someone, but your enemies might have abilities that let them hinder you somehow.

Hexes in the ocean are much larger, with a small merchant ship taking up a single hex. When converting ranges from weapons such as naval cannons firing during a man-scale engagement, just multiply by 10.

Hexes in space are approximately 1 kilometer wide. Ships that take up a single hex can spin or move with no hindrances, which helps them shoot their forward-facing guns. Those that are at

least 2 or more hexes long have to rotate in order to bring their non-turreted weapons to bear. Choose either the front or rear hex to rotate. Each hex rotated takes a point of movement.

## Attacking and Defending

Attacking usually means rolling against your enemy's Action Die. Roll four dice, one to represent your Dexterity or Strength Attribute, one for your enemy's Action Die, one for damage and one, or possibly two, for any Armor. If your Attribute roll exceeds the enemy's Action Die roll, you do damage equal to your Damage Die result minus what the enemy rolled for Armor. The process is the same for defending against an enemy's attack except that you use Dexterity as your dodging Attribute.

If you have any dice that are the same value, say four d12s, then make sure that each one is a different color. I recommend black for your Attribute, white for the enemy's Action Die, blue for your Damage Die and red for your enemy's Armor. This process greatly speeds up combat.

If an enemy attacks more than one player, each of you rolls your own Dexterity and Armor but only one enemy Action Die and Damage Die. Should you somehow attack multiple enemies at once, roll your Dexterity or Strength versus each enemy's Action Die and Armor all at once. It helps if the GM and other players each roll for one enemy, so you can keep dice separate.

## Area of Effect Attacks

Some weapons, such as rockets and grenades, always have some effect on battle, even if they miss. You can rule that such weapons are simply duds when they miss, but for greater realism, roll 1d2 (1d4 divided by 2, rounded up) and 1d6 on a miss. The attack drifts in the direction of the d6, with the northernmost face of the targeted hex being 1 and counting up clockwise. The d2 is the distance by which it drifts. These attacks take effect centered on the hex into which the grenade drifted as if they hit anything within that hex and any adjacent hexes as described in the weapon's rules text.

## Ties

In the event that a PC and an enemy are rolling against each other, such as for attack and defense, and they tie, then the result goes to the PC.

## Maintaining Effort

Some abilities tell you to maintain Effort. Effort means that your focus is on continuing an ongoing effect. You can only have one effect that requires maintaining Effort at a time.

## HP and Enemy HD

HP are Hit Points, and your Party Role determines how many you get at the beginning of the game and at each Level. An enemy has HD equal to their Level, for each one you roll 1d6 and add them all together to determine the enemy's Hit Points. To save time you can just multiply Level by 3 to determine an average HP.

## Enemy Action Dice

An enemy's Action Die is a quick way to determine how competent it is at most tasks. The Action Die is determined by their Level.

Level	Action Dice
1-2	d4
3-4	d6
5-6	d8
6-8	d10
9-10	d12
11+	d20

Some abilities might increase an enemy's Action Die when they perform certain tasks.

## Armor

You begin with a default Armor die determined by your Combat Role. Using equipment can increase this value. You roll your natural Armor and the equipment together to determine total damage reduction.

Enemy Armor depends on Level. From Level 1-5, Armor is 1d4, from Level 6-10 it's 1d6 and higher than Level 10 is 1d8. Enemy abilities might increase this Value.

## Armor Degradation

The new armor presented in this book is fairly powerful. This can lead to battles becoming long bouts of dice rolling, hoping to break through impenetrable suits. For every hit that strikes a PC's or an NPC's armor after the first, step down your armor dice by 1 step. You step down your equipment, mods and other effects before stepping down your personal Armor rating.

A PC's Armor rating recovers with half an hour's rest, and equipment requires an hour's tinkering. Ships and vehicles require an hour of tinkering per die step recovered.

## Enemy Entries

If you want to write a description of an enemy you can do it in basic terms, like this: Swordsman, Level 5, d8 AD, 1d12 Damage, 1d4 Armor. The enemy might have a special ability, such as "Step up your Action Die by 1 when attacking with a rapier".

## Damage

Total damage done, after deducting Armor rolls, gets subtracted from HP. When your HP reaches 0 you're knocked out and vulnerable. When a regular enemy reaches 0 it's up to you what happens to them. More important enemies get knocked out and might live to fight another day if their minions help them escape.

Damage you do depends on your Combat Role. Your Combat Role specifies dice for armed attacks and on unarmed attacks. This is what you do on every attack of that type, whether you're kicking, punching, slashing or shooting.

Enemies do damage based on their Level:

Level	Damage
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12
6	1d6+1d8
7	2d8
8	3d6
9	2d10
10	1d10+1d12

For Levels beyond 10 simply add +1d4 at every even Level.

## Healing and Recovery

A night of rest revitalizes you. Roll your HD and recover that much HP. In battle or a stressful situation someone can try and apply basic first aid, which heals 1d4 HP. Extensive medical treatment counts as a night of rest for every hour spent working on you, up to 3 hours a day.

## Status Effects

In combat or other situations, you might get affected by various conditions. This section presents several common effects.

### Afraid

When you're afraid you use your movement action to run away from the nearest, most powerful enemy, and you can't attack. Roll Wisdom to resist it.

### Burned

Burning does 1d4 damage per turn. This is also a Usage Die that steps down on 1-2. If you roll maximum on the die, it steps up by 1, increasing both its Usage Die value and damage done. Items in a hex can be Burning. Each time the die steps up the fire spreads to an additional hex. You can put it out by smothering it, which causes half damage against you. Roll Strength and if you exceed the maximum amount of the Fire die then you step it down and eliminate the fire from one hex. If you don't exceed the maximum amount of the Fire die, then you make progress in this task and succeed when cumulative rolls exceed the die's maximum. Using water or ice doubles the result of your rolls.

### Confused

While confused you have Disadvantage on all Intelligence, Wisdom and defense rolls. You can roll to resist by succeeding at a Wisdom roll against the AD, Charisma or Intelligence of the source of Confusion, rolling each turn until you succeed, the effect expires, or the scene ends.

### Encouraged

Being Encouraged makes you more resolute. You gain Advantage to resist mental status effects.

### Enraged

While Enraged you do +2 damage with Strength-based attacks but also take +1 damage from all sources and have Disadvantage on tasks that require reasoning ability or compassion. You attack every round and if there are no enemies in sight you attack your nearest ally. Ending this effect requires a Wisdom roll, which your allies can help you with.

## Frozen

You can't do anything except try to wiggle free. Roll Strength against the AD or Intelligence of the source of freezing. Every time your roll exceeds the enemy AD, record the amount by which it succeeded. When your progress is equal to the maximum rating of the freezing effect, 12 for d12, 8 for d8 and so on, you break free and can act on your next turn. Being Frozen does 1d4 damage per turn.

## Poisoned

Poison has Levels and does not depend on the Level of the poisoner. It does damage every round until you roll Constitution against the Poison. First aid or other medical attention can stop poisons. Poison has a Usage Die that steps down whenever you roll less than half the maximum rating of the die, so 3 or less for a d8 or 4 or less for a d10 and so on.

## Revitalized

While Revitalized you heal 1 HP per round.

## Stunned

When Stunned you cannot attack or do actions that take a whole round. You are limited to not much more than dropping things and moving once at half speed. Resist it by rolling Constitution against the source of Stunning.

## Wounded

When you are at half HP or lower you are Wounded. While Wounded you get a -1 penalty to your rolls involving Strength, Dexterity or Constitution. If you are at a quarter or less HP, then you're Gravely Wounded and the penalty increases to -2. Unless it states otherwise, a power that lets you choose to inflict variable status effects does not let you inflict Wounded or Gravely Wounded.

# Space Combat

Space combat works very much like ground combat in the Exodus System. The main difference is that hexes represent an area about 1 kilometer in diameter. Starfighters fit in a single hex, and larger ships take up more space.

Two ships can't occupy the same hex This doesn't mean that the starfighters are 1 kilometer long. Starfighters require their own hex because their acrobatic maneuvers often cover that much space, which makes the risk of collision very great.

Note that you can use these orders in other forms of vehicle combat, and possibly even ground fighting on a large scale.



## Boarding Attacks

If you don't want to print out a map of every ship in the battle just to have on hand in case you a ship gets boarded by enemies, use this simple system. Each squad on both sides rolls its AD, targeting an enemy squad. For each "hit", downgrade the opposing squad by two die steps. On a Crit downgrade them by three die steps. This occurs in turns, with one side attacking the other, then, receiving an attack from its enemies. One side can't target the same squad more than once per turn unless it's already targeted all of the other squads in the opposing force that turn.

Squads have a default AD of d8. Ships have a default number of squads equal to half their Scale, rounded down. Starfighters, with the exception of carriers, don't have squads onboard and can't normally be targeted for boarding.

When one side's squads are defeated, the boarding action is over. If defenders prevail the ship remains in their control. If they fail, the vessel falls into the hands of the boarders.

## Crew Actions

During ground combat characters tend to be off on their own, capable of taking any action they wish. On a ship the action might get hogged by the pilot and gunner. This section details various actions that are available to PCs who take up different stations on the ship. Each of these actions takes a whole round, or maybe longer, to perform, unless stated otherwise.

## Assistance

This section from the Task Resolution chapter is reprinted here for your convenience. To assist a character or ship in its action, determine if you are eligible. If your Attribute is equal to the Attribute that the main character or ship is using, then you can add +1 to their roll. For each step that your Attribute is higher than your ally's you add an additional +1 to the roll. If you have an applicable skill then you can add half of your rank, rounded up, to the roll. Either bonus can stack with the other, so you might have +4 or higher. You can't help if you have a lower Attribute and no applicable skills. Unless a special ability allows it no more than two allies can assist a roll.

## Fatigue

Since the human character actually does a lot of the work while they're "assisting" the ship, it can start to drain them. For each assistance roll made during combat or a very stressful situation, subtract -1 from the total roll for future assists in this encounter, whether the assist is part of a maneuver or not. This penalty is cumulative and lasts until they've had a couple hours to relax. If a PC is fatigued to the point that the penalty is equal to or greater than the maximum value of one their attributes they can't use any maneuver that uses that attribute

## Captain

You're in command of the situation. A pilot of a starfighter or mecha can't take captain orders unless they're also the wing commander, overseeing a squadron of fighters.

**Back in My Day:** You can attempt an action that any other crew position has available. Make this roll with a -1 penalty due to being rusty at your old job since you became a starship commander.

**Countertactics:** Whenever an enemy ship targets this vessel with the effects of an NPC ability, crew position ability or mod, roll this ship's Countermeasures assisted by your Wisdom and a relevant skill to force the enemy to make that roll with Disadvantage. You can also use this ability to protect any ship connected to this vessel by means of a Command Module aboard this ship.

**The Harder They Fall:** Once per encounter you can increase the Scale of this ship by 1 for the purposes of making an attack or defense roll against a ship of higher Scale.

**Tight Formation:** If you're a starfighter wing commander you can order up to 4 NPC starfighters of the same Roles as your ship to form up in your hex. While in formation you all move together and fire on the same target at once. The squad can make one attack per turn, using the weapons of your ship for the roll, but adding +2 to the attack roll and damage roll for each other ship in formation. Make 1 Usage Die or overload roll per turn and apply it to all ships.

Enemy weapons fire targets you, but you take half damage against normal weapons as your squad mates run interference. Apply half of the damage that you take from each attack to another fighter of your choice. Any ship in formation can sacrifice itself to negate an attack against you. Repeater weapons point defense systems and spinal weapons target every ship in formation and no ships can protect one another from them.

**You Can Do This:** Once per encounter relieve another crew member of up to -2 penalties due to fatigue. This lasts for just one roll, though the roll that they make doesn't count towards fatigue.

## Comms

More than just operating a radio, the comms station is vital to the flow of information and control of the battlefield. Any mention of "sensor range" refers to a number of hexes equal to half the maximum number that the ship's Sensors can roll, or half the maximum that its AD can roll. For a d4 this number is 2, all the way up to 10 hexes with d20 Sensors.

**Intercept Signal:** In any battle where the enemy has at least two ships in the battle Roll Countermeasures, modified by your Intelligence and any relevant skill, against the AD or

Computers of an enemy ship within sensor range. If successful gain Advantage on your next attack or defense roll against that target.

