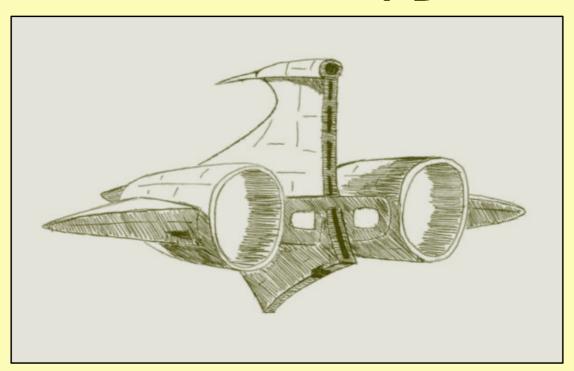ProvoliK presents

– a 24 hour rpg –

STARRIDERS

Rules and Sketches of Setting

Starriders

Written by Provolik

http://www.archons.it
http://www.24hourrpg.com

Introduction

Yes, you will have it. You hear strange rumors about who has a starship and who travelled trhough the iperspace, but now it's your role.

Walk only few steps in hangar and you will pilot a great starship: 2 reactor engine of Burrels Corporation, Fast Short Range Iperspace Engine, 2 Stargun Corporation naval weapon, Military Seatbelts from Farward Seat Company and the glory of the stars.

Stay in formation with us, became a brave pilot, travel trough unpolluted systems, discover new life, support the oppressed, give glory to your name and be a hero.

Be a Starriders!

(Spot of the Union Starriders Squadron from Naval Accademy News)

Note of the author

This is my try to creare a 24 Hour RPG and I decide to call it 'Starriders'.

I am Italian and my english is very poor so forgive my grammatical or structural errors: someone said me to writ it in italian and then translate, but I think this is not the right way, because it is siplier for me write it down directly in english than translate later.

With Starriders I want to start a concept system which resolve any action with at most the roll of a single dice (in this case a d8).

I have just finished and I have 3 hours to read this one again.

The result do not persuade me… My great handicap was to write it down in english (or something of similar); I am sure that if I wrote it in italian, I would finish it before and better.

For example the settings is not explained well as I would like and actually there is only a sketch of this.

I hope someone of us can understan what I wrote in this manual :)

However it is finished and it will be submitted….

Good luck

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"I had a starship once... Yes a big starship, I was a trader from frontier system and I was earning very well. But one day the Caranons crossed my way with those huge cruisers and I commit the error to shoot on them. Now I have a new name and a new house, I am the bog cleaner of this damned station but all in all I am alive..."

Chapter 1

The Galaxy

1.1 Situation

Billions of stars surround your head at night and for every star there is a opportunity who waits the first and only the first. The Galaxy of today is a result of various people that invaded it from their own planet.

However technology is so advanced that a starship is accessible at low prices and everyone can make his fortune by travelling the galaxy, but there are many risk. Adventures never come for free so you will be lucky if you will not encounter cunning traders, raising mafias or Star Pirates. Or maybe you will be one of those. Nevermind.

In the new Galaxy all has a price: a jacket, a gun, a ship, a ton of water, an hiperspace drive engine, a life... Yes, the life of your friend has a life and also yours and your friends knows it.

There are also lots of people from differents planet: Humans, Gorganitors, Alnilams, Proteors, Caranons and some others. Nevertheless the Galaxy is not populate because all of them have only a little part of it and the frontier can make the fortune of brave traders.

1.2 Kingdoms and Peoples

Humans

Humans split theirselves in three different kingdom: the Union, the Alliance and the Kingdom of Sol.

The Union has his base on Earth and include about a fifty of systems, such as Sirius or Alpha Centauri, and it is the first human kingdom born in 2212 when the first Alpha Centaury colony was set

The Alliance is a federation of systems which born in 2399 when the colony of Vega declared himself indipendent from Sol System. Surprisingly the Union accepted this but Vega Colonies had to pay the so-called Indipendent Tax. The military weakness of the Union in that period make happen a great number of splits and many System followed Vega in the Alliance.

The Kingdon of Sol born in 2536 with the Pact of Golden Star and it's called also Traders Kingdom: its base, accordingly to the pact, is on Mercury but the Systems of the Kingdom are far away and on the first planet of Sol there's only the council of traders.

Gorganitors

Gorganitors was the second people who discover a method for the hyperspace and actually they have the bigger and strongest kingdom in the galaxy.

