Pirates of the Stars

a 24-hour RPG by Carl Gerriets

In **Pirates of the Stars**, you can play the role of a desperate pirate trying to survive in deep space, a swashbuckling corsair independently plaguing the ships of your government's enemies, or a dutiful naval officer trying to put an end to these scourges of the spaceways. The game is intended to be fast and fun, helping you to create your own swashbuckling adventures in space. To play, you need a character, so let's create one!

Chapter 1: Character Creation

Character creation involves a mix of rolling dice and making decisions. It's intended to be fun and involving without being unduly time-consuming or requiring lots of complicated calculations. If it seems a little more involved than you'd like, realize that this part of the game is a little more complicated in order to let game play be easier.

It can help to have some kind of character idea in mind, at least in terms of general approach and which side of the law your character is going to be operating on. Your GM will let you know what kind of series to expect, and you can think of a kind of character that would fit in well with that series. But if you don't know exactly what kind of character you want, you can let the dice guide you.

Step 1: Assign Fate Scores
Every PC and major NPC character has three **Fate Scores**. These scores are **Panache**, **Drive**, and **Luck**. Your Fate Scores can help you control the outcome of character creation and can also help you to succeed once the game starts. How you assign your initial Fate Scores determines a lot about the kind of character you are going to play.

Panache is your natural sense of flair and style. It represents your ability to make the difficult seem easy and the impossible seem possible. Someone with a high panache score is striking, stylish, dramatic, or even show-off-ish.

Drive is your determination to succeed despite the odds. Your drive may come from a sense of duty, personal ego that refuses to lose, or sheer, simple

stubbornness. A character with a high drive score might be described as determined, strong-willed, focused, or unshakeable.

Luck is how often the universe arranges for things to go your way, or if you prefer, your intuitive ability to align yourself with the universe so you achieve the desired results. Characters may have different explanations for this luck: one might see it as simple blind chance, another as karma, and another as openness to opportunities. A character with a high luck score is often considered lucky, blessed, fortunate, or opportunistic.

You begin the game with 12 points to divide among your three Fate Scores. The lowest possible score is 0, with 12 therefore the maximum at this time. Most characters will find it advantageous to have at least 1 point in each score. **If you start out with zero points in any Fate Score, you can *never* accumulate points in that score.**

How many points you assign to each score also determines your die type for that score:

Score	Die type
0	None
1-2	d4
3	d6
4	d8
5	d10
6-8	d12
9+	d20

Your assigned die type will not change, but the number of points you have in the score will change. In fact, it may well change during character creation, because you can use points from the Fate Scores to improve your character. Each subsequent step will include instructions on how Fate Scores can be used during that step.

If you would rather roll randomly to assign your Fate Scores, you may do so. Roll 1d10 for Panache and assign that many points to it. For Drive, roll a die that is just smaller than the number of points you have left. (So if you originally rolled a 4 for Panache, leaving you with 8 points, you would roll 1d6.) Assign that number to Drive, and then the remainder to Luck.

Example: I don't know what kind of character I want to create, so I'm going to try the random method. Rolling d10 for Panache I get a 5, which I record, and that means the Panache die type is d10. I have 7 points left, so I roll 1d6 for Drive, getting a 2. That means d4 die type. 12-5-2=5 points left for Luck, again d10. So this character is stylish and lucky, but not driven.

Step 2: Roll Ability Aptitudes
Rather than defining mental and physical attributes, like most RPGs, **Pirates of the Stars** cuts right to the chase and defines your abilities. Each ability is defined as a combination of your aptitude, training, experience, and enhancements.

Aptitudes are randomly determined, but you can use your Fate Scores to improve your results if you wish.
Spending a Panache point allows you to increase any one aptitude to the next larger die type.
Spending a Drive point allows you to rearrange up to four aptitude scores.
Spending a Luck point allows you to reroll twice on any one aptitude and take the best of the three rolls.

To roll your aptitudes, roll 1d6+1d8. You will then "round" the result to the nearest die type, as indicated below:

1d6+1d8 result	Aptitude die result
1-4	d4
5-6	d6
7-8	d8
9-10	d10
11-13	d12
14	d20

The game defines twenty abilities, put within "groups" for ease of reference. Don't let the groups confuse you: clever players will use abilities from the social group, the physical group, and the technical group during combat, for example.

The definitions below are intended to be enough to allow you to make a character. Further detail about the use of these abilities is provided in the appropriate following chapters.

Combat Group
Fight covers the use of all melee weapons, both hand-held and cybernetic attachments.
Brawl covers all unarmed fighting and melee fighting using improvised weapons (that is, items not designed for use as weapons, like chairs, bottles, broomsticks, etc.).
Shoot covers the ability to use ranged weapons, especially guns.
Defend is your ability to avoid being hit or injured in combat, or to protect someone else who is under attack.

Physical Group
Move represents both your speed of movement and your ability to move effectively, so it may be used to cover attempts to jump, swim, or climb as well as running.
Muscle is your ability to manipulate objects through applied strength: use it to break down doors, bend bars, lift heavy objects, etc.
Endure covers all attempts to endure physical hardship. Endure will be used when you try to ignore pain, resist poison or disease, or keep going when you're exhausted.
Sneak defines your ability to be stealthy and do physical actions without being noticed. It covers hiding, moving silently, picking pockets, and anything where you want your body or action to go unobserved.

Social Group
Command shows your ability to compel others to do what you want. Using *command* usually involves intimidation and some kind of implicit or explicit threat of negative consequences.
Persuade, by contrast, is used to get others to go along with you out of a sense of being your ally, at least temporarily.
Decieve is used to convince someone of a falsehood. In contrast with *sneak*, *deceive* applies when words and thoughts are at stake, not actions. So *deceive* would be used to bluff in a card game, to fast-talk a guard, or for "Look over there!" or "Your shoelace is untied" type stunts.
Refuse is your ability to resist attempts to *command*, *persuade*, or *deceive* you.

Mental Group
Deduce is your ability to figure out clues and put together the pieces of puzzles. This ability is a nice backup for situations in which the players can't come up with an answer.
Observe covers all attempts to notice anything that might go overlooked. It's useful for finding the clues that you can *deduce* from or foiling attempts to use *sneak* against you.

Technical Group
Build is your ability to create devices from raw materials. If you want to invent something, or repair something that has been "totaled," this is the ability you need.
Repair allows you to make short- or long-term repairs in damaged devices. *Repair* is also used for attempts to physically bypass or sabotage equipment.
Operate covers most attempts to use machinery or devices less complex than starships. To reprogram the robot or turn off the sensors, use *operate*.

