

STARS WITHOUT NUMBER HOUSE RULES

ACHIEVEMENTS

Various milestones that award instant experience points, each can only be achieved once. Some must be completed as a group, some can be achieved individually.

TRAVELLER: Visit 5 different planets for the 1st time > 250 XP, GROUP

VOYAGE THROUGH THE UNKNOWN: Travel to 5 different sectors > 10,000 XP, GROUP

WHAT PRIME DIRECTIVE?: Meet 5 alien races > 2500 XP, GROUP

FRIENDS IN HIGH PLACES: Ally the crew with a faction > 750 XP, GROUP

MOVIN AND SHAKIN: Raise your character's reputation with a faction to ally > 250 XP, INDIVIDUAL

ENEMIES IN HIGH PLACES: When the crew makes an enemy of a faction > 750 XP, GROUP

WAIT, WHO DID YOU SAY WAS HERE?: Lower your character's reputation with a faction to enemy > 250 XP,

INDIVIDUAL

INTERSECTOR DIPLOMATS: Ally the crew with 2 factions > 2000 XP, GROUP

LIKE A SPIDER WEB: Raise your character's reputation with 2 factions to ally > 1000 XP, INDIVIDUAL

PIRATES!!!: When the crew makes an enemy of 2 factions > 2000 XP, GROUP

WANTED IN 32 SYSTEMS: Lower your character's reputation with 2 factions to enemy > 1000 XP,
INDIVIDUAL

IN THE SHADOWS OF THE PAST: Visit an ancient ruin > 250 XP, INDIVIDUAL

OOH SHINY: Acquire your 1st artifact > 250 XP, INDIVIDUAL

WE HAVE THE TECHNOLOGY: Acquire your 1st piece of cyberware > 250 XP, INDIVIDUAL

THE CALL OF THE DARK SIDE: Acquire your 1st piece of maltech > 500 XP, INDIVIDUAL

NOW WE'RE FLYING : Upgrade the starship > 250 XP, GROUP

WHY WERE WE FLYING THAT JUNKER: Acquire a better starship > 5000 XP, GROUP

SAVINGS ACCOUNT: Saving up 10,000Cr (credits must be kept in account for 1 month) > 500 XP,
INDIVIDUAL

1%ER: Saving up 75,000Cr (credits must be kept in account for 1 month) > 2000 XP, INDIVIDUAL

LOST IN SPACE: Make a spike jump to somewhere other than intended > 250 XP, GROUP

I'VE SEEN THE LIGHT: First time you are revived using a Lazarus patch or biopsyonics > 500 XP,
INDIVIDUAL

PC REPUTATION WITH FACTIONS

REPUTATION MECHANIC: To allow player characters some clearly defined influence on faction politics I want a reputation system for both individual PC's and the crew as a whole. These reputations will be separate, an individual PC's reputation with a faction and the crew's overall reputation with the same faction can be different. Reputation level starts at neutral and ascends to receptive<friendly<ally, and descends to unsure>hostile>enemy. Crew reputation with all factions starts at neutral when the campaign begins, during character creation a PC may choose to be associated with 2 factions, receptive with 1 faction and unsure with 1 other faction.

REPUTATION EFFECTS: All culture rolls are modified by the PC's individual and the crew's reputation levels with the faction in control of the system the roll is targeted towards, if control of the system is contested by multiple factions the player chooses which faction's modifier they use. The only exception to the PC having to use both their individual reputation level and the crew's reputation level is when their roll is involving a faction they are associated with, in which case they only use their individual reputation level. Raising a factions reputation level will result in things such as; goods/services not normally accessible becoming available to the PC's, cheaper prices or even no cost on specific goods/services, having favors to call on that will always be responded to. Lowering a factions reputation level will result in things such as; personal vendettas, higher incentive bounties than usual, refusal of service.

REPUTATION CHANGES: Raising or lowering a reputation level from neutral requires 3 Influence Changes, the amount of Influence Changes required to reach the next reputation level takes twice the effort it took to reach the last. An individual PC accrues 1 Influence Change with a faction when that PC resolves a goal that is designed by the PC to help and/or hinder a specific faction. The crew accrues 1 Influence Change with a faction when they successfully complete a mission that helps and/or hinders a specific faction. In both individual and crew reputation changes only 2 factions can be effected by completing a single mission or goal, 1 can be helped and 1 can be hindered, raising or lowering reputation respectively. If a faction that a PC chose to be associated with at character creation (either the positive or negative association) is somehow removed from the game, that player becomes associated with another faction. If this occurs the player chooses a faction that they have at least either a receptive or unsure, individual or crew relationship level with, that faction then becomes their new associated faction.