**Hack Enemy:** If you're within sensor range roll the ship's Countermeasures or AD assisted by your Intelligence and a relevant skill versus the enemy ship's Computers or AD. If successful you can shut down one mod that's affected by the ship's computer for one turn. Mods such as Armor Cladding are immune to this; use common sense.

**Sensor Trick:** Roll Countermeasures, assisted by your Intelligence and any relevant skill, versus the opposing ship's Sensors or AD. If successful you can hold this ship's movement for this round and then use this ship's movement for this turn and the next at any time during the next round. If you move in response to an attack, the enemy still has to attack that hex. If you move in order to attack, you have Advantage on that attack, which cannot be nullified by Disadvantage. You can only use this trick once per battle.

**Unmask Cloak:** Roll Sensors, modified by your Intelligence and any relevant skill, against the Countermeasures or AD of a cloaked enemy ship within sensor range. If the PCs don't know for a fact that there are cloaked ships in the area, the GM makes their roll in secret. If the crew detects a cloaked ship, the GM announces this. If there are no cloaked ships in the area, still make a roll and announce that the crew hasn't found anything, rather than confirming that there are no cloaked ships within sensor range.

## Engineer

This crew is responsible for keeping the ship together in the face of danger. When they accomplish their job well they become known as miracle workers.

**Patch the Armor:** During battle you have 3 total die steps that you can apply to degraded armor or shields. You can use 1, 2 or all 3 at once, but it still takes an action to apply them. The ship rolls its Hull or AD, and you assist with your Intelligence and a relevant skill.

**Prevent Overload:** When the ship's generators are in danger of overloading, whether it's from firing energy weapons or some other effect, an engineer can try to prevent it from happening. Roll as usual, your ship's Hull or AD versus the AD of the heaviest energy weapon that it fired that turn. If your ship doesn't have weapons installed but is just using the ship's AD to create a generic weapons effect, roll AD twice, once for the hull and once for the weapons. If the weapons roll higher, then that particular weapon and one mod are deactivated for a number of turns equal to the amount by which the ship failed. You can assist in this roll using your Intelligence and a relevant Skill.

**Quick Fix:** Restore d4 HP to the ship this turn. You can't perform this action on consecutive rounds.

**Restart Overloaded System:** When a weapon or mod breaks down due to overload or damage, you can try to restart them before the effect wears off. The fastest and easiest way to do this is to burn extra fuel, reducing the fuel Usage Die by one step. If you don't want to burn resources, you can attempt an Intelligence task with Disadvantage against the weapon's AD once per turn. Success on this roll before the duration of the offline generator expires causes it to end early. This differs from the Tinkerer Flavor's Jury-Rig Repair ability because you're simply fixing the flow of power to bring something back only. The Tinkerer's Jury-Rig Repair is for fixing systems, including mods or Attributes, that are out of operation because of severe damage.

## Gunner

This person is a literal hotshot. They rain down destruction on their enemies and prevent hostiles from getting too close.

**Overshot:** Make a second attack with one of the ship's weapons this turn. You automatically fail its ammo Usage Die or the roll to resist overloading.

**Point Defense:** A gunner can assist the ship's point defense system, if it has one. They use Dexterity and a relevant skill, and make just one roll for the round, comparing it to all hostile ships in range.

**Ship Attack:** Ships attack using their own Weapons Die or AD. Gunners can assist using their Dexterity and a vehicle weapons skill. Gunners are necessary to operate the ship's weapons, but this action represents special focus on targeting. While you have a gunner at the weaponry station, you can fire the ship's cannons. Using the Ship Attack action is essentially giving the gunner the spotlight for a very impressive shot.

## Marine

You lead the vanguard to capture enemy ships from within, or you repel boarders. You act as a squad of your own. Use your Strength in place of a squad's AD. This doesn't cause fatigue.

**Battle Cheer:** Whenever you successfully eliminate an enemy squad, call out a cheer. Roll Charisma against the highest AD of the enemy parties. If successful, your squads all gain Advantage on their boarding rolls next turn.

**Cover the Slicer:** Temporarily step down the AD of one of your squads in order to try to hack this ship as if you were in the Comm crew position. Use the AD of your squad, stepped up by 1, for this attempt. This assistance lasts for two rounds, after which you can initiate it again.

**For My Squad:** If one of your squads would be stepped down due to enemy action, roll the highest enemy squad's AD and take that much damage to ignore the damage done to your squad.

**Form up on Me:** For this round you act as if you were two squads that had an AD equal to your Strength, instead of just one.

## Pilot

This crew steers the ship. This includes navigation at interstellar distances as well as the more immediate and tense maneuvers of combat. You need a pilot in the seat during combat to move effectively, but regular steering of the ship doesn't lead to assistance fatigue. Pilots can serve as the gunners of any forward-facing weapons but can only fire one of them per turn. Assist actions take the entire round, so a pilot/gunner can assist either with maneuvers or attacks, but not both.

**All In:** You strain your ship to its limits to get that perfect shot. You may make one more pilot and one gunner assist this round. You have to be piloting a starfighter. Roll Constitution against this ship's Maneuver or AD. If you fail, take d8 damage that bypasses any personal armor and be Stunned for 1 round.

**Evasive Maneuvers:** The pilot uses their Dexterity and a relevant skill to enhance the ship's chances of dodging incoming fire or hazards in space.

**Fly Low:** Roll Maneuver or the ship's AD assisted by your Dexterity and a relevant skill against the enemy ship's AD or Hull. If successful you can cross through any hexes that the other ship occupies. You suffer -2 to any defense rolls made by the target ship this turn. The penalty increases to -4 if the ship has a point defense system installed, and the enemy ship gets to attack with its point defense system both when you first enter one of its hexes and when you exit from its hexes into open space. You can use this maneuver against ground installations. Other enemy ships probably won't fire against you since you're so close to their own ship. If they do choose to shoot at you, roll 1d20. If you roll under the Scale of the ship next to which you're flying, that attack targets the other ship instead.

**Line Up Sights:** Make the ship's move for this turn. It doesn't have to end up in a new hex; this movement could simply be rotating the ship into place. Then roll the ship's Maneuver or AD assisted by Dexterity and any relevant skill versus the Maneuver or AD of an enemy ship within weapon's range. If successful, give the gunner a bonus to an attack against the enemy ship on his next action equal to half the amount by which you succeeded, with a minimum bonus of +1. Note that stations and other immobile targets only roll a d4 to avoid this, and they can't get assisted.

## Computers and Hacking

This section is not designed to describe realistic hacking, but something more like what you see in films. It also has rules for interacting in virtual worlds.

## Hacking into Systems

Most science fiction stories involve computers in some form. Most of those feature the heroes having to face a hostile power's computer or an AI as an obstacle to escape or to foil the bad guy's plans. This section features some ways to make hacking far more cinematic and exciting than it is in real life.

A given computer system controls one or more elements. It might be as simple as access to secret documents or as complex as running every machine in a large automated factory.

In movies and many games, the person who hacks the computers doesn't accompany the rest of the group on their mission. If you have a character who hacks remotely, this section helps you give them something to do whenever the other PCs are active.

### Initial Access

To gain access to the main system, you have to roll Intelligence to beat the computer's AD. For this to be any sort of challenge, start it at least at d6. You are now inside the system and can search for different functions.

### Accessing a Function

Why are you in the system in the first place? Once inside, you can search for the various functions of the system, perhaps controlling security cameras in one wing of a building, turning off a garbage masher, copying data from a folder, and so on. This takes time to access, and requires another Intelligence roll against the computer's AD.

### Resisting Countermeasures

Once the bad guys catch on to what you're doing, they're going to try and protect themselves. Use this option to create more tension. You can activate countermeasures right as the group is about to do something that requires the hacker to have access to or control over a certain system. Create a program with an AD that's more challenging than the initial tasks to gain access and control. Failure results in losing control of a system, and it usually sets off flashing red lights and blaring klaxons wherever the other players happen to be.

Opposing computers can attempt the dreaded back trace to find your physical location and infect it with malware. Again, this is an Intelligence roll against the AD of the program performing the back trace. Failure usually means that all of the lights go off in your headquarters and all of your multiple computer screens start flashing the image of a laughing skull. The bad guys have your physical location at this point, and they're probably going to dispatch a squad of goons to come get you.

# Computer Combat

While the steps in the previous section (access and control, using functions, and resisting countermeasures) are the basis of any hacking attempt, you can also run attempts using a more cinematic method. The overall process is the same, but it has more exciting trappings.

In computer combat, you roll to gain access to a system as normal. Success means that you start the battle under regular conditions. Failure means that you still gain access, but that you start off at a disadvantage, perhaps with more enemies on the field.

Combat plays out like in the real world. Use a hex grid map with one Access Drone and two Attack Drones per allied hacker. The enemy computer starts with as many Defense Drones as necessary to make the situation challenging.

Drones inside virtual spaces do not exist in the real world.

## Defense Drones

These bots protect systems from intruders.

Level: 3, AD: d6, Armor: d8, Damage: 1d6, Attack Range of 2

## Attack Drones

These bots are useful for overcoming a system's defenses so that Access Drones can do their work.

Level: 3, AD: d6, Armor: d6, Damage: 1d10, Attack Range of 3

## Access Drones

These Drones attach to nodes and wear them down before gaining control of a system.

Level: 2, AD: d8, Armor: d4, Damage: 1d4 (1d12 vs Nodes), Can only attack adjacent hexes

## Control Nodes

These objects appear as pillars on the hex map. They block movement and provide cover from fire. Once their HP is depleted, any attached Access Drones gain control over the system that the node governs.

Level: 1, AD: d4, Armor: 1d8, Damage: Cannot attack, cannot move, 30 HP

Each function that the hacker is trying to access is a node. Scatter the nodes around the map as you like. Keep the identity of each node secret from the players. They can discover each node's purpose when they reach it. Create one node for each function that the PCs might need to access, including security cameras, door locks, perimeter scanners, communications, weapons turrets, and so forth.

Nodes don't move or take any actions. They still have HP and Armor. Access Drones can attack nodes. Once they've depleted a node's HP, they can attach to the node, which gives you control over the node's function.

Defense Drones attempt to kill Access Drones and Attack Drones. Attack Drones can fight enemy Drones, but they can't attack or control nodes.

## Virtual Worlds

Matrices, grids, cyberspace. The name varies, but the intent is always the same. Virtual worlds are digital recreations of the real world, or of fantasy worlds, in which users can interact with the environment and with other users from all over the world.

In a virtual simulation, it's easy to handwave keeping a PC's physical stats the same as their real-world Attributes. Perhaps the VR system scans a PC's body and restricts their simulated physical capabilities accordingly. Maybe a character's own mind subconsciously replicates their own abilities within the virtual space. If a campaign takes place entirely within a virtual world, then physical Attributes represent an avatar's actual abilities as governed by the rules of their world.

Virtual simulations don't have an extreme effect on the rules of the Exodus System RPG, but they do require publishers or GMs to make many assumptions or to answer questions about the simulation.

What happens to a character's real body when they're plugged in? Does the system use physical machines to replicate virtual effects on the real body? For instance, would a tattoo that a player got within a VR simulation be made to their actual body? In such cases, if their avatar dies, does the player die?

What is the level of sensory feedback? Do players feel, taste and smell objects in the virtual world or is it limited to just sight and sound?

What about augmented reality? AR is the concept of overlaying digital images and other effects onto a user's perceptions in the real world. If everyone is equipped with sensory-altering implants and can see and otherwise interact with the same AR objects and avatars, how real does this make those digital creations?

## Equipment

The Exodus System Core Book features equipment samples, but not every item is designed for a science fiction game. This section contains more gear for PCs to loot or buy.

## Notes on New Rules

The equipment list, mods, and Scale rules in this document are a degree or two more complex than what's in the core Exodus System rule book. I intended the core book to be fast and easy to learn, with more advanced material coming out later. After that book's release, I had a lot of requests for deeper equipment customization, especially once I announced the Sci-Fi SRD.

As with any rule set, these are optional, but are presented for completeness and to allow for more diversity in combat. Much of the original equipment rules are presented here in order to give you a more complete look at the items in this section, and to make it easier for publishers to copy and paste. It's also printer-friendly for players and GMs.



## Usage Die

Instead of saying that you have 3 bullets in the chamber of your pistol, you have a Usage Die. This rating applies to rations, ammunition, batteries and any other item that has limited numbers or a power or fuel supply. The given default Usage Die of an item is its normal maximum.

