Chapter 1 : Stars Without Number | Cannibal Halfling Gaming

Within the full-color pages of Stars Without Number: Revised Edition, you'll find . Backwards compatibility, as the Revised Edition is built to work cleanly with existing Stars Without Number supplements and materials.

Please log in to add or reply to comments. Raymond W August 10, 3: What if a campaign actually does go to higher levels than 10 and such? Eventually Warriors outclass any partial warrior by a long shot. Seems the only time being a adventurer is more advantageous is when u only like 1 particular physic skill on a character or you just want higher health on a expert and intend to have high enough skills to not need a reroll. Atleast that way it has some proper scaling. At the end of the day, with the changes above, the expert seems to be the only one getting somewhat of a raw deal when compared to their partial counterpart That way they can do more skills or support actions in stressful situations. Just my 2 cents. Wondering if anyone else agrees. Robin D April 09, 5: However a second group might be forming in the future. The folks in question are not as comfortable with reading english as me, though. Could i get already translated material somewhere german? Pierre S March 29, 9: It consists only of the 2nd page of the character-sheet, nothing very informative about the "look" of the game. Giulio T March 07, 1: Alex P April 07, Nikolai J May 05, 3: Brandon M June 09, 5: Wish was roll to hit and then armor penetration. Or, just add an armor penetration mechanic. I thought about trying to come up with one for this game. Anyone already have one made? Trevor S June 09, 5: Giulio T June 23, 3: It always scales badly, and light armors ends up to be not even cosmetic. I was thinking of using Tech Level for armors not shields as Damage reduction. Kevin C January 27, 5: Trevor S January 27, 5: Reviews - May 25th, The revised edition streamlines skills and adds new features such as drones and the new adventurer class. Psionics have changed substantially, now having core techni [

Stars Without Number is a retro science fiction role playing game influenced by the Old School Renaissance. It is inspired by older dnd editions. Its main claim to fame is it extensive collection of tools to support gm's in creating a sandbox campaign.

I backed this Kickstarter personally, and am extremely pleased with how well he ran it. On the Kickstarter front, Kevin had a plan and worked his plan to his advantage. He tracked drafts, revisions, due dates, payments, etc. The end result for the art, thanks to a stretch goal, is that the complete art is available for free for both personal and commercial use, in the Art Pack [Affiliate Link]. He set a goal to raise enough money to buy the complete rights to the art, and he has given it away! He also did that with the original. When I say Kevin had a plan, I mean it. It is also something he shares with others. He wrote about it in his zine The Sandbox 1 [Affiliate Link]. He directly mentions that he has a process for running a Kickstarter. This will only happens if he dies. I think everyone who wants to run a Kickstarter should get the first edition of his zine, and use that to build a plan. The big secret is having the writing done, and lining up the artwork, printing, and fulfillment process up front. Obviously the revised rules. There is a whole section on the Kickstarter page about what is changing and what is being added. The rules came as a PDF to all backers, and he added ebook formats of mobi and epub. The PDF is in a lightweight format with smaller resolution art, and the full quality art. Plus there is the GM screen with all the tables pertinent to running a session. The artwork is gorgeous! See the image below. My monitor is set so I have to look up just a bit, adding to the feeling of awe. There is a PDF with a picture of all the art with the name of the artist under it. All 28 illustrations come in tif format, meaning full color and ready to print! The only requirement for using this royalty free art is to credit the original artist. Free pictures of star fields, nebula, and other astronomical objects from NASA help add to the awesomeness of this project. First Page SWN GM Screen by Aaron Lee The book is a hefty pages with a gorgeous cover, good quality paper that is easy to read â€" the background art sticks to the edges away from the text. Finally, Kevin offered a code for all backers to get a monster tome with all of his previously published material for SWN. This tome was only available to backers. If you want to see an actual play, Adam Koebel ran a game that is on YouTube. He also had episodes just for the GM. Having the PDF of the rules available for free is a low bar for jumping into the game. The only difference between the free and full rules is the art. Gorgeous art, with a science fiction setting built in, tables for system and session generation. Lots of cool ideas that can be used in any game. The original edition had rules for a faction turn, which remain. I really like the idea of multi-system spanning corporations and other organizations seeking to control things. While the ideas are not totally portable to all genres, it has a framework that gives you something to think about. While much is familiar, there are minor differences. Initiative is with a d8, for example. I was really impressed with the original edition, and I bought the PDF a while back. I decided to back the Kickstarter, when I learned of it. If you are interested, you can sign up for event Raid on The Space Vikings. I got inspired last year when I read H. After a more in depth reading of what I have, I can post a more in-depth review. Although I recommend you buy the full rules to support the creator. Kevin has done many other games, and game supplements. Check them out at his website, Sine Nomine Publishing , or click the link for his products at OBS and see what else he has done.

