STAR SIEGE

Futuristic Role Playing in an Age of Adventure

By
Joshua Chewning with additional material by
the Members of the Castle & Crusade Society

Playtest document. Not for public consumption.

I: Character Generation

Characters in the world of Star SIEGE come in various shapes and sizes. In fact, the Star SIEGE system encourages players to create the characters they want. This can mean playing an archetype or breaking the mold to create a persona from scratch.

Generation of characters follows a fairly specific process: Race, Attributes, Primary Fields, Specialties, and Equipment.

Races

The Star SIEGE universe is varied and diverse, allowing for all kinds of creatures to be created. As such, there aren't a lot of canonical races like you'd find in Other Games. A player should select a race that best fits the character they wish to play. In Star SIEGE there are a few default races. If the races do not fit the character the player is envisioning, then the player and SIEGE Engineer (SIEGE Engineer) should work together to create a more appropriate Race.

Human

Humans are the galaxy's standard. A hardy and adaptable race, humans can be found living in almost every environment. While their biology is relatively delicate compared to other races, the Human mind finds ways to adapt the environment to their needs. It is this adaptability that has made humans the most populace race in the universe.

- **Appearance:** Two arms, two legs, bilateral symmetric, with humanoid anatomy. Humans come in various shapes and sizes.
- **Size:** 10
- **Move:** 3, Personal
- **Attribute Modifiers:** None

Other Attributes:

- **Skill Bundles:** Humans can select one additional Skill Bundle.

Feloid

Feloids are a proud warrior race whose entire culture revolves around the hunt. Feloids often live in small groups, referred to as Gangs, which work together for sustenance.

Feloids resemble large, humanoid type cats. They have long tails, clawed hands and feet, and are capable of both bipedal and quadrapedal movement. They are cunning and highly intelligent.

- **Appearance:** Two arms, two legs, long tail, bi-lateral symmetry, and humanoid anatomy. Feloids have clawed hands and are covered in fur. Fur colorations are as varied as those of earth felines. Generally a bit smaller than humans, Feloids are capable of movement as quadrupeds as well as bipeds.
- **Size:** 9
- **Move:** 3, Personal
- **Attribute Modifiers:** +1 to Reflexes, -1 to Savvy

Other Attributes:

- **Visual Acuity:** Feloids get low light vision allowing them to see twice as far as humans in environments with little light. Complete darkness leaves Feloids blind as a human, however.
- **Claws:** Feloids are born with natural claws on their hands and feet. So long as their hands and feet are uncovered, the Feloid gains a +2 bonus to all climbing checks. The Feloid can also use the claws in combat giving them a +2 Combat Expertise bonus.
- **Skill Bonus:** Feloids gain a +1 bonus to the Observation and Acrobatics Specialties
- **Speed Burst:** Feloids can do quick bursts of speed. They may lower their Speed to 2 for up to 8 rounds before requiring rest (at least 10 minutes). The rounds need not be consecuative. The speed burst requires the Feloid move on all four limbs.

Oel

The Oel are a race of humanoid aliens that have long traveled the galaxy. They are masters of space flight as well as channeling. Called "Grays" by most other races, in reference to their dull gray skin, the Oel are small in stature and strength. They make up for this with great amounts of knowledge in the realms of technology and psionics.

Oel are a genderless race that has strong communal groupings. They reproduce via cloning with carefully engineered mutations to prevent from homogeneity. Most other races find the Oel to be unfathomable and disquieting, especially their large probing eyes. Meanwhile, Oel feel quite at home with one another, their highly refined psychic mind allowing them to sense and communicate with one another through thoughts alone.

- **Appearance:** Oel are of a humanoid build, with long appendages and large heads. They are generally half the size of a normal human, have grey skin, and large black eyes. They are devoid of any body hair and do not seem to possess any gender.
- **Size:** 9
- **Move:** 4, Personal
- **Attribute Modifiers:** +1 to Savvy, -1 to Physique, -1 to Empathy

Other Attributes:

- **Channeling Bonus:** Halve all Rest Times required for Channeling
- **Skill Bonus:** Oel get can choose two Channeling Powers and gain a +1 bonus Specialty to them.
- **Telepathy:** Oel can automatically communicate with any other Oel within 50 meters telepathically regardless if they can see them. Oel can sense any other Oel within 50 meters.
- **Cyberware:** Oel cannot make use of any cyberware; their body will automatically reject it.

Android

Mechanical constructs and robots, Androids are the creations of humans that were built to aid humanity in it's explorations of the cosmos. Androids provided companionship, muscle, and unerring devotion to their prime programming. Over time, though, Androids have evolved, gaining their own consciousness. No longer simple robots fulfilling their prime programming, Androids have become their own race. In fact, many second generation Androids—Androids built by other Androids—now exist, further distancing themselves from their initial subservient role they lived for many years.

- **Appearance:** Androids come in a variety of forms. Generally their form is that of a normal humanoid biped, perhaps a bit taller than the average human.
- **Size:** 9 to 11
- **Move:** 2 to 4, Personal
- **Attribute Modifiers:** See Other Advantages

Other Advantages:

- **Attribute Allocation:** Do not randomly determine Attributes; instead distribute 7 points amongst the attributes on a one-for-one basis. All Attributes default to 0 except for Empathy which starts at -2. Points may be taken from other Attributes (lowering the default below 0) to give the player more points to shift to another Attribute. No Attributes can go lower than -4, but there is no maximum. An Android may spend two of their Attribute points to lower their Move to 2 or may gain two additional Attribute points and increase their Move to 4. For 2 Attribute points, the Android can be Size 11 or the character can gain 2 Attribute points back and be Size 9
- **Body Form Modification:** Androids default to a bipedal humanoid form, but this can be changed as the player wishes to follow the function. Wheeled, tracked, and hovering androids are all possible as well as androids with multiple manipulators. The SIEGE Engineer should feel free to grant bonuses and penalties for Androids with non-humanoid forms as they see fit.

- **Social Stigma:** Androids are often feared by the general populace and mistrusted in general unless they are under tight supervision.
- **Skill Ban:** Androids cannot Channel due to their constructed nature
- **Skill Bonus:** Androids can choose either any three Specialties and start with a +1 in them or a single Specialty with a +2. This represents their specific field of expertise.
- **Starting Wounds:** Androids have a base of 5 Wound boxes rather than 3. Moreover, they use Equipment Wound boxes (replace "Down" with "Nonfunctional" and "Out" with "Destroyed"). Androids do not heal naturally, though, and must be repaired like a piece of equipment. Furthermore, Andoids cannot be healed with psychic powers.
- **Cybernetics:** Androids can start with up to 3 cybernetic enhancements for free. They also never suffer "Disconnection" penalties

Erva

A race of large quadruped herbivores, the Erva evolved the ability to stand upright and grasp so they could eat leaves off taller trees. Millions of years later they rule their world and are venturing into space in large herd ships. The Ervan world is a democracy, but once a leader is chosen he rules until defeated in a challenge.
The Erva are a slow and thoughtful race. They are deliberate and rarely act in haste or anger.

- **Appearance:** Shaggy, curled horns, can walk on all fours with the knuckles or rear back and shamble forward. Powerfully built and slow but intelligent thinkers. Always want to act in consensus.
- **Size:** 11
- **Move:** 4, Personal
- **Attribute Modifiers:** +1 to Physique, -1 to Reflexes, +1 to Confidence

Other Advantages:

- **Cooperation:** An Erva can grant allies fighting same creature, operating same vessel, or otherwise working together a +1 on attribute checks per Erva helping (to a maximum of +4)
- **Massive build:** The Erva's large size grants an additional +1 Wound in melee damage if charging and considered large size in unarmed combat. Erva also start with 2 more Wound boxes than a normal starting character.
- **Speed Burst:** Erva can do amazingly fast bursts of speed. They may lower their Speed to 2 for up to 4 rounds before requiring rest (at least 10 minutes). The rounds need not be consecuative. The speed burst requires the Erva move on all four limbs.

Stroem

This humanoid race dwells on a harsh world lashed by continual storms, thunder and lightning. They see well in low light, have the minor ability to resist the elements, and can generate a minor electrical charge once a day. They are emotional beings who can rage and bluster like no other race. But they can be stoic as well, enduring physical tests and withstanding hardship as no other race can. Being so emotional, Stroem are often reckless and flamboyant. This is generally represented by a short attention span.

- **Appearance:** Blue-black slightly shiny skin, no hair, staring white eyes.
- **Size:** 10
- **Move:** 3, Personal
- **Attribute Modifiers:** +1 to Confidence, +1 to Empathy, -1 to Knowledge

Other Advantages:

- **Energy Resistance:** Stroem can resist small doses of electrical charge. Assume a +4 Defensive bonus against all electrical based attacks at the Stroem
- **Haywire:** A Stroem can generate a low-amp jolt of electrical energy. This is physically taxing on the Stroem, so it can only be done once per day per Physique rating (minimum of 0). This jolt can wreck havoc on electrical devices as well as stun most living beings. By simply touching their target and expending their charge, the Stroem can disable a piece of electronics or 10 sized creature. To make this attack, simply make an attack modified only by the target's Dexterity for defense.
- **Low Light Vision:** A Stroem can see twice as far as a normal human in low-light conditions, but is blind in complete darkness.

Attributes

Attributes cover the character's basic, innate abilities. Characters have six attributes in Star SIEGE: Physique, Reflexes, Savvy, Knowledge, Confidence, and Empathy. They represent the character's baseline competencies in broad areas. Attributes are rated on a scale of -4 to +4 for most characters (though the values can go higher and lower than these values for exceptional characters) with the human average being 0. A character's Attribute score is added to all Skill rolls whenever the character is attempting an action.

- **Physique:** Physique covers the character's overall physical prowess especially regarding their strength, constitution, endurance, or physical power. Physique should be added to any rolls when the character is utilizing their physical power or fortitude.
- **Reflexes:** Reaction time and agility is the purview of the Reflexes Attribute. This Attribute also measures the character's fine manipulation and manual dexterity. Reflexes should be added to any rolls covering the character's gross body movements or hand-eye-coordination.
- **Knowledge:** What a character knows is very important to how they react to the world around them. The Knowledge Attribute measures the character's general knowledge and understanding of the world around them. It represents education, both formal and informal, as well as memory recollection. Knowledge applies to rolls involving information recall, general knowledge, or other memories of data.
- **Savvy:** The Savvy attribute measures a character's technical expertise and mental acuity. This covers reasoning, logic, and aptitude with technical and mechanical theories. The character uses Savvy when using their mental faculties to solve problems.
- **Confidence:** A character's confidence is a measure of their self-worth as well as their general social influence over others. It serves as the character's charisma, force of will, and even ego. Confidence should be added to rolls when the character attempts to charm, intimidate, or even resist the charms of another.
- **Empathy:** Measuring how well a character is liked by and gets along with others is the function of the Empathy Attribute. Empathy measures the character's understanding of others as well as their overall likeability and presence. Empathy should be added to rolls when the character is trying to understand the actions of others or to even read hidden intentions or deception.