Whenever you use your item roll its Usage Die. If the result is greater than 2 there is no effect. On a 1-2 step the Usage Die down to the next lowest value. If you must step down a d4 your item is depleted until replaced or you recharge.

The Usage Die steps are as follows:

**d4>d6>d8>d10>d12**

You might have something with a Usage Die of d20, but that's exceedingly rare. When you recharge or replenish the item it's Usage Die is restored to default. A hasty or partial recharge might only restore it by a step or two instead.

## Equipment Levels

Gear is rated in levels, usually from 1 through 10. Levels have different effects, which are based on the type of item. The following paragraphs detail common uses of various types of items.

When applying single-use healing items from Levels 1-2, you roll 1d4 to see how much HP gets restored. Step up the die increment by 1 at every odd Level, all the way up to 1d12 of healing at Levels 9-10.

Weapons and armor, and other items, are customizable. A customizable item can have one mod option for every three full Levels that it has. So, a Level 1-2 item can't be customized, while a Level 3 item can have a single mod installed and a Level 9 item can have three.

Items that are useful for undertaking tasks can only give you a bonus for tasks whose difficulty is no more than twice its Level. So, a Level 2 rope could help with climbing tasks that have difficulty ratings of up to d4, while a Level 10 rope could help you with climbing tasks of up to a difficulty rating of d20. This isn't to say that you can't use a Level 2 rope when attempting a task with difficulty d20, only that it won't provide a mechanical bonus.

Bonuses are usually a +2 to the roll, though, depending on the circumstances, the GM might rule that the bonus is Advantage instead. Characters can only successfully wield items with a Level no higher than the character's own level +2. A character can usually operate a higher-Level item, but they don't get any bonuses from the item. This might be necessary for story purposes. For instance, you might not be able to get a bonus from a lock pick that's higher than your Level allows, but you still need it to actually pick a lock.

You can also rule that a character can only use a number of features of an item up to what would be allowed by their Level. So, a Level 1 character can successfully use a Level 3 item. Level 3 items can only have a single mods. Let's say that a Level 1 character picked up a Level 6 capture gun. The gun has two mods. One causes it to entangle, rather than to damage a character, and the second feature is an electric shock against anything that it entangles.

The Level 1 character could use one of the abilities only. In this case, it makes sense for that ability to be firing the net. The character just doesn't have the knowhow or dexterity to activate both functions correctly in the heat of combat.

Depending on the circumstances, you can allow a character to switch which options they're using from turn to turn. In the case of the Level 6 capture gun, say a PC snares an NPC within the net. That's all he can do with it that turn. On the next turn, while the captured enemy tries to wriggle free, you rule that the PC can now instead activate the electric shock feature, since he doesn't have to worry about shooting.

Note that mods listed in the Common Mods line of an item's description aren't the only mods available to that item, only the ones that you're most likely to see. Numbers next to the common mod don't mean that the mod automatically installs at that Level, but that it's not rare for the type of equipment to have mods at that rank.

## Mod Costs

Unless otherwise stated, each mod has the same cost as the weapon in which it's installed.

## Level Ranges and Genre Adjustments

An item's listed Level Range is a measure of how advanced it is. Note that the Level range depends on the genre. For instance, in a medieval or fantasy game, a regular broadsword would have a range of 3-10, while in a sci-fi game it ranges from 1-3.

The prices for some of the items here are different than those from the core Exodus System book because this document is geared towards the sci-fi genre.

## Acting Against Equipment

It might not come up all the time, but sometimes you need to target equipment. Perhaps you want to break an enemy's weapon, or maybe you're fixing your armor. In these instances, treat an item as if it were a creature or NPC, and use its Level to determine its AD.

<b>Item Level</b>	<b>Action Die</b>
<b>1-2</b>	d4
<b>3-4</b>	d6
<b>5-6</b>	d8
<b>7-8</b>	d10
<b>9-10</b>	d12
<b>11+</b>	d20

Items have HP equal to 3 times their Level by default. If you're trying to break an item, roll Strength against its AD and, if successful, roll the appropriate damage dice for your character, subtracting an Armor roll.

Item Level	Armor Die
1-5	d4
6-10	d6
11+	d8

## Repairing Items

When you take the time to repair an item, roll Intelligence against its AD. If successful, you restore 1d6 HP. Depending on the complexity of the item, at the GM's discretion, this can take between a few minutes and several days.

## Equipment Prices and List

This list below presents some common equipment. It's not exhaustive. You can come up with your own gear if you want. Instead of tracking money you haggle with the merchant to get an affordable price.

The item's Cost Die is the opposition for this task. If an item is listed as Very Cheap (VC) then it functionally costs nothing. If it's Cheap (C) the item rolls d4 for cost. Normal items roll d6. Expensive (E) items cost d8 and Very Expensive (VE) have a cost of d10. A common item's default price is Normal (N).

The Exodus System doesn't require you to keep track of currency. If you want to make it easier to purchase items, you go on quests. A very common quest reward is a "chit" that lowers an item's Cost Die by one step. The best way to get that Very Expensive item is to use a chit and have the party's Face do the rolling. They can enhance their chances by using a commerce-related toolkit, perhaps a personal heads-up display that reads the body language of opposing merchants while simultaneously searching the net for competitive prices and useful facts to use as leverage for negotiations.

As you make those big purchases, your funds tend to dwindle. For every Normal-price item that you buy you gain a cumulative -1 penalty to your haggling rolls for the next week. For Expensive and Very Expensive items this penalty increases to -2.

## Crafting Items

Creating an item depends on the item's complexity, which you can usually determine by price. Very Cheap items take up to an hour to make, Cheap items may take several hours, Normal items may take a few days, Expensive and Very Expensive items take weeks.

The Level of an item, multiplied by its Scale squared, determines how long it takes to create the item. An Expensive Level 3, Scale 2 car would take 24 weeks to make, since Expensive items require weeks of work. Crafting a Very Expensive Level 10, Scale 10 battle station would take 1000 weeks. Adding mods while crafting the item increases the crafting time by 1.5 and requires parts with a cost equal to one step below the item's base cost. Installing mods after creating the item takes half of the normal time for constructing that item from scratch.

The cost of material for an item is one step below the cost of the item. For a Very Cheap item you can essentially scrounge the parts needed. A Very Expensive item requires Expensive components.

There are two ways to handle crafting. First, you can have a PC dedicate all of their spare time to crafting the item, then making an Intelligence roll against the item's AD, determined by its Level, at the end of the process. Failure means that the item is ruined.

The other method is counting out the time increments to make an item as a total that the crafter needs to reach. Every increment of time that passes, have the crafter roll Intelligence against the item's AD, as determined by its intended Level. For each point that you exceed the item's roll by, you reduce the total time required to make that item.

For instance, when making a Normal slug pistol at Level 4, which takes 4 days (Level of 4 x squared Scale of 1), at the end of the first day a crafter with d8 Intelligence and no skill ranks that apply to making guns, rolls against the slug pistol's AD. Level 4 items have a default AD of d6. If the pistol rolls a 4 and the Crafter rolls a 6, then he accomplishes two days of work in just one. If he got the same result on the next day, then he would finish the whole thing in only 2 days instead of the normal 4. It always takes at least one full time increment to make an item.

## Weapons

When you need to dominate the opposition, grab something from this arsenal. It's worth noting here that it's a PC's Combat Role that determines the damage that they do in combat, not the weapon that they wield.

## Projectiles

They might seem archaic in a society that can traverse the stars, but firearms serve a practical purpose that they're likely to see at least moderate use even in the far future.

### **Pistol**

A basic sidearm, the pistol is common throughout space.

**Level Range:** 1-3

**Price:** Normal

**Ammo:** Yes, d6 Usage Die

**Reload:** 1 action

**Range:** 2 hexes

**Common Mods:** Breakdown, Concealable, Expanded Magazine, Silencer

### **Carbine**

A lightweight and shorter version of a rifle. It's a favorite of pirates and raiders.

**Level Range:** 3-5

**Price:** Normal

**Ammo:** Yes, d6 Usage Die

**Reload:** 1 action

**Range:** 3 hexes

**Common Mods:** Breakdown, Expanded Magazine, Silencer

### **Rifle**

A powerful and large slugthrower used for hunting or warfare.

**Level Range:** 3-6

**Price:** Normal

**Ammo:** Yes, d8 Usage Die

**Reload:** 1 round

**Range:** 4 hexes

**Common Mods:** Autofire, Breakdown, Expanded Magazine, Reloader, Scope, Silencer

### **Advanced Rifle**

A rifle that represents the pinnacle of firearms technology.

**Level Range:** 5-9

**Price:** Expensive

**Ammo:** Yes, d10 Usage Die

**Reload:** 1 action

**Range:** 4 hexes

**Common Mods:** Autofire, Breakdown, Expanded Magazine, Piercing, Scope x2, Silencer

### **Minigun**

A machine-powered gun with a rotating set of barrels. This unit comes with a rank of Autofire installed.

**Level Range:** 7-9

**Price:** Very Expensive

**Ammo:** Yes, d20 Usage Die

**Reload:** 2 rounds

**Range:** 4 hexes

**Common Mods:** Autofire x3, Reloader

### **Rail Pistol**

Rail guns use electromagnets to propel metal bolts or rails at high speeds. They are completely silent and have no recoil, which makes them better suited for use in zero gravity than chemically propelled slugthrowers.

**Level Range:** 3-9

**Price:** Expensive

**Ammo:** Yes, d6 Usage Die

**Reload:** 1 action

**Range:** 2 hexes

**Common Mods:** Autofire, Breakdown, Concealable, Expanded Magazine, Piercing

### **Rail Carbine**

The mid-sized rail gun is a favorite of space troops who fight in the vacuum, as it produces no visible flash, can fire rapidly, is easy to handle and punctures space suits.

**Level Range:** 5-9

**Price:** Expensive

**Ammo:** Yes, d8

**Reload:** 1 action

**Range:** 3 hexes

**Common Mods:** Autofire, Breakdown, Expanded Magazine, Piercing, Scope

### **Rail Rifle**

This rifle is superior to the carbine in all matters except sizes and reload time.

**Level:** 6-9

**Price:** Expensive

**Ammo:** Yes, d10 Usage Die

**Reload:** 1 round

**Range:** 4 hexes

**Common Mods:** Autofire x2, Breakdown, Expanded Magazine, Piercing, Scope x3

### **Rail Minigun**

A machine-powered gun with a rotating set of barrels. This unit comes with a rank of Autofire installed. This model is completely silent and has no recoil. It generates a lot of heat and breaks down on any fumble with the range of fumbles extended by the rank of Autofire used for each attack.

**Level Range:** 7-9

**Price:** Very Expensive, restricted to military use

**Ammo:** Yes, d20 Usage Die

**Reload:** 2 rounds

**Range:** 4 hexes

**Common Mods:** Autofire x3, Piercing, Reloader

### **Rocket Launcher**

This unsubtle weapon can turn the tide of battle. It's a tube that fires a self-propelled rocket, which explodes on impact, affecting its hex and each adjacent hex for double damage.

**Level Range:** 5-8

**Price:** Very Expensive, restricted to military use

**Ammo:** 1 shot before reloading

**Reload:** 2 rounds

**Range:** 5 hexes

**Common Mods:** Smart Missiles, Expanded Magazine (expands to 2 shots)

## Energy Weapons

Capable of inflicting mass damage or being tuned to non-lethal levels, these are more precise, if not more cost effective, as the most advanced slugthrowers. All energy weapons can be set to overload. The PC can use it as an improvised grenade or as a timed bomb that affect every hex within the same range as its normal range. This effect does damage equal to the Damage rating of the PC who initiated the overload, plus the current Usage Die of the ammo clip.

### **Blast Pistol**

This sidearm is more effective against organic tissue than a slugthrower. It's less noisy, though still audible. Blast bolts are very hot and can melt metal, start fires, and trigger explosives.

**Level Range:** 3-6

**Price:** Expensive

**Ammo:** Yes, d8 Usage Die

**Reload:** 1 action

**Range:** 2 hexes

**Common Mods:** Breakdown, Concealable, Expanded Magazine, Stun Setting

### **Blast Carbine**

This is the weapon of choice for boarding troops who want to destroy the opposition without punching holes in the hulls of ships.