They are very tall (about 2,5m) width a red spotted pink skin. They are balds and have great eye often dark green. Their face is circular and at the eye of human they apper a bit fat. But instead they are physically strong and they are proud of their Empire who reigns from 1890 in their sectors.

Alnilams

Alnilams was the first people who discovered the hyperspace and they descend from an acient people who legendary travels all the galaxy many millennia b.C. and someone suppose that humas born from an experiments of the ancient Alnilams. What ends made that ancients nobody knows, but it seems that there was a great war with an extragalactic alien people. Someone says that humans religions was a method of the Ancient to had a control on them.

Alnilams are surprisingly very similar to humans.

Proteors

Proteors are splitted in two Kingdom which are constantly in war. The war is called 'Permanent Feud' from the other peoples and it started in 2181 when the splits became. Gorganitors and Humans sell to the Proteors many war weapons and this trade is constantly going up. At least 10 company of weapon born only to develop arms for the Permanent Feud.

Many communities of the Proteors flew away from the feud and established indipendent colonies in many frontier systems.

The two kingdom of Proteors are 'Kallus Reign' and 'Light Indipendence', the first is based on a system called Kallus, the other is a sort of federation of indipendent system with no fix base.

Proteors have a light green or grey rough skin, they are not so tall (about 1,5m), hirless and very thin. They have a marked intelligence but they are also cinic and cruel.

Caranons

Caranons are a misterous people of nomads, they travel trough the galaxy with enormous starships heavily armed. Nobody knows how many star convoys of Caranons exist and nobody risk to attack them. It's hard to say a Caranon out of the covoys but not impossible.

They are as tall as humans but extremely hairy and they have a feline origin. So they have a great instinct and they are warrior. However their intelligence raise up the wisdom of abhor violence (if it is not very striclty necessary).

Someone thinks that Caranons are more ancient than they said and that they was the aliens who sterminate the ancient alnilams. Moreover in 2251 Humans repelled an invasion of an Unkown enemy who attacked with huge starships and they think that they was a convoy of Caranon.

"Jaraloba? I have never heard this system before... Maybe in some of your games guy! Argh! Argh!"

(Anonymous Gorganitors)

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1.3   Order and Chaos

There are many order in the galaxy connected to a phylosophy or to a religion which have an ancient inheritance. Some of them search the inner peace, some other the soul salvation and some other else the right balance of the things.

Though some order search the way against Chaos, some other predicates the Chaos as the right way to follow, by dominating it and not by defeating him.

Some other instead searches the power for dominating the other creatures feeling themselves as choosen by the destiny.

Knowledge Wises

Known also as Monks of Memory, the Knowledge Wises primary target is to gather the knowledge of all times in one great database. Nobody knows where is their base but the many monks are in the galaxy to allow people to consult that database.

They are perfect as intermediary for peace making and often they were called to solve thorny contests.

They are also Psyche Master and only who have the ability of Psychic powers can reach them in their order.

Energy Keepers

This order has in itself a religious origin from the ancient Fatalism of the Alnilams and from the Buddhism and Taoism of the humans. They serch the inner peace for the spirit and then for the body. Doing it they cultivate the so-called inner energy which, in their legends, is at the origin of the life.

Often they live as hermits (in high peaks or losts asteroids) and many people travel to them to ask counsel or a recovery. However many of them serch their way travelling.

They are also Energy/Instinct Master and only who have this ability can hope to become one of then reaching their order.

Religions

Religions are presents in the galaxy but their popularity is lowering. Often they are movement which interest a single planet, though some of them bring their 'words of wisdom' around in the galaxy. Moreover many little moon in remote places became a monastic enclave for some religion.

Sometimes little group research a soul science which give them the knoledge to develop Psychic or Energy/Instinct powers or both of them. They think that powers are divine signs.

"My mind have not more than yours and I am a creature of nature as you are. Your body is nothing, be energy"

(Makkuja, Master of Keepers)

1.4   Corporation and Company

The Galactic trade is a great business and the Galaxy is so big that great societies can invest in the frontier systems exploitation if the trade becomes poor.

Company is generally a society that find his earn by exploring new systems, setting up mining colony and making long travels trough the stars transporting basic elements or staples in the inner systems for processing.

Corporation instead is generally a great society which has the control on one or more products in the inner economy from the production to the selling.

This generally.

Yes, because the economy of the Galaxy is very complex and often company becames so great to enter in competition with Corporation and often Corporations erect Companies to have their own supplying.