<u>Space Group</u>
Sail covers all the general skills any member of a starship crew needs. To work aboard a ship, move around it, and earn your keep, you have to know how to *sail*.
Pilot is the more specific skill of controlling where a starship goes.
Spacewalk is used for any kind of movement in zero-gravity and handling oneself in space.

Example: Rolling 1d8+1d6 the first time, I get a 6. That translates to a d6 for fight, *which is the kind of ability that seems to fit with Panache. I may need to spend some points. Continuing to roll, I get these results in order: 6,5,6,9,7,10,7,7,5,4,4,3,9,6,9,6,9,11,11,9. If I leave those alone, it's fairly low aptitudes in combat and social group. Knowing how much fighting there's likely to be, I want to do something about that. I can leave* brawl *low, but I'll spend a Drive point to rearrange four scores. I'll swap the 6 on* fight *with the 9 on* deduce *and the 6 on* shoot *with the 10 on* muscle. *Not wanting to get hurt, I also decide to spend a Luck point to reroll twice more on* defend. *Luck pays off, and my second roll is a 13. It may be greedy, but I'm going to go ahead and spend a Panache point to raise that* defend *aptitude one die level to d20.*

Step 3: Choose Your Training Path
You may choose any of the training paths below. Record the training levels indicated on your character sheet.

Academic: Persuade 1, Deceive 1, Refuse 2, Deduce 3, Observe 2, Operate 1
Colonist: Shoot 1, Defend 1, Move 1, Muscle 1, Endure 1, Sail 1, Build 1, Repair 2, Operate 1
Con artist: Defend 1, Move 1, Persuade 2, Deceive 3, Refuse 2, Observe 1
Cop: Fight *or* Brawl 1, Shoot 2, Defend 1, Move 1, Command *or* Persuade 1, Observe 2, Deduce 1, Operate 1
Explorer: Shoot 1, Defend 1, Move 1, Endure 1, Observe 1, Sail 1, Pilot 1, Spacewalk 1, Repair 1, Operate 1
Journalist: Move 1, Sneak 1, Persuade 2, Refuse 1, Observe 2, Deduce 2, Operate 1
Laborer: Brawl 1, Endure 1, Muscle 2, Refuse 2, Repair 2, Operate 2
Mercenary: Brawl 2, Shoot 2, Defend 2, Move 1, Muscle 1, Endure 1, Command 1
Merchant: Defend 1, Move 1, Command 1, Persuade 2, Deceive 2, Refuse 2, Sail 1
Naval officer: Fight 1, Shoot 1, Defend 1, Move 1, Command 2, Refuse 1, Sail 1, Pilot 1, Spacewalk 1
Naval recruit: Brawl 1, Shoot 1, Defend 1, Move 1, Muscle 1, Sail 2, Spacewalk 1, Repair 1, Operate 1
Pilot: Fight 1, Shoot 1, Defend 1, Move 1, Sail 1, Pilot 3, Spacewalk 2

Socialite: Move 1, Command 1, Persuade 2, Deceive 2, Refuse 2, Deduce 1, Observe 1
Spacer: Move 1, Deduce 1, Observe 1, Sail 2, Pilot 1, Spacewalk 2, Repair 1, Operate 1
Technician: Deceive 1, Refuse 1, Deduce 1, Observe 1, Build 1, Repair 3, Operate 2
Thief: Brawl *or* Shoot 1, Defend 1, Move 2, Sneak 2, Deceive 1, Refuse 1, Operate 1, Repair 1

Again, you can use Fate Scores to adjust your Training Path results:
Spending a Panache point allows you to trade scores on your training path for scores of the same level from a different training path. If you trade more than one score in this way, the others must all come from the same training path. (See example below.)
Spending a Drive point lets you add an additional training point to each of any three abilities in your training path.
Spending a Luck point allows you to add one point of training in each of any three abilities not on your training path. You may spend more than one Luck point this way, but each point must be spent on a different ability.

Example: I'm a little worried about those low social skills, so it's tempting to look for something that will give me refuse *training. The obvious path for this character, though, is* pilot, *because it really builds on the strong aptitudes.*

One possibility would be to spend a Panache point to be able to switch out scores with another path. I might switch with merchant, for example, so I could trade away the 2 point spacewalk *for its 2 point* refuse. *For the most part, though, the pilot training set is just what I want, so I choose that path and then spend one Luck point to also get level one training in* endure, refuse, *and* operate. *I'm down to 4 Panache points, 1 Drive point, and 3 Luck points.*

Optional rule: build your own training path
With the GM's permission, you may define your own training path that totals 10 points of training.

Obviously the training path not only improves your character's abilities but suggests what her background is. Think about why your character received that training and how she went from there to the circumstance in which she will start the series.

Step 4: Roll for additional training, experience, and enhancements
Now you are about to make rolls using your Fate Scores. Any points you have spent in steps 2 and 3 of character creation are gone and cannot be used here, and you cannot go back and spend more points on step 2 or 3 after you make these rolls.

For each roll, your die type tells you what kind of die to roll. You may spend as many points as you wish (and those points are then gone), and you roll as many dice as the points you spend.

Your Drive roll tells you how many additional training points you have to spend.
Your Panache roll tells you how many experience points you have to spend.
Your Luck roll **multiplied by 5** tells you how many enhancement points you have to spend.

I feel like I've spent a lot of my Fate points already, but additional abilities going into the start of the game is probably more useful than a few additional dice one time only. In particular I figure I might as well spend the last Drive point. A few more training points will help me more than a 1d4 bonus at some point in the future. Rolling it, I get a measly 1, but it's better than nothing. I debate for a while about the others, then decide to spend two Panache points (for 2d10 experience points) and one Luck point (for 1d10x5 enhancement points). Rolling these, I get 16 experience points but only 10 enhancement points. I'm at 3 Panache, 0 Drive, and 2 Luck. (Even though I've spent Drive to 0, I can still earn more Drive points and use them because I have a die assigned to it.)

Step 5: Spend additional training and experience points
Additional training points raise your training levels, and experience points raise experience levels. Buying one point of either in an ability in which you already have some training (from step 3) costs one point, and buying one point of an ability in which you have no training (from step 3) costs two points.

