

FASTER THAN LIGHT: NOMAD COMPANION

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**STELLAGAMA
PUBLISHING**





FASTER THAN LIGHT: NOMAD COMPANION

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TABLE OF CONTENTS

Introduction	5
1. More Skills in FTL: Nomad	7
2. Using the XD6 System with Cepheus Deluxe	11
3. Alternative Character Advancement Rules	13
4. Heroic Damage and Healing Rules	16
5. Archetypes and Talents for Other Genres	18
6. Factions	26
7. Horror and Resolve	38
8. Vehicle Racing Rules	40
9. Additional Pharmaceuticals	44
10. More Aliens	46

INTRODUCTION

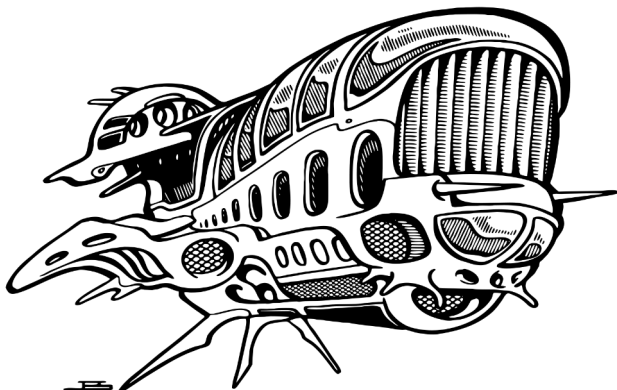
One of the goals we had when releasing *Faster Than Light: Nomad* in 2024 was to present a complete, ready-to-play roleplaying game intended for quick pick-up play and low-effort preparation. This necessitated several design choices, and even more content choices. We had many ideas developing in our Stellagama lizard-brains, and keeping only the most useful and most directly applicable rules and ideas for FTL: Nomad became something of a challenge.

As the game has been out for nearly a year, we have also received a great deal of feedback and suggestions from players and Referees alike. There were many requests for material that was missing from the FTL: Nomad rulebook that had been cut. There were also requests for things that we hadn't even thought of. All good Referees know that the players will surprise you sometime. The same applies to our generous customers.

Thus, the FTL: Nomad Companion. It contains a number of rules and ideas that were left in the editing room, some that were not ready in time for publication, as well some rules and materials that were developed from suggestions from Referees and players.

REQUIRED MATERIALS

FTL Companion is intended for use with *Faster Than Light: Nomad*.

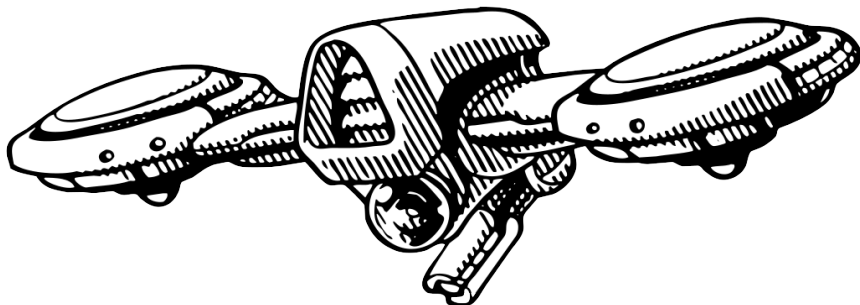


Stellagama Publishing is an international role-playing game publisher focused on science fiction and sword & sorcery gaming, founded in January 2016. We publish gaming material for the Cepheus Engine, several OSR rulesets, and our own Quantum Engine and Nomad Xd6 Engine rulesets. Our goals are primarily to publish enjoyable and immediately playable supplements, settings, rulesets, and adventures for our fellow players and referees. Our leading setting is *Terra Arisen* a high-action space-opera universe in which Terra only recently gained its freedom from the mighty Reticulan Empire. Our flagship ruleset is *Faster Than Light: Nomad*, a streamlined yet comprehensive Xd6-based science fiction RPG. We also published a sword & sorcery 2D6 ruleset, *The Sword of Cepheus*, in 2020, with a second edition published in 2024, and a lighter ruleset under the Quantum SRD, including *Barbaric!* In 2021.