**Level Range:** 5-8

**Price:** Expensive

**Ammo:** Yes, d10 Usage Die

**Reload:** 1 action

**Range:** 3 hexes

**Common Mods:** Autofire, Breakdown, Expanded Magazine, Scope, Stun Setting

### **Blast Rifle**

The blast rifle is the mainstay of most stellar armies.

**Level Range:** 6-10

**Price:** Expensive

**Ammo:** Yes, d12 Usage Die

**Reload:** 1 round

**Range:** 5 hexes

**Common Mods:** Autofire, Breakdown, Expanded Magazine, Scope x3, Stun Setting

### **Blast Minigun**

A machine-powered gun with a rotating set of barrels. This unit comes with a rank of Autofire installed. It generates a lot of heat and breaks down on any fumble with the range of fumbles extended by the rank of Autofire used for each attack.

**Level Range:** 8-9

**Price:** Very Expensive, restricted to military use

**Ammo:** Yes, d20 Usage Die

**Reload:** 2 rounds

**Range:** 5 hexes

**Common Mods:** Autofire x3, Reloader

### **Flame Thrower**

A savage and often illegal weapon. This item can quickly cause a situation to become dangerous for all parties. If the hex that this weapon targets has anything flammable, regardless of whether it hits your opponent, create a d4 Fire in that hex (see the Burning section of Status Effects). Enemies hit by this effect roll their Dexterity or AD against your attack roll to resist getting Burned themselves, but the fire persists in this hex on the next turn.

**Level Range:** 4-8

**Price:** Expensive, restricted to military use

**Ammo:** d6 Usage Die

**Reload:** 3 rounds

**Range:** 2 hexes

**Common Mods:** Reloader

### **Freeze Ray**

This weapon fires a blast of liquid helium that can freeze its target. Enemies hit by it have to roll Dexterity or AD against your attack roll to turn it into a glancing blow that doesn't freeze them. If they fail, they're Frozen and have to get out the regular way. Medical personnel can use this gun to put injured people into stasis. In that case the Frozen condition causes no damage.

**Level Range:** 5-8

**Price:** Expensive

**Ammo:** d6 Usage Die

**Reload:** 3 rounds

**Range:** 1 hex

**Common Mods:** Reloader

### **Personal Star Cannon**

This enormous weapon uses high-powered gas to create a fusion reaction within its chamber. The projectile resembles either a star or a solar flare. The cannon has to charge between shots, and you can only fire it once every two rounds. Two of its mod slots are automatically dedicated to shielding that prevents users from getting irradiated from using it. If this mod gets removed, shooters take 1d8 damage every time they fire. This weapon does triple damage.

**Level Range:** 8-10

**Price:** Very Expensive, restricted to military use

**Ammo:** Yes, d4 Usage Die

**Reload:** 2 rounds

**Range:** 6 hexes

**Common Mods:** Reloader, Expanded Magazine



## Melee and Thrown Weapons

From humble swords to exotic energy blades, this section lists useful things to bring to a close quarters fight.

### Dagger

A simple and small blade. It's useful for making unseen attack, both in melee and when thrown.

**Level Range:** 1-5

**Price:** Cheap

**Ammo:** No, but does not return when thrown

**Range:** 2 hexes

**Common Mods:** Concealable, Piercing, Poison Edge

### Blade

This entry covers swords, battle axes, and the like.

**Level Range:** 3-6

**Price:** Normal

**Common Mods:** Piercing, Poison Edge

### Stun Stick

An electrified baton or staff that's designed to incapacitate victims. It comes with the Stun Setting mod installed.

**Level Range:** 3-6

**Price:** Normal

**Common Mods:** Breakdown

### Power Glove

Electrified combat gloves magnify the power of your punches. You can choose to count them as unarmed for the purpose of combat techniques or your Damage Die.

**Level Range:** 3-7

**Price:** Normal

**Common Mods:** Stun Setting, Concussive

### Power Blade

This is a sword with a chain blade, an axe with a spinning head, or something else that uses mechanical means to increase its power.

**Level Range:** 5-8

**Price:** Expensive

**Common Mods:** Piercing, Power Blade

### Soul Blade

This is the weapon of choice for Star Mystics. It looks like the handle of a regular weapon missing the blade or other lethal part. Soul weapons can also be bows. The missing parts of the soul weapon manifest as hard light when you activate them.

**Level Range:** 3-10

**Price:** Very Expensive, are hard to come by

**Range:** 3 (for bows)

**Ammo:** No, ammunition is manifested by the wielder's mind

**Common Mods:** Flame Blade, Ice Blade, Piercing, Poison Edge, Stun Setting

## Weapon Mods

This is a list of some mods that you can install in your weapons.

### **Autofire**

Let loose with a volley of shots and target up to hexes that are adjacent to one another at range 1 or 2 or up to 3 adjacent hexes at higher ranges.

Roll the ammo's Usage Die with Disadvantage but add +2 to the attack and damage rolls. If you roll a fumble while firing this weapon in auto mode, you also attack adjacent hexes to the ones into which you fired, even if they contain an ally. Make separate attack rolls for each hex

For each additional rank in this mod roll an additional Usage Die for each rank past the first, but still take the lowest result. Extra ranks provide additional +2 bonuses to damage and attack rolls and increase by 1 the number of hexes into which you can fire.

Each additional rank of Autofire used adds +1 to the fumble range of attacks made using this feature, but only for the purpose of spraying rounds into adjacent hexes. So, a character attacking with a weapon with Autofire x3 would roll a fumble if the attack die shows a result of 1-4. This fumble might still hit its targets, so long as it wasn't a natural 1, but it would also still attack targets in other hexes. A weapon with Autofire x3 could target up to 4 adjacent hexes at range 1 or 2, or up to 5 hexes at farther ranges. Fumbling against 5 targets at that range would mean that you attack a swath that's 7 hexes wide.

### **Breakdown**

You can disassemble this weapon into pieces that are disguised as other items. It does not show up at all on scans. It takes a full minute to put this weapon back together or to break it down.

### **Concealable**

This weapon is smaller than normal and is hard for scanners and searches to spot. You gain Advantage on attempts to hide this weapon on your person.

### **Concussive**

Targets struck by this weapon have to roll either their AD or Constitution against the damage done. Failure means that they get knocked back in a random direction.

### **EM Shielding**

This item doesn't take double damage from electromagnetic pulses like it normally would. This mod takes up two slots.

### **Expanded Magazine**

Step up the Usage Die for this weapon by one step per rank. This mod applies to weapons that use clips of ammunition, including battery packs or bullets.

### **Flame Blade**

Characters hit by weapons with this mod have to roll their AD or Constitution against the damage done or gain the Burning condition.

### **Heavy Weapon**

Add +3 to the damage done by this weapon. The extra damage gets added in before any multiplier bonuses, such as those from rockets. This weapon's Usage Die now depletes on a roll of 1-3. It's larger than regular versions and can't gain the Concealable mod or any other mod which wouldn't make logical sense for it to have. You can apply this modification to any weapon, except one that has the Light Weapon mod.

### **Ice Blade**

Characters hit by weapons with this mod have to roll their AD or Constitution against the damage done or gain the Frozen condition.

### **Light Weapon**

Subtract -3 from the damage done by this weapon. This damage penalty gets applied before multiplying base damage, such as with a rocket. The mod is free and lowers the cost of the base weapon by one category. It also allows weapons to possibly be eligible for extra mods such as Concealable or Breakdown. You can apply this mod to almost any weapon. A weapon can't be both Light and Heavy.

### **Mag Pulse**

This mod applies to energy-based ranged weapons, grenades and Soul Weapons. It does double damage to robots, computers and other electronic systems. Systems with EM Shielding do not suffer this extra damage. With the GM's permission you can apply this mod to other types of weapons. Grenades and ranged weapons with this mod don't do any damage to organic beings, though they do destroy cybernetic implants. If this damage shuts down a trans body that has an organic brain, it's possible to save the brain if it gets proper medical attention within 10 minutes.

### **Piercing**

This weapon ignores its Level in damage reduction caused by armor.

### **Poison Edge**

This mod has its own d8 Action Die. Those hit by the weapon roll their own AD or Constitution to resist getting the Poisoned status for 1d6 rounds. Each additional rank steps up the AD of this effect, as well as the duration die.

### **Power Blade**

Powered melee weapons, such as chain drive swords, do +3 damage to its target if you hit that same target in the previous round. For each rank past the first, increase the number of rounds that count for causing extra damage. So, at the third rank a power blade would do up to +9 damage if you'd attacked the same enemy three rounds in a row.

### **Reinforced**

This weapon is hardened against breakage. For each rank of this mod, the weapon's Level is one higher for all purposes except for minimum character Level to wield successfully and number of mods allowed. You can multiply the item's Level by 4 at the first rank of this mod to determine HP, 5 at the second rank, and 6 at the third rank. Any weapon can have this mod.

### **Reloader**

This mod reduces the reload time of a weapon by 1 round. If the reload time is only 1 round, this reduces the time to 1 action.

### **Scope**

Extend the range of this weapon by 1 hex per rank of scope. If you spend a round aiming before taking your shot, you get a +2 bonus to the attack per rank of the scope. Higher ranks of scope don't take up more mod slots, but you have to pay for them as if you're buying multiple mods. Instead of adding to the range, you can also dedicate any ranks of scope to infrared, X-ray or heat vision.

### **Silencer**

This mod is much more effective than a real-world silencer. It reduces the noise from a weapon's firing down to a near whisper.

### **Smart Missiles**

These projectiles follow their target and are more likely to hit. Roll Advantage on all attacks, disregarding any sources of Disadvantage, except those that specifically work against Smart Missiles.

### **Stun Setting**

A weapon with this mod can fire non-lethal shots. Any character hit by this effect has to roll their AD or Constitution against the Damage rating of the character who fired the shot. The hit character subtracts the amount of damage that made it past their Armor roll, if any, from their roll to resist. Failing this roll imparts the Stunned condition for 1d10 rounds.

## **Armor and Space Suits**

Having a weapon is fine, but it won't do you any good if you're dead. Wear one of these suits to protect yourself on your adventures. Armor that comes from equipment, rather than your personal Armor Die, is a form of Usage Die. You roll it alongside your personal Armor Die and total them together to determine damage reduction. If your equipment rolls a 1 or 2, step it down by one die step until you can repair it. Repairs take material and time, not just a simple rest.

Depletion of equipment's Usage Die is different than destroying it. When the Usage Die depletes the equipment is still structurally sound, it just has holes, is loose or suffers some other condition that makes it less worthy for combat.

The larger and bulkier the armor, the more difficult it is to maneuver in it. When you're attempting a roll for something that could be reasonably hindered by your armor, roll the Armor's base Armor Die, the value that's listed in the entry for that armor, rather than its current Armor value. Subtract that Armor roll from the total of your action roll. For a simpler variant of this rule, you can simply state that certain rolls in armor instead simply impart Disadvantage.

As a design note, armor is very, very effective at negating damage from lower and mid-tier NPCs, especially because it stacks with the Armor granted by a character's Roles. It also provides a significant penalty to most actions. The intent is that most characters, if they choose to use armor at all, are going to opt for a very light version that has no penalty or a very small one.

I wrote it this way because I want exceptionally strong armor to be the niche used by characters who really work for it, rather than something everyone in the party can put on. In other RPGs it's very easy for the physical combat-oriented characters to get eclipsed by wizard types. I'm taking great pains to ensure that every character has more or less equal utility.

If you want to wear the strongest armor with impunity, you're going to have to dedicate yourself to it. For the record that's a Defender Armor with the Flexible mod, and with three of your five Flavor ability choices dedicated to Armor Training. With that build you get a d20 damage reduction, and the most significant penalty you can suffer is -1 to some rolls, which only has a 10 percent chance of happening.

## Survival Suits

These outfits protect you from environmental hazards, such as the vacuum of space or a poisonous atmosphere. All models come standard with radio transceivers and a basic computer. They also feature maneuvering thrusters that allow you to move 1 hex per turn on a personal-scale hex map.

### **Catastrophe Suit**

This is the basic model offered to civilian passengers in transit. It folds down into a small rectangle that you clip to your belt. When it detects a dangerous decompression, this suit automatically activates an SOS beacon, wraps around its wearer and pressurizes, protecting them from a nasty death, for the time being.

