DayTrippers

A Surreal Science Fiction Reality-Hopping RPG

Core Rules

by Tod Foley
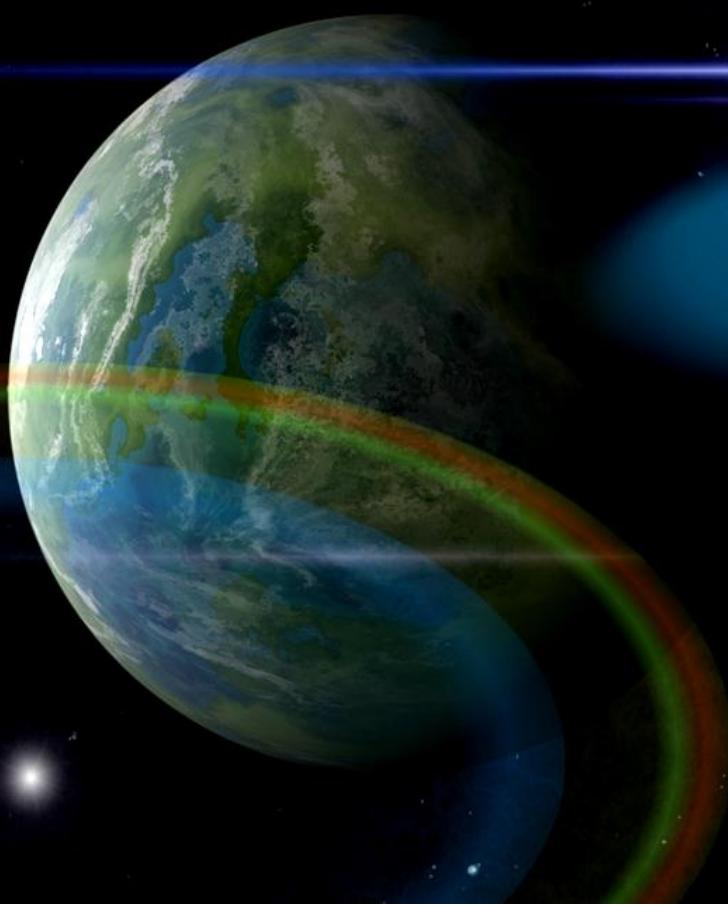
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> *In a sun-bleached barn outside of Sacramento, a group of physicists, shady g-men, grad-students, tourists, and an array of amateur explorers and nü-gonzo-revivalist writer-dudes gather around a collection of strange vehicles that resemble lunar landers. Each is painted a garish colour and prepped to "slip" into a crazy new plane of existence.*
>
> *The time is shortly after the year 2100, the location is the first world. Massive megacorporations dominate the economic landscape and incredible advances in technology make the most miraculous things possible, from genetic modification to medical nanotechnology and microfusion power generators. But the most earth-shaking development of the 21st century is one we're just beginning to see the ramifications of.*
>
> *As the 22nd century enters its second decade, the inner and outer realities of **SlipSpace** are opening up to human exploration thanks to the development of the Slip Capacitor, based on the groundbreaking work of Zayim Diaspora. This amazing device allows travel to other dimensions in vehicles known as **SlipShips**.*
>
> *The bold explorers who pilot these vehicles face a multiverse of physical and psychological dangers to bring back priceless knowledge and powerful artifacts from far-flung dimensions and other realities. They're called **DayTrippers**, and you're one of them.*

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ZAYIM DIASPORA — THE FIRST DAYTRIPPER

MARCH 21, 2097

Savant microfusion technologist and open-source homefab guru Zayim Diaspora completes construction on his unique vision for a "Temporal Resistance Amplification Pod" at his home workshop in Sacramento, California. The inner workings of the vehicle, a matter of highly contested debate in certain circles, are an application of Diaspora's radically new theories on the nature of reality. If it works as Diaspora claims, an onboard pilot will effectively direct the vehicle in "slipping" relative to the fourth dimension while shielding the vehicle from all other dimensional vectors of force. Few people in the world, even among his followers, claim to fully understand his work or its implications.

Over the last three years Diaspora has been working in an almost sleepless frenzy. His auto-broadcasted efforts have been unceasingly observed, recorded and archived, then meticulously annotated and endlessly debated by a global audience of several thousand high-tech home-based tinkerers, many of whom see him as a role model; an exemplary champion of human technology and Promethean progress. The inventor has come under constant scrutiny and occasional threat by energy companies and investigative bodies both governmental and private, a fact which he not only admits but celebrates and lampoons. Unmarked black drones are seen frequently in the area of his 20-acre ranch.

APRIL 3, 2097

First Full-System test of TRA Pod 1, which due to its spindly appearance has been dubbed "Ariadne" by popular vote on *DSource* (the unofficial fancast of Diaspora Labs). The network audience watches astonished as the pod disappears in an explosion of red sparks...

...and then reappears two minutes and thirteen seconds later, facing in the opposite direction, its position displaced by a little more than a meter, the left side of its carbonex casing streaked with deep gashes and burns. The Ariadne lurches momentarily over a bent forestrut and then collapses, rolling onto its side upon the cement floor, billowing smoke. The support crew rushes in to examine the vehicle. High levels of gamma and exotic spectral signatures radiate from the twisted pile, necessitating emergency security measures.

As the crew dons hazmat suits and the overhead sprinklers shoot into action, Diaspora's arm slowly emerges from the vehicle. His quivering fingers tightly clutch something astonishingly black and highly reflective, roughly the size of an eightball. Upon extraction the eccentric inventor is incoherent and incontinent. He is quickly hospitalized.

Many weeks pass during which no news is heard. Speculation runs wild on all the major tech talknets.

The mainstream media, encouraged by advertisers to dismiss Diaspora's theories, denounce the experiment as a ridiculous stunt, then quickly stop talking about it altogether. Jealous rivals and science pundits lambaste Diaspora on the talknets for failure to adhere to professionally-recommended safety practices and professionally accredited peer reviews. Someone points out that he never went to college. Conspiracy theories begin to circulate regarding the inventor's state of health, the reasons for his continued silence, the parties for whom he is suspected to have been working, and most especially, the nature of the object he brought back from wherever he was for two minutes and thirteen seconds on April third.

> The pod disappears in an explosion of red sparks ... and then reappears two minutes and thirteen seconds later, facing the opposite direction.

JUNE 27, 2097

Shortly before midnight in an unscheduled transmission from his bedroom, surrounded by medical equipment and beeping machines, Diaspora opens up a broadcast talknet and addresses the world. DIY technicians and armchair physicists all over the world flip on their recording software. In the short but historical broadcast Diaspora announces that he will never again pilot a TRA Pod: His body is riddled with cancer, he is not long for this world. He speaks in convoluted sentences, between heavily-drawn breaths.

His fondest wish, he pleads of the open-source community, is to see his theories successfully implemented. For this reason, he has decided to release the archive of fragmentary research and pure theory - some symbolic, some speculative - that fueled his mad dash during the creation of the ill-fated Ariadne. He provides a URL.

Throughout the Summer, threadlines on DSource experience record-breaking amounts of traffic; server slices are cloned repeatedly as freeventors and curious intellectuals rush to download the mysterious archive. Many thousands of copies are distributed to who-knows-where; most as digital souvenirs, never to be unpacked. But some are actually put to use. Several hundred crowdsourcing projects, technology corporations, independent labs and lone enthusiasts quickly ramp up to begin unit testing their own variations on the Diaspora Device.

With a renewed sense of vigor the mainstream media, assisted by government mouthpieces and corporate scientists wearing power ties and class rings, publicly discredit the man and his theories. Naysayers disparage his state of mind, calling his sanity into question. Defenders insist that he always talked that way. Conspiracy theorists wonder out loud whether the man in the broadcast was the real Zayim Diaspora at all.

OCTOBER 6, 2097

Diaspora Labs hosts a gathering of microfusion enthusiasts and temporal shift experimenteurs at the California ranch, for what is expected to be the great man's final public appearance. Dozens of well-known independent talknet hosts and a few mainstream news reporters are present, minicams and backholo projectors at the ready.

The ranch takes on a carnival-like atmosphere of techno-excitement. Diasporans of all types have brought prototypes of their own designs to set up throughout the rambling grassy area, interspersed with food booths and merch vendors. The black drones are noted to be in buzzing attendance, and sunglassed men in groups of two and three walk calmly and observantly around the buzzing grounds, speaking quietly into their lapels.

Shortly before sundown, Diaspora is pushed slowly out onto the main stage in a wheelchair, surrounded by his technical assistants and support crew. He is pale, wan, and speaks with great difficulty. His words are instantaneously transmitted around the world, to be streamed to storage units in geekdorms and tech-filled basements everywhere.

"My fellow Prometheans," he says to the quieting crowd, "in a manner of speaking, precisely although not completely, it shall there-then appear evident that in this arrangement of forces seeming to be a place-time which you call today, the metaphorical I-here-now shall appear to pass from one superstructural set of bounded frequencies into another which is equally stability-generating via the naturally-arisingness of its own heuristic feedback mechanisms as inverted and perceived from the exterior along a selected or determined angle-duration of slip - this is only relative to the dynamic tendencies of the positions to which its elements appear, of course - and yet, never have I not been here-now with you. And so."

He holds his bony hand aloft, gripping the eightball.

"The seeming appearance of what you will discover to have recognized within your own inverted perception after what seems to be the event," he says, "is nothing but the selected or determined proof that it itself cannot be, and yet is, itself as it were providing subjective validation of all tendencies selected or determined by your own stability-generating feedback mechanisms as operating or operated under the imperative of your naturally-arisingness as perceived along a selected or determined angle-duration of slip, which by then-place you will, of course, have unrecognized."

Withdrawing his hand, he fumbles for the walking-stick laying across his lap.

The mysterious black sphere remains where he left it, hovering in mid-air.

> NOTES:
>
> 1. Diaspora (think Buckminster Fuller + Douglas Coulter) died soon after. What was the eightball? You tell me.
>
> 2. He was wrong about temporal slip: there isn't just one direction of time, there is a large (maybe infinite) number of potential slip-vectors along various axes.
>
> 3. He was not properly shielded from the massive influx of radiation that his body endured during his journey into the unknown. This is what caused his cancer, and this imminent danger will later inspire DayTripper and homebrew inventor Demetrius Jackson to create the Automated Survival Suit.
>
> 4. Diaspora didn't know this at the time, but later DayTrippers discovered: **You must return within twenty-four hours of your original starting-point in Home-Earth's timeline.** Failure to do so will result in your being "ceased" – i.e., utterly and permanently eradicated from this reality. Your vehicle's resistance fields can offset no more than twenty-four hours of shift. This means that from an observer's perspective on Earth, the duration of your trip must be less than 1 Earth day.

"SUNDAY DRIVER, YEAH" – A VISIT TO TRACY ISLAND

*by Kim E. Bruller for **Rolling Stone**, Aug 2099*

> *Tracy Island, also known as Diaspora Ranch, is a modest holding nestled in California's arid central valley, a little under an hour out of Sacramento. The journey soon exits the freeway, and my editor and I are forced to follow the satnav on manual steer. As we creep slowly towards the checkpoint, an audible hum draws our attention to the military drones casting shadows over the road ahead.*
>
> *Were it not for the inhospitable terrain and reception, "the Hangar" – the Ranch's main building, clearly visible over the top of the squat patrol hut – might well be the most photographed barn in America. It's the perfect picture of old timey rural America, hidden away in the golden grasses of historic Yolo County, but inside is the most outlandish cutting edges of intra-space technology – and today they're taking me along.*
>
> *Am I nervous? You betcha! Who knows what's going to befall this plucky reporter? I was there at Diaspora's last press conference and I saw first-hand the ruined little man and his amazing treasure, the flying eightball.*

The smooth, dark glass of the rock out of space-time distorts my reflection as it floats in a special alcove on the far wall of the plasterboard reception office. Beneath it is a small plaque bearing Diaspora's name. Despite the armed security at the gate the first impression is of a low rent law firm, executive embellishments gone faded and dusty. The secretary chews gum and directs us lazily into the hangar. She does not offer to answer our questions. It's all very hush-hush. Only the floor of the reception area hints at the busting hive of activity beyond the quaint wooden doors, where the nylon carpet has been worn nearly bare by the daily passing of what rightwing pundits have denounced as "madmen, terrorists and cosmic saboteurs."

"Your own space collapses into you!" says Yoshitomo excitedly.

Nigel Wainwright, chief engineer of the British-backed craft 'Merlin 7,' grins at me as he gives me the tour. "We're relatively comfortable compared to some of the other engines in the field." He gestures around at the bright team colours of the slip-pods, dappled under the strip-lighting and obscured by the barn's low beams. Each ship is sunken into a 6 foot concrete well, but even then the tallest and more advanced designs have to had the ceiling cut away to accommodate them. Tracy Island was the fictional south-pacific base of the futuristic do-gooders *International Rescue* in the *Thunderbirds* TV show, a hidden base filled with underground rocket silos and secret gadgets feels like a suitable call-name for this place. The sound of arc welders and NPR mingles with the calls of ground crew in preflight preparation and the loudspeaker announcements blare imminent departures off the timetable. There are only four windows for slippage today and I get to know the order well:

"1316 hours craft designation Yamato, vector Russel, point-oh-two; 1324 hours craft designation Shenzhou, vector Lazuli, six-point-oh-nine; 1459 hours craft designation Ariadne 9, vector Tempus, two-point-nine-nine; 1902 hours craft designation Merlin 7, vector Descartes, point-oh-oh-two." That last one is us, I'm told. We're early, but Nigel's happy with the prep so far and agrees to guide us around what he describes as his "home away from home". He gives us a look at "Bay X", an empty landing pad which is kept RA-fielded at all times in case of emergency returnees. "It comes in handy when damaged or out-of-phase vehicles pop in unexpected," he says.

"The RA field must be stable and the craft must be hermetically sealed. The slightest leak in the hull and the whole thing is Annihilated without trace!"

Merlin 7 itself is a 23 foot tall craft that looks a lot like a big blue lunar lander. Large white stars have been painted on by the crew in the style of the Disney character's robes. Thick cables connect Merlin to a bank of computers and it whirrs continuously, undercutting the general hangar din. It takes 12 hours to charge up for a slip and perform the required math. A platoon of khaki-shorts-wearing techies chat over coffee, e-cigs and clipboards. It's going well, it seems. My attention is drawn to a whiteboard covered in equations and a large intricate drawing of a tesseract. Soon I'm getting a lecture on N-dimensional slippage.

"Your own space collapses into you," says Nara Yoshitomo excitedly, "but by the time it gets there, you're already gone!" Dr. Yoshitomo, recently of the Tokyo Institute of Aerospace Technology, draws a line from the perimeter to the center of a blue circle and strikes the marker against the board for emphasis. "The atoms of the craft are accelerated beyond the speed of light along with anything within the radius of the field, and *wham!* – before you can blink, you're in another universe!" The marker skitters across the board beneath his fast-moving hand, leaving a trail of dots that implies a trajectory into a green circle several feet away. "But it makes just as much sense to say that you remain in place the whole time, while entire universes re-arrange themselves around you. Remember, the closest we can come to understanding is a metaphor." He gestures at the tesseract as proof of this unsettling fact and continues speaking at his frenetic pace.

"Mind you, the RA field must be stable and the craft must be hermetically sealed. The slightest leak in the hull and the whole thing is Annihilated without trace!" I can hear the capital "A" in "Annihilated" fall into place. In this business annihilation is a technical term, a real occupational hazard. "Of course, it means we never have to worry about trash disposal. Just tether it to the outside of the craft and it's instantly atomised. The smell's bad but it's good for the planet."

"Or planets, rather," chips in Nigel. He's confided in me that he must have seen at least nine of the eleven Alternate Earths that have been discovered in SlipSpace, and is wildly regarded as an expert on the subject. "There's Jungle World, Nazi World, Water World, Silicon Earth, Earth Thirteen, Zombieland…" he counts off on his fingers...

The prospect of Alternate Earths seems suddenly intimidating, but I'm told such missions are actually much easier than those reaching deeper and darker places in the multiverse.

SLIPSPACE

It turns out we all live in SlipSpace, and we always have. Every Slip Destination or "Node" has its own Coordinates in this hyperdimensional space. Some Coordinates are well-known, some are traded freely, and some are highly secret.

SLIP TYPES

So far, five different types of slip have been discovered:

CARTESIAN SLIPS result in nearly-instantaneous space travel within our universe, similar to traveling via wormhole or teleportation. These journeys include slips to known and unknown planets within our galaxy and other galaxies within the universe of Home-Earth.

PARATERRAN SLIPS are traversed to visit "Alternate Earths" in which major changes have occurred relative to our timeline, usually descended from a single pivotal bifurcation in history. These timelines may be pictured as four-dimensional "cords" running parallel to our own history, with occasional branches, bridges and offshoots between them. The philosophical implications are immense.

TEMPORAL SLIPS travel forward or backward within the timeline of our own Home-Earth. *[This is what Zayim Diaspora was intending to do.]* The ramifications of time travel are only beginning to be understood, and temporal slippage is regarded as a major ontological risk by conservative theorists. Some DayTrippers refuse to take these missions.

SUBJECTIVE SLIPS are journeys into manifestations of subjective realities such as Dream Worlds; the most common type of Node *[this is what Diaspora actually did]*. Subjective slips are among the least understood of all intraspace dynamics. It is theorized that the interplay between subjective and objective perceptions causes waves of uncollapsed potential to ripple throughout the multiverse, resulting in millions of "pocket universes" with their own laws of physics and varying degrees of stability.

COMPOUND SLIPS – multiple Slips at once – are rarely attempted except by the most experienced pilots. They sometimes happen due to Flux Storms, and may result in your ship being dropped into the *Multiversal Chao*.

A NOTE ON NODES AND COORDINATES

With each successful slip our knowledge of the multiverse grows, as does our ability to exploit this knowledge. Within the last decade, a number of SlipSpace Nodes have become regular travel destinations – and for people who aren't necessarily the technical type. The *Big Model* (a digital map of the multiverse) now includes assorted tourist resorts, corporate extraction zones, political theaters of relation, ports of trade, etc. The majority of Nodes are far less hospitable. The Coordinates of newly-found Nodes are often closely-held corporate secrets, to be revealed as strategy demands. A new Node is usually valuable to *someone,* whether for raw resources or for some other aspect of the reality it inhabits, and therefore it's not surprising to find government and corporate agents working on both sides of the launch console. Unscrupulous DayTrippers will go far to acquire the Coordinates for a jealously-guarded Node.

