

## TWO-PAGE SPACE v.1.0

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*Two-Page Space* is a simple d20 based RPG about flying around in space and shooting aliens.

### Base Mechanic

1d20+modifiers≥target # is a success. Round up where applicable.

### Character Creation

#### Class

**Fighter:** skilled in the arts of combat.

**Professional:** an expert in their field.

**Psionic:** a master of mental powers.

#### Attributes

Assign 5 attribute points to:

**Strength (Str):** Lift, break, or hurt things.

**Dexterity (Dex):** Shoot, dodge, sneak, or fly a spaceship.

**Constitution (Con):** Shrug off a hit, run a marathon, resist a poison.

**Intelligence (Int):** Fix a spaceship, do research, read an alien language.

**Wisdom (Wis):** Spot a clue, discern a lie, follow a trail, find water in a desert.

**Charisma (Cha):** Bluff, seduce, negotiate, or parley.

Assign 3 points max to any attribute. After assigning points, you may lower one 0 to a -1 (but not Con, seriously) and add +1 to any other attribute.

**Level (Lvl)**  
Start at level 1.

**Hit Points (HP)**  
How much damage a PC can take.

**Special Abilities**  
Fighters and Professionals choose one Special Ability at 1st level.

Psionics choose one Psionic Power at 1st level.

**Backgrounds**  
Your life experience up until you started adventuring. What did you do in the past? What are you doing now? Max 5 points to a background.

**Physical Defense (PD)**  
Defense against physical damage.

**Mental Defense (MD)**  
Defense against mental attacks.

**Combat Specialty**  
Choose if you are better at ranged or melee combat, or if you are equally adept at both.

**Skill Checks**  
The GM determines the difficulty of any tasks the PCs might encounter and has them roll a skill check:  
1d20+applicable background (if any)+applicable attribute+level ≥ difficulty.

**The GM's Helper**  
A favorable condition grants a +2 to a

Fighter			
<b>Hit Points:</b> (8+Con)*Lvl			
<b>Special Abilities</b> <b>Armor:</b> +2 to PD & +1 to Str or Dex. <b>Blast (ranged) or Cleave (melee):</b> Once per combat, make attacks against ½ level+1 nearby (ranged) or engaged (melee) enemies. <b>Deadeye:</b> Once per combat re-roll a missed attack. <b>Deadly:</b> +2 to ranged or melee attack rolls (choose one). <b>Eat Dirt:</b> Once per combat, negate all damage from one physical attack. <b>Intimidate:</b> Once per combat, make mental attacks against ½Lvl+1 nearby enemies. Hit: Lose next turn or if 50% or less HP remaining, retreat or surrender. <b>Quick Draw:</b> +4 to initiative. If you have the highest initiative, x2 Dm on your 1 <sup>st</sup> attack this combat. <b>Hard as Nails:</b> HP now equal (10+Con)*Lvl. +2 to death saves.			
<b>Backgrounds:</b> (6+Int) points. Ex: rebel soldier, space marine, wasteland savage, bounty hunter, redshirt, imperial officer, corporate enforcer, cyborg samurai, wandering gunslinger, alien templar.			
<b>PD:</b> 14+level+Con or Dex			
<b>MD:</b> 10+level+Wis or Cha			
<b>Combat Specialty:</b> choose one. <b>Ranged:</b> (Dex+2)*Lvl ranged Dm & Str*Lvl melee Dm <b>Melee:</b> (Str+2)*Lvl melee Dm & Dex*Lvl ranged Dm <b>Balanced:</b> (Dex+1)*Lvl ranged Dm & (Str+1)*Lvl melee Dm			

Skill Check Difficulties by Level			
Level	Normal	Hard	Hardest
1-3	15	20	25
4-7	20	25	30
8-10	25	30	35

roll or defense attribute. Use sparingly, except for cover. Allow cover liberally.

### Combat

A round of combat is 6 seconds long. On your turn you may:

- Move and make an attack.
- Move and use a psionic power.
- Move and make a skill check.
- Disengage from a melee (see below).
- Run to Far range.

