



# Karovelon

Science Fiction Roleplaying Game



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*Rulebook*

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# Welcome to the Mavros System

*In the mists of time, before the planets and their moons were forged in the primordial furnace of the universe, a dying star, first of its kind, spun and shrank and fell in upon itself. The singularity was formed and into it came all other matter. With every new addition, its mass increased and it grew as the young universe grew also until all around it was the spinning, shining mass of the galaxy! But there, in its centre, the singularity remained, eating away at creation, pulling it further and further in.*

*Mavros, we named it ... for it is always hungry.*

*Karovelon is a Roleplay Game World created with Dungeon Rune.*

# Game

## Welcome to the Mavros System!

Karovelon is a game of space exploration and adventure in which players take the roles of inhabitants of one of three highly advanced civilisations as they live in and explore their solar system. Along the way they will encounter all sorts of strange phenomenon, creatures and challenges. With a bit of quick thinking and a roll of the die, outcomes will be decided and new directions will be revealed, friendships will be made and lost, battles will be fought and every step of the way, your character will grow stronger and – with any luck – a little bit wiser.

## What is an RPG?

RPGs – or Role-Playing Games – are a storytelling experience where each player takes the role of one member of an ensemble cast. Each player has a Character they decide the actions of, trying their best to think what that character might do in any situation. At its core, role-playing is about escapism, so it is usually best to pick a character that is very different from yourself. You could be playing as a skilled pilot, a cunning engineer, a devoted medic, a dedicated soldier, a cunning corsair or perhaps a faithful weaver.

Then, through their eyes you will encounter people and places very different to the real world.

There is one other kind of player in a Role-Playing Game. This player is called the Game Master, and it is their role to describe the world your characters are in and to play the parts of everyone your character meets along the way.

The Game Master reads through the adventure you are playing before you start and helps to guide you through it.

A role-playing game can vary in length from a single session of a couple of hours, to an ongoing game played over

many sessions as you see your characters grow and develop. At the beginning of each game, the Game Master will recap the events of the last game and set the scene for the one ahead, then it's over to you to decide what happens next! Always remember though, while you are the one deciding what they do and do not do, you are not your character. Try to think what they would do.

How do you win an RPG? If you make it through, with a tale or two to tell of your adventures, then everyone – the Game Master included – has won!

## Understanding the Dice

During a game, the outcome of certain events will be determined with a roll of the dice ... seven dice to be specific. To play Karovelon you will need a standard set of seven Polyhedral Dice. These can be bought from most game shops and they include a 4-sided, 6-sided, 8-sided, 10-sided, 12-sided and 20-sided die. They also include a second 10-sided die, though you will notice that this one goes up in 10s rather than 1s. Throughout the rules for Karovelon you will see notations like this "roll 2d6" ... this means to roll a 6-sided dice twice and add the total together. Sometimes you may have a modifier to a roll, such as "1d8 + 2" ... this means to roll the 8-sided die then add 2 to the result. If you need to roll 1d10 then note that most 10-sided dice have a 0 to indicate a roll of 10 ... However! ... if you need to roll 1d100, roll both the 10-sided dice and, in this case, the 0s count as zero. So, for example, a roll of 20 and 3 is 23 total, and a roll of 90 and 0 is 90 total.

## Getting Started

Ready to give it a go? Great! First things first, decide who will be your Game Master. This player should then read through the adventure you are planning to play, making a few notes

about key events, so that they have a good understanding of what is in store for you. Everyone else then needs to create a Character. Have a look here to see how you do that.

Once you have your adventure and your characters ready to go, it's time to sit down and get started. Everyone should ideally have a notepad and pencil, their character sheet and a set of dice (although dice can always be shared by a group).

Some groups find it helpful to have a grid or map with mini-figures to help visualise the layout of a room or the formation of the group during gameplay. If you want to try this, make sure to have minis for your characters ready to go, and make sure your Game Master has minis for the people and creatures too! If you don't have mini-figures but would still like to map out a location, you can also use standard game tokens, just make sure to keep track of which is which.

You can pause your game at any point and pick it up again later. Make sure, if you do this, to note down any key information about location and layout of the characters so that you can set it up again next time.

# Character Creation

## Starting your journey

Your character is your connection to the world of Karovelon. Through their eyes you get to experience the journeys, encounters and adventures of the game world. During character creation, give some thought to what sort of person they are and to what their upbringing and experiences might be like. Are they kind? Are they well educated? Did they have a comfortable childhood or were they perhaps always having to move around? Do they have a family and, if so, do they get on with them? All of these sorts of things help to build an idea of the part you will be playing.

With that in mind, it is time to grab a character sheet and start rolling some dice and noting down some choices and numbers. Fill out each section of the sheet as you go.

There are a few things you will need to choose for your character to fully flesh them out and to then be able to play as them in a game ...

### Step 1 - Pick a Species

Three intelligence species live in the Mavros System, each either evolved there or is descended from evolutionary ancestors that arrived on a planet drawn by the pull of the singularity.

**Pithiks** – An ape-like species with largely bare skin, although the hair on their heads can grow down to their feet if they let it. The majority of males are capable of growing facial hair as well though many shave this off.

**Arkoa** – A bear-like species with thick fur and impressive physical strength. Known for their forcefulness and resilience, these beings are quick to anger and slow to retreat.

**Erpons** – A scaled, reptilian species with a light and agile frame. Known for their dexterity and high visual acuity. Some of the deepest thinkers and most advanced mathematicians in the system.

### Step 2 - Plan a Class

Classes are the professions that characters can learn. These include Pilot, Engineer, Medic, Soldier, Corsair and Weaver. Have a think about which one your character would most like to be. Having this in mind will help you grow your character however in their first game your character is at Level 0, with no experience yet and as such no Class. As the game progresses you will get a chance to level up your character and make their dream Class a reality.

**Pilots** are trained at leading small and large spacecraft through the system, capable of avoiding dangers and skirting obstacles. Skilled pilots are invaluable in a space battle as they can avoid damage and allow for a well placed attack.

**Engineers** are well educated in Science and Maths with a good knowledge of working systems and of the physics of space itself. Engineers are important members of any crew as they can build and maintain many different devices and engines.

**Medics** are also highly educated, with their focus on biology and the treatment of injury and disease. They are integral to any crew as they can often ensure the survival of its members through many of the fiercest battles and harshest environments.

**Soldiers** are experienced combatants with a knowledge of melee weapons and blasters. They are good and pushing through hard defences and gaining access to otherwise impossible locations.

Corsairs are dealers and traders who make a living through the system by procuring, delivering or removing whatever their employer may want. Often working outside the law, most have their own small ship and avoid populated, policed areas.

Weavers are holy and devout worshippers of Archos or Telos. They are learned in the scriptures and through deep meditation, prayer and practice they are capable of small acts of spacial and temporal manipulation.

## Step 3 - Rolling Abilities

The next thing to do is to start rolling some dice. In particular, some six-sided dice! Roll 4d6 and discard the lowest of the 4 numbers. Add the remaining 3 numbers together and then note down this total.

e.g. you may roll a 4, 2, 6 and 3

In this case you would discard the 2, then add together the 4, 6 and 3 to get 13.

Do this five more times so that you have six of these values in total. These are your characters Core Ability Scores.

The Core Abilities are:

- **Strength** ... how physically strong they are
- **Dexterity** ... how steady and flexible they are
- **Constitution** ... how healthy and resilient they are
- **Intelligence** ... how clever and good at learning they are
- **Wisdom** ... how much common sense they have
- **Charisma** ... how friendly and likable they are

Assign your six numbers to these in whichever order you wish (giving some thought to the sort of person you imagine them to be).

For each of these scores you also then note down a Modifier. Use the table below to note down the modifier for each of your character's Core Abilities

...

Score	Modifier
3	-4
4	-3
5	-3
6	-2
7	-2
8	-1
9	-1
10	0
11	0
12	1
13	1
14	2
15	2
16	3
17	3
18	4

## Step 4 - Picking Skills

Now that you have an idea for the sort of abilities your character has, and for their plans and dreams, and for their natural aptitude, it is time to think about what skills they have.

There are nine skills available for your character to have practiced and grown proficient in over time. For a new character, you have 20 points that can be divided however you like between these nine. You do not need to pick all of them however do bear in mind that if your character does not have any points at all in a skill then it is not something they can attempt to do during an adventure. It is generally advisable to spread the points over a few different skills however you can stick them all in just one or two if you think that it would make sense for them.

The skills are:

- **Agility** ... dodging, ducking, diving, everything that requires a flick of the wrist or a nimble movement.
- **Brawn** ... strenuous physical activity, lifting heavy objects, climbing high peaks and running long distances.
- **Deduction** ... everything from problem solving to investigation and following clues and trails.

- **Healing** ... first aid, the preparation of remedies and the application of treatment for injury or illness.
- **Intuition** ... insightfulness and a perception and awareness of the world around and the people in it.
- **Nature** ... everything from handling animals and hunting prey to following tracks and surviving in the wilderness.
- **Persuasion** ... convincing other people, deceiving them or, if it comes to it, straight up intimidation and manipulation.
- **Science** ... study and knowledge of physics, chemistry and biology. Knowledge of history and of the gods.
- **Stealth** ... everything from hiding to moving quietly and avoiding being seen.

For each of the skills you select your character to have points in, give some thought to how they came by that knowledge and practice. Did they perhaps learn stealth and intuition as a young outcast always in hiding? Or maybe they gained their skill in Science as they were interested in learning from a young age and went to an academy or university!

## Step 5 - Money and Equipment

By now your character should really be taking shape. The next thing to do is to go shopping! Your character gets 1d20 x100 Credits to start with. These are digital coins that can be spent in the Mavros System on things like weapons, armour, equipment and medical supplies.

Have a read of the Money page to get a proper understanding of how much different amounts of Credits are worth.

Next, have a look at the Equipment pages and choose what your character buys with their money. It is generally best to make sure to include a weapon and some equipment to help them on their way to their desired Class.

It's worth not spending everything before you start though, as your

character may need some money during their first game for things like food and somewhere to sleep or to pay their way on a ship.

## Step 6 - Armour Class and Hit Points

Almost there! There are just a few more things to work out before your character is really ready to go.

First of all there is your character's Armour Class. This number shows how easy or hard it is to attack them based on what they are wearing. All characters have a basic Armour Class of 10. For wearing clothes that goes up to 11 and then for every piece of armour they wear this number increases.

For example, a character may be wearing clothes and heavy armour. Their armour class is therefore 10 + 1 (clothes) + 5 (heavy armour), totalling 16.

Make a note of this number on your character sheet.

Next, there is your character's Hit Points. This number represents how easy it is to knock your character unconscious and - if it comes to it - to kill them!

Each Species has its own Hit Dice

Species	Hit Dice
Pithik	d8
Arkon	d10
Erpon	d6

For a new character, roll 1 Hit Dice and note down the number as their maximum Hit Points.

## Step 7 - Alignment and Name

One more piece of your character's backstory now, where are they from and to which deity do they pray?

Followers of Archos, the goddess of creation, are orderly and usually rule-abiding. They usually have creative

pursuits and a more optimistic outlook on life.

Followers of Telos, the goddess of destruction, are chaotic and tend to ignore rigid rules or structure in favour of their own goals and objectives.

Note down which of the goddesses your character worships, then also choose one of the following demi-gods based on your character's chosen goddess.

#### Demi-gods of Archos

- Klostis takes the form of a Pithik
- Yfantis takes the form of an Arkon
- Katharistis takes the form of an Erpon
- Paragogis takes the form of a Space Dragon

#### Demi-gods of Telos

- Trogon takes the form of a Pithik
- Xemperdevon takes the form of an Arkon
- Gelion takes the form of an Erpon
- Siopon takes the form of a Space Dragon

The demi-gods are known to appear within the Mavros system and help or hinder travellers depending on their devotion and current activity.

## Step 8 - Picking a Name

There's one more thing to choose for your character now ... a name! This can be anything you like. Just remember that you will be hearing it and likely saying it a lot during the game so try and pick something you like.

And that's it! You are now ready to play!

# On the Planets

## Overland gameplay

### Types of Players and Characters

During a game, one player should be selected to take the role of Game Master. The Game Master (or GM) is responsible for describing the world the characters are moving through and playing the parts of any non-player characters and creatures they encounter.