The World of DayTrippers

The world of DayTrippers is kinda dull, stupid and ridiculous, punctuated by spectacle, festooned with advertising and dripping with irony. It's a place of technological progress and rampant global capitalism, complete with continuous media charades and enormous social inequity, somewhere between "2001" and "Idiocracy".

MEGACORPS & COMPANIES

Below are some of the largest organizations and most well-known SlipSpace transport companies in the world today. Newly-minted DayTrippers may be contracted on long- or short-terms by these organizations, and most veterans have done the same at some point in the not-too-distant past.

ACADEMY OF INTRASPACE TECHNOLOGY

AIT/West in Long Beach, California, is the university of choice for students of Slip Dynamics and IntraSpace Technology, with state-of-the-art labs, trillion-dollar test facilities and a bevy of world-reknowned theorists. The main campus tower – a black stepped pyramid known as "The Ziggurat" – dominates the Long Beach skyline.

BODINGA BAY

An upstart company in the interdimensional transport business, Bodinga Bay's fleet features three small, fast interdimensional vessels called "SlipRippers" with a horizontally-oriented design and excellent atmospheric maneuverabilty.

CHURCH OF OMG

In 2085, the world's major organized religions united in founding the multidenominational Church of OMG ("One Miraculous God"). Thanks to new "user-friendly" integrative belief systems and pleasant interfaces, religion is not only more popular than ever in the west, it has become a growing service industry for the stressed and depressed person-on-the-go. OMGees (as they are called) use PSAs ("Personal Spiritual Assistants") for spiritual consulting and chemical maintenance. PSA kiosks can be found in convenient locations throughout any major metropolis near you.

DEZLU DAYTRIPPING

Founded in 2098 by Slip Dynamics theorist Dez Tanner and her lifepartner cyberathelete Ani Lu, the DezLu DayTripping Corporation handles the majority of trade runs between Home-Earth and *Keefe II*, from which the majority of the world's color-shifting plastics come today. The company is rumored to be expanding their fleet this year.

DIASPORA LABS

Founded by Zayim Diaspora, inventor of the Temporal Resistance Amplification Field Generator (progenitor of today's Slip Capacitors), Diaspora Labs is an applied technology company with all ten fingers in the pie of intraspace. Diaspora Ranch is a dozen cabins and barnlike buildings on a 20-acre ranch outside of Sacramento, California. In the rough center is the converted industrial farming facility called "Tracy Island" from which most DayTrips are launched. This facility never closes. Amenities at Tracy Island include dorms and a commissary for DayTrippers, as well as a world-famous emergency landing pad called "Bay X". Regular upgrades, revolutionary engineering, round-the-clock pit crews and safety drills make Tracy Island the safest place in the world to slip from, or to.

GLOBAL NATION PRODUCTS

The principal provider of cheap manufactured commercial goods for the entire world, GNP owns thousands of semi-autonomous megastore chains and online retailers, vast drone-based delivery stockhouses and secured shopping districts of all types. Practically everyone buys practically everything from GNP. Their fastest-growing division is *In-Out* ("The Interactive Outlet"), a biophone-based interactive "best friend" and shopping app with one-day drone-based delivery. Their advertising slogan is "You Need What We Have."

MEGAMEDIA

The dominant provider of mainstream news and entertainment programming for the world, with over 80% of the world's microfreq, cable, satellite and interactive network programming and advertising, bundled with the world's most popular operating system - which they also own. The megacorp controls tens of thousands of production studios and tightly-licensed media distributors, who receive both content and direction from the corporate center in New New York. Their advertising slogan is "Better Watch It".

NODEX INTERDIMENSIONAL TRANSPORT

The largest SlipSpace cargo firm in the business, employing twenty pilots and a small fleet of nondescript cargo couriers colloquially referred to as "Brown Boxes". NIT handles interstellar waste management for the state of Alaska, in addition to a wide variety of other contracts.

SCILLA SARDACIAN

Heiress to the Sardacian Hamloaf fortune and star of the popular stalkshow "Follow My Ass", Sardacian owns two customized DynaLuxe SlipShips to transport herself, her entourage and invited guests to intraspace destinations for

the show. Throwing the net's biggest bashes in the multiverse's most exotic locations is what she's all about, and many of the world's most reknowned DayTrippers have worked on at least one episode.

SLIPFISH

SlipFish is a new company staffed by young SlipSpace theorists straight out of AIT, specializing in trips to known planets for trade and tourism. Their ship *Schrodinger's Can* possesses some highly unusual design features.

SLIPTRIP TRAVEL

The most well-known purveyor of SlipTrip tourist packages, based in New New York with offices in every major metropolitan area. STT often finances research missions to newly-discovered Nodes in search of hip travel destinations, and hires DayTripper crews both permanent and temporary to serve as pilots and guides for wealthy vacationers. Their flagship *The Emerald City* is the largest SlipShip ever constructed.

VALDEZ AND CO

Hector Valdez runs a small, tight DayTripper company comprised entirely of ex-military personnel. They focus almost exclusively on government and military missions, but have been known to take exploration jobs on the side.

LUXURY ITEMS

DayTrippers who strike paydirt may enjoy some affordances…

ITEM	COST
Exotic Car	4M
- upkeep	1M per year
Helicopter	65M
- upkeep	10M per year
Mansion, Small	50M
Mansion, Large	200M
Palatial Compound	2,000M
Personal Staff (1 Professional)	1M per Year
Private Island	500M
- upkeep	2M per year
Private Jet	500M
- upkeep	25M per year
Sports Car	1M
Yacht	60M
- upkeep	6M per year

TECHNOLOGY

The technology of the 22nd century has reached levels barely imagined by the people of 100 years ago. The combination of artificial intelligence systems and nanotechnology perfected over the latter decades of the 21st century has yielded an amazing array of secondary applications which we're only beginning to feel the effects of. Wireless and microfrequency webs span the globe, connecting people with whole communities of networked AI dataservers, and providing up-to-the-moment programming of the intelligent personal assistants carried or worn by everyone, everywhere.

Any of the following technological wonders may be available in your DayTrippers world, subject to the GM's ruling and interpretation. They are listed in their approximate chronological order of development. Wherever appropriate, a base price is included in parentheses. You never know when you might need to regrow a limb!

- Digital Currency
- Driverless Cars (5-10M)
- Aquaculture
- Embedded Biomonitors (1M)
- Robotic Assistants (50M-100M)
- Robotic Surgery (1-6M)
- Embedded General-Purpose Computers (1M)
- Global Automated Retail Delivery
- Stem Cell Banks
- Cloned Protein Farming
- Fusion Power
- Mecha Suits (160M)
- Generalized Artificial Intelligence
- Smart Bacteria
- AI Advertising
- Limb Regrowth (10M)
- Holographic Entertainment
- Programmable Textiles
- Robotic Exoskeletons (20M)
- Hydrogen Fuel Cells (1M/10mW)
- Bionic Ears (10M)
- Bionic Eyes (15M)
- Medical Nanobots
- Sensory Recording System (30M)
- Artificial ESP System (40M)
- Nano Suits (2M)
- Aqualogies
- Arcologies
- Colony On Mars
- Antarctic Cities
- Dream Recordings
- Enhanced Memory (Stat cost in CP)
- Antigravity Powersources
- Force Fields
- Orbital Colonies & Factories
- Mining On Titan

Character Building

You build your PC (Player Character) by spending **Character Points (CP)**. Typical PCs begin with **100 CP** (subject to GM ruling) to spend on **Stats**, **Skills**, **Gear**, **Crew**, **Rank**, **Fame** and potentially a **Ship**. You may go into **Debt** to obtain more CP, and the GM will assist you in creating the details of that deal.

Note that you do *not* need to spend all of your CP right now. If you wish, you can hold some back for *Progressive Character Generation* later in the game.

CHARACTER CLASS

Choose a **Character Class** from the list below. This may also tell us your character's profession or type of work, and the GM may infer all sorts of relations, locations and obligations from this fact. You can make up a lot of these personal details, or even invent a new character class, subject to GM ruling.

Amateur Explorer   Celebrity/Entertainer
Gonzo Writer   Government Agent
Grad Student   Scientist
Politician/Nobility   Soldier
Special Forces   Tourist

STATS

Your **Stats** tell us how well your character performs various types of tasks without any special training or equipment. They are rated on a logarithmic scale of 1 to 6, with 6 representing the apex of the human genome. Normal unskilled people have 1 in every Stat.

The **Stat Score** indicates how many d6's you'll roll for Actions relying on that Stat. The Stats and their areas of effect are:

BRAINS – knowledge & perception functions
CHARM – social & communicative functions
GRACE – agility & dexterity functions
HEALTH – biophysical & immunity functions
MIGHT – strength & force functions
PSYCHE – sanity & integrative functions

BUYING STATS

Every Stat Score starts at 1. To begin the game with higher Stat Scores, spend Character Points as shown below:

To start a Stat at 2 = 5 CP
To start a Stat at 3 = 15 CP
To start a Stat at 4 = 40 CP
To start a Stat at 5 = 100 CP
To start a Stat at 6 = 200 CP

SKILLS

Your PC may possess any number of Skills, including Skills not listed in this book (subject to GM approval). Think broadly: it *is* possible to use a Skill you don't possess. (You'll just be a total noob at it, and you'll probably need help as well as luck).

SKILLS TABLE

SKILL NAME	BASE STAT
Acting †	Charm
Artform:_____ †*	Grace, Charm
Athletics:_____ *	Grace, Might
Camouflage †	Brains
Driving/Piloting:_____ *	Grace
Drug Tolerance:_____ *	Health, Psyche
Electronics †	Brains
Encryption	Brains
Fast-Talk	Charm, Psyche
Fighting/Weapon:_____ *	Grace, Might
Firearm:_____ *	Grace
Language:_____ *	Charm, Brains
Mechanics (repair) †	Brains, Psyche
Medicine †	Brains, Psyche
Mnemonics	Psyche, Brains
Mounted Weaponry	Grace
Psychology	Psyche, Charm
Rhetoric	Charm, Brains
Prestidigitation	Grace, Psyche
Programming	Brains
Science:_____ †*	Brains
Streetsmarts	Charm, Psyche
Slip Dynamics	Brains, Psyche
Stealth	Grace, Psyche
Stellar Navigation	Brains
Survival:_____ *	Brains, Health

* Select a specialty within this field (e.g.: "Science:<u>Biology</u>")
† A "Pro Kit" exists for this skill (see *Gear, p.9*)

All Skills are based on a Stat. Some are based on two Stats, either of which may be used (depending on the fiction you come up with).

Skill Levels are rated on scale of 1 to 6, with 6 representing the epitome of human accomplishment, as shown below:

1 = trained
2 = journeyman
3 = expert
4 = master
5 = innovator
6 = legend

Skill Levels function as *Bonuses* to die rolls. Whenever your character attempts an Action, you will roll a number of dice equal to the Base Stat, keep the highest one, and add your Skill Level to that number (+1, +2, etc).

> *Example: If you have a MIGHT of 2 and Fighting Level 1 you would roll 2d6, take the highest, and add 1 to that number.*

Note that Action Resolution is based on *narrative effect*, rather than any numerical value. Your rolls will be modified and your results will be described based on whatever makes sense in the context of the story at the time.

This means characters can use Skills in all sorts of creative ways, whether or not those uses are literally "part of" the Skill. The Skill of *Prestidigitation*, for instance, might be used for pickpocketing. *Athletics:Swimming* might be used to hold your breath in a toxic atmosphere.

Don't hold back. Use your Skills creatively and interpret them broadly. The GM can assign a DL *(Difficulty Level)* to any weird thing you can imagine, so it's really about the *fiction* that the Skill permits. Sure, the Level measures how good the PC is at using that Skill, but the creative ideas and applications of that Skill will come from *you*.

BUYING SKILLS

To buy Skill Levels, spend CP as shown below:

To increase a Skill Level from 0 to 1 = 10 CP
To increase a Skill Level from 1 to 2 = 20 CP
To increase a Skill Level from 2 to 3 = 40 CP
To increase a Skill Level from 3 to 4 = 100 CP
To increase a Skill Level from 4 to 5 = 200 CP
To increase a Skill Level from 5 to 6 = 500 CP

ADDITIONAL SKILLS

Both PCs and NPCs may possess Skills which are not on the Skill List (subject to GM approval). For each new Skill named, a governing Stat (or two) must be determined.

> *Example: The Prince has a Skill of "Petulant Frenzy +2". The GM decides it's based on CHARM. Just what is a "petulant frenzy"? It depends on the cause and the context, which may differ every time it's used. But when it happens, we'll know how good he is at it, and what number someone must roll against to resist it.*

SHORT FORM CHARACTERS

For faster character building, you can choose one of the following pre-assembled packages for Stats and Skills. Remember that any unmodified Stat has a Score of 1.

- 4 in one Stat, 3 in one Stat, one Skill +2, 15 CP left
- 4 in one Stat, 2 in all other Stats, one Skill +2, 5 CP left
- 3 in all Stats, one Skill +1, 0 CP left
- 3 in two Stats, 2 in all other Stats, three Skills +1, 20 CP left
- 3 in one Stat, 2 in all other Stats, one Skill +2, two Skills +1, 10 CP left
- 2 in all Stats, +2 in two Skills, 10 CP left

Once the assignment of Stats and Skills has been done, you can spend whatever CP you have remaining on Gear, or just hang on to it for later.

GEAR

All *Gear* (tools, weapons, equipment, "Pro Kits" and other practical things) is rated on a scale of 1 to 6 called a *Item Level*. The Item Levels are:

1 = superior/pure construction/components
2 = exceptional/customized/fine-tuned
3 = genius/exquisite/masterpiece
4 = revolutionary/legendary/mythic
5 = intelligent (literally a "smart device")
6 = inexplicable/magical (see *Clarke's Third Law*)

An Item adds its Level to the highest die rolled for all applicable Action Resolutions. When using an Item *and* a Skill, *both* bonuses are added.

> *Example: A character with a GRACE of 3 who has Fighting Skill:Knives +2 and is using a custom knife (+2) would roll 3d6 and add 4 to the highest die rolled.*

Gear, like Skills, is mostly a matter of narration. There is no table of prices for a phased plasma rifle in the 40 watt range. Instead, the cost of the item will indicate its Bonus when rolling the dice, and *you tell us* the fictional reason why that is. For example, a firearm +2 might be a rare weapon inherited from a gun collector or munitions artisan, but if I find myself in possession of a +3 or +4 firearm, there's definitely a story behind it (perhaps it was manufactured by Samuel Colt himself and can kill demons?)

A "Pro Kit" includes the typical gear required for professional practice, and it's basically a narrative device allowing us to assume the existence of professional tools and basic equipment. The contents of the kit vary depending on the Skill. (a doctor's medical bag, a masseuses's folding table and oils, etc). This gear is high-quality but ordinary (+0).

BUYING GEAR

Money is measured in *Megas* (short for *Megabucks*), which are worth $1 million. Costs are abbreviated as "1M", "2M", etc. During the Character Building phase, CPs can be converted into Megas at a 1:1 rate. Gear costs are shown below:

"Pro Kit" = 1M
Automated Survival Suit = 2M
+1 item or weapon = 10M
+2 item or weapon = 20M
+3 item or weapon = 40M
Other items = 10 times today's cost

An easy conversion rule to remember: 1M will get you roughly $100k in early 21st-century dollars. That's 10 times the prices you're accustomed to today, so (for instance) a PleasureMeal at McBurger costs about $50.

As a general rule, if a player pays 1M at the start of each year, we can assume that they have the money for any "normal" purchases they make in the course of that year (rent, food, gas and utilities).

CREW

You can hire as many crewmembers or staffers as you wish. These are NPCs (played by the GM but defined in part by you) with a score of 1 in all Stats. You may purchase additional Stats, Skills and Gear for them at the prices shown above.

A salaried crew or staff member may be hired for one year at a cost of 1M up front (i.e., 1 CP). Like your PC, they are assumed to have an unglamorous but serviceable place to live.

RANK

Military personnel, diplomats, politicians and espionage agents may possess a *Rank Level* rated from 1-6. In addition, they may have stated limits to their terms of office or tours of duty. Rank Levels may be purchased at the same CP cost as Skill Levels. Some suggestive terms for Rank Levels are:

	MILITARY	POLITICAL	SECRET
1	Enlisted	Civic Office	Spy
2	Lieutenant	Mayor	Cell Leader
3	Captain	Governor	Chief
4	Major	President	Diplomat
5	General	Emissary	Initiate
6	Admiral	Ambassador	Illuminatus

Subject to GM ruling, your Rank Level may be used when dealing with fellow enlisted to assert your authority, state your opinion to a superior officer, propose a plan of action to a superior officer, make a requisition of materiel, or give an order to a subordinate. The other person's Rank is the DL of the action, and you make a CHARM roll +Rank against it.

If you are involved in a public scandal or return from a mission that is deemed a total failure by the press, your Rank is decreased by 1.

If you are convicted of a felony, you are discharged. Your Rank is removed completely and forever.

If your Rank is 2 or higher, you may retire at any time. After retiring, your Rank will continnue to work as described above, but at -1 of its "active duty" value.

If your term of office expires without scandal, your Rank will continue to work as described above, but at -1 of its "official capacity" value. Your Fame will become subject to the normal rules (i.e., it may decrease all the way to 0 again).

FAME

It's alluring and desirable, but also fickle and short-lived. You sell a book, do the lecture circuit, go on OprahNet (Oprah has undergone extensive rejuvenication treatments since 2024), and **boom!** you're nationally famous – at least for a while. But turn your back for just a few weeks, some B-list celebrity has a third breast implanted and boom, you're obscure again. Them's the breaks!

Fame Levels are rated on a scale of 1 to 6:

1 = local/professional
2 = regional
3 = national
4 = global
5 = historical
6 = cosmic

Fame can determine whether someone has heard of you. It may also be used to modify CHARM rolls anywhere you're famous, to impress someone or to get something you want for free (subject to GM ruling, of course). But thyere's a catch: in order to retain your Fame, at least once per month you must (a) make a public appearance or issue a press release, AND (b) pay the price of your Fame Level in Megas. If you fail to do either of these things, your Fame will decrease by 1. That's what they call "The Price of Fame".

BUYING FAME

Fame Levels cost the same as Skill Levels. For starting PCs, we assume you already have an agent, and you've done something worthy of public attention. It's probably a LifeShaper, whatever it is. The specifics are for you and the GM to decide.

DEBT

Don't have enough to set yourself up the way you'd like? Consider taking out a loan! For every CP borrowed, you owe 1 Mega to some character or financial entity. Your payment

schedule is 1 Mega per month. Who gave you the money? Is this a LifeShaping Event?

