

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 1st level, Characters begin with maximum Hit Points.

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 4th 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
1	0	15	d3	1
2	0	14	d4	1
3	+1	13	d4	2
4	+1	12	d6	2
5	+1	11	d6	3
6	+2	10	d8	3
7	+2	9	d8	4
8	+2	8	d10	4
9	+2	7	d10	5
10	+3	6	d12	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	<u>Screwed Up!</u> 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 any other disastrous side effects.
5 to 10	<u>Fail!</u> You looked really impressive concentrating for a round but nothing happened.
11 to 20	<u>Success!</u> You did it. What do you want a medal?
21 to 25	<u>Wow!</u> 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!	<u>Epic!</u> 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.

If Psionic Ability allows a Saving Throw, then the Pyschic's roll to activate the power is the DC of the Saving Throw.

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.

Psi Abilities

Astral Projection

Range: 100 miles (on an Epic! Success the range is extended to other star systems).

Duration: 2 hours

The psychic projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. If the psychic's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the psychic's soul becomes lost in the beyond.

The astral form is capable of attempting to activate psychic abilities, but there is a 5% chance per psychic ability level that the psychic ability will fail. Additionally, there is a 2% chance per psychic ability level of the attempted psychic ability that the astral psychic ability itself will falter as a result of the psychic ability casting, and the astral form will return to the physical body. When traveling in astral form, the psychic may travel as fast as 100 miles per hour.

Clairprecense

Range: 60 ft

Duration: Psi Die in rounds

This ability allows the psychic to see and hear through solid objects. The psychic ability's effect cannot pass through even a thin sheeting of lead or other radiation type shielding blocks it utterly.

Charm

Range: 60 ft

Duration: See below

This psychic ability affects any one living creature, including powerful life forms. If the psychic ability succeeds (saving throw allowed), the unfortunate creature falls under the psychic's influence. Each time the Psychic issues a new request or the victim is placed in a moral dilemma due to the Charm, the victim gets another Saving Throw. The Psychic must also roll to activate the power again for a new Saving Throw DC.

EMP

Range: Touch (Wow! Result is Psi Die in feet radius centered on Psychic)

Duration: Immediate

This psychic ability unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

ESP (Detect Thoughts)

Range: 60 ft

Duration: Psi Die in minutes

The psychic can detect the thoughts of other beings at a distance of 60 ft. The psychic ability cannot penetrate lead or other radiation shielding. Unwilling subjects are allowed a Saving Throw. With a second activation and a new Saving Throw, the Psychic may attempt to read the target's surface thoughts or send a simple message. With a third activation and Saving Throw, the psychic may attempt to read the target's subconscious mind.

Heal

Range: Touch

Duration: Immediate

The Psychic heals the target for Psi Die+ Cool Modifier Hit Points. With a Wow! Result, the Psychic may attempt to cure diseases or poisons.

Mental Illusion

Range: 240 ft

Duration: Until concentration ends

This psychic ability creates a realistic illusion in the mind of a target (Saving Throw negates). The target can take damage equal to the Psychic's Psi Die.

Mindwipe

Range: Touch

Duration: Permanent

This psychic ability completely destroys the mind of the target (Saving Throw negates). If the Psychic "Screws Up!" the Psychic's mind is wiped. If the target succeeds on its Saving Throw the Psychic takes his Psi Die + the targets' Cool Modifier (+ the target's Psi Die if applicable) in damage. Additionally, the target is now permanently immune to any further attempts at Mindwipe by that Psychic.

Mind Bolt

Range: 150 ft

Duration: Immediate

The psychic directs a bolt of mental energy at a target. The target takes Psi Die in damage (Save for half)

Paralyze

Range: 120 ft

Duration: 1 hour (+10 minutes/level)

The psychic targets a single life form, who becomes completely immobilized (saving throw applies).

Suggestion

Range: Shouting distance

Duration: 1 week

The psychic speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

Telekinesis

Range: 120 ft

Duration: Psi Die in rounds

The psychic can move objects using mental power alone. The amount of weight he can lift and move is Total Activation roll x level. It is up to the Referee's interpretation of the psychic ability whether the objects can be thrown and at what speed.

TK Shield

Range: Caster

Duration: Roll Psi Die in rounds

The psychic conjures up an invisible shield that interposes itself in front of attacks. The shield improves the psychic's armor class by the roll of his Psi Die.

Transdimensional Hop

Range: 10 ft (360 Feet teleport distance)

Duration: Instantaneous

The psychic can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the psychic ability's range.

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 gain +1 for each Attribute above 13.

Additionally, 1st 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 called 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 it's 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

Alternate Skill System: This system uses a d20 roll similar to a Saving Throw. Use the same skill list but use the Ability Modifier(s) listed with each skill to modify the roll. Skills are rated as Trained or Untrained. Do not use Skill Points. Characters start with a number Trained Skills based on their Class. To do something "Cool" with a skill Roll a d12 instead of a d20 for the check.

Level	Untrained	Trained
1	18	14
2	18	13
3	18	12
4	17	11
5	17	10
6	16	9
7	16	8
8	15	7
9	15	6
10	14	5

Class	Starting No. of Trained Skills
Grunt	3+Brains Modifier
Scoundrel	5+Brains Modifier
Psychic	4+Brains Modifier

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.

Special Alien Abilities

Don't sweat the little stuff. Here's an abbreviated list of special/alien abilities for characters. Let the player describe why the character has it. It doesn't matter if it's cyberwear, species or culturally base or just that the character is a bad ass. The player needs to define why the character has this special ability. And it should be cool.

Each character may choose three abilities. Some abilities have a limited number of times they may taken. Some are detrimental and let the character take chose more abilities.