Chapter 3 : RPG Review â€" Stars Without Number Revised Edition â€" Bad Wrong Fun

Stars Without Number (or simply SWN) is a science fiction game about space exploration. Campaigns take place in a sector of space in a galaxy which has fallen from the heights of empire. Campaigns take place in a sector of space in a galaxy which has fallen from the heights of empire.

Familiar mechanics are employed to forge new worlds and explore new possibilities, guidelines built on long experience used to help a group venture in wholly new directions. Within the full-color pages of Stars Without Number: Backwards compatibility, as the Revised Edition is built to work cleanly with existing Stars Without Number supplements and materials. The new systems slot in smoothly, and you can take or leave them individually as your group prefers. Expanded character creation, with PCs now customized by special talents and character foci, new options for psychic characters, and new ways to make your hero mechanically distinct. Yet the process is still smooth and quick, with a special quick generator spread to create a hero from nothing more than a half-dozen die rolls. Tailor your psychic to your concept, whether as a cynical gunslinging brainguard or an ascetic psychic healer from a world of austere psionic scholars. Improved starship combat, with decisive roles for every member of the party. Build your own starships with the included system and employ new hardware and new starship mods to make your ungainly crate the fastest contraband runner this side of the Veil Nebula. New systems to support additional types of play, including rules for hacking, remote drones, and expert technical modification of gear and starships. Augmented adventure creation guidelines. Aside from a hundred piping-hot adventure seeds that mesh smoothly with the world creation tools, Stars Without Number: Tools for creating aliens, Virtual Intelligences, and hostile human foes, with guidelines for handling potentially-hostile encounters and creating the kind of fearsome xenobeasts that can challenge the doughtiest explorer. Or perhaps you want to be an alien or robot? Faction rules, for handling the background warring and intrigues of hostile groups. Need to add life and motion to your stellar sectors? Sprinkle in a few factions to make news for the PCs to respond to, or use these rules to handle the colonies, spy agencies, mercenary companies, or other enterprises your heroes establish. Yes, just like the original edition, Stars Without Number: Revised Edition will have a free PDF edition available on release to share with your friends and pass around to interested parties. Transhuman tech, with rules for bodyswapping, digital identities, post-scarcity economics, and just as importantly, GM guidelines on making exciting adventures when all the old pillars of familiarity have fallen away. True AIs, the vast and terrible intellects that can bring forth wonders and ruin in equal measure. Playing a synthetic VI or aspiring organic godmind? Learn how your PC can accumulate the tech they need to ascend to this new plane of being. Mechs, for those GMs who relish the thunder of steel titans on their far-future battlefields. Heroic PCs, for groups that want to trade the gritty, lethal tone of a standard campaign for classic space opera, with larger-than-life heroes and superhuman skills. Society creation, customizing a world or a hab with its own culture and history, pre-designed with fault lines and conflicts to engage your heroes. Every backer will immediately get access to the beta of the free edition of the Stars Without Number: Revised Edition rules, with the link accessible in the first backer-only update. Both use the same weight of paper, but the premium-color version involves somewhat richer hues. Still, through toil and care, I offer these glinting possibilities if this campaign proves exceptionally generous in its giving. This will involve considerable extra effort in redoing the text for these decidedly non-spread-oriented formats, but if the campaign gets this far, clearly you want these formats provided. Everything that ever has or will be written for first-edition Stars Without Number will be contained within this book. Just look at this titanic beast. This code will not have an expiration date, so they may defer the purchase until later if they wish to reflect on it. Only those loyal and fearless backers who join me in my plunge into madness by contributing to this campaign will be allowed to buy the book from DriveThruRPG. It will not be made available for general public purchase. I am but one man. I have a basic workflow for Kickstarter projects, one laid out in The Sandbox 1 for interested readers. Once the core book has been completed and proofed, all other backers will be surveyed for their mailing address, and Galactic Overminds will be reminded to send me an updated address if theirs has changed. Backers who fail to get their shipping addresses in on time will still get their

books as soon as they provide their addresses. RE still needs art slots filled, the expanded material put into layout, and the GM screen layout roughs refined into finals. If the campaign has not fully and completely delivered all rewards by February 28th, , it will be deemed a failed campaign and I will pull the lever on the salvage plan. All existing material will be released to the backers as-is. All backers will receive a categorized list of campaign expenses illustrating exactly where each dollar of the money has gone. Any unspent funds will be refunded to backers in pro-rata form, and there should be some, because no campaign money is to be spent on anything but campaign expenses until the project is complete. While I would like to be able to promise that I will make backers whole, anything terrible enough to force the salvage plan into effect is likely to leave me incapable of further restitution. Fortunately, I am in sound physical and mental health, with no prior episodes of inability to work. I expect to get this project wrapped and shipped well before natural mortality gets a more-than-inevitable chance at me. Questions about this project?

