

## Blasters & Blackholes

This the bleeding beta of the yet-to-be-officially names Gonzo Space Opera game. There's a lot that will change before this is done.

### The Six Attributes

**Why rename the Attributes?** This is to set the feel and tone of the game.

**Brawn:** This is the raw physical strength of a character. A character's Brawn Modifier applies to Attack and Damage rolls with melee attacks.

**Moves:** This is how fast, nimble and dexterous the character is. The Moves modifier affects the character's AC and ranged attack rolls. It is also applied to the charcter's Reflex Saving Throw.

**Guts:** This is how tough the character is. Characters with a lot of guts can take a pounding. Apply the character's Guts modifier to Hit Point rolls each level. It also applies to the character's Fortitude Save.

**Brains:** Hey, you're smart. The character gains bonus Skill Points each level based on his Brains Modifier.

**Cool:** You're character is level headed and doesn't get frazzled easily. A character's Cool Modifier is applied to his Will Save.

**Mojo:** Personality, charm, luck and the "It Factor". Use the character's Mojo Modifier to adjust NPC Reaction rolls and the character's Luck Save.

Score	Modifier
3 to 4	-2
5 to 8	-1
9 to 12	0
13 to 16	+1
17 to 18	+2

### Saving Throws

Each class has a Base Saving Throw determined by the character's level. Characters received bonuses (or penalties) to their Saving Throws based on Class, Race, and Attribute Scores.

**Fortitude (Guts Modifier):** Poison, disease, drugs, and radiation.

**Will (Cool Modifier):** Psionics, mind control, and similar abilities.

**Reflex (Moves Modifier):** Area effect attacks, traps, and other hazards.

**Luck (Mojo Modifier):** Being in the right place at the wright time. Save versus death. And Save versus ranged attacks for half damage. (This last bit is to simulate why people will still use swords when they have blasters.)

### Hit Points & Hit Dice

All "humanoid" player characters have d6 HD. This may be adjusted by species. See the Aliens and Robots section (Coming Soon). Characters gain bonus HP each level based on their class and Guts modifier.

At 1<sup>st</sup> level, players roll 2 HD for starting HP and apply any modifiers for Guts or Class once. At 2<sup>nd</sup> level, 2 HD are rolled and the modifiers are applied twice. Use the higher total.

## The Grunt

Warrior, Soldier, Mercenary, Marine, Killer.

**Bonus HP/Level:** +2

**Skill Points/Level:** d4+Brains Modifier

**Weapons & Armor:** All

Level	Attack Bonus	Base Saving Throw	Damage Bonus
1	+1	14	d3
2	+2	13	d4
3	+2	12	d4
4	+3	11	d6
5	+3	10	d6
6	+4	9	d8
7	+4	8	d8
8	+5	7	d10
9	+5	6	d10
10	+6	5	d12

**Rock & Roll:** Starting at 4<sup>th</sup> level, Grunts may opt to make two attacks per round. Each attack roll uses one half of the Grunt's total Attack Bonus.

**Short Controlled Bursts:** +1 to Ammo Save. (See the Weapons, Armor & Gear section.)

## The Scoundrel

They call you assassin, gambler, gunslinger, pirate, smuggler, thief, and bounty hunter. And that's if they like you.

**Bonus HP/Level:** +1

**Skill Points/Level:** d8+Brains Modifier

**Weapons & Armor:** Military Weapons, Personal Armor

Level	Attack Bonus	Base Saving Throw	Dodge Bonus
1	0	15	0
2	+1	14	+1
3	+1	13	+1
4	+2	12	+1
5	+2	11	+1
6	+3	10	+2
7	+3	9	+2
8	+3	8	+2
9	+4	7	+2
10	+4	6	+3

**Dodge Bonus:** Scoundrels who want to live long lives learn to duck. They gain a bonus to their AC based on their level while wearing no or Personal Armor.

**Lucky Bastard:** Scoundrels are lucky. They gain a +1 bonus to their Luck Save.

## The Psychic

The universe is your bitch. You can warp reality. Rip holes in the fabric of space and time. Crush weaker wills. For some reason, no one wants to play cards with you.

**Bonus HP/Level:** +0

**Skill Points/Level:** d6+Brains Modifier

**Weapons & Armor:** Personal Weapons and Armor

Level	Attack Bonus	Base Saving Throw	Psi Die	Psi Abilities Known	Max Psi Ability Level
1	0	15	d3	2	1
2	0	14	d4	3	1
3	+1	13	d4	4	2
4	+1	12	d6	5	2
5	+1	11	d6	6	3
6	+2	10	d8	8	3
7	+2	9	d8	9	4
8	+2	8	d10	10	4
9	+2	7	d10	12	5
10	+3	6	d12	14	5

**Activate Psi Abilities:** Roll 1d20+Cool Modifier+Psi Die-Psi Ability Level and compare to the following chart for the results.