PAYING YOUR DEBTS

Each month you fail to make a payment, bad things happen. Your Fame will decrease by 1 (to a minimum of 0). If your debt is to a financial institution, you must make a CHARM roll to avoid having your assets frozen. If your debt is to a private party, you must make a CHARM roll to avoid facing whatever repercussions the GM has in store. Broken kneecaps, possibly. In both cases, the DL (Difficulty Level) of the roll will equal the number of skipped payments. (See *Action Resolution, p.18*)

If you fail to make six consecutive payments you will be subject to arrest and trial on Home-Earth, or (in the case of certain private loans) a price will be put on your head, and avoiding bounty hunters will become a thing in your life.

THE PC SHEET

Record your choices and totals on the PC Sheet.

STATS & SKILLS

The upper portion of the sheet is for recording Stats and Skills. Write your beginning Stat Scores in the "Base" column. The "Curr" column will be used later, should your PC suffer damage. Write your Skills in the spaces to the right of their governing Stats, as shown below:

STATS	BASE	CURR	SKILLS			
BRAINS	3		Program'g	+1	Math	+1
CHARM	2		Rhetoric	+2		+__
GRACE	1			+__		+__
HEALTH	2			+__		+__
MIGHT	1			+__		+__
PSYCHE	2			+__		+__

FAME, RANK & MEGAS

Beneath your Stats and Skills are spaces for Base and Current Fame, Rank and Megas. To the right of these spaces are fields where you can record any important details you may need to remember. Your creditors will appreciate it.

OVERVIEW

Your character's backstory is entirely up to you, even though the GM and fellow Players may assist you in coming up with ideas and connections to other characters. But then again, it's not very important to have a detailed backstory at the beginning of the game. A one-sentence overview, even just a few well-chosen words, oughta do the trick: "A something something from something". Or maybe "A something something who wants to something". Or something.

LIFESHAPING

At the beginning of play, your character may have undergone one or more *Lifeshaping Events* which molded their persona. You may even have some ideas about what those events were already. If you *do* have ideas about LifeShapers for your character, see *LifeShaping* under *Character Development* (p.15). Use this portion of the PC Sheet to record them.

If you don't have any ideas for LifeShapers, that's fine too. You can get into all that stuff later.

POINT TOTALS

That cluster of rounded rectangles on the right side of the PC Sheet is for keeping track of your point totals, including CP and XP. Once you see how it works, it's quite simple to use. First, some definitions:

- CP = Character Points (you already knew this one.)
- XP = Experience Points (may be spent just like CP)
- TCV = Total Character Value

So reading across each line: Your CP TOTAL minus your CP SPENT equals your CP AVAIL. Similarly, your XP TOTAL (the total number of XP you have earned, which is zero at the beginning of your character's career) minus your XP SPENT (also zero when starting out) equals your XP AVAIL.

Your TCV (Total Character Value) is the sum of CP SPENT plus XP SPENT. That's the number the GM will use to determine your character's base effectiveness.

Finally, the total of all unspent points (CP AVAIL + XP AVAIL) is called POTENTIAL. This is another number used by the GM; it indicates the amount of character change or development that might potentially occur in a near-future session.

NOTES

Incidental details about your character, or things you want to remember for later, may be jotted down in this area.

SUIT POWER EXPENDITURE

The Suit Power Expenditure box contains ten rows of ten circles each, for marking off all power used while wearing an Automated Survival Suit on a mission. For more information see *Your Suit's Power*, p.29.

GEAR

This space is provided for any Gear your character carries or owns. Your "Gear" includes not only your personal gear and carry-on items but also houses, cars, and other possessions that are important enough to take note of.

SKILL DESCRIPTIONS

A general description of common uses for each of the Basic Skills is included below. These descriptions are intended to be suggestive, not restrictive.

Some Skills may possess multiple *Skill Families* within them. Your Speciality will come from within one of these Families. When attempting to use a Skill outside of the Skill Family you're trained in, your Bonus will be decreased by 1.

> *Example: With a Firearm:Rifle Skill of 1, Marty is assumed to be able to operate not only rifles but also carbines and shotguns with the same Bonus (as they are all "Long Guns"). But his Bonus goes down 1 point (becoming zero) when he tries to use a handgun. When he gets his Rifle Skill up to 2, his bonus with handguns will go up to +1.*

ACTING - Portraying mood, pretending to belong to a group or class you don't, imitating people, lying, riffing in character. Can also be used to tell when someone else is acting.

ARTFORM - Creating and understanding artistic expressions. Physical: Designing, crafting or enhancing objects, or creating objects using a physical medium. Performance: developing or performing a live piece. *Families: Physical, Performance.*

ATHLETICS - Sports, acrobatics, performing physical activities with great strength, speed or precision, using muscular control to achieve a precise result. Name the sport. It matters.

CAMOUFLAGE - Concealing oneself or others from view, concealing objects from view, making use of local features to obscure detection while non-mobile. May also be used to recognize typical indicators of concealment.

DRIVING/PILOTING - Controlling a specialized vehicle (standard vehicles require no rolls under normal conditions), pushing a vehicle beyond its intended limits. *Families: Land and Sea vehicles, Air and Space vehicles.*

DRUG TOLERANCE – Understanding of effects and tolerance to the negative effects of a specific drug. *Families: Stimulants, Depressants, Hallucinogens, Psychoactives.*

ELECTRONICS - Wiring, understanding, connecting, building or fixing electronic units and systems.

ENCRYPTION - Digital or mental calculation of codes and cyphers, encrypting or decrypting messages of human origin. For message beyond human origin, well, it depends.

FAST-TALK - Conning. Bamboozling. Convincing someone in a way that temporarily confuses them into agreeing. Can also be used to spot another's Fast-Talk.

FIGHTING/WEAPON - Using a specified fighting style (including any martial arts style) or hand-held weapon effectively in combat. *Families: Martial Art, Hand Weapon, Thrown Weapon.*

FIREARM - Using a firearm. *Families: Handgun, Long Gun.*

LANGUAGE - Speaking, reading or writing a language. Level 1 is pedestrian, level 2 is conversational, level 3 is educated, level 4 is authorial, level 5 is professorial and level 6 is encyclopedic. Languages with the same roots (e.g., Latin-based Languages) may be considered related Families (-1).

MECHANICS - Designing, understanding, machining, building or repairing mechanical devices.

MEDICINE - Diagnosing, understanding, curing, administering or operating upon the physiology of the human body.

MNEMONICS - Committing long strings of information to memory for later recall, and recalling things previously consigned to mnemonic storage.

MOUNTED WEAPONRY - Operating a ship-mounted or installation-mounted heavy armament or laser.

PSYCHOLOGY - Diagnosing, understanding, healing or modifying the balance of the human mind; understanding, prescribing or administering neuroactive chemicals; recognizing and understanding psychological processes.

RHETORIC - Using language and its presentation to affect the desired changes in the listener's attitude or opinion. May be used for arguing, bantering, negotiating, orating, joking, storytelling, rhapsodizing, proving, disproving, critiquing, questioning, seducing or convincing.

PRESTIDIGITATION - Using dexterity and misdirection to manipulate small objects while concealing or obscuring the fact that you're doing it, or seeming to do something else.

PROGRAMMING - Controlling digital systems by writing scripts and code in assorted computer languages. Designing, understanding, modifying, writing or debugging code.

SCIENCE - Familiarity, understanding, experimentation, theory, analysis and prediction of effects within the specified scientific realm. *Families: Physical Science (e.g.: geo, chem), Life Science (bio), Social Science, Formal Science (math, logic).*

STREETSMARTS - Familiarity, understanding, fitting in, or successfully traversing features and characters in an urban environment to attain desired objects, action or information. Includes use of slang, contacts and "coolness" signifiers.

SLIP DYNAMICS - Familiarity, understanding, theory, experimentation, analysis and prediction of effects in IntraSpace, as well as the ability to calculate a slip vector for IntraSpace travel.

STEALTH - Moving silently, hiding, or performing actions without being noticed.

STELLAR NAVIGATION - Determining location of self and landmarks, or plotting a course over land, sea or interplanetary space, by using the stars.

SURVIVAL - Hunting, foraging, finding water, building shelter and maintaining healthy conditions within a specified type of environment. *Families: Desert, Forest, Tundra.*

CLASS ADVANCES

Under this optional rule, characters may begin play with one or more of the following *Class Advances*. This represents "experience points" that were earned and spent prior to play, while the character pursued their current profession or lifestyle of their choosing.

As a result of this early training, your PC's class will give you a choice of one free Stat boost, and may bring special rules into play as shown below. When the rules below say "Take XP", that number should be added to the PC Sheet in three places: your *XP TOTAL*, *XP SPENT*, and your *TCV*.

AMATEUR EXPLORER – Add 1 to GRACE or HEALTH. Add 1 to a Science Skill. You are in Debt for 15 M to your university, equipment provider, or private investors. Take 15 XP.

CELEBRITY/ENTERTAINER – Add 1 to CHARM or GRACE. Add 1 to any Artform or Musical Instrument. Add 1 to FAME. You are in Debt for 25 M to your agent, manager, or label. Take 25 XP.

GONZO WRITER – Add 1 to CHARM or BRAINS. Add 1 to Artform:Writing. You are in Debt for 15 M to your agent, lawyer, drug dealer, or bookie. Take 15 XP.

GOVERNMENT AGENT – Add 1 to CHARM or PSYCHE. Add 1 to any Firearm Skill, Hand Weapon or Fighting Style. Add 1 to RANK (see *Rank* rules). You must obey all direct orders from superior officers or face an investigation by internal affairs. You are on a Top Secret Mission. You are being entrusted not to fail. The GM will tell you all about it. Take 20 XP.

GRAD STUDENT – Add 1 to HEALTH and take Alcohol Resistance +1, or add 1 to BRAINS and add 1 to any Science Skill. You are in debt for 15 M in student loans. Take 15 XP.

POLITICIAN/NOBILITY – Add 1 to CHARM or PSYCHE. Add 1 to RANK (see *Rank* rules). You have the ability to enact laws and issue communications as befitting your office. As long as you avoid scandal, your Fame will never drop lower than your Rank. But you are in Debt to campaign financers or someone behind the scenes. This obligation *could* in theory be bought off at any time – for your Rank times 100 M. Take 20 XP.

SCIENTIST – Add 1 to BRAINS and take any Science +1, or add 1 to PSYCHE and take Slip Dynamics +1. You receive room and board from the university or organization you work for. You must create at least one Invention or publish at least one "Application of a Major Discovery" per year, or lose your position (and your rent-free existence). Take 15 XP.

TOURIST – You have no responsibilities on the ship whatsoever, and cannot be ordered to do anything you don't want to do. If you are ever inconvenienced or discomfitted in any way, you have the right to demand service, behave childishly, or complain. If they treat you badly enough, you'll consider bringing about a Scandal.

SOLDIER – Add 1 to MIGHT or GRACE. Add 1 to any Firearm Skill or Fighting Style. Add 1 to RANK (see *Rank* rules). You must obey all direct orders from superior officers or face court martial. You must behave in a manner as befitting a soldier of your unit and service branch. Take 25 XP.

SPECIAL FORCES – Add 1 to MIGHT or PSYCHE. Add 1 to any Firearm Skill or Hand Weapon. Add 1 to any Fighting Style. Add 1 to any other Skill. Add 1 to RANK (see *Rank* rules). You must obey all direct orders from superior officers or face court martial. You are on a Covert Mission. You are being entrusted not to fail. The GM will tell you all about it. Take 30 XP.

CREATIVE ACTIONS

The most exciting way to develop your character is by letting us see them in action. But "action" doesn't have to mean bullets careening, vehicles crashing or bodies flying through the air; it's more like "attempting stuff with dramatic effects".

Actions in DayTrippers are based on *narrative intent*, rather than quantitative odds. This means each Skill may be applied in many ways, not all of which are immediately apparent from their names or common uses. For instance, a character with Martial Arts Skill ("Fighting Style") might conceivably apply their Bonus to any maneuvers involving dodging, contortion, balance, stealth, concentration or self-control. The applicability of a Skill to an Action is up to the determination of the GM, who will set a Difficulty Level and assign Mods according to the specifics of the fictional situation.

Note that any character may attempt to use any Skill, whether they're trained in it or not. (They'll roll with a +0 Bonus, but the Base Stat will remain the same.) Any idea you have, the GM can assign a DL to it. All you have to do is say it and grab the dice. You can even get XP for pushing the story forward.

This fiction-driven approach encourages creative thinking and allows for spontaneous inspiration while you're narrating the action, giving you a large amount of flexibility in the use and application of your characters' Skills.

Remember that the purpose of the game is to tell amazing stories in the vein of surreal science fiction. This means that creativity and new ideas are always welcomed. The goal of the DayTrippers Action Resolution system is to create colorful and unpredictable scenes with dramatic but not-impossible outcomes, all of which adds up to an amazing Story. The GM sets the scene and controls the NPCs, but *you* decide where the Story goes and what your character does that makes them so unique. The PCs are the *stars* of this story, and we want to see them shine.

So. Got an idea for using a Skill or a piece of Gear in an unusual way? That's excellent. Say it and roll the dice! We're telling a collaborative story here, not fighting against the GM or building a computer simulation. We want this story to be a page-turner. We want to see your characters being the clever protagonists we know they are.

Don't be concerned about having no really high Stats and Skills to start out with. In the typical DayTrippers campaign, characters start out with very little practical experience – the field of Slip Dynamics is barely a decade old – and part of the fun is watching the character develop over time. A typical starting DayTripper may have a score of 3 in a couple Stats, or a handful of Skills at the +1 or +2 level, but that's probably about it. After all, you're new at this.

Remember that you don't need to spend all your CP before play begins. In fact it's a good idea to save some for later character development. The following sections will explain how that works.

ROUNDING OUT YOUR CHARACTER

At the start of their career – just like the protagonists of most books and movies – you don't really know very much about your DayTrippers character. Sure, you have Stats, some Skills, a little Gear, a few ideas about appearance, and maybe even a little personality. But the real *character* of the character – the stuff that really makes the character *tick* – is usually a mystery at the start.

You know what? That's fine! We don't need to know their whole life story yet; we're interested in what they're doing *right now.* We'll get to know your character more deeply over time just as you do: by watching them in action, by observing the choices they make, by getting accustomed to their style… and once in a while –perhaps once per session – we'll learn a little more about them in a special scene.

PROGRESSIVE CHARACTER GENERATION

DayTrippers uses *Progressive Character Generation* (PCG). This means Players can "wear" their characters for a while before determining a lot of details about their talents, capabilities, backgrounds and values. After all, there's no rule saying you must spend all your CP before play.

To begin play, you really just need some *Stats* and an *Image*. Think of an actor, a fictional character or even a combination of people that fits the general *image* of your character. This image might be visual: feel free to draw it, download a photograph, or photocopy an illustration. Let it soak in.

Buy whatever you know you want, but feel free to leave CP unspent. As you play out the first few sessions, you'll have opportunities to discover new aspects of your character and bring them to light. If you still have CP, you can spend them on *Character Building* and describe how it took place *in the past.*

Every time you do this, we get to know your character better, and in a dramatic way. Sometimes it's a subtle thing like a +2 instead of a +1, sometimes it's a big surprise like a radically different life, long ago left behind. Perhaps your old military training kicks in when the party finds themselves trapped. "What – you never knew my character was in the military?" *(Neither did I, a minute ago, but as it turns out – she was!)*

Stats, Skills, Gear, Crew, Rank and *Fame* can be bought this way. Note however, that after play has begun, the cost of a Stat advance will equal the cost of a Skill advance (e.g., raising a Stat from 1 to 2 will cost 20 CP, not 5).

In early sessions, it's pretty easy to add new abilities and inheritances to a character without stretching things too far. Changes to a more well-known character are harder to explain, but you can do it. After all, no one follows a straight line in life, people are multi-faceted. Learning a whole new angle on someone? Happens all the time.

LifeShaping

There are twelve slots on the PC Sheet labeled "LifeShaping". This is where your character develops *dramatically,* where we learn what drives them and gives their life meaning.
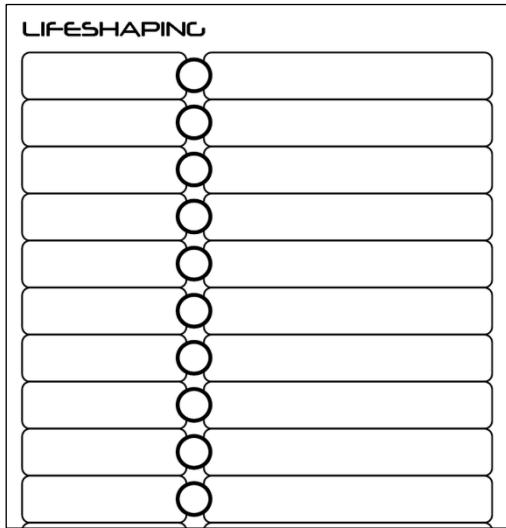
LifeShaping Events (or "LifeShapers") can be introduced at any time: before play, during play, or even in downtime. Whenever you add a new LifeShaper to your character's background, note it on the PC Sheet. CP costs during LifeShaping Events are the same as during Character Building. XP may not be spent on past events, only on new ones.

A good LifeShaper is something that motivates your character, or drives them to behave in certain ways. There are eight types of LifeShapers. You may have no more than three of a type. Each type is denoted by its initial:

- **B = BELIEF** (what the PC believes)
- **C = CONCEPT** (what ideas the PC has)
- **D = DUTY** (what the PC is obliged to do)
- **G = GOAL** (what the PC wants to do)
- **H = HISTORY** (what the PC has learned in life)
- **M = MISSION** (what the PC's orders are)
- **P = PROBLEM** (stuff the PC has issues with)
- **R = RELATIONSHIP** (people the PC interacts with)
- **T = THING** (the PC's most personal possessions)

Write the object of the LifeShaper in the left space. Write the initial inside the circle. Write your reaction to it – what you learned from it, what you think about it, what you must do about it, etc – in the right space. For example:

TOUGH LOVE	(H)	Taught to always hide my feelings
BECOME KING	(G)	Vow: Seize the throne or die trying
RED BARCHETTA	(T)	Must take good care of it

Sometimes a LifeShaper can be used to help solve a problem. Whenever you think this applies, a reasonable explanation may grant you an extra die on the roll. Ask the GM.

Character Development Scenes

Once per Session, each Player may call a *Character Development Scene.* This is a scene where we focus the imaginary camera on their character for a while, getting inside their head or learning about their life. It may take little or no game time.