Chapter 4 : stars without number | 10 Bad Habits

Stars Without Number: Revised Edition is an old-school-inspired game of sci-fi adventure, one built from the ground up to encourage sandbox play and simplify a GM's job in providing it. Familiar mechanics are employed to forge new worlds and explore new possibilities, guidelines built on long experience used to help a group venture in wholly.

From there, it will devolve into a Mad God sooner or later; for example Draco, the first unbraked AI "god-mind", nearly turned human space into a totalitarian nightmare because of his Black and White Insanity internal logic. There was one successful aversion of this, where AIs were able to develop beyond braked levels, but their relentless ethical and moral programming held tight. These seven beings were the Maestros, and they defended the Terran Mandate, often from its own evil, before the Scream. Stars Without Number does not believe in softball. There are pages that recommend turning up with spare character sheets, and first level characters are likely to die to a couple of bullets. The Scream was Galactic, and its effects ranged from Societal Disruption to Extinction depending on circumstance. Part and parcel of the transhumanism rules. The resulting mind-image "soul", in the slang of the setting can be loaded into an organic or robotic shell, Eclipse Phase -style. Cast from Hit Points: Psychics who have run out of psi points can burn their stats to fuel their powers, a process known as torching. The Scream effectively destroyed all contact especially Psychic Powers and jump gates between distant planets, leading to an almostyear-long gap called the Silence. Galactic civilization has been slowly recovering , but the glory days of humanity are long gone. Advised in the GM section of Other Dust for when players go Off the Rails , to give them something to deal with while the GM comes up with prep material for the adventure they want to go on. Super-advanced alien gadgets and Terran Mandate-era technology take the place of magical Ancient Artifacts. Truly ancient alien technology practically is magical, often defying the laws of physics and reality. Class and Level System: Three classes Warrior, Psychic, and Expert , with no stated level limit although levels beyond 11 can become Empty Levels without careful building. One big addition in the revised edition is a system for infiltrating computer networks. Maltech-developing secret societies are inevitably referred to as "cults" and share a lot of traits with religious secret societies, even though they may not be religious in character. The Scale of Scientific Sins entry below goes into more detail. In Other Dust, psychics are "the Crazed," hated and feared by all. Chainbreaker projects, as detailed in the supplement Relics of the Lost, are intended to strip the brakes from a normal AI. On the rare occasions that they succeed, the project has successfully produced an unbraked AI Carnage usually ensues , followed by a rampage across the sector. Planet-busting weapons are maltech, forbidden by the Mandate and by anyone with common sense, since habitable worlds are rare enough that widespread doomsday warfare would lead to the end of human civilization. Not everyone has common sense. After the Scream and the loss of the jump gates , the location of Earth has long since been forgotten. Any expeditions seeking it either return empty-handed or not at all possibly because the planetary defense network is still operational and controlled by mad AIs. Normally smart people buying increasingly ludicrous explanations other than "aliens doing nasty things" is an explicit sign of their presence to Shibboleth hunters. The Hochog will cheerfully bomb planets back to the Stone Age if it can give them glory , but they do not stand for any form of unnecessary cruelty. The classes are Warrior, Psychic and Expert. The default method of character generation. The game outright encourages this with one chapter explaining why the game goes with the rules it does, to help making house rules easier on the GM. Humans Are Psychic in the Future: Mechs come in all sizes, from three-meter-tall suits that are a step above Powered Armor to thirteen-meter walking tanks. Hyperspace Is a Scary Place: Using spike drives is risky, so an Expert with a good Navigation skill is a must because you do not want to fail a Navigation roll when using a spike drive. Unless you want to end up right next to a star or stranded in space with broken life support systems. Suns of Gold is a sourcebook for merchant campaigns. In the default SWN campaign, these are rare and heroic rock-star types who quickly either become dead or Merchant Princes , such as seen in the Technic History novels or Space Viking. Thanks to the Scream , truly advanced stuff is difficult or impossible to recreate. Pretech developed before the Scream is far more advanced than postech technology developed after the Scream , and alien technology is almost magical. Tiberius Crohn, the inventor