The Game Master should familiarise themselves with the maps and locations for the game and have all stat blocks for non-player characters and other encounters available to them during play.

At the start of the game, the Game Master describes the initial location as well as any people and options available to the characters. It is then over to the other players to describe what their characters do, where they go and what they say.

Together, the Game Master and other players then recount the story of the travel and adventure of the characters through the game world.

Games may run for as long as those playing want them to. At the end of a session a game can be "paused" ready for the next session, at which the Game Master should recap the events of the last game ready for the story to resume.

### Ability Checks

During the story, a player may describe their character as doing something particularly strenuous, either physically or mentally. At these moments, the Game Master may call for an Ability Check.

In this case, the player should roll a d20 and add their Ability Modifier for the

named Ability to the result, giving the total to the Game Master.

A few examples ...

A wild animal runs into one of the characters and they must try to push back and avoid falling over, this would be a Strength Check.

Rocks are falling from a cliff face and a character must try to dodge and hide from them to avoid damage, this would be a Dexterity Check.

A character is trying to befriend people in a new town, this would be a Charisma Check.

It turns out that the water a character just drank is poisonous! This would be a Constitution Check.

In any such case, the result must be the same or greater than the Difficulty Challenge (or DC) of the task at hand.

The Game Master will decide the exact number based on the situation however as a general guide, you can use the following list ...

- Simple (DC 5)
- Easy (DC 10)
- Normal (DC 15)
- Hard (DC 20)
- Expert (DC 25)
- Impossible (DC 30)

Remember, an Ability Check should only be made where there is a possibility of Success and also a possibility of Failure. If a character could easily complete a task (such as walking down a path) then no check is needed. Likewise, if a character could never possibly complete a task (such as flying) then no check is needed.

### Skill Checks

Similar to Ability Checks, a Skill Check will come up when a Character is attempting to complete a task where

there is a possibility of success and a possibility of failure. Skill Checks should be performed where the task at hand could be achieved using a learned skill.

A few examples ...

A Corsair is trying to convince a buyer to pay more, this would be a Persuasion Check.

A Medic is looking for suitable plants to make an ad-hoc remedy, this would be a Nature Check.

An Engineer is trying to fix a broken motor, this would be a Science Check.

A Soldier is trying to hide from sight while approaching an enemy base, this would be a Stealth Check.

In this case, the Game Master will say what difficulty the Skill Check is and the player should then roll a dice accordingly. If the roll is the same or less than the Character's level in that skill then they succeed.

- Simple (roll a d4)
- Easy (roll a d6)
- Normal (roll a d8)
- Hard (roll a d10)
- Expert (roll a d12)
- Impossible (roll a d20)

## Ability or Skill?

In some cases, it can be argued that a check could be either an Ability Check or a Skill Check. For example, forcing a door could be a Strength Check or a Brawn Check. Likewise, convincing someone could be a Charisma Check or a Persuasion Check. In these cases, it is ultimately up to the Game Master to decide which to use however as a general guide: if a check is passive (i.e. reacting instinctively) it should be an Ability Check, whereas if it is active (trying to think of a solution or remember something learnt) it is a Skill Check.

When choosing one or the other, remember as well that a Skill Check is binary, either it succeeds or it fails. Whereas an Ability Check can be tiered, with higher results leading to a greater or fuller success (e.g. understanding more, pushing harder or getting a greater discount).

## Competitive Skill Checks

If a skill is being used to counter another active skill (e.g. using Nature to track someone hiding using their Stealth skill, or using Brawn vs. Brawn in a tug of war or an arm wrestling competition), the difficulty is set by the level of the opponent.

A character attempting to avoid being tracked must roll their Stealth check based on the highest awareness of their opponents. 0-1 Nature is Simple Stealth, 2 Nature is Easy Stealth, 3 Nature is Normal Stealth, 4 Nature is Hard Stealth, 5 Nature is Expert Stealth and 6+ Nature is Impossible Stealth.

Likewise, a character attempting to track someone hiding rolls Nature based on the Stealth of their opponent. 0-1 Stealth is Simple Nature, 2 Stealth is Easy Nature, 3 Stealth is Normal Nature, 4 Stealth is Hard Nature, 5 Stealth is Expert Nature and 6+ Stealth is Impossible Nature.

## Unconsciousness and Death

During the game, a Character may lose Hit Points as a result of combat, poisoning or dangerous activities. If their Hit Points drop to 0, they are then unconscious. At this point, they do not necessarily take any further damage however they cannot do anything until they are healed to at least 1 Hit Point again.

If a Character's Hit Points drop to -20 then they are dead and their player may make a new character to play as.

Damage and healing may be actively applied to an unconscious character, modifying their hit points accordingly. Any attacks made on an unconscious creature gain Advantage on the roll.

## Temporary Hit Points

Some devices and effects can grant a character temporary hit points. These are additional points that are lost first if that character takes damage and

which cannot then be restored by resting or healing. Temporary hit points are also lost if / when the character rests.

## Falling and Special Damage

If a character falls from a rooftop or off a cliff or any other height, work out how far they have fallen and roll 1d4 for every 2m. Add this up and the total is the damage they take from the landing.

If a character has fallen to the ground (from any height) they must use their movement for one round to stand up (this does not however prevent them from using the dash action once they are standing).

Likewise, any time a character might take a small amount of damage from a physical encounter – such as running into a wall, having a door slammed in their face or tripping and falling – roll 1d4 for each strike and the character takes this as damage from the encounter.

## Fatigue

If a character has worked particularly hard or long without a rest there is a risk that they become over-tired, reducing their ability to do more and with the possibility that they will fall asleep.

If 24 hrs have passed in-game without a rest or if the game calls for it for any other reason, players should roll a Fatigue Check. This is a simple d20 roll, if the result is 10 or less then they are fatigued. If not, they must roll again after one more hour has passed in-game.

Fatigued characters gain disadvantage on all rolls. Their speed is also reduced to half. After an hour fatigued, the character's player should roll another Fatigue check. If they fail, their character falls asleep where they are.

# Aboard Ship

## Gameplay in space

While a lot of gameplay takes place on the inhabited planets and moons of the Mavros System, to go between them the characters must sooner or later travel on a starship. There are many different sizes and layouts of ship and, if they can find the credits to buy one or even manage to steal one, they may own one of their own at some point. While the ship they are on is landed on a planet or moon, it can be treated the same as any other indoor space on the planet. Once it has taken off into the skies though, there are some special rules to follow for living and travelling aboard it.

### Life Aboard Ship

General activities may continue aboard ship in the same way as if the characters were on a planet. Standard activities (including ability and skill checks) as well as potential for combat and initiative should continue but with the layout of the ship as the map of the area that the characters are in. Before they enter the ship, the players should have a note of what supplies are present on board. If there is no food, or less than enough food for the time that the characters will be travelling then for each day that a character does not eat, they must succeed on a DC 15 Constitution Check. Each time they fail, they gain a level of hunger. Hunger effects the character as follows (the following conditions stack as they are proceeded through) ...

One level of hunger – the character gains disadvantage on all rolls (ability checks, skill checks and attacks)

Two levels of hunger – the character's speed is halved

Three levels of hunger – the character's maximum hit points are reduced by 5

Four levels of hunger – the character's speed is 0

Five levels of hunger – the character dies of starvation

Levels of hunger may be removed, one for each time the character eats and rests for a day.

### Resting and Downtime on Ship

Unless the ship is engaged in combat with another vessel or has hostile enemies or creatures aboard, it may be considered a suitable location for resting and for extended periods of downtime for players to level up their characters. In these instances though, the characters must still have enough food and supplies to last the period of downtime, otherwise they will risk falling hungry before completion.

### Travelling the Mavros System

The Mavros System consists of four key and distinct areas: the singularity, the asteroid belt, the inner planets and the outer planets. Travel between two locations within one of these sections (e.g. between two of the inner planets) takes 1d6 days to complete. Travel between two sections takes 1d8 days for the each move. So, for example, going from the asteroid belt to the inner planets would take 1d8 days. Going from the asteroid belt to the outer planets though is two steps (with the inner planets in between) and would take 2d8 days to complete.

With a trained pilot on board, these journey times can be reduced by a number of days equal to the pilot's total levels in Science. If the resulting value is less than or equal to 0 then the journey is completed within a day.

If one ship is pursuing another, each ship should roll separately (with the GM rolling for any ships of NPCs) and if the pursuer rolls for fewer days than the

other ship then they catch up to them in space. If they roll the same as each other then they catch up with them at their destination (e.g. a planet or moon) and if the pursuer rolls higher then they are unable to keep up and lose track of the other ship in space.

## Damage and Repair to Ships

Ships have a maximum number of hit points much like characters and creatures. Engineers may restore hit points to a ship equal to their total levels in Science per day. Multiple engineers may work to repair a ship together, combining their totals each day. If a ship is reduced to 0 hit points it is adrift with a movement of 0. If a ship is reduced to -20 hit points, the hull is breached and, if it is in space, any crew aboard that do not have space suits die.

## Spacewalks

If a character has a space suit they may venture out into the void of space. This can happen voluntarily as part of an adventure or due to necessity if their vessel is damaged and its hull is breached. In this case, start the clock. A fresh space suit has a 6 hour supply of oxygen. After this time, if the character has not entered a ship or found more oxygen they die from suffocation.

## Ship to Ship Battles

In the same way that ships have hit points, they also have their own armour class and may have weapons with which they can attack other ships. If the characters are on a ship that is attacked or if they attack another ship with their own, initiative begins as normal but with the ships moving and fighting one another exactly as characters and creatures would. In the case of ships, the attack modifier for

their weapons is set by the weapon type. See the Ships section for details.

If an enemy ship is reduced to 0 hit points and immobilised, or if its pilot agrees to come to a halt, characters may move aboard the other ship and gameplay continues with the characters on the map of the ship as before.

# Combat & Initiative

When timing becomes key

## Movement and Actions

During gameplay, if combat begins or if a task becomes time-sensitive, players should begin describing their Character's decisions in a series of 6 second blocks known as Rounds.

There are three parts to any Round ...

- Movement
- Action
- Bonus Action

These sections may be described / enacted in any order.

Movement per round is different depending on the species of the character with Pithiks moving up to 10m per round, Arkoa moving up to 7.5m per round and Erpons moving up to 12.5m per round. If they choose to, they may Dash as their Action for that round and double this distance to 20m, 15m or 25m respectively.

All available Actions are as follows ...

- Attack (melee or blaster)
- Use an ability (e.g. pull yourself up onto a ledge with a strength check)
- Use a skill (e.g. hide with stealth or force a door with brawn)
- Use a Device (e.g. turning on a distress beacon)
- Dash (move the same distance as their movement again)
- Help (give another character advantage on the roll for their action)
- Ready an Action (for a given trigger)

A readied action happens when the given trigger, chosen by the player, happens. A readied action must happen if the trigger occurs before the Character's next turn regardless of whether they would have changed their mind since.

An example of a readied action might be "I will blast whoever comes through

that door next as soon as I can see them"

In this case, the trigger is: as soon as someone comes through the door and is visible to the character. Once this happens, the player for that character should roll their attack and, if successful, damage.

Possible Bonus Actions include some Class Abilities and Bonuses and can be used accordingly.

In a fight between a character with a blaster weapon and another with a melee weapon, once the combatants are within 2m of each other the melee combatant gains advantage on their attack as their opponent is not defending against it with a melee weapon of their own.

## Initiative

If gameplay enters combat, each player should roll a d20, then have the GM roll for each group of enemies. Either write a list or use Initiative Tracker cards / tokens to take it in turns from highest to lowest.

## Attacking

For a character to make an attack against a character or creature roll a d20, then add either your character's strength modifier if it is a melee attack or their dexterity modifier if it is a blaster attack. If the resulting total is equal to or greater than the opponent's armour class then the attack succeeds. If not, it misses or is deflected by their armour. If an attack is successful, roll the corresponding damage for the weapon used and take the result away from the opponent's hit points.

## Advantage and Disadvantage

Sometimes an Ability Check, Skill Check or Attack Roll may be more or less

likely to happen. Examples include: another character used the Help Action to assist, or perhaps the Character knows this particular place well.