Generating Attributes

To generate a character's starting attributes, roll 1d20 on the following table. It is suggested that the player be able to place the scores wherever they see fit for their character concept. Some SIEGE Engineers might require the rolls be made in order, but it isn't suggested.

1d20	Result
1	-3
2-3	-2
4-7	-1
8-13	0
14-17	+1
18-19	+2
20	+3

Primary Fields

Primary Fields represent the character's basic areas of expertise and in-depth training. This doesn't mean that this is the extent of their knowledge, but simply shows the areas the character has focused the majority of their learning and experience. Each character selects a single Primary Field when they generate their character.

Once a character's Primary Field is selected, the character is granted two Skill Bundles according to the Primary Field selected. Human characters can select a third Skill Bundle, subject to SIEGE Engineer approval, due to their racial bonus. The player will mark these Skill Bundles as Primary Fields. These Primary Field Skill

Bundles will determine the base difficulty for actions the character takes. If the SIEGE Engineer decides that the action the character is performing falls within one of the character's Primary Skill Bundles then the Target Number for that Action is a 12, otherwise the TN is an 18.

Primary Field	Skill Bundles
Advisor	Lore, Persuasion
B&E Expert	Awareness, Mechanics
Bounty Hunter	Combat Expertise, Environmental
Engineer	Mechanics, Technology
Explorer	Handling, Environmental
Hacker	Technology, Persuasion
Pilot	Handling, Technology
Primitive	Athletics, Awareness
Psion	Channeling, Lore
Savage	Athletics, Combat Expertise
Scout	Environmental, Awareness
Smuggler	Persuasion, Combat Expertise
Speaker	Persuasion, Spiritual
Trader	Persuasion, Handling
Technician	Mechanics, Lore

Skill Bundles

Skill Bundles determine a wide area of character training and knowledge. A character is granted Skill Bundles from their Primary Field. If a character has a Skill Bundle then any action that falls under that Skill Bundle will use the Primary TN of 12. All Skills that fall outside of the Skill Bundle use the Non-Primary TN of 18.

Athletics

The Athletics Skill Bundle covers physical excellence and training. A character trained in Athletics is well-adept at all forms of physical prowess. Athletics aids the character in all attempts to perform feats of strength, agility, or endurance.

- **Climbing:** The character is well versed at the art of scaling surfaces.
- **Swimming:** Swimming grants the character bonuses to all feats in bodies of water
- **Zero-G:** The character is greatly adapted to maneuvering in a Zero-G environment.
- **Acrobatics:** Acrobatics represents training in tumbling, leaps, and other forms of graceful movement.

Awareness

Awareness covers the character's overall perceptions of the world around them. A character adept at Awareness knows the best places to use for cover or where to best lie in ambush. Awareness also aids the character in the arts of stealth and sneaking as well as tracking.

- **Stealth:** Stealth aids the character in any attempts to sneak or hide.
- **Observation:** Any time a character rolls to notice everyday details that might pass someone's notice, the Observation Specialty would aid the character.
- **Detection:** Detection grants a bonus to find things when actively searching for them, such as traps or hidden items.
- **Tracking:** A character that is specialized in Tracking is capable of trailing and following other intelligent species without drawing their attention.

Channeling

Some characters learn how to control and direct the mystical energies that exist in the world. These characters are adept at the realm of Channeling. Channeling is a very dangerous profession, however, and can cause great harm to those who wield it recklessly. There are more details on Channeling in the Channeling section later.

- **Specific Power:** The character can choose a Channeling power to specialize in. Any rolls with that power gain the bonus of the character's Specialization.
- **Resistance:** The character can add this value to the Challenge Level of any opposing psychic when the character is actively resisting someone else using Channeling powers to affect them.

Combat Expertise

Combat Expertise covers the wide range of melee and ranged combat. A character that has Combat Expertise as his Core Ability may add their Class level to all DC rolls concerning combat. Specialties under Combat Expertise further refine the character's ability to perform in combat.

- **Weapon Mastery:** The character should choose a specific class of similar weapons to specialize in. Any attacks made with weapons in the class of mastery gains the character's Specialty bonus.
- **Defense:** A character can specialize in defense rather than offense. The value of this Specialty is added to the Challenge Rating for any attacks directed at the character.

Environmental

The realm of Nature is a vast and varied thing. It encompasses the knowledge of animals, surviving the elements, as well as understanding the natural balance in the whole world. Characters skilled in the arts of Nature can exist in harmony with natural surroundings.

- **Camouflage:** Camouflage grants a bonus to all rolls in which the character is using their natural surroundings to provide cover.

- **Survival:** Survival grants a bonus to survive in a particular climate. The climate must be selected when the specialty is selected.
- **Hunting:** A character with Hunting is better able to track and hunt game for food. Hunting can also be used to follow non-sentient animals, tracking and trailing them.

Handling

The Handling Skill Bundle covers the operation of all forms of transportation, from the simplest animal driven cart to large star cruisers. Characters versed in Handling find themselves at home behind the controls, able to perform grant stunts and maneuvers.

- **Animal:** The Animal Specialty under the Handling Skill Bundle covers both riding and/or driving animals.
- **Land Vehicle:** Land Vehicles come in a variety of shapes and sizes. This Specialty grants a bonus whenever utilizing any self-powered land based craft.
- **Atmospheric Flight:** The nuances of flying in an atmosphere are varied and, to the untrained, dangerous. Characters with this Specialty gain a bonus whenever piloting aircraft in atmosphere.
- **Space Flight:** Interstellar travel is rife with complications, fraught with danger, and brimming with excitement. The Space Flight Specialty grants bonuses to the use of any space craft, regardless of size.

Lore

It is often said that knowledge is power. Characters who are adept at the Lore ability can often attest to that statement. Lore grants the character a wide range of knowledge and understanding of their environs.

- **Obscure:** The Obscure specialization grants the character a bonus to any rolls made to recall obscure or known facts.
- **Culture:** Cultural Lore grants the character a more intimate knowledge of the customs and beliefs of varied cultures. This grants a bonus on all rolls pertaining to knowledge in those areas.
- **Doctrine:** Doctrine Lore is the understanding of religious theology and ritual.
- **Technology:** A character versed in Technology Lore finds understanding machines and all forms of electronics second nature. This Specialty grants bonuses when recalling information on all forms of technology and the theories behind their design.

Mechanics

The Mechanics ability covers the realm of the creation, understanding, and maintenance of all kinds of objects. Mechanics subsumes the realms of tools, mechanical devices, or crafting of any kind of object. Characters skilled in the arts of Mechanics find themselves in high demand, being able to repair and build all sorts of contraptions that others would leave abandoned for parts.

- **Repair:** Characters with this specialty find all manners of way to fix broken things. They may add their Specialty bonus to any rolls to fix or repair mechanical or electrical devices.
- **Disable:** Disable grants the character a bonus on all rolls to disable or take apart any items or devices encountered. Popular with tinkers and scavengers, being able to disassemble things also finds its way into the repertoire of thieves and scoundrels as well.
- **Craft:** Repair affords the character a better understanding of how to create items or devices. It grants a bonus to any checks to build an item or device from its component parts.

Persuasion

A character skilled at the arts of Persuasion is a formidable force. Persuasion gives the character the ability to lead others, to change their minds, or even to bluff their way through sticky situations. Persuasion differs from the Spiritual Skill set in that it deals with forceful changes to others while the Spiritual realm comes to agreements through understanding. They can be used to similar effects, but the intent (and often times outcomes) are very different.

- **Leadership:** People naturally follow someone who is confident, but the aspect of knowing how to direct others can be learned. The Leadership Specialty represents this aspect and grants bonuses to direct the actions of others.
- **Bribery:** Bribery grants a bonus to any rolls made to determine the success of a character using money, goods, or services to sway someone's opinions or actions.
- **Oration:** Whenever a character is making a rousing or persuasive speech to a large group of people, they may add their Oration Specialty.
- **Bluff:** In the wide expanses of the galaxy, people aren't always completely honest with one another. The Bluff Specialty represents characters that excel at lying or deceiving another with their words or actions.

Spiritual

The Spirit is a very vast realm, dealing with matters of faith, devotion, and connection to the universe as a whole. The Spiritual Skill Bundle also covers the character's overall understanding and compassion for others. It can be used in situations to bring calm, encouragement, and even peace.

- **Cyber-empathy:** A character with Cyber-empathy can use their Specialty bonus to offset penalties to social rolls due to cybernetic implants (see the Cybernetics section for more details).
- **Parley:** Characters with the Parley Specialty are well versed in the arts of negotiation and agreement. Parley can be used to help diffuse hostilities or to otherwise calm the nerves of others.
- **Allay:** Ally gives the character a bonus in easing the suffering of others. Allay can be used to help characters ignore penalties from being Disabled (see the Wounds section), but cannot actually heal any damage.
- **Bolster:** Characters specialized in the Bolster ability can utilize their faith to aid those around them. Characters Specialized in Bolster can use their Specialty to aid others (see the Cooperation section for more details).

Technology

In a world with such diverse technological bases as the known galaxy, being versed in Technology is no mean feat. This Skill set covers all manners of technological knowledge and its application. Where Lore covers the theories behind it, Technology is the ability to use the technology meaningfully. If Lore can be thought of as the study of Science then Technology would be the field of Engineering.

- **Astrogation:** Navigating star fields and collapsars is a difficult thing, but those trained in Astrogation find it to be almost second nature.
- **Computer Operations:** The use of computers, for good or ill is covered by this Specialty. It can be used to glean information, reroute power, or even hack systems.
- **Sensors:** There are various types of sensors and communications devices throughout the galaxy. This Specialty grants a bonus whenever the character makes use of these pieces of equipment.
- **Treatment:** First aid and surgery is often very difficult and requires years of study. Utilizing the vast amounts of medical knowledge garnered throughout the course of history falls under this Specialty.

Specialties

A character is not subject simply to the whims of their Primary Fields. Oftentimes a character will pick up little bits of knowledge that isn't expansive enough to be considered a Skill Bundle. These tidbits of knowledge are called Specialties. Specialties are rated on a bonus starting at 0 and going up, similarly to Attributes. Specialties can be added to any rolls that they would apply to.