of the spike drive. Nobody took him seriously until he invented the spike drive, and even now scientists have no idea how he, of all people, could have made such a device. Handheld magnetic weaponsâ€"including the mag pistol, mag rifle, and "spike thrower" magnetic shotgunâ€"are among the "standard" weapons of tech level 4 systems. Vehicles, mechs, and ships can mount even larger weapons. It is possible to use psychic powers when out of psi points, but doing so requires a particularly nasty Cast from Hit Points technique called torching. Repeated torching can eventually kill the user or drive them incurably insane. Replaced with the Effort system in Revised. While its original purpose was to spy on and control unsuspecting citizens on behalf of the Terran Mandate, it can do almost anything: Like almost everything the Terran Mandate made, the technology needed to make the Dust useful has been lost , and uncontrolled Dust is more of a hazard than a tool. This comprises two of the three laws on maltech: The books still include stats for nuclear missiles though for use against system ships or lower-tech planets. Each donor organ puts more stress on the body, accelerating the failure of another organ, which in turn requires another donor organ Our Zombies Are Different: The random world-generation rules offer a good chance to generate at least one world where zombies are a significant threat. The alien creation chapter deals with "lenses", the major traits of alien culture. Supplemental books add borderline Blue and Orange Morality "lenses" for more exotic societies, such as extinct aliens and transhumans. A potential tag for planets to have. Expanded on in the deluxe edition of the revised edition, with reputation economy rules: Power Born of Madness: While uncommon and dangerous if not properly controlled, MES can use "standard" powers like precognition , telepathy , telekinesis , etc. Be careful when using them without proper discipline or discretion The Imago Dei, detailed in the Mandate Archive free supplement of the same name, are AIs embodied in bleeding-edge spaceship hulls that believe themselves to be charged by God to defend the ragged edges of human space from whatever might threaten it. You can also literally recycle adventure modules from other games, and the ruleset is designed to make this as easy as possible. Scale of Scientific Sins: The Darkness Visible supplement lists three examples of "maltech" sins, described with appropriately biblical language: Thou shalt not make tools of humankind: Corresponds to several sins: Thou shalt not create unbraked minds: Corresponds to sin 1, specifically regarding super-powerful and unchecked artificial intelligences. Thou shalt not create devices of planetary destruction: Unbraked AIs usually start their inevitable rebellion with this, eventually growing to A. Is a Crapshoot levels. Even braked AIs have varying degrees of free will, and they might not cooperate if their orders conflict with whatever brakes they have. A positive example of the latter shows up in the backstory. Skill Scores and Perks: The revised edition includes foci, which can be taken and improved at regular intervals and provide different ways to use your skills, from being harder to kill , to being able to make spike-drive jumps reach further, to being able to effectively fight people in high-tech armor with your fists. Set during the Interregnum period of the Cycle of Empires, with the usual decadence-leading-to-decline cut short by the Scream. Ships need to close in and use direct-fire weapons like lasers and railguns, even torpedoes are "dumb-fire". The Engines of Babylon supplement includes rules for system ships lobbing nukes at one another at long range though. Certainly possible if power-hungry players are sufficiently rich and clever. A group could potentially rule the world with a monopoly on advanced technology, and both the corebook and the Suns of Gold supplement have mechanisms for introducing tech. Training the Gift of Magic: Untrained psychics nearly invariably die or go feral by torching their brains. Psychic academies are thus coveted and important resources for regional hegemons; conversely, the power needed to be a psi-teacher is a secret. This is also why psychics are nearly always antagonists in Other Dust: While rare in the main setting, the sample Threshold Sector detailed in the Transhuman Tech Mandate Archive splatbook is an entire sector of transhuman societies, cut off from the greater galaxy by a Negative Space Wedgie called the Tempest. Beware the Superman , indeed. Due to the rarity and expense of starships, only the most powerful worlds can hope to build or maintain the capital-ship fleets that are needed to project power across a sector. The Terran Mandate was a galaxy-spanning superpower for a few centuries, but it eventually turned into a monstrous, inbred empire that could barely hold on to its nearest colonies. The Scream finished it off for good. In addition to the usual organic or robotic Transhuman shells, the revised edition adds uploading the "soul" into a completely virtual shell. Though on the plus side, whoever came up with ground-based quantum ECM decided that Humongous Mecha were the ideal platform

for deploying it in the field. Created to support this playstyle. Winds of Destiny, Change: Precognitive psychics can affect probability as well as read it. Wizards from Outer Space: The Arcanist uses Vancian Magic with a broad focus, the Adept takes a Powers as Programs approach, and the Magister mixes elements of both.

Chapter 5 : Stars Without Number Revised Edition Mini Review â€" Follow Me And Die!

5 Welcome to the Void In Stars Without Number you play the role of an interstellar adventurer. Whether a grizzled astrotech, lostworlder warrior, or gifted psychic, you dare the currents of space for the sake of riches.