ABOUT THE AUTHORS

Robert Garitta has played role playing games almost from the start. After retirement he started writing them just to prove he wasn't completely harmless. He resides in Brooklyn USA with his lovely wife and a very spoiled Yorkshire terrier. He published several role-playing games, settings, and supplements, including being one of the authors of the *FTL: Nomad* science fiction RPG rules.

Josh Peters is a high school math and history teacher, an accomplished drummer, and avid tabletop RPG gamer. Josh has a Master's Degree in history, and resides in Montreal, Canada, with his beautiful, patient wife and two deviously adorable children.



1. MORE SKILLS IN FTL: NOMAD

The seven skills in FTL: Nomad are sufficient for many games, however adding more skills allows for characters to develop in new and interesting ways. Additional skills permit players to develop specific niches for their characters, and for Referees to challenge players in different ways. Having more skills also allows for extended campaign play, since skill advancement will necessarily be slower. These optional rules present two different options for expanding the skill list in FTL: Nomad, as well as how these additional skills interact with Character Archetypes and Talents.



OPTION 1.1: FOURTEEN SKILLS

Each of the seven FTL: Nomad skills are split in half. Distribute 9 skills points across all 14 skills, with level 3 being the maximum in any skill, as per usual. The skills are:

Fourteen Skills		
FTL:N Skill	New Skills	Description
Combat	Melee Combat	All combat at Close range with hand-held weapons, or while unarmed.
	Ranged Combat	All combat at a distance.
Knowledge	Knowledge	A general skill denoting the character's education, raw memory, and training in scientific pursuits.
	Willpower	Mental endurance and psychic potential.
Physical	Agility	Use this skill whenever reflexes and hand-eye coordination are being tested.
	Fortitude	This skill denotes a character's strength and endurance. Use Fortitude to determine a character's Stamina normally.
Social	Persuade	The ability to charm, convince, or cajole others into doing what you want them to. This is the skill used to haggle for better deals and negotiate treaties.
	Perform	The character's talent at being entertaining, enthralling, and aesthetically pleasing when engaging in artistic endeavors.
Stealth	Deception	The ability to lie convincingly.
	Stealth	A character's skill at operating unseen, unheard, and unnoticed.
Technology	Program	The ability to interact with and maintain electronic devices, sensors, and computers.
	Repair	The character's skill at building and fixing technological devices.
Vehicles	Drive	The ability to operate land-based and subterranean vehicles. This skill also covers riding animals if the character has any experience with those animals.
	Pilot	If it can fly in an atmosphere, the vacuum of space, or moves through water, this is the skill to use.

OPTION 1.2: TWENTY SKILLS

Instead of splitting each of the 7 FTL: Nomad skills into two daughter skills, here is a provisional list of 20 skills for groups to use instead. Distribute 12 points across 20 skills, with 3 being the maximum in any skill. Below is an example of a skill list of 20 skills. Your campaign might use different skills.

Twenty Skills

Skill	Description
Academics	Knowledge and training in academic subjects and techniques like the social sciences and humanities.
Agility	A measure of the character's hand-eye coordination and reflexes
Deception	The ability to lie and bluff convincingly.
Drive	The ability to operate land-based and subterranean vehicles. Also covers riding. Also covers basic maintenance.
Fortitude	A measure of the character's physical endurance. Use this to determine a character's Stamina normally.
Leadership	The ability to organize and lead groups in high-stress circumstances, usually, but not always, combat.
Medic	Training and skill in healing, medical care, surgery, and first aid.
Melee Combat	Skill in armed and unarmed close combat.
Perform	The character's talent at being entertaining, enthralling, and aesthetically pleasing when engaging in artistic endeavors.
Persuade	The ability to charm, convince, or cajole others into doing what you want them to. This is the skill used to haggle for better deals and negotiate treaties.
Pilot	The skill governing the operation of flying and spacefaring craft. Also covers basic maintenance.
Program	The ability to interact with and maintain electronic devices, sensors, and computers.
Ranged Combat	Skill at combat at a distance with ranged weapons of all sorts.
Repair	The character's skill at building and fixing technological devices.
Science	A skill that reflects extensive scientific knowledge and training, both in the field and laboratory.
Stealth	A character's ability to operate unseen, unheard, and unnoticed.
Strength	A measure of the character's raw muscle power.