In these instances, the Game Master will say to roll with Advantage or with Disadvantage. For either case, the roll should be made twice. For Advantage, the better outcome is used. For Disadvantage, the worse outcome is used.

## Reactions

Once per round, a character may react to an action performed by another character or creature. Some Class abilities and bonuses include special reactions however, as a minimum, all characters and creatures have a reaction called an Attack of Opportunity.

An attack of opportunity applies when another character or creature leaves melee range (2m) during that round. In this case, as their reaction they may attack the fleeing individual with one melee attack.

Once a character or creature has used their reaction for a round they must wait until the beginning of the next round before they can react again. e.g. If in one round a party of adventurers were to run past an enemy, the enemy could only take an attack of opportunity against one of them.

## Critical Success and Failure

When rolling to attack, if the number of the d20 is either 1 or 20 (either extreme) this is sometimes called a Critical (or Natural) roll. A Natural-20 / Critical Success means that your character did the best they possibly could. This is rewarded by rolling twice for the damage dealt. The flip side of this though is that a Natural-1 / Critical Failure means that your character did the worst they possibly could. In this case you should roll a Dexterity Check.

If you get less than 10 then your character doesn't just miss but falls over and takes 1d4 damage from the fall.

# Resting

## Getting back to full health

### Resting

During gameplay, so long as the characters are not currently in initiative they may choose to take a rest. To rest, the characters must be able to sleep safely where they are for 8 hours (or less depending on certain Class bonuses). If this cannot happen (e.g. wild animals could attack them) then their rest is incomplete and they gain no benefit from it. If they do complete their rest then they regain their full hit points and any spent abilities.

### Healing

If rest is not an option and a character is at 0 hit points or less then, as an

action requiring two rounds, another character may attempt to bind the wounds of their fallen ally while they are unconscious (but not yet dead), restoring them to 1 hit point. They must succeed on a Normal Healing Check and, additionally, if the character binding wounds takes damage before completing the second round of this ability they must start over on the next round.

The Medic class removes the requirement for a Healing Check and increases the number of hit points restored upon completion.

# Downtime

## Levelling up and learning skills

### Downtime and Levelling Up

All characters begin at level 0 with no assigned Class and no special abilities or bonuses. After a period of gameplay though, they may move up to level 1 and later increase to the 2, 3, 4 and so forth. In-game, this equates to a period of at least two weeks in which the character is learning and practising new skills and abilities. After this period, make sure to update your character with any new class bonuses and abilities, add any gained proficiencies and roll one hit dice (appropriate to the character's species) and increase their maximum hit point total by the result.

### Multi-classing

After a character has taken one or more levels in a class they may, if their player wants them to, take their next level in a different class. In this case they retain all their levels, abilities and bonuses in the first class and then gain one level in their new class, getting any abilities and bonuses appropriate to that level of that class too.

For example: a level 3 Pilot could, when levelling up, take 1 level as an Engineer. In this case, they still increase their maximum hit points per a roll of their Hit Dice, then they note down any abilities and bonuses for a level 1 Engineer.

# In the Beginning ...

"My child, my sweet and dearest creature, do you know of the brevity and chaos of life and existence? Let me tell you how, in the beginnings of time Archos, the Creator, the Crocheter, Mother of Life and Maker of All picked up the hook. The divine hook from which all things came to be. All that is, that was and that ever could be came from that hook. She took up the yarn of the universe and began to weave it into order and so it was that the stars and planets and moons formed in the heavens, how the void took shape and form and we called it THE WORLD!

But, my child, there was another. For as the great hook was worked and the world was woven, the echo of existence rattled around and woke Telos! Telos the Destroyer, the Great Unraveller, the Ends of Order. And Telos, woken from slumber by the agonising resonance of existence, began to unravel it. Pulling it apart from the very point of forming. Sending the yarn of the universe back into the void.

And so it is that all things come to be, woven into the world by Archos. And so too do all things perish, unravelled by Telos. Our time is brief, like the ordered yarn, but though it is brief, it is beautiful!"

## The History of the Mavros System

Mavros is a black hole formed from the death of a vast star in the early stage of the universe. Mavros grew larger as more matter was gradually drawn in. Further out, coalescing debris of the early universe formed into star systems orbiting the black hole at their gravitational centre. In the near vicinity of Mavros though, a planetary system was formed as rogue planets and asteroids fell into long-lasting, decaying orbits around the singularity.

For millions of years, the system was dark. Until a rogue star was drawn

towards Mavros and slowly consumed. Light from the dying star began to orbit the black hole, lighting and warming the planets around it.

Many planets had orbited and then fallen into the black hole however, over the course of billions of years, some managed to hold a longer orbit and, lit by the light of Mavros' accretion disk, they grew to sustain life which ultimately evolved into three distinct sentient species.

All three species – the Pithiks, Arkoa and Erpons – all claim to have been the first to have evolved far enough to develop space travel however in truth it was the collective effort of all three that led to the current space age.

They since developed many great feats of stellar engineering but the first and greatest triumph came as the original star was almost completely consumed by Mavros. At this point, gravitational engineers from all species worked together and succeeded in drawing in another rogue star to feed the black hole. Since then, this process has been repeated and refined, with Mavros growing each and every time.

Over time, the original home planets of the three races in turn fell into the singularity as well however by then they had developed the means to control the descent of other incoming rogue planets and either select them for orbit as new home worlds or direct them nearer to the event horizon where they would be ripped apart into the asteroid belt and could be mined for resources.

Similarly, incoming larger gas giants and ice giants are kept at a further orbit where they are harvested from collection plants on their moons and the precious minerals used to drive the growth of the system.

As yet, while they have developed many great and vast machines, none of the inhabitants of the system have managed to travel faster than about

0.1 x the speed of light. This means that while they have done great things in their own system they have not yet been able to explore the surrounding galaxy.

Though many dream to ...

# Archos, Goddess of Creation

## And the Demi-Gods of Creation



### Archos

Archos, the goddess of creation, is said to have made all things in the beginning and is described in the religious texts of the Mavrosian Civilisations as continuing to crochet more into being as the universe continues to expand and more matter comes towards the black hole for use by the inhabitants.

She is depicted in many periods of artwork by the three species and is almost always shown as being an impossibly enormous space dragon, holding in one clawed hand a ball of glistening yarn and in the other hand an intricately carved crochet hook.

Weavers of Archos, the priests and evangelists of the goddess, wear bright colours and are taught to be optimistic and outgoing though they are also rigid and respectful of rules and order.

Whenever new matter arrives in the Mavros system from the wider galaxy (asteroids, planets and stars) the refrain of the faithful is "Archos Provides!"

### The Demi-Gods of Creation

While Archos does not appear in any physical form, she has four manifestations of herself that move about the Mavros system

Klostis takes the form of a Pithik

Yfantis takes the form of an Arkon

Katharistis takes the form of an Erpon

Paragogis takes the form of a Space Dragon

These manifestations may be petitioned to and have been known to interact with inhabitants of the system however they are discerning of who they will speak with, generally favouring the Weavers of Archos. They cannot die, though their physical forms can be destroyed. If this happens, the consciousness of the demi-god is released and reforms as a new manifestation on Pithika (Klostis), on Arkona (Yfantis), on Erponia (Katharistis) or in space (Paragogis) a safe distance from their attacker.

# Telos, Goddess of Destruction

## And the Demi-Gods of Destruction



### Telos

Telos, the goddess of destruction, is said to have been awoken by Archos at the beginning of time when Archos began to crochet the universe into existence. The agonising din of existence is said to have hurt and angered Telos so much that she immediately began ripping it apart as quickly as possible.

She is depicted in many periods of artwork by the three species and is almost always shown as being an impossibly enormous space dragon with its teeth bared and its claws outstretched. Many depictions include tattered ends of yarn protruding from her jaw and tangled about her talons.

Weavers of Telos, the priests and evangelists of the goddess, wear sombre colours, chiefly black and grey, and are taught to be cold with a focus on the brevity and end of life. They are likewise taught a disinterest in law and order, perceiving it as fleeting, and favouring chaos.

Whenever an aging planet or star is drawn into Mavros and torn apart the refrain of the faithful is "Telos Devours!"

## The Demi-Gods of Destruction

While Telos does not appear in any physical form, she has four manifestations of herself that move about the Mavros system

Trogon takes the form of a Pithik

Xemperdevon takes the form of an Arkon

Gelion takes the form of an Erpon

Siopon takes the form of a Space Dragon

These manifestations may be petitioned to and have been known to interact with inhabitants of the system however they are discerning of who they will speak with, generally favouring the Weavers of Telos. They cannot die, though their physical forms can be destroyed. If this happens, the consciousness of the demi-god is released and reforms as a new manifestation on Pithika (Trogon), on Arkona (Xemperdevon), on Erponia (Gelion) or in space (Siopon) a safe distance from their attacker.

# Karovelon, the Eternal World

The dream of permanence

## Karovelon

Karovelon is a mythical place told of throughout the long history of the Pithik, Arkoan and Erponic civilisations. Rooted in the ever changing nature of the Mavros System in which constant effort is required to keep the planets in orbit and to find rogue stars to feed the black hole in order to provide enough light and heat to sustain the inhabitants. All religious texts refer to a perfect world in which no such effort is required and those that live there do so at ease and without fear of annihilation.

Both the followers of Archos and the followers of Telos believe in Karovelon and it appears in almost all religious imagery though there are some striking differences in the interpretation.

## In the Texts of Archos

Weavers of Archos describe Karovelon as a planet either already in existence or that Archos will create and that will come in time to Mavros. They depict it as a perfect world which will form a stable orbit and remain in it. Moreover, many depictions imagine it as containing its own source of light and heat so that those who will come to live on it will no longer need to perform great feats of space engineering in order to survive.

Burial Rituals of the followers of Archos involve storing the remains of the deceased in cryogenic storage vaults that orbit at the outermost edge of the system. They believe that one day, when Karovelon is found, the dead will be brought to it where they will rise and live again.

## In the Texts of Telos

Weavers of Telos describe Karovelon as the singularity Mavros itself. They believe that the only true stability comes from the void itself, with the notion that "you cannot destroy what does not have form". They imagine the singularity as being prepared for them and believe that one day the faithful will be called into it where they will live in quiet darkness forever more.

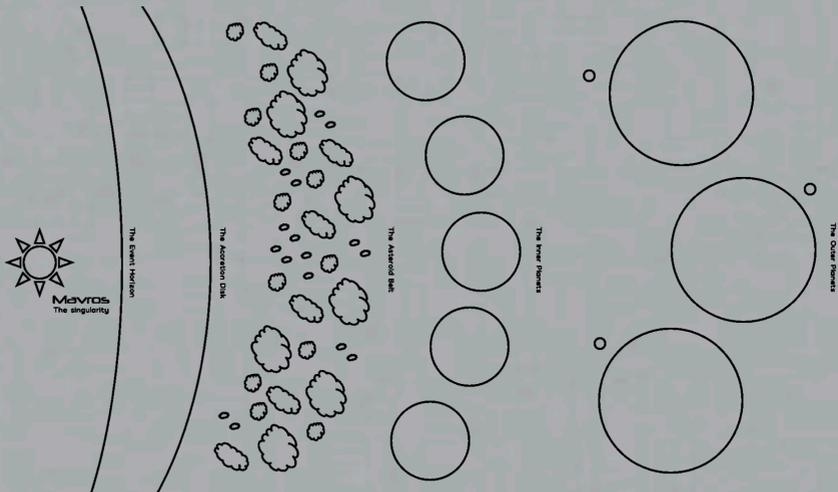
Burial Rituals of the followers of Telos involve taking the deceased to the asteroid belt where they are released in a coffin on a rapidly decaying orbit towards the event horizon of Mavros. They believe that the dead will be waiting in Karovelon, alive again in peace.