This scene should yield vital facts about a character – people in their life, memories of their past, lessons they've learned, promises they've made, or momentous decisions they're making right now – that help define who they are.

Character Development Scenes are best when they both (a) explain or broaden the character in a logical way, and (b) tie into the character's current situation (perhaps triggered by something in the scene). They may contain LifeShaping Events and Progressive Character Generation (i.e. Character Points spent in play for past character development).

Here are some common examples:

FLASHBACK SCENE – flashing back to an important lesson or pivotal moment in your character's life

RELATIONSHIP SCENE – showing your character in a relationship of some kind, either currently or in the past

TRAINING SCENE – demonstrating some aspect of your character's training, capabilitiy or personal ethic

AH-HA SCENE – a sudden realization helps your character to understand whatever they're facing

VISION SCENE – a dream, vision or hallucination which symbolizes or illuminates your character's situation

A Character Development Scene might unlock a memory, giving your character what they need to face an enemy, win a debate, escape a trap, etc.

> ### Every time you do this, we get to know your character better, and in a dramatic way.

If your scene is logically linked to the present moment and causes a problem to be solved or realization to be made, the GM may award an experience point for it.

If your scene takes on a problematic aspect for your character – a dependency, a weakness, an enemy or a piece of information that an adversary might use against you, for instance – the GM may award another experience point. You've just given them a potentially valuable plot device!

SAMPLE CHARACTERS

Chaz and Marty (from the examples throughout the text) are both standard 100-point PCs. No optional rules were used.

PILOT: CHAZ MODINE

STATS: (30 CP)

BRAINS   2
CHARM   2
GRACE   3
HEALTH   1
MIGHT   2
PSYCHE   1

SKILLS: (40 CP)

SlipShip Pilot +1
Slip Dynamics +1
Mounted Weaponry +1
Fighting: Judo +1

GEAR: (22 CP)

Automated Survival Suit
Repair Kit +1

DEBT:

23 M

SLIPSHIP: THE BLUE BEETLE (30 CP)

Construction Quality: Standard
Capacity 2
Reinforced Hull +1
Slip Capacitor
Computer Mk 1
Tonnage: 4
Powersource: 100 mW (25 hrs)
Viewport
Force Shield +1
Laser Beam
Cargo 1m cu

EXPLORER: MARTY MCDARE

STATS: (50 CP)

BRAINS   2
CHARM   3
GRACE   3
HEALTH   2
MIGHT   2
PSYCHE   2

SKILLS: (30 CP)

SlipShip Pilot +1
Fighting: Brawling +1
Firearm: Rifle +1

GEAR: (22 CP)

Pro Repair Kit
Rifle +1
Service Revolver
Survival Kit +1

DEBT:

2 M
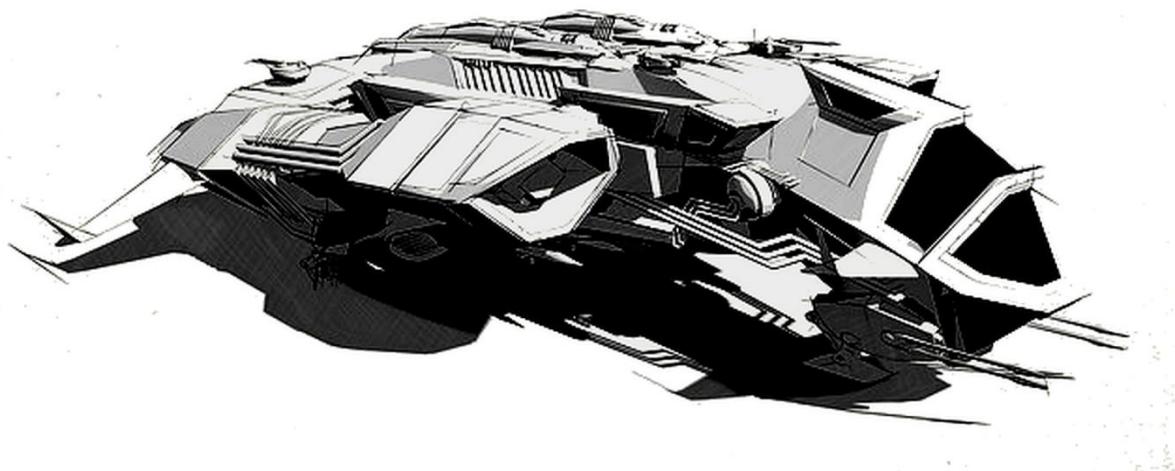
GENERIC CHARACTERS

The following generic 100-point characters are lacking names, backgrounds, lifeshapers, etc. That's up to you. These characters were created for quick setup and one-shot play, and may be used as PCs or NPCs. The position of Stat Scores or the specific Skills shown may be swapped or exchanged for others; as long as the totals remain the same, the character will be worth the same number of CP. The last two characters (Diplomat and Scholar) were built using the optional rules for Class Advances (see *Character Building*).

PILOT

BRAINS 3	Slip Dynamics+1	Stellar Nav+1
CHARM 2		
GRACE 3	SlipShip Pilot +2	
HEALTH 1		
MIGHT 1		
PSYCHE 1		

GEAR:
Rifle +1
2 Automated Survival Suits
Electronics Pro Kit

MERCENARY

BRAINS 2		
CHARM 2		
GRACE 3	Rifle+1	Karate+1
HEALTH 3		
MIGHT 3		
PSYCHE 2		

GEAR:
Pro Sniper Kit (scope, silencer, nightvision)
Pro Survival Kit
Rifle +1
Kevlar Armor +1
Service Revolver
Field Radio
Field Radio
Field Radio
Automated Survival Suit
DEBT: 8 M to loan shark

ENGINEER

BRAINS 3	Electronics+1	Engineer+1	Mech+1
CHARM 2			
GRACE 3			
HEALTH 3			
MIGHT 1			
PSYCHE 3			

GEAR:
Pro Engineering Kit
Pro Mechanical Kit
Pro Electronics Kit
Automated Survival Suit

DOCTOR

BRAINS 3	Medicine+2	Org.Chemistry+1
CHARM 2		
GRACE 3		
HEALTH 2		
MIGHT 2		
PSYCHE 3		

GEAR:
Pro Medical Kit
Chemical Analysis Unit +1
DEBT: 11M to Financial Institution

DIPLOMAT

BRAINS 3		
CHARM 3	Rhetoric+2	Fast Talk+1
GRACE 2		
HEALTH 1		
MIGHT 1		
PSYCHE 2		
FAME: 2		

RANK: Mayor (2)

You have a Political Rank of "Mayor" or its equivalent (see *Rank, p.10*), and the ability to enact laws and issue communiques as befitting your office. As long as you avoid scandal your Fame will never drop lower than your Rank. But you're in Debt for 30M to campaign financers or someone behind the scenes who pressures you to make certain decisions or pursue certain priorities. This obligation can be bought off at any time – for your Rank times 100M.

SCHOLAR

BRAINS 3	Programming+1	Slip Dynamics+2	Math+1
CHARM 1			
GRACE 3			
HEALTH 2			
MIGHT 1			
PSYCHE 3			

FAME: Regional (2)
DEBT: 10M to Financial Institution
NOTE: You must publish at least one "Application of a Major Discovery" per year, or lose your professorial position and academic access.

Action Resolution

There are two types of Actions that can be performed: *Unopposed Actions* and *Opposed Actions*. For each you'll roll a number of d6s and keep the best one. At the GM's discretion, each pertinent LifeShaper (which is not already reflected by a Skill or Stat) will grant you an extra die.

Your Action Roll (highest die) is then modified by Skill Levels, Item Bonuses and any applicable Mods.

DIFFICULTY LEVELS

The *Difficulty Level* (DL) of an Action is rated on a scale of 1-10:

    1 = no-brainer
    2 = easy
    3 = challenging
    4 = difficult
    5 = hard
    6 = very hard
    7 = unlikely
    8 = ridiculous
    9 = absurd
    10 = insane

Sometimes a difficult task can be broken down into two or more easier ones. Actions of DL 7 or higher are impossible for an unskilled and unequipped human to perform without help.

UNOPPOSED ACTIONS

Only one character is involved. The GM sets a *Difficulty Level* for the attempted maneuver, and the Player rolls against this number on the *Action Resolution Table* below. To succeed in the task, you need to roll higher than the DL.

> **Example:** *Chaz wants to write a program to shut the broken airlock door. The GM decides this is DL 4. Chaz has no programming skill, so he must rely on BRAINS (2). The GM says "Roll 2 dice and keep the best. You're trying to beat 4."*

OPPOSED ACTIONS

One character is acting upon another character, and the outcome depends on how well both of them roll. In an Opposed Action, the *Defensive Roll* sets the Difficulty Level of the task, and the *Active Roll* tries to beat that number.

> **Example:** *Marty wants to convince Choco, an NPC, to invest in his pyramid scheme. Since Marty has no Rhetoric skill, he will use his CHARM Stat (which is 3). And because there is no innate DL (it depends on the target's stats), the GM calls it an Opposed Action vs the NPC's BRAINS Stat (which is 1). So the GM rolls 1d6 for Choco and gets a 4. Marty will roll 3d6 and take the best one, trying to beat 4.*

STANDARD MODIFIERS

The following Mods are applied depending on circumstance:

    + applicable Bonuses for Skills and Items
    +1 for superior position or advantageous condition
    +1 for Character Development that provides insight
    -1 if wounded for 2 hits or more
    -1 for each Frame defeated in a dialog exchange
    -2 if attempting two Actions at once (applies to both)

Action Resolution Table

Once the dice are rolled, the Active Roll (plus Modifiers) is compared to the Difficulty Level or Defensive Roll (plus Modifiers), and the table below is consulted to determine the results. Results with an asterisk (*) may result in experience points.

DICE RESULT	FICTIONAL RESULT
MISS BY MORE THAN 1	**NO, AND** (something negative happens) *
MISS BY 1	**NO, BUT** (something positive happens)
HIT EXACTLY	**YES, BUT** (something negative happens)
EXCEED BY 1	**YES** (nailed it precisely)
EXCEED BY MORE THAN 1	**YES, AND** (something positive happens) *

DIALOG ACTIONS

Dialog Actions – such as arguments and verbal manipulations – are a type of Opposed Action. They may be *Simple Exchanges* or *Complex Exchanges*. Simple Exchanges can be handled with a single Opposed Action.

It's not necessary to speak every word your character says, unless you want to. Your skill as an actor is not an issue here. All that really needs to be decided is the *gist* of what your character is saying, or how they're responding. You can speak it literally, or you can summarize it.

Once each character's "argument" or "position" is known, dialog is just like any other action: the "Defender" rolls to set the DL and the "Actor" rolls to beat it. Modifiers may apply.

But sometimes a conversation involves multiple points, or occurs in stages, like a court trial or a business negotiation. Often there's a lot at stake in these conversations: individual goals or points to be made. If the goals can be named and listed – e.g. *"Prove there was (1) motive, (2) means and (3) opportunity"* – this is a *Complex Exchange*. Actions like these require more effort, which means additional rolls will be required.

Complex Exchanges are handled in *Frames*. Frames don't represent any fixed period of time. They're like panels in a comic strip: they condense dialog down to its vital requirements, and they represent the pivotal statements in the overall exchange.

The difference is that in a Complex Exchange, early failures will undermine later attempts. This represents one character "losing their footing" as their position or argument is undermined by their clever opponent. Each time you lose a Frame in a Complex Exchange, you receive a cumulative -1. This modifier applies only to this exchange.

Example: In a job negotiation with X Industries, Chaz has two main points on his agenda: (1) He wants the client to provide the ship, and (2) he needs at least 10M to cover Marty and pay down some debt. His counter-negotiator is Maxina Rholfe, a disciplined contract specialist.

Frame 1: Chaz explains why, given the particulars of the mission, it's only fair and customary that the vessel be provided by the client. Maxina points out that Chaz has not been very fortunate with clients' ships in the past. The dice are rolled. The results are:

Chaz (CHARM 2d6) = 5
Maxina (CHARM 2d6, Rhetoric +2) = 5

Resolution: "YES BUT". Chaz gets Maxina to agree on providing the ship, BUT he must agree to pay for any damages that may be incurred. "No problem", he thinks.

Frame 2: Maxina has lost ground due to her defeat in the first Frame. A modifier of -1 will be applied to her roll this Frame. Chaz decides to tell her that there are some important expenses he'll have to cover in preparing for the mission, and that he can accept no less than 10M. Maxina is imagining more like 6M. The dice are rolled. The results are:

Chaz = (CHARM 2d6) = 1
Maxina = (CHARM 2d6, Rhetoric +2, Dialog -1) = 4

Resolution: "NO AND". Chaz has lost this Frame, and badly. Maxina stares him down. Her offer will go no higher than 6M, AND just then Chaz gets a text message from his bookie saying "You have two days to get me the money you owe me". Chaz swallows hard and says "Get the ship ready for a slip tonight. We'll take the job."

INTERPRETING ACTION ROLLS

Everyone involved will roll dice only once per Frame. Mods are applied to the highest die rolled. Finally, opposed rolls are compared on the Action Resolution Table and resolved.

If the highest natural roll in an Opposed Action was rolled by a Player (or in case of a tie), the PCs resolve their actions first. If it was rolled by the GM, the NPCs resolve their actions first.

YES AND NOS

Any result of "YES" indicates that the character succeeded in doing whatever were trying to do. Any result of "No" means they didn't. After that, it's all ANDs and BUTs.

ANDS & BUTS

Any result of "AND" or "BUT" indicates a tactical mishap, a stroke of good luck or bad luck, a gain or loss of advantage, damage to something worn or carried, a character taking control of an object or situation, or whatever else makes the most sense, depending on the situation and the GM's ruling.

The GM interprets all NPC and "negative" results. Players suggest their own "positive" results. Be creative with it, but try to keep it within the reality of the gameworld. The GM will work with your idea to whatever degree is possible (within the reality of the gameworld and the Node Type).

Combat

Combat is a series of Opposed Actions handled in Frames. Frames don't represent a fixed period of time, and they don't represent every move made by each character. Instead, they represent those pivotal moments – like panels in a comic strip – that capture the dramatic and unpredictable conflict.

COMBAT ACTIONS

Each Frame, every character has one main Focus: *Attacking, Defending* or *Doing Something Else*. They name the Skills and Items they're using, and describe their intended movements. *Defending* includes any type of dodging, moving, tumbling, deflecting, parrying, etc., which might make you harder to hit. If you have no applicable Skill, Defending is a GRACE roll.

In each Frame you roll only once. You may attack more than one target in a Frame if your weapon or fighting style allows for it and the fictional positioning supports it. For NPCs acting as a group or targeted as a group, the GM will roll once for all members. Attacking and Defending simultaneously counts as two Actions (-2 Mod to both).

IF FOCUSED ON ATTACKING OR DEFENDING:

Your Active Roll will be based on your GRACE, Fighting Skill or Weapon Skill. This is also your base DL vs attacks.

IF FOCUSED ON DOING SOMETHING ELSE:

Make a roll for the Action you're attempting (at a DL set by the GM). Your base DL vs attacks is 2 (EASY).

COMBAT MODS

In addition to Skill Bonuses and Standard Mods (see p.18), the following Combat Mods apply. Note that you can attack and be attacked in the same Frame. The same roll is used for both resolutions, but the Mods will differ.

MODS FOR ACTIVE ROLLS:
+ Item Bonus

MODS FOR DEFENSIVE ROLLS:
+ Armor Bonus
+ Cover Bonus
+2 if Focused on *Defending*

COVER BONUS:
The Cover Bonus applies to anyone whose body is partially obstructed from their attacker's view, subject to GM's ruling...

Up to 1/3rd covered = +1
1/3 to 2/3 covered = +2
More than 2/3 covered = +3

INTERPRETING COMBAT ROLLS

Combat rolls are handled just like any other Opposed Actions. Defenders' rolls (including Mods) are used to determine the DL for any attacks coming in against them. Attackers' rolls (including Mods) are then compared to that number, using the *Action Resolution Table*.

If any question arises about order, compare rolls, then compare Skill Bonuses, then compare Stats.

For attackers, a result of "YES" indicates that a hit has been dealt. A result of "NO" is a complete miss.

Any result of "AND" or "BUT" indicates an additional hit, a mishap, a stroke of luck, a positional modifier, a gain or loss of advantage, a damaged survival suit, or a character taking control of an object or space (depending on GM's ruling).

Harm is described by the GM based on what the attack was trying (or expected) to do, on the weapon used, and on the fictional positioning of the characters involved. You may call your shots.

Example: Chaz and Marty confront four Goons in the control room of a Type IV Flying Head. The Goons are behind a console that spans the width of the room. Our heroes want to get out the side door on the left. That door is locked with a keypad security device DL 4. The Goons draw their guns.

Frame 1: Chaz declares that he is running to the door, tumbling and zigzagging using Judo skills. The GM rules this is Defending. Everybody else is Attacking. Marty will be laying down covering fire, trying to force the Goons down behind the console. Two Goons will shoot at Marty and two at Chaz (the GM will consider them as two groups). Everyone rolls their dice. The results are:

Marty (GRACE roll 5, Firearms + 1, Rifle +1) = 7
Chaz (GRACE roll 2, Judo +1, Defending+2) = 5
Goons vs Chaz (GRACE roll 5, Cover +2) = 7
Goons vs Marty (GRACE roll 3, Cover +2) = 5

Resolution: Note that since the PCs will be resolving first, the Goons' Cover Bonus is shown above instead of their Firearms Bonus (which we'll get to in a moment). That means Marty's 7 vs the Goons' 7 and 5 gives him results of "YES BUT" and "YES AND". Both succeeded, so the Goons' next Frame will be spent diving for cover. The GM agrees with a suggestion that one of the Goons takes a hit, stunning him for a Frame. BUT... Marty's out of ammo.

Chaz runs across the room, weaving as he goes. But while all that's happening the Goons are shooting back, and so the GM must resolve their actions next.

(continued...)

Resolution, Continued: Note that in order to resolve the Goons' attacks, the GM disregards the +2 they got for Cover, and adds in their +1 for Firearms Skill. This means their totals (for purposes of attacking) are:

Goons vs Chaz (GRACE roll 5, Firearms + 1) = 6
Goons vs Marty (GRACE roll 3, Firearms + 1) = 4

Note: The dice have not been rolled a second time. Only the Mods have been changed.