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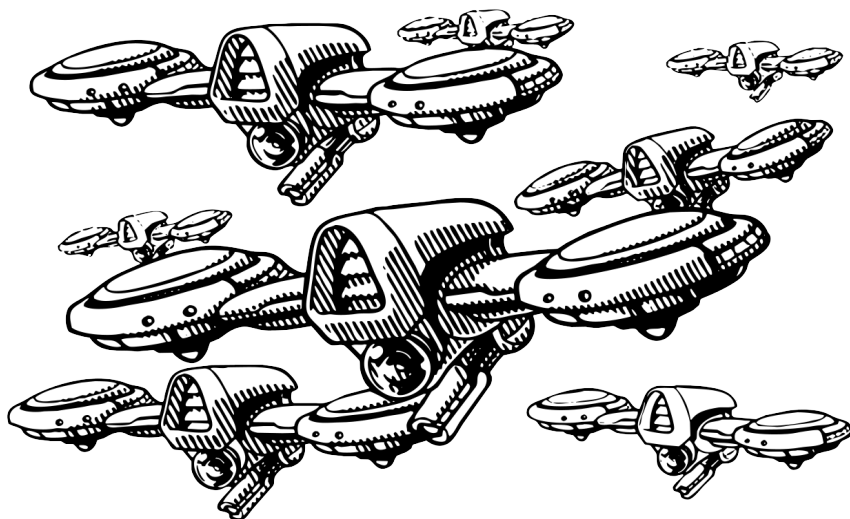


Twenty Skills - Cont.

Skill	Description
Survival	The ability to find food, shelter, and operate for long periods of time in hostile wildernesses. This also includes hunting and tracking.
Willpower	Mental endurance and psychic potential.
Tactics	Training or talent in understanding how to plan battles to maximize the chances of winning them. Use Tactics to determine initiative if using this optional skill list.

ARCHETYPES AND TALENTS

Since each new skill is simply a derivative skill of one of the original seven skills, Archetypes and Talents apply to the new skills as if they were their parent skills, regardless of what the original skill may have once been. For example, a character with the Diplomat archetype would gain a +1D bonus to Persuade and Deception skill rolls when attempting to negotiate and would likely gain the same bonus to Perform rolls in appropriate situations. When rolling Initiative, use the combat skill (Ranged, Melee, or Tactics if applicable) most appropriate to the impending fight. As always, the Referee should always have the last word when determining if an Archetype or Talent bonus die should be applied.



2. USING THE XD6 SYSTEM WITH CEPHEUS DELUXE

FTL: Nomad uses a modified version of the 2d6 + skill vs Target Number dice mechanic that is standard across all Cepheus Engine products, including Stellagama Publishing's Cepheus Deluxe and Sword of Cepheus games. The main difference between FTL: Nomad and Cepheus Deluxe is that the former game discards all dice modifiers except for character skills in favor of using additional dice to represent bonuses and penalties.

In the two options given below, we do not recommend converting the player character damage rules from Cepheus Deluxe to FTL: Nomad.

OPTION 2.1: STRICT CONVERSION

Using the FTL: Nomad (XD6 System) dice mechanics in Cepheus Deluxe Enhanced Edition is pretty straightforward, though some care must be taken when converting dice modifiers over to bonus or penalty dice. Simply put, use Cepheus Deluxe Attribute and Skill level DMs to form the basic modifier to the roll, but any additional modifiers are converted to the XD6 Bonus/Penalty Dice system. This option may be a bit mechanically-intensive, but Use the following table to convert dice modifiers (DMs) to Bonus Dice. Ignore bonuses or penalties that do not meet the listed threshold.

DM to Dice Conversion Table

DM Bonus/Penalty Threshold	Bonus/Penalty Dice
+1/-1	+1D/-1D
+3/-3	+2D/-2D
+5/-5	+3D/-3D

For example, in a Cepheus Deluxe game using the XD6 dice mechanic, a character with an Agility of 9 (DM+1) and Gun Combat skill of 2 would normally have a +3 bonus to their Gun Combat skill rolls. If the character was firing at a prone target (DM-2 in Cepheus Deluxe), they would apply a -1D penalty to their roll. If the character aimed for a single action, they would still incur the -1D penalty, since the total penalty would be DM-1.

Certain character Traits in Cepheus Deluxe Enhanced Edition grant Advantage to dice rolls. Apply this directly as additional normal Bonus Dice. In the previous example, if the character was firing their Signature Weapon, they would get a +1D bonus die applied to their rolls, negating the -1D penalty die.