Major companies and corporations

There are three major companies and two major corporations that heads the economy of the galaxy. Galcharts, AstRobots and Energos for the companies, Ascari and Duvall-Marshall for Corporation.

Galcharts born under the Union but became very great under the Alliance: all galactic maps of certain level is marked by this Company. It has its base in Vega system.

AstRobots born under the Gorganitors developing exoskeleton for Mining Asteroids. Actually they produce also military reserved technology for kingdoms and governments.

Energos born with proteors with the name of Hurajon (Light Power) in the Light Indipendence to finance his war with kallus but later they left The Feud to raise their own trade. Today they have a huge numbers of mines and prospects of all types.

Ascari is a human corporation based on Sol System (Earth) and its leader is Gordon Ascari, last direct descendant of the Ascari family. They bord as an hyperdrive developers and now they trade in engine of all types.

Duvall-Marshall is a corporation born with the human and now under control of the Alnilams: they produce starship of all types of trade or military interest.

Other great companies exist but these are the most famous.

Minor companies and corporations

The great often can be stand alone because many littles are working, so it is possible to find little companies or corporations of all types and for all necessity. Often a single system, planet, moon has its own companies and corporation which heads the inner economy.

"Yes mr. Ascari, sure mr. Ascari, I will buy those two planet for your family holydays. Yes, yes the Real Cruiser is reserved..."
        (Luigi Corsari, member of Ascari counsel)

- Okay, we have just finished
- What did you altered in his DNA?
- Simply things: he will be a girl, blond hair, green eyes, she will have a voice of great singer and the agility of a cat.
- Oh she will be perfect...
- Yes, as usual...

Chapter 2
The Game

2.1   Character generation

Starriders has no class list, and the creation of Character is extremely free so you can write down the person you preefer and then play it. However there is a Char sheet you have to compile with Character data and some other stats: this step is free and your Master can decide his own rules to make it.

During the explanation of the character stats there are also many suggestion if you have not idea on how to do.

Level

No class and no level here: be happy!

Character attributes

Attributes are only four: body, mind, psyche and energy/instinct. An attribut can have a numeric value from 1 to 8, higher is the value, better is the attribute. During the Character generation a player have a number of attribute point to assign to these 4 attributes: remember that an attribute needs to have at least one point.

Suggestion: 16 attribute points to start with second-rate Character, 18 for normal Character, 20 for great Character, 22 for Super Caracter. 32? No, this is only a joke :).

- Body: this defines both the size and the agility of a character and in every sense the balance of these two body characteristics. The value on body is also the bonus damage: subtract this value from all damage your character receive.

- Mind: this defines both the memory and the intelligence of a character.

- Psyche: this defines both psycologic and psychic force of a character.

- Energy/Instinct: This defines the basic instict of a character and his inner energy. This two elements are strictly correlated. The Energy/Instinct value is also the Safe Roll Value which is explained later.

NOTE: remember that one you determinate an attribute generally it will never be changed

Potential rule: Every attribute defines also the maximum potential that a skill that is correlated to him can reach.

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[Example: The skill 'Chimic' is correlated to Mind. If you have a mind value of 4, Chimic ability will have at most 4. However later there is an optional rule that perfect this one ;)]

Skills

There is no skill explanation, you can take the skill you want and assign it a value accordingly to your master, to the potential rule and MOST OF ALL (surprisingly?) to your background.

Master can assign Skill Points to start generating your skills: 30 points for second-rate Character, 36 for normal Character, 42 for great Character, 48 for super Character. Don't put your master under stress for this okay?

Safe Rolls

There is only one Safe Roll to do and this is on Instinct. However Master may ask you a Safe Roll on other attributes if he thinks it right.

Life Points (LP)

Life Points are the value of life of your character, but their loss can cause dizziness, faint, death etcetera. On the Char sheets you can see the wound level: when you are on that level you may have to do a Safe Roll (SR) or you may have a negative modifier on your Skills Check.

 1- **Light**: only some scratches. No Safe Roll, No modifier
 2- **Heavy**: grazed! No Safe Roll, modifier of -1 on every check.
 3- **Critical**: you would like to stop all that blood... Safe Roll for no faint, -2 on every check if safe roll success.
 4- **Mortal**: why it's all so dark? Safe Roll for no Death, -3 on every check if safe roll success.
 5- **Fatal**: I can see a light tunnel... Safe roll for no Death, -4 on every check if safe roll success.
 6- There is no 6. When you have 0 LP you are definitively dead.