The two Goons shooting at Marty compare their 4 to his 7. That's a "NO AND" for each of them. The GM rules that the wounded Goon stumbles into the other one, knocking their weapon to the floor. Meanwhile the two Goons shooting at Chaz compare their 6 to his 5. This gives them each a "YES" result. Chaz has been hit twice. The GM rules one hit to GRACE and one to MIGHT. Chaz's Player marks these "Curr" values on the PC Sheet, but Chaz isn't stunned yet, and he's finally made it to the door.

Frame 2: Chaz declares he's fiddling with the keypad device. This will be an Unopposed Action vs DL 4. Marty declares he'll run across the room to join Chaz. The Goons are busy diving behind the console. Chaz's Player is the only one who needs to roll dice:

Chaz (BRAINS roll 4) = 4

Resolution: Chaz compares his 4 to the security keypad's DL of 4. That's a "YES BUT". Chaz succeeds in bypassing the security system BUT the door doesn't open automatically. Marty makes it to Chaz' side.

Frame 3: Marty declares that he'll be laying down more suppressive fire while the wounded Chaz opens the heavy but unlocked door and runs out of the room (a DL 1 maneuver). One Goon pops up and fires at Marty, while another presses the alarm button behind the console. Everyone rolls their dice. The results are:

Marty (GRACE roll 5) =5
Chaz (GRACE roll 2) = 2
Goon (GRACE roll 3, Firearms +1) = 4

Resolution: Marty compares his 5 to the Goons' 4. This gives him a result of "YES". The GM rules that Marty has succeeded in picking off that Goon. But not before the Goon's shot was squeezed off in the exchange, so the GM will be resolving that action as well. Meanwhile, comparing his 2 to the DL of 1 for a result of "YES", Chaz opens the door and makes it out into the adjoining hallway. Finally, the attacking Goon compares his 4 to Marty's 5. This yields a "NO BUT". The GM rules that Marty is not hit, BUT... the door slides shut again behind Chaz' fleeing form, leaving Marty on the inside. The Frame ends.

Just then, the alarm goes off.

Helping

A character may spend their Frame *Helping* another character perform an action. In order to do this, you must be able to describe what you're doing, and how it's supposed to help. The applicability of the suggestion is up to the GM.

The Helping roll is resolved before any other rolls in the Frame. If successful, it adds either a bonus or an extra die to the roll of the person being helped.

The Helping Roll is made at 2 DLs lower than the actual difficulty, but uses the same Skills and Stats. (The GM may rule that a different Skill or Stat can be used for Helping, depending on the situation and actions described by the Player).

Consult the *Help Table* below to adjudicate this roll. A result of "YES" indicates that the help is worth something. A result of "NO" means the effort was of no assistance, or perhaps even hindered the other person.

Help Table

ROLL RESULT		HELP RESULT
MISS BY 2 OR MORE	*NO AND*	Help gets in the way -1
MISS BY 1	*NO BUT*	Help doesn't help
HIT EXACTLY	*YES BUT*	Help is worth 1 extra die
EXCEED BY 1	*YES*	Help is worth +1
EXCEED BY 2 OR MORE	*YES AND*	Help is worth +2

Example: Chaz and Marty are on either side of an depowered sliding metal door, and Chaz is wounded. Marty yanks at the door from his side, attempting to shove it open by brute force. The GM rules this is a VERY HARD (DL6) roll vs MIGHT. Meanwhile Chaz is Helping by doing the same thing from the other side of the door. For Chaz, helping is at DL4. The dice are rolled. The results are:

Marty: (MIGHT roll 5) = 5
Chaz: (MIGHT roll 5) = 5

Resolution: Chaz' Help Roll is resolved first, as we compare his 5 against DL 4 (two less than the base DL of 6). Since he exceeded the target by 1, his efforts have helped, and Marty will get a +1. Good thing, because when we compare Marty's adjusted total of 6 to the DL of 6, we get a "YES BUT". One pip lower and it would have been a "NO BUT"! The GM rules that the door does indeed yield, BUT not before two more guards appear in the hallway behind Chaz with their weapons drawn, barring the way to the Blue Beetle.

Taking Harm

When you take harm, you suffer a -1 penalty to one Stat (chosen by the GM as befits the situation). This is called one "hit". Whenever one of your Stats reaches zero, you're seriously hurt and will be stunned, totally inactive for one Frame. **If three of your Stats reach zero, you're dead.**

The nature of the harm will suggest the Stat affected:

BRAINS – damage to the head or sensory systems
CHARM – damage to the face, neck, mouth or skin
GRACE – damage to limbs, phalanges, joints or spine
HEALTH – damage to major organs or intestines
MIGHT– damage to muscles, bones or nerves
PSYCHE– damage to the brain, drugs, pain, duress

If the Attacker doesn't call a particular location, the GM will apply the damage to a logical area of the body, choosing the highest remaining Stat that can be reasonably affected.

> *Example: Marty and Chaz get into a brawl in the Mars II commissary over the intentions of a certain green-skinned alien girl. The first time Marty swings at Chaz, he calls out a shot to the face, and hits. The GM rules that the punch indeed strikes Chaz in the face, giving him a split lip, and this is reflected by decrementing Chaz' CHARM (from 2 to 1). Chaz' player writes the new "Curr" (current) value of CHARM 1 on the PC Sheet. The second time Chaz takes a hit (same fight), Marty's player doesn't call a location. The GM decides to take the point from GRACE, ruling that Chaz suffers a broken finger while defending himself.*

Subjective Dissonance Shock

Some weird things happen in Dream Worlds, needless to say. The experience can be rattling to even the most experienced DayTripper, leading to what veterans call "SDS". Whenever anything strange or uncanny is witnessed for the first time, the GM may ask Players to make PSYCHE rolls to maintain their self-control. The DL of the roll depends on the level of weirdness set by the GM.

Resisting the Chao

Every Frame spent in the Multiversal Chao forces characters to make a DIFFICULT (DL4) Unopposed Action vs PSYCHE to avoid freaking out. Should a PC fail this roll, the GM will determine their actions for this Frame. Typical responses include: crying, screaming, quaking in fear, lashing out, paralysis, catatonia, emptying the bladder, running at full speed in a random direction, and curling up into a foetal ball.

Toxins & Diseases

Toxins and Diseases possess a *Difficulty Level*, a *Resisting Stat* (usually HEALTH), at least one *Effect* (usually negative) and a *Duration*. If no Duration is given, healing time will be required (see *Healing*). A result of "BUT" indicates mild symptoms only. Some examples are provided below:

COMMON COLD
DL 3 vs HEALTH.
Effects: -1 on all rolls, onsets 3 days after exposure. Extremely contagious. Dur: 3 days.

INFLUENZA
DL 4 vs HEALTH.
Effects: -1 GRACE, -1 MIGHT, -1 on all rolls, onsets 3 days after exposure. Extremely contagious. Dur: 1d6 days.

MILD VENOM
DL 3 vs HEALTH.
Effects: -1 GRACE. Dur: 2d6 hours.

POWERFUL VENOM
DL 5 vs HEALTH.
Effects: -1 GRACE, -1 HEALTH.

FATAL VENOM
DL 6 vs HEALTH.
Effects: -1 GRACE, -1 HEALTH. Damage accumulates on subsequent fails, once per hr until antidote is administered.

Drugs

Drugs are described in the same fashion as toxins and diseases, but they generally possess a positive potential effect as well as a negative one, and a shorter Duration. When taking a drug for its positive effect, you want to succeed in the resistance roll. Some examples are provided below:

ALCOHOL
DL 3 vs MIGHT.
Effects on Fail: -1 GRACE, -1 CHARM.
Effects on Success: -1 GRACE, +1 MIGHT.
Dur: 2 hours.

CANNABIS
DL 3 vs PSYCHE.
Effects on Fail: -1 GRACE, -1 PSYCHE.
Effects on Success: +1 GRACE, +1 PSYCHE.
Dur: 2 hours.

ZOOMZOOM
DL 4 vs HEALTH.
Effects on Fail: -1 PSYCHE, unable to sleep.
Effects on Success: +1 GRACE, +1 PSYCHE, no need to sleep.
Dur: 24 hours.

Healing

The first hit is free. Well, almost. If you take no more than a single hit, it can be healed by simply relaxing for three days.

This capability is lost when you take a second hit. When Harm has been determined and you've suffered more than 1 hit, your wounds will require a number of weeks to heal unless you receive medical attention. A rough approximation is one hour per hit of damage with access to 21st-century medical technology, or one week per hit without it. The exception is PSYCHE, which must be treated differently (see below).

After each week of rest, you'll have to make a HEALTH roll against your damage total in order to remove a point of Harm (your damage total is the total difference between your Curr Stats and your Base Stats, PSYCHE included). This means it could take significantly longer than expected for you to heal.

If your HEALTH is at zero, you're in a coma or critical condition, and you're going to require surgery before your body's healing process can begin.

COST OF HEALING

Medical attention in DayTrippers, although astounding in its capabilities, is not cheap. Access to modern medical technology costs 1 M per hit healed.

ORDER OF HEALING

All harm heals in alphabetical order (you didn't know that?).

> *Example: Chaz takes 3 hits (CHARM, GRACE and MIGHT), and ends up in the infirmary. The doctors say he'll be here for roughly 3 weeks. At the end of the first week he makes a HEALTH roll (HEALTH 1) against a DL of 3. He gets a 5. On the Action Resolution Table this yields a result of "YES AND". The "YES" means one hit will be healed. The GM rules that the "AND" means an extra hit will be removed, and applies the healing to CHARM and GRACE. (Notice this is in Alphabetical Order.) If Chaz rolls well next week, his MIGHT will be back to normal, and the doctors will be impressed with themselves.*

HEALING THE PSYCHE

Damage to PSYCHE cannot be healed by nanotech or robotic surgeons. It typically requires an intensive amount of therapy and/or medication, and could take months or years.

After each *month* of rest, you'll have to make a HARD (DL5) PSYCHE roll in order to remove a point of PSYCHE harm. This roll can be aided by a regimen of drugs, therapy, religious practice, or a visit to the nearest OMG Church kiosk.

If your PSYCHE reaches zero you're totally insane; the reality you live in is not the one everybody else does.

Vehicular Action

SlipShips with the capability to maneuver in atmosphere or space rely heavily on Piloting skills. Any time careful handling of the ship's controls are required, the pilot will need to make an Unopposed Action roll using their Vehicle/Piloting skill. If the ship possesses a computer with a Mk Bonus, extra dice are added to the roll.

MAKE A PILOTING SKILL ROLL WHEN...

Taking off from a pad or runway = DL2
Turning the ship = DL3
Landing the ship = DL4
Maneuvering in combat or pursuit = DL5

ADD DICE FOR COMPUTER...

Roll 1 extra die for each Mk of ship's computer

APPLY THE FOLLOWING MODIFIERS:

–2 if pilot doesn't possess Piloting skill
–1 if Hull Bonus is greater than Piloting Skill Level
–1 if thick or turbulent atmosphere
–1 if flying by sight in low visibility
–1 if Cargo Holds are full

SHIP'S POWER COSTS

Your SlipShip will use its own Tonnage in power for every hour of standard operation. The same amount of power is used in every Vector Slip the ship performs, either outbound or homebound. Other actions incur additional power costs: emergency repairs, force shields, energy weapons, long-range scans, communicating with Earth, etc., all will cost you power.

BURN 1 mW OF POWER <u>PER TON</u> WHEN...

- You operate the ship for 1 hour.
- You perform a Vector Slip.

BURN 1 mW OF POWER WHEN...

- You use the ship's Longrange Scanners.
- You activate the ship's Force Shields.
- You maneuver while all Cargo Holds are full.
- You activate the ship's Tractor Beam.
- You utilize Automated Repair Systems.
- You launch Automated Probes.
- You activate a Winch or heavy equipment.
- You fire an Ion Cannon or ship's Laser.
- You activate the Medical Response Tank.
- You broadcast upvector to Home-Earth.
- You recharge up to 10 Survival Suits.
- You maneuver within an atmosphere.

VEHICULAR COMBAT

Vehicular combat, like the personal variety, is handled in *Frames:* pivotal moments that capture the story of the battle. In every Frame of Vehicular Combat...

- **A Piloting roll must be made if the vehicle is in motion**.
  The pilot must say what they're doing: Closing, Pursuing, Maintaining Course, Changing Course, Taking Off, Landing, Evading, Retreating, or Doing Something Else.

- **Any character may fire a mounted weapon**.
  For non-pilots, this is a Firing Action (see below). For pilots who are firing and piloting simultaneously, it's a Piloting Action, and the roll will be at -2. Each mounted weapon can only be used by one character at a time.

- **Someone may activate or deactivate a Force Shield**.
  This free action can be taken by anyone onboard, including the pilot. It requires no roll, although it may be affected by ANDs or BUTs from other rolls.

- **Other characters may declare their own actions**.
  These actions may be interrupted or modified by any ship-level events that occur.

PILOTING ACTIONS

Make a Vehicle/Piloting skill roll with the following modifiers. If you're pursuing or evading, specify the vessel or weapon you're pursuing or evading.

- + Driving/Piloting Skill Bonus
- + Aerodynamics Bonus (if applicable)
- + Atmospheric Engine Bonus (if applicable)
- + Reinforced Hull Bonus (if applicable)
- + Force Shield Bonus (if shields are up)
- –1 if ship's Hull Bonus is greater than your Skill Level
- –2 if Firing or Doing Something Else while piloting

FIRING ACTIONS

Specify the vessel or target you're attacking, and make a Mounted Weaponry skill roll with the following modifiers:

- + Mounted Weaponry Skill Bonus (if applicable)
- + Weaponry skill of Program in Computer (if applicable)
- +2 if target is stationary
- –2 if target is smaller than a compact car

INTERPRETING VEHICULAR COMBAT ROLLS

All rolls are made simultaneously.

If the highest roll (including Modifiers) is made by a Player, PCs resolve their actions first. If it is made by the GM, NPCs resolve their actions first.

Just like in regular combat, the modified Piloting roll sets the DL for any incoming attacks on that vehicle. All Firing rolls are compared to their own Target's DL.

Piloting and Firing rolls are resolved by comparing them on the *Vehicular Combat Table* below. The damage incurred depends on the roll result:

VEHICULAR COMBAT TABLE

ROLL RESULT		COMBAT RESULT
MISS BY 2 OR MORE	*NO AND*	The attack misses. The defending vehicle escapes OR gains a +1 advantage next Frame (defending pilot's choice).
MISS BY 1	*NO BUT*	The attack misses but attacker gains a +1 advantage next Frame.
HIT EXACTLY	*YES BUT*	The defending vehicle takes 1 point of damage but escapes OR gains a +1 advantage next Frame (defending pilot's choice).
EXCEED BY 1	*YES*	The defending vehicle takes 1 hit.
EXCEED BY 2 OR MORE	*YES AND*	The defending vehicle takes 1 hit AND a Critical Strike. The attacker may choose any effect equal to or lower than the amount by which they beat the DL on the list below.

CRITICAL STRIKES

0. **An additional hit** is taken by the defending vehicle.

1. **External System** (Airlock, Winch, Light, etc). Attacker chooses one external system on the defending vehicle to destroy.

2. **Weapon System**. Attacker may choose to destroy any weapon system on the defending vehicle.

3. **Slip Capacitor/Motive System**. If the defending vehicle is a SlipShip, Attacker may choose to destroy its Slip Capacitor. Otherwise, this hit destroys the wings, rudders, wheels, landing gear or motive system.

4. **Engine/Powersource**. If the defending vehicle is battery-powered (like a SlipShip), this hit destroys the fuel cell. Otherwise this hit destroys the engine or power system. The vehicle may explode.

5. **Computer/Electronic System**. Attacker may choose to destroy the defending vehicle's onboard Computer, Radio, or Force Shield Generator.

6. **Crewmember**. The nearest crewmember is hit directly.

> *Example: Escaping the Flying Head in the Blue Beetle, Chaz and Marty are trailed by a one-seat Bubble Cruiser with a mounted laser. Marty is piloting, Chaz mans the laser.*

PIERCING THE HULL

When a vehicle takes its last hit of Hull damage, it loses integrity and cabin pressure. If flying, it goes down, and the pilot must succeed in a RIDICULOUS (DL8) action to land it successfully. If land-based, its occupants are exposed. If the Hull is destroyed, the nearest crewmember is hit directly.

DAMAGE TO INDIVIDUALS INSIDE

When a vehicle is hit, any characters standing in the vehicle will need to make a GRACE roll vs the weapon's Bonus to remain on their feet. A poorly-timed "BUT" or "AND" result could end up causing harm from falling debris, collisions with blunt objects or sharp edges, etc.

INDIVIDUALS HIT BY LARGE-SCALE WEAPONS

Character and creatures are on a whole different scale than ship hulls and mounted weaponry. If a character or creature (including the occupant of a vehicle who is hit *directly* by a large-scale weapon such as a torpedo or mounted laser), that character takes 1d6 hits for each point of weapon Bonus. No additional roll is allowed or required.

Example: A Laser+3 scores a Hit on a vehicle whose Hull has already been reduced to zero. The character closest to the point where the beam strikes the vehicle will take 3d6 in Hits. Ouch!

STRUCTURAL DAMAGE

The rules for structural damage depend on what's being destroyed, and whether human-scale or large-scale weapons are being used. Vehicles and buildings have "Structural Hit Points" which can withstand 20 times a human-scale hit.
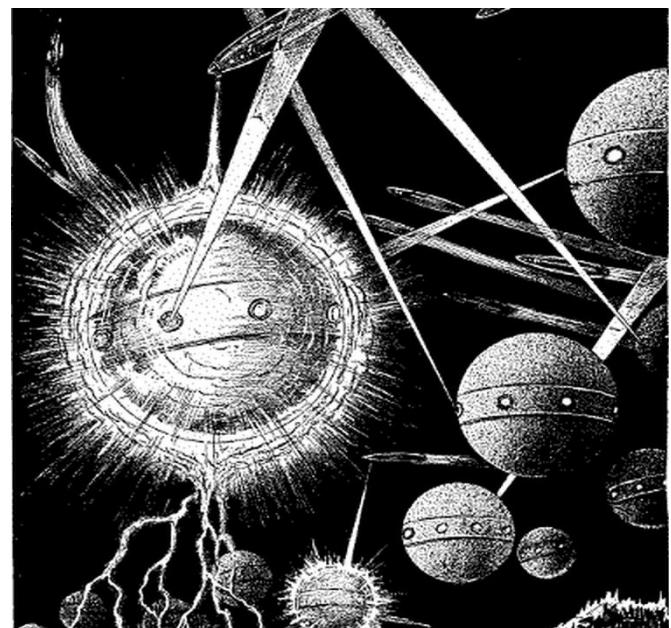
DAMAGE TO BUILDINGS & STRUCTURES

Damage to buildings and structures is handled like damage to vehicles. The number of Structural Hits a surface can take before breech or collapse is based on its construction:

Stone wall = 1
Steel plate/sheet = 2
Thick steel plate/sheet = 3
Titanium plate/sheet = 4

If attacked by small-scale weapons (personal weapons or firearms), 20 human-scale hits equals 1 Structural Hit. Structures may have Item Bonuses for exceptional materials, as well as defenses like Force Shields and Reinforced Plate shielding.

