CEPHEUS: FASTER THAN LIGHT!

Minimalist 2D6 Sci-Fi Role-Playing

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• All events, persons, locations, and other material included within these rules are strictly fictional. This also includes the alien and psionics rules in Appendix A.

TABLE OF CONTENTS

INTRODUCTION

Whether exchanging laser fire with aliens across a cratered moonscape or pushing the speed of light in a shining spaceship, interstellar adventurers lead exciting lives. These minimalist rules allow you to experience these wondrous adventures without fuss or complication. They are perfect for convention play, pick-up games, or a beer-and-pretzels night when you roll dice and blow stuff up. They include everything you need to play: character generation, task checks, personal, vehicle, and starship combat, as well as the basic rules for interstellar travel.

For more complex rules (though still streamlined), **Stellagama Publishing** offers you **Cepheus Light,** a full-scale sci-fi role-playing game, which includes rules for ship design, procedural world generation, psionics, alien characters, and more. Best of all, **Cepheus Light** is published on a "Pay What You Want" basis, just like these rules!

We assume that you are already familiar with the basic concepts of tabletop role-playing games, so, without further ado, let's dive right into the **Cepheus: Faster Than Light!** rules.

DIE ROLL CONVENTIONS

Cepheus: Faster Than Light uses common six-sided dice. We note each die you need to roll as a "D". Unless noted otherwise, "2D", for example, means "roll two dice and add the results together".

In this game, DM means Dice Modifier – a number you add or subtract from a dice roll. For example, "2D, DM-2" means "roll two dice, add the results together, and then subtract 2 from the total".

THE BASIC GAME MECHANIC

The basic mechanic of Cepheus: Faster Than Light is the dice throw. Throw 2D, add the relevant skill or characteristic DM, and if the total is equal or higher than the target number, you succeed. For example, "throw STR 8+" means "throw 2D and add your STR modifier; if the total is 8 or more, you succeed" The amount by which your total throw exceeds or misses the target number is called the Effect If, using the previous example, you roll a total of 11 on that throw, your Effect is 11 – 8 = 3.

The average target number is 6+; easier tasks are 4+, and harder tasks are 8+ or even higher.

A "natural" result of 2 is always a failure, regardless of skills or other DMs. A "natural" result of 12 is always a success, even in adverse situations.

Opposed throws: in a situation where two characters oppose each other in an attempt, for example a spy trying to sneak past a guard, each character throws 2D plus the appropriate skill or characteristic modifier; the higher roll wins. Re-roll ties.

ABOUT THE AUTHOR

Omer Golan-Joel is a 37 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer. He lives in the town of Yavne, Israel with his spouse and two cats Saki and Chicha – the real masters of the house – as well as an entourage of house geckos. Omer is a fan of science-fiction, fantasy, and history, an amateur cook, and a hobbyist herpetologist. He also writes sci-fi and fantasy role-playing gaming material, including These Stars Are Ours! a full-scale campaign setting for the Cepheus Engine and other OGL 2D6 sci-fi games, which he published by Stellagama Publishing® in 2017, and Cepheus Light, a full-scale sci-fi ruleset, published in 2018.
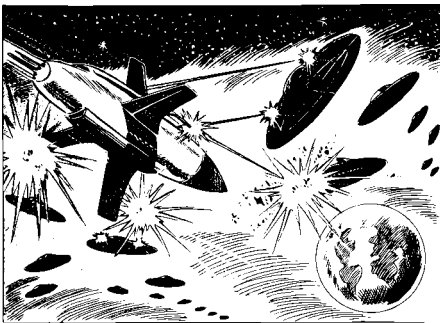
STELLAGAMA PUBLISHING

Stellagama Publishing is a small international role-playing game publisher focused on science fiction gaming, founded in January 2016. We publish gaming material for the Cepheus Engine, 2D6 Sci-Fi OGL, Stars Without Number, and White Star RPGs. Our goals are primarily to publish enjoyable and immediately playable supplements, settings, rulesets, and adventures for our fellow players and referees. Our flagship setting is These Stars Are Ours! a high-action space-opera universe in which Terra only recently gained its freedom from the mighty Reticulan Empire. Our flagship ruleset is Cepheus Light, an old-school 2D6 sci-fi role-playing game.

CHARACTER GENERATION

Your character starts the game as a skilled, experienced adult. Follow the steps detailed in this chapter to generate a character and take them through a career.

1. CHARACTERISTICS

Throw 2D six times. Assign as desired to your six characteristics - Strength (STR), Endurance (END), Dexterity (DEX), Intelligence (INT), Education (EDU), and Social Standing (SOC). Some Referees will prefer that you assign them in the order they are rolled, instead.

UNIVERSAL PERSONAL PROFILE AND PSEUDO-HEXADECIMAL NUMBERS

You can list a character's characteristics in shorthand, as a string of numbers in the order given above, called a "Universal Personal Profile", or UPP. To denote numbers above 9, use a "pseudo-hexadecimal" system:

Characteristic	Letter
10	A
11	B
12	C
13	D
14	E
15	F
16	G

So, for example, a character with STR 7, DEX 12, END 6, INT 10, EDU 8, and SOC 11 will have a UPP of 7C6A8B.

Normal humans cannot have a characteristic higher than 15 (F).

CHARACTERISTIC DMS

Each characteristic has an associated Dice Modifier (DM) based on its value or score, as noted below:

Characteristic Score	Characteristic DM
0-2	DM-2
3-5	DM-1
6-8	DM+0
9-11	DM+1
12-14	DM+2
15-17	DM+3
18-20	DM+4

2. HOMEWORLD

Think about the world the character grew up on and pick up any one skill from the skill list (see next chapter) at Level-1 to represent what they learned there before embarking on a career.

ZERO-LEVEL SKILLS

Normally, a character is either skilled in a task or unskilled. In the latter case, they suffer DM-3 for lacking the appropriate skill. However, we recommend that the Referee grant a few skills as "Zero-level". This means that while the character is not skilled enough to hold down a job with that skill, and does not enjoy a positive DM on rolls, the character is familiar enough with that skill to avoid the unskilled penalty (DM-3). Recommended Zero-level Skills for all adventurers include Athletics, Driving, Grav Vehicle, Gun Combat, Melee Combat, and Zero-G. There is no need to write them on the character sheet, as all adventurers and other characters with military or paramilitary training have them – just keep that in mind when rolling.

3. CAREERS

Characters starts at the age of 18. To become skilled adventurers ready to conquer the stars, they go through a career. Each career is comprised of four-year terms of service. Each career table presents the different throws needed for character generation.

Note that the total sum of a character's skill Levels can never exceed the sum of their INT + EDU characteristics.

This is how you go through a career:

3.1 Choose any of the six careers presented below.

3.2 RESOLVE EACH TERM OF SERVICE:

A) *Survival throw:* If you fail, you die; roll up a new character.

B) *Skill table:* Choose one of the three main tables (Personal Development, Service, or Specialist) and roll on it once. Acquired skill levels are cumulative; the first time you receive a skill, you receive it at level 1. On your first term only, roll twice and gain two skills. If you have EDU 8+, you may choose to roll on the Advanced Education table instead.

C) *Advancement:* If you succeed, you gain one rank and gain an additional skill roll on any table you are eligible to roll on.

D) *Rank Skills:* If promoted, some ranks have skills associated with that rank. Gain that skill rank, if eligible. These are cumulative with existing skills.

E) *Re-Enlistment and additional terms of service:* If you want to continue to another term of service, make this throw; if you succeed,   continue to another term; fail - and you finish your career (proceed to step 3.3: Mustering Out).

3.3 MUSTER OUT:

Once you complete your career, roll for Mustering Out Benefits. Each term of service you completed allows you one roll on one of the two Mustering Out tables: Cash or Benefit. You gain one bonus roll if you are Rank O4, two if you are Rank O5, or three if you are Rank O6. Characters of Rank O5 or O6 enjoy DM+1 on the Material Benefits table; characters with the Carousing skill enjoy DM+1 on the Cash table. No more than 3 rolls may be made on the Cash Benefit table.
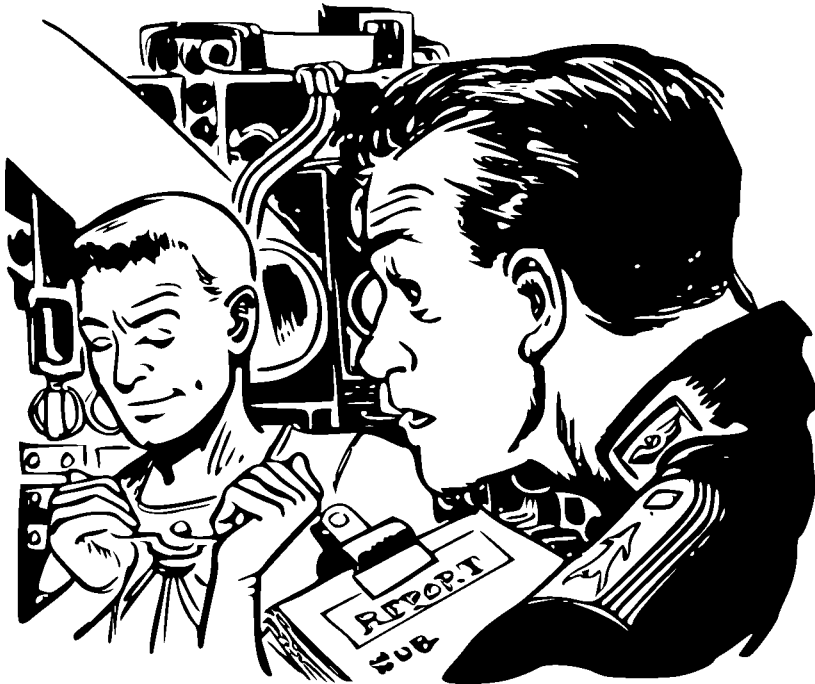
MUSTERING OUT BENEFITS:

• *Contact:* a useful relationship with a person or group who can provide significant favors and/or jobs.