**Level Range:** 3-6

**Cost:** Normal

**Armor:** None

**Protection:** 1 hour of oxygen in space

**Common Mods:** Extended Life Support

### **Spacer Suit**

The standard model for professional space workers. This version does not immediately deploy like the Catastrophe Suit, but it offers more complete protection. If worn under clothing the helmet retracts beneath your shirt collar and springs shut when needed. This suit is much more customizable than a Catastrophe Suit. You can also use this suit to represent suits for other environments, just change any reference of "space" to "underwater" or whatever is appropriate.

**Level Range:** 5-9

**Cost:** Expensive

**Armor:** None

**Protection:** 8 hours of oxygen in space

**Common Mods:** Additional Environmental Function, Extended Life Support, Power Jets

### **Boarding Suit**

This suit is a favorite of low-rent pirates or mercenary security forces hired to protect cargo ships. It delivers environmental protection, plus it holds up to some strikes from blades and bullets, reducing damage directed at the suit by -2, in addition to damage directed towards the wearer.

**Level Range:** 5-8

**Cost:** Expensive

**Armor:** d4

**Protection:** 4 hours of oxygen in space

**Common Mods:** Additional Environmental Function, Extended Life Support, Power Jets, Increased Armor

### **Star Armor**

Beyond chainmail, these high-tech suits equip you to go toe to toe with the meanest foes in the galaxy.

### **Piecemeal Armor**

This is a cheaper option for people who want protection but don't have the funds to pay for it. Armor comes in three segments, the torso, arms and legs. You purchase them all separately.

**Level Range:** 1-2

**Cost:** Cheap

**Protection:** -1 damage per segment

**Common Mods:** None

### **Light Armor**

This armor is legal for civilian use on most worlds, and simple to wear.

**Level Range:** 5-8

**Cost:** Expensive

**Armor:** d6

**Protection:** Available from mods

**Common Mods:** Additional Environmental Function, Flexible, Increased Armor, Power Jets

### **Medium Armor**

This suit is most commonly used by law enforcement or by mercenaries.

**Level Range:** 5-9

**Cost:** Very Expensive

**Armor:** d8

**Protection:** Available from mods

**Common Mods:** Additional Environmental Function, Flexible, Increased Armor, Power Jets

### **Heavy Armor**

This equipment is legal only for use by militaries, or in some cases to licensed mercenaries with honorable discharge status from legitimate militaries.

**Level Range:** 6-10

**Cost:** Very Expensive

**Armor:** d10

**Protection:** Available from mods

**Common Mods:** Additional Environmental Function, Flexible, Increased Armor

### **Sentinel Armor**

The ultimate form of protection, this armor is also very bulky. Even with the advances of future technology, the design required to negate high-powered energy weapons mean that you have to sacrifice significant mobility.

**Level Range:** 9-10

**Cost:** Very Expensive, but limited to military organizations or the black market

**Armor:** d20

**Protection:** Vacuum (takes up one mod slot)

**Common Mods:** Additional Environmental Functions, Flexible, Increased Armor, Extended Life Support

### **Other Suits and Armor**

Not armor per se, these suits are tech-equipped outfits that are useful in a variety of situations.

#### **Combat Helmet**

Survival suits and sets of armor, except for Piecemeal Armor, all come with helmets. You can upgrade your armor with this version, which is capable of running its own mods. If you wear it along with Piecemeal armor this helmet doesn't count as a piece of the set. It has a computer that can run apps and coordinate networks and communications within line of site or satellite range, or to an orbiting ship.

**Level Range:** 3-9

**Cost:** Expensive

**Protection:** -2 incoming damage

**Common Mods:** Additional Environmental Functions (2 hours breathable air only), Extended Sense, Increased Armor, Psionic Shielding, Scope, Targeting HUD

#### **Stealth Armor**

This suit is used by infiltrators around the galaxy. It features the Active Camouflage mod, as well as a built-in set of electronic tools that count as a tool kit for hacking and lockpicking equal to the Level of the suit.

**Level Range:** 3-6

**Cost:** Expensive

**Armor:** None

**Protection:** None

**Common Mods:** Active Camouflage

#### **Civ Suit**

Whether it's for diplomacy, decorum, or legal reasons, armor isn't always practical. Some PCs choose to forgo regular armor because they need or want more flexibility of motion. This suit looks like regular clothing and does not hinder your movement.

**Level Range:** 3-5

**Cost:** Normal

**Protection:** -2 damage

**Common Mods:** Fashionable

## Suit and Armor Mods

### **Active Camouflage**

This suit uses projectors to change its color so that you appear almost invisible to cameras or the naked eye, so long as you remain motionless. You gain +2 to your rolls to evade visual detection per rank of this mod. At the second rank it still provides half its normal bonus when you walk, and at the third rank you receive half the normal bonus while walking or running.

### **Additional Environmental Function**

This suit offers protection from the effects of an additional environment beyond its standard design. Some environments include: outer space, underwater, corrosive atmospheres, extreme heat, extreme cold, and biohazard areas. If this mod is applied to a non-pressurized suit, such as a regular armor, its cost is one category higher than normal, to a maximum of Very Expensive. Applying this mod to a suit that normally doesn't offer environmental protection of any sort gives it 2 hours of protection.

### **EM Shielding**

This item doesn't take double damage from electromagnetic pulses like it normally would. This mod takes up two slots.

### **Emergency Medical Apparatus**

The EMA is a kit that features a defibrillator, adrenalin injectors and other components. The first rank of this mod activates immediately upon a character being reduced to 0 HP or getting knocked unconscious. It stimulates the subject to wakefulness and restores HP equal to the subject's Constitution roll. At the first rank it prevents the first instance of the Wounded or Grievously Wounded status effects. Most armors and emergency suits can install this mod.

### **Extended Life Support**

Double the amount of oxygen and other life support functions that this suit offers for each rank of this mod.

### **Extended Sense**

For each rank in this ability double the practical range of one sense you possess, except for those limited to your body, such as touch and taste. You can instead use this mod to grant yourself a new sense that you don't normally possess, including echolocation, infrared vision, thermal imaging, sight, hearing, supersonic hearing and more.

### **Fashionable**

This suit looks darn fancy. It's tailored just for you. Gain Advantage to Charisma rolls against people who are impressed by this sort of thing. The mod might even make your armor or space suit appear like regular, if stylish, clothing. Any armor or suit can take this mod. This mod is Expensive for Normal or cheaper items, or Very Expensive if applied to an Expensive or Very Expensive item.

### **Flexible**

Halve the results when you roll this suit's Armor Die, for the purposes of determining any hindrance only. This has no effect on the damage prevented by this suit.



### **Increased Armor**

Step up the protection offered by this equipment by one die level. An armor can only take this option once. If applied to a very light armor that doesn't have a die value associated with it, add 1d4 to the damage reduced. If applied to a d20 armor, add a +2 bonus to all damage reduction rolls.

### **Power Jets**

This suit can maneuver up to 3 hexes per turn in a vacuum. Depending on the suit this might also work underwater, in the atmosphere of a gas giant, on an Earthlike world or elsewhere.

### **Psionic Shielding**

You have Advantage when rolling to resist psionic effects. Each rank of this mod, including the first, also gives you a +2 bonus to such rolls. Any armor can install this mod.

### **Targeting HUD**

You gain +2 to your attacks made with a melee weapon as your computer feeds you data about your opponents.

## **Miscellaneous Items**

This equipment collection features the little things that people in the future use to maintain their standard of living. It also features tool kits and other useful products.

### **Toolkits and Gear**

For convenience I've reprinted the earlier notes about items that assist in tasks here.

Items that are useful for undertaking tasks can only give you a bonus for tasks whose difficulty is no more than twice its level. So, a Level 2 rope could help with climbing tasks that have difficulty ratings of up to d4, while a Level 10 rope could help you with climbing tasks of up to a difficulty rating of d20. This isn't to say that you can't use a Level 2 rope when attempting a task with difficulty d20, only that it won't provide a mechanical bonus.

Bonuses are usually a +2 to the roll, though, depending on the circumstances, the GM might rule that the bonus is Advantage instead. Characters can only successfully wield items with a Level no higher than the character's own Level +2. A character can usually operate a higher-Level item, but they don't get any bonuses from the item. This might be necessary for story purposes. For instance, you might not be able to get a bonus from a lock pick that's higher than your Level, but you still need it to actually pick a lock.

### **Miscellaneous Equipment Table**

These statistics represent a broad range of tools and healing items. All you have to do is specify for which tasks they're useful. The Max Difficulty column refers to toolkits, while the Healing column refers to disposable first-aid items.

Level	Max Difficulty	Healing	Cost
1	2/1d2	1d4	Very Cheap
2	4/1d4	1d4	Very Cheap
3	6/1d6	1d6	Cheap
4	8/1d8	1d6	Cheap
5	10/1d10	1d8	Normal
6	12/1d12	1d8	Normal
7	14/1d12	1d10	Expensive
8	16/1d12	1d10	Expensive
9	18/1d12	1d12	Very Expensive
10	20/1d20	1d12	Very Expensive

## Modding Toolkits

Kits aren't something that you usually think about modifying, but it's possible if you really want it. Here are common mods for toolkits.

### **Concealable**

This kit is smaller than normal and is hard for scanners and searches to spot. You gain Advantage on attempts to hide this weapon on your person.

### **Durable**

This toolkit has twice the maximum "HP" for its Level. You can take this mod multiple times.

### **EM Shielding**

This item doesn't take double damage from electromagnetic pulses like it normally would. This mod takes up two slots.

### **Expert Kit**

This kit gives +1 to its bonus per rank of this mod.

### **Multitool**

For each rank of this ability, choose another task or group of task for which this toolkit grants bonuses.

## Nanobots

This near-microscopic robots are part of a swarm that can accomplish all sorts of tasks. The swarm has rudimentary intelligence at best. Here are a few nano devices available.

## Nanomedic

This pack is used by healers to quickly knit ruined tissue, regrow limbs or neutralize toxins.

**Level Range:** 7-10

**Price:** Very Expensive

**Usage Die:** d4

**Effect:** Repairs d8 HP as part of a first aid attempt. This is in addition to the d4 from regular first aid attempts.

## Nanofabricator

This pack helps you to create items. Sometimes this works by the bots fusing themselves into another shape, and sometimes they synthesize raw materials directly into new components.

**Level Range:** 7-10

**Price:** Very Expensive

**Usage Die:** d4

**Effect:** Roll this pack's AD as a bonus to your crafting attempt when you use these bots to assist you. You can still use a toolkit on this task.

## Nanoassist

This pack is programmed to help you accomplish tasks. The nature of how it works is up to you.

**Level Range:** 7-10

**Price:** Very Expensive

**Usage Die:** d4

**Effect:** This pack counts as a toolkit for three different types of tasks, and it provides a bonus of +3. You can't use a regular toolkit with this product at the same time

## Nano Mods

These mods upgrade the performance of your nanobots. Nanobots can only use mods designed for them.

### Converter

Step up this pack's Usage Die by one. When it's at d4 you can feed this swarm Cheap components to replenish the nanobots. It takes an hour to eat and produce enough bots to increase the Usage Die back to d6. If this swarm somehow has a higher Usage Die maximum, you can feed it again, and in another hour it hits the next rank. Nanobots with converter technology have a kill switch that keeps them from becoming too numerous. A swarm can only take this upgrade once.

### Expert Bots

Add another die to the roll that this nanobot swarm makes, or in the case of nanoassistants, add three more tasks to which it can help. A swarm can only take this upgrade once.

## Robots and Drones

This section covers robots that aren't self-aware, though you might also apply it to servile androids.

Robots are useful for a variety of different applications, from general labor to reconnaissance to combat and more. Like other equipment and characters, they have Levels that run from 1 to 10.

As mechanical beings robots have no need to eat, sleep or breath, though they do require occasional power recharges. They are immune to the Poisoned condition. Their bodies don't heal naturally, but they can repair themselves if they have the proper equipment and programming.