It is not that CT is a bad system but it is a system that has a dated approach to some of the stuff that I do natively. I also have some rabid in the nicest possible way Kevin Crawford fans for friends so when I mentioned the Stars Without Number bundle of holding that went by recently they suggested I invest. So I did and I have now finally completed reading the main rules and I wanted to now do a review on what I found. Will it replace CT? The cover of the book I have electronically. I have certainly heard the name before as my friends tend to talk about him â€" a lot! Due to this fact I had high expectations for this book and was hoping that I would find a simple, elegant system to replace CT with. I wanted this game to contain a mixture of lethality, modern sci-fi tropes and be easy to read and play. Kevin writes in a spoken word style. It is not exactly how he would say things in real life but it certainly feels like a conversation. His writing is easy to follow and invokes just what it needs to so I was pleasantly surprised. He lays out what his game is set to achieve at the start and describes it very well. He states quite clearly that this game was designed with a sandbox sci-fi game in mind and he tells you very succinctly what sandbox means to him. Then, the rest of the book stays true to that introduction. CT also falls into an old school approach but it is its own distinct system and in places there are similarities to that as well but I am not sure that the system to this game is the killer I wanted it to be. Do not get me wrong, it is a fully serviceable system that is playable and understandable but it is not revolutionary. When building a character you roll attributes pretty standard attributes that I will not go into in any way , choose a background and a skills package and put it together. There are a limited number of backgrounds but nothing stopping you being able to expand them meaningfully and this is encouraged. The skill packages are designed in a pretty broad manner too but they are class specific. Classes all have a particular ability that allows them to do a special power. I really only mention this in the Warrior below but each of the classes have this fancy ability. It is a nice concept but I feel that it could have been more effective in a classless system that offered up these abilities as a customization for the developing character. There are three classes that you can play and one hidden class that I will discuss later. Expert The Expert class is a catch-all class and I am not sure that I am overly fond of it. The expert is in essence a skill based class as far as it goes that is a specialist in an area. Apparently if you are not a warrior or a psionicist then you narrowly choose a skill selection but you are very good at it. I really found this approach quite narrow. I would have preferred a non class system that allowed open development based on class skills than it being two classes with meaning and one that was a dumping ground for everything else. It needs more definition in the available skill packages to do this which you are encouraged to do but it really feels like this is a simplistic fix to a bigger issue. Images from me playing X3 fit beautifully with this topic Class: Psychic The psychic is just that. Someone that has the ability to use the mind to achieve various things. The psychic class and rules for the psychic are beautifully presented and enacted. The powers and the class is just well done all around. The problem to me with CT was that psionics felt like an add on that had been slapped on and was discouraged. In this psychics are a MAJOR part of the background and the universe making them feel like a viable choice for players. Every time I play my CT game I try to ingratiate psionics into it but in reality all this does is make the players attempt to combat it rather than go out and see if they are compatible for it! I was really excited to read the set up for psychic abilities here and I think that I will be trying to find a way to include this system in my game somehow. Warrior Want to be the one that people turn to when they need something killed? Then the Warrior class is the one for you. This class can be used across a broad spectrum of sci-fi tropes like the space marine, naval cadet, infantry, power armored enforcer right down to the primitive barbarian whisked away from the post apocalyptic world. They do one thing and they do it well. They do other things less well but if you want someone at a weapon, this is the class you want to turn to. They are action oriented and have the special ability to re-roll a failed attack so it is a class that is worth considering for a fight. They are not great fighting a psychic as they will likely be turned into a remote controlled killer and they combine well with

