

STARSIEGE

EVENT HORIZON

Fashioning Trappings Cheat Sheet

Process

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

Step 1: Concept

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

Step 2: Class

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

Class	BP	Effect
Single Class	0	Action with listed Skill Bundle (pg 23)
Supplemental Class	3	Choice of Skill Bundle to use (pg 27)
Divergent Class	-3	Requires 2 actions to use (pg 26)
Automatic	6	Functions always apply (pg 23)

Step 3: Function

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

Function	BP	Ref
"Automatic" Class	6	pg 23
+1 to Armor	3 or 9	pg 24
+1 to Attribute	18	
-1 to Attribute	-18	
+1 to Durability	1	pg 24
+1 to Interference	-2	pg 25
+1 to Skill Bundle	6	
-1 to Skill Bundle	-6	
+1 to Specialty	1	
-1 to Specialty	-1	
+1 to Tech or Psi Scores	9	
-1 to Tech or Psi Scores	-9	
Bonus Skill Bundle	30	pg 24
Cargo/Quarters	Size +2 per 1 BP	pg 24
Deal 1 Critical Box	18	pg 24
Deal 1 Damage Box	3	pg 24
Move ½	1	pg 25
Move 1	4	pg 25
Move 2	6	pg 25
Move 3	8	pg 25
Move 4	10	pg 25
Scale: Personal	0	pg 25
Scale: Vehicle	6	pg 25
Scale: Suborbital	12	pg 25
Scale: Subluminal	18	pg 25
Scale: Superluminal	24	pg 25
Range Class Restriction	-2	pg 25
Range Increase	1 per Range Class	
Special Effect	3	pg 26 - 27
Special Flaw	-3	pg 26 - 27
Subsystem	Size +2 per 1 BP	pg 25

Step 4: Special Effects/Flaws

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

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

* Multi Effects can be purchased multiple times for increased effects

Step 5: Point Tally and Distribution

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