REPUTATION LEVEL MODIFIERS AND INFLUENCE CHANGES NEEDED TO AFFECT REPUTATION CHANGE:

- +3 = Ally = 12
- +2 = Friendly = 6
- +1 = Receptive = 3
- 0 Neutral = 0
- 1 = Unsure = 3
- 2 = Hostile = 6
- 3 = Enemy = 12

SCAVENGING RATHER THAN SALVAGING

SCAVENGE ACTION: Rather than organising a salvage crew, characters can perform an on the spot scavenge action (2d6 skill check), scavenging is generally considered an illegal action making Scavenged Parts contraband. The scavenge roll can be made by one character with tech/astronautic or computers and assisted by up to three more using tech/astronautics, computers, stealth, and tech/skill relevant to the ship being scavenged, each successful assist (2d6 skill check target number 7) apply a +1 to the scavenge roll. This allows for 20 1-ton units of Scavenged Parts with total worth equal to a percentage of the scavenged ships total value to be stripped from the starship. Making a scavenge action takes 4d6 hours and consecutive scavenge actions can be taken.

SCAVENGE ROLL RESULTS:

2-4 = 0.75% of ships total value

4-9 = 2.5% of ships total value

10-12+ = 7.5% of ships total value

SCAVENGE INTERRUPTION: After the scavenge roll has been made, the GM then makes a roll to determine if the scavengers are interrupted during the action. This is 2d6 modified by +1 per tech level of the highest tech level planet in the system, and -1 if stealth was used as part of the scavenge action, on a 12+ they are interrupted. The GM then rolls a d20 to determine how many units of scavenged parts the characters have secure on their ship. Whether the intent of the incoming starship(s) is hostile, they just fly on by, or is helpful is determined by a roll of 2d6, modified by the crew's reputation with the systems controlling faction.

INTENT OF INCOMING STARSHIP(S) ROLL RESULTS:

2-5 = hostile

6-11 = fly on by

12+ = helpful

SYSTEM DAMAGE DURING SHIP BASED COMBAT

SHIP SYSTEM DAMAGE: To make starship combat more interesting than shoot each other till one side surrenders or explodes, taking hull damage will have a chance to cause strain on a system. When damage is taken roll a D20, on a 20 a system takes strain (target range is decreased by 1 per excess damage over the ship's armour value). Roll Dx (where X = number of systems on-board the ship) the result is the system that takes 1 strain, if 3 strain is acquired by one system it is rendered inoperable. Each Starship HP repaired at dock will remove 1 strain from 1 system. During a combat round a character with tech/astronautics or computers can perform a Damage Control action to reduce the strain on a system by 1.

SPARE PARTS/SCAVENGED PARTS AND DAMAGE CONTROL/CHARACTER HULL REPAIR

SPARE PARTS: Are a resource that a character with computers or tech/astronautics can use to perform a Damage Control action during combat, and to perform hull repairs if the ship is docked or landed, both require the PC having the necessary tools. 1-ton of Spare Parts represents 20 usable units, making a Damage Control action uses 1 unit, repairing 1 hull point uses 3. 1ton of Spare Parts occupies 1-ton of cargo space until it is completely depleted. 1 ton of spare parts can be purchased at most star ports for 500Cr.

SCAVENGED PARTS: Can be used in place of Spare Parts and are only obtained through PC scavenging. Scavenged Parts are generally considered contraband and as such can only be easily sold by a character with Culture/Criminal. If no PC possesses Culture/Criminal, a Culture/Planet, Spacer, or Traveler check (2d6) can be made, the target number is determined by the GM. If this roll is successful the character's find a an agent who can sell the contraband for a commission. Character's with Stealth can make a skill check to make Scavenged Parts look like Spare Parts, target number 8. This only affects how the parts are seen to be on board the ship if an inspection takes place, it does not make them any easier to sell.

DAMAGE CONTROL AND HULL REPAIR: During a combat round a character with tech/astronautics or computers can make a damage control action to reduce the strain of a ship's system by one, to perform this action 1 Spare Part is required. This is a skill check with a target number of 9, and can be assisted by one other character using computers or tech/astronautics or the relevant tech for the ship's build, target 7. A character with tech/astronautics can also perform hull repair on the ship, target 10, this can be assisted by up to 3 other characters using computers or tech/astronautics or the relevant tech for the ship's model. The assist roll has a target number of 8, repairing 1 hull point uses 3 Spare Parts. The ship must be docked or landed for hull repairs to be performed. Both damage control and hull repair require unique tool-kits, Damage Control tool-kits are 300Cr and 1 encumbrance, Hull Repair tool-kits are 1000Cr and 3 encumbrance.

