STYSHIP ABILITIES AND TESTS

Agility	Defend, avoid, flee, navigate
Presence	Use sensors, fire weapon
Strength	Escape gravity well, harpoon, etc
Technology	Recover from damage
Toughness	Resist damage

TESTS

Tests are made against a Difficulty Rating (DR). Roll a d20 +/- the styship or PC ability score. A result equal to or greater than the DR is a success. NPCs and Enemies don't use abilities but roll d20 against the DR.

ADVENTURING
Reaction (2D6)

2-3	Attack!
4-6	Pissed off
7-8	Meh
9-10	I like your style
11-12	I'm yours!

Morale (2D6)

If you roll over the creature's morale, d6:

1-3 Flee

4-6 Surrender

Difficulty Ratings (DR)

6	Easy
8	Routine
10	Simple
12	Normal
14	Difficult
16	Very difficult
18	Damn near impossible

Rest

Short Repair d6 damage and, d2 failed systems

Long Repair HP equal to number of healthy crew, and 2d4 failed systems

Roll Morale if:

- Leader's styship destroyed
- Half of enemy fleet destroyed
- Their ship is reduced to 1/3rd HP, or lose pork-support or artificial heft

Styship Weapon Fumble Table (D6)

1	Shoot own styship, then out of ammo or battery is drained
2	Explodes for weapon damage to styship and weapon suffers system failure
3	Jammed, 1d4 rounds to clear, and out of ammo or battery drained
4	Weapon suffers system failure and out of ammo or battery drained
5	Overheated, 1d4 rounds to cool, and out of ammo or battery drained
6	Shoot ally styship, then out of ammo or battery drained

COMBAT

Initiative (D6):

1-3 Enemies go first

4-6 PCs go first

individual: **Agility + D6**

WEAPONS DR12 **Presence**

DEFENSE DR12 **Agility**

Use styship Presence or Agility if the AI is firing a weapon or maneuvering the styship

CRIT (Natural 20)

Attack: x2 damage, armor reduced by one tier

Defense: PC gains a free attack

FUMBLE (Natural 1)

Attack: roll on Styship Weapon Fumble table

Defense: PC styship takes x2 damage and armor reduced by one tier

Hamium Plating Tiers

Tier 1: -d2, -20 RIBS

Tier 2: -d4, -40 RIBS

Tier 3: -d6, -60 RIBS

Tier 4: -d8, -80 RIBS

Adrift (0 styship HP) D4

1. Systems down. All styship systems fail for d4 rounds

2. Engines down.

3. Environmentals down. Pork support and artificial heft are inoperable.

4. Catastrophe. All breathable air is blown out of the styship, crew exposed to conditions of space in d4 rounds.

Pig-scum Abilities and Tests

Agility   Defend, balance, swim, flee

Presence   Perceive, aim, charm, use a pigskin

Strength   Crush, lift, strike, grapple

Technology   interact with machines or tech

Toughness   Resist RIBS and various damage types

TESTS

Tests are made against a Difficulty Rating (DR). Roll a d20 +/- the PC ability score. A result equal to or greater than the DR is a success. NPCs and Enemies don't use abilities but roll d20 against the DR.

Difficulty Ratings (DR)

6   Easy

8   Routine

10 Simple

12 Normal

14 Difficult

16 Very difficult

18 Damn near impossible

ADVENTURING

Reaction (2D6)

2-3   Attack!

4-6   Pissed off

7-8   Meh

9-10   I like your style

11-12   I'm yours!

Morale (2D6)

If you roll over the creature's morale, d6:

1-3 Flee

4-6 Surrender

Omens

Use omens to: deal maximum damage with one attack, reroll a dice roll (yours or someone else's), lower damage you receive by d6, neutralize a crit or fumble, or lower one test's DR by 4.

Powers / Pigskins

AMOUNT PER DAY

A PC may use their Powers a total of **Presence + d4** times per day. Roll the total amount every day.

Rest

Catch breath   Heal d4 HP

A night's sleep Heal d6 HP

Roll Morale if:

- Leader's styship destroyed
- Half of enemy fleet destroyed
- Their ship is reduced to 1/3rd HP, or lose pork-support or artificial heft

WIELD A POWER

Make a **Presence DR12** test. Failure means the pigskin power does not work, you lose d2 HP, and you are dizzy for one hour. All Powers will fail **miserably** during that time.

COMBAT

Initiative (D6):

1-3 Enemies go first

4-6 PCs go first

individual: **Agility + D6**

MELEE   DR12 **Strength**

RANGED   DR12 **Presence**

DEFENSE DR12 **Agility**

CRIT (Natural 20)

Attack: x2 damage, armor reduced by one tier

Defense: PC gains a free attack

FUMBLE (Natural 1)

Attack: weapon breaks or roll on Weapon Fumble table

Defense: PC takes x2 damage and armor reduced by one tier

Armor Tiers

1. **light**   -d2
2. **medium*** -d4
3. **heavy*** -d6

*+2 DR **Agility** tests
+4 DR **Agility tests (**Defence** +2 DR)

Broken (0 HP) D4

1. Fall unconscious for d4 rounds and awaken with d4 HP

2. Roll d6: (1 all of your skin is burned, ripped off, or sloughs off, 2 your nose is removed, rots off, or no longer works, 3 one leg is severed or mangled (50/50 chance of either), 4 one arm is severed or mangled (50/50 chance of either), 5 one eye is popped out or destroyed (50/50 chance of either), 6 your guts spill out on the ground or no longer function; you can't act for d4 rounds then gain d4 HP and can act. If you lost skin or guts, you have d4 hours to receive medical attention or you die.

3. Bleeding like a stuck pig. Die from injuries within d2 hours unless you receive medical attention, all tests are DR16 the first hour and DR18 the last hour. If you receive medical attention, all tests are DR16 for 2 hours.

4. Dead.