OPTION 2.2: USING CEPHEUS DELUXE SKILLS AND ATTRIBUTES ONLY

A simpler option for adapting Cepheus Deluxe skills to FTL: Nomad dice mechanics would be to use the character Attribute and Skill DMs, but to use them with the FTL: Nomad mechanics exclusively. This means that Cepheus Deluxe characters become FTL: Nomad characters, albeit with six attributes and a variety of skills.

Like before, to determine the skill modifier for any roll, add the relevant attribute and skill level together. Then apply normal FTL: Nomad Bonus and Penalty Dice as per the rules. If a character has a Trait that grants Advantage in Cepheus Deluxe, it grants a +1D bonus in FTL: Nomad.

The main challenge for adapting Cepheus Deluxe characters in this fashion is that there might be some confusion as to when to apply any Archetype bonus to skill rolls. Because all the skills the character gained in their career were gained in that career, there might be a temptation to give a flat +1D Archetype bonus to the character's skill rolls. This would be unwise. Instead, we provide some suggestions for when the Archetype +1D bonus should apply:

OPTION 2.2.1: CONVERT THE ARCHETYPE

Use the closest FTL: Nomad archetype for that character. For example, a Cepheus Deluxe character who has a lot of technical skills gained from service as a Merchant would use the Engineer Archetype, not the Soldier. A career Pirate character who spent most of their short (and dangerous) career boarding ships and gaining combat skills would be a Soldier, rather than an Outlaw. If that character also had extensive piloting skills, then perhaps the Pilot Archetype would be suitable instead. Recall that characters only get one Archetype. This decision should be finalized before play, and agreed upon by both Referee and player.

OPTION 2.2.2: META-GAME RESOURCE

Some Cepheus Deluxe players might object to their characters simply being labelled and sorted into mere literary archetypes! For these players we suggest either allowing them to use an Archetype bonus once per scene on a relevant skill, or that they get three or four such +1D bonuses to be usable at any point in a given game session. This way, their character's innate flexibility and originality of concept shines through when needed.

3. ALTERNATIVE CHARACTER ADVANCEMENT RULES

The basic rules for character advancement in FTL: Nomad assume shorter-term play and rapid character advancement. They do not emphasize skill advancement or specialization. Here we present two character advancement schemes that emphasize advancing individual skills, rather than advancing the character's rank.

To adapt to the two different options, use the following experience point (XP) reward system. Each character should get 1XP on the successful completion of an adventure, plus any bonus XP the Referee deems applicable. Use the table below as a guideline.

EXPERIENCE POINT REWARDS

Most Referees should award the same amount of XP to each player character. However, the occasional bonus XP point for the most valuable player should be encouraged to incentivize engagement with the game and good play.

Experience Point Rewards	
Player Action	Bonus XP Awarded
Basic Success or Failure in the Adventure	0
Great Overall Success in the Adventure	1
Great Roleplay	1
Clever Use of Character Abilities	1
In-Character self-sacrifice that greatly advanced the adventure	2
Good Teamwork	1
Most Valuable Player (optional)	1

Example: Josh the Referee is feeling uncharacteristically generous at the end of the FTL: Nomad session and has decided to award some bonus XP: 1 point for showing up and adventuring, an extra 1XP for great roleplay among the players, and another 1XP bonus for good teamwork. Every player gets 3XP, and Josh decides to award a single bonus XP to one anonymous player for being the MVP of the evening.



3.1 SKILL ADVANCEMENT: SEVEN SKILLS

Instead of advancing via rank, characters using the original seven skills in FTL: Nomad can advance their specific skills. This method allows for more rapid skill advancement early but slows down skill advancement and additional talent acquisition.

Characters can spend XP on increasing their skills or acquiring a new talent according to the XP costs listed in the following table. It is useful to track a character's total earned XP as well as their current available XP. To increase a skill level by one, the character must have the skill level below it. For example, a character wishing to raise a skill from level 2 to level 3 would need to spend 9XP.

Purchasing a new talent becomes progressively more expensive. It is also possible to purchase a new archetype, but only once in a character's lifetime. Purchasing Talents and Archetypes should be contingent on the character having done some in-game activities that justify the new talent. Generally, a bookworm who has never fired a rifle should not be allowed to purchase the Marksman talent, for example. Multiple advancements may be made at the same time, as long as sufficient XP is available for spending.