DRUGS, ADDICTION AND REHABILITATION

DRUGS: Are any chemical, medical or otherwise, used to cause changes in a person's behaviour and/or biological systems. The effects of drugs stack (both multiple doses of the same drug and different drugs), potentially providing larger bonuses together than either can individually, this however commonly leads to addiction. Drugs may have simultaneous effects, usually with some kind of a balancing side effect i.e. Raising one stat while lowering another. Drugs can be manufactured by a character with the science skill this is a 2d6 skill check and can be assisted by one other character that also has the science skill, a chem tool-kit is required to manufacture drugs 750Cr 3 encumbrance. The drugs in the description only represent recreational drugs the characters are familiar with and are common in tech level 4 and up systems, many exist and differ widely.

ADDICTION: Each time a character takes an addictive drug during the course of an in-game day there is a chance that they become dependant upon it, the chance to become addicted is cumulative if multiple doses of drugs are taken(i.e. The 1st dose of blue fever taken in a day has a 25% chance to result in

addiction, the 2nd dose has a 50% chance to result in addiction), this effect occurs both when taking multiple doses of one drug and when taking a drug cocktail. Addiction rolls are made using a d20 modified by the users constitution, you must roll higher than the % chance of addiction of the drug being taken and the % chance of addiction of drugs previously taken within the same in-game day.

e.g. Captain Higgins has broken an arm during combat and is about to take some hydros to help with his recuperation. However before the fight Captain Higgins was indulging in some blue fever, this gave him an edge during combat and he was successful in his addiction roll for taking the blue fever, but his addiction roll for the hydros is now going to be harder. Blue Fever has an addiction chance of 25%, hydros has a chance of 10%, Captain Higgins has a 35% chance to become addicted to hydros if he takes the dose. The Captain decides it's worth the risk and takes the dose, he must roll 8-20 on his addiction roll to succeed, he rolls a 6 and has become dependant upon hydros.

If addiction occurs, the user must consume one dose of the drug per day to keep the cravings at bay. After each week of addiction the user requires one more dose in order to receive any effect from the drug, the required amount of daily doses taken to stave off cravings increases by one also, this effect is cumulative on a weekly basis. While dependant on a drug the user's stats receive a negative modifier until they are rehabilitated.

REHABILITATION: An addicted user may spend two weeks in a rehabilitation clinic to overcome their dependency, cost is at GM's discretion. For the following two weeks after finishing their rehabilitation, the user has an additional +30% chance to any addiction roll. A character PC or otherwise with tech/medical 3 or higher can provide the care needed to rehabilitate. If medical and psychological assistance cannot be found the user can attempt to cold-turkey, they must be isolated from the drug and in some cases, particularly with combat stims the character will have to be restrained. The cold-turkey attempt must last one month to overcome their dependency and each day they must pass a will power saving throw to resist cravings if the drug is accessible to them. If such a saving throw is failed the character must take a dose of the drug and their cold-turkey days are reset. If during the month following their cold-turkey attempt the user takes any addictive drug, they automatically become dependant upon it.

DRUG DESCRIPTIONS

MEDICAL (unless specified all medical drugs require a tech/medical roll to be successfully administered, and are easily accessible in tech level 4 and up systems but cannot be found in tech level 3 and under)

ANTI-TOX: A potent and nearly universal antidote for poisons and toxins found throughout Sector Asgard Sigma. Must be injected via a syringe or autoinjector, and upon activation acts as a success against the toxin, immediately countering its effects. One dose treats one toxin, if multiple toxins are needing to be treated then multiple doses are required. Only one dose can be used effectively during each interval of each toxin.

MEDPAK: This item consists of a small auto-injector filled with a nano-medication and a gauge for assessing the status of the contents. If the contents of the auto-injector are exposed to oxygen somehow, they spoil. The auto-injector and gauge are on the back of a patch that wraps around the upper arm, the patch is red. It takes a full round to administer a medpak and the character doing it can concentrate on

nothing else. Medpaks provide 2d4+1 hp immediately, crippled limbs and broken bones cannot be repaired with a medpak. A medpak can be applied without a tech/medical roll, by any character.

HYDROS: A paste that must be prepared and then ingested, takes 1 hour to take effect. Hydros has the amazing effect of stopping muscles atrophying while broken bones, torn ligaments, damaged cartilage and deep muscle/internal organ injuries heal. After one dose healing time is halved (after any any reductions from tech/medical care are applied). Hydros leaves the user in a dreamlike haze while it is in their system, and it stays in their system until all repair is complete. The user has a 10% chance to become addicted to hydros.

ANTI-RAD: Has to be prepared and is a highly viscous fluid that is drunk, usually along with an effervescent drink that also contains alcohol as it has a tendency to stick in the throat and tastes foul. Increase a character's resistance to radiation, providing a +8 to radiation saving throws. It takes 1 hour to take effect but lasts 1 day.

