

EDGE OF SPACE

Sample file

SCIENCE FICTION ROLEPLAYING

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INTRODUCTION

When the aliens first struck, humanity was caught off guard. Ever a resilient creature, humanity quickly turned all its attention to warfare and the technology needed to fight and survive. Today, a hearty breed of warrior battles on the edge of known space to protect humanity from the ever encroaching evil.

CHARACTER CREATION

SELECT A PROFESSION

Grunt - Support - Scientist - Officer -Company Man - Merc

SELECT SKILLS

Roll a d6 four times on the skill list for your profession below. Note that the first time you roll a skill it is added at level one. Subsequent rolls that result in this same skill increase this skill by one. If a roll would move a skill beyond level two, ignore the result and roll again. If the result is "Player's Choice" the player may choose any skill from another profession or from the additional skill list.

Grunt - 1: Rifle, 2: Rifle, 3: Combat Knife, 4: Hand to Hand, 5: Explosives, 6: Player's Choice

Support - 1: Rifle, 2: Communication, 3: Technician, 4: Navigation, 5: First Aid, 6: Player's Choice

Scientist - 1: Pistol, 2: Biotechnology, 3: Xenobiologist, 4: Linguist, 5: Technology, 6: Player's Choice

Officer - 1: Pistol, 2: Leadership, 3: Science, 4: Engineering, 5: Scholar, 6: Player's Choice

Company Man - 1: Pistol, 2: Persuasion, 3: Culture, 4: Technician, 5: Scholar, 6: Player's Choice

Merc - 1: Pistol, 2: Rifle, 3: Technician, 4: Hand to Hand, 5: Criminal Connections, 6: Player's Choice

Additional skills - Android, Driving, Forgery, Hagglng, Intimidation, Investigation, Mechanic, Networking,

Piloting, Religion, Running, Sneak, Sniper, Space Weaponry, Surveillance.

BACKGROUNDS

When finished picking skills, players should spend a moment and create a background for their character. Go around the table and have each player introduce their character.

STRINGS

Once characters have been introduced the GM will select a player and ask him which character around the table his character has a connection with. Annotate this String on the character's sheet.

Anytime a character wishes to assist another character with whom they have Strings, the helping character rolls 2d6 and any result of 6 or higher is added to the other character's next roll. A player may also *Burn a String*, allowing the burning character to dictate the narration of a Contest without rolling dice. *Burning a String* removes it permanently.

HEALTH

A character's health is measured by the current state:

Healthy - Shaken - Wounded - Mortal - Dead

When a character takes damage, his Health will drop to the next lower level. A successful First Aid Contest will heal a single level of damage (GM should select difficulty accordingly).

Healthy - Normal state.

Shaken - Character narrowly avoids damage but is shaken up a bit by the narrow miss. Character suffers a -1 penalty to all rolls for the remainder of the game session.

Wounded - The character has taken damage and suffers a -2 penalty until he receives medical attention.