# Uranography

## Traversing the Mavros System

The Mavros System comprises a number of distinct regions radiating out from the singularity at its core. First, the singularity itself spans a vast region at the very centre right up to its event horizon, within which not even light can escape its pull. Around the event horizon is the accretion disk, a vast, bright ring of light and near-light-speed particles in orbit of the singularity. Beyond this, an expansive belt of asteroids are all that remains of planets drawn to the singularity which were not saved for population or

which have since been retired and forced out of their orbit to be ripped apart by gravity and then mined for their remaining resources. Further out, in the habitable zone of the system, the inner planets orbit. These planets are small enough and close enough to support life. Finally, at the furthest, gas giants and ice giants orbit the singularity. The moons of these giants have been utilised as harvesting plants from which the valuable gases and minerals of these planets are drawn.



# Mavros

## The Singularity

Mavros is a black hole with a radius of 1,000,000 km and a mass of approximately  $7 \times 10^{35}$  kg

Mavros has been fed by a rogue star, pulled into a decaying orbit by gravitational engineers, producing an accretion disk approximately 5,000,000 km thick.

The most recent star to have fed the singularity has since been fully broken down and the decaying remains of it

now orbit it. A new star will be sought soon to prevent the singularity from going dark.

Pilots have learnt to not even come close to the accretion disk in standard vessels as those who do are rarely able to escape the sudden and immense rise in gravity at that distance and are almost always pulled inside and destroyed, ship and all.



# The Asteroid Belt

## Recycling the Ancient Planets

Beyond Mavros and its accretion disk, the first significant matter encountered is a ring of asteroids that orbit, occasionally in turn being knocked loose and spiralling in to the singularity.

These asteroids are the remnants of planets that had previously orbited in the habitable zone or further out among the gas giants. Once a planet is no longer of use to the civilisations of the Mavros System, gravitational engineers guide it in towards the asteroid belt and cause it, by proximity

to the singularity and by increasing its spin, to break down into smaller fragments which are then mined for their remaining resources.

Mining operations are installed in the larger of the asteroids with smaller asteroids mined by small, highly shielded vessels that pass through the belt. Most mining stations are short-term affairs as there is always a risk that the asteroid will fall from the belt and begin to spiral inwards towards the singularity.



# The Inner Planets

## The Habitable Zone

In its beginning, the inner planets of the Mavros System were rogue planets that had fallen into orbit around the singularity at about the same time that a rogue star was being consumed by it. This serendipity meant that life was able to evolve on the planets and it did so fast enough that three scientifically advanced civilisations were born.

The three inhabited planets began to communicate with one another and identified that their source of light and heat was the accretion disk of the black hole. Working together they developed space travel within the system and began to co-ordinate research and development of enormous vessels capable of manipulating the motion of planets and even of stars.

Over time they worked together and drew more rogue stars in to feed the singularity and keep the accretion disk fuelled to maintain the habitability of their home worlds. The home planets though did not fare so well. In time their orbits decayed and even the advanced technologies of their inhabitants could not save them.

So it was that new planets, drawn in by the singularity, were pulled into orbit by the gravitational engineering vessels and the old, dying worlds were moved further in where they were torn apart and formed the asteroid belt.

At present there are five planets orbiting in the habitable zone of the Mavros System. Descended by many generations from the original three.

- Pithika, a temperate planet, is home to the Pithik civilisation.
- Erponia, an arid planet, is the current home of the Erponic civilisation. It is being prepared for evacuation to New Erponia.
- Arkona, an snow capped planet, is the recently inhabited home of the Arkoan civilisation
- Nova Erponia, a desert planet, is currently being terraformed ready for occupation by the Erponic civilisation.
- Nekro Arkona, a frozen planet, is being prepared for removal to the asteroid belt following the evacuation of the Arkoan civilisation.



# The Outer Planets

## Giants of the Mavros System

While the mining of the remains of former habitable planets could provide some resources necessary to the development of technology and machinery in the system, some elements were simply not present but were required for the advancement of civilisation.

To this end, gravitational engineers developed new, stronger vessels capable of guiding gas giants and ice giants into long, slow orbits at the outer most edges of the Mavros System. There, if they did not already have a natural moon, space stations were built and placed in orbit around them.

From either their moon or space station, the resources of the giants were then slowly harvested and transported to the inner planets for processing.

There are currently three such giants being harvested.

Titan-Alpha is a gas giant, rich in hydrogen and helium as well as heavy metal deposits towards its core.

Titan-Beta is an ice giant, rich in oxygen, hydrogen, nitrogen and methane.

Titan-Gamma is a gas giant, rich in heavy radioactive elements.



# Ships

## The Classes of Space Vessels

There are four classes of space vessel in the Mavros System, defined according to their maximum capacity for crew and guests as well as their intended purpose. Ships may be improved with better engines, weapons and armourments however they cannot be increased in size or capacity.

Each ship is powered and propelled by energised fuel cylinders, pre-filled with propellant and containing a one-time-use hydrogen fuel cell for electric power. These cylinders can provide a ship with power and engine use for a day before they must be replaced. Before a ship leaves atmosphere it

must have enough cylinders aboard to complete its journey in space otherwise engine and life support functions will cease when the final cylinders have been depleted.

Ships are propelled by Applied-Field Magnetoplasmadynamic Thrusters up to a speed of 0.1 x the speed of light. They additionally have enough space aboard for their listed crew and cargo sizes. Additionally characters and creatures may travel, staying in the cargo hold of the ship, however in this case the number of cylinders required doubles for each additional occupant as the draw on life support increases.

Class	Fuel Cylinders Required for 1 Day	Cost per Fuel Cylinder
Alpha Class	2	25 (50 Total)
Beta Class	4	25 (100 Total)
Gamma Class	10	25 (250 Total)
Delta Class	50	25 (1,250 Total)

# Alpha Class Ships

Up to 5 crew

The Alpha Class include a single escape pod each which can support up to 4 life forms and will, upon ejection from the ship, proceed directly towards the nearest habitable landing position. This could be a mining station in the asteroid belt, a habitable planet among the inner planets or a moon harvesting station among the outer

planets. Those aboard the escape pod have no control over which location they are taken to and the landing is random once they arrive at their destination.

*All speeds are given in Mm (mega-metres, 1,000,000 metres) per round (6 seconds)*

<b>Crew Capacity</b>	Up to 5 crew members
<b>Guest Capacity</b>	Up to 2 (without livestock)
<b>Livestock Capacity</b>	Up to 5 creatures (without guests)
<b>Hit Points</b>	100
<b>Armour Class</b>	30
<b>Speed</b>	2 Mm
<b>Cost</b>	100,000 Credits
<b>Fuel Cylinders Required Per Day</b>	2
<b>Cost per Fuel Cylinder</b>	25 (50 total)
<b>Stored Fuel Capacity</b>	50
<b>Weapons</b>	None by default



## Engine Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Gen II Engines	Speed increased to 2.5 Mm	3,000 Credits
Gen III Engines	Speed increased to 3 Mm	5,000 Credits

## Weapon Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Particle Cannons	Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.	2,500 Credits
Thermal Cannons	Ship Weapon. +17 to hit. 1d20 + 5 damage. Range 50 Mm.	5,500 Credits
Laser Cannons	Ship Weapon. +20 to hit. 2d20 + 10 damage. Range 100 Mm.	12,500 Credits

## Armour Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Phantom Armour	Increases Armour Class to 32	5,000 Credits
Pegasus Armour	Increases Armour Class to 34	7,500 Credits
Void Armour	Increases Armour Class to 36	12,500 Credits

# Beta Class Ships

Up to 25 crew

The Beta Class include three escape pods each which can support up to 4 life forms (12 in total) and will, upon ejection from the ship, proceed directly towards the nearest habitable landing position. This could be a mining station in the asteroid belt, a habitable planet among the inner planets or a moon harvesting station among the

outer planets. Those aboard the escape pod have no control over which location they are taken to and the landing is random once they arrive at their destination.

*All speeds are given in Mm (mega-metres, 1,000,000 metres) per round (6 seconds)*

<b>Crew Capacity</b>	Up to 25 crew members
<b>Guest Capacity</b>	Up to 10 (without livestock)
<b>Livestock Capacity</b>	Up to 25 creatures (without guests)
<b>Hit Points</b>	200
<b>Armour Class</b>	34
<b>Speed</b>	2 Mm
<b>Cost</b>	250,000 Credits
<b>Fuel Cylinders Required Per Day</b>	4
<b>Cost per Fuel Cylinder</b>	25 (100 total)
<b>Stored Fuel Capacity</b>	200
<b>Weapons</b>	None by default



## Engine Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Gen II Engines	Speed increased to 2.5 Mm	4,000 Credits
Gen III Engines	Speed increased to 3 Mm	6,000 Credits

## Weapon Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Particle Cannons	Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.	2,500 Credits
Thermal Cannons	Ship Weapon. +17 to hit. 1d20 + 5 damage. Range 50 Mm.	5,500 Credits
Laser Cannons	Ship Weapon. +20 to hit. 2d20 + 10 damage. Range 100 Mm.	12,500 Credits
Ion Cannons	Ship Weapon. +25 to hit. 2d20 + 20 damage. Range 150 Mm.	24,500 Credits

## Armour Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Phantom Armour	Increases Armour Class to 36	7,500 Credits
Pegasus Armour	Increases Armour Class to 38	10,000 Credits
Void Armour	Increases Armour Class to 40	15,000 Credits

# Gamma Class Ships

Up to 100 crew

The Gamma Class include ten escape pods each which can support up to 4 life forms (40 in total) and will, upon ejection from the ship, proceed directly towards the nearest habitable landing position. This could be a mining station in the asteroid belt, a habitable planet among the inner planets or a moon harvesting station among the

outer planets. Those aboard the escape pod have no control over which location they are taken to and the landing is random once they arrive at their destination.

*All speeds are given in Mm (mega-metres, 1,000,000 metres) per round (6 seconds)*

<b>Crew Capacity</b>	Up to 100 crew members
<b>Guest Capacity</b>	Up to 40 (without livestock)
<b>Livestock Capacity</b>	Up to 100 creatures (without guests)
<b>Hit Points</b>	400
<b>Armour Class</b>	38
<b>Speed</b>	2 Mm
<b>Cost</b>	1,000,000 Credits
<b>Fuel Cylinders Required Per Day</b>	10
<b>Cost per Fuel Cylinder</b>	25 (250 total)
<b>Stored Fuel Capacity</b>	1,000
<b>Weapons</b>	None by default



## Engine Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Gen II Engines	Speed increased to 2.5 Mm	8,000 Credits
Gen III Engines	Speed increased to 3 Mm	15,000 Credits

## Weapon Upgrades

Up to 2 upgrades may be installed at a time, both may be fired in a single round of combat (including at different opponents)

Upgrade	Description	Cost
Particle Cannons	Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.	2,500 Credits
Thermal Cannons	Ship Weapon. +17 to hit. 1d20 + 5 damage. Range 50 Mm.	5,500 Credits
Laser Cannons	Ship Weapon. +20 to hit. 2d20 + 10 damage. Range 100 Mm.	12,500 Credits
Ion Cannons	Ship Weapon. +25 to hit. 2d20 + 20 damage. Range 150 Mm.	24,500 Credits
Plasma Cannons	Ship Weapon. +32 to hit. 3d20 + 30 damage. Range 100 Mm.	32,500 Credits
Antimatter Cannons	Ship Weapon. +40 to hit. 3d20 + 50 damage. Range 100 Mm.	40,000 Credits

## Armour Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Phantom Armour	Increases Armour Class to 40	10,000 Credits
Pegasus Armour	Increases Armour Class to 42	15,000 Credits
Void Armour	Increases Armour Class to 44	20,000 Credits

# Delta Class Ships

Up to 500 crew

The Delta Class include twenty escape pods each which can support up to 4 life forms (80 in total) and will, upon ejection from the ship, proceed directly towards the nearest habitable landing position. This could be a mining station in the asteroid belt, a habitable planet among the inner planets or a moon harvesting station among the

outer planets. Those aboard the escape pod have no control over which location they are taken to and the landing is random once they arrive at their destination.

*All speeds are given in Mm (mega-metres, 1,000,000 metres) per round (6 seconds)*

<b>Crew Capacity</b>	Up to 500 crew members
<b>Guest Capacity</b>	Up to 200 (without livestock)
<b>Livestock Capacity</b>	Up to 400 creatures (without guests)
<b>Hit Points</b>	800
<b>Armour Class</b>	45
<b>Speed</b>	2 Mm
<b>Cost</b>	10,000,000 Credits
<b>Fuel Cylinders Required Per Day</b>	50
<b>Cost per Fuel Cylinder</b>	25 (1,250 total)
<b>Stored Fuel Capacity</b>	5,000
<b>Weapons</b>	Laser Cannons: Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.