RADPAK: Appearance and application is the same as a medpak except that radpaks are purple. Does not remove radiation poisoning but halts its progression so that natural healing can take place. It takes effect immediately and stays in the system for 1d4 days. Has 3 side effects -2 to initiative and constitution, may cause hair loss and is a potent diuretic. A radpak can be applied without a tech/medical roll, by any character.

COMBAT STIMS (unless specified combat stims require a combat/any roll to be successfully administered and are made to be taken with auto-injectors, accessibility is at GM's discretion)

NULL: A psycho-pharmaceutical that makes that makes the user temporarily impervious to pain. Null acts instantaneously and grants the user 16 temporary Hp that any damage is subtracted from before the character's Hp. It lasts until the temporary Hp are used or 1 hour. The user has a 30% chance to become addicted to null.

CRACKERJACK: A stimulant that increases a user's aggression and combat ability. Crackerjack acts instantaneously and the user gains +4 to armour class and any attack roll, but any rolls made using intelligence and wisdom are made with a -3 for the duration, lasts 10min. The user has a 25% chance to become addicted to crackerjack.

BUG JUICE: A steroid designed to increase the user's strength, physical conditioning and melee combat skill. Bug juice is a gelcap that is swallowed and does not require a roll to be successfully taken. It takes 2d6 minutes to take effect and lasts 3 hours. It gives the user +4 to perception, strength and constitution affecting combat rolls, encumbrance and hit points respectively, it also bestows a 1d6 to any damage dealt using unarmed or primitive weaponry strikes. The user has a 25% chance to become addicted to bug juice.

RECREATIONAL (recreational drugs do not require a roll to be successfully administered)

BLUE FEVER: A stimulant that fills the user with a burst of energy and strength. Is inhaled using a disposable micro-vaporiser and provides +4 to initiative, +3 to dexterity, +3 to constitution and lasts for a minute. While under the effects of blue fever the user's perception of time is slowed. Users have a 25% chance to become addicted and the outside and inside of regular regular users mouths are stained blue.

RED EYE: A psychoactive-depressant that is the dried flowers of a plant whose origin is lost in history, can be smoked or eaten and takes 2d6 minutes or 2d6 hours to take effect respectively and lasts 2d4 hours. Users of red eye receive +1 to all stats and -1 to any roll. While under the effects of red eye users are easily distracted, their mood is elevated and the veins in their eyes swell, as red eye wears off the user becomes voraciously hungry. Addiction is arguable, users may roll if they wish with a 5% chance to become dependant.

CAPTIVAX: A psycho-pharmaceutical that speeds up mental processes and aids memory recall. Comes as a gelcap, takes 2d6 minutes to take effect and lasts 3 hours. User receives +2 to perception and intelligence, +3 to charisma. While under the effects of captivax the user experiences euphoric emotions and become intensely focused. The user has a 25% chance to become dependant on captivax and regular users develop uncontrollable twitches.

DRUG SUMMARY TABLE

DRUG	DELIVERY METHOD	ACTIVATION TIME	DURATION	ADMINISTER /MANUFACTURE TARGET #	EFFECT	ADDICTION CHANCE	ADDICTION MODIFIER	COST CR
ANTI-TOX	inject	instant	instant	9+/11+	Remove one toxin	na	na	200
MEDPAK	special inject	instant	instant	na/11+	Heal 2d4+1 Hp	na	na	200
HYDROS	ingest	1 hour	special	10+/13+	½ injury recovery time	10%	-3 str/dex	1000
ANTI-RAD	ingest	1 hour	1 day	10+/14+	+8 radiation resistance saving throws	na	na	200
RADPAK	special inject	instant	1d4 days	na/12+	Assist radiation poisoning recovery	na	na	350
NULL	inject	instant	1 hour	9+/14+	16 tempHp	30%	-3 dex/int	1500
CRACKERJACK	inject	instant	10 min	11+/16+	+4 AC/attack rolls, -3 int and wis rolls	25%	-3 int/wis/cha	1500
BUG JUICE	ingest	2d6 min	3 hours	9+/12+	+4 str/con/perception, 1d6 to any melee strike damage	25%	-3 str/dex/con	1500
BLUE FEVER	inhale	instant	1 min	na/9+	+4 initiative, +3 dex/con	25%	-3 str/wis/cha	150
RED EYE	inhale/ingest	2d6 min/2d6 hours	2d6 hours	na/6+	+1 all stats -1 all rolls	5%	+1 all stats -1 all skills	50
CAPTIVAX	ingest	2d6 min	3 hours	na/12+	+2 int/perception, +3 cha	25%	-3 dex/int/cha	250