All Character have the same life point: 50. However an high value of Body can help you to loss only a little of these.

Psychic Points (PP)

Psychic Points describes your level of fear during the game: when your master decides that there are enough condition of fear you have to do a Safe Roll, if you success nothing happen if you fail you loss some PP (It will be explained later). The level of fear influences your Skills Checks.

 1- **Quiet**: It's all under control. No modifier
 2- **Afraid**: What's that?! -1 on every check
 3- **Scared**: AAAARGH!! OH MY GOD!! -2 on every check
 4- **Phobia**: NO! NO! NOOOOOOOO!! -3 on every check

All Character have the same Psychic Points: 20. If you have an high value of Psyche you loss them more rarely.

- Don"t annoying me with your fears, there is nothing in this cavern. Now turn on the torch and light my way Harch... Harch... HARCH!!
(Anonymous missing miner)

Starriders races modifiers

As you read in chapter one there are at least five races in starriders and everyone has some modifiers to apply to the attributes:

1 - Humans: No modifiers uhm?
2 - Gorganitors: +1 in body, -1 in mind
3 - Alnilams: +1 in mind, -1 in energy
4 - Proteors: +1 in mind, -1 in energy
5 - Caranons: +1 in energy, -1 in Psyche

You can have some other race accordingly to you Master and define with him modifiers for that race.

Psychic Powers

This power goes with the Psyche attribute so if you have an high value in this you can learn (by a psyche master) some power that you can use.

1- Basic Psychic Powers (all can learn it by a psyche master)
  a- Brain storming - this power allow who has it to remember a particular fact of his own past. It can remember facts for ten years ago for every point in this power. It requires 20 minutes.
  b- Fast reading - this power allow who has it to read in a round a number of page as it is the value in this power.

2- Advanced Psychic Powers (Only who has 7 or more in Psyche)
  a- Telepathy - this power allow who has it to read the things of someone closer to him. The maximum distance in metres is the value in this power.
  b- Psyche shield - this power protect the mind from telepathy. Only who have Telepathy higher than Psyche shield can read (and it has effect on the distance).

Energy/Instinct Powers

This power goes with the Instinct attribute so if you have an high value in this you can learn (by a energy master) some power that you can use.

1- Basic Energy/Instinct Powers
  a- High Resistance - Who has this power can withstand to hunger and thirst without suffering for days as much as is his value in this power.
  b- Meditation - who has this power in 2 hour of meditation recovers life points as much as hi value in this power.

2- Advanced Energy/Instinct Powers (Only who has 7 or more in Instinct)
  a- Energy wave - This power adds power to a hit without weapons (suck as fist or kick) by adding hi power to the damage.
  b- Healing - This power heals life points as much as the value in itself. Touch needed and it is not possible to heal himself.

Note: Very sorry for my awful english :(

"My mind have not more than yours and I am a creature of nature as you are. Your body is nothing, be energy"

(Makkuja, Master of Keepers)

2.2 Actions

My effort is to create a 1 roll system that is resolve an action with a roll of a single dice.

Game Round

A game round is a time of game of about 10 second in which a Character can do an action and defend himself from an attack. These action are:

- Movement (10 metres).
- Attack.
- Recharging a weapon
- Fast actions (trough away an object, draw a weapon, trough hiself to the ground).

Moreover there are other action a Character can do in a round without defendig

- To look at
- Wear a piece of dress
- Wear a helmet
- Undress a piece of armour

Actions that require more than 10 seconds to complete cannot be made in a round.

Turn of game

The first move is due to Character who have the higher Energy/Instinct value.

Action check

The system is very simply. Every check your master ask follow only a simple rule: roll a d8 and if you will do less than your ability you will have a success. Master can give you positive or negative modifier if he thinks it right in that situation.

[EXAMPLE: you have 6 in Biology and you need a check, roll a d8: if you will do less of 6 (5 or less) you will have a success.]

Quality of Success

Although your check has success the quality of your success is defined by the value of your skill.

[EXAMPLE: you have this 6 in Biology and with your check you had a success. If another Character had a success but have 4 in biology understands less than you for the same situation]

Quality of Success [Optional Rule]

The quality of success may be determinated by the total of you value in the skill and the difference from your roll and your skill.

[EXAMPLE: you have ever 6 in Biology. You need a check, roll a d8 and obtain a 4: your quality of success is 6+(6-4)=8]

Naturally with this optional rule the maximum quality raise from 8 to 16. Master has to remeber this.