- +1 to Attribute Modifier: This may be taken a maximum of three times but not more than twice for the same Attribute. A player may reduce one Attribute Modifier by one and gain an extra ability.
- +2 to a Saving Throw: This may be taken a maximum of three time but not more than once for a single Saving Throw. A player may opt for a -2 on a Saving Throw and gain an extra ability.
- +1 to a Skill: This may be taken a maximum of three times but not more than once for an individual Skill.
- +1 Armor Class: This may be taken a maximum of twice.
- Hit Dice: Taking this once increases a character's Hit Die to d8. A second time, d10. And a third, d12. Or a player may opt to reduce the character's Hit Die to d4 and gain the choice of another ability.
- +1 To Hit and Damage: The character gains a bonus to hit and damage with all attacks. This may taken only once.
- Natural Weapons: Taking this ability once grants an attack that does 1d4. Twice, 1d6. And thrice, 1d8.
- Fast Healing: If taken once, the character heals at twice the normal rate. Twice, heals HD in HP per hour. Thrice, heals HD in SP per minute.
- Minor Psioncs: Counts as two choices. The character gains one 1st level Psionic Ability. He rolls 1d20+Cool Modifier to activate.
- Extra Limbs: The character gains +1 To Hit in melee combat and any mundane benefits for having extra limbs. This ability may taken only once.
- Extra Senses: Each time this ability is taken the character has some sense that is better or non-existent for a "normal" humanoid.
- Flight: Fly at the character's normal movement rate.
- Any other weird ability the player can dream up with Game Master's approval.

Rolling a Random Alien

Players get three rolls on the following chart. Good Luck.

1	-1 Attribute Modifier to a random Attribute.
2	Hit Die is a d4. If this result is rolled again, ignore and re-roll.
3	-2 to a random Saving Throw.
4	Nothing. There's no extra ability or penalty for the character. This uses up a die roll on this chart.
5	The character has an extraordinary sense (Sees in dark, track by scent, keen hearing etc.)
6	Extra limbs as previous page. If rolled again ignore and re-roll.
7	+1 To Hit in combat.
8	+1 Damage in combat.
9	+1 to Skill of choice.
10	+1 Armor Class
11	Hit Die goes up one die step (d4 to d6 to d8 to d10 to d12). If the Hit Die is already d12 then +1 HP/Level.
12	Minor Psychic Abilities. (See previous page.)
13	Natural Weapon (d4). Each time this is rolled increase damage by one die step up to d12.
14	Fast Healing as previous page. Each time this is rolled increase the Healing Rate. After the third time, Ignore and re-roll.
15	The character can fly. If rolled again, ignore and re-roll.
16	+2 to a random Saving Throw.
17	+1 to a random Attribute Modifier.
18	Gain an extra roll on this chart.
19	Player's choice of above.
20	A weird ability not covered but with GM approval.

Money & Wealth: The standard unit of currency is the Galactic Peso (GP). Characters start with 3d6 x Mojo Ability Score GP.

Armor

Use Ascending AC. Unarmored (AC 10). Armor is described by generic types. Use your imagination and be cool.

Personal (+1), Cost: 20 GP, Example: Reinforced Clothing
Light (+2), Cost: 40 GP, Example: Blaster Proof Vest.

Military (+3), Cost: 90 GP, Example: Stormtrooper.
Heavy (+5), Cost 1,000 GP, Example: Power Armor.
Force Shield: +1 Luck Save versus Ranged Attacks.

Melee Weapons

Just like armor, weapons are by type. Describe cool weapons for your character.

Unarmed: 1d3
Light (d4), Cost: 4 GP, Examples: Knife, shiv
Personal(d6), Cost: 12 GP, Examples: Really big knife, club

Military (d8), Cost: 80 GP, Examples: Sword or quarter staff
Heavy (d10), Cost 150 GP, Examples: A really big sword
Massive (d12), Cost 400 GP, Examples: Crazy big sword or ax.

Melee Weapon Options

Techno: Maybe it's a laser sword, vibro-dagger, monomolecular edge, whatever. There's something high tech about the weapon. The weapon gains a bonus to damage equal to one half its die type (d10 would become d10+5) This doubles the cost of weapon.

Precision Balanced: The weapon is well crafted and gain +1 To-Hit. This doubles the cost of the weapon.

Ranged Weapons

	Damage	Ammo Save	Range	Cost	Examples
Light	2d4	14	20 M	150 GP	Small Concealable Pistols
Personal	2d6	12	50 M	250 GP	Heavy Pistol, SMG, Light Rifle
Military	2d8	14	100 M	600 GP	Assault Rifle
Heavy	2d10	16	200 M	800 GP	Machine Gun
Massive	2d12	18	300 M	1,000 GP	Heavy Machine Gun

Ammo Saves: Instead of keeping track of how many shots have been fired. Each weapon has an Ammo Save. Ammo Saves are made at the end of a combat scene, if the character rolls a Natural 1 on an Attack Roll, or if the GM determines that the combat has dragged on for an extended period of time. On a failed Ammo Save, the weapon must be reloaded. Reloads cost 1/10 the cost of the weapon.

Options For Ranged Weapons

Magnum: Gain damage bonus equal to one half the basic die type of the weapon (2d4 becomes 2d4+2)

Big Magazine: Gain +1 to Ammo Save.

Accurate: Gain +1 Hit.

Autofire: Roll twice to hit a target.

Blast/Burst: Either 10 M radius burst, or 10 M long by 2 M wide cone.

Each option doubles the cost of a weapon. So a Well Balanced, Techno-Military Grade Weapon would cost 320 GP.

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