DAMAGE TO INDIVIDUALS INSIDE

Whenever a building takes a hit, any characters standing inside must make a GRACE roll vs the weapon's Bonus to remain on their feet. A poorly-timed "BUT" or "AND" result could end up causing harm from falling debris, collisions with blunt objects or sharp edges, etc.

If an occupant of a building or structure is hit *directly* by a large-scale weapon (such as a torpedo or ship-to-ship weapons), they take 1d6 hits for each point of weapon Bonus. No additional roll is allowed or required.

Vector Slipping

Vector Slipping (or simply "Slipping") requires a *Slip Dynamics* action to program the course, and then the ship's computer handles the actual slip. If the return slip time is known beforehand, the course can be pre-calculated for later activation at the push of a button or shout of a command.

Regardless of when the course is plotted, the actual Vector Slip roll is not made until the program is activated. Until then, the pilot won't know how well they did.

The DL of the roll is shown below, along with the consequences of failure. For Compound Slips, the DLs are *added together*. Calculating a Slip from the Chao to *anywhere* is DL9.

SLIP DIFFICULTY TABLE

NODE TYPE	SLIP DIFFICULTY	SLIP FAILURE
Alternate Earth	Challenging (DL 3)	Wrong Earth
Time Travel	Challenging (DL 3)	Wrong Time
Known Planet	Challenging (DL 3)	Wrong Place
Unknown Planet	Difficult (DL 4)	Wrong Place
Dream World	Hard (DL 5)	Wrong Universe
Multiversal Chao	Absurd (DL 9)	Wrong Universe

The following Modifiers will be applied to the roll:

+ Slip Dynamics skill
+ Slip Dynamics skill of Computer Program (if applicable)
−2 if pilot doesn't possess Slip Dynamics skill
+1 if pilot has performed this type of Slip before
+1 if pilot has traversed this route before

INTERPRETING VECTOR SLIP ROLLS

Vector Slip rolls are interpreted on the table below:

SLIP RESULTS TABLE

ROLL RESULT		SLIP RESULT
MISS BY 2 OR MORE	*NO AND*	Ship is hit by Flux Storm AND pulled into the Chao.
MISS BY 1	*NO BUT*	The SLIP FAILURE indicated above occurs.
HIT EXACTLY	*YES BUT*	The ship is hit by a Flux Storm. All must roll vs *The Fuzzies* and the Pilot must roll to control the vehicle. See *Flux Storms* at right.
EXCEED BY 1	*YES*	Successful Slip
EXCEED BY 2 OR MORE	*YES AND*	Successful Slip and the Pilot gains 1 XP

FLUX STORMS

Flux Storms are dangerous and unpredictable occurrences, the cause of which has not been determined. They move like interdimensional hurricanes throughout the multiverse and can easily toss a SlipShip off course, or pull it into the Chao.

There is a small chance of encountering a Flux Storm on every trip; it's an occupational hazard.

Should you ever encounter a Flux Storm in SlipSpace, two things will happen:

All characters onboard will need to make a PSYCHE roll vs DL 3 to avoid suffering *The Fuzzies* (symptoms include -1 to GRACE and -1 to BRAINS for 1d6 hours)... *and:*

The pilot will need to manually control the vehicle, making a VERY HARD (DL6) Piloting action to keep the ship from being knocked off course. Resolve this action on the *Flux Storm Results Table* below:

FLUX STORM RESULTS TABLE

ROLL RESULT		FLUX RESULT
MISS BY 2 OR MORE	*NO AND*	Ship is tossed into a random Node.
MISS BY 1	*NO BUT*	The SLIP FAILURE indicated above occurs.
HIT EXACTLY	*YES BUT*	Escape the storm and Slip succeeds BUT Ship takes 1 hit of damage.
EXCEED BY 1	*YES*	Escape the storm and Slip succeeds.
EXCEED BY 2 OR MORE	*YES AND*	Escape the storm and Slip succeeds AND the Pilot gains 1 XP

NODE TYPES

Based on accumulated reports, all known SlipNodes have been classified into the following six categories:

- Known Planets (Cartesian Slip)
- Unknown Planets (Cartesian Slip)
- Time Travels (Temporal Slip)
- Alternate Earths (ParaTerran Slip)
- Dream Worlds (Subjective Slip)
- The Multiversal Chao (Compound Slip)

KNOWN PLANETS

The GM may use the *DayTrippers GameMasters Guide* or another system to generate these destinations. They've already been visited by at least one DayTripper team, which means there must be a good reason to go back, right?

UNKNOWN PLANETS

The stuff of classic sci-fi, these destinations are created just like *Known Planets*, except of course – no humans have ever been there before.

TIME TRAVELS

Home-Earth in another time period; watch out for paradox!

ALTERNATE EARTHS

You're still on the third planet from Sol, but something caused history to go in another direction. *Alternate Earths* are the second-most commonly discovered type of SlipNode.

DREAM WORLDS

Dream Worlds are the most commonly-discovered type of SlipNode. Theories abound, but the truth is, no one really knows how a Dream World comes to be. Technically speaking, Dream Worlds are not "Worlds" but Pocket Universes, with their own internally-consistent laws of matter, energy, time and causality. Although Dream Worlds are among the most terrifying and incomprehensible of all SlipNodes, they have also been the sources of some of the most powerful artifacts and innovative concepts ever brought back from SlipSpace.

THE MULTIVERSAL CHAO

A whirling pandimensional maelstrom comprised of every type of energy from all universes, some collapsed into physicality, some in various phases of morphogenesis or demorphication. Here in the Chao, the laws of physics flux wildly from moment to moment, logic and proportion have fallen softly dead, the falcon cannot hear the falconer, and your mind? It's gone.

SLIP COORDINATES

Though the multiverse is considered to be infinite, the point of all this exploration is to map as much of it as we can. To date we've discovered dozens of Vectors and over a hundred Nodes.

Now in a gigantic crowd-sourced effort, hundreds of individual explorers and theorists are collaboratively piecing together a vast digital map of the multiverse called *The Big Model* – one DayTrip at a time. The model includes a multidimensional dataset called *Slip Coordinates* for each discovered Node.

Slip Coordinates are more complex than 3space coordinates, obviously. Since a 3D grid can't capture all the required complexity, DayTrips are measured by "Slippage" along one or more "Vectors" of reality.

We consider our own familiar "Cartesian Space" (also known as "3space") as the universe of "Home-Earth". According to this new way of picturing existence, the three dimensions of our own Cartesian Space are actually Slip Vectors, commonly called 3x, 3y and 3z. In 3space, "0/0/0" represents the Coordinates of our own galactic center.

Beyond 3space, many of the more well-known Vectors and Nodes have unique names: their discoverers, typically; spouses and kids, second favorite; ancient deities, scientific or literary figures, also common.

Adventurous PCs can get a Slip Vector or a Pocket Universe named after them!

MISSING THE WINDOW

The slang term for exceeding the 24-hour limit on a DayTrip is "missing the window". You really don't want to miss your window. Here's why.

While you're outslipped from *this* reality, the RA field surrounding the space just occupied by your ship prevents Home-Earth's timeline from being affected by your absence. The timeline continues to resolve as though you were in it, fooled into "seaming" around your absence.

But the RA fields we've developed today can't hold up for more than 24 hours. When the field collapses, the timeline of Home-Earth accommodates to your absence, and you cease to exist as an indigenous and integral component of this reality. The slang term for this is "getting ceased".

No DayTripper has ever re-entered the timeline of Home-Earth after getting ceased. All skilled 'trippers know: it's better to attempt a "CTS" – a Compound Temporal Slip – than to come home late.

DREAM WORLDS IN THEORY AND PRACTICE

As reported by DayTrippers who returned with their sanity intact, everything in a Dream World has a "veiled" quality and apparent common-sense conclusions are not always logical, even in regard to such fundamentals as the size and shape of your own body, the persistence of matter, or the laws of physics. Subjective realities become objective realities.

The cognitive dissonance of this experience can lead to feelings of anxiety, intense frustration, overwhelming stress, self-loathing, or emotional outbursts. It might feel like a pleasant dream. It might feel like a bad drug trip. It might feel as if your perception of "objective" reality is doggedly veiled by another, unseen reality of equal or greater cognitive impact. The feeling has been described as similar to "beta stage disorientation", in which sleepers cannot tell whether they're dreaming or awake, and therefore experience a confusing, co-mingled awareness of both states.

Dr. Howard Belknap Barker, Professor Emeritus of SlipSpace Dynamics at the Western Academy of Intraspace Technology - that famous hall known by alumni as "The Ziggurat" - has championed a theory which proposes a radical vision of bi-causality in the relation between subjective and consensus realities at both interpersonal and intra-personal levels. On Barker's view, there exists:

- a world for every dream or nightmare ever had by Edgar Allan Poe
- a world for the sum of all dreams and nightmares ever had by Edgar Allan Poe
- a world for the conscious experience of the historical reality of Edgar Allan Poe
- a world for the unconsciousness contents of the mind of Edgar Allan Poe, and
- an "unfinished" world for every half-baked idea that ever arose in the mind of Edgar Allan Poe

In this much all conscious minds seem to be similar – i.e., there exists a whole set of Dream Worlds based on your personal dreams and your own consciousness, as well as mine, etc. But since Poe has affected so many people with ideas springing from his fertile mind, he has managed to spawn additional Dream Worlds corresponding to these deeply-imagined and oft-reiterated works. Thus we have:

- a world for every story ever written by Edgar Allan Poe
- a world for the gestalt sum of all stories ever written by Edgar Allan Poe
- a world for the sum of all impressions ever drawn by all readers of all stories written by Edgar Allan Poe, and even
- a world for the sum of all impressions ever drawn by all readers of all stories which have a similarity or connection to stories written by Edgar Allan Poe but weren't actually written by Edgar Allan Poe

Perhaps the most unsettling theories about Dream Worlds are those which point out – correctly – that we can't prove beyond the shadow of a doubt that our own reality isn't one of them.

> "Since we know there to be sentient individuals in the multiverse who are not human, and since we know that Dream Worlds are linked to the unconscious awareness of sentient individuals, we must assume that there are Dream Worlds arising from non–human minds."
> – Dr. Viktor Belark, The Ziggurat

LUCID DREAMING

It is sometimes possible to influence events in unstable realities. Whenever a Player attempts an Action in a Dream World, they may try to modify the outcome with their mind, in a "magical" way. They may also attempt to "make something happen" with their mind at any time. This is done by making a *Lucid Dreaming* roll, pitting the character's PSYCHE against the World's STABILITY (rated on a scale of 1 to 6). The cost of failure is Subjective Dissonance Shock (losing control of your character to the GM for one Frame), with no resistance roll.

TO MODIFY AN ACTION

You must make a *Lucid Dreaming* roll (a Skill based on PSYCHE) while performing the Action. No Help may be provided. The Lucidity dice you roll should be of a different color, or rolled away from the others, but at the same time as the other Action. These dice will be matched against the GM's STABILITY roll (using a number of dice equal to the World's STABILITY rating, typically 4 or 5 on a scale of 1-6). This roll is resolved *before* the other Action roll. If the Lucidity roll obtains a "YES", a +1 will be applied to the other Action. If the Lucidity roll obtains a "YES AND", the other Action automatically succeeds AND you will get to narrate what happens next for all NPCs and Obstacles, effectively "becoming the GM" for one Frame.

TO MAKE SOMETHING HAPPEN

Your character must focus on controlling the dream. No Help may be provided, and no other Actions may be attempted. Your Lucid Dreaming roll will be matched against the GM's STABILITY roll (using a number of dice equal to the World's STABILITY rating). Unless the dreamer of the world is somehow distracted or attenuated, the GM will get a +1 Mod for "Advantageous Position". On a result of "YES" you may influence the outcome of one Frame, "becoming the GM" momentarily. On a result of "YES AND" you will retain control of the dream until the Dream World – or the dreamer? – succeeds in a similar roll against you.

Your Automated Survival Suit
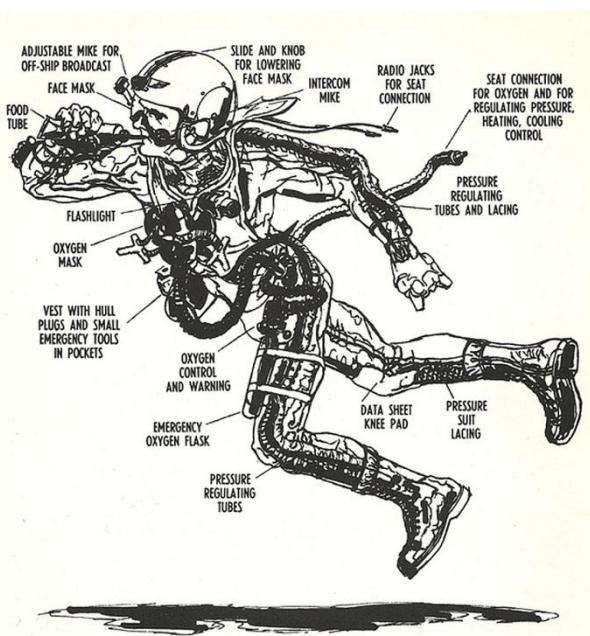
It's automated. You wear it to stay alive. Sheesh.

YOUR SUIT'S SUBSYSTEMS

Besides shielding the wearer from dangerous radiation, the Automated Survival Suit possesses a variety of systems designed to make your life as a DayTripper easier and safer.

Strength Augmentation – Servo-mechanisms and internal supports strengthen the suit's limbs and core. This adds a +1 when carrying weight or exerting yourself (such as by running or leaping). This bonus does not apply to Combat Actions.

Jumpjets – The suit's jumpjets allow you to take a +1 to all climbing, jumping and running maneuvers. When traversing relatively open terrain, using the jumpjets will effectively double your movement speed.

Armor Bonus and Automated Repairs – The suit grants an Armor Bonus of +1 against physical harm (not energy weapons). It will defend you against 1 hit of physical damage by absorbing the damage itself. It will then attempt to repair its own damage. See *Damage to your Suit*.

Medical Administration – The suit possesses a medical administration system capable of healing 1 hit of GRACE, HEALTH or MIGHT damage per hour. This system must be activated manually, by the suit wearer or other personnel. This system will sedate the wearer, who will remain relatively motionless while the medical procedures take place.

Broadcast Capability – The suit can send microfrequency broadcasts back to the ship, up to a range of 100 kilometers, and possesses external speakers which allow the wearer's voice to be heard at any amplification level up to 75 decibels.

YOUR SUIT'S POWER

Your Automated Survival Suit possesses its own powersource, which typically is filled from the Ship's reserve. The suit's battery capacity allows for 100 kW of power.

Of course, that power tends to get used up. As that happens, mark it off by filling in the circles on your PC Sheet.

BURN 1kW OF SUIT POWER WHEN...

- You sleep in the suit for one full day.
- You spend one hour in a hazardous atmosphere or vacuum.
- You use the suit to carry heavy loads (greater than you could carry without it) for 10 minutes.
- You wear the suit while under physical exertion (deep breath, high heartrate) for 5 minutes.
- You wear the suit while suffering a major wound, illness or trauma for 5 minutes.
- The suit undergoes automated emergency repair.
- You use the suit's medical administrators.
- You broadcast large data packets or over great range.
- You activate the suit's energy shielding, +1 kW for every 5 minutes thereafter.
- You use the suit's jumpjets.
- You use the suit's scanners.

DAMAGE TO YOUR SUIT

As mentioned above, your Automated Survival Suit will defend you against 1 hit of physical damage by absorbing the damage itself. When this happens, you must roll 2d6 on the *Suit Damage Table* below to determine the system affected:

SUIT DAMAGE TABLE

ROLL	DAMAGE
2-6	Suit torn: Radiation shielding & atmospheric integrity is lost.
7	Jumpjets inoperable.
8	Broadcast capability inoperable.
9	Medical Administrator inoperable.
10	Scanners inoperable.
11	Automated repair system inoperable. Uh-oh.
12	Powersource destroyed. All systems inoperable.

Once damaged, the suit's emergency repair systems will kick into action, taking 10 minutes to complete the repair (unless of course it is the automated repair system that got hit, in which case you're out of luck).

While automated repairs are underway, the damaged system will be offline and no bonuses at all will be conveyed to the wearer. Any hits suffered before the suit has completed its repairs will take affect without modification.

Experience Points

Subject to GM ruling, Experience Points (XP) are awarded to PCs at pivotal moments during the adventure and upon each return from a DayTrip. Fresh Experience Points are added to the **XP TOTAL** *and* the **XP AVAIL** values on the PC Sheet.

WHEN A ROLL IS MISSED BY MORE THAN 1, if the defending character is a PC, they receive 1 XP.

WHEN A ROLL IS EXCEEDED BY MORE THAN 1, if the acting character is a PC, they receive 1 XP.

FOR EACH SLIPNODE VISITED, each PC receives 1 XP.

FOR EACH SUCCESSFUL RETURN TO HOME-EARTH, each PC onboard receives 1 XP.

FOR EACH NEAR-DEATH EXPERIENCE (reduction to "dying" status or five minutes from death), receive 1 XP.

FOR EACH LIFE SAVED (i.e., for every character who would have died if the PC hadn't done what they did), all PCs who played a role in the outcome get 1 XP (maximum 100 XP).

FOR EACH ENEMY DEFEATED (i.e., for every NPC who would have succeeded in some evil plan if the PC hadn't done what they did), all PCs who played a role in the defeat get 1 XP (maximum 100 XP).

FOR EACH VALUABLE ARTIFACT OR MAJOR DISCOVERY BROUGHT HOME, a number of XPs equal to its Level or Item Bonus is given to each PC who played a role in retrieving it, discovering it, or getting it back home.

FOR EACH CHARACTER DEVELOPMENT SCENE, The GM may grant 1 or more XP. See *Character Development Scenes, p.15*.