Example: With only one training point to spend, I can only buy training in an ability in which I already have training. Looking over my choices, I decide to get additional training in defend *to take advantage of my only d20 aptitude. 16 points of experience will go farther. I decide to spend 4 points to get 2 levels of experience in* repair *(no training there) so I have a shot at fixing my ship or whatever else breaks. That leaves 12 points, which I will use all on abilities I have training in. I put 2 each in* fight, brawl, refuse, *and* pilot, *and 1 each in* defend, move, sail, *and* spacewalk. *So my* fight *ability has 4 total dice (1 for aptitude, 1 for training, and 2 for experience) and a d10 ability. When I try to attack with a melee weapon, I'll roll 4d10.* Brawl *is much weaker: just my native ability of 1d6. I add up the rest of my ability dice to see where I stand on the rest. My best score is either* defense *with 4d20 or* pilot *with 6d12.*

Step 6: Spend enhancement points
Enhancements represent equipment, cybernetic or genetic modification, or some other improvement of a character's abilities that could (conceivably) fail to operate or be lost somehow. Enhancements are different than training or

experience. Training or experience brings out the aptitude one already has, so someone with a *fight* aptitude of 1d10 who has 2 points of training and 1 point of experience will roll 4d10 to make a *fight* check. An enhancement can also add to that character's *fight* ability, but the enhancement will not necessarily add another d10. It might add 2d6, or 1d12.

You may buy enhancements freely, no matter what your level of aptitude, training, or experience is. A novice klutz can go buy a high-powered weapon as easily as the most experienced soldier.

Each enhancement point buys one "die side," so a d4 costs 4 enhancement points, and 2d8 costs 16. You can only buy dice that really exist or that your GM will allow you to simulate, so no d7s. If you want to spend 20 points to buy 1d20, 2d10, or 5d4, that's up to you, and the dice can be distributed however you want.

Think about what these enhancements represent, as the type of enhancements you use does a lot to give your character a unique style. And enhancements basically count as your complete list of "equipment," so live it up!

Example: My 10 points of enhancements won't go too far. Maybe I should've spent another Luck point, but I made my decision and I'll live with it. I can either have 1d10 or 1d6 + 1d4. I had hoped to have some fancy weapons, but I decide instead that I'll just live with a run of the mill sword (for fight) *and a generic laser pistol (for* shoot). *Those won't cost any points, but they also won't give any enhancement bonus. Instead I'll but a 1d10 boost to* refuse. *I had managed to raise it to 4d4, but that's still pretty weak. Having an additional d10 in the mix will help. Now I have to figure out what kind of enhancement would help my character to say no to people. I decide that I have a tiny little robot that sits on my shoulder—like a parrot—that can recognize when people are trying to tell me to do something, and it says useful things to me, like "Can you trust him? Maybe you should say no." It's just enough to keep me out of trouble—sometimes.*

Step 7: Fill in the details
Decide on your character's name, species, sex, and appearance. Think about personality, habits, likes, goals, personal history, and outlook.

Wait! What about species modifiers?!?
Pirates of the Stars is set in a space opera universe with hundreds of alien species all living together. No attempt is made to define all these alien species. This lets you have complete freedom to define your own alien race if you wish to play an alien. The setting chapter does describe a few common or important races that you may use if you wish.

So instead of modifying your aptitudes to reflect a race you choose, consider the aptitudes you come up with to at least partially reflect the race your character is. If you roll up a character with high aptitudes in *brawl, muscle,* and *endure,* it could mean that your character is a natural bodybuilder or that she is from a species that's big and tough. You decide how to interpret the numbers in a way that makes the character you want.

Wait! What about equipment?!?
Your enhancements should cover most of the special equipment you have that will help you do things. If you want some more mundane materials—a common laser pistol, a fancy wig, a personal memento—you should be able to reach an agreement with the GM about what is reasonable.

Chapter 2: Ship Creation

Once all the players have made characters, it's time to make the ship. GMs might prefer to make the ship privately, either to control its abilities or to save time, and that's okay. But there are a couple of advantages to making the ship as a group. First, it gets the group connected with each other and with the ship right away. Second, it provides still more temptation to burn those Fate Scores down before play ever starts.

Ship creation is a streamlined and simplified variation of character creation. Ships are defined by a smaller list of abilities than characters, but the two lists have a lot of overlap. Unique names are used here even for very similar abilities to help avoid confusion. Here are the ship abilities:

Attack is the ability to damage other ships.
Grapple is the ability to hold another ship and prevent it from escaping.
Protect is the ability to resist *attack* or *grapple* attempts.
Thrust reflects the ship's overall speed and maneuverability.
Power is the equivalent of *muscle* and measures the ability to ram, carry heavy cargo loads, or otherwise shove its way around.
Withstand is the equivalent of *endure,* defining the ship's ability to keep functioning under severe gravity, temperature extremes, or other stresses.
Cloak is the ship's ability to avoid detection, either altogether, or for a particular activity (like concealing the fact that weapons are powering up).
Detect is the ship's ability to sense data, including what is *cloaked.*

Step 1: Roll for design specs

Each ship is designed to have certain strengths and weaknesses. These design specs are the equivalent of aptitudes in characters. Let each player take a turn rolling the design spec for each ability, unless the players have one person they want to roll them all. The roll is again 1d6+1d8:

1d6+1d8 result	Design spec die result
1-4	d4
5-6	d6
7-8	d8
9-10	d10
11-13	d12
14	d20

Again, Fate Scores can be used to change these results. Any player may spend a point (or more than one) to alter the results:

Spending a Panache point allows you to increase any one spec to the next larger die type.
Spending a Drive point allows you to rearrange up to four spec scores.
Spending a Luck point allows you to reroll twice on any one spec and take the best of the three rolls.

Step 2: Roll for upgrades

Upgrades are the ship equivalent of training and experience for characters. That is, a ship's ability roll equals 1 (design spec) + upgrades for number of dice, with the die type determined by the design spec.

Every ship gets 10 free upgrade points. Any character willing to spend a Fate point to increase this may roll the appropriate Panache, Drive, or Luck die and add that number of upgrade points.

Upgrade points are assigned by random roll on the following table. Roll once for each point and assign the point to that ability. If any player is willing to spend a single Fate point (any kind), the players may instead assign the upgrade points however they wish.

1d8 roll	upgrade goes to
1	Attack
2	Grapple
3	Protect
4	Thrust
5	Power
6	Withstand
7	Cloak
8	Detect

Chapter 3: Doing Stuff

The mechanics of **Pirates of the Stars** are intended to be simple, fun, and fast, so that playing the game is as exciting as the story you're telling. To the extent that the rules try to reflect "realism," it is the realism of adventure stories, not of the real universe.

