

RULES

PLAY: Players describe what their characters do. The GM advises when their action is impossible, demands a roll or extra steps, or presents a risk. Players can revise plans before committing and change goals/takes. Only roll to avoid risk.

ROLLING: Roll one or more dice, keeping only the die with the highest result. Roll a skill die — d6 by default, higher with a relevant skill, or d4 if prompted by a condition or circumstance. If helped by a circumstance, roll an extra d6. If helped by an ally, they roll their skill die (and/or bond die, if any) and share the risk. (GM decides how many can assist). Take the highest die.

1-2 **Disaster:** Suffer the full risk. GM decides if you succeed at all. If a high-stakes roll, you are taken out.

3-4 **Setback:** A lesser consequence or partial success. If a high-stakes roll, receive condition such as afraid, angry, bleeding, hopeless, or prone (having 3 conditions takes you out).

5+ **Success:** The higher the roll, the better. If success can't get you what you want (you make the shot, but it's bulletproof), you're at least get useful info or set up an advantage.

LOAD: Carry as much as makes sense, but more than one bulky item may hinder you at times.

ADVANCEMENT: After missions, increase a skill (none → d6 → d10 → d12).

BONDS: Roleplay a scene with another character to create or increase your bond die with them (none → d6 → d10 → d12).

DEFENSE: Say how one of your items breaks to turn a hit into a brief hindrance. Broken gear is useless until repaired.

HAZM: Conditions (both physical and emotional) take time and/or medical attention to heal. If killed, make a new character to be introduced ASAP. Favor inclusion over realism.

TAKEN OUT: You are taken out after receiving 3 conditions or rolling a disaster in a high-stakes scene. In heroic games, taken out means you no longer participate in the scene and the GM decides your fate (survives, catatonic, rediscovered by enemies, etc.). In gritty games, you die.

SHIPS

SHIPS: During emergencies, act or help. If you roll a setback, the ship (or, instead, the acting character) takes a condition. If you roll a disaster, your ship is taken out (the GM decides what happens). Ships have four skills: Engines, Hull, Systems, and Weapons. When a character operates the ship, they roll the dice for both the relevant ship skill plus their own skill (keeping the best die as usual).

Ship Actions	Player Rolls
Run / Steer / Dodge	Engines + Piloting
Take weapons fire	Hull + Piloting
Sensor Scans / Detection	Systems + Sensors
Shoot / Launch torpedos	Weapons + Shooting

MAXIMUM WARP: You can increase the Engines die by one step (e.g., engines d6 instead of engines d8) to go faster than your engines' normal warp rating. This results in a ship condition such as overheated engines or broken hyperfun capacitor.

MAPPING TABLES: If mapping distances, locations, and warped time is important in your games, create a hex map of star systems. Each hex is one parsec wide.

WARP RATINGS: FTL drive speeds are rated on a scale of 1-10. Engine die codes tell you what the Warp rating is (d6 = Warp 5, d8 = Warp 6, d10 = Warp 7).

TRAVEL TIMES: A C-Class starship traveling at its standard cruising speed of warp 8 will travel one parsec (or 1 hour) in 24 hours. This makes for easy math: a C-Class ship could travel to a star system that is 8 parsecs away in 3 days. Use the Time to Travel & Parsecs table below to calculate travel times for ships running at warp speeds higher or lower than warp 8.

Warp Speed	Time in Hours
0.5	576
1	288
2	144
3	96
3.5	81.6
4	72
5	58
6	48
7	38
8	32
9	28
9.5	25.6

WARRIOR SPECIES: Take the following skills starting at d6 and/or increase these skills (if you already have them) to the next die level: Hand-to-Hand, Intimidation, Shooting.

SINGLE ALIEN: Increase 1 skill and invent 2 traits, like electric current, wings, natural camouflage, or size limited. These traits aren't rated like skills but inform the fiction.

SINGLE ANIMAL: You have an expendable ally (d6+d6). Take spirit die (d6+d6) or a claw (break hammerlessly for defense), increase 1 skill.

Skills

Choose or invent skills (if prompted by origin).

Athletics, Climbing, Computers, Connections, Deception, Electronics, Engines, Explosives, Hand-to-Hand, Intimidation, Labor, Medicine, Navigation, Persuasion, Piloting, Reading People, Running, Sensors, Shooting, Sleight of Hand, Sneaking, Stealth, Tracking.

GEAR

Equipment

Take a communicator and any GM-approved equipment from the list below:

ENERGY PISTOL: Kill, Disintegrate, Stun, Heat, Overload to Explode (timer optional).

LIFE-SUPPORT BELT: If the tech level allows it, life support belts provide an alternative to bulky environmental suits. When activated, the belt projects a force field around its wearer providing breathable atmosphere, protection from ambient radiation, and temperature and pressure regulation for up to four hours. Break once for defense (force field goes down afterward).

PERSONAL SCANNER: Detects life signs, does scientific analysis.

24XX Edition

Player's Guide

FEDERATION

Boldly Exploring Space in the Final Frontier

Rogue Comet

In the far future, Earth has banded together with other planets to form the Federation. You and your crewmates boldly sail the galaxy on a Federation starship exploring new systems, discovering science, making first contact, and protecting Federation interests.

CHARACTERS

Specialty

Choose your character's specialty.

CAPTAIN: Skilled in Intimidation (d8), Persuasion (d8), Reading People (d8). Apply 3 skill increases of your choice.

DOCTOR: Skilled in Electronics (d8), Medicine (d8), Reading People (d8). Apply 3 skill increases of your choice. Take a medical and surgery tools (d6).

ENGINEER: Skilled in Electronics (d8), Engines (d8), Sensors (d8). Apply 3 skill increases of your choice.