## Engine Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Gen II Engines	Speed increased to 2.5 Mm	15,000 Credits
Gen III Engines	Speed increased to 3 Mm	25,000 Credits

## Weapon Upgrades

Up to 4 upgrades may be installed at a time, all may be fired in a single round of combat (including at different opponents)

Upgrade	Description	Cost
Particle Cannons	Ship Weapon. +15 to hit. 1d20 damage. Range 25 Mm.	2,500 Credits
Thermal Cannons	Ship Weapon. +17 to hit. 1d20 + 5 damage. Range 50 Mm.	5,500 Credits
Laser Cannons	Ship Weapon. +20 to hit. 2d20 + 10 damage. Range 100 Mm.	12,500 Credits
Ion Cannons	Ship Weapon. +25 to hit. 2d20 + 20 damage. Range 150 Mm.	24,500 Credits
Plasma Cannons	Ship Weapon. +32 to hit. 3d20 + 30 damage. Range 100 Mm.	32,500 Credits
Antimatter Cannons	Ship Weapon. +40 to hit. 3d20 + 50 damage. Range 100 Mm.	40,000 Credits

## Armour Upgrades

No more than 1 upgrade may be installed at a time

Upgrade	Description	Cost
Phantom Armour	Increases Armour Class to 47	25,000 Credits
Pegasus Armour	Increases Armour Class to 49	50,000 Credits
Void Armour	Increases Armour Class to 51	100,000 Credits

# Equipment

## Weapons, clothing, armour and medical supplies

During a game, characters may find opportunities to purchase, find or sell various items ranging from weaponry to clothing and armour and even medical supplies. These all have quite

standardised values throughout the Mavros System however some variety should be allowed for based on scarcity, demand and whether or not the trader likes the character.

# Weapons

## Melee and ranged methods of attack

### Melee Weapons

Melee weapons are used in hand-to-hand combat and require an opponent to be within 1.5 m to be used. Some weapons require two hands to be

wielded, others only require one hand. One-handed weapons allow for the wielder to also be holding and using another object.

Weapon	Cost	Damage	Hands
Shock Stick	10 Credits	1d4	1
Electroblade	50 Credits	1d6	1
Double Ended Electroblade	75 Credits	1d8	2

### Blaster Weapons

Blaster weapons are used in combat to attack from a distance and allow for an opponent to be within varying distances from the shooter. Some weapons require two hands to be wielded, others only require one hand. One-handed weapons

allow for the wielder to also be holding and using other objects.

If a character does not have **BLASTER PROFICIENCY** (gained with 1 level of the Soldier Class or 3 levels of the Corsair Class) they cannot use a blaster of any kind.

Weapon	Cost	Range	Damage	Hands
Laser Blaster	40 Credits	up to 50 m	1d6	1
Ion Blaster	80 Credits	up to 75 m	1d8	1
Plasma Blaster	120 Credits	up to 150 m	1d10	1
Heavy Laser Blaster	80 Credits	up to 25 m	2d6	2
Heavy Ion Blaster	160 Credits	up to 50 m	2d8	2
Heavy Plasma Blaster	240 Credits	up to 100 m	2d10	2

# Clothing & Armour

## Dressing for Defence

Protective equipment includes clothing, armour and shields. One of each can be used together (e.g. clothes + light armour) however multiple clothes and armours cannot be stacked. The given AC modifier should be applied to a character's AC.

N.B. A naked character has an Armour Class of 10 (in all cases).

Item	AC Modifier	Cost
Clothes	+1	10 Credits
Light Armour	+1	100 Credits
Moderate Armour	+3	500 Credits
Heavy Armour	+5	1,500 Credits

## Energy Shields

Energy shields are small devices which are worn as armbands and can be switched on or off as an action. When on, they emit a glowing energy which surrounds the wearer and increases their Armour Class. Energy shields have a limited lifespan and may only be used for a certain

amount of time before they are defunct and no longer usable.

Only one shield may be used by an individual at any given time. If a character is wearing two or more and has one already activated when they attempt to activate another, the first automatically deactivates and the second becomes the only active shield on their body.

Shield Type	AC Modifier	Cost	Duration
Phantom Shield	+2	500 Credits	20 Minutes (200 Rounds)
Pegasus Shield	+4	1,000 Credits	10 Minutes (100 Rounds)
Void Shield	+8	5,000 Credits	5 Minutes (50 Rounds)

# Medical Supplies

## Healing in the Field

Medpacks can be prepped by Medics, although they will often have their own way of doing it. Sometimes the medic will sell them, sometimes they will supply a shop or general store with

them. Likewise, Medics may prepare anti-venoms which may be used in the case of poisoning or the venomous attack of a creature.

Item	Effect	Cost
Simple Medpack	Restores 1d10 Hit Points	1,000 Credits
Standard Medpack	Restores 2d10 Hit Points	1,500 Credits
Advanced Medpack	Restores 4d10 Hit Points	2,000 Credits
Anti-venom	Neutralises any Poison or Venom	500 Credits

# Money

By agreement of the inter-species Council of Planets and the Central Intelligence, the use of precious metals or barter for commerce has been expressly forbidden. Instead, a centralised bank, known as the Bank of Mavros, has been established by the Central Intelligence and by it all inhabitants are allocated a current Credit

Value. Credits may then be earned by the sale of goods or the performance of services. All inhabitants of the Mavros System have a small computer chip implanted in their arm which holds their current Credit total (continuously synchronised with the Central Intelligence and the Bank of Mavros).

## Common Values

Amount	Item
1 Credit	A meal
2 Credits	Short passage in the cargo hold of a corsair ship
5 Credits	Short passage in proper accommodation on a beta class ship or better
10 Credits	A second-hand set of basic clothes
20 Credits	A new set of fashionable clothes
50 Credits	An unskilled worker for one week
100 Credits	A skilled engineer for one week
200 Credits	A good suit of armour
500 Credits	A good blaster
1,000 Credits	A highly skilled bodyguard for your journey
10,000 Credits	A small house
20,000 Credits	A large house / A small house in a good school district
50,000 Credits	A large house in walking distance of the shops and good transport links
100,000 Credits	An alpha class ship
1,000,000 Credits	An alpha class ship with crew and supplies for a year
10,000,000 Credits	A delta class ship
100,000,000 Credits	A delta class ship with crew and supplies for a year

# Intelligent Species of the Mavros System

Three intelligent species live in the Mavros System, each either evolved there or is descended from evolutionary ancestors that arrived on a planet drawn by the pull of the singularity.

**Pithiks** – An ape-like species with largely bare skin, although the hair on their heads can grow down to their feet if they let it. The majority of males are capable of growing facial hair as well though many shave this off.

**Arkoa** – A bear-like species with thick fur and impressive physical strength. Known for their forcefulness and resilience, these beings are quick to anger and slow to retreat.

**Erpons** – A scaled, reptilian species with a light and agile frame. Known for their dexterity and high visual acuity. Some of the deepest thinkers and most advanced mathematicians in the system.



# The Pithik

## An ape-like species

*The Pithik are an ape-like species that evolved on Pithika-Prime several million years ago. They vary in size and weight but are often quite slender, taller than the scaled Erpon but shorter than the furry Arkoan.*

### Appearance

Pithik are usually between 165 cm and 200 cm tall, weighing between 50 kg and 100 kg when fully grown. Their skin has very soft, largely unseen hairs except for on the tops of their heads where it can grow as long as their body if uncut and which many Pithik wear in various fashions and styles including ponytails and plaits. Male Pithik also grow facial hair however many shave this off.

### Culture

Pithik society is hierarchical with a central administrative council on Pithika (their home planet) the president of which rules the entire planet by the authority and agreement of the council's two houses of parliament.

Pithiks are a relaxed species, enjoying many sports and games and giving what time they can to art, entertainment and music too. Their scientific advancements made them key in the first gravitational engineering enterprises and they remain a key part of them now as well.

The Pithik military is strong but largely for show, with the majority of its work spent in civil and scientific protection rather than any form of warfare. The Pithik have many official ships that patrol the Mavros System as well as hundreds of private venture corsairs who captain their own Alpha and Beta Class ships in the system.

### Temperament

Pithiks are generally easy going unless situation dictates or requires otherwise. They vary from humorous to sarcastic and are often playful, hyperbolic and rhetorical in their speech.

### Playing a Pithik

**Hit Dice:** d8

If you are making a Pithik Character to play in a game, your character gains the following species based bonuses and penalties. These should be applied to the ability scores you have rolled. Make sure to recalculate the associated modifiers afterwards.

Ability	Bonus / Penalty
Strength	+1
Charisma	+2
Constitution	-2
Wisdom	-1

Your character also gains the following Species Feat

Name	Description	Use
NOT TODAY!	If you fail an Ability Check you may choose to succeed it instead.	Once per day, regained after a rest.

# The Arkoan

## An bear-like species

*The Arkoan are a bear-like species that evolved on Arkona-Prime several million years ago. They vary in size and weight but are usually very stocky and far taller than either of the other intelligent species of the Mavros System.*

### Appearance

Arkoan are usually between 200 cm and 240 cm tall, weighing between 150 kg and 200 kg when fully grown. They are covered all over with thick fur that can vary in colour and pattern, usually due to their parentage but often seemingly at random. Males and females are largely indistinguishable though many females are larger than their male counterparts.

### Culture

Arkoan society is fiercely, strict and centred around extended family units. The central government of Arkona (their home planet) is made up of representatives chosen from each of the major families. Representatives are usually the head of their family however some families choose to send younger or more politically experience representatives. The council has now single leader but rather makes its decisions by a public vote from its members.

Arkoans are a fierce species, competing in many complex and taxing sports and competitions to prove their power and prowess. Much of their scientific advancement has been in the field of weapons and armament however they were still key in the first gravitational engineering enterprises and they remain a part of them now as well.

The Arkoan military is strong and a part of their culture as much as anything else with at least one tour on a military ship being seen as a right of passage for a young Arkoan coming of age. While there is not outright war in the Mavros System, the Arkoan Military remains ever vigilant, staging practice exercises and patrolling the system with constant vigilance.

### Temperament

Arkoan are serious minded and often quite gruff in their speech. They rarely use colourful or elaborate language, seeing it as time-wasting and preferring matter-of-fact and pragmatic discussion.

### Playing an Arkoan

Hit Dice: d10

If you are making an Arkoan Character to play in a game, your character gains the following species based bonuses and penalties. These should be applied to the ability scores you have rolled. Make sure to recalculate the associated modifiers afterwards.

Ability	Bonus / Penalty
Constitution	+1
Strength	+2
Dexterity	-2
Charisma	-1

Your character also gains the following Species Feat

Name	Description	Use
RAGE!	One extra attack per round and double damage while raging. Rage begins as a bonus action with effect shown on the next round. Rage ends when combat finishes or when no attack has been made for three consecutive rounds.	Once per day, regained after a rest.

# The Erpon

## A gecko-like species

*The Erpon are a gecko-like species that evolved on Erponia-Prime several million years ago. They vary in size and weight but are usually extremely slender and shorter than either of the other intelligent species of the Mavros System.*

## Appearance

Erpon are usually between 140 cm and 170 cm tall, weighing between 25 kg and 75 kg when fully grown. Their skin is scaly and dry and they have long tails which they can control with some skill, enabling them to run balanced on all fours if they wish and with which then can perform basic mechanical operations (such as pushing a button).

## Culture

Erpon society is slow and often perceived as very calm, though this species have their own ways of showing anger and haste but are still seen as quite relaxed by the other species in how they go about it. Erpon society is governed by elected leaders ranging from community level (with an elected official for every group of twenty-one Erpons), to regional (with elected representatives chosen from among the community leaders) and all the way to the council of Erpona (their home planet).

Erpons are a philosophical and wise species with a long history of study and meditation within their culture. They engage in many forms of art and music and will often spend long periods engaging in community projects in which they produce or perform large works of art to explore their own culture and existence.