The basics of doing stuff

When a player announces that her character is going to do something, the GM tells the player what the appropriate ability is (or confirms the player's suggestion). The player rolls the appropriate dice for the ability and adds the results together. This is called the *acting roll*. The GM then rolls for the situational difficulty and any opposition.

Situational difficulty is a roll the GM makes instead of consulting complicated tables to figure out the "target number" of a task. This game lets the dice do the heavy lifting. The GM may decide what dice to roll, but the default "heroic challenge" situational difficulty roll is 3d8.

An *opposition roll* reflects some other character's attempt to prevent you from succeeding. So, for example, when you roll to attack someone with your *fight* ability, they will likely roll *defend* to try to prevent you from hurting them.

Once all rolls are made, the results are compared:
If the *opposition roll* is higher than the *acting roll*, then the opposition prevented success.
If the *situation roll* is higher than the *acting roll*, then some difficulty present in the situation prevented success.
If the *acting roll* is higher than both the *opposition roll* (if any) and the *situation roll*, the act succeeds.

Example: Blackjack Bill is in a hurry to fence his latest acquisitions, some Dulari power crystals. He's meeting with a merchant in a crowded marketplace, trying to make the deal. Bill knows that Imperium soldiers are in the marketplace looking for him, so he has to make the deal quickly and without drawing attention to himself. Bill rolls his persuade *ability. His aptitude is 1d8, and he has one point each of training and experience, but no enhancements. He rolls 3d8 for his acting roll. The merchant rolls his* refuse *ability of 4d6. Bill rolls well and gets an 18; the merchant gets 13. However, the necessity for speed and stealth makes the situation difficult, and the GM rolls 3d10 for this difficulty, getting 19. Interpreting these results, the GM says, "Just as you're about to close the deal, a couple of soldiers come by, causing you to turn to avoid being recognized. Seeing this, the merchant rethinks the wisdom of the deal and backs away, shaking her head."*

Comparing the totals in terms of magnitude can also give some sense of the degree of success or failure. If you roll 22 and your opponent rolls 7, you've done over three times as well, making a very convincing victory! Conversely, if you win by just a point, it's a marginal success.

Wait! What if there's not an ability I need?
The system tries to be simple and streamlined rather than exhaustive. If your group comes up with an ability or two that you all agree should be included, you may just want to build them into the game. In general, though, it's better to just use the closest appropriate ability and adjust the situation roll to reflect any unfamiliarity or any fault of the system's.

Example: While stranded on a remote world, Donna the Red wants to ride a native animal across the tundra to the nearest spaceport. She makes a persuade *roll to befriend the animal (fairly easy, as it is tame), but now she needs to know what to roll to reflect her ability to stay on it and get it to go where she wants. Since there isn't a* ride *ability, the GM rules that* move *is the closest appropriate choice. Donna, who is a technician, wants to use* operate *instead, arguing that the animal is basically an organic vehicle, so she should be able to use the same ability she uses to ride a hovercycle. The GM agrees, but raises the situation difficulty roll to reflect the fact that this technician expects the animal to respond like a machine.*

Using Fate
You can use points from your Fate Scores to increase your chances of success. Spending one point from Panache, Drive, or Luck allows you to roll the corresponding die and add it to your total. You may spend more than one point at a time, but only from a single Fate Score. A shot is either stylish, or lucky, or carefully aimed, but not all three.

You may decide to spend Fate points after your original roll (either an acting or an opposition roll), but you must decide before the GM declares the results. However, once you decide to use Fate points, you must decide how many before you roll them. It's not allowed to roll one Panache die, then check the result, then decide if you want to add another Panache die.

Multiple effects
Sometimes a single action can potentially effect more than one target. In this case, the general rule is to comparing the acting roll with multiple opposition rolls. In some cases, the GM may wish to adjust the situation roll to reflect any greater difficulty from trying to deal with multiple targets.

Example: Later, Bill finds himself confronted by half a dozen soldiers, who move to arrest him. Bill wants to persuade *them to let him go in exchange for a bribe. The GM makes opposition rolls for each guard based on their* refuse *ability, and*

also rolls a significant situation roll (5d8) to reflect the difficulty of getting all of these guards to betray their duty. Bill's roll beats two of the guards, but not the situation roll. None of the guards seems to listen to the bribe attempt, but the GM notes that the two who rolled lowest might listen later if they weren't in such a large group.

Chapter 4: Combat

All of combat is pretty much just more specific application of the general rules provided in chapter 3. For a group that likes it fast and loose, you can just take those rules and run with them. If you like a little more structure, and guidelines for some particular combat situations, this chapter is for you.

Who goes first
Each character makes a move roll to determine initiative. Characters act in the order of these initiative rolls, from highest to lowest. If the situation makes movement hard, the GM can make a low-level situation roll, and anyone who doesn't beat it cannot act at all that round except to make opposition rolls.

Optional rule: multiple actions for the super-speedy
If your character rolls higher than 20 on your initiative roll, you get to act twice: once at the number you rolled, and again at your roll-20. A roll over 40 would provide another action at roll-40, etc.

How much can I do?
Each round you can normally take one action (that is, make one acting roll) and up to three oppositions. Doing more hurts your chances of success.

Movement and range
Pirates of the Stars is not intended to be a miniatures game or to require careful maps and measurements of how far someone can move in a round. Instead, the game tries to simulate exciting, swashbuckling adventure with abstract movement.

A character's position with regard to another character is defined as either *close*, *at range*, *distant,* or *out of range.* A close character is nearby and can be touched or attacked using *fight* or *brawl.* A character *at range* can be reached with a single move or attacked using *shoot.* A character who is *distant* can be attacked with *shoot* but with a harder situation roll to overcome. A character who is *out of range* is essentially no longer in combat.

Every "round" of combat will involve a lot of movement that is incidental and doesn't require a roll (or an "action"): two fighters will circle around each other in melee; a gunslinger will dive behind a table, then pop up to shoot, then crawl over to a wounded comrade; two enraged combatants will charge toward each other.

Movement requires an action (and a roll) only if you are trying to change the range between you and another character. If the other character also wants to change the range in the same way, no roll or action is required. If the other character does not oppose the change, you need only roll better than any

situation roll to change the distance by one degree. If the other character opposes the change, that character rolls *move* as an opposition roll, and you must do better than both the opposition and the situation to succeed, as usual.

Attacking
To attack, you roll your appropriate combat ability (*fight*, *brawl*, or *shoot*) and compare it to the situation roll and your target's opposition roll (if any). If you succeed, you've hit the target.

Defending
To defend yourself or someone else, you use the *defend* ability as an opposing roll. Remember you can only make three opposing rolls per round for free. If you choose to defend as your action, you get three additional defense rolls for the round.