• *Free Trader:* a 200-ton Free Trader starship. Purchased under a mortgage.

• *Explorer's Society:* Membership in the exclusive Explorer's Society, which entails one high passage ticket every two months and free stay at Society hostels.

• *Passage:* get the named ticket for one jump (up to two parsecs).

• *Scout Ship:* a 100-ton scout ship "loaned" to you by the Scout Service as part of your "Detached Duty".

• *Weapon:* gain a single weapon up to Cr1000 in value including ammunition.

4. ROUND OUT YOUR CHARACTER

Choose one skill you don't have yet; you receive it at level 1.

5. REACH OUT TO THE STARS AND BEGIN ADVENTURING!

CAREER LIST

Army

You were a soldier or mercenary.

			Survival End 5+		Advancement EDU 8+
			Reenlistment 5+		
			Mustering Out Benefits		
Rank	**Title**	**Skill or Bonus**	**1D**	**Cash**	**Materials**
0	Private	Gun Combat-1	1	1000	Low Passage
1	Lieutenant	Leadership-1	2	5000	+1 INT
2	Captain		3	10000	Weapon
3	Major		4	10000	Mid Passage
4	Lt. Colonel		5	20000	Weapon
5	Colonel		6	50000	High Passage
6	General	SOC+1	7	50000	+1 SOC

Skills and Training

1D	**Personal**	**Service**	**Specialist**	**Adv. Education**
1	+1 STR	Repair	Computer	Admin
2	+1 DEX	Gun Combat	Demolitions	Computer
3	+1 END	Gunnery	Gun Combat	Jack o' Trades
4	Athletics	Melee Combat	Watercraft	Medicine
5	Melee Combat	Recon	Survival	Leadership
6	Carousing	Driving	Aircraft	Tactics

Marine

You were a spacebourn trooper involved in boarding actions and planetary assaults.

		Survival	End 7+	Advancement		SOC 6+
		Reenlistment	6+			
		Mustering Out Benefits				

Rank	Title	Skill or Bonus	1D	Cash	Materials
0	Trooper	Gun Combat-1	1	1000	+1 EDU
1	Lieutenant	Leadership-1	2	5000	Weapon
2	Captain		3	10000	Mid Passage
3	Major	Tactics-1	4	10000	+1 SOC
4	Lt. Colonel		5	20000	High Passage
5	Colonel		6	50000	Explorer's Society
6	Brigadier		7	50000	+1 EDU

Skills and Training

1D	Personal	Service	Specialist	Adv. Education
1	+1 STR	Heavy Weapons	Repair	Admin
2	+1 DEX	Athletics	Demolitions	Computer
3	+1 END	Gun Combat	Leadership	Piloting
4	+1 INT	Gunnery	Survival	Medicine
5	+1 EDU	Melee Combat	Recon	Science
6	Carousing	Zero-G	Grav Vehicle	Tactics

Merchant

You were star-faring purveyor of goods, either independent or corporate.

				Survival INT 5+		Advancement	EDU 8+
				Reenlistment 4+			
				Mustering Out Benefits			

Rank	Title	Skill or Bonus	1D	Cash	Materials
0	Crewmember	Steward-1	1	1000	Low Passage
1	Deck Cadet		2	5000	+1 EDU
2	Fourth Officer		3	10000	Weapon
3	Third Officer	Pilot-1	4	20000	Contact
4	Second Officer		5	20000	High Passage
5	First Officer		6	50000	Explorer's Society
6	Captain		7	100000	Free Trader

Skills and Training

1D	Personal	Service	Specialist	Adv. Education
1	+1 STR	Repair	Liaison	Admin
2	+1 DEX	Liaison	Gunnery	Engineering
3	Athletics	Gun Combat	Jack o' Trades	Medicine
4	Zero-G	Admin	Medicine	Computers
5	Melee Combat	Streetwise	Engineering	Science
6	Carousing	Steward	Piloting	Tactics

Navy

You served in the interstellar navy, patrolling the stars and fighting enemies and pirates.

			Survival INT 6+		**Advancement**	EDU 7+
			Reenlistment 5+			
			Mustering Out Benefits			

Rank	Title	Skill or Bonus	1D	Cash	Materials
0	Starhand	Zero-G-1	1	1000	Low Passage
1	Ensign	Leadership-1	2	5000	+1 EDU
2	Lieutenant		3	10000	Weapon
3	Lt. Commander	Tactics-1	4	10000	Mid Passage
4	Commander		5	20000	+1 SOC
5	Captain		6	50000	High Passage
6	Commodore	+1 SOC	7	50000	Explorer's Society

Skills and Training

1D	Personal	Service	Specialist	Adv. Education
1	+1 STR	Repair	Jack o' Trades	Admin
2	+1 DEX	Engineering	Repair	Computer
3	Athletics	Gun Combat	Engineering	Engineering
4	+1 INT	Gunnery	Leadership	Medicine
5	+1 EDU	Melee Combat	Piloting	Science
6	Carousing	Zero-G	Jack o' Trades	Tactics

Rogue

You were a drifter, criminal, or rebel.

			Survival DEX 5+		Advancement	INT 8+
			Reenlistment 4+			
			Mustering Out Benefits			

Rank	Title	Skill or Bonus	1D	Cash	Materials	
0	Independent	Streetwise-1	1	1000	Low Passage	
1	Associate		2	5000	+1 INT	
2	Made Soldier	Gun Combat-1	3	5000	Weapon	
3	Lieutenant		4	5000	Contact	
4	Underboss		5	10000	Weapon	
5	Consigliere		6	20000	Mid Passage	
6	Boss		7	50000	+1 SOC	

Skills and Training

1D	Personal	Service	Specialist	Adv. Education
1	+1 STR	Streetwise	Computer	Survival
2	+1 DEX	Repair	Repair	Engineering
3	+1 INT	Gun Combat	Carousing	Jack o' Trades
4	Athletics	Deception	Admin	Medicine
5	Melee Combat	Stealth	Recon	Investigation
6	Carousing	Recon	Deception	Tactics

Scout

You were an intrepid explorer or courier.

			Survival End 7+		Advancement INT 6+	
			Reenlistment 6+			
			Mustering Out Benefits			
Rank	Title	Skill or Bonus	1D	Cash	Materials	
0	Scout	Piloting-1	1	1000	Low Passage	
1			2	5000	+1 INT	
2			3	10000	Weapon	
3	Senior Scout	Science	4	10000	Mid Passage	
4			5	20000	Vacc Suit	
5			6	50000	Scout Ship	
6	Director		7	50000	+1 SOC	

Skills and Training

1D	Personal	Service	Specialist	Adv. Education
1	+1 STR	Repair	Engineering	Admin
2	+1 DEX	Computer	Animals	Computer
3	Athletics	Gun Combat	Sciences	Jack o' Trades
4	Jack o' Trades	Gunnery	Piloting	Medicine
5	+1 EDU	Recon	Investigation	Science
6	Melee Combat	Piloting	Stealth	Tactics

SKILLS

Characters in Cepheus Light use different skills to confront the challenges awaiting them among the stars, from piloting a starship to shooting a laser. Skills are the character's greatest asset. Skilled characters are competent: Skill-1 is employable, while Skill-3 denotes professional expertise and knowledge.

Below are the skills used by these rules:

Admin: administration and dealing with bureaucracies and the law. Also covers forgery.

Aircraft: controlling and using atmospheric aircraft.

Animals: the care and training of animals. Also covers riding and general agriculture.

Athletics: the ability to exert oneself physically. You may add the Athletics skill to appropriate physical characteristic rolls. This skill is never rolled unskilled.

Carousing: the art of mingling in social settings to achieve your goals. Also covers gambling.

Computer: programming, working with computer hardware, and hacking. This skill also covers the use of sensors and communications gear.

Deception: convincingly avoiding the truth and misleading other people.

Demolitions: working with explosives to blow stuff up! This skill also covers defusing said explosives before they blow up!

Driving: controlling and using ground vehicles.

Engineering: use and maintenance of starship drives and power plants.

Grav Vehicles: controlling and using gravitic vehicles.

Gun Combat: using small arms, crossbows, and bows in combat.

Gunnery: using vehicle-mounted or spaceship-mounted weapons.

Heavy Weapons: using plasma guns, rocket launchers, and other portable support weapons.