Professional			
<b>Hit Points:</b> (6+Con)*Lvl			
<b>Special Abilities</b> <b>Armor:</b> +2 to PD & +1 to Str or Dex. <b>Distraction:</b> Once per combat, make mental attacks against level+1 nearby enemies. Hit: -4 penalty to PD for one round. <b>Expert:</b> +2 to one background. This may raise a background over 5. <b>Lucky:</b> Once per in-game hour, re-roll a failed skill check. <b>Jack of all Trades:</b> +2 to skill checks you don't have a background for. <b>Medic:</b> Make a Hard skill check to give a dying ally a ½Lvl+1 bonus to death saves. You may also heal each ally for (Int+1)*Lvl up to their Con+1 times per day. <b>Skilled:</b> +3 points to new or existing backgrounds, 5 still max. <b>Combat Training:</b> Choose ranged or melee attacks. You use your total Lvl, not ½Lvl, when calculating Dm.			
<b>Backgrounds:</b> (10+Int) points. Ex: tramp freighter pilot, punk hacker, cat burglar, smuggler, diplomat, xeno-archeologist, astro-engineer, combat medic, colonial scout, science officer, alien infiltrator.			
<b>PD:</b> 12+level+Con or Dex			
<b>MD:</b> 12+level+Wis or Cha			
<b>Combat Specialty:</b> choose one. <b>Ranged:</b> (Dex+2)*½Lvl ranged Dm & Str*½Lvl melee Dm <b>Melee:</b> (Str+2)*½Lvl melee Dm & Dex*½Lvl ranged Dm <b>Balanced:</b> (Dex+1)*½Lvl ranged Dm & (Str+1)*½Lvl melee Dm			

### Movement

If you are not engaged you are free to move anywhere nearby. If you move away from an engaged enemy, you must give up any other action or all enemies you are disengaging from may make a free melee attack.

### Range

**Engaged:** Directly in contact with.

**Nearby:** Close, but not engaged.

**Far:** Requires a full round to reach.

### Initiative

At the beginning of combat the PCs and GM roll for initiative.

PCs: 1d20+Dex

GM: 1d20+2

The PCs and GM take their turns in descending order. When everyone has gone, start from the top of the order.

Psionic			
<b>Hit Points:</b> (4+Con)*Lvl			
<b>Psionic Disciplines and Powers</b> Each psionic discipline has 3 powers, two lesser (L) and one master (M). Master powers can only be selected after the two lesser powers for that discipline have been learned. <b>Biomorphics</b> A PC may have Biomorphics used on them Con+1 times per day. <b>Healing (L):</b> Heal yourself or an adjacent ally (Con+1)*Lvl HP. Alternatively, give an ally one automatic success on a death save. <b>Augmentation (L):</b> Raise your own or an adjacent ally's Str or Dex by ½Lvl for 5 minutes or one combat. <b>Mass Healing (M):</b> As Healing, but heals all nearby allies. <b>Mental Combat</b> <b>Mind Assault (L):</b> Mental attack. (Cha)*Lvl Dm to non-psionic, & (Cha+1)*Lvl Dm to psionic enemies. <b>Mind Fortress (L):</b> Once per combat or in-game hour, negate all damage or effects from one mental attack. <b>Mental Screech (M):</b> Once per combat make a mental attack against ½Lvl+1 nearby enemies. Hit: Lose next turn. <b>Precognition</b> <b>Omen (L):</b> Once per day, look into the future Cha+Lvl hours to get a general idea if a course of action will have a positive or negative outcome. <b>Cheat Fate (L):</b> Once per combat, cause a physical attack to miss. <b>Quantum Curse (M):</b> Mental attack. Hit: Allies gain +2 to attacks against the target for one round. <b>Telekinesis</b> <b>TK Blast (L):</b> Make mental attacks against ½Lvl+1 nearby or engaged enemies. (Con+1)*Lvl Dm. <b>Move Object (L):</b> You can move nearby non-living objects with a Str equal to Con+level. <b>TK Armor (M):</b> Telekinetic force constantly repels attacks. Subtract Lvl from all physical damage. <b>Telepathy</b> <b>Group Mind (L):</b> All willing nearby intelligent beings can communicate mentally. +1 initiative for all PCs. <b>Mind Probe (L):</b> Mental attack. Hit: reveals the surface thoughts of the target. Usable once per in-game hour. <b>Mind Control (M):</b> Mental attack.			