To defend someone else, you must be *close* to them (see movement and range, above). If you fail to defend in this case, the GM may rule whether the attack hits you or goes on to the target (who may also defend against it).

Damage
No fancy calculations here. Just three simple rules:

The one-shot rule
Minor NPCs are out of the fight as soon as anyone makes a successful attack against them. "Out of the fight" might mean dead, unconscious, crippled, wounded too badly to continue, or frightened away, but in any case, they present no further opposition.

The two-shot rule
Significant NPCs get two shots. The first attack that succeeds against them leaves them wounded (see below). The second successful attack takes them out of the fight.

The three-shot rule
PCs and major NPCs get three shots. The first successful attack is only a warning: a graze, impossibly near miss, or "flesh wound" that has no direct effect on play other than warning the character that it's getting serious. The second successful attack puts their status to wounded. The third shot takes them out of the fight, either completely or to the "sidelines."

Wounded
A character who is wounded has received some damage which affects her ability to fight. When she acts, the situation rolls for her should be raised by one die type (e.g., from d8 to d10).

Sidelines

PCs who are taken out of the fight may be allowed to stay on the "sidelines." This means the character is no longer able to make acting rolls but may still observe and communicate. This represents a combatant who is immobilized with pain but still awake, or fighting to regain or retain consciousness. Such a character may make a single opposition roll, even on another's behalf, but then the character immediately falls unconscious (or worse), regardless of the result of the roll.

Recovery

A character who is wounded remains so at least until the current fight is over. At that point, she can recover by either (1) spending a Fate point or (2) resting for eight hours and then making an *endure* test against 5d10. Each additional eight hours of rest allows another check and removes one of the d10s from this situation roll, to a minimum of 1d10. A previously wounded character entering a fight is considered to have already taken one shot. A next shot worsens the wound, adding another die level to situation rolls.

A character who has taken all three shots is in much worse shape. If the GM wishes to create a lethal universe, the third shot can be deadly. More commonly, it will mean that the character is unconscious until stabilized with medical care (appropriate equipment and a successful *operate* roll against 3d8). At that point the character is in a state similar to the wounded character described above, save that tests are only made after every twenty-four hours of rest and the starting difficulty is 5d12. If the character attempts to do anything before successfully recovering, she is considered wounded and to have already taken two shots.

Multiple actions

We need to consider three types of "multiple actions."

The first is when a roll result is so dramatic that the GM interprets it to mean multiple successes. For example, if a PC rolls a 30 against a *defend* roll of 10, the GM might rule that the single shot kills one guard, who knocks over another, and sends a third running in fear. In this case, the player did not request the multiple success; it is just the result of the GM's interpretation of the dice. So this is not a multiple action, but a multiple result.

The second case is an attempt to use a single action to affect many targets, as described in "multiple effects" in chapter 3. Their can be combat applications of multiple effects: a character swinging a weapon in a wide arc to threaten multiple "close" opponents, an attempt to bluff (*deceive*) several opponents at once, or a blanket *command* to "lay down your weapons." In these cases, the best method is again to compare with each individual opposition roll, and to apply a significant situation roll if the task is made much harder by having

more opponents. In the case of the wide arc attack, no situation adjustment may be necessary, or just a slight one. In the case of trying to *command* a whole group to surrender, their numbers are likely to give them increased confidence that could be reflected with an increased situation roll.

The third case is when a character actually tries to do more than one acting roll in a single initiative turn. For example, a pirate wants to charge across the room, cutting distance from "at range" to "close," and then immediately attack. If the opposing character doesn't want the distance closed, both actions require a roll. In this case, the character performing multiple actions loses one (high) die from each subsequent action. The first action loses one die, the second loses two, and so on. Generally failure on any action in the sequence will preclude any further successes.

Example: Captain Mary Blood wants to swing across a crowded barroom on a chandelier, attack a naval officer with her vibrosword, and swing on to the far balcony. She first must make a move roll to swing safely to the right place. Her move *aptitude is 1d10, and she has 1 point of training and 2 points of experience, so her total* move *ability is 4d10. She loses 1d10 for the extra actions, and so rolls 3d10. Her result of 17 is greater than the situation roll of 12, so she swings elegantly to where the officer is. Next she must attack. Her normal* fight *roll would be 5d8+1d12 (her vibrosword is a 1d12 enhancement), but she loses her two best dice from this action because it is her second in a multi-action series. So she instead rolls 4d8, beating the officer's defense and wounding him. Swinging on she rolls only 1d10 (third action costs her three dice), getting a 4, which will obviously not be nearly enough. Her player tells the GM to wait while she decides how many Panache points to spend….*

Ship combat

Ship to ship combat is really just a specific application of all the rules covered so far. Ships' statistics are slightly different than characters', but they work in the same way. Any PC or major NPC aboard a ship can usually contribute Fate points to the ship's actions, although GMs may wish to limit characters to only contributing Fate points to actions they are involved in: that is, only the pilot can contribute Fate points to *thrust* checks, only the gunner for *attack*, etc.

Boarding

In any pirate game, boarding actions are going to be a frequent occurrence. If a ship is successfully *grappled,* boarding can be automatic or nearly so, and any ship taken out of the fight is dead in space (at least until *repair* can be done) and so can be boarded automatically.

But neither pirates nor their enemies always wait for such ideal boarding opportunities. Instead, it is common practice to use *boarding launchers*, *secondskin suits*, and *burst phase inducers* to board ships during combat.

A boarding launcher is a device used to propel boarders through space to the target ship. Most crews have the cheaper kind of boarding launchers, which are rather like cannons that fire crew instead of ammunition. Firing a launcher cannon at a ship that is close is automatic, but hitting the target on a ship at range requires a *shoot* or *operate* roll (situation difficulty 3d8). The character being launched cannot make the roll—someone outside the launcher must do it. A miss indicates that the character is launched past the target ship and into space, where he must either be caught by one of his fellow boarders who hit the target (successful *spacewalk* roll to secure the drifter with a tether) or picked up by a ship before air runs out (about 15 minutes in a secondskin suit).

Richer spacers have boarding packs: small, use-and-lose jetpacks with just enough fuel for two shots across space. Again, hitting a target at range requires a successful roll, in this case using *spacewalk*. If you miss, you can use the second shot to try again, but then you don't have any fuel to get home if your boarding attempt is repelled.