A character starts with 3 XP to spend on Specialties when they are created. See the Character Advancement

section on how these XP can be spent to purchase the character's starting Specialties.

Specialties do not need to fall into a Skill Bundle the character has access as Primary. A character can gain specialties in any Skill Bundle. Each Skill Bundle will list some examples of Specialties that would fall under them, and the player can choose those or can create their own with the aid of their SIEGE Engineer. Specialties should be specific and apply to a very limited area of expertise.

Character Advancement

Characters do not stay static from when they are first created. Their many adventures and experiences will result in the character growing and learning over time. This growth is represented with Experience Points (XP). Every game session the character will gain XP from their actions, awarded by the SIEGE Engineer. Generally, a character can expect to gain one to three XP for a game session depending on how well the player role-played as well as the challenges overcome. These XP can be spent to advance the character.

Advancing Attributes

A character's natural abilities and faculties aren't set in stone. Over time a character can increase their fitness level, advance their savvy, or generally improve their innate abilities. This generally takes a long time and a lot of focused effort on the part of the character. To advance a character's Attributes, the cost is 30 XP for a +1 to any Attribute.

Buying New Skill Bundles

Skill Bundles represent both a depth and width of training that few characters can boast during their adventures. Generally, Skill Bundles are learned through a long and arduous apprenticeship and training time, educating the character to the great nuances and minutiae of that particular realm of experience. As such, purchasing a new Skill Bundle costs 60 XP for the character.

Advancing Specialties

Picking and improving Specialties is the most common way to advance a character. Characters gain insights and pick-up new tricks relatively quickly. As such, Specialties are fairly inexpensive to gain. The XP required to purchase or improve a Specialty is equal to the new value of the Specialty. So, to advance a Specialty from +3 to +4 would cost 4 XP while purchasing a new Specialty (buying a +1) would cost 1 XP.

New Specialty	1 XP
Specialty Increase	New Value in XP
Attribute Increase	30 XP for +1
New Skill Bundle	60 XP

Secondary Attributes

In addition to the six main attributes, characters in Star SIEGE also have secondary attributes for Movement, Defense, Wounds, and Credit. These attributes are derived from attributes or racial statistics. The sole exception to this is the Credit score, which is figured on a 1d20 roll.

Move

The Move score listed for each race denotes the number of Dramatic Rounds it takes the character to change range increments as well as the base Movement Scale the character acts on. This number can be multiplied by 8 to determine the maximum number of miles per day the character can march (consider this a forced march, meaning the character is exhausted afterwards). In general, a character can move 4 to 6 times their Move score in miles per day and keep up the pace well without a lot of fatigue from day to day.

Defense

All characters have a Defense score. This score generally defaults to the character's Reflexes ability. Armor and the Defense specialty under Combat Expertise will factor into this score. The character's Defense score is added to the Challenge Base of all incoming attacks against the character. Cover, movement, and other environmental factors might also affect a character's Defense score.

Wounds

All characters have a Wound Track. The Wound Track represents the damage the character has taken from various sources. It is very abstract, leaving a lot of interpretation to the player and SIEGE Engineer. Every character starts with 3 wound boxes plus an additional number of wound boxes equal to their Physique score. Characters also receive 3 additional "special" wound boxes. These boxes are "Disabled", "Down" and "Out". These represent special states of damage for the character and are described in more detail in the SIEGE Engineer section.

A character that has taken any wounds will suffer penalties to all actions until the wounds are healed. A character that is "Disabled", "Down", or "Out" must follow the appropriate rules listed in the combat section later.

Credit

A character starts play with a Credit score. This score determines the character's overall wealth and access to funds. The Credit score is used in purchasing rolls, described in the Equipment section. To determine a character's base credit score, roll on the table below.

1d20	Credit Score
1	7
2-3	8
4-7	9
8-13	10
14-17	11
18-19	12
20	13

A Character's Credit score will vary a lot with purchases and gaining of wealth. The Credit score cannot be increased with experience. Instead, it must be gained via role playing.

Encumbrance

Star SIEGE uses a very simple Encumbrance system. A character can carry one object of each From size under their Size Rating. So a character with a Size of 10 can carry one Form 0 object, one Form 1 object, one Form 2 object, etc. If a character wants to carry two objects of the same Form rating, then the second object must take the slot of a higher Form object. So a character wanting to carry two Form 5 handguns would take up their Form 5 and Form 6 slots. Once a character is carrying more than ½ of their slots in equipment, they are considered lightly encumbered and suffer -2 to all rolls. A character that has almost all of their slots full (more than ¾ of the slots) is Heavily encumbered and is at -6 to all actions.

Lifting Capacity

A character cannot carry anything that has a Form rating greater than their size, but they can generally lift objects over their head equal to one greater their Size rating plus their Physique. The lifting capacity of a character allows the character to lift the object, and possibly move around very slowly (SIEGE Engineer's discretion). Any character lifting is effectively a motionless target and suffers a -10 to their Defense Rating. So a Size 9 character with a +2 Physique can lift up to a Form 12 object, but cannot move around easily.

Cybernetics

Cybernetics have become quite a common occurrence in the known galaxy. Generally used for medical replacements for damaged or lost body parts, Cyberware replaces biologic structures with mechanical ones. Some people find the aesthetic or functionality appealing and voluntarily add them to their body.

All Cybernetics have a list of penalties to certain rolls in their Function section (specifically Channeling and Spiritual, but some cybernetics will penalize Persuasion or other skill rolls). These penalties can only be offset with the Cyber-empathy Specialty.

A character can also only wear a certain amount of cyber-wear before their body begins to reject the mixture of flesh and machine. Once the Spiritual penalties have

reached -10, then the character should no longer add any more cybernetics. Any character that does is considered "Disconnected" and suffers a -4 penalty to all actions until the spiritual penalties are reduced to -10 or less. Cyber-empathy will offset this as well; giving the character some more buffer to work with. A Disconnected character feels out of touch not only with the universe as a whole, but their body. They are constantly disoriented and feel foreign. This feeling will not pass until the offending cybernetics are removed or the character becomes accustomed to the feeling (by increasing their Cyber-empathy Specialty).

So a character with a Cyber-empathy specialty of +2 can have cybernetics whose spiritual penalties add up to -12 rather than the normal -10 due to the offset for Cyber-empathy. Say this character has two Cybernetic Arms (-4 Spiritual each), a single Cyber-eye (-1 Spiritual), and a Cybernetic Leg (-4 Spiritual). This would put the character with a -13 Spiritual Penalty, which is offset to -11 due to the Cyber-empathy of +2. This means the character is Disconnected (-4 to all actions) until more points can be put into Cyber-empathy or some of the cybernetics are removed.

II: Channeling

Channeling is the ability to channel and focus one's own force of will into real results. Channeling is often referred to as Psychic powers or Psionics. Any character can channel, being a power inherent to almost every living, sentient being, but some are more adept at it than others. Characters and creatures can choose to activate any Channeling power on the list provided. Channeling does not require learning the powers beforehand (although characters can specialize in powers, becoming more proficient with them), as it is simply a focus of will and desire. In order to Channel, the player simply selects the power the character is going to use. Each psionic power has a Challenge Level based on the level of the power. There are four types of psychic powers: Minor, Moderate, Major, and Perfect. To use a power, the player makes a Channeling roll using the power level as the Challenge Level. If successful the power takes effect. Failure, however, causes backlash. Channeling is also physically taxing. Characters cannot simply Channel all of the time, their bodies become fatigued and wear out. All powers require that the psychic rest between using powers.

Power Level	Challenge Level	Rest Time	Backlash	Over-channel
Minor	+2	30 sec.	+2	+1
Moderate	+4	1 min.	+4	+2
Major	+6	5 min.	+6	+3
Perfect	+8	10 min.	+8	+4

Backlash

Backlash is psychic fatigue. Every power that is attempted and failed results in the Challenge Level for that power becoming a penalty to all future attempts to Channel. So a character that fails a Minor power roll would take a +2 backlash penalty. This penalty would be added to any future Channeling Challenge Levels until the psychic rests. Backlash bleeds off with sleep or meditation. For every hour of sleep or mediation, a psychic bleeds off two backlash.

Backlash can also cause serious injuries if it is not allowed to bleed off. If a character's backlash penalties ever rise above +10, then the character takes a Wound. If the penalties ever reach +20, the character is considered "Disabled". Finally, if the psychic ever accrues +25 or more in backlash, they are considered "Out" as they basically liquefy their mind.

Rest Period

Each power also has a rest period listed. After the character uses that power (whether the use was successful or not), in order to activate another psionic power, they would need to refrain from a usage for that amount of time. If they still desire to channel a power before the rest period is complete (called over-channeling), the psychic takes backlash equal to one-half of the normal backlash penalty. Thus a character that uses a Moderate Power (Challenge Level +4, rest period of 1 minute) and the over-channels a Minor power right afterwards the character would take +1 backlash (which is ½ of the normal Minor power backlash penalty) for using another power during the rest period. This backlash penalty is cumulative with all other backlash penalties, so if the same character used another Minor power during the rest period of the Moderate power the backlash penalty would increase to +2.

If a character uses powers with differing rest periods before the initial rest period expired, track only the longest rest period. So a character that, over four combat rounds, uses a Moderate power, a Major power, and two Minor powers would use the rest period of the Major power (5 minutes) and would, subsequently have a backlash penalty (for over-channeling, assuming the order listed and no failed rolls) of +5 (+3 for the Major power and +1 for each of the Minor Powers).

Some powers have durations longer than instantaneous. These require the psion's concentration to keep the effect active. The psion cannot activate another power will concentrating on another. However, the psion can dismiss or choose to stop concentrating on the effect, in order to activate another power, but the rest period rules still apply.

For example, Logos the human psion is locked in a primitive jail cell. The guard is sleeping in a chair, about

2 m away. Logos activates a minor telekinesis power to bring the keys to him. Since the power is relatively weak, the Challenge Level is +2. He rolls using his Channeling skill, and adding the appropriate ability modifier. He succeeds and is able to bring the keys to his hands. While using this power he is unable to use another cause he must concentrate. The rest period for the minor telekinesis is thirty seconds.

As soon as he lays hands on the keys, the guard awakens. Logos decides to take the chance to use another power even though the rest period has not elapsed, since he is unarmed, has the keys in his possession, and will surely die for such. He wants to hold the guard fast, and uses Paralyze, a Moderate level power. Since the rest period has not expired, Logos takes the over-channeling backlash of +2 for the Moderate power. The Challenge Level for this power use is +4 for the Moderate level power and an additional +2 for over-channeling, resulting in a +6 Challenge Level. Logos fails his roll and takes +4 in backlash, leaving him at a +6 backlash total. Plus, he now has an angry guard to deal with.