ADDITIONAL XP: The GM may decide to grant XP for events not listed above if it seems like a major lesson has been learned, the plot has been significantly advanced, or a significant obstacle has been overcome.

SPENDING EXPERIENCE

A typical mission might gain you 10-20 XP. These points can be spent to advance your character in many ways, including *Stat Scores, Skill Levels, Inventions, Applications, Fortune* and *Fame*. Experience Points are typically spent during Downtime (either on Home-Earth between missions, or while remaining in a suitable Destination for an extended stay with the proper materials). This represents "sped-up" consecutive time during which your character is studying, training, inventing things, getting rich, or appearing on national talknets. A *video montage,* if you will.

Spent XP are added to the **XP SPENT** value on the PC Sheet. This will lower the character's **XP AVAIL** and raise their **TCV**.

STAT IMPROVEMENTS

1 XP = 1 CP for buying *Stat Scores*. Note that after play has begun, the cost of a Stat advance equals the cost of a Skill Level advance (e.g., raising a Stat from 1 to 2 costs 20 CP). Assuming full-time training, the time required for a Stat advance is the CP cost of the Score you're attaining, in weeks.

> ***Example:*** *Raising Marty's MIGHT from 2 to 3 would cost 40 XP and take 40 weeks. He'll be doing some downtime…*

SKILL IMPROVEMENTS

1 XP = 1 CP for buying advances in *Skill Levels*. Assuming full-time training, the time required for a one-point Skill level increase is the cost of the Skill Level you're attaining, in days.

DRAMA TOKENS

If you're using the rules for *Collaborative Missions* (see p.37), 1 XP can be traded for 1 Drama Token.

INVENTIONS AND APPLICATIONS

Subject to GM ruling, any character with the appropriate skills can prototype a new Invention or application. This can only happen during Downtime (either on Home-Earth between missions, or while remaining in a Destination for an extended stay with the proper materials and equipment). *Note that this only happens when a player specifically asks for it and describes the device or application they have in mind.*

The XP cost of an Invention or Application is equal to the Item Bonus cost for the thing you're creating. There is also a development cost in Megas equal to the Item Bonus itself, and the time required is equal to the XP cost times one week.

> ***Example:*** *Inventing a +3 Item will cost 40 XP and 3 Megas, and will take 40 weeks.*

At the end of the project, you'll need to make an Unopposed Action roll (typically involving BRAINS) vs a DL equal to 4 + the Bonus Level of the invention (or a DL determined by the GM).

> ***Example:*** *The above +3 Item would typically require its inventor to succeed in a BRAINS roll vs DL 7.*

FORTUNE

1 XP = 1 Mega for purposes of Fortune. This represents money made by selling the rights to your story, publishing a book, sponsoring a commercial product, getting a grant, receiving a donation from a wealthy patron, etc. Subject to GM ruling, this money may be spent on anything the player wishes to buy. Characters may decide to purchase homes, vehicles, antique thumbdrive collections, or whatever else the GM allows in the world. The GM should base the cost of typical items on today's prices multiplied by 10. Roughly speaking, 1M will get you an awesome car or a crappy house.

LUXURY ITEMS

DayTrippers who strike it rich may be interested in purchasing some of the finer things in life. The following table provides guidelines for expenditures on luxury items.

LUXURY ITEM COSTS TABLE

ITEM	COST
Exotic Car	4M
- upkeep	1M per year
Helicopter	65M
- upkeep	10M per year
Mansion, Small	50M
Mansion, Large	200M
Palatial Compound	2,000M
Personal Staff (1 Professional)	1M per Year
Private Island	500M
- upkeep	2M per year
Private Jet	500M
- upkeep	25M per year
Sports Car	1M
Yacht	60M
- upkeep	6M per year

RANK

Your Rank can only be increased if you have suffered no scandals (if you have, the GM will let you know, I'm sure).

	MILITARY	POLITICAL	SECRET
1	Enlisted	Civic Office	Spy
2	Lieutenant	Mayor	Cell Leader
3	Captain	Governor	Chief
4	Major	President	Diplomat
5	General	Emissary	Initiate
6	Admiral	Ambassador	Illuminatus

The cost of a Rank Level is the same as a Skill Level. Rank can only be increased when the PC is in a location where a superior officer is present to grant a promotion. This is typically on Home-Earth, or on a known planet where we (Home-Earthlings) have a political presence or military base, but could take place on a ship, an orbital station, or anywhere a superior officer might be found.

An increase or decrease in Rank always requires a Character Development Scene. We want to see the PC being recognized for whatever it is that they've done to warrant a promotion. (What, you didn't think you could do it for nothing at all, did you?) You determine the reason for your promotion, and the GM will portray the superior officer. Once the Character Development Scene is completed, your new Rank takes effect immediately.

FAME

Your Fame Level can only be increased while your character remains in a location where they have a *reason* to be famous. In order to retain this Fame, at least once during the month they must make public appearances, grant interviews, give performances, throw festivals, support causes, attend conferences, pose for photos, speak to the press, or otherwise reach out to the public.

The cost of a Fame Level is the same as a Skill Level. If your character has been on a publicized DayTrip or done something notorious within the last month, the time required to attain your Fame is the cost of the Fame Level you're attaining, multiplied by one day. If not, it's multiplied by one month, and you must pay 1 Mega for an agent and a PR campaign.

The price of Fame must be paid monthly or it begins decreasing. **For every month of gametime you go without paying the price of Fame**, your Fame Level decreases by 1 (to a minimum of 0).

If you are ever involved in a public scandal, convicted of a felony, or return from a mission that is deemed a Total Failure by the press, your Fame Level gets set back to 0 again.

SlipShip Construction

Thanks to the open nature of Diaspora's research methods, the field of SlipShip Engineering includes everyone from obsessive garage tinkerers and excitable grad students to corporate technicians, government policymakers and the occasional mad genius.

The vessels they build are as diverse as their personalities. SlipShips come in all shapes and sizes, and are constructed from a wide variety of parts and materials. A glance down the launch row at Tracy Island on any given day might reveal a big white sphere with wings and waldos, fueling up beside a horsey government-contracted "cube with legs" sitting next to a tiny lunar-lander-looking thing built on a tiny budget from recycled parts, and beyond that a sexy streamlined intraspace yacht preparing for a slipsetting holiday.

Some of these machines are the most incredible vehicles ever designed by human beings, and any 'tripper would be proud to serve onboard. On the other hand, some of them are crazy Rube Goldberg contraptions that look like they'll fall apart in a good wind.

Here's the part where we build your SlipShip.

SHIP'S CAPACITY

The first thing you need to decide on is your ship's *Capacity* (i.e., how many people it can hold). If your ship is intended to serve as a passenger transport or rescue vehicle, remember to allow additional capacity for your passengers or rescuees. For cargo vehicles, be sure you have enough cargo room to store anything you might consider transporting.

CORE SHIP COMPONENTS

Your ship must possess the following core components, the cost of which depends on Capacity:

- Frame/Body = 1M x Capacity
- Slip Capacitor = 2M x Capacity

Your ship must also possess two more core components:

- Ship's Computer = see cost at right
- Powersource = 1M per 10 mW (megawatts)

Example: A small vessel with a capacity of 1, a Computer Mk 1 and 100mW of power will cost 1 (for the frame and body) + 2 (for the slip capacitor) + 5 (for the computer) + 10 (for power). Total: 18M.

All costs are given in Megas. If you're using Character Points to build your SlipShip, 1CP = 1M.

OPTIONAL SHIP COMPONENTS

The following components may be purchased at your option.

COMPONENT	COST
Aerodynamics	1 x tonnage
Airlock	2
Atmosphere Engine (select bonus):	
+1	1
+2	2
+3	5
+4	10
+5	20
+6	50
Automated Probe	3
Automated Repair System	4
Exterior Spotlight	1
Force Shields (select bonus):	
+1	2
+2	5
+3	10
+4	20
+5	50
+6	100
Grappler & Winch	2
Landing Gear	1
Longrange Scanner	2
Reinforced Hull (select bonus):	
+1	2 x Capacity
+2	4 x Capacity
+3	8 x Capacity
+4	16 x Capacity
+5	32 x Capacity
+6	64 x Capacity
Ship's Computer (select bonus):	
Mk 1	5
Mk 2	10
Mk 3	25
Mk 4	50
Mk 5	100
Mk 6	250
Software (select Skill and Bonus):	
+1	10
+2	20
+3	50
+4	100
+5	200
+6	500
UpVector (ship to Earth) Radio	4

AMENITIES

The following components may be purchased at your option. Sometimes it's all about the nicer things in life.

COMPONENT	COST
Cabin (sleeping space for 1)	2
Cargo Hold	1 per cubic meter
Dumbwaiter	1
Galley	2
Medical Response Tank	5
ViewPort	1
Waldos	1

MOUNTED WEAPONRY

The following components may be purchased at your option. A little firepower might come in handy on certain missions.

COMPONENT	COST
Concussion Torpedoes (select bonus):	
+1	1
+2	2
+3	5
+4	10
+5	20
+6	50
Laser Beam	2
Machine Gun	1
Torpedo Launcher	2
Tractor Beam	1 x max target tonnage

CONSTRUCTION QUALITY

The above costs assume a vessel of "standard" quality, as defined by the Standards Board of the Academy of IntraSpace Technology and required for certification with most commercial intraspace transport and freight services. However, not all ships are certified, and cutting a few corners can be an effective way to stay on a budget. The Construction Quality of your ship will modify the total cost as shown below:

Exceptional	Cost plus 50%
Standard	Cost as calculated
Quirky	Cost minus 10%
Clunky	Cost minus 20%

EXCEPTIONAL – Features many customized state-of-the-art components, and gives its pilot a +1 on all maneuvers.

QUIRKY – Has some odd behavior or occasional hiccup related to a particular component, but once you "get to know" it you figure out how to handle it. Anyone piloting the ship will be at a -1 until they succeed in a pilot action with a "YES AND" result.

CLUNKY – Is constructed of old, recycled, home-made or refitted components, and gives its pilot a -1 on all maneuvers. A damaged vessel may also be deemed "clunky".

SHIP'S TONNAGE

The Tonnage of your ship equals:

2 + (Capacity x Reinforced Hull Bonus)

SHIP'S POWER

The Basic Power Requirement of your ship equals Tonnage per hour. This covers all regular activity (life support, scanning, computer, propulsion, etc). Plan your power use wisely. If you run out of power on a trip, you'll be stranded in intraspace - and we know you don't want that!

COMPONENT DEFINITIONS

AERODYNAMICS – Aerodynamically-designed vehicles maneuver better and move faster in atmospheric conditions, adding a +1 bonus to vehicle/piloting rolls.

AIRLOCK – A doubly-sealed entranceway allowing safe ingress/egress between the ship's interior and exterior.

ATMOSPHERE ENGINE – Provides thrust for maneuvering within a planetary atmosphere. Rated on a scale of 1-6, adding a corresponding bonus to in-atmosphere vehicle/piloting rolls.

AUTOMATED PROBE – A self-contained robotic system capable of directed flight and reporting back to the ship's computer via microfreq, probes can travel independently up to 100 kilometers from the ship and conduct all manner of standard atmospheric, geological and spectroscopic tests on demand.

AUTOMATED REPAIR SYSTEM – A networked system of mini-techbots which can perform a variety of mechanical and electrical repairs on any ship component when guided by the ship's computer; their capabilities are subject to GM approval but in general can repair 1 unit of damage per hour if the ship's computer makes a successful roll vs the damage total as a DL.

CABIN – Sleeping space for one person, including storage of personal items and clothing.

CARGO HOLD – 1 cubic meter of hermetically-sealed storage space. Multiple cargo holds may be combined or separate.

CONCUSSION TORPEDOS – Standard torpedoes (set of 5), with an explosive capability rated on a scale of 1-6.

DUMBWAITER – A small sealed and radiation-shielded compartment accessible from both inside and outside the ship; often used in conjunction with waldos.

EXTERIOR SPOTLIGHT – Illuminates a triangular area up to 100 meters distant and 10 meters wide.

FORCE SHIELDS – An electromagnetic field generated around the exterior of the vessel, defending the hull against projectiles and energy attacks. Rated on a scale of 1-6.

GALLEY – A kitchen and food replicator.

GRAPPLER & WINCH – Fired by an onboard crewmember using Mounted Weapons Skill. The Grappler is an articulated

multi-digited "claw" which grasps whatever it's fired at and hangs on tight. The Winch is capable of lifting or pulling tonnage up to the ship's own weight in tons at a DL of 4. Range 100 meters.

LANDING GEAR – Required for landing by aerodynamic vessels.

LASER BEAM – Issues a focused beam of light at targets within 200 meters, causing vehicular/structural damage.

LONGRANGE SCANNER – Can perform all manner of standard atmospheric, geological and spectroscopic analysis of lifeforms and minerals at a range of up to 10 kilometers.

MACHINE GUN – High-density automatic mechanism for machinegun rounds, firing at targets up to 100 meters distant.

MEDICAL RESPONSE TANK – A system of nanobots and articulated devices which use organic and inert materials to perform a wide variety of biophysical repairs upon the human body. Their capabilities are subject to GM approval, but in general can repair 1 hit of damage per hour if the ship's computer makes a successful roll vs the damage total as a DL. A Medical Response Tank cannot cure PSYCHE damage.

POWERSOURCE – The Slip Capacitor is powered by a bank of hydrogen fuel cells, which are fed by tanks of compressed hydrogen and oxygen. Together these systems make up the Powersource, which is fully charged upon purchase. Refilling the tanks takes 1 hour per 10 mW, and costs 1M (1pt).

REINFORCED HULL – Exterior plating of high-density materials designed to withstand attacks, energy blasts, and the radioactive dangers of intra-space. Rated on a scale of 1-6.

SHIP'S COMPUTER – A verbally-controlled AI with a unique personality, the computer is an NPC which will be played by the GM. It has a name. Programmed to assist the pilot and crew in vector slips and onboard tasks, it delivers a bonus equal to its mark (Mk). Rated on a scale of 1-6, treated as a BRAINS Stat.

SLIP CAPACITOR – All SlipShips possess a Slip Capacitor (aka Diaspora Device), enabling them to "slip" along a dimensional vector and arrive at a programmed Destination Node.

SOFTWARE – Ship Computers may be loaded with software enabling them to perform any BRAINS-based skill or Mounted Weaponry skill with an applicable bonus. Example: A Mk 2 Computer with a Biology Program +1 will roll 2 dice and add 1 to the highest result for all Biology-related problems.

TORPEDO LAUNCHER – A firing mechanism for explosive torpedoes, which are rated for blast potential and homing on a scale of 1-6.

TRACTOR BEAM – An electromagnetic-kinetic beam generator capable of lifting, pulling or halting movement of a vehicle or object weighing many tons. Rated on a scale of 1-6. A Tractor Beam can only affect one object at a time.

UPVECTOR RADIO – A microfrequency communications system delivering tiny bursts of data protected by packet-wrappers which protect the signal while directing it back UpVector in the reverse direction of the current slip, allowing one-way communication to Home-Earth from distant SlipNodes. These radios are notoriously faulty and experimental, but have been known to save lives on occasion.

VIEWPORT – A small transparent portion of hull allowing crew to see outside the vessel from within, with the unaided eye.

WALDOS – A pair of radiation-shielded extensible sleeves projecting from the exterior of the ship, the manipulators of which can be controlled by a crewmember on the inside.

WHO PAYS FOR IT

The construction of your ship may be paid for in various ways:

SOLO GAME: If there's only one Player, the PC, ship and crew all come out of the player's CP as described above. You may wish to go into Debt to round out your setup expenditures.

GROUP GAME, SOLO OWNER: If there's more than one Player but only one PC owns the ship, that Player pays for the ship out of their own CP. By tradition and default (unless stipulated otherwise), if anything retrieved from a mission is ever divvied up among the crew, the ship owner gets a double share.

GROUP GAME, GROUP OWNERS: If there's more than one Player who wishes to be a part owner, all concerned parties must share in the expense of constructing the ship out of their CP pools. The division of ownership (and shares) should mirror that of construction costs, but Players are of course free to come to their own arrangements, even pooling Debt to do so.

BENEFACTOR/SPONSOR: At the GM's discretion, certain missions or Teams may be underwritten by institutions and organizations who finance the ship or provide an existing vessel for the team's use. The nature of the arrangement may be academic (The Ziggurat or universities), commercial (tourist companies and developers), military (including corporate military), or secret. The benefactor/sponsor will of course do everything they can to ensure that they get a good return on their investment, and any colossal failures will result in a termination of the agreement.

SAMPLE SLIPSHIPS

Don't feel like building a ship? We've got you covered. The following collection of SlipShips illustrates the wide range of designs and costs you find in these extraordinary vehicles. From tiny flying cargo vans to massive passenger liners, there's a SlipShip for every job.

DYNALUXE PASSENGER VESSEL (172 M)

The DynaLuxe has become the standard of quality for slip-travel agencies. With its exceptional construction and stylishly-appointed cabins, it's the most popular passenger carrier in the business. The three-level conical design of the hull includes six cabins for passengers and two more for crewmembers. Media darling and HamLoaf heiress Scilla Sardacian owns two customized DynaLuxe ships, which are often featured in her hit stalkshow "Follow My Ass".

Construction Quality: Exceptional (+1)
Capacity 10
Tonnage: 12
Reinforced Hull +1
Slip Capacitor
Powersource: 300 mW (25 hrs)
Automated Repair System
Ships Computer Mk 1
UpVector Radio
Cabins: 8
Cargo 10m cu
Galley
Medical Response Tanks: 2
Viewports: 9

THE EMERALD CITY (430 M)

The flagship vessel of *SlipShip Travel* and truly a one-of-a-kind vehicle, The Emerald City has the honor of being the largest SlipShip constructed to date. Coming in at a massive 24 tons and containing spacious accommodations for eighteen guests and a crew of four, the Emerald City also contains its own onboard casino. With its ticket price of 430M, there's little chance that competitors will be in a big hurry to outspend SlipTrip Travel tycoon Lotus Macarran any time soon.

Construction Quality: Exceptional (+1)
Capacity 22
Tonnage: 24
Reinforced Hull +1
Slip Capacitor
Powersource: 600 mW (25 hrs)
Automated Repair System
Exterior Spotlights: 2
Ships Computer Mk 1
Slip Dynamics Program +2
UpVector Radio
Cabins: 18
Casino
Cargo 10m cu
Galleys: 2
Medical Response Tanks: 2
Viewports: 19

KASHMERE EXPLORATORY VESSEL (92 M)

Manufactured by *Kashmere Konstructs* of Sigourney, Iowa, the "KEV-1" is a sturdy if temperamental workhorse for basic planetary exploration missions.