- It is all a question of speed and reaction. If someone points at you a laser gun, you have only a choice: go down! -
(Hurgar Master of Combat)

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Borderline results

If your d8 roll is equal to your skill Master decides if you have a success or not. It depends on situation. When you fail Master can decide to consider how high your failure: rolling a 7 with a skill of 2 is an high failure, rolling a 5 with a skill of 4 is a bit failure.

Confrontation

It will be happen. Maybe you will confront with other Characters or creatures: if both has success, quality will determinate who prevails. If quality is equal and Master won't have a draw, who has the correlated attribute higher wins. If all these are equal there will be a draw.

Confrontation [Optional Rule]

If both has success, who have the difference from roll and skill higher prevails. [EXAMPLE: Roger has 5 in Strengh, Duncan has 4. They have an arm wrestling so they roll a d8: Duncan roll a 1, Roger roll a 4. Duncan wins because 4-1 (3) is higher than 5-4 (1)]

Combat

Combat follow litteraly THE rule and the confrontation in case of struggle hand to hand or when necessary.

Attack

It's a case of confrontation, someone attack and someone defends if he can. If attaccker prevails there will be a damage, if defender prevail nothing will happen.
If not strictly define an attack goes to the bust without modifier: for hitting legs or arms there is a modifier of -1, for hitting head the modifier is -2

Damage

Hit and Weapon has a fix value so you don't need to role dice to determinate the damage. Here are the damage of hit and weapons class and some example.

No weapons		Weapons		Fire-Arms		Laser & Special	
Fist or palm	2	Dagger	6	Hand gun	11	Laser gun	16
Kick	3	Short sword	7	Gun	12	Laser riffle	17
Elbow	4	Sabre	8	Assault riffle	14	Bazooka	18
Head	5	Bow/Crowwbow	9	Machine gun	15	Laser cannon	20
		Axe, Hammer	10				

Bonus Damage

For every damage you receive subtract the value of your body.

- Furtran Corporation todays offers three hand gun at price of one -
- Okay, nine for me -

(Shopping)

Armour

You can have a armour that protect your body from damage. Character body is divided in six part so you can have different piece of armour for every part: head, bust, right arm, left arm, right leg, left leg. The protection of a piece of armour decrease of 1 point when that piece is hit: master can decide to decrease more than 1 point for special hits.

The protection value is defined by the material of the piece:
 - Leather [2]
 - Metal or studded Leather[3]
 - Kevlar [4]
 - Heavy Metal [5]
 - Armored Kevlar [6]

On Char sheet the table for armor will help the player to speed up these situations.

Wounds

When the damage exeed armor protection and Bonus Damage the Character suffers wounds. You have to subtract the wounds from the life points and calculate the negative modifier or roll dice to safe you PC from faint or Dead.

Critical Wounds

When a Character loss more than 10 life point in one shot the effect are devastant: there will be an amputation or a shot penetration or something bad like that and a safe roll for no fainting must be done.

Safe roll, faint and dead

When a player fails a safe roll against faint, his Character falls asleep and after two rounds he have to do another safe roll to not die.
When a player fails a safe roll against dead, his Character deads definitively. Maybe an electroshock in 2 or 3 round can make him alive again.

2.3   Starship fighting

In starriders you can have the starship you want if you have enough money to buy it. There are many oppotunities and offers for you in the second-hand market, but if money is not your problem there are companies or corporation which realiaze the starship of your dreams: give them an idea and they work on it.

In the next table are listed a few starship class: though the class name of a starship is set by constructor company, the starship name is set by the customer. Do you think starships have prohibitive prices? Maybe you need a good job.

Starship equipment

On a starship you can mount all the equipment you want if you have enough space, but generally there are basic equipmente that all starship require:
Engines for interplanetary travel - permits a travel with simply nuclear reactor
Engine for hyperdrive - permits an hyperdrive jump
Atmosferic Shield - permits to enter in an atmosphere without damage
Scanner - Evolution of radar
Board Computer - What can you do without him?