Investigation: this skill combines keen observation, forensics, research, and detailed analysis.

Jack o' Trades: this special skill reduces the unskilled penalty (DM-3, noted above) by its level. For example, a character with Jack o' Trades at level 2 would only suffer DM-1 to unskilled rolls. You may not gain more than 3 levels in this skill and cannot improve it after character generation.

Leadership: motivating and directing others, often in times of crisis.

Liaison: the art and practice of negotiation and diplomacy in a myriad of social situations.

Medicine: training in the medical sciences, from diagnosis and triage to surgery.

Melee Combat: fighting hand-to-hand, either with a weapon or unarmed.

Piloting: operating, controlling, and navigating interplanetary and interstellar space craft, both in real space and in jump space.

Recon: scouting for danger and spotting threats.

Repair: the ability to maintain, repair and build mechanical and electronic devices of all sorts. Also covers lockpicking.

Science: the multi-disciplinary scientific skill, as would be typical for a starship's science officer.

Stealth: training in being unseen and unheard.

Steward: the care and serving of passengers and other guests.

Streetwise: familiarity with underworld society and the ways of working within it.

Survival: staying alive in the wilderness. This also covers "outdoor" skills such as tracking, foraging, and fishing.

Tactics: tactical planning and decision making, whether on the ground or in space.

Watercraft: controlling and using watercraft, including submarines.

Zero-G: working and living under microgravity conditions. Also covers the use of vacc suits and heavy armor.

EQUIPMENT

This chapter describes common tools, weapons, and other paraphernalia used by interstellar adventurers, from flashlights to laser guns. Prices are in Credits (Cr), the interstellar currency. Thousands of Credits are noted as KCr, and millions of Credits are noted as MCr. A Credit is a futuristic currency roughly equivalent to $3 USD in 2018CE currency.

Items come at various Tech Levels (TLs), denoting technological complexity and progress. TL0 is equivalent to the stone age.; TL7 is our modern day; TL8-9 are near future; and a typical "space opera" interstellar polity would be around TL12-13.

PERSONAL ARMOR

Personal armor reduces the damage caused by incoming attacks. Subtract the armor's Protection rating from any damage caused to the character, some types of armor require minimum levels of the Zero-G skill to use. It is not possible to wear more than one type of armor at a time.

Armor	TL	Protection	Cost	Skill Required
Jack	1	2	Cr50	--
Mesh	6	3	Cr150	--
Cloth	7	6	Cr250	--
Vacc Suit	9	6	Cr9000	Zero-G-0
Reflec	10	0/14 vs. lasers	Cr1500	--
Combat Armor	11	11	Cr20000	Zero-G-1
Powered Armor	13	18	Cr200000	Zero-G-2

Cloth (TL7): modern heavy-duty ballistic-cloth armor. Cloth may be worn under clothes.

Combat Armor (TL11): enclosed rigid military armor. Combat armor can also serve as a vacc suit with 6 hours of life-support.

Jack (TL1): leather jacket or medieval leather armor.

Mesh (TL6): jacket lined with a flexible protective metal or plastic mesh.

Powered Armor (TL13): motorized combat armor. This powerful armor Grants DM+4 to STR and DEX, though this does not apply to wound levels. Powered armor grants DM+4 to all melee damage done by its wearer and is shielded against vacuum and hostile environments, as a vacc suit, with 6 hours of life support supplies.

Reflec (TL10): anti-laser reflective armor. Reflec is highly effective against lasers but is ineffective against anything else. Reflec be worn over another suit of armor for additional anti-laser protection.

Vacc Suit (TL9): a standard, futuristic space suit. A Vacc suit carries life support supplies for up to 6 hours. Counts as two items towards encumbrance. Protects against Vacuum, Tainted and Exotic atmospheres, as well as airborne pathogens. Protects against Corrosive atmosphere for 2D hours, and against Insidious atmospheres for 1Dx10 minutes.

ADVENTURING GEAR

The following items are common among adventurers and explorers.

Item	TL	Cost
Back Pack	1	Cr50
Field Rations, 5 days	1	Cr125
Rope, 70m	1	Cr50
Torch	1	Cr1
Handcuffs	2	Cr10
Tent	2	Cr100
Binoculars	3	Cr10
Compass	3	Cr5
Water Canteen	4	Cr5
Breather	5	Cr75
Lockpick Set	5	Cr25
Oxygen Tans, 6-hour duration	5	Cr250
Tech Toolkit	5	Cr300
Disguise Kit	7	Cr300
LED Flashlight	7	Cr5
Long-Range Communicator, 500km range	7	Cr250
Medkit	7	Cr100
Tent, Pressure	7	Cr2000
Artificial Gill	8	Cr4000
Night Visor	8	Cr100
Panacea	8	Cr200
Thruster Pack	8	Cr200
Omnicomm	9	Cr50

OmniComp	9	Cr250
Rescue Bubble	9	Cr900
Cold Weather Clothing	10	Cr200
Fast Forward	10	Cr200
Metabolic Accelerator	10	Cr500
Multiscanner	10	Cr2000

EQUIPMENT NOTES

An **Artificial Gill** allows unlimited underwater activity on worlds with atmospheres 4-9.

Fast Forward is a drug that slows metabolism by a ratio of 60 to 1 – a subjective day to the user is actually 2 months. Note that this drug will greatly reduce life-support consumption.

Picking a lock without **Lockpicks** invokes a DM-2 penalty to the attempt.

Metabolic Accelerator: provides DM+8 to initiative throws and allows the user to take 3 actions per round rather than the usual 2. Effect begins 8 rounds after application and lasts 10 minutes (60 rounds), after which the user suffers 2D damage.

The **Multiscanner** combines several sensor functions: it can detect radiation, electromagnetic emissions, metals, and a limited set of chemicals and biological compounds.

The **Night Visor** combines low-light and infra-red vision.

Today's smartphones eventually evolve into an **Omnicomm**, a tool designed to meet all your telecom needs in one handy place, with holographic augmented reality capability. The same applies the **Omnicomp** – a hand-held, light-weight computer which evolved from both the laptop and the tablet computer. TL9 batteries last for months between recharging.

Panacea: allows any character, even those without the Medicine skill, to neutralize diseases or poisons on a throw of Medicine 5+ (assume Medicine-0 for characters lacking the Medicine skill when administering Panacea).

A **Pressure Tent** lacks an airlock and must be depressurized to enter or leave; it can house up to 2 people and requires external oxygen tanks.

VEHICLES

A wide variety of vehicles exist across cultures and species for planetary, atmospheric, and oceanic transportation. The following is a list of a few of the more common conveyances.

Stat table explanation

Tech Level (TL): technological level.

Cost: in thousands of Credits (Kcr)

Agi: Agility, representing the vehicle's maneuverability. Applies as DM to skill throws in vehicle combat.

Spd: speed in km/h.

Light Damage Threshold: Weapons have to throw this number or above on their AV dice to penetrate armor and cause regular damage hits.

Critical Damage Threshold: Weapons have to throw this number or above on their AV dice to cause a critical damage hit. Note that small arms do not cause critical damage even in this case.

VEHICLE NOTES

The **ATV**, **Helicopter**, **VTOL Jet**, and **Motorboat** may each mount one Support weapon, but it is not included in their price and must be purchased separately.

ATVs are pressurized, have life-support supplies for a week, and feature cramped living quarters for all crew and passengers.

The **Air/Raft** is a medium-sized gravitic car.

The **G/Carrier** is often called a Grav APC, though "Grav Transport Helicopter" might be more appropriate.

The **Grav Belt** is a personal, wearable means of anti-gravity mobility. Its fusion battery can last for a week.

The **Speeder** is a supersonic grav vehicle used for fast planetary transport.

Vehicle	TL	Cost	Agi	Spd	Lt. Dmg.	Cr. Dmg.
Ground Car	5	KCr6	+0	150	3	6
Motor Boat	5	KCr50	-3	120	3	6
Truck	5	KCr50	-1	120	6	9
Main Battle Tank	6	KCr100	-2	60	25	32
APC	6	KCr65	-1	80	12	15
Helicopter	6	KCr250	+1	100	3	6
Submerisable	6	KCr1700	-4	40	3	6
ATV, Tracked	7	KCr50	-1	80	12	15
ATV, Wheeled	7	KCr50	+0	100	12	15
VTOL Jet	7	KCr500	+1	600	3	6
Air/Raft	8	KCr275	+0	400	3	6
G/Carrier	8	KCr1000	+0	620	16	20
Speeder	8	KCr890	+2	1500	3	6
Grav Belt	12	KCr100	+2	300	-	-

GUNNERY WEAPONS

Some of the vehicles listed above possess Gunnery Weapons, such as the main gun on a main battle tank. These are vehicle-mounted or fixed-position anti-armor weapons used to engage military targets. They all use the Gunnery skill. As a rule of a thumb, gunnery weapons generally do 10D damage vs. personnel within their effective range. They have an AV value of 8D. The exact details of a given gunnery weapon are left to the Referee.

WEAPONS

Interstellar adventurers meet their adversaries with blades, bullets, and lasers. Here we present a few common and iconic weapons used by starfarers.