Level	AD	Max Mods	Armor	Damage	Price
1	d4	0	d4	1d4	Expensive
2	d4	0	d4	1d6	Expensive
3	d6	1	d4	2d4	Expensive
4	d6	1	d4	1d10	Expensive
5	d8	1	d4	1d12	Expensive
6	d8	2	d6	1d6+1d8	Very Expensive
7	d10	2	d6	2d6	Very Expensive
8	d10	2	d6	3d6	Very Expensive
9	d12	3	d6	2d10	Very Expensive
10	d12	3	d6	1d10+1d12	Very Expensive

Every robot comes programmed for a single function by default. Mods can increase this. This book might refer to basic functions, such as domestic duties, protocol, combat, labor and such, but you can define functions to suit your needs. Basically, a function covers the same areas as a PC's profession skill. When fulfilling this purpose, they roll their full AD. When attempting tasks outside the scope of their purpose, they step down their AD by -2

A robot's HP is determined by rolling 1d6 for every Level, but you can opt to just have its HP be 3 times its Level.

Choose one of the three basic modes of locomotion, walking, rolling or flying. Walkers have no special abilities or hindrances. Rollers get an extra hex of movement, but they're very bad at climbing stairs and other tasks. Flyers fly and get an extra 2 hexes of movement, but it takes an extra mod slot to be able to also walk or roll and they must move their full allotment per turn or land. Flyers also need to refuel or recharge for an hour every four hours.

## Robot Mods

Robots are customizable. Here are some options.

### **Alt Mode**

This robot can transform. If it's a Scale 1 bot it can become a bot with another purpose. If it's a skinjob it can change its appearance to look like another person or creature of the same Scale. Scale 2 or higher can become a vehicle. The alt mode has to be selected when you take this mod, and it has to have a Level equal to or less than this bot's Level. For each rank of this mod choose another Alt Mode.

### **Aquatic**

Your robot can swim underwater as easily as if it were using its main mode of transportation.

### **Driller**

Rollers or walkers can now dig through rock and metal at a rate of 1 hex per turn, or 2 if they "run".

### **Great Bot**

Increase the Scale of this robot by 1.

### **Hover Mode**

Fliers can now hover in place instead of having to move every turn. Non-flyers can rise vertically up to 10 meters (30 feet) using their movement allotment for the turn but cannot travel laterally.

### **Integrated Weapon**

Install a weapon that could fit in this robot's body. It can't be disarmed, and the robot can hide it within itself, completely undetected.

### **Skinjob**

A walker appears to be human to all medical searches. If your robot is a quadruped, you can make it look like an animal. Higher-scale robots can pose as elephants or the like. Rollers might be able to pose as snakes, or even dolphins if they have the Aquatic adaptation.

## Trans Bodies

Body swapping is possible in a transhuman society. These new forms give you options for reskinning your mind as the need arises. The standard method in many sci-fi universes is through a medical procedure but depending on your setting you might use some other means to jump into a new body.

Trans bodies have Levels just the same as other equipment. You can only successfully fully integrate into a trans body that's within the range of equipment that you can wield capably, which is normally your character Level +2. If you're in a trans body that's too advanced for you to wield, you can only use it as a lower-Level body, including access to mods and the number of Attribute upgrades

In a trans body you retain your mental Attributes of Charisma, Intelligence and Wisdom. A Level 1 trans body begins with d6 ratings for Constitution, Dexterity and Strength, and you can step any of them up by 1 Level at every odd-numbered level, including the first.

Every trans body comes with a built-in computer that can do at least whatever a smartphone can. You see all of its functions in your field of vision, and they're not available to anyone else. You can control this computer with your thoughts; there's usually no need for gestures or voice commands.

A trans body can install the same types of mods as personal armors and space suits. They don't have to look like the same technology in these suits. For instance, if your trans body had the mod Additional Environmental Function: Water, it wouldn't have to be a tank attached to your back but might be a set of visible or concealable gills on your neck. As a special note, with the GM's permission you can choose to forgo being able to survive on land in Earth-like conditions to install an Additional Environmental Function mod without taking up one of your mod slots. Such a trans body is very clearly not human and has to use survival suits to exist in the normal conditions on Earth or in standard spaceships.

Trans bodies that install Increased Armor increase the Armor rating granted to them by their Roles by +1 step per rank of Increased Armor. This doesn't cause any hindrance to them. Armor ratings can't go higher than d20.

These bodies have an additional line of mods available. The Improved Attribute mod allows you to step up one of your attributes by +1 per rank. You can choose different Attributes with each rank, though you can only ever have a single attribute rated at d20.

You can install most man-portable equipment into your new body as a mod. This includes toolkits, weapons and more. You roll with Advantage any time you try to conceal these items unless they're very clearly part of the design of your body.

It takes time to adjust to a new body, unless it happens to be an exact copy of the last body you were in. For the first week in a new body, you make all physical rolls with Disadvantage. This also includes mental rolls if your body has Improved Attribute dedicated to the mental Attribute used to make that roll.

After the first day in a new body you no longer suffer Disadvantage to rolls that are covered by your first skill, the one that represents your PC's occupation. If you have more than one broad occupation-related skill, each roll that uses them no longer suffers Disadvantage after the first day. In the new body.

Trans bodies are very, very expensive in most settings. You either have to purchase them in advance, either wholly or as part of an ongoing payment scheme, or you have to rely on the kindness of strangers to install you into a new body when you suffer otherwise-fatal injuries.

If you're leasing a body, or if a patron to whom you're obligated to serve actually owns the physical shell, the trans body very likely has a system in place to automatically destruct if you disobey, or to incapacitate or disorient you in an emergency. Getting these systems out is extremely tough, especially since most people who install fail safes also put in surveillance equipment. Neither the kill switch nor any surveillance features take up mod slots.

## Cybernetic Implants

Instead of transplanting your brain into an entirely new body, you can upgrade it in pieces. These implants have the same functions as mods for armor, weapons and the like, just like a trans body uses.

Each implant is a piece of equipment that comes with a single mod. Implants can't have more than one mod attached. You can have a maximum number of implants equal to half your Level, rounded down, to a minimum of 1.

Every implant is Very Expensive. They also have some drawbacks. For every implant you have, subtract its Level from 10. Total up the sum of all these numbers. Choose whether this number represents a tenth of the extra calories you need to consume every day, or if it represents a tenth of the extra minutes that you have to sleep every night. You can split your total up between the two options.

## Vehicles and Starships

Take to the stars or dominate the local planet with these vehicles. They're suitable for use in futuristic scenarios, though you can possibly reskin them for another genre.

### PC Vehicles and Ships

The ships piloted by PCs on a regular basis get created in manner that's similar to PCs. This expands on the rules for vehicles found in the Exodus System core rulebook. You can still use those rules for NPC vehicles or vehicles that a PC might use for a single scene.

PC vehicles have Attributes much like a PC does. Mecha are special cases described in their own section below. Other vehicles attributes are as follows: Weapons replaces Strength, Hull replaces Constitution, Maneuver replaces Dexterity, Computers replaces Wisdom, Sensors replaces Intelligence and Countermeasures replaces Charisma.,

A vehicle's Attributes all start at d6 at the first Level. You get one point to increase a single Attribute at odd Levels, including the first. You get two points to increase attributes at every even Level. Vehicles and ships can have multiple Attributes at d20. Vehicles can only mount weapons with a Level no more than their own Level +2

If a PC or the party lose their PC-quality ship, they can buy or steal a new one. Any regular ship becomes a PC ship of the same Level as the last one after a week of tinkering You then assign it two Roles and one free mod. The Roles and mods chosen should make sense for this vehicle. So that luxury yacht that the party stole isn't going to become a Heavy Assault ship with a Cloaking Device.

PC vehicles and ships level up in the same manner as human PCs.

## Fuel

Vehicles all need some sort of fuel. Every time the vehicle moves one overland hex or one parsec hex, or a similar increment, depending on context. Roll the Usage Die for the vehicle's fuel. This die starts at d6 by default. Fuel is a Normal cost item, with a penalty to the haggling roll of -1 for each Scale of the vehicle being filled over 4. The cost is per step of a Usage die, up to the maximum. Refuel times vary, depending on the machinery used.

## Vehicle Environments

Each vehicle has its own environment in which it can operate successfully. By default, Scale 4 and lower spaceships can also operate in a terrestrial planet's atmosphere. Mecha adapted for space can also function on land, but not necessarily in an atmosphere. This is because they might use rocket boosters to get into space, but not to have true atmospheric flight.

This isn't a complete list of vehicle environments, but it does cover many that you're likely to encounter. They are: water surface, underwater, ground, underground (digging), outer space, gas giant atmosphere, terrestrial atmosphere, or stellar coronas.

Vehicles on the water surface, underwater, underground, in a gas giant's atmosphere or in a stellar corona move at -1 hex per turn, to a minimum of 1. This is true of vehicles that are designed to work in those environments, as well as those that aren't. Operating outside an optimal environment requires a Hull roll against the environment, which has a d8 AD under calm conditions, and a higher AD in hazardous conditions. Failure causes problems according to the GM's judgement. Sometimes movement just isn't possible, such as a boat falling through the atmosphere.

## Vehicle Operation

Characters can take roles on the vehicle, including gunner, captain, pilot and so on. Define your own roles, if you like. Every character picks one task relating the vehicle operation with which they can assist.

For example, the gunner assists his ship with a d8 Action Die or d8 Weapons on a shooting attack. His Dexterity is d10 and he has 2 ranks in a skill that covers vehicle weapons. Since his Dexterity is 1 step higher than the Action Die or Weapons Attribute it adds +1 to the roll, and the 2 ranks in a gunnery skill bring the total up to +3. Thus the ship rolls 1d8+3 to hit.

Pilots use Dexterity to move vehicles, which links to the vehicle's Maneuver Attribute.

Captains help with tactical operations, or might even add their Charisma to an attempt to intimidate enemies.

Engineers get to use their turn for attempting repairs. Repairs work like first aid in the Healing section, but you can do it on consecutive rounds, provided that your vehicle was damaged again. Let each player come up with a role that they want to fill on the vehicle.



Each vehicle weapon can attack once per turn, assuming you have gunners for each. Gunners link their Dexterity to the vehicle's Weapons Attribute. Use a vehicle's Level to determine the damage done by vehicle weapons, such as cannons, multiplying for Scale.

Human-Scale weapons wielded by passengers, such as pistols, use the stats of the wielder for damage. A regular vehicle's Armor and Damage rolls are doubled against human-Scale opponents and weapons. See the Scale section later for more information.

## Creating NPC Ships and Vehicles

Use the table below to determine stats for a vehicle based on its Level. You can roll 1d10 if you want to create a ship with random Level. Keep in mind that these are guidelines, you can edit the stats as you see fit.

Level	AD	Max Mods	Max Weapons	Armor	Damage
1	d4	0	1	d4	1d4
2	d4	0	1	d4	1d6
3	d6	1	1	d4	2d4
4	d6	1	1	d4	1d10
5	d8	1	1	d4	1d12
6	d8	2	2	d6	1d6+1d8
7	d10	2	2	d6	2d6
8	d10	2	2	d6	3d6
9	d12	3	3	d6	2d10
10	d12	3	3	d6	1d10+1d12

You can give an NPC ship any weapon that you choose. They can also benefit from any mod that you decide, or from special abilities of your own creation.

## Vehicle and Ship Roles

Choose two Roles for each vehicle, applying their listed adjustments to the specific stats of your vehicle. Level, Damage, and Armor all begin at d6, and Speed starts at 4 hexes. When making NPC ships with these templates, HD refers to the number of HP rolled per Level, which is always a d6. For PC ships. raising or lowering the HD steps it up or down by one die step.

## Assault

This ship is agile and designed for eliminating enemy forces. It's not as stout as it could be, but it makes up for what it lacks in defense it makes up in firepower.

**HD:** -

**Damage:** +1

**Armor:** -1

**Movement:** -

**Attack Vanguard:** The ship gains a +2 bonus to its Weapons rolls.

## Carrier

This ship brings other forces into the battle, or if it's a civilian ship it carries cargo. Capital ships launch fighters, while smaller vessels are drop ships that carry infantry. Small starfighters might carry attack drones. While they're significantly larger than many other vehicles at the same scale, taking this Role doesn't increase a ship's scale, as it doesn't add armor or weapons.

**HD:** -

**Damage:** -

**Armor:** -

**Movement:** -

**Battle Rider:** The ship can carry a total Level of vehicles or ships equal to 3 times its own Level. A squad of four human-scale beings counts as 1 Level for this purpose. Carriers can only house vessels at least two sizes in scale smaller than they are.

## Heavy

A heavy ship is armored and takes more punishment before being destroyed. It suffers from a reduced speed. . A ship can't be Light and Heavy at the same time.