The Game

Class Name	Type	Cargo Vol	Handling	Power	Crew	Max Shield	Res	Cost
Silverstar Class	Starshooter	20 T	8	20	1	15	4	2500
Nightfighter Class	Starfighter	35 T	7	15	1	15	5	5000
Kuaruzu Class	Starfighter	40 T	7	15	1	18	5	8000
Ambassador Class	Startrader	150 T	6	12	2	18	4	11000
Fuamba Class	Startrader	300 T	5	12	3	20	4	25000
Captive Class	Heavy Fighter	125 T	5	8	5	25	6	50000
Destroyer Class	Heavy Fighter	225 T	4	8	7	30	8	100000
Imperial Class	Big Trader	600 T	2	4	11	25	6	125000
Yamato Class	Cruiser	700 T	2	4	25	40	10	500000

Cargo Vol = Cargo volume in T - Power = Km X round - Res = Resistance

Other accessories are:
Autopilot - You can reach your planet, moon or station without work
Scanner Analizer - Tells you what ships are on your scanner
Hypertracker - Tells what type of Hyperjump have made a starship
Demagnetizer - Use it if a magnetic torpedo hit you.
Anti Torpedo System - Radio waves to destroy torpedos
Anti Mine System - Radio waves to destroy mines
Anti Radio Shielding - Shield against Radio Bomb
Demi-Stealth System - if you don't use radio, engine or weapon you are invisible to scanner.
Energy shield - every shield provide to you a +1 on your resistance.
Solar Bomb - Irradiate energy in the area damaging who are near.
Radio Bomb - Irradiate Waves in the area damaging sensors and scanners of near enemies.

In the next page there is a table with a shor list of equipment.

Hyperdrives

There are different hyperdrive which works on different type of hyperspace and different concept.

 1. Antimatter Hyperdrive by Energos corp.
 This type of Hyperdrive takes energy from the interaction from matter and antimatter, with the energy it curves the space and travels instantly for light years. More power is the engine many light years you can make with a single Jump.

2. Nuclear Fusion Hyperdrive by Solarius corp.
 The engine creates energy thanks to nuclear fusion of hydrogen, curves the space and travels instantly for light years. The power of engine determinates the light years you can make with a single jump.

 3. Micro Black Hole Hyperdrive by Garuz corp.
 With the energy this engine create a microblack-hole called black tunnel that swallows the starship and carries it from the other side. This hyperdrive is useful for long distance (over 100 light years) but is not precise like the others.

- Ehi! Do not tell me that it is your first jump-
- Close those mouth and press that damned button!!-

(First time hyperjump)

Piece	Type	Volume	Consumption	Range	Damage	Cost
Energos 120	H-Drive	5T	1T / 5 Ly	10 Ly	-	2000
Energos 180	H-Drive	8T	1T / 4 Ly	15 Ly	-	3000
Energos Ultra	H-Drive	12T	1T / 6Ly	24 Ly	-	10000
Solarius Light	H-Drive	4T	1T / 8Ly	8Ly	-	7000
Solarius Deluxe	H-Drive	6T	1T/8Ly	16Ly	-	15000
Garuz Circle 7	H-Drive	50T	1T/2Ly	150Ly	-	95000
Pure Kartis	N-light Laser	4T	-	-	22	4000
Pure Hornis	N-heavy Laser	6T	-	-	26	8000
Mendez P20	Plasma Gun	10T	-	-	30	22000
Solarius A300	AM Gun	22T	-	-	36	54000
Shark 10s	LM-Torpedo	1T	-	150 Km	25	8000
Shark 15s	HM-Torpedo	1T	-	150 Km	30	12000
Garuz Square 3	SM-Torpedo	2T	-	125 Km	35	18000
Solar Bomb	Bomb	5T	-	4Km	25	25000
Radio Bomb	Bomb	10T	-	3Km	Special	35000
Garuz Auto	Autopilot	2T	-	-	-	2500
Jurex aScan	Analizer Scan	2T	-	-	-	3000
Jurex aTrack	Hypertracker	3T	-	-	-	2500
Colorado Dsys	Demagnetizer	4T	-	-	-	7000
Colorado Tsys	Antitorpedo sys	3T	-	-	-	8000
Sirio-B R21	Antiradio sys	5T	-	-	-	11000
Pure aMiant	Antimine sys	2T	-	-	-	4000
Energos XDS	Demi-stealth sys	4T	-	-	-	12000
Diomede S10	Energy Shield	3T	-	-	-	1500

Jumping in hyperspace

A starship cannot hyperjump so simplier: in the hyperspace gravity is near zero so if you arrive in a place with strong gravity (near a moon or a planet) there is the seiroius risk to destroy the ship. So the hyperdrive will bring you in the arrival system far from planets and you have to go there with interplanetary engine.