STAT EXPLANATION

Tech Level (TL): technological level, as noted above.

Range: Effective/Maximum in meters. To attack with a ranged weapon within effective range throw Gun Combat (or Heavy Weapon) 8+; beyond effective range, throw Gun Combat (or Heavy Weapon) 10+.

Damage: damage caused by the weapon.

Magazine: The amount of ammunition the weapon holds. If the magazine requires additional time to reload, this will be noted.

Ammo Cost: per magazine, in Credits.

Cost: The weapon's cost, in Credits.

WEAPONS HAVE ASPECTS DESCRIBING THEIR SPECIAL CHARACTERISTICS:

Auto X: A weapon with the Auto aspect is an automatic weapon capable of making attacks in three fire modes: single, burst, and full auto, as described in the Combat chapter.

AV X: anti-vehicular dice. Throw this number of dice when you hit a vehicle; if the throw is equal or greater than the vehicle's armor rating, the shot penetrates and causes a damage roll.

Blast X: This weapon has an explosive component or is otherwise effective against targets in its blast radius. The number given is the blast radius in meters.

Laser: susceptible to Reflec armor. All lasers have the Zero-G aspect automatically.

Scattergun: Scatterguns cause 4D damage at Effective range or closer and attacks with scatterguns are DM+1. Anyone within 1.5m of the main target is also attacked by the scattergun effect. Scatterguns enjoy DM+2 to hit flying targets within Effective range. Beyond Effective range, scatterguns only inflict 2D damage and have no bonus to hit.

A note on unarmed damage: any character can inflict at least 1 point of unarmed damage (before armor, of course) even if their STR DM is 0 or lower.

Stun: Damage is only deducted from END, considering any armor. If the target's END is reduced to 0, the target is incapacitated and unable to perform any actions for a number of rounds by which the damage exceeded his END. Damage received from Stun weapons is completely healed after one hour of rest.

Zero-G: does not suffer a penalty for firing a weapon in zero-g conditions.

Weapon	TL	Cost	Range	Dmg	Mag	Ammo	Aspects
Unarmed Attack	--	--	--	STR DM	--	--	
Axe or Staff	0	Cr25	--	2D	--	--	
Cudgel or Spear	0	Cr10	--	3D	--	--	
Dagger	0	Cr5	--	1D	--	--	
Sword or Cutlass	1	Cr150					
Broadsword	2	Cr300	--	4D	--	--	
Shotgun	4	Cr200	20/40	4D	6	Cr10	Scattergun
Autopistol	5	Cr150	10/50	2D	16	Cr7	
Rifle	5	Cr500	200/400	3D	10	Cr15	AV 1D
Submachinegun	5	Cr500	30/100	2D	30	Cr20	Auto 3
Assault Rifle	7	Cr300	50/200	3D	30	Cr15	AV 1D, Auto 2
Lt. Machine Gun	7	Cr1200	100/300	3D	100	Cr125	AV 1D, Auto 2
Stealth Pistol	8	Cr500	5/20	2D	6	Cr20	
Snub Revolver	8	Cr150	5/20	2D	6	Cr6	Zero-G
Stun Prod	8	Cr300	--	2D	--	--	Stun
Laser Rifle	9	Cr3500	300/500	5D	30	Cr1500	AV 2D, Laser
Pulse Rifle	10	Cr1000	200/400	3D	40	Cr30	AV 1D, Auto 3
Laser Pistol	10	Cr1500	50/200	3D	10	Cr500	Laser
Stunner	10	Cr600	10/30	3D	10	Cr10	Stun, Zero-G
Gauss Pistol	12	Cr1000	20/100	3D	30	Cr30	AV 1D, Auto 2
Gauss Rifle	12	Cr1500	300/600	4D	100	Cr40	AV 1D, Auto 4

COMMON SUPPORT WEAPONS

The following weapons use the Heavy Weapons skill.

Weapon	TL	Cost	Range	Dmg	Mag	Ammo	Aspects
GP Machine Gun	6	Cr1500	200/400	3D	100	Cr150	AV 2D, Auto 4
Rocket Launcher	6	Cr200	50/200	5D	1	Cr150	AV 2D, Blast 6
Grenade Lncher.	7	Cr1000	50/200	Grenade	1	-	
Support Laser	8	Cr5000	100/400	6D	100	Cr2000	AV 3D
Plasma Gun	12	Cr20000	200/500	10D	40	Cr2500	AV 5D

Rocket Launcher (TL6): Rocket launchers are unsafe to use in enclosed spaces. Rocket payloads are considered high explosive and are not particularly effective against armored vehicles. Armor piercing rockets cost Cr500 per rocket: trade Blast 6 for AV 5D, Blast 1. An anti-aircraft homing missile costs Cr10000 and does not suffer a penalty when firing at fast-moving air vehicles.

COMMON EXPLOSIVES

Throw DEX 6+ to accurately throw a hand grenade within effective range, or Heavy Weapons 8+ to accurately launch a grenade from a launcher. Throw Demolitions 6+ to properly set up an explosive charge for simple demolition. The Effective range for thrown grenades is equal to the character's STR. Maximum range for thrown grenades is STRx2.

Explosive	TL	Cost	Range	Dmg	Aspects
Dynamite	4	Cr75	Thrown	3D	AV 2D, Blast 1D
Frag Grenade	5	Cr30	Thrown	3D	AV 2D, Blast 5
Plastique	6	Cr200	--	6D	AV 4D, Blast 10
HEAP Grenade	7	Cr50	Launcher	5D	AV 5D, Blast 1.5
Flashbang	7	Cr30	Thrown	Stun	Blast 10, Stun

COMBAT

Spacers and adventurers often run into trouble among the stars. In many cases they will have to fight, be that for a cause or goal – or for survival. The following rules allow quick resolution of combats. See the weapon descriptions in the previous chapter for various special rules, such as for automatic fire or explosive weapons.

COMBAT ROUNDS

Combat takes place in 6-second segments called Combat Rounds. Characters act in descending initiative order, as discussed below, in each combat round – unless surprised or otherwise unable to act.

COMBAT PROCEDURE

1. Surprise

Before combat, in situations where surprise is possible, each party throws Recon 8+. If one party succeeds and the other fails, the winner gains surprise. If both sides succeed or both fail, there is no surprise. A party deliberately setting up ambush gains DM+2 to surprise rolls. Groups in vehicles, or groups of characters numbering 8 or more members, suffer DM-2 to surprise rolls.

Surprise grants a "free" combat round during which the surprising party may act, but the surprised party may not.

2. Initiative

When a fight begins, each combatant throws 2D + their Tactics skill for their initiative score. Each round, combatants act in a descending initiative order.

3. Act in combat

Each round, each combatant has two actions, as described below. Apply any damage caused by an action immediately.

After all combatants have acted, begin a new round, until the battle is over.

COMBAT ACTIONS

Each character has two actions per round, chosen from the following list.

Attack: throw Gun Combat or Heavy Weapons 8+ (as relevant) to hit a target in ranged combat. Increase this to 10+ if the target is beyond Effective range. Throw Melee 8+ to hit a target in melee combat.

Move: move up to 10m (or six 1.5m squares). Alternatively, fall prone or get up from a prone position.

Overwatch: delay your action until an enemy moves through your line of sight or attacks you. When this happens, you may immediately act, regardless of initiative order. You may hold your Overwatch for a number of rounds equal to your END score.

Ranged Combat DM Table

Condition	DM
Target obscured	DM-1
Target behind hard cover	DM-2
Target running (double move)	DM-1
Target behind total cover	DM-4; direct fire impossible
Target Prone	DM-2
Darkness	DM-2

AUTOMATIC WEAPONS

A weapon with the Auto aspect can make attacks in three fire modes: single, burst, and full auto, as described below.

Single: Attacks are made using the normal combat rules.

Burst: Add the Auto score to damage. This uses a number of rounds equal to the Auto score.

Full Auto: Make a number of attacks equal to the Auto score. These attacks can be made against separate targets so long as they are all within six meters of one another. Full auto uses ammunition equal to three times the weapon's Auto score. You may only perform one Full Auto attack in a given round.

THROWN WEAPONS

Knives have a range of 5/10. Throw DEX 8+ to hit with a thrown knife at Effective range, or 10+ beyond it.

Throw DEX 6+ to accurately throw a hand grenade at effective range, and 8+ to place a grenade on target at maximum range. Hand grenades have an Effective range of the thrower's STR characteristic.

DAMAGE AND HEALING

Each weapon has a number of damage dice which are rolled and totaled; add the attack throw's Effect to the damage roll. This is the damage inflicted on the character.

ARMOR

Subtract the armor's protection rating from any physical damage caused to the character before applying the damage to the character's physical characteristics.

APPLYING DAMAGE

The first time a character takes damage, subtract it from the character's END. If this reduces the character's END to 0, subtract the remaining damage from STR or DEX (target's choice). The damage may be distributed between the two characteristics as desired by the target.

In any subsequent damaging attack, the target may allocate it to any of the three physical characteristics (STR, DEX, or END), which is at 1 or more, as desired.

If either STR or DEX fall to 0, subtract any further damage from the remaining physical characteristic.