Resistance

Some psychic powers can be resisted. If they can, the power will list the appropriate attribute that is used to resist, or None if the power cannot be resisted. To resist, the target simply states the intention to resist the power. If they do, then the Challenge Level for the power activation is increased by 4 plus the Attribute listed plus any levels of the Resistance Specialty. So a character with Reflexes of -1 that is trying to resist someone using Telekinesis, minor on them would result in a +3 Challenge Level to the psychic's roll.

A character subject to psychic powers knows that something is amiss, but will not necessarily know that a psychic power is being used on them, nor will they know the source of the power. Generally they will just get a strange feeling, similar to vertigo or déjà vu. Even if the character does choose to resist the power, they do not know who is using the power on them nor the type of power that was to affect them. Characters that have the Channeling skill bundle as part of their Primary field do have a chance to discern the target. They would make an Awareness roll based off of their Empathy Attribute. Success will let them know who initiated the power and the overall power level that was directed at them, but not the specific power. This only applies if the psychic could possibly see their attacker. If they can't see the attacker (i.e. the attacker is hidden or too far away), then they will not know who was using the power, but still will know the power level.

If using a power that affects a large group of targets that have varying Resistances the SIEGE Engineer can either figure out the highest Resistance the roll affects. This is done by having the player make the roll but not figure the Resistance into the Challenge Level. Then subtract the player's roll from the Challenge Base + Challenge Level without the Resistance figured in. Whatever the remainder determines the highest Resistance affected which is applied to the targets one-by-one. A quicker method would have the SIEGE Engineer just apply the greatest Resistance to the roll creating an all or nothing situation.

Minor Powers

Endure Elements [C, Personal, None]

Activation of the Endure Elements power gives the psychic the ability to ignore all but the most severe extremes of their environment. Endure Elements protects the psychic from all adverse effects of a single environmental condition so long as the psychic concentrates. The environmental conditions this protects against are: heat, cold, electricity, or airlessness. The psychic must state which condition is being protected against and only one can be protected against at a time. This power doesn't protect the psychic from attacks based on those conditions, only environmental factors (i.e. will not protect the character from being suffocated or burned by a flame-based weapon).

First Aid [I, Touch, Physique]

The immediate treatment of wounds is often one of the most important factors to the long-term survival after suffering an injury. The First Aid power allows the psychic to provide immediate, emergency stabilization to life threatening wounds. First Aid can be used in one of two ways. First it can be used to offset the penalties associated with wounds (offsets the -1 Wounded penalty or the -4 penalty for being "Disabled") and lasts until another wound is incurred; at which point all penalties return. First Aid has no affect on robotic creatures.

First Aid can also be used on a character that is "Down" or "Out" to prevent permanent injuries (provided the permanent injury did not result in the loss of a limb). A psychic need only activate First Aid within three rounds of the character being put "Down" or "Out" to prevent the permanent injury.

Influence [I, Touch, Confidence]

Through the subtle focus of their own will, a psychic can give their target slight nudges to change their mind. The Influence power grants the psychic limited abilities to sway the opinions of one target. This power cannot change deep seated or ingrained beliefs but can be used to haggle, bluff, or dissuade. Influence can only be used for a single attempt to haggle, bluff, or dissuade, and its effects do not wear off. The target will honestly believe they got the best deal (haggle), the sob story given (bluff), or that they should really move along (dissuade).

Know Direction [C, Personal, None]

Know Direction allows the psychic to instantly know the direction of north from their current position. The power is effective in any environment in which "north" exists, but it may not work in settings with strange magnetic fields. The knowledge of north is correct at the moment of activation and as long as the psychic maintains concentration. The second concentration is lost, the psychic will no longer intuitively know north, but could continue if some external reference point is used to help keep track of it.

Message [C, Any Range, Confidence]

Message allows the psychic to make a single telepathic connection with one other person, regardless of the distance between them. This connection is only one way, allowing the psychic to send messages but not receive. The connection lasts as long as the psychic concentrates.

Read [C, Close, Empathy]

Psychics are well known for their ability to read the intentions and feelings of others. This is done with the Read power. Characters using Read are able to focus on a single target and receive their emotions. The psychic will receive the strongest emotion first, but each subsequent round spent Reading a target will reveal more information. A psychic that focuses for five or more rounds can get an overall feeling of intent for their target as well, but only in relation to the psychic.

Resonance [C or 1 minute, Close, None]

Resonance allows characters to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The psychic will designate what type of sound that is created when activating the power and cannot thereafter change the sound's basic character. Sounds created by Resonance last as long as the psychic concentrates or for up to two minutes after the psychic has stopped concentrating.

Telekinesis, minor [C, Close, Reflexes]

The minor version of Telekinesis can be used to move objects up to Size 4 anywhere within Close range to the psychic. Objects that are attended by another creature can resist the use of this power with Reflexes. These objects can be used as weapons and have a Combat Expertise rating equal to their Size and count as physical, ranged attacks. If the psychic stops concentrating, the objects will fall immediately to the ground.

Moderate Powers

These powers are Challenge Level +4, with a rest time of 1 minute, Backlash +4/+2.

Alarm [1 week, Touch, None]

A psychic can touch a single object or draw a simple line on the ground. If the object is touched, or the line is crossed, then the psychic will instantly become aware of the disturbance (even if asleep or otherwise incapacitated). The object or line does not have to be anywhere near the psychic for the power to work. Even after the object or line is disturbed, the Alarm will stay in place until the duration has ended or the psychic dismisses the power.

Bound [I, Personal, None]

With the Bound power, the psychic can make incredible leaps and feats of movement. By activating this power, the psychic can move a full range increment in a single round or to bypass a chasm up to 50 yards wide. This power can also be used to make vertical jumps of up to 25 yards straight up.

Command [1 hour, Close, Confidence]

Command is similar to the Influence Minor power, except that the psychic can use this power to make demands on a single target, rather than just change their mind on trivial matters. With this power, the psychic can Command the target to perform a simple action. This action cannot violate the target's core beliefs (i.e. a pacifist will not attack someone) but otherwise the target is compelled to perform the action as quickly as possible. The target of this power will know, however, that they are acting against their own will. The compulsion created by this power will last until the task is complete or for 1 hour, whichever comes first.

Comprehend Languages [C, Personal, None]

Through the use of the Comprehend Languages power, a psychic is able to understand any form of communication they focus their concentration on. This can be spoken, written, gesture, or even symbolic. This power will not break codes for the character, however. It will instantly translate the communication into a form the character can comprehend. This power lasts as long as the psychic concentrates.

Daze [5 rounds, Close, Physique]

The Daze power will temporarily stun an opponent, disorienting them. Daze can be used on up to five targets, provided they are all within close range of the psychic and can be seen in the psychic's immediate field of vision. Targets affected by Daze are stunned for 5 Dramatic rounds, suffering a -5 penalty to all rolls.

Exalt [5 rounds, Close, Empathy]

A psychic can exalt his companions, granting them a boon to all actions during the duration of this power. All

affected creatures (up to five within Close range to the psychic) gain a +2 bonus to all rolls made during the 5 rounds this power is activate.

Invisibility to Machines [C, Close, Savvy]

By focusing their will, some psychics are capable of becoming almost invisible to machines. The psychic never actually becomes transparent. Instead, they are able to affect all electronic and mechanical optic systems preventing them from either recording or focusing on the psychic. The affect varies by the machine, but generally the psychic either appears as an anomaly (like a blur or static if the optic system is particularly advanced) or simply does not appear at all (for less advanced systems). This affects all forms of cameras and electronic sensors (such as motion detectors or even thermal detectors). Cyberoptics as well as Androids are also affected by this power, but they get to Resist the power.

Manipulate Fear [5 rounds, Close, Confidence]

Psychics can seem to be terrifying forces of nature when encountered. Many "normal" humans distrust psychics, even if they know that the power is within their own grasp with but a little training. The power of Manipulative Fear gives good credence to the every-man's distrust and animosity towards the wielders of psychic powers. Activation of this power causes fear to well up within all creatures within Close range of the psychic. The psychic can target any group of creatures with effect they wish. While this power is in effect, the affected creatures cannot directly confront the psychic (this doesn't mean they'll run off, but they might). They will do their level best to avoid contact. If confrontation is forced (i.e. the creatures are trapped or attacked by the psychic) they will make all best efforts to flee. If they do attempt to attack the psychic, they do so with a +5 Challenge Level to all actions other than moving away from the psychic.

Mental Shield [C or 5 rounds, Personal, None]

The Mental Shield power allows a psychic to better resist the intrusions and attacks of others. Activation of a Mental Shield means that any powers leveled at the psychic (even powers that don't normally allow for Resistance to be applied) are made at a +5 to the Challenge Level. This lasts as long as the psychic concentrates on the shield or for 3 minutes.

Paralyze [5 rounds, Short, Physique]

A psychic can mentally reach out and cause a single target to become paralyzed and freeze in place. It is aware and breathes normally but cannot take any actions, even speech.

Psychic Screen [5 minutes, Touch, Confidence]

This power creates a shimmering field around the touched creature that averts attacks. Psychic Screen grants the subject a +2 Defense bonus for the duration of the power.

Resist Elements [C or 5 minutes, Touch, Physique]

Where Endure Elements gives the psychic the ability to ignore extremes in the environment, this power grants the ability to actively resist the effects of environment damage. Any elemental based attacks (such as electricity, fire, suffocation, etc.) directed at a character with Resist Elements activated are made with a +2 Challenge Level.

Major Powers

Challenge Level +6, rest time 5 minutes, Backlash +6/+3.

Energy Blast [I, Extreme, Reflexes]

Psychics can focus their will to create a strong blast of energy directed at a single target. This Energy Blast can come in the form of heat, electricity, or even sonic waves. It affects a single target and instantly causes a critical strike on the opponent (see the Combat section for more details on critical strikes).

Healing Touch [I, Touch, Empathy]

Mind over matter is never more apparent than when a psychic employs their Healing Touch on a wounded ally. Healing touch immediately heals the highest wound box the character has received. This wound could be a "critical" wound box ("Disabled", "Down", or "Out") or a normal wound box. Healing Touch will not, however, prevent or heal permanent injuries caused by the wound. Healing Touch has no affect on robotic creatures.

Masquerade [C or 10 minutes, Personal, None]

Activating the Masquerade power allows the psychic to assume the form of another creature. The creature must be of the same general body shape and Size as the psychic, so it cannot grossly alter the character's basic form. Masquerade's greatest power is in the cosmetic changes that are possible. Some of the changes from this form are physical (such as minor alterations to the character's facial features, vocal chords, even eye color) while other changes are almost like projected hallucinations. This power can be used to mimic a specific target provided the psychic has studied the features of the target for ten minutes. After that, the psychic can activate this power and assume the form of the target.