Fighting with a starship

When you encounter pirates or other hostile elements maybe you will have to fight. Fighting with a starship is not so different from fighting with a creature, but there are more weapons and strategies because you have to move at 720 degrees (yeah!).
So there are several manoeuvres you can do with a starship, but, for example, a cruise can't do the same manoeuvres of a starfighter and they have different target of conception.
 Some of that manoeuvres are: follow, evasive action, nose-up, nose-dive, turn and all that you have in mind. For every manoeuvre, in relation with your ship handling, the master determinate the modifier on your che skill.
 [EXAMPLE: you have a Heavyfighter (handling 5) and you have Starship Pilot Skill to 7: if you want to do an evasive action because a torpedo follow you, your check must 5 or less, becuse the handling limits your skill.]
 A ship has 20 structural points before its detroying but its keel can be more or less resistant to enemy fire. Moreover you can mount on your starship a number of shield to increase your resistance. When you starship is hit decrease from the damage all starship resistance and total numebr of shields.

Note on the tables

All tables you see in this section are here only for a suggestion or a refence: feel free to compile your own list of starships and equipments.

- They give us access! Now we dock on that hangar station ~
- What do we have to steal today?~
- Great business: Robots, Computers and all that we can find-
- And is it a safe business?~
- Er... Yes, yes, safe... As usual-
- ... ~

Chapter 3

Places

Sigma sector is zone of galaxy distant over 200 light years from Earth and comprens a gamma of 10 - 15 systems with high diversity of population. So it's an interesting zone to start for an adventure or a Campaign.

3.1 Sigma Major Systems [Short descriptions]

Andara System

It's a system of high mining activity, with huge cargo of Companies conyinuosly in movement. Moreover some rumors speak about a pitates base in that system. There are only three rocky planet and a Gas Giant.
Around the first planet there is an orbital trade station called 'Faro'.

Major import: Robots, Industrial machinery, Mining refinery
Major export: Minerals (Iron and Copper), Liquid Hydrogen, Liquid Oxygen.

Berger System

This is the hearth of Sigma sector: Cross Tower in an inhabitable planet with its own flora and fauna. Humans sets there three cities: Fortress Bow (Union), Golf City (Union) and Amberstar (Alliance). Around the planet there is a Gorganitors Space Station for tourism and military operation: it is called Hyarx.
There are other rocky planets with intense mining activity.

Major import: Industrial parts, Computers, Clothes, Hardware, Liquid Hydrogen
Major export: Fruits, Vegetables, freeze-dried Food, Liquors, Wines.

Gyurz System

In this system Gorganitors set up few mining colony for the extraction of precious minerals: all the business is controlled by Farajula Corporation which is born here in Sigma Sector and has its base on Cross Tower.
The second planet of system has a Gorganitor Space Station accessible only with a permit.

Major import: Robots, Mining refinery, Wines, Meat food, Water.
Major export: Minerals(Silver, Opals), Antimatter Fuel, Nuclear fusion fuel.

Moldan System

Moldan is a yellow star which has two inhabitable planets: Furja is a Gorganitors

colony set up by the founders of Farajula Corporation,
Helsen is a moon of a big gas giant planet called Xenon and there are Humans and
Proteors bases.
   In this system there are two Company for tourism: Gurutha (Gorganitors) and Selva
Magna (Humans).

Major import: Computers, Software, Land vehicle, Clothes, Jewels
Major export: Vegetables, Meat Food, Water, Industrial machinery.

Deruex System

   In this system there is no activity: it's only a red star width a dense asteroids belt.
However this system is interesting because in the asteroids belts there is a huge
Caranons cruiser abandoned and fell into disuse. That useless cruiser is the refuge for
many criminals of the sector.

Major import: Water
Minor export: Hard and Soft drugs, Software.

Corobox System

   Corobox is a white star and has a inhabitable planet calle 'Delenan': it an Alnilam
colony seats of the only Alnilam corporation of this sector: the 'Vodan Corp.'.
   Vodan trades in basic manufacts and clothes and so is a Corporation of importing:
Vodan clothes are more requested in Berger and Moldan systems.
   Around Corobox there are two Almilam space station.

Major import: Animal meat, Agricultural Machinery, Minerals.
Major export: Clothes, Jewels, Vegetables, Fruits, Wines.

Holedrak System

   Only a little star and two rocky planet for these system: on the first there is a big prison
which detains all criminals of the sectors, and on the second there is an Undergroun
Temple of the Energy Keepers.