WOUNDS

If at least two physical characteristics remain above 0, the character has suffered **Minor Wounds**. Use the reduced characteristics for any relevant purposes, such as characteristic throws.

If one characteristic, including END, falls to 0 the character falls **unconscious** for 1D rounds. Characters rendered unconscious in this manner will wake up having recovered half their characteristics' value (rounded down). For example, a character with STR 9 who was so wounded would wake up with STR 4 after 1D minutes. The character still suffers **Minor Wounds** upon waking.

If two characteristics are reduced to 0, the character is **Seriously Wounded**; they must throw 8+ or fall unconscious for 1D hours; otherwise, they fall unconscious for 1D minutes instead. Upon waking, the character's wounded characteristics are 1. The character will require medical care to recover any further.

Characters **die** if all three physical characteristics are reduced to 0.

HEALING AND MEDICAL CARE

Minor Wounds require treatment by a character with at least Medicine-1, a Med Kit, and 30 minutes. Alternatively, characters will recover from all Minor Wounds on their own after a full day's rest. Treatment or rest restores the wounded character's full characteristic scores.

Serious Wounds require a medical facility—a standard starship medbay will suffice—and treatment by a nurse or a physician (Medicine-2 skill or better). Recovery takes 5D days. No recovery from Serious Wounds is possible without medical care.

VEHICLE COMBAT

Sometimes, characters will find themselves operating a vehicle in combat, or facing enemy vehicles. The following rules allow the inclusion of vehicles in personal combat, as well as vehicle chases.

VEHICLE TACTICAL MOVEMENT

In tactical (non-chase) combat, a vehicle moves on its driver's initiative. Apply the vehicle's Agility as a DM to the driver's initiative.

In personal combat, a vehicle can move up to 20m (14 squares on a 1.5m grid) in a single round. This is considered cautious combat movement. Fast-moving vehicles will pass through the tactical battle area in less than a round. The chase rules below are designed to handle such high speed combats.

CHASES

The tactical combat rules represent action in small, more limited areas. For vehicles, this means short range and slow speeds. As noted above, a fast-moving vehicle will easily pass through the entire tactical combat map in less than one combat round. This is unsuitable for chases and dog-fighting. Use these rules instead. Chase turns are an abstraction in combat and vary in length depending on circumstances, from mere seconds in high-speed aircraft pursuits to hours in long drawn-out submarine duels. The Referee should inform the players of how long each chase combat turn is at the start of the chase.

There is no initiative throw in chases. Instead, at the start of each turn both participants throw 2D + the relevant vehicle skill + the vehicle's Agility. The pursuer wins on ties. The winner has Advantage and may attack using the regular vehicle attack and damage rules, with the following modifiers based on the vehicle throw's effect:

Effect	DM
0	DM-2
1 or 2	DM-1
3 or 4	DM+0
5+	DM+1

DOGFIGHTING

In a dogfight, two or more highly maneuverable vehicles, such as aircraft or grav vehicles, try to outmaneuver and fight each other. A dogfight has no time limit, barring fuel considerations. The dogfight ends either when one participant is disabled or destroyed, or if one participant disengages. To disengage from a dogfight, a participant must have Advantage and use their action that turn to throw Vehicle Skill 10+, including the DM for the vehicle's agility.

ATTACKING VEHICLES

When attacking vehicles with personal, hand-held weapons, make a regular to-hit throw; on a hit, consult the Vehicle Penetration and Damage rules below.

Personal weapon attacks on a non-moving vehicle enjoy DM+1 due to target size.

Personal weapon attacks on fast-moving vehicles suffer DM-2.

Personal weapon attacks from a fast-moving vehicle (like a gunman firing a pistol out of the window of a moving car) are penalized by DM-1. This is cumulative with attacking a moving target.

When using a vehicle-mounted weapon, throw Gunnery 8+ to hit a target in Effective range and 10+ to hit a target beyond it and up to maximum range. Support and gunnery weapons use stabilized mounts and do not suffer the DM-1 for attacking from a fast-moving vehicle.

Throw Gunnery 8+ to hit a target with vehicle-mounted weapons at the Support Weapon's Effective range. At Maximum range, this throw becomes 10+. Gunnery Weapons have long ranges and for typical tactical engagements or chases covered by these rules, Gunnery weapon targets will almost always be within Effective range.

VEHICLE PENETRATION AND DAMAGE

When you hit a vehicle, throw the weapon's AV dice. If the throw is equal to or exceeds the vehicle's Armor Rating, the attack has penetrated the vehicle's armor and caused internal damage. Roll one damage throw on the vehicle damage table. If the AV throw is equal to twice the target's Armor Rating or greater, the attack has scored an automatic Critical Hit.

Vehicle Damage Table (2D)

2D	Regular Damage	Critical Damage
4-	Breach	Knocked Out
5	Cargo	Knocked Out
6	Occupants	Knocked Out
7	Weapon	Crew
8-9	Locomotion	Crew
10	Electronics	Destroyed
11	Power Plant	Destroyed
12	Critical	Destroyed

The following are the damage effects on vehicles. Note that additional hits on a disabled system will have no further effect.

REGULAR DAMAGE

Breach: If the vehicle is pressurized, its environmental seal is breached, exposing its occupants to the environment. Patching an environmental seal breach requires either pre-packaged emergency hull patches (most air-tight vehicles carry 1D of these) – which may be used within 1 combat round - or a Repair 5+ throw and 1D minutes.

A breached watercraft begins to leak, reducing its speed by one quarter and inflicting a cumulative DM-1 to all throws related to the vehicle's steering. Four such breaches will cause the watercraft to take on too much water and begin to sink. It will sink within 1D minutes; if repair supplies are available, water breaches may be patched with a successful Repair 6+ throw.

Cargo: 1 ton of cargo is destroyed. If no cargo remains, this becomes an Occupants hit.

Occupants: 1D occupants chosen randomly by the Referee are injured and take 3D damage each. Subtract personal armor from this damage if applicable. If there are less occupants than the roiled number, distribute the hits randomly between the remaining occupants, which means that an occupant may suffer a double hit.

Weapon: One of the vehicle's weapons is disabled and may not fire.

Locomotion: The vehicle's locomotion or engine is disabled, and it cannot move. In case of aircraft or high-flying grav vehicles, this might cause a crash; throw Aircraft 6+ or Grav Vehicle 6+ (respectively) to land safely, otherwise the aircraft crashes; roll on the Critical Damage table

Electronics: One or more of the vehicle's electronic systems is destroyed, usually the computer systems or major sensors/radar. Flying an aircraft or Grav vehicle with damaged electronics incurs a DM-2 penalty to all vehicle throws.

Power Plant: The vehicle's power plant is disabled. The vehicle is immobile and cannot use electronics or energy weapons. In case of aircraft or grav vehicles, this might cause a crash; throw Aircraft or Grav Vehicle 8+ to land safely, otherwise roll on the Critical Damage table.

Critical: Massive internal damage. Roll on the Critical Damage table instead.

CRITICAL HITS

Knocked Out: The vehicle is seriously damaged and inoperable until it undergoes major repairs at a full-scale workshop. Each occupant must throw END 6+ to avoid taking 3D damage. High flying aircraft and grav vehicles crash, causing 6D damage to all occupants. Low-flying vehicles crash, causing 3D damage to all occupants. Subtract personal armor from this damage if applicable. Watercraft, including large vessels, suffer a massive hull breach, and will sink within 1D combat rounds.

Crew: All crew and passengers suffer 4D damage each. This is reduced by personal armor, if applicable.

Destroyed: The vehicle is destroyed, with the loss of all hands. In the case of ground vehicles, occupants may throw DEX 8+ to bail out unscathed; failure causes 5D damage.

REPAIRING VEHICLES

Throw Repair 8+ to jury-rig a damaged or disabled system back to functioning with a handful of spare parts. These repairs are temporary. The system will stop functioning again after 1D hours and require repairs at a workshop.

OFF-WORLD TRAVEL

The stars await! Adventurers ply the star-lanes and boldly go into the unknown; others may serve in a navy, hunting pirates, or raiding enemy shipping. Still others may mine asteroid belts for valuable ores, smuggle goods to distant planets, or even engage in piracy. This chapter covers interplanetary and interstellar travel, as well as starship operations and procedures.

STARPORTS

Most worlds have starports catering to starship traffic. A typical Cepheus (or similar OGL 2D6 Sci-Fi game) starmap lists the starport ratings of various worlds. The following are the starport ratings and services available:

Starport A: Excellent facilities. Shipyard may construct any ship. Full repairs available. Refined fuel available.

Starport B: Good facilities. Shipyard may construct small craft. Full repairs available. Refined fuel available.

Starport C: Average facilities. Full repairs available. Unrefined fuel available.

Starport D: Basic facilities. Unrefined fuel available; no repair capabilities.

Starport E: Frontier landing strip. No fuel or repair capabilities available.