When using Masquerade, anyone the character encounters briefly will accept the disguise as real. If the psychic has more than just casual contact with someone, however, there is a chance that the deception might be recognized. Anyone the character is in direct contact with for more than half a minute or anyone the character directly interacts with (e.g. talks to) should be allowed an Awareness roll with a Challenge Level of 6 plus the psychic's Confidence attribute. If the psychic has a specialty in Masquerade, then those levels are added to the Challenge Level as well.

Protection from Harmful Intent [10 minutes, Personal, None]

This power wards the psychic and anyone within ten feet of them from harm. Any attempts to deal harm to those so warded all suffer a +3 Challenge Level penalty for the ward.

Hypnotism [I, Long, Confidence]

The psychic's gestures and droning incantation fascinate nearby creatures (up to 10 regardless of distance from the psychic), causing them to stop and stare blankly for five rounds (treat as stunned and immobile). During this time, the psychic can use their rapt attention to make suggestions and requests seem more plausible. Moreover, after the initial stun, all creatures will treat the psychic and all allies as trusted friends from that moment forward, unless actions are taken to cause mistrust (such as the psychic or an ally attacking one of them). Only creatures that can see or hear the psychic are affected, but they do not need to understand the psychic's language.

Incapacitate [10 rounds, Medium, Physique]

This power can be used to quickly subdue a large number of opponents. Incapacitate can affect up to 10 targets and immediately renders them unconscious. They stay in this unconscious state for 10 rounds or until roused by a companion (which takes a full round to raise a single character incapacitated by this power). This power has no affect on artificial creatures such as robots.

Jaunte, major [I, Personal, None]

Jaunting is a very potent power for a psychic as it allows the psychic to instantaneously teleport themselves to another location. The location must be either in Line of Sight to the psychic or must be very familiar. For a location to be considered "very familiar" the psychic would have to have spent at least a week living in the location or spent four hours specifically memorizing the locale. A psychic can try a "blind" Jaunte (often called a "Blue Jaunte") to an unfamiliar place or a place described by someone else, but there is a large chance

of failure. Performing a Blue Jaunte is done normally but after the Channeling roll is made, the psychic makes a Knowledge check with a Challenge Rating of 10 for a described location of 20 for a true "blind" jump. If the check is successful, then the character teleported successfully, otherwise the psychic jumps and never reappears (the character should be considered dead unless the SIEGE Engineer has other plans). A character can carry only their personal equipment with them on a Jaunte.

Sanctuary [10 rounds, Personal, None]

A very potent ability, psychics who have declared sanctuary are able to move freely, immune to harm. Provided the psychic makes no hostile actions (i.e. attacks or in any way tries to make contact with another character or creature or their belongings) then no one can initiate hostile contact with the psychic. The psychic can still be affected by area effects (such as an explosion); they just cannot be directly attacked or hindered in any way.

Telekinesis, major [C, Short, Reflexes]

The major form of telekinesis works in the same manner as "Telekinesis, minor" save that it has an increased range and can affect items up to Size 10.

Perfect Powers

Challenge Level +8, rest time 10 minutes, Backlash +8/+4.

Energy Burst [I, Medium, Reflexes]

Energy Burst allows the psychic to channel their will and have it become manifest as a burst of pure energy. This can come in the form of heat, electricity, or even sonic waves. The burst affects up to six targets within the same range category, but only those in a single range category (i.e. can affect six targets at Medium, Short, or Close range, but not two at Close, two at Short, and two at Medium). This causes all those affected to immediately suffer a critical strike, making them either "Disabled", "Down", or "Out" as appropriate.

Jaunte, perfect [I, Personal, None]

Perfected Jaunte uses the same rules as the major form of the power save that with a perfect Jaunte a psychic can take others with them. A psychic can take up to four other participants with them on a Jaunte, provided they all are touching the psychic. If taking a Blue Jaunte, all participants are subject to the same fate as the psychic if the Jaunte fails.

Telekinesis, perfect [C, Line of Sight, Reflexes]

The perfected form of telekinesis works in the same manner as "Telekinesis, minor" save that it has an increased range and can affect items up to Size 20.

Telepathy [C, Any, Confidence]

Telepathy allows the psychic true two-way communication with up to four persons regardless of distance between them. The only criterion is that the psychic must know (i.e. met at least once) the persons being linked in. The psychic can retain this communication link for as long as they concentrate. Participants can transmit thoughts and emotions across this link as well as get a general impression of the surroundings for everyone else in the circle. Anyone who wishes not to be brought into the link can resist with their Confidence attribute.

III: Equipment

Equipment works as a function of the dice rolled rather than a function into itself (i.e. no separate damage roll).

So, Equipment in Star Siege is rated in the following way: Form (Size), Structure (Wounds), Function (Bonus), Resource (Value), and Reliability (Critical Failure value).

The Form rating covers a general description of the equipment (size). Form is set off of an exponential progression with 10 being the baseline value as an average human. Every step up the scale doubles the previous value, so something that is an 11 is basically twice as large as something that is size 10. Meanwhile, something that is size 15 is 32 times as big as size 10. A chart is provided later that gives the values, the multiplier and a general guideline. The size value of Form also factors into encumbrance and is discussed in more detail later.

Structure gives the base number of Wound boxes the item possesses and represents its physical hardiness. Inanimate objects are damaged just like characters if attacks are directed at them. All objects will also have three additional Wound boxes representing Disabled (half all Function bonuses and double all Function penalties), Nonfunctional (can no longer be used, but can be repaired), and Destroyed (not able to be repaired). These additional Wound boxes function in the same manner as "Disabled", "Down", and "Out" for characters.

An item's Function rating covers the Skills that the equipment can be used under and its overall modifier to those rolls. Function can affect numerous skills and can be positive or negative.

The Resource rating determines how valuable the equipment is (i.e. it's overall worth on an absolute scale). It uses the same exponential scale as Form, but base 10 is for a normal "middle-classed" lifestyle. All characters will have a Credit rating. This rating is used to determine if the character has enough funds to purchase items.

Finally, Reliability notes the range that, if rolled on a d20 while that piece of equipment was being used, causes a malfunction. The malfunction should be minor, requiring a round or two to get them functioning again (like a weapon being out of ammo or jammed or a piece of equipment losing power). The roll of a 1 always means a possible catastrophic failure. Roll a d20 again immediately; if the second roll is under 5, then a catastrophic malfunction has occurred. Catastrophic malfunctions leave the equipment completely unusable until repaired by a competent mechanic/technician. Note that with the Reliability function built in, there is no need to track ammo or battery charge. Instead assume that the character is doing a fine job of keeping up with maintenance and such of their equipment. The Reliability function puts a bit of uncertainty and dramatic tension into the system without requiring in depth tracking of equipment. If the SIEGE Engineer and players wish to use more exacting reliability tracking, then the Reliability function can be ignored.

Form/Resource Scale

The scale used for Form and Resource is a simple exponential scale. For form, size of 10 is equal to a normal human (mass of around 70 kg), while a Resource of 10 is equal to the comfortable funds for a middle class lifestyle (approximately $60,000 a year adjusted dollars). Provided is a table to get general estimates and multipliers.

Size	Multiplier	Example
0	0.001	Tennis Ball, Dinner for two
1	0.002	Baseball
2	0.004	
3	0.008	High end electronics
4	0.016	
5	0.031	Handgun
6	0.063	Human Arm, Rifle
7	0.125	Human Leg, Poverty Line
8	0.250	
9	0.500	Child
10	1.000	Human, Middle Class Lifestyle
11	2.000	
12	4.000	
13	8.000	
14	16.000	
15	32.000	
16	64.000	Automobile, Wealthy Lifestyle
17	128.000	Elephant
18	256.000	
19	512.000	
20	1,024.000	
21	2,048.000	
22	4,096.000	Jet Fighter
23	8,192.000	Space Shuttle
24	16,384.000	Large Airplane
25	32,768.000	100+ Floor Skyscraper

Purchasing Roll

Whenever a character wishes to acquire a new item, the player must make a Purchasing roll to determine if the character has the funds available. The Purchasing roll is a d20 roll based off of the character's Credit score versus a Target number determined by the availability of the item and the item's Resource rating.

To determine the Base TN of the purchasing roll, the SIEGE Engineer determines if the item being purchased is freely available or restricted (i.e. illegal, rare, limited in supply, etc.). If the item is freely available then the Challenge Base is 12 (like a Prime check). Restricted items use a Challenge base of 18 (as if they were non-prime). The Resource rating of the object being purchased is added to the Challenge Base. The player then rolls d20 and adds the character's Credit Score. If the roll is successful, then character can purchase the item. If the roll is failed, then the item cannot be purchased due to lack of funds. If a character ever successfully purchases something that has a Resource Rating greater than their Credit rating, then their Credit rating is automatically lowered by 1 due to extending their resources beyond their limit.

For example, a character with a Credit rating of 10 is trying to purchase a luxury car, which has a Resource rating of 11. The SIEGE Engineer decides this is freely available, so the player rolls d20 + 10 (the character's Credit score) vs. 23 (base TN of 12 + 11 for the object's Resource score). If successful, then the character would

own the car, but would also find the Credit score reduced to 9, since the object's Resource was greater than their Credit score.

If the character later wanted to buy a machinegun with a Resource rating of 6, then the player would roll d20+10 vs. 24, since machineguns are generally restricted and hard to get.

Armor and Weapons

Armor, Coat

Reflec (Form: 10; Structure 4; Function: Defense +4 (lasers only); Resource 4; Reliability 0.) If worn, Form is 3 for Encumbrance determination.

Synthetic Woven Monocrys (Form: 10; Structure 6; Function: Defense +2 (edged), +3 (physical), +4 (projectile/energy); Resource 6, Reliability 0.) If worn, Form is 5 for Encumbrance determination.

Armor, Suit

Bi-phase Carbide (Form: 10; Structure 6; Function: Defense +5 (edged), +5 (physical), +5 (projectile/energy); Resource 8, Reliability 0.) If worn, Form is 8 for Encumbrance determination.

Mail (Form: 10; Structure 5; Function: Defense +3 (edged), +2 (physical), +0 (projectile/energy); Resource 4; Reliability 0.) If worn, Form is 7 for Encumbrance determination.

Plate (Form: 10; Structure 5; Function: Defense +4 (edged), +4 (physical), +2 (projectile/energy); Resource 4; Reliability 0.) If worn, Form is 6 for Encumbrance determination.