Of course all of this would be useless without the brilliant invention of the burst phase inducer. This small device temporarily (about 0.8 second) renders the user out of phase with the surrounding universe, allowing her to pass through solid objects, like starship hulls. Its use must be timed correctly (*operate* check vs. 3d6 situation roll) to allow the boarder to pass into the target ship. Failure means a painful slam into the hull, and the boarder must either try to get back to their own ship or somehow get to an airlock and trigger it from outside (typically a *repair* task vs. 4d6). Phase inducers take over an hour to reset before they are usable again.

Occasionally someone will try to use a burst phase inducer in combat as a defensive weapon. ("They can't hit me if I'm out of phase.") Because of their long reset times, this is a one-time stunt unless the fighter is carrying multiple inducers. PCs who wish to carry a bunch of inducers for combat may by this as an enhancement to the *defend* ability.

Chapter 5: Improvement

Characters who live through their adventures gain improvement points to reflect the growth and learning that results from harrowing escapes, once-in-a-lifetime successes, and death-defying stunts.

Awarding improvement points

At the end of each adventure, the GM should award improvement points. Each PC should get at least 1 point, and 3-4 should be a typical reward. 5 or 6 would be an award to really honor exceptional performance, and 7 or more should reflect once-in-a-lifetime achievements for both the player and the character.

It may be useful to keep track of the improvement points given out over the course of a series, so that any new character being added to the game could be given a similar amount of improvement points to spend right away.

Spending improvement points

Players may spend improvement points immediately or save them for the future. Once earned, improvement points cannot be lost or taken away. Once spent, they are spent forever.

Buying training or experience levels

To buy a training level in an ability in which you are already trained costs an amount equal to the number of training levels you already have in that ability x2. To buy a first training level in an ability costs 1 point if you have no experience in that ability, or 2x your current experience level otherwise.

To buy a first experience level in an ability costs 2 points if you have no training, or 1 point if you have any training in that ability. To increase an experience level by one costs two times your current experience level if you have more training than experience, or three times the current experience level if you have more experience than training or equal amounts.

Buying training or experience levels		
Buy what?	**Condition**	**Cost**
First training level	No experience in ability	1 point
First training level	Experience in that ability	2x current experience level
+1 training level	(already trained)	2x current training level
First experience level	No training in ability	2 points
First experience level	Training in that ability	1 point
+1 experience level	Training > experience	2x current experience level
+1 experience level	Training <= experience	3x current experience level

Buying enhancements
Enhancements for any ability can be bought for the value of the number of die sides purchased. GM approval for any enhancement is always necessary, but should usually be given.

Losing enhancements
Remember, enhancements can be lost. Some enhancements are objects which can be broken, stolen, or destroyed. Others are modifications to your body which can malfunction or somehow be countered. If you lose an enhancement, temporarily or permanently, you don't get any improvement points back and you may not whine about it. On the other hand, if you get an opportunity to repair, recover, or identically replace an enhancement you lost during play, the GM should not charge you improvement points for it. This is true **only** if you are getting the exact same enhancement as before back—not getting a different enhancement of the same die value.

Buying Fate points
To buy an additional Fate point costs 3x the **total** number of Fate points you currently have, or 2 points minimum if you have 0 Fate points.

Chapter 6: Setting

Pirates of the Stars takes place in a vast space opera universe, with dozens of interstellar governments, hundreds of species, and thousands upon thousands of inhabited systems.

Yet among all this vastness, some key players stand out.

Geography and travel

The Core are the collection of densely packed worlds that most intelligent species hail from. All the major interstellar governments, and most of the minor ones, are based there as well.

The Edge is largely unexplored space and home to many colonies, outposts, and scouting stations from the major powers. The Edge is where most ***Pirates of the Stars*** series will take place. The Edge is far enough from any center of power that navies don't control space, there are places to hide, and there are plenty of newly discovered riches to be stolen.

Beyond that, GMs are free to play as fast an loose with geography as they wish. It's probably useful to establish a couple of planets that serve as recurring settings—a safe haven for the pirates to use as a "home base," perhaps, and a key colony with a strong naval presence. Other systems and worlds can be created as they are needed.

Space travel is by starships equipped with the powerful boom drive. Boomships can travel through normal space at many times the speed of light, but the distance from the Core to the Edge is very great, and communication is never faster than the fastest boomship. All of this means that despite these impressive ships, the Edge remains largely isolated, allowing pirates the freedom they need to ply their trade.

Also, the "boom field" that allows boomships to travel faster than light is notoriously easy to disrupt. Strong solar flares, unusual gravitic fields, and some say even bad karma can cause the field to fail, leaving a ship becalmed for an extended period. And of course all pirate vessels and warships carry devices which disrupt boom fields of nearby ships ("distant" in game terms), helping to prevent faster-than-light escapes.

Major governments

Three vast governments dominate the landscape of the political and physical universe. These three powers maneuver and fight with each other to increase their strength. Each wishes to control more territory, acquire more resources, and found more colonies than the others. All three agree that pirates are trouble, but all three perpetuate the problem by employing privateers, pirates

licensed to act against their enemies. And all three refuse to address the common problems of abuse and hardship faced by many sailors which drive many to piracy.

The Imperium Humanis
As its name implies, this powerful government is founded, controlled, and dominated by humans, who seem to believe they have some sort of destiny to rule the universe. The Imperium is very concerned with honor and duty, and some of its citizens strongly believe in the ideals it proclaims. Its critics, internal and external, claim that the Imperium is corrupt beneath its shiny surface.

As a government, the Imperium is fairly benign to its citizens. When it conquers a system (usually through a combination of diplomacy and a show of force, only rarely through actual military action), the Imperium immediately brings improved transport and communication, state of the art medical technology, and an appreciation for the arts. The Imperium seldom meddles in internal affairs or disrupts existing local leaders as long as proper tribute is paid. Plenty of systems eagerly join the Imperium, considering the bargain a good one. Non-human systems often complain of being treated as second-class citizens, and certainly they are, but second-class citizens of the Imperium are ahead of first-class citizens on many non-Imperium worlds.

Equipped with solid technology, excellent resources, and probably the strongest navy in space, the Imperium's only obvious flaw is its overconfidence. When dealing with pirates, the Imperium consistently sends its officers in the Edge expectations beyond what is possible and resources below what is needed. As a result, Imperium officers must rely on what they can take from the colonies or, in extreme cases, resort to piracy themselves. (The loyal ones, of course, prey only on other governments.)

The Domination
The Domination is an interstellar government ruled by a species called the Tahz. Although the highest levels of government are limited to the Tahz, on the whole the Domination is more diverse and tolerant than the Imperium Humanis, and non-Tahz can do quite well for themselves if they are clever. Tahz are invertebrates with a remarkable gift for technical innovation. The Domination's technology is second to none, and it is this remarkable technology that permits the slug-like Tahz to control a vast empire in which they account for only 10% of the population.