Starport X: No starport.
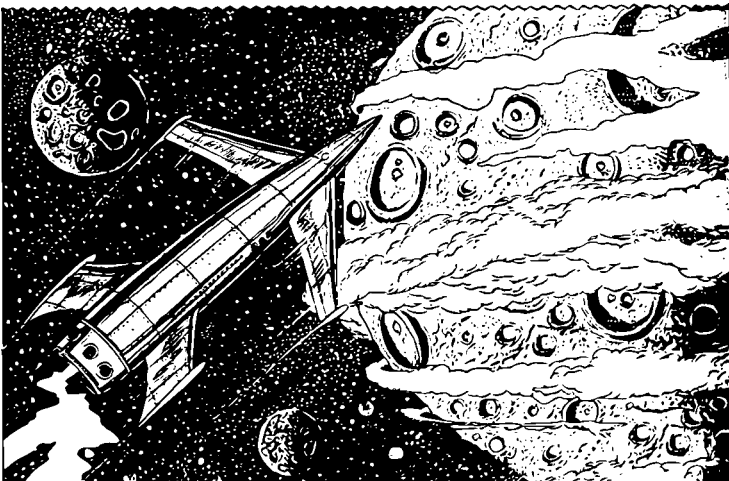
INTERPLANETARY TRAVEL

Starships and other spacecraft in Cepheus Light have reactionless magnetogravitic real-space thrusters with an acceleration rating from 1Gs to 6Gs. Ships normally travel under full acceleration halfway to their destination, then decelerate for the other half of the journey. The following table presents abstracted in-system travel times according to the ship's acceleration.

Common interplanetary travel times by acceleration

Destination	1-G	2-G	3-G	4-G	5-G	6-G
Planetoid Jump Point	10m	7m	6m	5m	5m	4m
Ground to Planetary Orbit	33m	23m	19m	16m	14m	13m
Ground to Planetary Jump Point	5h, 30m	4h	3h	3h	2h, 30m	2h
Small Gas Giant Jump Point	12h	8h	7h	6h	5h, 30m	5h
Large Gas Giant Jump Point	17h	12h	10h	9h	8h	7h
Planet to Close Neighbor	1d, 13h	1d, 2h	22h	19h	17h	15h
Planet to Far Neighbor	3d, 17h	2d, 15h	2d, 3h	1d, 20h	1d, 16h	1d, 12h
Mainworld to Close Gas Giant	5d, 16h	4d	3d, 7h	2d, 20h	2d, 13h	2d, 8h
Mainworld to Far Gas Giant	6d, 23h	4d, 22h	4d	3d, 11h	2d, 3h	2d, 20h

LANDING

Ships with streamlined hulls may land on any rocky planet or planetoid, regardless of atmosphere. Standard hulls may also land on planets with atmospheres but are extremely ungainly inside an atmosphere. Dispersed structures cannot land on any world as they will fall apart under significant gravity.

INTERSTELLAR TRAVEL

Starships travel using their Jump Drives. A jump takes one week regardless of its destination or length. Drives are rated according to the maximum range in parsecs (map hexes) they may travel in a single jump, from 1 to 6. Jump drives require a significant gravity well (star system) on each side of the jump, but strong gravity will disrupt the jump and thus ships jump at least 100 planetary diameters from any significant celestial body.

A jump requires 10% of the ship's volume in liquid hydrogen fuel per parsec traveled. Fuel is either refined (Cr500 per ton) or unrefined (Cr100 per ton). Unrefined fuel may hamper jumps and even cause misjumps. Streamlined ships may also scoop unrefined fuel from gas giants or pump unrefined fuel from water from a world's oceans (if such exist) at no cost. Some ships carry fuel purifiers capable of refining fuel, but this process often takes days to complete and thus is economically nonviable for most commercial craft.

INTERSTELLAR JUMP PROCEDURE

1. **Calculate Plot:** A jump requires a "jump plot". Starports rated D or better sell up-to-date jump plots to nearby populated worlds and vessels for Cr1000 per parsec. A skilled pilot can also calculate their own jump plot. Throw Piloting 4+ to calculate a jump plot; this takes 1Dx6 minutes (i.e. 1D ship combat turns). A failed check requires repeated calculation, or the ship will misjump (see below). It is possible to calculate a jump plot in advance, but it will become obsolete within 1D days.

2. **Jump:** Once the jump plot is ready, the ship's engineer must throws 2D and adds their Engineering skill, with the following DMs. A throw of 0 or less causes a misjump. A bad jump plot causes an automatic misjump. DM-1 per day the jump plot is out of date. DM-2 if the Jump Drive is damaged. DM-2 if using Unrefined fuel. DM-8 if within a hundred-diameter limit of the nearest planet or star (not at jump point).

3. **In Case of a Misjump**: A misjump causes a Critical Hit on the ship (see the space combat rules) and may destroy it. Furthermore, the ship travels 1D x 1D parsecs in a random direction. If this leads to an empty hex on the map, the ship emerges from the misjump at the closest star system to that empty hex. In case there are multiple adjacent systems, choose one randomly.

SENSORS AND DETECTION

Each ship has a Sensor (or Computer) DM listed in its stat block. This applies to all sensor throws (typically Computer throws).

Throw Computer 6+ to use a ship's sensors for scanning and detection purposes. Apply the ship's Sensor DM to this throw. The Referee may determine various further DMs to this throw based on the task at hand.

Starship sensors automatically detect any civilian ship present in the local planetary system if it is using a transponder. Smugglers, pirates, and naval vessels often turn off such transponders and thus require a Computer 8+ throw to detect at long range. A stealthed ship applies DM-4 to detection throws. Detecting small craft applies a further DM-2. Detecting ships at short range is done at DM+2.

COMMON SPACECRAFT

Some ship classes are common in a typical Cepheus: Faster Than Light setting. Many other classes and designs certainly exist, but the following are very useful for a typical campaign.

SMALL CRAFT

Below are a few common small craft. In all cases, power plant endurance is 2 weeks.

TL11 10-TON FIGHTER

The fighter is a light attack craft and interceptor.

Fighter	Tonnage: 10	Armor: None	Streamlined
			Thrust: 6G
	Fuel: 2 tons of fuel, 2 weeks endurance		
Model/1 Computer	Armament: 1 ton reserved for weapons; may only mount one energy weapon and up to 2 non-energy weapons.		
Fittings: None			
Crew: Pilot in a 1-person Cockpit			
Cost: MCr10.3	Construction Time: 28 weeks		

TL9 20-TON LAUNCH

The Launch often serves as a lifeboat or small transport craft.

Launch	**Tonnage:** 20	**Armor:** None	Streamlined
			Thrust: 1G

Fuel: 0.8 tons of fuel, 2 weeks endurance

No **Computer** · **Armament:** None

Fittings: 16 tons of cargo space

Crew: Pilot in a 1-person Cockpit

Cost: MCr5.4 · **Construction Time:** 29 weeks

TL11 30-TON SHIP'S BOAT

The ship's boat is a small multi-use vessel with powerful engines.

Ship's Boat	**Tonnage:** 30	**Armor:** None	Streamlined
			Thrust: 6G

Fuel: 2.2 tons of fuel, 2 weeks endurance

Model/1 **Computer** · **Armament:** 1 ton reserved for weapons; may only mount one energy weapon and up to 2 non-energy weapons.

Fittings: 15.5 tons of cargo space

Crew: Pilot in a 1-person control cabin

Cost: MCr17.4 · **Construction Time:** 30 weeks

TL11 95-TON SHUTTLE

The shuttle is a heavy transport craft often used as a ferry between surface and orbit.

Shuttle	Tonnage: 95	Armor: None	Streamlined
			Thrust: 3G

Fuel: 4.2 tons of fuel, 2 weeks endurance

No **Computer**	**Armament:** None.

Fittings: 69.5 tons of cargo space. Some of the cargo space is often traded for acceleration couches.

Crew: Pilot in a 2-person control cabin (allowing another crewmember)

Cost: MCr10.3   **Construction Time:** 28 weeks

STARSHIPS

Below are some of the archetypal starships useful in the typical Cepheus: FTL universe.

TL11 300TON CORSAIR

The corsair is a light attack vessel intended for raiding enemy commerce .

Corsair	**Tonnage:** 300	**Armor:** 4 Chrystaliron	Streamlined
Maneuver: F	**Jump:** E	**P-Plant:** F	**Thrust:** 4G
Jump Rating: 3	**Fuel:** 102 tons of fuel, 1x Jump-3, 2 weeks endurance		
Model/3 **Computer**	**Armament:** 3x triple turrets: 1 missle and 2 pulse lasers		

Fittings: 60 escape pods, armory for 10 marines, fuel scoops, fuel processor (25t/day), 10 staterooms, 5 emergency low berths, 35 tons of cargo space

Crew: 19 total – captain, pilot, sensor operator, medic, 2 engineers, 3 gunners, 10 ship's troops. All crew at double occupancy except for the captain.

Cost: MCr158 **Construction Time:** 52 weeks

TL13 400-TON FRIGATE

The frigate is a light naval ship used for anti-piracy patrols and customs inspections.