Armor, Vest

Bi-phase Carbide (Form: 9; Structure 6; Function: Defense +4 (edged), +4 (physical), +4 (projectile/energy); Resource 7, Reliability 0.) If worn, Form is 7 for Encumbrance determination.

Mail (Form: 9; Structure 4; Function: Defense +2 (edged), +1 (physical), +0 (projectile/energy); Resource 3; Reliability 0.) If worn, Form is 6 for Encumbrance determination.

Plate (Form: 9; Structure 5; Function: Defense +3 (edged), +3 (physical), +1 (projectile/energy); Resource 4; Reliability 0.) If worn, Form is 5 for Encumbrance determination.

Reflec (Form: 9; Structure 4; Function: Defense +3 (lasers only); Resource 4; Reliability 0.) If worn, Form is 2 for Encumbrance determination.

Synthetic Woven Kevlar (Form: 9; Structure 6; Function: Defense +0 (edged), +1 (physical), +1 (projectile/energy); Resource 4; Reliability 0.) If worn, Form is 4 for Encumbrance determination.

Synthetic Woven Kevlar with Ceramic Plates (Form: 9; Structure 6; Function: Defense +0 (edged), +2 (physical), +2 (projectile/energy); Resource 4; Reliability 0.) If worn, Form is 5 for Encumbrance determination.

Synthetic Woven Monocrys (Form: 9; Structure 6; Function: Defense +1 (edged), +2 (physical), +3 (projectile/energy); Resource 5, Reliability 0.) If worn, Form is 4 for Encumbrance determination.

Weapons, Projectile

Handgun (Form: 5; Structure 3; Function: Combat Expertise +6; Resource 3; Reliability 2. Range Class: Short.) Available in Semi-automatic or Automatic (+2 to Reliability and +2 to Resource).

Rifle (Form: 6; Structure 3; Function: Combat Expertise +7; Resource 4; Reliability 1. Range Class: Long.) Available in Semi-automatic or Automatic (+2 to Reliability and +2 to Resource).

Rifle, Large Caliber (Form: 6; Structure 3; Function Combat Expertise +8, +1 Wound; Resource 4; Reliability 1. Range Class: Long.) Available in Semi-automatic or Automatic (+2 to Reliability and +3 to Resource).

Shotgun, Large Caliber (Form: 6; Structure 3; Function: Combat Expertise +6, +1 Wound; Resource 3; Reliability 1. Range Class: Close (shot) or Medium (slug).) Loaded with shot, a shotgun can make attacks to all targets in a small area. Available in Semi-automatic or Automatic (+2 to Reliability and +2 to Resource).

Sub-machinegun (Form: 5; Structure 3; Function: Combat Expertise +6; Resource 5; Reliability 3. Range Class: Short.) Automatic only.

Weapons, Energy

Handgun, Blaster (Form: 5; Structure 3; Function: Combat Expertise +7, +1 Wound; Resource 5, Reliability 2. Range Class: Close.) Scale: Personal.

Handgun, Laser (Form: 5; Structure 3; Function: Combat Expertise +8; Resource 6, Reliability 1. Range Class: Long.) Ignores Non-ablative Armor Defense.

Rifle, Laser (Form: 7; Structure 3; Function: Combat Expertise +10; Resource 6; Reliability 1. Range Class: Extreme.) Ignores Non-ablative Armor Defense.

Shotgun, Blaster (Form: 5; Structure 3; Function: Combat Expertise +7, +2 Wounds; Resource 5, Reliability 4. Range Class: Close.) Scale: Personal.

Weapons, Melee

Short (Form: 4; Structure 3; Function: Combat Expertise +4; Resource 1; Reliability 0. Range Class: Close.) This item can be thrown in combat. Edged weapons add +1 to Combat Expertise.

Short, Energy (Form: 4; Structure 3; Function: Combat Expertise +4, +1 Wound; Resource 1; Reliability 0.)

Long (Form: 6; Structure 3; Function: Combat Expertise +6; Resource 3; Reliability 0.) Edged weapons add +1 to Combat Expertise.

Long, Energy (Form: 6; Structure 3; Function: Combat Expertise +6, +1 Wound; Resource 6; Reliability 1.) Scale: Personal.

Very Long (Form: 10; Structure 3; Function: Combat Expertise +8; Resource 3; Reliability 0.)

Cybernetics

Cybernetic Limb

- **Form (*):** A robotic replacement for a normal limb (size is generally 3 to 4 less than the character's base depending on the size of the limb). Cybernetic Limbs are more resilient than the normal limbs (they add a non-cumulative +1 to the character's overall Defense score for their hardiness) and are generally stronger. Some even come equipped with assorted equipment built in. The cybernetic limb uses the same encumbrance rules as the character, save that the highest Form slot is reserved for the musculature of the limb (i.e. a Form 6 limb can carry Form 0 to Form 5 equipment, but the Form 6 slot is reserved for the actual workings of the limb)
- **Structure (6):** ❏ ❏ ❏ ❏ ❏ ❏
  ❏ Disabled ❏ Nonfunctional ❏ Destroyed
- **Function:** Athletics +2, Combat Expertise +1, +1 Wound in melee combat, Channeling -2, Spiritual -4
- **Resource (11):** Cybernetic limbs are expensive to have installed and require some regular maintenance.
- **Reliability (1):** Cybernetic limbs are very reliable and rarely fail. A malfunction might result in the limb freezing temporarily or losing tactile sensation for a few rounds. Catastrophic Failures seize the limb up, rendering it useless.

Cybernetic Optics

- **Form (4):** A robotic replacement for an optical system. Cyberoptics are generally more robust than their biologic counterparts and are generally more efficient. Cyberoptics provide the character with Low-light vision enabling the user to see twice as far as normal humans in low-light environments. Cybernetic optics can also be fitted with other visual options, such as Infrared or Ultra-violet receptors.
- **Structure (2):** ❏ ❏
  ❏ Disabled ❏ Nonfunctional ❏ Destroyed
- **Function:** Awareness +1 (per eye), Spiritual -1 (per eye), Low Light Vision; Combat Expertise +1 (per eye w/ Targeting Option), Ultraviolet Vision (w/ U/V Option), Infrared Vision (w/ IR Option), Thermal Imaging (w/ Thermal Option), Image Retention (1000 shots w/ Camera option), Technology +1 (per eye w/ Diagnosis Option).
- **Resource (9):** One option increases Resource by 1, Two to four options increase the Resource by 2. Mo more than four options can be placed in a single eye.
- **Reliability (0):** Cyberoptics are almost completely reliable provided regular maintenance is followed.

Skin Weave

- **Form (*):** The Skin Weave implants subdermal armor throughtout the cyborgs body. Thus, the form size is the same as the creature having the Skin Weave added.
- **Structure (*):** The Skin Weave is integral to the user's whole body; as such it has no structure.
- **Function:** Defense +2
- **Resource (13)**
- **Reliability (0):** A Skin Weave is almost completely reliable provided regular maintenance is followed.

Adrenal Booster

- **Form (2):** The Adrenal booster is a small implant in the brain allowing for amazing feats of strength.
- **Structure (2):** ❏ ❏
  ❏ Disabled ❏ Nonfunctional ❏ Destroyed
- **Function:** Physique +1, Athletics +2, Combat Expertise +1.
- **Resource (12)**
- **Reliability (0):** An Adrenal Booster is almost completely reliable provided regular maintenance is followed.

Starships

DVS-1A Dervish Fighter

- **Form (23):** the Dervish Fighter is the standard fighter in the galaxy. It fits a single human occupant. The Dervish is a single pod attached to a thin disk-

like structure by spoke-like pylons. The pylons are mounted on a revolving ring on the pod, allowing the disk-structure a full 360° field of movement.
- **Structure (6):** ❏ ❏ ❏ ❏ ❏ ❏
  ❏ Disabled ❏ Nonfunctional ❏ Destroyed
- **Function:** Handling +4, Technology +2
- **Resource (15)**
- **Reliability (1):** A roll under reliability results in some kind of negative, such as loss of power or weapon system. A catastrophic failure leaves the vehicle dead in space due to some kind of system failure.
- **Move:** 3, Vehicular

Notes: The Dervish is armed with a STPN-09z Laser Array, a standard sensor package, combat-screen shielding, and a limited jump drive.

DVS System: STPN-09z Laser Array

- **Form (7):** The STPN-09z Laser Array is a large system built specifically for the Dervish Fighter. The array is positioned entirely around the ring shape of the fighter, giving 360-degrees of a fire arc. Only one arc can be fired upon in any given round, but the pilot need not change facing to attack targets.
- **Structure (3):** ❏ ❏ ❏
  ❏ Disabled ❏ Nonfunctional ❏ Destroyed
- **Function:** Combat Expertise +4, +1 Wound
- **Resource (10)**
- **Reliability (0):** The laser array has proved to be 100% reliable in all combat situations.
- **Range Class:** Medium

DVS System: Multiple Attack Combat Screen (MAC Screen)

- **Form (6):** The MAC Screen is the oldest Combat screen in existence. One of the first screens developed, it has a very simple function, when hit by incoming target acquisition devices, the screen modulates the signal, spoiling target lock.
- **Structure (2):** ❏ ❏
  ❏ Disabled ❏ Nonfunctional ❏ Destroyed
- **Function:** Defense +5
- **Resource (10)**
- **Reliability (3):** The combat screen shorts out often, any time the ship is hit (takes damage) roll to see if the screen shorts out. A roll under the reliability disables the MAC screen for two rounds. A catastrophic failure shorts out the entire system.

EGG-1978a Enhanced Generation Gunship AKA "Crusader"

- **Form (24):** The EGG-1978a is relatively new model Gunship, designed to be a well stocked weapons platform. It has a simple t-cross design, reminiscent of the cross symbol used by crusaders on ancient Earth, hence the "Crusader" designation.

- **Structure (8):** ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑
  ❑ Disabled ❑ Nonfunctional ❑ Destroyed
- Function: Handling +2, Technology +5
- Resource (17)
- Reliability (1): A roll under reliability results in some kind of negative, such as loss of power or weapon system. A catastrophic failure leaves the vehicle dead in space due to some kind of system failure.
- Move: 4, Vehicular

Notes: The Crusader is armed with two large Addison Cannons as well as a modified STPN Laser Array (STPN-10). It also comes equipped with two Meson Torpedoes that can be used in large scale combats. The Crusader is also equipped with a next-generation MAC Screen (MAC-Alpha).