The Erpon have no real military though they have more recently formed a pseudo-military to allow them to work alongside the other species. The majority of their official ships are smaller, science vessels sent out to explore and observe the Mavros system. Many Erpons operate alpha class ships on their own as part of ongoing research which is encouraged and received by the community governments and centres of learning on Erponia.

## Temperament

Erpons are level tempered and thoughtful with soft voices and a tendency to speak in metaphors. They will often stand silent while they listen to others speak, waiting until they have a relevant point or question before speaking.

## Playing an Erpon

**Hit Dice:** d6

If you are making an Erpon Character to play in a game, your character gains the following species based bonuses and penalties. These should be applied to the ability scores you have rolled. Make sure to recalculate the associated modifiers afterwards.

Ability	Bonus / Penalty
Wisdom	+1
Dexterity	+2
Strength	-2
Constitution	-1

Your character also gains the following Species Feat

Name	Description	Use
TAIL WHIP!	Following a successful melee attack, your tail whips around and does an additional 1d8 damage to your opponent.	Once per day, regained after a rest.

# Classes

## Learnt professions

Classes are the professions that characters can learn. Each bring additional abilities and bonuses. All characters begin at level 0 with no classes assigned however each and every time they level up they may take a level in any of the classes. These levels are then stacked such that a character may gain multiple levels in multiple classes.

# Pilots

## Flying all classes of ship

Pilots have trained at an academy, within a military or pseudo-military organisation, or under the tutelage of another pilot and learnt to fly all classes of ship. They are an absolutely essential addition to any crew as without them journeys through the system can take a lot longer. All ships in the Mavros system use an onboard computer system called ALaNI (Advanced Logic and Neurological Interface). All pilots have learnt to use this system.

From varying levels Pilots gain abilities and bonuses that they can use throughout their journeys ...

## Class Bonuses

From Level	Title	Description
1	SHIP FLIGHT	In order to achieve their first level as a Pilot, a character learns how to pilot a spaceship and may then use their levels in Science to offset the journey time of a flight.

## Class Abilities

From Level	Title	Description
1	JOURNEY PLANNING	A new pilot has learnt to commit planned routes to memory and can recall details of the route of their ship journey without the need for written records of a skill check.
2	COMPUTER SCIENCE	2 extra levels in Science
3	BY THE STARS	An experienced pilot can tell where they are within the Mavros system by the look of the stars (if they are on a planet, it must be a clear night).
4	THAT DOESN'T SOUND RIGHT	2 extra levels in Intuition
5	TAKE CONTROL	If a pilot is on a ship but not currently flying it, they can take control of the vessel from their nearest terminal so long as they have more levels in Science than the pilot currently flying the ship. If the ship is being flown by a non-pilot then they take control regardless.

# Engineers

## Building and maintaining machines

Engineers are well educated, practical individuals with a deep understanding of science and mechanics. They are responsible for the many advanced technologies available throughout the Mavros system and the most experienced engineers usually ultimately join the Gravitational Engineering body responsible for the orbits of the planets themselves.

From varying levels Engineers gain abilities and bonuses that they can use throughout their journeys ...

### Class Bonuses

From Level	Title	Description
1	TOOL KIT	Engineers may restore hit points to a ship equal to their total levels in Science per day. Multiple engineers may work to repair a ship together, combining their totals each day.

### Class Abilities

From Level	Title	Description
1	LEVEL 1 QUANTUM DEVICE	The engineer can build a portable device capable of causing a level 1 Quantum Magic Effect. The device may then be used up to three times per day.
2	ANOTHER LEVEL 1 QUANTUM DEVICE	The engineer can build a second portable device capable of causing a level 1 Quantum Magic Effect. The device may then be used up to three times per day.
3	LEVEL 2 QUANTUM DEVICE	The engineer can build a portable device capable of causing a level 2 Quantum Magic Effect. The device may then be used up to two times per day.
4	ANOTHER LEVEL 2 QUANTUM DEVICE	The engineer can build a second portable device capable of causing a level 2 Quantum Magic Effect. The device may then be used up to two times per day.
5	LEVEL 3 QUANTUM DEVICE	The engineer can build a portable device capable of causing a level 3 Quantum Magic Effect. The device may then be used up to two times per day.

### Quantum Magic Effects

By the goddesses Archos and Telos and their demi-gods, engineers of the Mavros system have come to learn how to build small devices capable of manipulating the quantum field and effecting objects, creatures or areas on a macroscopic level. These "tricks" are then triggered by the device, which can take many different forms (such as a box with a button, a pistol with a trigger, a projector with a remote control). In all cases, the nature of the device is set when the engineer builds it and it cannot later be changed.

## Level 1 Quantum Magic Effects

Effect	Duration	Description
Charm	1 hour	You attempt to charm another intelligent being you can see within 10 m. They must make a DC 11 Wisdom Ability check, and do so with advantage if you or an ally are fighting them. If they fail the check, they are charmed by you until the spell ends or until you or your allies do anything harmful to them. During the spell, they regard you as a friend.
Disguise	1 hour	You make yourself (including your clothing, armor, weapons, and other belongings on your person) look different until the effect ends or until you use an action to end it. You must still appear as your own species however you may imitate someone you have met or just alter your appearance so as to not look like yourself. Any additional height, width, clothing or items you make appear with this effect are purely holographic and cannot be touched. If, for example, you were to make yourself a foot taller, then if someone were to touch your higher apparent head then their hand would pass through it. Likewise, if you change your appearance to look as though you are wearing armour or carrying an item, a simple touch will reveal these to be holographic too.
Shield	1 minute	An invisible barrier of energy forms around you and protects you. Until it ends, you gain +5 to your AC.
Sleep	1 minute	This effect sends a character or terrestrial creature into a deep sleep. The target must succeed a DC 12 Constitution check or fall asleep for 1 minute.

## Level 2 Quantum Magic Effects

Effect	Duration	Description
Climb	1 hour	Until the effect ends, one willing character you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving their hands free, at the same speed and with the same ease as if they were walking on normal ground.
Dark	10 minutes	Impenetrable darkness spreads from a point you choose within 20 m of you and fills a 5 m sphere for the duration.
Hold	1 minute	A character or terrestrial creature you can see within 20 m must succeed on a DC 13 Wisdom check or be paralyzed for 1 minute, unable to move or take any actions or bonus actions.
Invisibility	1 hour	A character or terrestrial creature you touch becomes invisible until the effect ends. Anything the target is wearing or carrying is invisible as long as it is on their person. The effect ends if the target makes an attack or uses a Quantum Magic device.

## Level 3 Quantum Magic Effects

Effect	Duration	Description
Dispel Effect	Instantaneous	Choose one character, creature, object, or general effect within range. Any quantum magic effects on the target ends.
Fly	10 minutes	A character or terrestrial creature you touch gains a flying speed of 20 m per round until the effect ends with no maximum altitude. If the target is still flying when the effect ends, they fall.
Show	Instantaneous	Any characters or terrestrial creatures made invisible by the "Invisibility" effect or any otherwise invisible items within 20 m of you become visible.
Speed	1 minute	A character or terrestrial creature touched by the casting device triples their speed until the effect ends. This effect may be cast with Fly to produce a flying speed of 60 m per round.

# Medics

## Life savers of the Mavros system

Medics are the first aiders, doctors, nurses and carers of the Mavros system. They are fully trained in the creation and deployment of medpacks, the identification and treatment of disease and the prevention and neutralisation of poison and venom. They are well educated and have a good understanding of nature, both flora and fauna.

From varying levels Medics gain abilities and bonuses that they can use throughout their journeys ...

## Class Bonuses

From Level	Title	Description
1	STABILISE	An action requiring two rounds, a Medic may bind the wounds of a fallen ally that is unconscious but not dead, restoring them to a number of hit points equal to the medic's levels in Healing (or the fallen character's maximum hit points if that is less). If the Medic takes damage before completing the second round of this ability they must start over on the next round.

## Class Abilities

From Level	Title	Description
1	MEDPACKS	The Medic can produce the same number of Simple Medpacks per day as their Medic level.
2	MEDICAL SCIENCE	2 extra levels in Science
3	ANTI-VENOMS	The Medic can produce the same number of Anti-Venoms per day as their Medic level.
4	NATURAL REMEDIES	2 extra levels in Nature
5	PREVENTATIVE MEASURES	An experienced Medic is able to produce a dose that gives the drinker 5 temporary hit points. The Medic can produce the same number of doses per day as their level.

# Soldiers

## Fighting to keep the peace

Soldiers are well trained and physically active. They are the first and last line of defence of the Mavros system, working for interplanetary vessels, planetary governments or as local law enforcement or area guards. They are adept with charged weapons and are used to high stress situations in which a quick decision well made can make all the difference.

From varying levels Soldiers gain abilities and bonuses that they can use throughout their journeys ...

### Class Bonuses

From Level	Title	Description
1	BLASTER PROFICIENCY	A soldier has been trained in the use of Blasters and Heavy Blasters.

### Class Abilities

From Level	Title	Description
1	GRAPPLING STRIKE	You can attempt to grapple an opponent as a bonus action. If you do so, your opponent must succeed on a Competitive Brawn check. If they fail, their movement is reduced to 0 and they cannot make any melee or ranged attacks until they succeed on a Competitive Brawn check as an action on their own turn.
2	WHO NEEDS SLEEP	The Soldier can achieve a rest after only 4 hours.
3	DOUBLE ATTACK	Experienced Soldiers can perform two attacks per round as a single action.
4	ON GUARD	Experienced Soldiers gain a +5 to Initiative rolls.
5	READIED ATTACK	So long as a Soldier is neither grappled nor lying down they may, as a reaction to a melee attack, make a single melee attack.

# Corsairs

## Champions of commerce

Corsairs are the captains of independent star ships and the keepers of shops, stores and trading posts. They are smart and shrewd and very aware of the value of goods and the potential loyalty of customers and crew members alike. They are usually licensed by the Central Intelligence to convey goods and trade in bulk though some unlicensed Corsairs will take more questionable work if the price is right.

From varying levels Corsairs gain abilities and bonuses that they can use throughout their journeys ...

### Class Bonuses

From Level	Title	Description
1	DASHING FIGHTER	You may swap your strength modifier for your dexterity modifier on melee attacks.

## Class Abilities

From Level	Title	Description
1	LICENCE TO TRADE	A registered Corsair is permitted to run a ship or stores business, though they still prohibited from the buying or selling of contraband items.
2	GIFT OF THE GAB	2 extra levels in Persuasion
3	BLASTER PROFICIENCY	Through experience, a Corsair has learnt the use of Blasters and Heavy Blasters.
4	A QUIET GETAWAY	2 extra levels in Stealth
5	TRUE AIM	Blaster attacks automatically hit if the Corsair has not yet been seen by the target.

# Weavers

## Devoted followers of the goddesses

Weavers are pious and devout religious leaders who live in holy communities or who travel about the Mavros system looking to spread the message of their goddess. Weavers follow one of the two particular goddesses (Archos and Telos) and usually have a specific demi-god to whom they pray and who, on rare occasion, they meet during their travels. Weavers are adept at devotional magic through the manipulation of the quantum field by praying to their goddess for intercession. Some use this ability to foresee, others to heal, and yet others to harm.

From varying levels Weavers gain abilities and bonuses that they can use throughout their journeys ...

## Class Bonuses

From Level	Title	Description
1	PRAYER BEADS	Through ritual chanting and deep meditation using their prayers beads as a divine focus, weavers are able to petition their goddess and, as a result, cause quantum magic effects.

## Class Abilities

From Level	Title	Description
1	DIVINE FORESIGHT	The weaver may pray for foresight once per their weaver level per day. The answer given will indicate whether a planned action is likely to be good or bad for the weaver.
2	DIVINE KNOWLEDGE	A weaver may pray for knowledge about an item or place once per their weaver level per day. The answer given will be objectively factual and will not contain any opinions or notions of good or evil.
3	DIVINE INSIGHT	A weaver may pray for insight once per their weaver level per day. The answer given will indicate whether another person is being truthful or lying. If the person in question is unaware that what they said is not true, this will still be perceived as truth by the weaver.
4	DIVINE UNDERSTANDING	A weaver may pray for understanding about a task or activity once per their weaver level per day. For 10 minutes they will have an uncanny knowledge of how to perform that task or how to complete the given activity.
5	DIVINE POSSESSION	A weaver may pray once per day that they complete a single task. Immediately they become possessed by their goddess and complete the task without requiring any ability checks. Once complete, they have no memory of how they did it or what transpired during the execution of the task. Tasks must be for a single action or goal and cannot involve multiple named steps.