Frigate	**Tonnage:** 400	**Armor:** 10 Superdense	Standard
Maneuver: H	**Jump:** F	**P-Plant:** H	**Thrust:** 4G
Jump Rating: 3	**Fuel:** 136 tons of fuel, 1x Jump-3, 2 weeks endurance		
Model/3 **Computer**	**Armament:** 4x triple turrets: 2 particle beam, 1 pulse laser, 1 sandcaster		

Fittings: ship's boat, 23 escape pods, armory for 10 marines, fuel scoops, fuel processor (140t/day), 12 staterooms, 10 emergency low berths, 9.5 tons of cargo space

Crew: 21 total – captain, 3 pilots, sensor operator, medic, 3 engineers, 4 gunners, and 8 marines. All crew at double occupancy except for the captain.

Cost: MCr245 **Construction Time:** 60 weeks

TL9 400-TON SUBSIDIZED MERCHANT

This craft is a common interstellar mechant vessel financed by the government.

Subsidized Merchant	Tonnage: 400	Armor: None	Streamlined
Maneuver: D	Jump: D	P-Plant: D	Thrust: 2G

Jump Rating: 2   **Fuel:** 88 tons of fuel, 1x Jump-2, 2 weeks endurance

Model/1bis **Computer**   **Armament:** none; 2 tons reserved for weapon systems

Fittings: 14 escape pods, 14 staterooms, 10 low berths, 179 tons cargo

Crew: 6 total – pilot, sensor operator, 2 engineers, medic, steward.

Cost: MCr113   **Construction Time:** 60 weeks

TL9 100-TON SCOUT SHIP

The scout ship is a small exploration and courier vessel operable by a single scout.

Scout Ship	Tonnage: 100	Armor: None	Streamlined
Maneuver: A	Jump: A	P-Plant: A	Thrust: 2G

Jump Rating: 2   **Fuel:** 24 tons of fuel, 1x Jump-2, 4 weeks endurance

Model/2 **Computer**   **Armament:** 1 ton reserved for weapon systems

Fittings: 4 escape pods, 15 probe drones, ATV, fuel scoops, fuel processor (5t/day), 4 staterooms, 1 emergency low berth, 14 tons cargo

Crew: 1 Pilot; optionally, also sensor operator/science officer, engineer, and gunner

Cost: MCr28   **Construction Time:** 36 weeks

TL9 200-TON TRADER

The trader is a light, often independent, commercial vessel.

Trader	Tonnage: 200	Armor: None	Standard
Maneuver: B	Jump: B	P-Plant: B	Thrust: 2G

Jump Rating: 2   Fuel: 44 tons of fuel, 1x Jump-2, 2 weeks endurance

Model/1bis Computer   Armament: 2 tons reserved for weapon systems

Fittings: 10 escape pods, 10 staterooms, 20 low berths, 53 tons cargo

Crew: 5 total – pilot, sensor operator, engineer, medic, steward.

Cost: MCr61   Construction Time: 44 weeks

TL9 100-TON YACHT

The yacht is a plaything and a transport for people of wealth and power.

Yacht	Tonnage: 100	Armor: None	Streamlined
Maneuver: A	Jump: A	P-Plant: A	Thrust: 2G

Jump Rating: 2   Fuel: 24 tons of fuel, 1x Jump-3, 4 weeks endurance

Model/2 Computer   Armament: 1 ton reserved for weapons systems.

Fittings: 8 escape pods, fuel scoops, 8 staterooms (2 of them joined together to form a luxurious suite), 3 emergency low berth, 10 tons cargo

Crew: 4 total – pilot, sensor operator, engineer, steward.

Cost: MCr30   Construction Time: weeks

SPACE COMBAT

The spacelanes can be dangerous. Pirates lurk near gas giants and jump points. Vessels belonging to enemy interstellar polities might raid a system and prey on the player characters' ship. The player characters might decide to engage in some piracy themselves, or they may be the crew of a patrol frigate that has found some pirates or raiders. Use the following rules to run the combats in such occasions.

SPACE COMBAT BASICS

Space combat typically occurs in 6-minute rounds. This time accounts for weapon recharge cycles and long-range missile travel, as well as emergency repairs. Since range is abstracted using the Advantage mechanic (below), it is possible to run space combats at different time frames. Each round, every crew member may take one action, as detailed below. This means that crew members staffing two posts – such as a pilot also serving as a captain – must choose only one post they are filling in each round.

ADVANTAGE

There is no initiative or range to track in space combat. Each space combat round, all participating ships' pilots throw 2D + Piloting + the ship's maneuver drive acceleration. The winner of this opposed throw has Advantage and may attack with the following modifiers:

Effect	DM
0	DM-2
1 or 2	DM-1
3 or 4	DM+0
5+	DM+1

The loser of the Advantage throw suffers DM-3 to attack anyone with a higher Advantage number than them, for the round. This penalty applies to turrets and bays. Weapons in fixed mounts cannot attack without Advantage. Note that two vessels that have the same result for their Advantage throw can still attack each other, albeit at DM-2 to their attack throws.

Vessels with disabled Maneuver drives automatically lose Advantage. Fixed space stations roll Advantage normally. They simply do not have a bonus from maneuver drives. Instead of Piloting, station commanders throw 2D + Gunnery for Advantage. It is difficult, but not impossible, to stay in the blind spot of a station-mounted turret.

It is possible to have multiple ships engaged in combat. Simply record the different Advantage results in descending order. The ships higher on the "ladder" have Advantage on any ship below them.

The battle ends either when one participant is disabled or destroyed, or if one participant disengages.

ACTIONS

Each character may act once in each combat round. There are five positions aboard a ship: Captain, Pilot, Sensor Operator, Gunner, and Engineer, each with its own actions. There may, of course, be multiple characters acting as gunners or engineers.

CAPTAIN'S ACTIONS

Support Crew: throw Leadership 8+. If successful, gain a pool of positive DM points equal to the Effect (minimum 1) that the captain may distribute as they see fit for the next round. For example, a roll of 12 generates a pool of 4 points, which can be given to one crewmember for a DM+4, or to four separate crewmembers, for a DM+1 each.

Outmaneuver: the captain throws Tactics 10+. If successful, apply a DM+2 to the ship's next round's Advantage throw.

SENSOR OPERATOR'S ACTIONS

Spoof Missiles: Electronic warfare can defeat incoming missiles; throw Computer 8+ to spoof an incoming missile due to impact that round, or the next round. The sensor operator must roll to successfully spoof each missile. Multiple missiles may be spoofed each round.

Jam Sensors: Electronic warfare can provide "cover" to a ship. Roll Opposed Computer against one enemy vessel. If successful, the target of the Jamming suffers a DM equal to the skill level of the sensor operator (to a DM-3 cap) to any attack throw made against the jamming ship. This is cumulative with a pilot's Evasive Maneuvers.

PILOT'S ACTIONS

Dock: Docking with a moving hostile ship is nearly impossible. Docking with a ship unable to maneuver is automatic.

Disengage: To disengage from ship combat, a ship must have Advantage and use their Pilot action that round to throw an opposed Piloting roll vs. the pursuer's Pilot, adding each ship's thrust rating. The quarry escapes if its pilot wins the opposed throw. Alternatively, a jump-capable ship may jump out of combat.

Evasive Maneuvers: the pilot throws Piloting 12+, modified by the ship's available maneuver drive Thrust. On a success, apply a negative DM equal to the Pilot's skill (to a maximum of DM-2) to all incoming attacks. This does not require Advantage.

Plot Jump: The pilot may attempt to plot a jump as noted in the Off-World Travel chapter above. It is also possible to plot a jump faster, but this imposes a DM-2 per round reduced, to a minimum of 1 round.

Emergency Jump: throw Piloting 6+ to initiate an emergency jump while under fire; if successful, the ship's engineer must throw Engineering 8+ to power the jump. Failures may be retried in the next round. See the Ship Operations chapter above for the jump procedure itself. Note this applies DM-2 to the Jump Throw, increasing the chance of misjump. This requires a jump plot, as noted above – either prepared beforehand or generated during combat.

ENGINEER'S ACTIONS

Any character with the Engineering skill can perform Damage Control – emergency repairs of damaged systems and breaches. Multiple characters with this skill may perform damage control at the same time, each on a different system. Throw Engineering 8+ to repair a damaged system or to jury-rig a single disabled system back into operation. Success temporarily repairs one hit on the system. The damage will reappear in 1D hours.

Overcharge Weapon: the engineer can disable the safeties on an energy weapon for extra damage. Throw Engineering 8+ to boost a single energy weapon's Hits rating by +1.

Redline Engines: the ship's chief engineer throws Engineering 8+. On a success, the ship's thrust increases by 1 for next round (including the Advantage throw).

GUNNER'S ACTIONS

Fire Energy Weapons: throw Gunnery 8+ to hit a target with an energy weapon.

Launch Missiles: the gunner launches one missile per rack in the turret. Throw Gunnery 5+ before launch to lock the missile on its target. Failure to lock prevents launching but keeps the missile intact.

Missiles ignore Advantage modifiers but are vulnerable to point-defense fire and electronic warfare spoofing. Missiles will hit their target the next round after their launch, allowing the target to target the missile with point-defense and spoofing, if desired. On the round missiles reach their target, throw 4+ to hit the target, unmodified by any skill. The Evasive Maneuvers Pilot action affects this missile attack throw. Smart missiles may retry this throw once at 8+, in the following round.

Point Defense: The gunner may allocate their weapon(s) to Point Defense, as noted below; this can be done alongside another action.