6 or less	Screwed Up! You just blew a psionic fuse. You cannot use any Psi Abilities for the rest of the day. Plus roll your Psi Die and take that much damage. The GM or the Ability attempted may decide on other disastrous side effects.
5 to 10	Fail! You looked really impressive concentrating for a round but nothing happened.
11 to 20	Success! You did it. What do you want a medal?
21 to 25	Wow! That was impressive. Not only did the power work but you're rejuvenated Roll your Psi Die and heal that many HP.
26 or more!	Epic! That was a bit scary. You may either A) Target(s) make Save(s) at -4. Or B) Immediately attempt to use another Psi Ability but only roll 1d20+Cool Modifier-the Ability's Level.

**Gaining Psi Abilities:** As psychic characters levels they gain more Psychic Abilities but once those choices are made they cannot be changed.

**Detect Psi:** With a normal Notice check, a Psychic can detect active Psi Abilities. With a Cool Notice check, they can detect if a being is psychic even if it isn't using its powers.

## Skills

**The Basics:** Each skill has a rating. This rating is the chance on a d12 that the character can successfully perform a task.

**Starting Skills:** All skills start with a rating of 1. Each skill has an Attribute or Attributes linked to it. If a character's score in that Attribute is 13 or greater then the character gains +1 rating in that skill. If two Attributes are listed then the character can gains +1 for each Attribute above 13.

Additionally, 1<sup>st</sup> level characters begin play with the maximum number of Skill Points according to their class. Apply any bonuses for Attributes or Race to a skill before spending Skill Points.

**Spending Skill Points:** Each level characters gain Skill Points based on their Class and Brains Modifier. It costs the next higher rating to increase a Skill. So to raise a Skill from 3 to 4, it costs 4 Skill Points. Each raise in Rating must be purchased individually. Unused Skill Points may be saved between levels.

**Opposed Rolls:** When an opposed Skill Check is call for. Both parties roll. The one that rolls the higher and still is successful wins. In the event of tie, the character with the higher Skill Rating wins. If both fail then its a stalemate and re-roll again or the GM may make a common sense decision on what happens.

**Cool Rating:** Sometimes characters want to do something really strange, difficult, or cool with a skill like jury rig a blaster pistol into a grenade, fix a hyperdrive with bubble gum and duct tape, or convince the Nurgolian Ambassador that that you're close enough to his species for a little romantic rendezvous. That's when the character rolls on the Cool Rating for his skill.

Skill Rating	1 to 2	3 to 5	6 to 8	9 to 11	12
Cool Rating	0	1	2	3	4

## The Skill List

- *Athletics (Brawn/Moves)*: Running, jumping, climbing, acrobatics, Zero-G flips and twirls.
- *Carousing (Guts/Mojo)*: Surviving a killer hangover. Being the life of the party. Finding the best party spots.
- *Education (Brains)*: You went to school and got some book learning.
- *Etiquette (Mojo)*: You know how to handle yourself in polite society and wish fork to use so you won't start an interplanetary war.
- *Gambling (Cool/Mojo)*: Playing and hopefully winning at games of chance.
- *Fast Talk (Mojo)*: Conning, bluffing, and little diplomacy thrown in there so not everybody wants to kill you.
- *Hacking (Brains)*: Not only do you know how to use computers, you can make them dance and possibly give you access to money and information that really isn't yours.
- *Intimidation (Brawn/Mojo)*: Is it better to loved or feared. FEARED!
- *Thieving (Mojo/Moves)*: Locks and alarms. Ha, just by this little switch and oops!
- *Linguistics (Brains)*: You're able to puzzle out the communications of alien or long extinct species. (Don't worry about keeping a detailed track on the languages your character speaks.)
- *Medicine (Brains)*: Not only can you bandage up your friends. You know that wasn't finger you just chopped off that alien.
- *Merchant (Brains/Mojo)*: You know what's valuable and how to haggle for the best prices.
- *Notice (Cool/Brains)*: Hey, look behind you.
- *Pilot (Cool/Moves)*: You can make a battle cruiser turn on dime.
- *Science! (Brains)*: Behold the power of Science! All those -ologies rolled into one.
- *Sex Appeal (Mojo)*: Seduction, innuendo and making good on it.
- *Tech (Brains/Moves)*: Fix this, bypass that, jury rig a bomb out bubble gum.
- *Stealth (Moves)*: Sometimes it better not to be seen.
- *Streetwise (Mojo)*: You know the seedy side of the galaxy. Hooking and finding the right places and persons to find all the wrong things.
- *Survival (Cool/Brains)*: Knowing what alien beasties are edible. Not dying in the wilderness and all that stuff.