Minor import: Liquors, Wines
Minor export: Industrial parts.

- 3 Robots, 15 Computers, 18 wines, 22
waters,12 gold, 15Jewels... Okay I have all.
Thank you, see ya next time -
                                        (Hangar Market)

Places

Sigma Sector

Kurbus
Coralis
Gyurz
Berger
Yorsinnor
Deruex
Denjels
Rev9996
Corobox
Moldan
Holedrak
Andara

Every exagon is about 5 light years.

- They are closer to us!!-
- Okay okay, this system no, that one no..-
- Jump! Damned fool! Jump!-
(Yorrash & Frank space pirates)

Notes

STARRIDERS

Notes

STARRIDERS

Name		Race	
Surname		Height	
Born in		Hair & eyes	
Live in		Skin	

Body

Mind

Psyche

Instinct

Life points

- LP -	1	2	3	4	5	6	7	8	9	10
light										
heavy										
critical										
mortal										
fatal										

Armor

- AP -	1	2	3	4	5	6	7	8	9	10
head										
bust										
rx arm										
sx arm										
rx leg										
sx leg										

Memory

Events	Years

Psychic points

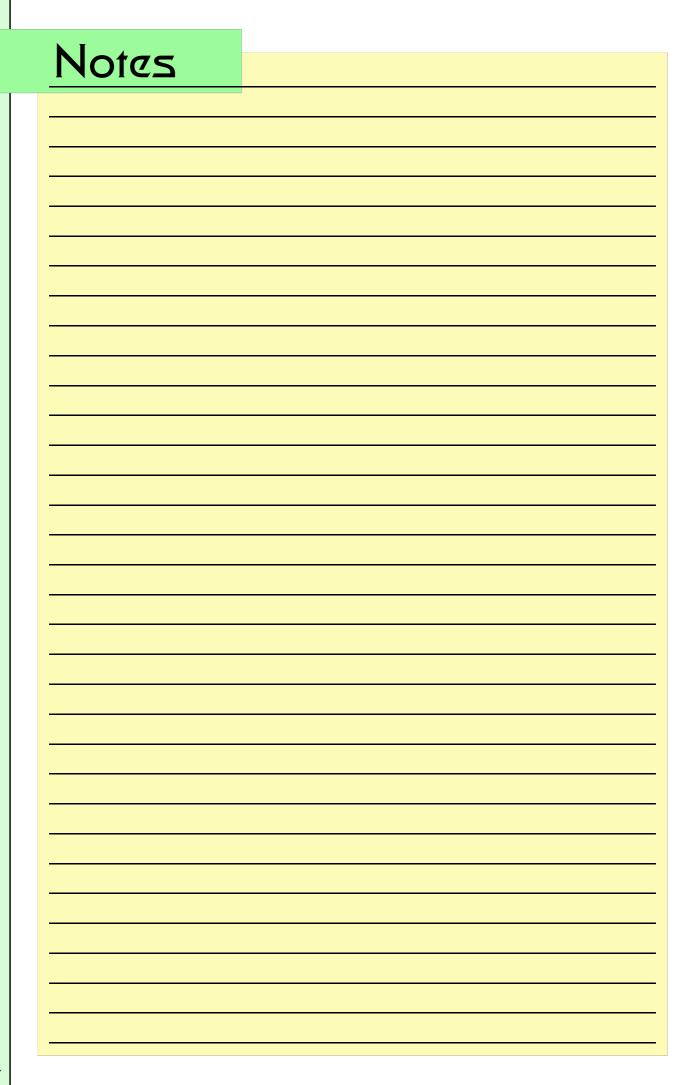| - PP -	1	2	3	4	5
quiet					
afraid					
scared					
phobia					

Psyche powers

Psyche power	Value

Energy powers

Energy power	Value

Skill	value

Skill	value

Skill	value

Skill	value

Weapon	Type	Prec	Size	Range	Damage	Bonus	Total Dam

Starship

Name	
Class	
Type	
Cargo	
Handling	
Power	
Crew	
Shields	
Res	
Cost	

- SP -	1	2	3	4	5	6	7	8	9	10
Keel										
Deep										

Basic equipment	Dam
Interplanetary Drive	
Atmospheric Shield	
Scanner	
Board Computer	
Life Support	

Equipment	Type	Vol	Con	Ra	Dam	Cos

Character Background