Launch Sand: throw Gunnery 6+. If successful, all incoming laser and particle beam fire from a single target suffer DM-2 to hit. Sand clouds last for one round. Each sand canister can block fire from one ship, so a double or triple sandcaster turret can help the ship defend against multiple threats at once or provide a denser defense against a single threat. Note that this modifier does not stack; each ship can be affected only once by a given target's sand clouds.

POINT DEFENSE

At the beginning of each round, the defender decides how many, if any, energy weapons will be dedicated to point defense. This applies a -DM to all incoming missiles' hit throws, per the following table.

Weapons	DM to Incoming Missiles
1	DM-1
2-4	DM-2
5-7	DM-3
8+	DM-4

NAVAL WEAPONS

The following table lists turret weapons. The complete Cepheus Light rules also provides bay weapons for larger ships, but here, for simplicity's sake, turret weapons shall suffice.

Weapon	Damage	Hits
Missile Rack	2D per missile	2
Pulse Laser	1D	2
Sandcaster	Special	Special
Particle Beam	2D	1 + 1 radiation
Beam Laser	2D	1

TURRET WEAPON NOTES

Regular missiles cost Cr1200 each; smart missiles, Cr2500 each; nuclear missiles, Cr50000 each but are not normally available to civilians. **Smart missiles** hit on a throw of 6+ regardless of the gunner's skill, and if they miss their target, they may re-roll this throw once the following round. **Nuclear missiles** cause 3D damage and 2 hits + 1 radiation hit. The Space Combat chapter explains the missile attack procedure.

A single missile rack holds 3 missiles and each ton of cargo space can accommodate 12 missiles. Loading a rack from nearby ordinary cargo takes the gunner a full space combat round. A pre-designated missile magazine allows automatic loading but prevents that space from being used for cargo when not carrying missiles.

Sandcasters launch anti-laser sand canisters, as described in the ship combat chapter. A single sandcaster holds 6 sand canisters, and a single ton of cargo can hold 24 sand canisters. Magazines can serve for sand just like for missiles, and a magazine can be used for both interchangeably, at an exchange rate of two canisters per missile.

Particle Beams blast enemies with beams of charged particles, causing both structural and radiation damage. This is the lightest military-grade energy weapon available, and many polities restrict its use to military and paramilitary ships.

Beam Lasers are weak but lasers firing continuous beams.

DAMAGE AND HITS

When an attack hits an armored ship, throw the weapon's damage dice. If the throw is equal to the target's Armor rating or higher, the attack penetrates and causes damage. Attacks always penetrate unarmored ships. For example, when a beam laser hits a ship with Armor 4, throw 4+ on the laser's 2D damage to penetrate. The armor will block any lower roll.

For each weapon that Penetrates, make one throw on the following table. Each "hit" a weapon causes (see the weapon description) brings a separate roll on this table.

Space Combat Penetration Locations

2D	Starship Penetration	Small Craft Penetration
2	Breach	Breach
3	Power Plant	Power Plant
4	J-Drive	Hold
5	Weapons	M-Drive
6	M-Drive	Fuel
7	Armor	M-Drive
8	Hold	Armor
9	Crew	Weapons
10	Computer	Computer
11	Bridge	Crew
12	Critical	Critical

Radiation Penetration

1D	Radiation Penetration
1	Lucky escape – no radiation damage
2	Crew
3	Crew
4	Computer
5	Computer
6	Critical Crew Hit

Critical Hits

1D	Starship Critical Hit	Small Craft Critical Hit
1	Power Plant Destroyed	M-Drive Destroyed
2	M-Drive Destroyed	M-Drive Destroyed
3	Jump Drive Destroyed	Power Plant Destroyed
4	Critical Crew Hit	Critical Crew Hit
5	Computer Destroyed	Computer Destroyed
6	Ship Destroyed	Ship Destroyed

PENETRATION DESCRIPTIONS

Armor: Reduce the ship's armor rating by 1. Ignore if the ship has no armor.

Breach: The ship suffers a hull breach and is exposed to vacuum. Anyone not wearing a Vacc Suit or in a sealed compartment suffers exposure to vacuum per the environmental hazard chapter.

Bridge: Bridge disabled; Captain, Pilot, and Sensor Operator actions are impossible until the bridge is repaired, and Gunnery throws suffer DM-2. The crew suffers a Crew Hit (see below).

Crew: 1D crew members and passengers suffer 2D damage each. If there are fewer people than the number rolled, one or more of them, randomly determined, will receive multiple hits. This damage can be reduced by personal armor.

Critical Crew Hit: All crew and passengers suffer 4D damage each. This damage can be reduced by personal armor.

Computer: Computer disabled. Jumps and sensor use are impossible until the computer is repaired.

Fuel: 1Dx10% of the fuel tank capacity is destroyed.

Hold: 1Dx10% of cargo is destroyed.

J-Drive: Jump drive disabled.

M-Drive: Maneuver drive disabled. The ship is adrift and will always lose Advantage.

Power Plant: Power plant disabled. The ship is functioning on emergency power. Energy weapons fire is impossible. The ship will always lose Advantage.

Weapons: Disable 1DX10% of all weapons (rounded up).

REPAIRING DAMAGE

A jury-rigged system will fail within 1D hours. After that, the system requires full repairs. Throw Engineering 6+ to repair a damaged system; this takes 1D hours and requires 0.02 ton of spare parts per ton of repaired system. A successful throw returns the system to full functioning. A failed throw may be repeated but will require additional spare parts. Spare parts cost Cr100,000 per ton, and may be stored in the ship's cargo bay.

ENVIRONMENTAL HAZARD

Not all threats carry weapons. Starfarers must consider disease, radiation, and extreme environments when exploring distant stars. This chapter provides simple rules for these hazards.

DISEASE AND POISON

When a character is exposed to a disease or poison, they must make an Endurance throw. The target is the pathogen's Virulence number. If successful, the character shrugs off the effect. If the throw is failed, the disease damages the character's END according to the listed damage. The infected character must repeat this throw after the pathogen's listed interval. Success means recovery and failure causes the listed damage, again. If this damage reduces the character's END to zero, additional damage applies to STR or DEX (player's choice). The character cannot heal this damage until they recover from the illness or poisoning. Note that most poisons do not have an interval, but rather cause their damage immediately upon poisoning and only once.

Sample Pathogens

Pathogen	Virulence	Damage	Interval
Pneumonia	6+	1D	1D weeks
Anthrax	9+	1D	1D days
Biological Weapon	12+	3D	1D hours
Arsenic	8+	2D	-
Tranq Gas	10+	Unconscious	
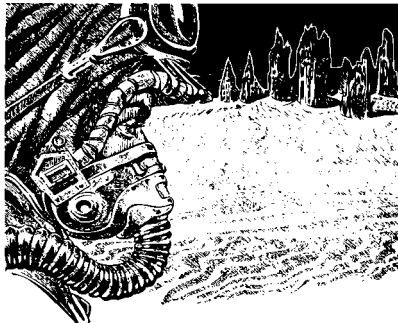
EXTREME TEMPERATURES

Extreme environments damage unprotected characters, as noted in the table below.

Extreme Temperatures

Temperature	Damage	Example
-100° or less	1D/round	Deep space
-50°	2D/hour	Mars
-25°	1D/hour	Arctic
-10° to 40°	None	Typical Terra
50°	1D/hour	Searing desert
100°	2D/hour	Boiling point
200° or more	1D/round	Mercury

FIRE

When attacked by fire, characters must throw DEX 8+ to avoid catching fire. A burning character takes 2D damage per round. Make another DEX 8+ throw each subsequent round; if successful, the character puts out the fire. If failed, the character suffers another 2D damage. Putting out the fire by other means, such as an extinguisher, also stops this continuous damage.

FALLING

A character suffers 1D damage per 2m fallen, up to 6D at terminal velocity. Multiply this damage by the world's gravity rating in Gs. For example, falling 10 meters on a world with 0.45Gs would inflict 5D damage, which is then multiplied by 0.45 for the actual damage result – 2.5D rounded up to 3D.

STARVATION AND DEHYDRATION

A character requires two liters of water and 0.5kg of food per day to stay healthy.

A character may go without water for 20 hours + twice their END score with no ill effect. After that time has passed, the character must throw END 6+ per hour without water or suffer 1D damage. There is a cumulative DM-1 per each check.

A character may go without food for 3 days. After that, the character must throw END 6+ per day without food or suffer 1D damage. There is a cumulative DM-1 per each previous check.

The character can recover this damage only after drinking and eating.

SUFFOCATION

In cases of insufficient oxygen, such as on a ship with failing life support, characters suffer 1D damage per minute. If the character has no access to any oxygen whatsoever, such as when a character is being strangled, or has been sucked out into space, this becomes 1D damage per round instead.

VACUUM EXPOSURE

Contrary to popular belief, vacuum does not kill immediately. A character exposed to vacuum suffers regular suffocation damage (above). While exposed to space they also suffer 3Dx10 rads of radiation per round. Additionally, beginning from the third round of vacuum exposure, the character must throw END 10+ per round or fall unconscious from aeroembolisms – the formation of air bubbles in their blood stream.

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