Hit: the target makes an action of the PC's choice on the target's next turn. Cannot be used to force suicide. <b>Teleportation</b> <b>Blink (L):</b> You randomly teleport tiny distances. Add ½Lvl+1 to PD. <b>Jump (L):</b> You can teleport 100 meters per level. You must've been to the place you are teleporting to. <b>Greater Jump (M):</b> You can teleport anywhere on the planet you are on as long as you have been there before, including to/from orbit.
<b>Backgrounds:</b> (6+Int) points. Ex: mutant outcast, tribal shaman, alien priest, military interrogator, precognitive detective, psychic researcher, criminal mastermind, faith healer.
<b>PD:</b> 10+level+Con or Dex
<b>MD:</b> 14+level+Wis or Cha
<b>Combat Specialty:</b> choose one. <b>Ranged:</b> (Dex+1)*½Lvl ranged Dm & Str*½Lvl melee Dm <b>Melee:</b> (Str+1)*½Lvl melee Dm & Dex*½Lvl ranged Dm

### Combat Rolls

Melee attack roll (engaged enemies):

1d20+Str+Level ≥ target's PD

Ranged attack roll (nearby/far targets):

1d20+Dex+Level ≥ target's PD

Mental attack roll (range varies):

1d20+Cha+Level ≥ target's MD

### Damage

Damage is based on class, combat specialty, and special ability used.

Subtract damage from the target's HP.

A roll of a natural 20 does x2 damage.

A modified roll of exactly the targeted enemy's defense does ½ damage.

### Stunts

When a PC performs an action such as disarming, knocking down, or pinning an enemy, they declare they are performing a stunt. Make an appropriate attack roll. If successful the target must accept the stunt effect or take damage as if hit by the attack.

If the attack misses, subsequent attempts of the same stunt do ½ damage. A natural 20 on a stunt roll is always successful and the enemy cannot deny the effect.

**Healing**  
PCs may be healed by Biomorphics or the Medic special ability. PCs also heal HP equal to their (Con+1)\*Lvl per day.

**Death & Death Saves**  
An enemy reduced to 0 HP is dead or

knocked out if the attacker wishes.  
A PC reduced to 0 HP is unconscious and can take no actions except making death saves.  
Death Save roll:  
1d20+Con  $\geq$  Difficulty 15  
A PC dies after three failed saves.  
A PC stabilizes at 0 HP after three successful saves and does not make further rolls.

### Advancement

PCs advance in level as they complete adventures or achieve goals set by themselves or the GM. When you level up, calculate your new HP, PD, MD, combat rolls, & attack damage.  
Level 10 maximum.

### Special Abilities

Fighters and Professionals choose a new Special Ability at 4<sup>th</sup> & 8<sup>th</sup> levels. Each ability may only be taken once.  
Psionics choose a new Psionic Power at 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup> & 10<sup>th</sup> levels.

### Attribute Bonuses

At 5<sup>th</sup> & 9<sup>th</sup> Lvl, +1 to any attribute.

### Spaceships

Every party starts with a sloop-class ship suitable for piracy, smuggling, exploration or all of the above. This ship levels up along with the party.

### Hull Points

Hit Points for ships.

### Fittings

Pick one at 1<sup>st</sup>, 3<sup>rd</sup>, 6<sup>th</sup>, & 9<sup>th</sup> levels.

### Characteristics

Backgrounds for ships. What is the ship designed or outfitted to do?

### Physical Defense (PD)

The ship's ability to defend against physical damage.

### Electronic Defense (ED)

The ship's ability to defend against electronic warfare.

### Space Combat

Space combat is slightly different from regular combat.

### Initiative

The Pilot rolls for the sloop. The PCs can take their actions in any order. The gunner should go last.