When the Domination takes control of a system, a trusted Tahz takes over and surveillance and defense technology immediately floods the region. The rulers of the Domination are able to keep a close eye on all that happens within their borders.

Their colonies in the Edge are much more problematic. Limited communication makes it difficult for regional governors in the colonies to receive timely instructions from their overseers. Attempts to correct for these problems with more autonomous governors and more technology have largely failed as pirates have intercepted many of the technology shipments. When the Domination's navy does capture a pirate crew, they tend to respond viciously, hoping to set a strong negative example. Back home, they continue to try to develop a technical solution that will solve this problem.

Inter-Cartel
This government is viewed more as a voluntary partnership, although the economic policies of Inter-Cartel make it very difficult for any world to leave the partnership with sufficient resources to survive alone. The sole focus of this government is trade. While their member engage in significant resource mining and manufacturing, all of this is for the purpose of having goods to trade. Piracy is seen as the greatest crime imaginable.

Unfortunately, Inter-Cartel cannot come to internal consensus about what to do about the pirates. Several members do not trade or mine in the Edge, and so they are less concerned about piracy. Other members block initiatives for political reasons. And Inter-Cartel does not have the superior technology of the Domination or the vast naval might of the Imperium Humanis to use against those who rob them.

What the Cartel does have is diversity. It is by far the most diverse major government in both population and distribution of power. Inter-Cartel does much to tout this fact, claiming to be the government of "full opportunity." What they do not mention is that this opportunity exists much more for some than for others, and the many poor who struggle to survive on cartel worlds would much rather be ruled by the Imperium or the Domination. Some of these poor try to make a new life on the spacelanes or in the colonies, but there too they are abused and neglected by their wealthy overseers. This drives some to short-lived attempts at rebellion, and others to mutiny and piracy.

Interesting species
The universe is full of many species, but here are a few worth noting.

Humans
You know what humans are. They're the most numerous species in the galaxy, and they're everywhere. You've seen them, heard them, smelled them. Ugh. Next.

Tahz
These highly intelligent invertebrates look like meter-tall slugs with multiple tentacles all along their bodies. These tentacles are capable of extremely fine manipulation of tools, and together with their focus and curiosity, this has

allowed the Tahz to achieve technological superiority over other species that might appear more physically capable.

Most Tahz use some kind of robot assistant or powered suit to provide themselves with increased mobility, protection, and height. These measures help to offset natural disadvantages and help to discourage negative stereotyping.

Jeoparra
The Jeoparra are a bipedal feline race whose high reproductive rates have helped them become almost as common a sight as humans. Jeoparra tend to be individualistic, though sometimes they form strong family bonds.

Jeoparra resent comparisons to cats, and especially to domesticated cats, but they encourage such comparisons with their curiosity, playfulness, and aloof adaptability.

Dalg
Dalg are two-headed giants commonly reaching eight feet in height. Valued for their strength and their consistency and commitment, Dalg are in demand as laborers, bodyguards, and soldiers.

Many Dalg find it strange and amusing that other species have their brains in their heads. The Dalg brain is located at the base of the neck, and a Dalg can lose a head and survive, sometime even getting a cybernetic replacement to restore lost sensory function.

Szzanzna
This unusual species is insectasoid in nature, but their hivemind ability is developed far beyond what is common in most insects. The Szzanzna hives are truly able to work as one, grouping themselves into a roughly humanoid mass in order to interact with the humanoids who control most of the galaxy. Many other species are disconcerted by the shifting appearance of these walking hives, but the Szzanzna are working to create improved understanding and tolerance of their kind.

Szzanzna individually are not long-lived, but the hives appear able to exist indefinitely, with the hivemind able to retain its personality and memories for as long as more than half of the hive is not dispersed or destroyed.

Chapter 7: GM advice

Everything in this chapter is definitely take-it-or-leave-it stuff. It's intended to help you run **Pirates of the Stars,** but you have to decide what you do or don't need to run a successful series.

Series type

It helps to start by deciding which of three basic kinds of series you want to run. Each series has its own advantages, disadvantages, and flavor. Decide which you and your players would enjoy.

Pirates

The most obvious series is in some senses the easiest. Give the PCs a ship and set them loose plaguing the spacelanes. A pirate crew can be very diverse, and many players like to be free from outside demands of what they have to do and how they have to behave. The downside is that it can be difficult to keep things under control and keep the series fresh. After a while, the players may get tired of raiding merchant ships and running from naval vessels.

Privateer

A privateer ship is a ship that is given license by a government to commit acts of piracy against other governments. This still lets the PCs undertake pirate raids, but (at least theoretically) only against certain governments. If this series starts to get old, it's easy to introduce some political and moral ambiguity: if the PCs' nation is so good, why does it support attacks on others? What if the medicine they steal was headed for a colony that really needs it? Are the PCs just pawns in governmental games?

Catch the pirates

The other option is to pit the PCs against the pirates, probably as members of a naval crew charged with the task. This makes it a little easier to think of the PCs as on the side of "good," and puts them under tighter (but still far from total) control, as they have orders to follow and codes of honor to uphold.

From one to another

Of course it is possible to move from one of these series types to another. The PCs might begin trying to catch pirates, then receive license to act as privateers, and eventually become independent pirates. It can be interesting to take an honor-bound character and force her into the life of an outlaw to see how she handles it. And sometimes pirates may reform, accept clemency, and join forces with those who oppose their former allies.

Handling the system

The system is really intended to let the dice do the work for you. Don't ever look anything up during a game. Just pick an ability that seems appropriate,

set a situation difficulty you think is reasonable, and roll it. That lets the dice tell you how hard it really is. Maybe that floor that looks slippery really isn't. Maybe the crowd is actually resentful of the navy and will deliberately get in the way of the sailors as they try to push through. Stay light on your feet, and let the dice work for you.

Enhancements
Don't permanently take an enhancement away lightly, but also don't be afraid to do it if the enhancement is annoying or you just think the character needs a little bad news once. Do remember that enhancements can be lost or fouled up, and use it as a plot device. Maybe one of the villains has a scrambler that will interfere with all cybernetics in the area. Maybe someone steals the captain's neuro-astrolabe.

Ships
You have to see how your players feel about this one, but pirates commonly traded off ships quite readily depending on what was available. The players might enjoy a periodic opportunity to roll up a new ship, and it's another chance for you to get them to burn those Fate points!