Skill and Talent Cost Table – Seven Skills

Skill Level Desired	XP Cost
1	1
2	4
3	9
4	16
5	20
First New Talent	5
Second New Talent	10
Third New Talent	20
New Archetype	20

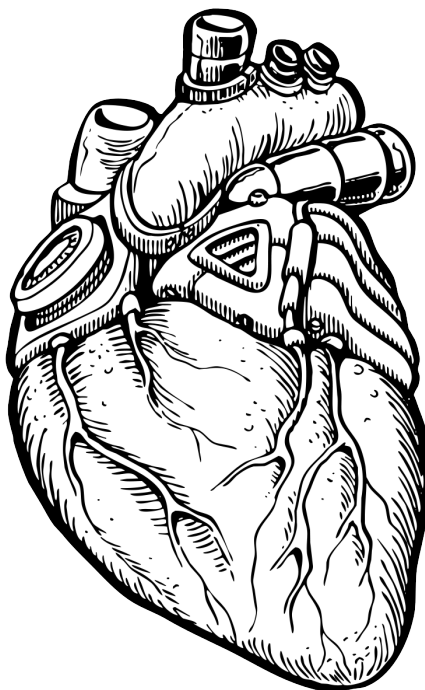
Example: Ennik would like to increase his Combat skill from level 1 to level 3. This would cost a total of 13 points, since he would have to pay to increase the skill from level 1 to level 2, and then from level 2 to level 3. If he had an additional 5XP, Ennik could also purchase a new Talent, assuming the purchase made sense to the player and Referee.

3.2 SKILL ADVANCEMENT: FOURTEEN OR MORE SKILLS

In this advancement scheme, we assume that the game uses more skills than the base seven in the FTL: Nomad rules. Players may increase any of their character's skills they like, as long as the increase makes sense in the context of their actions and training. In this scheme, characters are not permitted to purchase a new Archetype. See the following table.

Skill and Talent Cost Table – Fourteen or More Skills

Skill Level Desired	XP Cost
1	2
2	4
3	8
4	12
5	16
First New Talent	5
Second New Talent	10
Third New Talent	20
New Archetype	20





4. HEROIC DAMAGE AND HEALING RULES

The baseline Nomad: FTL damage and healing rules make combat risky and dangerous. The Triage Roll at the end of combat can produce some very surprising and very final results, to say the least. Here are some options to reduce lethality in combat and speed up healing.

4.1 NO TRIAGE, JUST WOUNDS

This option greatly simplifies damage in FTL: Nomad and also makes getting wounded a more serious event while in combat. Use Stamina as normal and once a successful attack has inflicted more damage than the character's Stamina, that character has taken a Wound. Wounded characters apply a -1D penalty to all their actions. If the same character takes more damage, apply another Wound, and another -1D penalty. At -5D, the character dies from shock. Remember: if a character takes more damage than twice their Stamina, they die immediately.

After combat, the character's wound penalties can be minimized with proper medical care. A medic can apply treatment with a Knowledge or Technology roll, modified by the wounded character's total Wound modifier: it becomes very difficult to render aid to a badly wounded character! On a success, the character's wounds are bound up properly, and all Wound penalties are removed. The Medic talent bonus applies to this roll. If the character subsequently engages in strenuous activity, roll Physical to see if they reopen their wounds (p. 41, *FTL: Nomad*).

In this damage scheme, wounds heal at a rate of one per day under medical care, or one per week without care. Restart the healing process if the wounds are reopened.

4.2 USING HERO POINTS

In FTL: Nomad, it is possible to use Hero Points to reduce or eliminate incoming damage. When their character takes damage, the player may spend a Hero Point to attempt to reduce the damage. For pulpier games, the Referee should re-roll the damage, and take the lower result. It is also possible to spend Hero Points on the Triage Table Roll to reduce wound severity.

Here are two optional rules that use Hero Points to create a pulpier feel to gameplay, and speed up healing times.