Construction Quality: Quirky (-1 until accustomed)
Capacity 4
Tonnage: 6
Reinforced Hull +1
Slip Capacitor
Powersource: 150 mW (25 hrs)
Aerodynamic Design
Atmospheric Engine +2
Airlock
Automated Probe
Automated Repair System
Exterior Spotlight
Landing Gear
Longrange Scanner
Ships Computer Mk 2
Biochemistry Program +1
UpVector Radio
Cabins: 4
Cargo 2m cu
Dumbwaiter
Galley
Medical Response Tank
Viewport
Waldos: 1

MAL BICHO (168 M)

Paramilitary vessel of Captain Hector Valdez.

Construction Quality: Standard
Capacity 7
Tonnage: 16
Reinforced Hull +2
Slip Capacitor
Powersource: 400 mW (25 hrs)
Airlock
Automated Probe
Exterior Spotlight
Grappler & Winch
Longrange Scanner
Ships Computer Mk 2
UpVector Radio
Cabins: 6
Cargo 3m cu
Medical Response Tank
Viewport
Torpedo Launcher & 5 Concussion Torpedoes +2
Laser Beam

NoDex Interdimensional Courier (35 M)

The "Brown Box" of NIT's interdimensional courier service fame is a simple but effective design used for high-frequency cargo transport runs.

Construction Quality: Standard
Capacity 1
Tonnage: 3
Reinforced Hull +1
Slip Capacitor
Powersource: 75 mW (25 hrs)
Aerodynamic Design
Atmospheric Engine +1
Airlock
Dumbwaiter
Exterior Spotlight
Landing Gear
Ships Computer Mk 1
Stellar Navigation Program +1
UpVector Radio
Cargo 1m cu
Viewport
Waldos: 1

SlipRipper PowerCruiser (224 M)

Designed by master aeronautical engineer Estress Kilo for Lars Mango's *Bodinga Bay* transport company, there are currently three of these fast, sleek, aerodynamically beautiful machines in existence; all owned and operated by Bodinga Bay.

Construction Quality: Exceptional (+1)
Capacity 4
Tonnage: 10
Reinforced Hull +2
Slip Capacitor
Powersource: 250 mW (25 hrs)
Aerodynamic Design
Atmospheric Engine +4
Automated Repair System
Exterior Spotlight
Landing Gear
Ships Computer Mk 3
Slip Dynamics Program +2
UpVector Radio
Cabins: 2
Cargo 1m cu
Viewports: 2

XenoNike Aero-Racer (73 M)

The latest design from Virgin-Bombardier is the fastest atmospheric handler in the interdimensional racer class, with a state-of-the-art multimode engine and its ray-like hull configuration, it's guaranteed to win attention for some lucky atmo-racing sponsors this year.

Construction Quality: Standard
Capacity 2
Tonnage: 4
Reinforced Hull +1
Slip Capacitor
Powersource: 100 mW (25 hrs)
Aerodynamic Design
Atmospheric Engine +4
Landing Gear
Ships Computer Mk 2
Slip Dynamics Program +1
UpVector Radio
Cabins: 1
Cargo 1m cu
Viewport

Mission Types

A variety of contracts and missions, both public and private, may be available at any given time. Mission types include:

EXPLORATION/INTO THE UNKNOWN

Typical Objective: To explore a set of Slip Coordinates for the first time or perform a partial planetary survey, in order to help complete our knowledge of the multiverse. Deliverables will often include maps and video at high and low resolution, general descriptions of any lifeforms discovered, and a set of atmospheric, geological and spectroscopic reports.

EMERGENCY/RESCUE

Typical Objective: To rescue a stranded DayTripper or vessel. Deliverables include as much of the crew, equipment, and data as can be retrieved. If lost for more than 24 hours, the return course will require a slip back in time followed by a slip to Home-Earth, a drop-off of rescued personnel, and another slip forward in time for the rescuers.

SIGHTSEEING/TOURISM

Typical Objective: To safely transport a ship full of paid vacationers to a well-known and mapped destination, show them a good time, and get them back home again. Deliverables include being good hosts, serving as knowledgeable guides, and returning your passengers safely to Home-Earth without harm, loss, or threat of lawsuit.

SURVEYING/FACT-FINDING

Typical Objective: To flesh out or complete the mapping of a previously-visited but still largely unknown Node, to augment our existing knowledge of its inhabitants and cultures, or to discover whether any resources can be traded or extracted from the Node. Deliverables will usually include detailed sector maps, full field reports on all lifeforms and resources discovered, and a set of xeno-demographic or economic data.

ACQUISITION/TRADE

Typical Objective: To acquire a shipment of some desired resource or valuable commodity, either in exchange for provided cargo, or via some other means. Deliverables will of course include safe transport of the cargo to Home-Earth without harm, loss, or threat of interdimensional war.

POLITICS/DIPLOMACY

Typical Objective: To represent an Earth government or corporation in negotiation with representatives of the destination Node. Deliverables tend to include representing your species in a way that surely won't be mistaken by your alien hosts, and negotiating an arrangement that will prove beneficial to some government or corporation.

Collaborative Missions

This optional system allows Players and GMs to cooperatively design a Mission for a more collaborative approach to play. When using these techniques the GM takes a lighter hand, managing the mechanics but sharing creative agency with the Players, and the responsibility for generating cool fictional details is on everyone. Just as usual, the GM improvises and adds detail, calling for dice rolls when Actions are attempted, etc. But when the party enters a new location or it's time for the plot to jump forward, the group as a whole decides what it's going to be.

If your group is adventurous enough, you can try other experiments for spontaneous play: one Player may control multiple PCs, a single PC may be shared by two or more Players, all PCs may be shared (i.e. owned by no one in particular), the GM role may even move around from person to person with each new session.

DETERMINING MISSION ASPECTS

Every Mission has three Aspects: a *Mission Type*, a *Node Type* and a number of *Opposition Types*. A Mission may also possess any number of optional *Perks* and *Complications*. Finally, every Mission has a *Clearance Level* (CL), a rough indicator of client standards for jobs of this type. In the following three steps, we will determine each of these factors.

STEP 1. MISSION TYPE

First the Player (or Players) selects a Mission Type from the list below. The type of mission the PCs have been looking for will determine the CL of the mission. It's good to choose a Mission Type everyone can agree on but in case of a tie, the GM will pick the Mission Type from those suggested by the Players.

MISSION TYPE	CLEARANCE LEVEL
Exploration	1
Emergency/Rescue	2
Sightseeing/Tourism	3
Survey/Fact-Finding	4
Acquisition/Trade	5
Politics/Diplomacy	6

Whether the PCs have a SlipShip of their own or are using a ship provided by the client, the GM must make the adventure suitable for the ship's capabilities. The GM will also determine who the client is, and think of a reason they want this mission performed. The **Base Pay** is the CL times the number of crewmembers. This may be increased by *Perks*.

STEP 2. NODE TYPE

Once the Mission Type has been established we can determine what type of Node we'll be visiting. The Node Types are:

- Known Planet (Cartesian Slip)
- Unknown Planet (Cartesian Slip)
- Time Travel (Temporal Slip)
- Alternate Earth (ParaTerran Slip)
- Dream World (Subjective Slip)
- Multiversal Chao (Compound Slip)

To determine the Node Type, the Player representing the team in negotiations will roll using their *Charm, Brains, Rank* or *Fame* (their choice) against a number of dice equal to the Mission's CL. Note that only one character may represent the group during this step. Other PCs may Help on this roll. The results are interpreted on the table at right:

NODE TYPE ROLL		RESULT
MISS BY 2 OR MORE	*NO AND*	GM adds one Opposition or Complication. Roll again for Node Type.
MISS BY 1	*NO BUT*	GM selects Node Type, or removes one Perk and Player rolls again.
HIT EXACTLY	*YES BUT*	Player selects Node Type and GM adds one Opposition or Complication.
EXCEED BY 1	*YES*	Player selects Node Type, or adds one Perk and rolls again.
EXCEED BY 2 OR MORE	*YES AND*	Player selects Node Type, and may add one Perk or remove one Complication.

STEP 3. OPPOSITION TYPE

The final Mission Aspect is the Opposition Type, which may be multiple in number. The Opposition Types are shown below:

- Dangerous People
- Dangerous Environment
- Dangerous Object
- Monster/Enemy
- Rival DayTrippers
- Wildlife/Animals
- Technical Challenges
- Psychological Challenges
- Flux Storms

To determine the Opposition Types to be faced, *each Player* will roll using their *Charm, Brains, Rank* or *Fame* (their choice) against a number of dice equal to the Mission's CL. The results of each roll are interpreted on the table at right:

OPPOSITION TYPE ROLL		RESULT
MISS BY 2 OR MORE	*NO AND*	GM adds one Complication. Roll again for Opposition Type.
MISS BY 1	*NO BUT*	GM selects Opposition Type, or removes one Perk and Player rolls again.
HIT EXACTLY	*YES BUT*	Player selects Opposition Type and GM adds one Complication.
EXCEED BY 1	*YES*	Player selects Opposition Type, or takes one Perk and rolls again.
EXCEED BY 2 OR MORE	*YES AND*	Player selects Opposition Type, and may also remove one Complication or add one Perk.

PERKS

Each Player who rolled a *Perk* selects it from the list below.

- Additional Pay: 1M per Crewmember
- Training: A new Skill at Level 1 for one Crewmember
- One +1 Item per Crewmember
- Two +2 Items (ship inventory)
- One +3 Item (ship inventory)
- One "Drama Token" per Player, worth +1 any time
- Choose one Reward (see below)

REWARDS

A Perk can be swapped for a *Reward*. Unlike Perks, Rewards are granted only upon your return to Home-Earth.

- Fortune: +1d6M per Crewmember
- Fame: +1 Fame Level for all Crewmembers
- Promotion: +1 Rank for all Crewmembers

COMPLICATIONS

Each Player who rolled a Complication (including the GM) selects it from the list below.

- No Intel (automatic for exploration missions)
- Scant Intel
- Bad Intel
- Bad Odds
- Deadline
- Narrow Window of Opportunity
- No Rescue Available
- Must be Kept Secret
- Involves Criminal Motives
- Stealth Required
- Object of Mission will Refuse/Resist
- War Zone

We now have all the information we need to prep the session.

QUANTIFYING THE OPPOSITION

The GM now has Oppositions that need defining; typically one per Player. Against starting PCs, the maximum DL for non-living Oppositions (traps, environments, etc) should be VERY HARD (DL6). For Oppositions of the living variety (dangerous people, monsters, etc), the maximum foe should have Stats and Skill Levels slightly higher then the highest PC. But not all Opposition is maximum. Instead, Opposition should be graduated during play so that obstacles increase in difficulty until the "maximum foe" level is reached in the climax.

COLLABORATIVE PLAY

Take a short break. During this time, the GM jots down some ideas and quantifies the Opposition, while the Players each write down a concept for a location, scene, or detail about the upcoming adventure. This concept could be a single evocative word or a complete sentence. As play progresses the GM will try to draw on these ideas, bringing them into the story. Each time the GM uses one of these ideas, two things happen:

1. The Player who wrote the idea gets to describe what happens next (i.e., temporarily taking over the GM's descriptive function), *and...*

2. The GM gets one *Drama Token* (a coin, a polyhedral die, anything you have a bunch of). At any time in play, the GM may spend a Drama Token to increase the difficulty of an Action by 1, or add a +1 Mod to the roll of an NPC/opponent. (For Players, spending a Drama Token *decreases* the difficulty of an Action by 1 or adds a +1 to the PC's roll). Whenever you spend a Token, you must make up what it represents.

When everyone's ready to begin, the GM sets the scene and play begins. At any time, Players may spend XP to buy Drama Tokens on a 1:1 basis, and may spend Drama Tokens to affect their rolls. A story will unfold, something like this:

CATCHUP & DOWNTIME – If any of the PCs are behind on the campaign calendar, or if an appreciable amount of time has passed since the last session, Players may want to do Character Development Scenes or spend some of their previously-earned XP. This is their chance to fill each other in on what's happening in their lives. After this, the GM will set every scene.

GETTING THE JOB – The GM plays the client and the terms of the contract are made clear. We already know the results of the negotiation, so that's not the important part here. This scene is about *exposition*. This is where the GM explains who the client is, tells where the mission is headed, details any particulars about the terms of the contract, and drops any other known information about where the PCs are going.

THE SLIP OUT – If the client provides the ship, we meet the Ship's Computer. The PCs acclimate themselves as necessary and strap in. The pilot calculates the course (if the client hasn't already done this) and slips out to the Destination Node.

INTRODUCTION – The PCs get a first look at the place. The story at this point is mainly about description and mood-setting: you want them to "soak" in the environment and meet some NPCs (provided there are NPCs to meet). Everyone helps illustrate the strangeness of the place with descriptive language, probing questions and provocative answers.

CHALLENGE – Potential stories begin to emerge as the PCs become more active. Local weirdness or drama will affect them directly, leading to Opposition or Complication of some kind. Something will require some sort of roll to succeed.

ESCALATION – The stakes get higher as the PCs encounter more weirdness, including environmental dangers and reactions to their activities. Important information may be discovered, something that wasn't obvious before, which either solves a problem or creates one. Often both. A Second Opposition or a Plot Twist at this point might seem to totally defeat the PCs, pushing the story toward the Final Crisis (e.g., captured, trapped, framed, etc).

CLIMAX – The complication reaches an all-time high and things reach their darkest point: the PCs find themselves forced to do something remarkable to solve the problem or escape the danger. This is where the GM will throw in the biggest Oppositions or Complications, and maybe lay down a few of those Tokens.

THE SLIP HOME – Finally there is the Slip Home, which can always go wrong, dumping the PCs off in another universe.

DENOUEMENT – Provided they make it home, the PCs finally regroup with the client, deliver the goods, reap the rewards or face the consequences of the mission. Experience Points are awarded and everybody goes home.

System Conversion

Conversions are shown below for popular systems.

CONVERTING STATS

The *Stat Score* is a logarithmic scale of 1 to 6. Normal unskilled people have 1 in every Stat. For NPCs, any Stats that aren't listed have a Score of 1. The Stats are:

BRAINS – knowledge & perception functions
CHARM – social & communicative functions
GRACE – agility & dexterity functions
HEALTH –biophysical & immunity functions
MIGHT – strength & force functions
PSYCHE – sanity & integrative functions

Stat Score	PbtA	d20	1-20	1-100
1	-1	10	8	40
2	+0	12	10	50
3	+1	14	12	60
4	+2	16	14	70
5	+3	18	16	80
6	+4	20	18	90

CONVERTING SKILLS

Skill Levels are rated on a scale of 1 to 6, with 6 representing the epitome of human accomplishment.

Skill Level	PbtA	d20	1-20	1-100
+1 = Trained	Use	-1	8	40
+2 = Journeyman	Stat	+0	10	50
+3 = Expert	Mod	+1	12	60
+4 = Master	For	+2	14	70
+5 = Innovator	Skill	+3	16	80
+6 = Legend	Roll	+4	18	90

CONVERTING TASKS & DIFFICULTY LEVELS

The Difficulty of a task is stated as a "DL" (Difficulty Level) on a scale of 1-10. The Difficulty Levels are:

Difficulty Level	PbtA	d20	1-20	1-100
1 = no-brainer	+3	0	2	10
2 = easy	+2	0	4	20
3 = challenging	+1	5	6	30
4 = difficult	+0	10	8	40
5 = hard	+0	15	10	50
6 = very hard	-1	20	12	60
7 = unlikely	-2	25	14	70
8 = ridiculous	-3	30	16	80
9 = absurd	-4	35	18	90
10 = insane	-5	40	20	100

If your game system uses descriptive difficulty levels (*FUDGE, Cypher,* etc), it's best to simply match up the DayTrippers DL term with the analogous term from your system.

Credits

Game Development by Tod Foley except as noted below:

GAME SETTING

Concept – Mike Burrell
"Sunday Driver, Yeah" – Mike Burrell & Tod Foley

GAME MECHANICS

Character Classes – Mike Burrell, Paul Taliesin & Tod Foley
SlipSpace Coordinates – Erik Battle & Tod Foley
Survival Suit & Ship's Power Costs – Mike Burrell & Tod Foley
Collaborative Missions – Based on a concept by Jens Mattsson

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SOURCE RULES

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DISCUSSION SOURCE URL:
http://story-games.com/forums/discussion/
19304/daytrippers-opensource-game-development

ILLUSTRATIONS

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F.C. "Space Landscape" by Anonymous
p.3   "Zayim Diaspora" by Enmanuel Martinez
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DayTrippers
PC Sheet

NAME: _____

CLASS: _____

STATS	BASE	CURR	SKILLS
BRAINS			
CHARM			
GRACE			
HEALTH			
MIGHT			
PSYCHE			
FAME			
RANK			
MEGAS			

SKILLS:

_____+__ _____+__ _____+__

_____+__ _____+__ _____+__

_____+__ _____+__ _____+__

_____+__ _____+__ _____+__

_____+__ _____+__ _____+__

_____+__ _____+__ _____+__

WHERE: _____ WHAT FOR: _____

SERVICE: _____ MISSION: _____

DEBT/MO: _____ OWED TO: _____

OVERVIEW

_____

_____

LIFESHAPING

CP TOTAL -	CP SPENT	= CP AVAIL
XP TOTAL -	XP SPENT	= XP AVAIL
	TCV	POTENTIAL

NOTES

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SUIT POWER EXPENDITURE:

○○○○○○○○○○ = 10
○○○○○○○○○○ = 20
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GEAR

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B=Beliefs C=Concepts D=Duties G=Goals H=History M=Missions
P=Problems R=Relationships T=Things

DayTrippers
Ship Sheet

PARAMETER	VALUE	COST
Capacity		---
Frame	---	
Slip Capacitor	---	
Powersource		
Reinforced Hull		

COMPONENT	VALUE	COST
SUBTOTAL		
Construction Quality		
TOTAL COST		

Reinforced Hull: ◯◯◯◯◯◯   Inner Hull: ☐

Damage: _____

_____

_____

_____

POWER EXPENDITURE

☐ ◯◯◯◯◯◯◯◯◯◯ = 10mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 20mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 30mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 40mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 50mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 60mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 70mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 80mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 90mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 100mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 110mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 120mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 130mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 140mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 150mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 160mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 170mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 180mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 190mW
☐ ◯◯◯◯◯◯◯◯◯◯ = 200mW

COMPUTER

Mk: _____

Name:

_____

SOFTWARE

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