GUARD: A specialized Helix/Conn role. Skilled in Deception (d8), Explosives (d8), Shooting (d8). Apply 3 skill increases of your choice.

PILOT: A specialized Helix/Conn role. Skilled in Piloting (d8), Navigation (d8), Sneaking (d8). Apply 3 skill increases of your choice.

SECURITY: Skilled in Hand-to-Hand (d8), Intimidation (d8), Shooting (d8). Apply 3 skill increases of your choice. Optional: take expendable leg (if taken out, character dies; player shows up with a new expendable character the next scene with same stats).

Species

Discuss with your group the species names and descriptions your game will use. Then, choose and name your character's species.

SPEED: Break hammerlessly (2d) for defense. Describe as percentage (% Shields are at 75%).

WEAPONS: Beam weapons and torpedoes.

Take a starship from the list below:

A-CLASS (Advanced Recon Ship): Useful for get in, scan, and get out recon. Typical configuration: 3 decks with 14 crew, Engines d10, Hull d8, Systems d8, Weapons d6.

H-CLASS (Heavy Patrol): Typical configuration: 16 decks with 145 crew, Engines d8, Hull d8, Systems d8, Weapons d8.

S-CLASS (Scout): Similar to H-Class but optimized for combat. Typical configuration: 18 decks with 260 crew, Engines d8, Hull d8, Systems d8, Weapons d8.

M-CLASS (Multi-Purpose Cruiser): Used for Science / Research / Combat. Typical configuration: 8 decks with 220 crew, Engines d8, Hull d8, Systems d8, Weapons d8.

T-CLASS (Tug/Transport): Typical configuration: 12 decks with 220 crew, Engines d8, Hull d8, Systems d8, Weapons d8.

D-CLASS (Deep Space Research): Typical configuration: 12 decks with 230 crew, Engines d8, Hull d8, Systems d10, Weapons d8.

C-CLASS (Capital Ship): Typical configuration: 21 decks with 430 crew, Engines d8, Hull d10, Systems d8, Weapons d10.

RANKS

FEDERATION OFFICER RANKS: Each character has a rank, enlisted (non-commissioned), cadet, ensign, lieutenant, commander, or captain. Discuss with your group if the captain is a GM character or a player character.

SUPPORTING CHARACTERS: Sometimes your character might not be in a scene. In such cases, play a supporting character with no stats (use a d6 if they need to roll). If the character

Players in Troupe/Play get 5 points to spend between their two characters. A player who is the Captain of a ship (3 points) as their Bridge Crew will have an Ensign (1 point) as their Lower Decks character. A player with a Commander (4 points) as their Bridge Crew character can either have a Lieutenant (2 points) or an Ensign (1 point) as their Lower Decks character.

DETAILS

Insert or roll for personal details.

SURNAME		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20										
1	Apker	6	Fox	11	Kark	16	Quin	21	Black	7	Gee	12	Lee	17	Singh	22	Choi	8	Hess	13	Moss	18	Tran	23	Wells	9	Waller	14	Noah	19	Wong
2	Black	7	Gee	12	Lee	17	Singh	22	Choi	8	Hess	13	Moss	18	Tran	23	Wells	9	Waller	14	Noah	19	Wong	24	Wong	10	Wong	15	Wong	20	Wong
3	Choi	8	Hess	13	Moss	18	Tran	23	Wells	9	Waller	14	Noah	19	Wong	24	Wong	10	Wong	15	Wong	20	Wong	25	Wong	11	Wong	16	Wong	21	Wong
4	Choi	8	Hess	13	Moss	18	Tran	23	Wells	9	Waller	14	Noah	19	Wong	24	Wong	10	Wong	15	Wong	20	Wong	25	Wong	11	Wong	16	Wong	21	Wong
5	Choi	8	Hess	13	Moss	18	Tran	23	Wells	9	Waller	14	Noah	19	Wong	24	Wong	10	Wong	15	Wong	20	Wong	25	Wong	11	Wong	16	Wong	21	Wong
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7	Choi	8	Hess	13	Moss	18	Tran	23	Wells	9	Waller	14	Noah	19	Wong	24	Wong	10	Wong	15	Wong	20	Wong	25	Wong	11	Wong	16	Wong	21	Wong
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NICKNAME									
1	Ace	6	Fury	11	Killer	16	Red	21	Bliss
2	Bliss	7	Gary	12	Lucky	17	Sunny	22	Chen
3	Chen	8	Hopper	13	Min	18	Trumble	23	Clark
4	Clark	9	Hot	14	Nina	19	Van	24	Bliss
5	Bliss	10	Joe	15	Paul	20	Bliss	25	Bliss

DEMEANOR		11	Dull
1	Arrogant	12	Dearest
2	Apprehensive	13	Formal
3	Blunt	14	Gentle
4	Brooding		

5 Calmness	15 Innocent
6 Careful	16 Kissing
7 Cold	17 Picky
8 Curious	18 Reckless
9 Dramatic	19 Tense
10 Dry	20 Weary

SHIP NAME	
1 Arrogant	11 Mongooseheart
2 Blackjack	12 Phoenix
3 Caliente	13 Peregrine
4 ...	14 ...

Players Guide Answers

Michal Rosen-Zvi



Players Guide Answers:

Players Guide Answers Book Review: Unveiling the Magic of Language

In a digital era where connections and knowledge reign supreme, the enchanting power of language has become much more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is really remarkable. This extraordinary book, aptly titled "**Players Guide Answers**," written by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we shall delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

https://crm.avenza.com/files/uploaded-files/index.jsp/Semiconductor_Device_Fundamentals_Solutions_Manual.pdf

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Players Guide Answers Introduction

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