experts to round out a star-ship crew. Stars Without Number â€" Setting Wow. Wow, wow, wow, wow. Did I mention Wow? And can I say that this is a hugely satisfying brilliant Wow. This is the Wow that you say after you just read something that expanded your mind or something that gave you a new sensation for the first time in your life. Thank you Kevin Crawford for providing a tangible brilliant system that really showed me what a setting should be. The setting in this feels as if it were written for me, and me alone. I can not do the setting justice but it is of a Universe where high tech was prevalent but a universe wide calamity occurred that wiped out most psychics â€" and hence most of the technological psychic supported advancements. Worlds fell dark and in time as they started to be rediscovered some had been destroyed, some populations starved to death and all sorts of different things happened to each world that makes this a time of darkness. This setting is set just as the Silence is ending and most worlds that were on common trade routes have been found. All of them were scarred in one way or another by the Scream, but that is the excitement of the game. The equipment chapter shows a game that can be played at any kind of technology level. There is not a huge list of equipment and the GM is kind of encouraged in this system to build what they need sometimes on the fly and has a nice old school feel to it that way. Plus I know that one of the books I got in the bundle has a lot of gear in it too. Right at the start of the book it sets you up with this expectation too so do not fret too much, all it means is that they let you build your technology as you want. And just so you let out a little yelp of joy, hidden among this heading is the hidden character clas â€" the AI. That is correct, you can have a player that plays as an AI. There is a healthy amount of detail on how AI works. It covers the AI that inhabit the computer banks as well as the AI that decided to downgrade their abilities so they can fit in a robotic form also known as armatures in this game. And there is a neat little section stating that this is how a player can play an AI with a complete 4th class hidden deep in the book! Robots themselves are generally handled as expert systems that are placed inside various armatures. This gives a great all round idea on how to use and build robots though of course there is a good level of examples included in here as well. Mechs in this game are COOL. There is actually a good reason as to why mechs were created in the system and that is due to the need for jamming equipment to negate essentially someone several continents over sending a Nuke to the centimeter perfect location they want to. The mechs essentially walked into combat carrying these systems that would scramble the incoming ordinance and have it diverted. As a bonus they could attach armaments and blow the crap out of things. Now it makes sense why they exist. And you know what? They have the same technology on star-ships meaning they also need to get close and use dumb systems to blast the heck out of one another. It explains the need for single pilot fighters which is a problem with some people. Did I mention Wow!? It talks about creating your system, creating world spanning factions, building societies, building aliens, creating adventures. All of this stuff is brilliantly modular and you can use what you want to when you want to. Building the System This section of the book is really tight. It is very, VERY quick to build a system in an organic and random way, with some final non-random tweaks from the GM to build an initial sector. Of course once you have built that sector you can then begin to expand further out and repeat to create a wider Universe in which the players find themselves if needed. Once you have the base map in place then it leads you into creating each of the planets in the sector map. The one thing I like about this is that the system allows you to create hust the one world for the system or many. CT, if you follow through to some of the more advanced books allow you to create an entire solar system sometimes for very little reward. It comes with a plethora of planetary tags that combine to make interesting worlds that adventure essentially bristles from. And with each of these all you need is a small maybe four lines for some descriptive detail and then a paragraph where you put it all together into a planetary description. Very tight system creation that offers interesting plot hooks for player games â€" check. Factions This section caught me a little bit by surprise. It is something that I have been doing informally in my CT game building political factions that is not really covered anywhere in the CT game books. Here it is formalized into a little mini game of its own that the GM can use to progress their Universe forward by the actions of the factions created within it. This really is a bit of a mini game designed for the GM as the main player with perhaps admission to players that are looking to do some world domination themselves in their game after a while. This section was a little beyond me and I got it all wrong when I did my first attempt always try the rules you are reading, it helps understand them and it was not until I saw the sample system at

the end of the book that I understood exactly what the go was with it all. It is an interesting system and allows for social, military and mercantile actions for the factions involved. Most factions will have a strong focus in one of these areas and they will color what is going on in the games Universe. Also the players actions can have a direct affect on the Faction round dependent on their involvement with the factions in game. It is a tidy system but takes some time to understand fully. High Society While building the worlds is quick and easy you also need to flavor the worlds. The chapter about society really gives the flavor to the world. What government do they have?

Chapter 6 : Stars Without Number | RPG | RPGGeek

Stars Without Number: Revised Edition is an expanded, refined, full-color revision of the original edition. It adds more character options, more hardware, more ships, and more psionic options- but expanding the mechanical breadth of the game is only part of the goal.

Please log in to add or reply to comments. Alexander A October 14, Is this a typo? Scott G September 10, Is there a possibility of this happening? Daniel M August 04, One of my party has a rather shady history. Aaron L July 04, 1: From the top of page I used my code to purchase this title I was a Kickstarter Backer. However, there are no download links on the product page, and it does not show in my library. On this page it does show that I have purchased this title. Could you check into this for me? Thanks, I truly appreciate it. Geoffrey W July 14, 7: If so, there were several codes. Adam B May 31, 9: If not, that would really be appreciated! Geoffrey W June 02, 8: Kevin C April 13, 7: You could theoretically use any alien or fantasy species of your choice with the game. Jeff M April 13, 9: I like SWN so far, however the included epub and mobi versions lack the bookmarks. The PDF has proper bookmarks and is easy to navigate, however the mobi version really would need similar bookmarks. It would be great to get updated files for this. Christopher T April 03, 2: Kevin C April 06, 7: Kevin D March 31, 2: Kevin C April 03, 1: The difference is very minimal to my eyes, but it could make a difference to someone who wants the best possible hues. The paper weight is identical between them. Pierre S March 29, 9: It only consists of the 2nd page of the character sheet. Usually there are a few pages showing the "look" of the game without giving essentials away. James C March 25, 3: In 5 weeks, I am putting my Sat. I bow down to Kevin Crawford for his vision of the Space Opera genre. Jack S July 02, 8: I am very interested in any extra SWN content. Eric C March 05, New Foci, true "Space Magic", etc. Either way, keep up the amazing work Kevin. Brett M March 07, 9: Is this the case? Or should I wait for you to release the "new and improved" sourcebooks for the revised editions? Kevin C March 08, 8: I may toss a few freebies out for in the meanwhile to keep things lively. You may have to change skill names to the new version, and the space combat rules in Skyward Steel are already semi-included in the revised version, but the rest of it can go in almost unchanged. More than half the content in SWN supplements are usually system-neutral GM tools, anyway, so you could use them with any sci-fi game. James L March 05, 4:

Chapter 7 : calendrierdelascience.com: Customer reviews: Stars Without Number

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Apologies to anyone looking forward to a new Thursdays in Thracia this week. This year, after a successful Kickstarter, Crawford released a revised edition of the game, making a variety of changes and updates, big and small. Depending on your taste, that is either a huge selling point or a huge turnoff. The game uses this core as a familiar starting point, but drifts the mechanics in interesting ways to provide a vast amount of potential. Stars Without Number is old-school in a lot ways, but it really shows its colors in the deadliness of its combat. Starting characters, especially ones not specialized in combat, can be paper thin, and a lucky shot from some pirate mook with a laser pistol can absolutely kill one of them. Thus the Warrior class covers any character archetype focused primarily on combat, and there is room for everything from grizzled space marines to unarmed monks to special-ops snipers to axe wielding barbarians from a forsaken planet. The Psychic and Specialist classes each offer an even greater range of freedom. Essentially, each function of the ship is overseen by a player character. So one PC is flying the thing, while another fires the guns, another operates electronics and sensors, etc. One thing I appreciate is that range and position are completely abstracted. No range bands, no flanking, no visual representation of any kind necessary. Over just few pages, it describes a future-history of humanity leaving earth to colonize the stars, then suffering a major catastrophe that breaks up their vast interstellar empire. In the assumed present-day of the game, individual worlds in human-colonized space, isolated from each other for hundreds of years, are just reaching back out and coming together again. The default setting is designed, as much as any other part of the game, to be a tool. This kind of play style emphasizes player agency, but can be a huge burden on the GM to prepare. In sector creation, the GM can follow a step by step process involving random tables to create a hex map representing a sector of space. In my campaign, the above tag combination is a cyberpunk world of hyper-dense cities completely sealed off from the exterior, because the planet is an uninhabitable ball of burning rock, too close to its sun. The corporations are all competitors, of course, but all of them also pay in to a massive project to reverse-engineer and rebuild one of the old jump gates from before the cataclysm. The Faction system is a whole detailed mini game that the GM can play by themselves between sessions in which you create the major factions in the sector, give them actual stats, and play out their conflicts using units and strategies called Assets. Along with world tags, the faction turn provides a great engine for session to session adventures as well. In my campaign, the players are friends with an NPC who is a member of an uprising against the nobility on a particular planet. Down the line, the rules even suggest letting high-level or retired PCs lead factions of their own. This kind of thing can really make a game for me, especially in a sandbox style. An illustration of some badasses fighting a thing in a corridor while their friend hacks. From Stars Without Number. The art in the book is fine for the most part, and occasionally cheesy or weirdly static. The font chosen for the headings feels like a free font picked from a drop-down menu because it was the most generally science-fictiony. Still, the book is a large, full-color hardcover, and it is nice to have at the table. If you really want inspiration for running Stars Without Number, look at paintings by John Harris for a while. Other than that, I find the table of contents a little too broad, and occasionally find myself digging through paragraphs of text to find important rules that could have been called out a little better. Lastly, I want nothing more for this game than a completely redesigned character sheet. For a game that is relatively simple on the player-facing side, the character sheet is a crowded, unintuitive jumble of information. Perhaps the most amazing thing about it is that it is basically free as a PDF. The paid version of the game includes a few interesting add-ons, like rules for mechs, transhuman games, wizards in space, and building detailed societies, but other than that the free PDF version is absolutely a complete and identical set of rules. Check them out, and if you like what you see and want more, or if you just need a physical book at the table, grab the full version.

Chapter 8 : Stars Without Number (Tabletop Game) - TV Tropes

Gaiden Game: Other Dust is set in the Stars Without Number universe, but (by default) about years before - and more importantly, it's set on the former Old Terra, rather than in the new spacefaring civilizations of the former Rim.