EGG System: Addison Cannon

- **Form (7):** Addison Cannons are based off of the Addison Reaction, discovered in the late 22nd century. These cannons are able to unleash devastating waves of energy on their target. The Crusader is mounted with two Addison Cannons, each attached to the end of the cross-beam that makes the T shape of the ship. They have a fixed forward facing and can fire in the front arc only.
- **Structure (4):** ❑ ❑ ❑ ❑
  ❑ Disabled ❑ Nonfunctional ❑ Destroyed
- **Function:** Combat Expertise +8, +1 Wound
- **Resource (12)**
- **Reliability (1):** The Addison Reaction is a bit touchy and can occasionally short out important systems on the ship. A catastrophic failure causes the materials used in the reaction to become unstable, destroying the cannon (halve all Function bonuses).
- **Range Class:** Medium

EGG System: Meson Torpedo

- **Form (6):** Two Meson Torpedoes are loaded into a nose-mounted launching platform. The Meson Torpedoes are large and slow-moving weapons that are capable of delivering devastating explosive power if they connect. They are considered physical attacks for Defensive screening. These torpedoes must be able to catch their target (i.e. must take the appropriate number of moves to basically enter into Close range) to successfully attack, so they may be damaged and/or destroyed before they reach their target.
- **Structure (4):** ❑ ❑ ❑ ❑
  ❑ Disabled ❑ Nonfunctional ❑ Destroyed
- **Function:** Combat Expertise +10, +6 Wounds
- **Resource (13)**
- **Reliability (0):** Meson Torpedoes are effectively free of defects, provided they connect with their intended target.
- **Move:** 2, Vehicular

- **Range Class:** Line of Sight (for targeting purposes only), Close (for damage)

EGG System: STPN-10 Laser Array

- **Form (7):** The STPN-10 Array is a heavily modified version of the array found on the Dervish fighter. The STPN-10 Array lines the entire form of the Crusader, providing all-around coverage on the EGG's attack plane (the ship must change facing to attack targets above or below it). Fire is directed in a single arc (fore, aft, port, or starboard) for a full round. The STPN-10 Array is designed almost purely for anti-projectile attacks.
- **Structure (3):** ❑ ❑ ❑
  ❑ Disabled ❑ Nonfunctional ❑ Destroyed
- **Function:** Defense +5 (projectiles only), Combat Expertise +0
- **Resource (11)**
- **Reliability (0):** The laser array has proved to be 100% reliable in all combat situations.
- **Range Class:** Close

Advanced Multiple Attack Combat Screen – MAC Alpha

- **Form (6):** The MAC-Alpha is the first in line of true combat "shielding". The Alpha generates a low-frequency radiation field that spoils incoming energy attacks by scattering their particles.
- **Structure (2):** ❑ ❑
  ❑ Disabled ❑ Nonfunctional ❑ Destroyed
- **Function:** Defense +6 (energy only)
- **Resource (10)**
- **Reliability (2):** The combat screen shorts out occasionally, any time the ship is hit (takes damage) roll to see if the screen shorts out. A roll under the reliability disables the MAC screen for two rounds. A catastrophic failure shorts out the entire system.

IV: The SIEGE Engine

Star SIEGE is based off of the SIEGE Engine, which was initially developed for the Castles and Crusades RPG. It is designed to be a quick and easy to use system while providing depth of actions. The core of the SIEGE Engine is the concept of Primary and non-Primary abilities (often called Primes and non-primes). Primary abilities represent areas of special focus, training, and attention for the character. Non-primary abilities denote everything else the character can do, but hasn't necessarily trained for. In the SIEGE Engine whenever a character attempts an action, the SIEGE Engineer determines if that action falls within the character's Primary field of experience or not. That decision drives the base value needed on the character's roll for success. This base value is called the Challenge Base. The Challenge Base for actions that fall

within a character's Primary field is 12 while the Challenge Base for a Non-primary action is 18.

The Challenge Base is, however, just a baseline that additional difficulty is added to. Some actions are more difficult; some foes more challenging. To represent this, the SIEGE Engineer can modify the Challenge Base by the Challenge Level. The Challenge Level basically represents the actual difficulty or complexity of the task being performed. There are two ways to determine the Challenge Level: Opposition Stats (for opposed actions) or General Difficulty level (for all other actions).

If the action being attempted is an opposed action (i.e. being performed on another character or creature), then the Challenge Level is determined by the opposing character's statistics, such as Defense, attributes, or levels in an appropriate Skill Bundle. For example, say a character with Persuasion as a Primary field is trying to bluff another character into selling him a weapon at cost. The bluffing character would roll their Persuasion Skill Bundle versus a Challenge Base of 12 (for Persuasion being Prime for them) and the Challenge Level for the action would be the opposing character's Awareness rating as well as their Confidence stat rating.

The second way to establish Challenge Level would be using the General Difficulty level. Provided below is a table outlining varying difficulty levels and their Challenge Level modifier. The SIEGE Engineer can decide how difficult the action is in general and use the table to determine the Challenge Level.

Difficulty	Challenge Level	Target Numbers	
		Primary	Non-Primary
Easy	--	--	--
Average	+2	14	20
Difficult	+7	19	25
Formidable	+12	24	30
Staggering	+17	29	35
Hopeless	+22	34	40
Impossible	+27	39	45

The General Difficulty path is often quicker than the opposed path. In general, it's recommended that the SIEGE Engineer just assign difficulties for any actions that aren't directed at the player characters. It speeds up play immeasurably, but both options exist and can be used freely. Finally, it is recommended that the SIEGE Engineer ad hoc Challenge Levels whenever it seems necessary. A SIEGE Engineer should never feel constrained to add a Challenge Level of +5 even though it's not on the table. Make the values fit the task, not the task fit the values.

Range

Range Increments account for two very important parts of game management, distance between objects and the impacts of that distance to the character. Some of the math may look complex (especially in the case of Range Scale, below) but this math is just given for those who absolutely must have it. The best rule of thumb is to just give rough estimations and move on.

There are five Range Increments: Close, Short, Medium, Long, Extreme, and Line of Sight. The Range Increments give a general relation of one object to another, regardless of its actual distance or scale. At the base end of the scale, each increment equals about 50 yards of distance at the largest end of the scale an increment is close to a single light-year.

By saying something is within Short Range then the player knows that the object is within a single range increment according to the scale, and that it is thus "nearby" (with nearby being subjective to the Size of the objects being discussed). Range will often be modified by the Scale that the object deals with, especially when dealing with things on different Scales.

Range	Distance (yds/m)*	Range Class Bonus
Close	0-50	+2 to Long, Medium, & Short
Short	51-100	+2 to Large, Medium, & Small
Medium	101-150	+2 to Long and Medium, -2 to Short
Long	151-200	+2 to Long, -2 to Medium, -4 to Short
Extreme	201-250	-2 to Long, -4 to Medium, -6 to Short
Line of Sight	251+	-4 to Long, -6 to Medium, -8 to Short

*All distances are approximate for yards or meters to be used interchangeably, and are based off of a Size of 10.

Scale

There are numerous Scales used in Star SIEGE. The basic five used are Personal, Vehicular, Suborbital, Subluminal, and Superluminal. Each Scale provides a multiplier to the Approximate Distance for scaling purposes. In general, this doesn't matter when dealing with things on the same scale. In fact, it really doesn't matter so long as the players need hard and fast values for distance.

Scale	Multiplier
Personal	x1 (90)
Vehicular	x9 (91)
Suborbital	x81 (92)
Subluminal	x6561 (94)
Superluminal	×43,046,721 (98)

The multiplier is also used to determine the equivalent move of objects in other Classes. The multiplier is applied to all distances and Move scores. If you are moving up the chart, you multiply and you divide if you are going down the chart. It is suggested that if the game requires mixed Scales that the largest scale be used. This keeps the number of fractions to a minimum. Remember, a lower Move is better than a higher Move

since Move represents how many Rounds it takes to change a Range Increment.

For example, the Vehicular Range Scale has a multiplier of 9. This means that all approximate distances in the Range Increment table multiplied by nine. Also, any object with a Personal Range Scale will find their Move multiplied by nine in the new system while anything on the Suborbital Scale would find their Move divided by 9. Therefore, an average human moving on the Vehicular Range Scale would have a Move of 27 rather than 3, which means it takes 27 Dramatic Rounds for a human to go from Close Range (vehicular) to Short Range (vehicular) since the range increment is no longer 50 yards/meters but is now 450 yards/meters.

Meanwhile, a vehicle that is forced onto the Personal Scale would find their Move values divided by 9. So, a vehicle with a Move of 3 would instead have a move of 1/3 on the Personal Scale, which means it changes 3 Personal Range Increments every 1 rounds. So a Vehicle could go from Line of Sight to Medium Range in a single round.

SIEGE Engineers should feel free to make larger or smaller Range Scales for their games if they feel they are necessary. Generally, the Scale system is based off of a power of 9, effectively doubling the power per range increment. Examples of smaller Range Scales could be 9-1 which would give a ×(.11) multiplier while a larger scale would be 916 which is an absurdly large number. In general, though the five given Range Scales should be sufficient for most games.

Range and Movement

All characters, creatures, vehicles, and anything else the SIEGE Engineer deems necessary will have a Move score that determines how fast the subject in question moves. Generally the Move score lists how many Dramatic Rounds it takes to move from one Range Increment to the next within its particular scale. This value can be multiplied by 4 to 8 to determine the general distance that can be traveled in a day (in miles).

For the most part, a Move of 3 is considered to be something of "average" speed for its Size and Scale. A Move of 2 would be something very fast for its Size and a Move of 4 would be something slow. Move really scales with the Size of the object, so in general, Move ratings should always be 2, 3, or 4 and allowing the Scale multiplier to determine actual speed differences.

In general, the rule is that within a given round you can move anywhere within your given range increment without any modifiers or penalties. The SIEGE Engineer might limit this by what is logically possible, but there is no systemic limit. This is considered normal and incidental movement. If the player wishes to make a concerted effort to change Range Increments, they must

inform the SIEGE Engineer that they are making a Move, rather than just taking incidental movement. A Move is considered a separate action. A Move takes the character's entire action for a round. Once a character has made the appropriate number of Moves, then the Range Increment is changed.

Remember that a Move has the character making every effort to change a Range Increment as quickly as possible. It is given as a rough approximation to let the SIEGE Engineer and player know about how many rounds separate the different characters. It shouldn't be treated as a hard and fast system for determining speeds or such. For the case of speed or chases, read the Chase section below.