Designer's Notes

I enjoyed the challenge and fun of this project. I started last night about 8:17 p.m., and after fishing around for a concept for a while I decided I couldn't do it. I played a computer game for about an hour, then went to bed starting to see how I could do this game.

Today I had some outside delays, and I'll have more coming up, so I certainly haven't given this a true 24 hours, but I'm going to push to meet the deadline anyway and see how it comes out.

I wish I could include some cool artwork, but I'm no artist and time is short, especially for me because I won't use artwork unless I'm sure I legally can. Ironic, I guess, given the theme of the game. It would take me 24 days to produce even one piece of decent art, if I could even do it then.

I don't think I've cheated, though I'll have to reread the official rules to be sure. I did borrow the "situation roll" mechanic and a little bit of how abilities are set up from another, more generic system I've been working on for some time. If that's cheating, I cheated. But if that's cheating, I think anybody who uses hit points or attribute scores is cheating. Every RPG, like every creation, borrows from other sources.

If I had more time, I would do more to capture a pirate-y, swashbuckling flavor throughout, I'd make a much better character sheet, I'd add more examples, especially of possible enhancements for the different abilities, and I'd try to give a sample adventure or at least scenario to get things going. Alas, time is short.

If anyone actually tries this out, I'd love to hear about your experience with it: confusedcarl@yahoo.com.

Character Creation Quick Guide

1. Divide 12 points among the Fate Scores (Panache, Drive, Luck). Use the scores you assign to determine your die type for each score:

Score	Die type
0	None
1-2	d4
3	d6
4	d8
5	d10
6-8	d12
9+	d20

2. Roll 1d6+1d8 for each ability aptitude.

1d6+1d8 result	Aptitude die result
1-4	d4
5-6	d6
7-8	d8
9-10	d10
11-13	d12
14	d20

Spending a Panache point allows you to increase any one aptitude to the next larger die type.

Spending a Drive point allows you to rearrange up to four aptitude scores.

Spending a Luck point allows you to reroll twice on any one aptitude and take the best of the three rolls.

3. Select a training path and record the appropriate training scores:

Academic: Persuade 1, Deceive 1, Refuse 2, Deduce 3, Observe 2, Operate 1

Colonist: Shoot 1, Defend 1, Move 1, Muscle 1, Endure 1, Sail 1, Build 1, Repair 2, Operate 1

Con artist: Defend 1, Move 1, Persuade 2, Deceive 3, Refuse 2, Observe 1

Cop: Fight *or* Brawl 1, Shoot 2, Defend 1, Move 1, Command *or* Persuade 1, Observe 2, Deduce 1, Operate 1

Explorer: Shoot 1, Defend 1, Move 1, Endure 1, Observe 1, Sail 1, Pilot 1, Spacewalk 1, Repair 1, Operate 1

Journalist: Move 1, Sneak 1, Persuade 2, Refuse 1, Observe 2, Deduce 2, Operate 1

Laborer: Brawl 1, Endure 1, Muscle 2, Refuse 2, Repair 2, Operate 2

Mercenary: Brawl 2, Shoot 2, Defend 2, Move 1, Muscle 1, Endure 1, Command 1

Merchant: Defend 1, Move 1, Command 1, Persuade 2, Deceive 2, Refuse 2, Sail 1

Naval officer: Fight 1, Shoot 1, Defend 1, Move 1, Command 2, Refuse 1, Sail 1, Pilot 1, Spacewalk 1

Naval recruit: Brawl 1, Shoot 1, Defend 1, Move 1, Muscle 1, Sail 2, Spacewalk 1, Repair 1, Operate 1

Pilot: Fight 1, Shoot 1, Defend 1, Move 1, Sail 1, Pilot 3, Spacewalk 2

Socialite: Move 1, Command 1, Persuade 2, Deceive 2, Refuse 2, Deduce 1, Observe 1

Spacer: Move 1, Deduce 1, Observe 1, Sail 2, Pilot 1, Spacewalk 2, Repair 1, Operate 1

Technician: Deceive 1, Refuse 1, Deduce 1, Observe 1, Build 1, Repair 3, Operate 2

Thief: Brawl *or* Shoot 1, Defend 1, Move 2, Sneak 2, Deceive 1, Refuse 1, Operate 1, Repair 1

Spending a Panache point allows you to trade scores on your training path for scores of the same level from a different training path. If you trade more than one score in this way, the others must all come from the same training path. (See example below.)

Spending a Drive point lets you add an additional training point to each of any three abilities in your training path.

Spending a Luck point allows you to add one point of training in each of any three abilities not on your training path. You may spend more than one Luck point this way, but each point must be spent on a different ability.

4. Roll for each Fate Score. For each roll, your die type tells you what kind of die to roll. You may spend as many points as you wish (and those points are then gone), and you roll as many dice as the points you spend. Your Drive roll tells you how many additional training points you have to spend. Your Panache roll tells you how many experience points you have to spend. Your Luck roll **multiplied by 5** tells you how many enhancement points you have to spend.

5. Training points and experience points are spent to raise training and experience levels, respectively. If you already have training (from step 3) in an ability, the cost is one point per level; otherwise, it is two points per level.

6. Buy enhancements. Each enhancement point buys one "die side," so 1d4 costs 4 points, 2d8 costs 16. These may be distributed among abilities as you wish.

7. Decide on your character's name, species, sex, and appearance. Think about personality, habits, likes, goals, personal history, and outlook.

Pirates of the Stars character sheet

Character name:					Player:		

Species: Sex: Height: Weight:

Personality:

Appearance:

Fate Scores

Panache points _____ die _____   **Drive** points _____ die _____   **Luck** points _____ die _____

Abilities

Ability	Aptitude	Training	Experience	Total dice	Die type	Enhancements	Enh. dice
Combat group							
Fight	1	+	+	=			
Brawl	1	+	+	=			
Shoot	1	+	+	=			
Defend	1	+	+	=			
Physical group							
Move	1	+	+	=			
Muscle	1	+	+	=			
Endure	1	+	+	=			
Sneak	1	+	+	=			
Social group							
Command	1	+	+	=			
Persuade	1	+	+	=			
Deceive	1	+	+	=			
Refuse	1	+	+	=			
Mental group							
Deduce	1	+	+	=			
Observe	1	+	+	=			
Technical group							
Build	1	+	+	=			
Repair	1	+	+	=			
Operate	1	+	+	=			
Space group							
Sail	1	+	+	=			
Pilot	1	+	+	=			
Spacewalk	1	+	+	=			