## Quantum Magic

All weavers can perform small acts of divine manipulation of the quantum field by invoking the name of their goddess. These low-level quantum changes ripple up to cause a macroscopic effect as described below. Each weaver may learn the rituals to cause three of these effects. Once the three effects have been chosen and learnt, they cannot be changed nor can any more be learnt by that weaver. Each effect can be caused any number of times in a day but require one action for the ritual to be performed.

Effect	Range	Description
Calm	Touch	By touching your hand against a character or creature that is under its effect, the Fear effect is ended immediately.
Cleanse	Touch	By touching your hand against a character or creature that has been poisoned, you may dispel the poison, ending its effect.
Fear	Touch	By touching your hand against a character or creature, they become terrified and must use their movement every round to move away from you. The effect ends after 1 minute or if dispelled with Calm.
Heal	Touch	By touching your hand against a character or creature, they restore 1d4 lost hit points.
Hold	Self	By invoking the name of your goddess, you are immune to any attempt to push you or knock you to the ground. You may still move, attack and take damage however you can not be forced from your position by other characters or creatures.
Light	25 m	A bright light is emitted from an object you are carrying and illuminates a circle up to 25 m around you as if the area were lit by daylight.
Message	100 m	You telepathically transmit a message of no more than 15 words to an ally within range. The recipient hears the message as if you had spoken it next to them however no sound is heard by any bystander.
Poison	Touch	By touching your hand against an item of food or drink, you may cause it to become poisonous to any who consume it. Casting this effect against an enemy, they must succeed on a DC 15 Constitution Check or become Poisoned. Once poisoned by this effect, a creature takes 1d6 damage every minute until they are healed or they die.
Purify	Touch	By touching your hand against an item of food or drink that was poisoned, you may cause it to become poison free to any who consume it.
Shout	200 m	Your eyes begin to glow as your voice increases in volume so that you may be heard up to 200 m away through any other noise or commotion.

# Creatures

## The beasts of the Mavros system

There are many creatures throughout the Mavros system, the inner planets host many commonly evolving life forms such as birds, fish, mammals and reptiles. Within the vastness of space however, some more unusual creatures have evolved to survive the vacuum and freezing temperatures ...

# Creatures of Pithika

## Ants (Giant)

STR	DEX	CON	INT	WIS	CHA
<b>+2</b>	<b>+1</b>	<b>+2</b>	<b>-5</b>	<b>-1</b>	<b>-4</b>
15	13	15	1	9	2
Armour Class	Hit Points		Speed		
<b>14</b>	<b>52</b>	<b>12.5 m</b>			

### Attacks

*Giant Ants make two attacks per round: one with their bite and one with their sting*

Bite. Melee Attack, +4 to hit, 1d8 + 2 damage

Sting. Melee Attack, +4 to hit, 1d8 + 2 damage

## Birds (Small)

STR	DEX	CON	INT	WIS	CHA
<b>-5</b>	<b>+2</b>	<b>+1</b>	<b>-4</b>	<b>+0</b>	<b>-3</b>
1	14	12	2	10	4
Armour Class	Hit Points	Speed			
<b>11</b>	<b>3</b>	<b>12.5 m (fly)</b>			

### Attacks

Peck. Melee Attack, +2 to hit, 1d1 damage

## Cassowaries

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-3	+2	-3
13	15	12	4	14	5
Armour Class		Hit Points		Speed	
11		15		15 m	

### Attacks

Peck. Melee Attack, +4 to hit, 1d6 damage

## Crocodiles

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	-4	+0	-3
15	10	13	2	10	5
Armour Class	Hit Points	Speed			
12	19	7.5 m (walk) 10 m (swim)			

### Attacks

*Bitten creatures are grappled until they succeed on a Normal Brawn Check*

Bite. Melee Attack, +4 to hit, 7 (1d10 + 2) damage

## Dingoes

STR	DEX	CON	INT	WIS	CHA
<b>+0</b>	<b>+3</b>	<b>+1</b>	<b>-4</b>	<b>+1</b>	<b>-3</b>
10	16	12	3	12	5
Armour Class	Hit Points		Speed		
<b>13</b>	<b>11</b>	<b>12.5 m</b>			

### Attacks

Bite. Melee Attack, +4 to hit, 1d6 damage

## Eagles

STR	DEX	CON	INT	WIS	CHA
<b>-2</b>	<b>+2</b>	<b>+0</b>	<b>-4</b>	<b>+2</b>	<b>-2</b>
6	15	10	2	14	7
Armour Class	Hit Points		Speed		
<b>12</b>	<b>3</b>	<b>20 m (fly)</b>			

### Attacks

Talons. Melee Attack, +4 to hit, 1d4 + 2 damage

## Emus

STR	DEX	CON	INT	WIS	CHA
<b>+2</b>	<b>+2</b>	<b>+1</b>	<b>-3</b>	<b>+2</b>	<b>-2</b>
15	14	12	4	14	6
Armour Class	Hit Points		Speed		
<b>12</b>	<b>19</b>	<b>17.5 m</b>			

### Attacks

*Emus make two attacks per round: one with their beak and one with their claws*

Beak. Melee Attack, +5 to hit, 1d6 + 2 damage

Claws. Melee Attack, +5 to hit, 1d10 + 2 damage

## Fish (River)

STR	DEX	CON	INT	WIS	CHA
<b>-1</b>	<b>+1</b>	<b>+1</b>	<b>-5</b>	<b>-3</b>	<b>-5</b>
8	12	12	1	5	1
Armour Class	Hit Points	Speed			
<b>12</b>	<b>7</b>	<b>12.5 m (swim)</b>			

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Kangaroos

STR	DEX	CON	INT	WIS	CHA
<b>+2</b>	<b>+3</b>	<b>+2</b>	<b>-3</b>	<b>+0</b>	<b>-2</b>
15	16	15	4	10	6
Armour Class		Hit Points		Speed	
<b>15</b>		<b>26</b>		<b>20 m</b>	

### Attacks

*Kangaroos make two attacks per round: one with their kick and one with their claws*

Kick. Melee Attack, +5 to hit, 2d8 + 2 damage

Claws. Melee Attack, +5 to hit, 1d8 + 2 damage

## Koalas

STR	DEX	CON	INT	WIS	CHA
<b>-3</b>	<b>+1</b>	<b>+1</b>	<b>-4</b>	<b>+0</b>	<b>-2</b>
4	12	12	3	10	6
Armour Class		Hit Points		Speed	
<b>12</b>		<b>3</b>		<b>5 m</b>	

### Attacks

Claws. Melee Attack, +0 to hit, 1d1 damage

## Millipedes (Giant)

STR	DEX	CON	INT	WIS	CHA
-3	+2	+1	-5	-2	-4
5	14	12	1	7	3
Armour Class		Hit Points		Speed	
13		4		10 m	

### Attacks

*Bitten creatures must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well*

Bite. Melee Attack, +4 to hit, 1d4 + 2 damage

## Platypus

STR	DEX	CON	INT	WIS	CHA
-4	+1	+0	-4	+1	-3
3	12	10	2	12	5
Armour Class	Hit Points	Speed			
11	2	5 m (walk) 12.5 m (swim)			

### Attacks

*Bitten creatures must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well*

Spur. Melee Attack, +0 to hit, 1d1 damage

## Quokkas

STR	DEX	CON	INT	WIS	CHA
-4	+0	+0	-4	-1	+1
2	11	10	2	8	12
Armour Class		Hit Points		Speed	
10		2		7.5 m	

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Quolls

STR	DEX	CON	INT	WIS	CHA
-1	+1	+0	-3	+0	-2
8	12	11	4	10	6
Armour Class		Hit Points		Speed	
11		4		7.5 m	

### Attacks

Bite. Melee Attack, +1 to hit, 1d4 damage

## Sharks

STR	DEX	CON	INT	WIS	CHA
<b>+2</b>	<b>+1</b>	<b>+1</b>	<b>-5</b>	<b>+0</b>	<b>-3</b>
14	13	13	1	10	4
Armour Class	Hit Points	Speed			
<b>12</b>	<b>22</b>	<b>12.5 m (swim)</b>			

### Attacks

Bite. Melee Attack, +4 to hit, 1d8 + 2 damage

## Spiders (Giant)

STR	DEX	CON	INT	WIS	CHA
<b>+2</b>	<b>+3</b>	<b>+1</b>	<b>-4</b>	<b>+0</b>	<b>-3</b>
14	16	12	2	11	4
Armour Class	Hit Points	Speed			
<b>14</b>	<b>26</b>	<b>10 m</b>			

### Attacks

*Bitten creatures must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well*

Bite. Melee Attack, +5 to hit, 1d8 + 3 damage

## Wombats

STR	DEX	CON	INT	WIS	CHA
-1	+0	+1	-4	-1	+0
8	10	12	3	8	10
Armour Class		Hit Points		Speed	
11		4		7.5 m	

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

# Creatures of Arkona and Nekro Arkona

## Bears

STR	DEX	CON	INT	WIS	CHA
<b>+4</b>	<b>+0</b>	<b>+3</b>	<b>-4</b>	<b>+1</b>	<b>-2</b>
19	10	16	2	13	7
Armour Class		Hit Points		Speed	
<b>11</b>		<b>34</b>		<b>12.5 m</b>	

### Attacks

*Bears make two attacks per round: one with their bite and one with their claws*

Bite. Melee Attack, +5 to hit, 1d8 + 4 damage

Claws. Melee Attack, +5 to hit, 2d6 + 4 damage

## Birds (Small)

STR	DEX	CON	INT	WIS	CHA
<b>-5</b>	<b>+1</b>	<b>+0</b>	<b>-4</b>	<b>+1</b>	<b>-2</b>
1	12	10	2	12	6
Armour Class		Hit Points		Speed	
<b>11</b>		<b>3</b>		<b>10 m (fly)</b>	

### Attacks

Peck. Melee Attack, +2 to hit, 1d1 damage

## Birds (Gull)

STR	DEX	CON	INT	WIS	CHA
-3	+4	+0	-4	-2	-2
4	18	10	3	6	7
Armour Class	Hit Points	Speed			
12	8	20 m (fly)			

### Attacks

Peck. Melee Attack, +3 to hit, 1d1 damage

## Cats

STR	DEX	CON	INT	WIS	CHA
-4	+2	+0	-4	+1	-2
3	15	10	3	12	7
Armour Class	Hit Points	Speed			
12	2	12.5 m			

### Attacks

Claws. Melee Attack, +0 to hit, 1d1 damage

## Chickens

STR	DEX	CON	INT	WIS	CHA
-4	+0	-1	-4	+1	-3
3	10	8	2	12	4
Armour Class		Hit Points		Speed	
10		2		7.5 m	

### Attacks

Peck. Melee Attack, +1 to hit, 1d4 - 2 damage

## Cows

STR	DEX	CON	INT	WIS	CHA
+3	-1	+2	-4	+0	-2
16	8	14	2	10	6
Armour Class		Hit Points		Speed	
10		22		12.5 m	

### Attacks

Ram. Melee Attack, +5 to hit, 1d6 + 3 damage

## Deer

STR	DEX	CON	INT	WIS	CHA
<b>+0</b>	<b>+3</b>	<b>+0</b>	<b>-4</b>	<b>+2</b>	<b>-3</b>
11	16	11	2	14	5
Armour Class		Hit Points		Speed	
<b>13</b>		<b>4</b>		<b>15 m</b>	

### Attacks

Bite. Melee Attack, +2 to hit, 1d4 damage

## Dogs

STR	DEX	CON	INT	WIS	CHA
<b>+0</b>	<b>+2</b>	<b>+1</b>	<b>-3</b>	<b>+1</b>	<b>+1</b>
11	14	12	4	12	12
Armour Class		Hit Points		Speed	
<b>12</b>		<b>5</b>		<b>12.5 m</b>	

