

### Introduction

"the Silent Void" (or "tSV" for short) is a rules-lite, dice-less, play-by-post, survival, role playing game.

Pretty much everything needed to play is contained within this pamphlet.

"tSV" has been created for small gaming groups to play via email, blog, chat, twitter, or message board. It is suggested that the group be no larger than three(3). Two(2) Players and one(1) Game Master or GM.

### The Premise

The Player, or players are adrift in space. Each is in his/her own EVA suit. They are luckily in contact with the station AI, also known as Keeton. The GM plays the role of Keeton.

The player(s) through dialog, and the expenditure of resources must try to survive long enough to be rescued by other station personnel, or make their way back to the station on their own.

(See *"the Resources"* for more information.)

### How to Play

To play the player(s) each create a character as outlined by the GM from these rules.

Once the characters have been created the GM will start the game with the setting post, after which the players will respond. It is suggested that before game play begins a time limit is placed on when replies are due. This will not only keep the game active, but also allow the GM to know when he/she can move on with complications.

Game Suggestion: After the time limit for responding has passed the GM should indicate that Air Reserve has declined by one(1) unit.

The Coin Mechanic is only used by the GM. The player(s) expend resources to offset the results.

(see *"the Coins"* for more information.)

### Character Sheet?

Due to the VERY limited amount of character information I did not create a record sheet. If readers feel I should have some sort of record sheet let me know, and I'll revise to include one.

### The End Game

It is at the GM's discretion if rescue is even coming. It should never NOT be a possibility, but the player(s) should be encouraged to try and "self-rescue" over just drifting and waiting for help.

### The Point of This Game?

This RPG is more an exercise in collaborative creative writing then actually succeeding, or winning.

Allow your player(s) to be creative. If they want to let's say cross wire their suits and share the Air Reserve, let the try. The main point being get as comedic or serious a story going as you feel comfortable with.

The end result is to have some fun.

### Why Did I write this?

I wrote this to see if I could complete a possible "semi-playable" game within a twenty-four(24) period.

Which I have, I believe this took me nine(9) hours to conceive and write this.

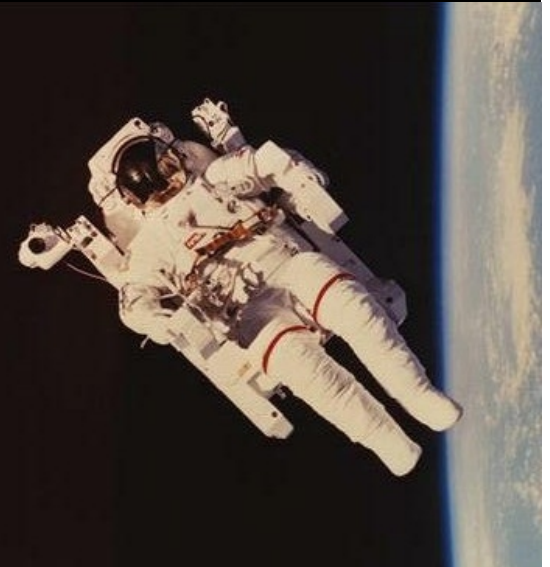
At most it is an attempt to work on a different game mechanic then I usually use, and if ANYONE does test this game. Let me know how it works out, or doesn't.

# the Silent Void

By: J.K.Mosher

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### Character Creation

Character creation is simple. The player(s) give themselves names, and then choose which resource they wish to focus on.

There are three(3) choices. MAP high, PEP high, or Even.

MAP High Characters start with seven(7) points in MAP, and three(3) points in PEP.

PEP High Characters start with seven(7) points in PEP and three(3) points in MAP.

EVEN Characters start with five(5) points in both MAP and PEP.

The final resource is a static value. The Air Reserve of every EVA-suit starts at twenty-five(25).

### the Resources

There are three(3) types of resources in "tVS." PEP (Physical Effort Points), MAP (Mental Acuity Points), and last but not least Air Reserve.

Each resource allows the player(s) to deal with complications, stay alive for another round, or move towards rescue.

### PEP

Physical Effort Points are used when a player attempts something that requires the use of physical force. Such as pushing off a piece of space junk to move towards a destination.

### MAP

Mental Acuity Points are used when a player attempts something requiring brain power, such as logical planning, calculations, or judging distance.

### Air Reserve

Each suit is also equipped with a finite amount of air. Once the air runs out the players will slowly suffocate and die.

Air Reserves are used faster when player's are panicking or being physically active. Double the depletion of the Air Reserve when action is happening.

Air Reserve is continually being depleted, so even when the player(s) are not doing anything they are consuming precious air.

### Using Resources: PEP

The player(s) affect the world they are in by expending resources. When they decide on an action they expend one(1) or more points of resources to accomplish the task. These points are used to offset the GM's coin flips that are used to determine success.

*Example of Use:*

*Josh is playing a character named Brody. After drifting for sometime he decides to use his tether and hook a large chunk of old space debris to pull himself to and then push off of in an attempt to start drifting towards the station.*

*Josh is making a physical action so he decides to expend two(2) of his five(5) PEP.*

*Allen the GM does a coin flip, and gets three tails, but with Josh's use of 2 points of PEP two of those tails are now heads and he has succeeded.*

Expendng resources is always a risk. Once spent they are gone until the end of the game.

### Using Resources: MAP

Map works slightly different than PEP. MAP deals with planning, and while it is spent in a similar fashion as PEP it does not give a similar result. MAP is ONLY EXPENDED when the player(s) wish to figure something out.

If this "planning" works (Ie the coin check is a success) then the player(s) gain 1 automatic success towards the action(s) involved in the execution of the plan.

### The Coins

Results Resolution is simple in "tVS." the Action either succeeds or fails. This is determined by a triple coin toss done by the GM.

Heads are a positive result, and Tails are a negative result. If there are more heads than tails showing, the action succeeds. If there are more tails than heads, the action fails.

Three Heads is a Perfect Result result. Three Tails is a Perfect Failure.

The coins also are used to determine the responses of the station AI (Keeton). These responses are meant to be vague, and possibly miss-leading hence the "Keeton table".

This table is only used when the player(s) ask a question or advice from Keeton.

### Using Resources: Air Reserve

Air reserve counts as a time limit and a representation of the player(s) health. Air Reserved should be consumed at a constant rate of one half(1/2) unit per post, and one(1) unit per time limit expiry.

*Example:*

*Josh Posts twice before the time limit has expired, so after the time limit does go by Allen the GM informs Josh that Brody's Air Reserve is now two(2) units lower.*

An additional unit of Air or more should be consumed depending on how complicated an action a player is attempting.

Once a player's Air Reserve reaches zero(0) that player dies, unless rescue happens.

### The KEETON TABLE

This table is a set of vague responses the player(s) will receive when they address Keeton directly.

To use the table flip the three(3) coins and cross reference the individual coin results with the table below.

	Heads	Tails
Heads	<b>Heads</b> Rescue Service is on Route . . . please confirm location.	<b>Heads</b> Attempting to Triangulate your position please Hold.
	<b>Tails</b> <i>Static</i>	<b>Tails</b> Unable to process . . . Please Repeat Query.
Tails	<b>Heads</b> Unrecognized Command . . . Error	<b>Heads</b> Probability Vectors do not compute.
	<b>Tails</b> Affirmative	<b>Tails</b> Negative

The GM should feel comfortable to adjust comments and add "none information" as required for color purposes.