**HD:** +1

**Damage:** -

**Armor:** +1

**Movement:** -2 hexes

**Fortified:** This ship is immune to the Penetrating mod.

## Interceptor

This ship is possibly a blockade runner, an anti-bomber craft or something else. It sacrifices longevity for speed.

**HD:** -1

**Damage:** -

**Armor:** -1

**Movement:** +2 hexes

**Outmaneuver:** This ship gains a bonus to attack rolls equal to the difference in its Movement rate compared to that of the other ship, if this ship's Movement is higher.

## Light

Light ships are faster than most, but pack less in terms of weaponry. A ship can't be both Light and Heavy.

**HD:** -

**Damage:** -1

**Armor:** -

**Movement:** +1 hex

**Strafe:** The ship rolls with Advantage to avoid fire from point defense systems.

## Medium

Medium ships serve as general capacity vessels. While not overly powered, they have no weaknesses.

**HD:** -

**Damage:** -

**Armor:** -

**Movement:** -

**Versatility:** The ship gains +1 to one of the above ratings

## Station

Fortified stations provide a line of defense for planets, and in many cases are more famous than the actual planet in the system.

**HD:** +2

**Damage:** -

**Armor:** +2

**Movement:** 0

This station cannot gain movement of any kind. Instead of the Maneuver Attribute, the station has Defense. It's immune to an Interceptor's Outmaneuver ability. Stations can't take the Interceptor or Light Roles.

## Support

This ship is built to ensure that the others have what they need to keep flying.

**HD:** +1

**Damage:** -

**Armor:** -

**Movement:** -

**Refueler:** The ship Rolls d20 Usage Die for fuel and food consumption. It can "share" this d20 with other ships in its group, but each time it does so, increase the range of failure by 1. The first time it shares fuel or food with another ship, the Usage Die steps down on a 1-3, the second time it shares the Usage Die steps down on 1-4 and so on. This extended range goes back to normal after the Usage Die steps down again, or after this ship stops to restock itself.

# Ship Mods

Many of these mods share similar qualities to those used in personal equipment.

## **Additional Environmental Function**

Choose one additional environment in which this ship can function normally. Each rank of this ability adds another environment.

## **A.I. Command**

This ship is run by an artificial intelligence. The A.I. provides a +2 bonus to one roll that the ship makes per turn if the ship's Computers Attribute or AD is d10 or below, and a +4 bonus or two +2 bonuses if it's Computers Attribute or AD is d12 or higher.

## **A.I. System**

This mod is dedicated to a single crew roll. Once per encounter it can assist as if it had d10 in the appropriate Attribute or AD and 2 ranks in the relevant skill. At each rank in this mod choose to either step up the "Attribute" or AD by 1 and increase the relevant skill by +2 or increase the number of times that it can assist by 1. This mod doesn't suffer from Assistance Fatigue.

## **Armor Cladding**

Additional external plates or some other system adorns this ship. Add an extra d6 Armor rating, which you roll together with the ship's regular Armor rating. This protection increases to d8 at the second rank and d10 at the third. It does not hinder movement, except perhaps when maneuvering in an atmosphere. This extra armor is subject to the Armor Degradation rules from the Equipment section. Heavy ships with this mod are immune to Armor Degradation. This mod doesn't get deactivated during an overload.

## **Breacher**

Any ship with at least 1 movement left and which is adjacent to another ship and has this mod installed can attempt to forcibly dock and open up the enemy's hull to discharge marines into it. Roll the ship's Maneuver or AD against the other ship's Maneuver or AD. The ship with the higher amount of movement left this turn gets a bonus to their roll equal to the difference. If the boarded ship's engines are disabled, there's no need to make this roll. Once docked, make another roll of Weapons or AD versus the breached ship's Hull or AD. Success allows you to discharge a boarding party. Each turn that you remain connected. The opposing ship can try to disengage each turn.

Boarding parties are squads of 4 NPCs with a d8 AD. You start with 2 squads. For each rank of this mod you can add another squad, upgrade the AD of all your squads by 1 step or gain Advantage on any roll to dock with an enemy ship, open its hull and remain attached. Carriers of Scale 5 or lower get 1 free rank of this mod when they take it.

## **Cloaking Device**

Extreme stealth mods allow this ship to slip almost anywhere undetected. Maintain Effort to use it or immediately get spotted by all vessels and bases in the area. It requires periodic Countermeasure rolls to remain invisible. You gain Advantage to this roll and a +2 bonus for every rank of this ability. Interceptors and Light Ships gain a further +2 to the roll, though Light Interceptors don't get +4.

### **Command Module**

Maintain Effort to activate this effect. It has a range of 3 hexes. Every friendly ship within its range increases the range again by 3 from its position. This range extension is infinite, for the purposes of combat on a hex map. Every ship within the network can use this ship's Computers and Sensor Attribute in place of its own. Each rank of this ability extends its range by 1 hex. Stations increase the range of this ability by 1.

### **EM Shielding**

This ship ignores the extra damage done by mag pulse weapons.

### **Enhanced Engines**

Whenever you travel through long-distance space hexes, not simple hexes on a battle map, you go +2 hexes per rank of this ability.

### **Extended Fuel Tanks**

Increase your ship's fuel tanks' Usage Die by one step per rank of this ability. If this is a Supply ship it can share fuel one time per rank without increasing the range of failure for the fuel's Usage Die.

### **Extended Magazines**

Step up the Usage Die of this ship's kinetic weapons by 1 step. A ship can only have one rank of this mod.

### **Grand Retrofit**

The ship gets outfitted with the absolute latest technology. Increase the Scale of this ship or vehicle by 1 without making it much, or any, bigger. To make things more dramatic, save this mod for Level 6 or 9.

### **Interference Signal**

This mod has a range of 2 hexes. Roll Countermeasures against an opponent's Computers or AD. If you succeed, shut down one of their mods while you maintain Effort for this effect. Each turn the affected ship can roll its Computers or AD against your Countermeasures. If successful they end this effect. Moving out of its range also ends this effect, but also if the ship emitting the signal does not end its turn within range again. Each rank of this mod increases its range by 2 hexes.

### **Intruder Defense**

This system steps up the AD of any friendly marine squads onboard the ship by +1. It also automatically steps down the AD of one boarding squad by 1 per turn. At each rank of this mod you may damage an additional hostile squad per turn. Stations gain a free rank of this mod when they buy it.

### **Launch Bays**

This ship can hold and launch up to twice its Level in smaller vehicles or ships in the same manner as a Carrier ship. If this vessel is a Carrier, upgrade its capacity from 3 times its Level to 5 times its Level.

### **Mag Pulse**

Select one weapon that this mod enhances when it's installed. Maintain Effort to use this ability. If the Damage die rolls at least half of its maximum value on a hit, then step down the hit ship's

Damage or Armor by 1, or its Movement rating by 2 hexes for 1d6 rounds. The hit ship can roll its AD or Computers once per round against the AD or Weapons of the ship that hit it. If successful, this effect ends early. This effect is dependent only on the result showing on the damage die and isn't affected by armor or Scale.

### **Missiles/Torpedoes**

In addition to the standard weapons, this ship has self-firing launchers that fire guided missiles. Each bay devoted to missiles or torpedoes has a d6 Usage Die. Missiles have a Movement rate of 8 hexes and move after all other ships move in a turn. Missiles have fuel with a Usage Die of d4. They can change direction as needed. If a missile has at least 1 Movement left in its turn can make its one and only attack against the target. Missiles attack with a d12 AD and explode, hit or miss. They do d8 damage with a successful hit. For each additional rank of this ability you can add another missile or torpedo bay, step up the Usage Die of your bays by 1, step up the Usage Die of the missiles' fuel by 1 or step up the damage die by 1. Assault ships get +1 rank to this mod when they install it, but it doesn't take up an additional mod space. This mod is immune to overloads. It does damage independent to Scale and requires no action to fire.

### **Orbital Weaponry**

This ship must be at least Scale 5. From orbit it can attack targets on the ground. Unless the target is stationary, such as a building or natural feature, it requires a Sensors roll against the target's AD or Countermeasures to establish a lock before firing. Ground-based Vehicles or fortresses can install this mod to be able to target ships in orbit. All targets must be at least scale 3.

### **Penetrating**

One of this ship's weapons ignores damage reduction from armor equal to the ship's Level.

### **Point Defense**

This ship has automatic turrets that fire for effect to intercept missiles and smaller craft. A ship must maintain Effort to use them. You can only install it on Scale 5 or larger vessels. The system has a range of 2 hexes, and it attacks every ship of Scale 4 and lower, plus every missile that enters its range. A single hit destroys any missile. The turrets do half damage to ships. A gunner can choose to forgo attacking on his turn to control the point defense system, adding his skill rank to the attack. Make one roll for the turrets per round and compare that result to the defense roll made by all enemies within range. Each rank of this ability extends its range by 1 hex. Point defense don't roll a Usage Die and they don't cause overloads, through overloads can shut them down.

### **Pop-Up Armaments**

This ship can hide its weapons, appearing to be a civilian ship upon cursory inspection. It gains Advantage against any use of Sensors to determine its equipment and specifications.

### **Refuel Scoops**

This ship can skim what it needs for fuel from bodies of water, the atmosphere of gas giants or even the corona of a star if it's sufficiently protected. It takes 4 hours to step up a Scale 3 ship's fuel reserves, with that length increasing by four hours at every subsequent odd Scale level, up to 16 hours for Scale 10. Each additional rank of this mod reduces the refuel time by half.

### **Repair Facilities**

This ship can make a Computers roll to make emergency repairs to a ship in its bays or in an adjacent hex. Immediately restore half that amount to the damaged ship's HP. Support ships can use this ability on themselves, and when using it on other ships they apply the entire die roll to the damaged ship's HP. A PC crew member can use their action for the turn to add their applicable skill to this roll. Additional ranks of this ability extend its range by +1 hex per rank.

### **Turrets**

This ship's regular weapons can fire at any angle. Spinal weapons can never be turrets. Stations may take this mod without using up a mod slot.

### **Weapons Generators**

This ship has Advantage whenever it rolls to avoid overloading due to firing energy weapons. Each additional rank of this mod grants a +2 bonus to that roll.

## **Ship and Vehicle Weapons**

Many of these weapons have the same game effects as a human-scale weapon. They're printed here for easy reference, and because there are some differences. Ship weapons don't get mods, only ships do. Some ship mods might say that they affect weapons, but the weapon is not a discrete unit that can benefit from its own mods. When you install a weapon, indicate whether it fires forward, to the rear or to one side.

### **Light Rail Cannon**

The small launchers are usually equipped on civilian ships who want the minimum ability to retaliate against pirates.

**Level Range:** 3-9

**Price:** Expensive

**Ammo:** Yes, d6 Usage Die

**Reload:** 1 action

**Range:** 2 hexes

### **Medium Rail Cannon**

This is standard equipment on warships without powerful generators.

**Level Range:** 5-9

**Price:** Expensive

**Ammo:** Yes, d8

**Reload:** 1 action

**Range:** 3 hexes

### **Heavy Rail Cannon**

This cannon excels at punching holes in enemy ships.

**Level:** 6-9

**Price:** Expensive

**Ammo:** Yes, d10 Usage Die

**Reload:** 1 round

**Range:** 4 hexes

### **Rail Repeater**

A machine-powered cannon with a rotating set of barrels. This unit comes with a rank of Autofire installed. It generates a lot of heat, and breaks down on any fumble, and it fumbles on a roll of 1 or 2.

**Level Range:** 7-9

**Price:** Very Expensive, restricted to military use

**Ammo:** Yes, d12 Usage Die

**Reload:** 2 rounds

**Range:** 4 hexes

## **Energy Weapons**

Energy weapons run on a ship or vessel's generators. At the end of any round in which you fire an energy weapon, roll the ship's Hull against the AD of the heaviest weapon you fired, with spinal weapons taking the highest priority, and light weapons taking the lowest. By every point by which you fail the roll, shut down the highest weapon fired for that number of turns, and deactivate a random mod on the ship.

Engineers who don't spend their turn repairing the ship or doing another task can man the generators as if assisting the ship for this roll. NPC ships roll their AD twice, with one die being designated as the weapon, and one as the ship's AD. If the ship fails it loses one of its weapons for a number of turns equal to the amount by which the roll failed. Engineers can restart the mod immediately by stepping down the ship's fuel Usage Die, or by attempting an Intelligence task with Disadvantage against the weapon's AD once per turn. Success on this roll before the duration of the offline generator expires causes it to end early.