### Attacks

Bite. Melee Attack, +2 to hit, 1d6 + 1 damage

## Fish (River)

STR	DEX	CON	INT	WIS	CHA
-3	+2	+0	-5	-2	-5
4	14	11	1	6	1
Armour Class	Hit Points	Speed			
12	7	10 m (swim)			

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Fish (Sea)

STR	DEX	CON	INT	WIS	CHA
-1	+1	+2	-5	-2	-5
8	12	14	1	6	1
Armour Class	Hit Points	Speed			
12	9	7.5 m (swim)			

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Horses

STR	DEX	CON	INT	WIS	CHA
<b>+3</b>	<b>+0</b>	<b>+1</b>	<b>-4</b>	<b>+0</b>	<b>-2</b>
16	10	12	2	11	7
Armour Class		Hit Points		Speed	
<b>10</b>		<b>13</b>		<b>20 m</b>	

### Attacks

Hooves. Melee Attack, +5 to hit, 2d4 + 3 damage

## Pigs

STR	DEX	CON	INT	WIS	CHA
<b>+1</b>	<b>+0</b>	<b>+1</b>	<b>-4</b>	<b>-1</b>	<b>-3</b>
13	11	12	2	9	5
Armour Class		Hit Points		Speed	
<b>10</b>		<b>5</b>		<b>10 m</b>	

### Attacks

*Perceiving danger, a pig will run away*

## Rabbits

STR	DEX	CON	INT	WIS	CHA
-5	+1	-2	-4	+0	-4
1	13	7	2	10	3
Armour Class		Hit Points		Speed	
11		3		12.5 m	

### Attacks

Bite. Melee Attack, +3 to hit, 1d1 damage

## Rats

STR	DEX	CON	INT	WIS	CHA
-4	+0	-1	-4	+0	-3
2	11	9	2	10	4
Armour Class		Hit Points		Speed	
10		1		5 m	

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Sheep

STR	DEX	CON	INT	WIS	CHA
<b>+1</b>	<b>+0</b>	<b>+0</b>	<b>-4</b>	<b>+0</b>	<b>-3</b>
12	10	11	2	10	5
Armour Class		Hit Points		Speed	
<b>10</b>		<b>3</b>		<b>10 m</b>	

### Attacks

*Perceiving danger, a sheep will run away*

## Wolves

STR	DEX	CON	INT	WIS	CHA
<b>+1</b>	<b>+2</b>	<b>+1</b>	<b>-4</b>	<b>+1</b>	<b>-2</b>
12	15	12	3	12	6
Armour Class		Hit Points		Speed	
<b>13</b>		<b>11</b>		<b>12.5 m</b>	

### Attacks

*If the target is a creature, it must succeed on a Normal Brawn Check or be knocked to the ground*

Bite. Melee Attack, +4 to hit, 2d4 + 2 damage

# Creatures of Erponia and Nova Erponia

## Bats

STR	DEX	CON	INT	WIS	CHA
-4	+2	-1	-4	+1	-3
2	15	8	2	12	4
Armour Class	Hit Points	Speed			
12	1	10 m (fly)			

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Birds (Hunting)

STR	DEX	CON	INT	WIS	CHA
-2	+4	+0	-3	-1	-1
6	18	10	5	8	9
Armour Class	Hit Points	Speed			
13	8	30 m (fly)			

### Attacks

Claws. Melee Attack, +5 to hit, 2d4 damage

## Cheetahs

STR	DEX	CON	INT	WIS	CHA
<b>+2</b>	<b>+3</b>	<b>+1</b>	<b>-4</b>	<b>+1</b>	<b>-1</b>
15	16	12	3	12	8
Armour Class	Hit Points		Speed		
<b>15</b>	<b>30</b>	<b>12.5 m</b>			

### Attacks

Bite. Melee Attack, +5 to hit, 1d10 + 3 damage

Claws. Melee Attack, +5 to hit, 1d10 + 3 damage

## Elephants

STR	DEX	CON	INT	WIS	CHA
<b>+6</b>	<b>-1</b>	<b>+3</b>	<b>-4</b>	<b>+0</b>	<b>-2</b>
22	9	17	3	11	6
Armour Class	Hit Points		Speed		
<b>12</b>	<b>76</b>	<b>12.5 m</b>			

### Attacks

Gore. Melee Attack, +8 to hit, 3d8 + 6 damage

Stomp. Melee Attack, +8 to hit, 3d10 + 6 damage

## Fish (River)

STR	DEX	CON	INT	WIS	CHA
-3	+1	+0	-5	-2	-5
5	13	10	1	6	1
Armour Class	Hit Points	Speed			
12	7	7.5 m (swim)			

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Fish (Sea)

STR	DEX	CON	INT	WIS	CHA
-1	+0	+2	-5	-2	-5
9	11	14	1	6	1
Armour Class	Hit Points	Speed			
12	9	10 m (swim)			

### Attacks

Bite. Melee Attack, +0 to hit, 1d1 damage

## Hares

STR	DEX	CON	INT	WIS	CHA
-4	+1	-1	-4	+0	-4
3	12	8	2	11	3
Armour Class		Hit Points		Speed	
12		3		12.5 m	

### Attacks

Bite. Melee Attack, +3 to hit, 1d1 damage

## Jungle Fowl

STR	DEX	CON	INT	WIS	CHA
-3	+0	-1	-4	+1	-3
5	11	9	3	12	4
Armour Class		Hit Points		Speed	
11		2		10 m	

### Attacks

Peck. Melee Attack, +1 to hit, 1d4 - 2 damage

## Lions

STR	DEX	CON	INT	WIS	CHA
<b>+3</b>	<b>+2</b>	<b>+1</b>	<b>-4</b>	<b>+1</b>	<b>-1</b>
17	15	13	3	12	8
Armour Class	Hit Points		Speed		
<b>12</b>	<b>26</b>		<b>17.5 m</b>		

### Attacks

Bite. Melee Attack, +5 to hit, 1d8 + 3 damage

Claws. Melee Attack, +5 to hit, 1d6 + 3 damage

## Monkeys

STR	DEX	CON	INT	WIS	CHA
<b>-3</b>	<b>+2</b>	<b>+0</b>	<b>-2</b>	<b>+1</b>	<b>-2</b>
5	15	10	6	12	7
Armour Class	Hit Points		Speed		
<b>12</b>	<b>2</b>		<b>10 m</b>		

### Attacks

Bite. Melee Attack, +4 to hit, 1d1 damage

## Oxen

STR	DEX	CON	INT	WIS	CHA
<b>+4</b>	<b>+2</b>	<b>+1</b>	<b>-4</b>	<b>+1</b>	<b>-3</b>
18	14	12	2	12	5
Armour Class	Hit Points		Speed		
<b>11</b>	<b>22</b>		<b>17.5 m</b>		

### Attacks

Gore. Melee Attack, +6 to hit, 2d8 + 4 damage

Hooves. Melee Attack, +6 to hit, 1d12 + 4 damage

## Snakes

STR	DEX	CON	INT	WIS	CHA
<b>-4</b>	<b>+3</b>	<b>+0</b>	<b>-5</b>	<b>+0</b>	<b>-4</b>
2	16	11	1	10	3
Armour Class	Hit Points		Speed		
<b>13</b>	<b>2</b>		<b>10 m</b>		

### Attacks

*Bitten creatures must succeed on a DC 10 Constitution Check or be poisoned, taking 2d4 damage as well*

Bite. Melee Attack, +5 to hit, 1d1 damage

## Tigers

STR	DEX	CON	INT	WIS	CHA
<b>+3</b>	<b>+2</b>	<b>+2</b>	<b>-4</b>	<b>+1</b>	<b>-1</b>
17	15	14	3	12	8
Armour Class	Hit Points		Speed		
<b>12</b>	<b>37</b>		<b>12.5 m</b>		

### Attacks

Bite. Melee Attack, +5 to hit, 1d10 + 3 damage

Claws. Melee Attack, +5 to hit, 1d8 + 3 damage

## Warthogs

STR	DEX	CON	INT	WIS	CHA
<b>+1</b>	<b>+0</b>	<b>+1</b>	<b>-4</b>	<b>-1</b>	<b>-3</b>
13	11	12	2	9	5
Armour Class	Hit Points		Speed		
<b>11</b>	<b>11</b>		<b>12.5 m</b>		

### Attacks

Tusk. Melee Attack, +3 to hit, 1d6 + 1 damage

## Zebbras

STR	DEX	CON	INT	WIS	CHA
<b>+3</b>	<b>+0</b>	<b>+2</b>	<b>-4</b>	<b>-2</b>	<b>-1</b>
16	10	14	2	7	8
Armour Class	Hit Points		Speed		
<b>10</b>	<b>13</b>		<b>20 m</b>		

### Attacks

Hooves. Melee Attack, +5 to hit, 2d4 + 3 damage

# Interplanetary Creatures

## Pinčiukas

*Pinčiukas, known as "Pinchies" by seasoned space travellers, are an impish species capable of surviving in the cold vacuum of space by placing their bodies into a hibernation state. Like this, they float through the void until they collide with and attach to a ship whereupon they burrow inside, resealing the breach with their acidic saliva, and will proceed to feed on anything and anyone they find there until they are killed or expelled. They can use any small weapons that are light enough that a child could wield them but as standard use their claws. They cannot speak any known language and cannot be reasoned with.*



STR	DEX	CON	INT	WIS	CHA
-2	+2	+4	-1	-2	-1
7	15	18	8	7	8
Armour Class		Hit Points		Speed	
16		15		10 m	

### Attacks

Claw. Melee Attack, +4 to hit, 1d4 + 2 damage

Acid Spit. Ranged Attack, +4 to hit, range 10m, 1d4 + 2 damage

## Pelésis



*Pelésis are a spore creature capable of taking over and consuming a Pithik, Arkoan or Erpon host after their death. The spores will feed on the remains and multiply, whilst at all times maintaining control of the nervous system and moving the deceased to fight off any other creatures around. In the event that another creature is killed, the Pelésis will spread, taking full control of that creature as well after 1 hour. Pelésis are capable of using any weapons that the host could hold however they do not have blaster proficiency. Pelésis can survive in a host for 28 days without external oxygen or nutrients. They will attempt to extend this by causing the host body to eat any and all nutrients they find, including other crew members. Pelésis can move through the void of space but cannot control their direction in this case.*

STR	DEX	CON	INT	WIS	CHA
<b>+1</b>	<b>-2</b>	<b>+3</b>	<b>-4</b>	<b>-2</b>	<b>-3</b>
13	6	16	3	7	5
Armour Class		Hit Points		Speed	

**10**

**22**

**7.5 m**

### Attacks

Punch or Bite. Melee Attack, +3 to hit, 1d6 damage

## Space Dragons

*These majestic creatures live in the vacuum of space, subsisting on thermal and nuclear radiation. They will spend long periods of their lives floating dormant but will wake to feed, to play with their kin and to fight off attackers. Their vastness of size and their inherent speed means they are comparable to a star ship and while the hunting of these creatures with such vessels is strictly prohibited, it is practiced outside the law with the body parts of these creatures sold in illegal markets.*

### Space Dragons (Silver)

STR	DEX	CON	INT	WIS	CHA
<b>+6</b>	<b>+2</b>	<b>+5</b>	<b>+2</b>	<b>+1</b>	<b>+3</b>
23	14	21	14	13	17
Armour Class		Hit Points		Speed	
<b>45</b>	<b>195</b>	<b>2 Mm</b>			

#### Attacks

Bite. Melee Attack, +15 to hit, 2d10 + 6 damage

Plasma Breath. Ranged Attack, +20 to hit, 1d20 damage

### Space Dragons (Gold)

STR	DEX	CON	INT	WIS	CHA
<b>+8</b>	<b>+0</b>	<b>+7</b>	<b>+3</b>	<b>+1</b>	<b>+5</b>
27	10	25	16	13	21
Armour Class		Hit Points		Speed	
<b>51</b>	<b>256</b>	<b>1.5 Mm</b>			

#### Attacks

Bite. Melee Attack, +17 to hit, 2d10 + 8 damage

Plasma Breath. Ranged Attack, +22 to hit, 1d20 + 5 damage