### Space Combat Rolls

Weapons attack roll:

1d20+Dex+Level  $\geq$  bogey's Defense

EM attack roll:

1d20+Int+Level  $\geq$  bogey's Defense

Crew Station skill roll:

1d20+applicable background+

attribute+level  $\geq$  bogey's Skill.

### Crew Stations & Actions

The ship's crew works together in space combat. Each PC mans one or more stations they have an

Sloop
<b>Hit Points:</b> (5+Engineer's Engineering/Repair background)*Lvl
<b>Fittings:</b> <b>Armor Plating or ECM:</b> +2 to PD (Armor Plating) or ED (ECM) <b>EMP:</b> EM attack. Once per combat. Hit: target loses it's next turn. <b>Emergency Thrusters:</b> Once per combat, negate all damage from one weapon attack. <b>Heavy Weapons:</b> 3*Lvl Weapon Dm. <b>Homing Missiles:</b> Once per combat you may re-roll a missed attack. <b>Psionic Amplifier:</b> Once per combat, allows a psionic to use Mind Assault, Cheat Fate, Quantum Curse, TK Blast, or Move Object at ship scale. <b>Souped Up:</b> +2 to one crew station's skill rolls. May be taken once for each station. <b>Self-Repair System:</b> Once per combat, repairs 3*Lvl HP of damage. <b>Shields:</b> Subtract level from physical damage done to the ship. <b>Targeting Computer:</b> +2 to weapon attacks.
<b>Characteristics:</b> 6 points. Blockade runner, smuggler, pirate ship, colonial scout, research vessel, messenger packet.
<b>PD:</b> 10+level+Pilot's background
<b>ED:</b> 10+level+EW/ECM Officer's computer/technical background
<b>Damage:</b> 2*Lvl

appropriate background for. The PC selects one of the below actions for their station and makes the Crew Station skill or attack roll.  
A PC can be assigned to more than one station but still only takes one action. Two PCs assigned the same station agree on an action and use the highest roll.

### Pilot

Immelmann: Skill roll. +2 to gunner's next weapons attack.

Guns-D: Skill roll. +2 to PD for one round.

Split-S: Skill roll. Difficulty is bogey's Skill+5. Ends engagement.

### Engineer

More Power: Skill roll. +2 damage to next weapons attack.

Repair: Skill roll. Restore Int\* $\frac{1}{2}$ Lvl HP.

Flank Speed: Skill roll+2 to pilot's next roll.

### EW/ECM Officer

Hack: EM attack. Hit: disable 1 fitting of the enemy ship for 1 round.

EM Attack: Hit: target is -2 to PD for one round.

EM Defense: Skill roll. +2 to ED for 1 round.

### Gunner

Weapons Attack: Hit: HP damage.

### Repairs

Damage not fixed by the end of a space battle is serious and can only be repaired in port. While in port an Engineer can fix Int\* $\frac{1}{2}$ Lvl HP per day.

### Sucking Vacuum

A bogey reduced to 0 HP is destroyed. A PC ship reduced to 0 HP is unable to take actions and is at the mercy of its attacker to be boarded or destroyed.

### Antagonists

If you're going to fly around space, you need someone to shoot with a blaster. Below are the base stats for antagonists level 1 to 10. Most of the time, ">Def" will be PD unless the antagonist is psionic, in which case it will be MD.

Base Antagonist Stats						
Lvl	Att	Dm	HP	>Def	<Def	
1	+3	2	6	13	11	
2	+4	4	12	14	12	
3	+5	6	18	15	13	
4	+6	8	24	16	14	
5	+7	10	30	17	15	
6	+8	12	36	18	16	
7	+9	14	42	19	17	
8	+10	16	48	20	18	
9	+11	18	54	21	19	
10	+12	20	60	22	20	

These values are baselines and can be easily tweaked by +1 or -1 to Attack & PD or MD as seems appropriate.

Other examples of variations:

Glass Cannon: +3 attack, 70% HP.

Offensive: +3 attack, -3 defenses.

Defensive: +3 defenses, 70% HP.

Large or veteran: x1.5 Dm, x2 HP.

Huge or elite: x2 Dm, x3 HP.

### Special Abilities

Antagonists can also have special abilities. One or two flavorful abilities at most is best. Examples:  
Fast: +4 to initiative.