Chases

Chases are special cases to the Move rules. For the most part, a chase is a mixture of both speed and skill. As such, all chases are handled as Skill rolls. The character giving chase would make an appropriate Skill check (Athletics for a foot chase, Handling for a vehicular chase, etc.). The Challenge Base is determined by the Primary fields of the character giving chase normally. The Challenge Level for the action is made up of the opposing character's Specialties, Reflexes attribute, and twice the difference of the Moves of the quarry and pursuer. Remember that the higher the move, the slower the character (this is the only real trick). The best way to determine the Speed difference is to double the Move of the quarry and the pursuer. Then subtract the quarry's doubled Move from the pursuer's doubled Move. If the value is negative, that means the pursuer is faster than the quarry and that number will reduce the Challenge Level. If the value is positive, then the quarry is faster and the number will increase the Challenge Level. Success on the roll means the pursuer moves up one Range Increment on the quarry. If the Range Increment was already Close then the pursuer has caught their quarry. Failure means the quarry has increased the Range Increment by one. Once the Quarry has reached Line of Sight, it should be considered lost, meaning the character cannot catch up through their current methods.

For example, say Gorm is chasing an Oel thief down a street. They start at Short Range from one another. Gorm has Athletics as part of his Primary field, a Reflexes score of +1, and a Move of 3. So he would roll a d20 and add his Attribute (+1). The Oel has a Reflexes of +1 as well and +3 in a Running Specialty, but has a Move of 4. Doubling the Oel's Move is 8 and doubling Gorm's Move is 6. Then the SIEGE Engineer subtracts the Oel's Move of 8 from Gorm's Move of 6, giving a result of -2 (Gorm is faster than the Oel). So the Challenge Base for the action is 12 (since Athletics is Grom's Prime) and the Challenge Level is +2 (+1 for Reflexes, +3 for Athletics Skill, -2 for being slower than Gorm). Thus Gorm has to roll a 14 or higher to try to

catch up with the Oel. Gorm's player rolls a 13, giving him a value of 14. Thus, Gorm reduces the distance between himself and the Oel to Close range. Another successful roll will let Gorm catch the Oel.

Combat

Combat is a tense and chaotic affair. Characters should only get involved in combat if the situation is dire. In general, Combat is a very good way to get oneself killed, so it should generally be avoided. The base system of Star SIEGE reflects the deadliness of combat with few wounds and chances of permanent injuries. Characters should definitely think twice before starting a fight.

SIEGE Engineers that want more heroic battles or to mimic the Space Opera feel should increase the starting Wounds for characters by 2. This gives characters a little buffer to perform actions before being taken out of a fight. It is also suggested that for this kind of play that only major Non-player characters or important bad guys have multiple wound boxes. Random opponents with no real value (call them "mooks") should have only 1 Wound box before the "Disabled", "Down", and "Out" boxes. This makes them much easier to cut through, further increasing the Space Opera feel. Plus it makes the Big Bad seem all the more threatening.

Star SIEGE uses a round based combat system with each Dramatic Round equaling about three seconds of game time. Every Dramatic Round a character can choose to perform a single action. Combat consists of characters choosing their action for the round. Characters have the following options every combat round: Attack (standard or critical), Move, Use Skill, or Other. The Attack option has the character engaging a target in combat, either with ranged weapons or in melee. A character that wishes to increase or decrease their distance to other combatants would use the Move option. The Skill Use action covers the use of Psychic powers or other skills that can be accomplished in a Dramatic Round (about 3 seconds). The Other type of action is a catch-all for anything else a character might attempt. It is left solely to the SIEGE Engineer to adjudicate.

The Attack option always allows for incidental movement around (such as finding cover or moving to aid a friend in the same Range increment) but does not allow the character to ever change Range Increments. Skill Use and Other actions may or may not allow incidental movement, subject to SIEGE Engineer approval. The only action type that allows a character to change Range Increments is the Move action.

Attack Action

Combat rolls work like any other rolls. If a character has Combat Expertise as a Prime, then the TN base to hit his opponent is a 12, if the character lacks the Combat Expertise Skill, then the TN base is 18. Cover, the target's Reflexes, any defensive specialties, and armor all work as Challenge Levels to increase the base while the attacker's Physique or Reflexes (depending on the type of attack) and weapons used increase the attacker's roll. A successful attack roll will be greater than or equal to the modified TN and will cause a wound (or more for particularly damaging weapons).

Critical Strikes

A character with Combat Reflexes as a Primary Skill can also choose to make a critical strike. Critical Strikes are made with a Challenge Base of 18 (basically they are always non-prime attacks) and are modified just like a standard attack. Critical strikes must be declared before the attack. A character cannot roll and decide if they are going for a normal strike or a critical strike.

A successful Critical Strike doesn't cause wounds, though. Instead, the Critical Strike instantly marks off the Disabled wound level. Subsequent successful Critical Strikes move the target to "Down" and "Out" rather than cause normal Wounds.

For characters that lack the Combat Reflexes Primary Skill, the SIEGE Engineer has the following options:

- Not allow them to make critical strikes (default setting.)
- Allow for critical strikes only on the roll of a natural 20. But the critical strike must still be declared. A character can't be making a normal strike and roll a natural 20 and get a critical, it's an all or nothing proposition.
- Allow for critical strikes to be made with a Challenge Base of 24 for non-prime combatants.

Automatic Weapons

Weapons that are designated as "automatic" can fire in one of three modes: Single Shot, Burst, or Suppressive. Single shot attacks use the normal statistics for the weapon. Automatic weapons fired in burst mode add +3 to their Combat Expertise value for that attack. Automatic Weapons fired in suppressive fire mode have a penalty of -3 to their Combat Expertise value but allow rolls for all targets in a small specified area (usually up to 5 yards/meters across).

Range and Weapons

Range will also impact certain combat actions in a Dramatic Round. All ranged weapons will be rated with their Range Class. The Range Class of the weapon determines what ranges the weapon is most effective at. All weapons gain a +2 to Combat Expertise rolls at Ranges less than or equal to their Range Class. At ranges higher than the weapon's Range Class, the

shooter gains a cumulative -2 for each range increment above the weapon's Range Class.

Melee weapons require both combatants to be at Close Range with one another.

Move Action

The Move action allows the character to change range increments. Every character has a Move score. This is the number of Move Actions that must be taken (i.e. Dramatic Rounds) to increase or decrease a Range Increment to a stationary target. If the targets are moving towards one another, they add each other's Move Actions together to determine when they meet. For example two Move 3 characters are at Short Range and want to close into Melee Range with one another. They would be able to engage each other on their 3rd round as opposed to the 4th round. This is because in the first round they both take 1 Move, giving them a total Move of 2. The second round they both Move 1 again, giving them a Move of 4, meaning they have changed to Close range. At the start of the 3rd round, they can engage one another in melee.

Damage

All creatures, characters, and vehicles have a number of Wound boxes associated with them. This represents their overall health. As they take damage, the Wound boxes are checked off.

Characters or vehicles with one or more Wound/Damage boxes marked will suffer a -1 penalty to all rolls due to the damage. This amount doesn't increase with more wounds, though. A character with 1 wound has the same penalty as a character with 4 wounds.

A Disabled character suffers -5 to all rolls until they are healed. A character that takes any other type of damage after they are disabled (either another wound if all previous wounds are filled in or another critical strike) is considered "Down". "Down" characters have received grievous injuries and are out of combat. They cannot act and can only perform very limited movement (crawling), limited communication, and generally spend a lot of time slipping in and out of consciousness. A third wound (if all other wounds are filled) or a third critical strike puts the character "Out". A character that has progressed to "Out" is mortally wounded. They are at the very least unconscious and in danger of dying or becoming comatose without medical attention.

Lasting Damage

Some particularly nasty attacks or sources of damage cause lasting injuries. Scars, lost limbs, or reduced abilities are all common side-effects from being injured in combat. Any character reduced to "Down" or "Out" is at risk of having a Lasting injury. A character reduced to

either "Down" or "Out" are forced to make a resistance check. This check is made by rolling a d20 and adding the character's Physique. The Target number for this roll is 12 if the character was "Down" or 18 if the character was "Out". If this roll is successful, then the character suffers no permanent damage. If the roll is failed, then the damage has caused some form of lasting injury. This can be adjudicated by the SIEGE Engineer to best fit the situation, or the player can roll on a random table to determine the effect.

d20 Roll	Lasting Injury
1	Severe disability. -2 from one Attribute.
2-3	Minor disability. -1 from one Attribute
4-7	Disfigured. Unsettling to look at (-2 to all social interaction rolls.)
8-13	Livid Scar. No effects, but great for stories.
14-17	Lost Limb. -4 to physical actions (½ Move if leg is lost.)
18-19	Lost Eye/Ear. -4 to awareness actions.
20	Serious Nerve Damage. Permanent -2 penalty to all actions.

Healing

The healing processes of most biologic creatures are astounding. They have the ability to bounce back from such varied sources of trauma and return to almost perfection. A character's Wound boxes represent some of that ability, with the "Down" and "Out" boxes representing damage that has exceeded the body's ability of self-repair. Characters can heal in one of two ways: naturally or with assistance.

Natural Healing

Natural healing relies on the body itself to repair the damage done to it. A character healing naturally is given no supplements to aid their healing (like medicines or surgeries). Natural healing takes a long time and isn't as efficient as assisted healing.

A character will Heal one Wound box for every five days spent recuperating. Recuperating requires near total rest and no strenuous activity, but they can do very light physical activities. Particularly virile or sickly individuals will modify the base five days. A character with a Physique bonus can reduce the number of days by their bonus. Thus a character with a Physique of +2 would only take three days to recover one Wound box. Similarly, characters with a Physique penalty add that to the number of days required to heal. Thus a -1 Physique nets the character a six day recuperating interval. These intervals only apply to normal Wound Boxes.

Healing the "Disabled", "Down", or "Out" wound boxes naturally takes ten days of rest, regardless of the character's Physique score. This time requires absolute

rest and no activities other than normal maintenance can be performed.

Assisted Healing

Characters receiving medical attention from trained professionals benefit a great deal. Their recuperation times are greatly reduced and aren't at all dependent on their own natural faculties. A character receiving assisted healing will heal one normal wound box for every two days of general rest and treatment. This is not modified by the character's Physique at all. This healing does not require bed rest and the character can perform most normal actions provided they don't strain themselves too much.

Healing critical wound boxes requires bed rest and a bit more time. Characters wounded critically ("Disabled", "Down", or "Out") require seven days of bed rest and treatment per box. Once again, this is not able to be reduced for the character's Physique.

Characters that have suffered permanent damage also have a chance to have that damage reversed by a trained medical professional. Generally, any permanent damage that didn't result in a lost limb has a single chance of being reversed. The attending physician would make a Technology based roll. The Challenge Level for the roll should be set by the SIEGE Engineer depending on the extent of the permanent damage (a good rule of thumb is to triple the penalty associated with the injury). A permanent injury can only have this roll made once. Failure means the damage cannot be reversed, not even by another physician.

Open Gaming License

TBA