Medium disruptors add +1 to the weapon's AD when checking for overload. Heavy disruptors add +2, repeaters add +3 and spinal weapons add +4.

### **Light Disruptor**

This short-range disruptor gives a ship some power to repel assault, but not much.

**Level Range:** 3-6

**Price:** Expensive

**Ammo:** No, runs on ship's generator

**Range:** 2 hexes

### **Medium Disruptor**

This is the weapon of choice for most ships that sport energy weaponry.

**Level Range:** 5-8

**Price:** Expensive

**Ammo:** No, runs on ship's generator

**Range:** 3 hexes

### **Heavy Disruptor Cannon**

This heavy cannon can help a ship control the battlefield.

**Level Range:** 6-10

**Price:** Expensive

**Ammo:** No, runs on ship's generator

**Range:** 5 hexes



### **Disruptor Repeater**

This rapid-fire disruptor rains destruction on the battlefield. Its rotating barrels cool down quickly, so the cannon can shoot at a faster rate. Treat it as if it had 2 ranks of Autofire.

**Level Range:** 8-9

**Price:** Very Expensive, restricted to military use

**Ammo:** No, runs on ship's generator

**Range:** 5 hexes

### **Spinal Star Cannon**

This enormous weapon uses high-powered gas to create a fusion reaction within its chamber. The projectile resembles either a star or a solar flare. The cannon has to charge between shots, and you can only fire it once every 10 rounds. It has to run the length of the ship and can only ever fire forward, or backwards if you installed it that way. This weapon does triple damage.

**Level Range:** 8-10

**Price:** Very Expensive, restricted to military use

**Ammo:** No, runs on ship's generator

**Reload:** 10 rounds

**Range:** 6 hexes

## **Scale**

As mentioned in the Exodus Core rulebook, vehicles exist on a scale above humans, and as such they do double damage to humans and double their Armor rolls against man-scale weaponry. That book also lists spaceships as doing double damage to regular vehicles and 10 times regular damage to humans.

Since this document lists different sizes of vehicles and spacefaring vessels, we're refining the rules here. Consult the table below for a synopsis. Vehicles in this book also have a Scale stat listed for reference. For each level of Scale between two vehicles or creatures, add another multiple to Damage and Armor rolls made by the larger combatant. A Scale 3 vehicle triples their rolls against a Scale 1 human, while a Scale 5 vehicle quadruples their rolls against a Scale 2 vehicle.

Unless otherwise stated, best practice is to automatically assume that a creature without a listed Scale is Scale 1, and a small land vehicle without a listed Scale is Scale 2.

<b>Scale</b>	<b>Representative</b>
<b>1</b>	Human, android, or similar creature
<b>2</b>	Car or tank
<b>3</b>	Standard mecha, light fighter, light commercial ship or jet fighter
<b>4</b>	Starfighter or super mecha
<b>5</b>	Frigate
<b>6</b>	Destroyer or Cruiser
<b>7</b>	Battleship or Carrier
<b>8</b>	Dreadnaught
<b>9</b>	Battlestation
<b>10</b>	Apocalyptic Star Dragon

## Scale Hex Size

Scale doesn't necessarily correlate to size, though it usually does. When using a hex map to represent your battles, it's helpful to know how many hexes make each ship, character or vehicle.

Scale	Hexes
1	1
2	1
3	1
4	1
5	2
6	3
7	4x2
8	5x2
9	6x3 or a circle with a radius of 3 hexes
10	8x3 or a circle with a radius of 4 hexes

These shapes aren't set in stone, but they're good guidelines. For ships and especially large space creatures, feel free to create your own shape

## Mecha

Giant fighting robots are a staple of sci-fi anime, video games, and films. There's a reason for that. Impractical as they might be, nothing beats seeing titanic mech suits beat down on one another while laying waste to the surrounding area.

Mecha are so closely modeled on humans, that PCs get to use special stats for them. While piloting a mecha, you are performing every action. Use the mecha's listed Strength, Dexterity, and Constitution for any tasks, except those which somehow affect only you and not the mecha. You still use your own Wisdom, Charisma, and Intelligence. Mecha get one point at every Level, including the first, to use to increase Attributes.

NPCs use the AD of their mecha to resolve actions if they're piloted by nobody special. If the pilot is an important NPC, use the pilot's AD if it's higher than the mecha's.

Mecha don't install weapons within their bodies, though they can use a mod slot for missile launchers or to add one of their weapons as an integral system. By default, mecha carry their weapons in the same manner that humans do. Use the same stats for human weapons, such as rail pistols, power swords and so on, only at a Scale of 3 or 4, depending on the mecha using them. It's up to the GM if they allow Soul Weapons for Mecha.

Mecha don't wear suits of armor, but they can install armor mods. Mecha can also install any mod that other vehicles or robots can use. They also pick two Roles at creation.

## Space Travel

How do you get around the universe? Here are a few systems from which you can pick, as well as story rationale and consequences for each one.

### Jump Gates

Jump gates allow nearly instantaneous travel between two points, both of which must have a jump gate. In a setting where humans only have sub-light drive, populating various systems with ancient jump gates allows them to still explore the galaxy even though they have low tech. This also makes for a more tight-knit galaxy, as any system with a jump gate is within the immediate vicinity of its neighbors.

Jump gates left behind by ancient aliens might need to be deciphered for activation, and then for navigation. Use the jump gate's Level to determine its AD. There are smaller jump gates that exist on the surface of planets.

### Sub-Light

Sub-light ships use fairly slow drives to get where they're going. It takes a day to travel from the Earth to the Sun at this speed. Depending where they are in their orbits, it takes between 12 hours and 96 hours to reach Mars, with an average of 48 hours. Sub-light ships roll their fuel's Usage Die every 24 hours of flight.

## Warp Speed

Warp ships travel through space in real time. They are somehow immune to the effects of the relativity of time while at warp. Each week the ship can travel a number of parsec hexes equal to its speed. Warp drive speed is equal to half of a ship's scale, rounded down, to a minimum of 1. Scale 9 and higher ships require a mod to have a Speed rating at all, since they're normally very large facilities. Each week at warp speed requires the ship to roll the fuel's Usage Die. Warp ships can travel one AU per hour when in a star system. This doesn't use fuel and it's not warp speed.

## Planets

Random planet generators save players and GMs a lot of time. Classic sci-fi RPGs have very detailed systems for creating new worlds. This gives them a semblance of realism, including giving you extensive information as to what types of items are contraband, punishments for various crimes, gravity, atmospheric conditions and more.

That's all well and good, but to create a subsector of space using these systems can take hours. The Exodus System's planet generator is designed with two principles in mind. First, it has to be fast. GMs should be able to create a star map in about five minutes. The second principle is that the planets made using this system have to be interesting in a way that's reminiscent of space opera movies, books, and video games.

## The Fast Method

To generate a star map on the fly, set up a sheet of paper with hexes on it. Use your choice of A4, US Letter, or whatever size works for you. It's probably ideal to place this paper in a dice tray. Take between 10 and 20 d20 and drop them onto the paper, either over the center or allowing your hands to wander over the surface.

Each hex where a die lands contains a star system with an interesting planet. The number on the die corresponds with the planetary types below. Note the locations and types of each planet on a sheet of notebook paper, assigning them names if you wish. Then, draw in little planet or star icons in the appropriate hexes. Congratulations, you've got a brand-new star map! You can fill in details as the PCs approach each world or write a few up in greater detail if you have time before the session starts.

<b>1d20</b>	<b>Planetary Type</b>
1	Cloud
2	Cracked
3	Crystal
4	Dark
5	Dead
6	Desert
7	Eden
8	Fire
9	Forest
10	Grass
11	Ice
12	Jungle
13	Light
14	Living
15	Machine
16	Rock
17	Swamp
18	Toxic
19	Water
20	Double World

## Planetary Quirk

You don't have to roll on this table when you create a planet. If you want something unusual, this is a useful resource.

d8	Quirk
1	<b>Megafauna:</b> Any animal of Level 3-5 gets +1 Scale, and any from Level 6 and higher get+2 Scale. .
2	<b>Resource Rich:</b> There is some wondrous resource here. Anyone who can control the planet will become wealthy, but it's likely to have wars started over the right to exploit the resource.
3	<b>Natural Disasters:</b> This planet is wracked with chaos. Roll 1d6 every hour, and on 5+ a natural disaster appropriate to the planet type takes place. The disaster has a Level equal to 1d8.
4	<b>Twin Satellite:</b> The planet has a large moon. Once a month the two bodies get so close together that hardy creatures can fly from one to another.
5	<b>Multiple Native Species:</b> This planet is home to 1d4 sentient species, each of which is native.
6	<b>Time Dilation/Compression:</b> Time on this planet runs 1d4 times faster or slower than the rest of the universe. Anyone on the planet perceives the flow of time regularly.
7	<b>Battleground:</b> New forces come every week to conduct ritualized, deadly combat.
8	<b>Multiple Quirks:</b> Roll twice more on this table, rerolling any further 8s.

### Type 1: Cloud

A gaseous planet with no land. There may be a rocky core, but it's under a thick layer of crushing gases or plasma.

### Type 2: Cracked

A broken world with large chunks strung around what remains of the core. The pieces and the remains of the planet still orbit their parent star and there is still a day/night cycle.

### Type 3: Crystal

The structure of this world is a crystalline matrix. It's known for impossibly beautiful spires made from gems or quartz. This planet is likely a nexus of power for those who wield positive energy.

## Type 4: Dark

Night holds eternal sway here. This planet orbits a dim star or a black hole. This planet is likely a nexus of power for those who utilize negative energy.

## Type 5: Dead

Life once thrived here, but that time is long past. The once-green forests are now fossilized and any cities that once existed are crumbling ruins. And yet all is not silent. This world is likely a place of power for those who harness negative energy.

## Type 6: Desert

Water is the bringer of life. Water is the rarest of all commodities on this planet. Living here is hard, and the locals are harder.

## Type 7: Eden

This world feels as if it must be the bright center of the galaxy. Every plant and every animal is more beautiful than the last. The sun shines bright and the weather is always pleasant. This world is likely a place of power for those who harness positive energy.

## Type 8: Fire

In the end, everything burns. Here, it always burns. That which survives the flames becomes nearly unvanquishable. Warrior cultures and others likely use this planet as a proving ground for their greatest fighters.

## Type 9: Forest

On some worlds it is the creatures who rule. On this planet, all life serves and depends upon the regal trees. The woods cover virtually every spot of land, except the coastline and mountains.

## Type 10: Grass

All around you stretch wide open spaces. The landscape is broken up by the occasional river, oasis, tree, or other nondescript feature.



## Type 11: Ice

This world is far enough from its parent star that it's almost completely frozen over. It's covered in sections of desolate permafrost, shimmering ice and pure white snow.

## Type 12: Jungle

A hotter and more densely vegetated world than forest planets, jungle worlds are places full of opportunities for amazing discoveries, as well as lethal dangers.

## Type 13: Light

This planet has an iridescent quality. Perhaps its system has multiple luminary bodies, or maybe the days are just spectacular. Whatever it is, this world has an ethereal and almost unnerving beauty.

## Type 14: Living

Either the entire planet is alive, or its biosphere covers virtually every bit of the surface. It can take many forms. The planet might be a single organism or some other arrangement.

## Type 15: Machine

A created world, this planet is almost alive. Its surface buzzes with activity as its many parts work toward some all-defining purpose.

## Type 16: Rock

The stark nature of this mostly inhospitable world belies its beauty. It's probably home to many valuable minerals.

## Type 17: Swamp

A wet and hot planet, this world is home to some truly nasty creatures. You can't trust the ground to be solid or that even the most innocuous-looking animal or object isn't waiting to try and kill you.

## Type 18: Toxic

It might have once been hospitable to human life, but now this place is filled with poisonous chemicals. It requires at least a space suit with a rebreather to survive here for even a minute.

## Type 19: Water

Landmasses on this planet are few, and those that do exist are very minute. Its real treasures and any native inhabitants all live below the waves.

## Type 20: Double World

This world features two different types of climate. Roll twice more, ignoring further instances of this result. The planet is both types.

# OGL

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