Flight: Disengage from combat freely.

Headshot: Natural 20 kills this enemy.

Mook: 50% Dm. 1 HP only.

Poison: On a hit, the PC must immediately start making death saves.

Psionic: Powers as psionic of same lvl. Assume a 2 Cha/Con for powers. 50% Dm for normal attacks.

Regeneration: Regain  $\frac{1}{2}$  HP twice per combat.

Thrashing Tentacles: +2 to stunts.

2 Attacks: each attack does 50% Dm.

Vicious: On 16+ make another attack.

### Bogeys

Antagonist spaceships are generally meant to be fought one-on-one.

Below are the stats for enemy sloop levels 1-10. Att, HP, & Def can be adjusted up or down by up to 2 for a greater or lesser challenge.

Base Bogey Stats						
Lvl	Att	Dm	HP	Def	Skill	
1	+3	2	8	14	15	
2	+4	4	16	15	15	
3	+5	6	24	16	15	
4	+6	8	32	17	20	
5	+7	10	40	18	20	
6	+8	12	48	19	20	
7	+9	14	56	20	20	
8	+10	16	64	21	25	
9	+11	18	72	22	25	
10	+12	20	80	23	25	

### Bogey Actions

On their turn bogeys can:

• Make a Hack/EM & a Weapons Att.

• Split-S: Bogey's Lvl+4  $\geq$  PD+5.

### Fittings

Antagonist ships have fittings per their level as PC ships do.

### Fighter & Frigate Class Ships

A bogey might also be a squadron of fighters or a larger frigate-class ship.

Fighter: A small ship that usually attacks in flights of 4-6. 50% Dm, 1 HP. Makes only weapon attacks. Split-S maneuver to escape  $\geq$  Skill+10.

Frigate: Smallest class of capital ships, well-armed but less maneuverable. x1.5 Dm, x2 HP. Split-S maneuver to escape is  $\geq$  Skill.

### Sample Antagonists & Bogeys

**Space Pirate**, Lvl 1, Att (fractal cutlass or blaster)+3, Dm 2, HP 6, PD 12, MD 12.

**Space Pirate Psionic**, Lvl 2, Att (fractal cutlass or blaster)+4, Dm 2, HP 12, PD 14, MD 14.

Psionic (Mind Assault 4/6 Dm, Blink)

**Space Pirate Captain**, Lvl 2, Att (fractal cutlass or blaster)+4, Dm 3, HP 24, PD 14, MD 12.

2 Attacks, Veteran

**Insecto-rat**, Lvl 1, Att (mandibles)+3, Dm 1, HP 1, PD 13, MD 11.

Fast (+4 init), Mook

**Asteroid Worm**, Lvl 2, Att (tentacles) +7, Dm 6, HP 24, PD 11, MD 9.

Large, Thrashing Tentacles

**Pirate Ship**, Lvl 1, Att +3, Dm 2, HP 8, Def 14, Skill 15.

Homing Missiles

**Pirate Fighter**, Lvl 1, Att +3, Dm 2, HP 1, Def 14, Skill 15.

Heavy Weapons

**Pirate Frigate**, Lvl 1, Att +3, Dm 3, HP 16, Def 14, Skill 15.

Homing Missiles

### FAQ & Design Notes

*A 0 in Str or Dex means I don't do any damage?*

Yes. If you want to do damage, take at least a 1 in Str or Dex. In certain circumstances it might be appropriate for anyone to do 1 Dm in melee (such as smashing small mooks).

*Why is there no equipment?*

All equipment is built into your stats. PCs are assumed to have whatever equipment and weapons they need for their attacks and backgrounds. Define those however you want.

*Why is there no money?*

Any money earned is assumed to go into supplies, fuel, and improving your equipment, ship and lifestyle.

*Our party's ship sucks!*

Look at your backgrounds. This is a game about flying around in a spaceship, you should take some spacey backgrounds.

*These players are too tough!*

No such thing. Start throwing higher level or veteran/elite antagonists and frigates at them. If you need opponents above level 10, add levels according to the same progression.



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