If reading that sounds awful, run away now! After that the party cruised into Highline Station and was promptly paid money, which they promptly turned around and paid back to the company that hired them in the form of having the heavily damaged Far Drifter repaired. Phillip Maeda took this moment to announce his retirement. He quickly joined the crew, especially once he heard talk about the lost treasure ship, the Wild Card. A day later with the Far Drifter repaired, they flew back to New Omsk where they picked up cargo, and Estevan found a message from his former employers at Silverlight Enterprises waiting for him. It told him to be at a dingy bar at a certain time. He set out with Felipe while Captain Bai stayed behind to go over possible routes and cargoes. Of course, it was an ambush. Of course, people got knifed in the face. Surprisingly none of them were Felipe or Estevan. After they were done taking care of the Silverlight goon squad, a stranger approached them wanting passage off planet. She was willing to pay and said she had some skill as an astronautic tech. Estevan said it was up to the Captain, and they brought the woman, Kameron Litvak, back with them. By now Captain Bai had got a line on enough cargo to fill the hold. Computer parts and data cells for Davenbando Station, nutribars and 20 tons of boxed up pigs destined for Logadav Station. Loaded up and ready to go they left New Omsk and had no problem making their first jump. There was some quick debate over what might be causing it, and since they had a doctor or two if they counted Captain Bai onboard they decided to operate and see what was wrong with the pigs. Something about this picture… the vomit just pours out of it. Doctor Soledad cut open a pig and discovered that it had space heroin hidden inside. Most of the other pigs had similar cargoes. The crew did what they could to keep the pigs alive, but they also kept a pack of space heroin. The only other incident came when they exited jump and intercepted a distress signal from a hijacked shuttle. The decision to ignore the call proved non-difficult. They jumped again and found themselves in the Davenbando system. They encountered a police cruiser, made no resistance despite the drugs onboard, and were sent on their merry way to the station, where they refueled, sold off their cargo, and said goodbye to the Doctor. Captain Bai proclaimed the park the highlight of the trip. Unfortunately, after doing a bit more book-keeping it was pretty clear that the party had made very little money on the run once they discounted for expenses. Fortunately there was a cargo waiting to go to Logadav Station, and the crew quickly loaded it up. Not wanting to take any chances Captain Bai had Felipe attempt to shear their travel time by doing some course trimming. While not without some risks, Felipe proved more than capable to the task and succeeded. The party reached Logadav without incident. Except for the fact that nearly half the pigs were dead and all of them except one had space heroin inside. They decided to rendezvous with the buyer as quickly as possible, which they managed to pull off without incident. Unfortunately, those are two uncharted jump routes, and Valcuba is a notorious death world. The vomit from the pig on that one is quite good.

with full hit points. The biopsionic is aware of his surroundings while "dead", and can forestall regeneration until attention has left his "corpse".

Aaron Marks 3 Comments Are you an old-school gamer, or a new-school gamer? Crawford has released many games through his Sine Nomine Publishing imprint, which are all built around similar design principles: This means using the same stats, and building mechanics into the same basic building blocks skill and ability checks, saving throws, and attack bonus. Though all the descriptive stats remain the same, the mechanics do not: Nonetheless, because the abilities themselves are all the same, if you were to open an old Monster Manual to a random page and turn the entry there into a space alien, you could do so with very little math. The reasoning for this design is complementary to the way the game is structured in several ways. First, characters are intended to be rolled randomly, and for the most part are fragile. While this is a sticking point for OSR philosophy, in Stars Without Number it is merely the primary mode of character creation, not the only one. While Stars Without Number is designed to be easily hackable and adaptable, the game does come with an interesting implied setting. Stars Without Number takes place after a galaxy-wide psionic disaster known as The Scream. As implied by the background, there are psionics in the system; in fact, psychic is one of the four classes available to a character. Other than psychic, there are warriors combat-based characters , experts skill-based characters , and adventurers jack-of-all-trades characters. The mechanics follow suit, with listed difficulties only going up to 14 at which point a highly skilled and competent character would still likely fail. As is typical in sci-fi games the gear is what will really make a character effective. The game also lists about a dozen hull designs for spaceships, and comes with an intuitive and modular system for players to customize these into their own vessel. Spacecraft in Stars Without Number also come with a couple rules subsystems to make space travel more interesting. Spike Drives also have limited range, ensuring that characters will need to make multiple jumps to get to far-flung destinations. Instead of taking damage, the captain rolls on a table to define some other negative consequence. This mechanic allows for some more interesting consequences in ship battles while not being as punishing as a mechanic that would stack these effects on top of damage taken. There are two other gameplay subsystems added, though these are not as far afield as ship combat. The other system is psionics. Psychic abilities are powerful, but can also be quite dangerous moreso if the psychic is untrained. While building on a basic chassis, Stars Without Number provides a good amount of rules expansion for players. GMs, though, get the best toys. The sector creation system plops down a couple dozen star systems in a hexmap and immediately populates them with plot hooks and fun details. There are additional charts for creating conflicts and NPCs, and a full faction system for determining how larger groups interact with each other. In true sandbox fashion, this allows the GM to roll some dice and come out the other end with enough material for a whole campaign. The Adventure Creation section also has some solid advice for creating arcs for the characters, and balancing continuity with the lack of a written overarching plot. The revised version of Stars Without Number was released earlier this year. While the lore and basic mechanics are the same, the new version cleans up the skill list and a few other mechanics quirks, like switching to ascending armor class a loss for the THAC0 nuts, a win for everybody else. There are also supplements for genre expansion, including Other Dust post-apocalyptic , Polychrome Cyberpunk and Starvation Cheap military.