4.2.1 IT'S JUST A SCRATCH!

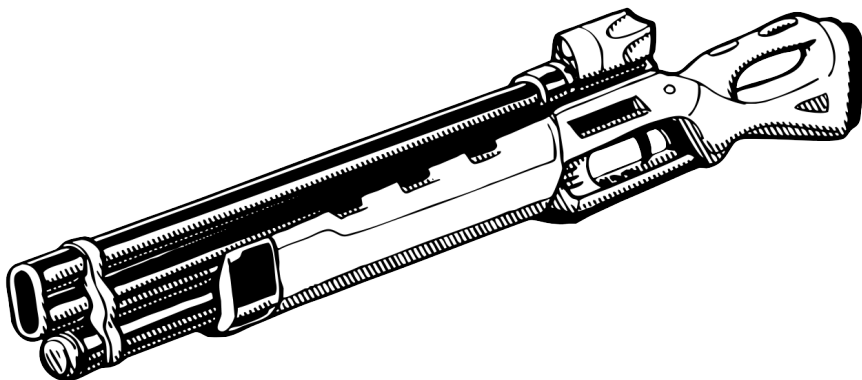
For increased pulp action and to get player characters back in the game, use this optional rule: after the combat is over and the player must roll on the Triage Table to determine the severity of their character's wounds, spend a Hero Point. instead of rolling on the Triage Table, roll 1d6: on a 1, the character has suffered a Moderate Injury; on a 2-5, the character has suffered a Flesh Wound; on a result of 6, the wound is actually worse than it looks, and is ignored. The player must still apply a -1D penalty for each additional wound after the first when rolling. See FTL: Nomad p. 42 for wound effects.

4.2.2 JUST PATCH ME UP, DOC

In this grittier optional rule, a wounded player character can spend a Hero Point to make a Physical skill roll at the end of combat. Apply normal Wound penalties to the Physical roll as if they were making a roll on the Triage Table. If successful, the character automatically gets a result of 12 (Flesh Wound) on the Triage Table. The character still has wounds which can reopen later due to heavy physical exertion.

4.2.3 FAST HEALING

Use a Hero Point to decrease the time it takes to heal a wound by one step on the Triage Table: Severe Injuries heal as Moderate Injuries and Moderate Injuries heal as Flesh Wounds. Results of Death, Critical Injury, and Flesh Wound are not affected.



5. ARCHETYPES AND TALENTS FOR OTHER GENRES

The Archetypes and Talents presented in FTL: Nomad are intended for basic science fiction gaming and are easy to adapt to different genres of gaming, science fiction and otherwise. Archetypes are generally easy to develop for different genres. Talents require more care as they often have effects related to a specific genre or kind of gameplay. When using Talents it is best to keep them as-is, but to change the names to something more appropriate to the genre. The Archetype bonuses listed in each entry are not complete; the Referee should remember to be as generous as possible when considering when to grant the +1D Archetype bonus.

5.1 MILITARY

Military games have different character archetypes because typically all the player characters are soldiers. However, there a number of established archetypes in military gaming that can be used for FTL: Nomad games set in modern-day or far-future military games. When military Archetype bonuses coincide with Talents, the bonuses stack: the character has received advanced specialized training in their field.

Eccentric: Military history is filled with stories of soldiers who had strange and outlandish behavior, from carrying a longbow into combat in the Second World War, to engaging in chronic bouts of nudity . This character's eccentricities can carry over to tactics and have some utility: gain a +1D bonus whenever the character's orthogonal ways of being can be beneficial.

Grunt: The solid soldier who bears all the hardships and trials of soldiering. Depending on the game, a Grunt could be an everyman, or a tough and reliable soldier. The character gains a +1D bonus for rolls pertaining to endurance and resilience on the battlefield.

Gunner: This character is adept at operating heavy weapons: machineguns, artillery, and other big guns. Gain one of the Artillery, Assault, or Heavy Hitter talents. As well, all portable heavy weapons, like machineguns or rocket launchers, count as one less encumbrance for you (minimum 1). Gain a +1D bonus when **maintaining** or repairing heavy weapons.

Leader: This soldier is a recognized combat leader, with all the responsibilities and difficulties that come with leadership roles. Gain



a +1D bonus when rallying troops, generating a plan of action, or navigating the military command structure.

Mechanic: Militaries require a huge number of technically proficient soldiers to keep the modern machinery of war functioning. This character is a technical specialist of some kind, and is adept at keeping the squad's gear functioning. Gain a +1D bonus when fixing or tinkering with equipment, vehicles, and technology.

Medic: The most beloved of all soldiers in a squad, this character patches up the wounded, stabilizes the dying, and makes sure that everyone is disease-free when deployments last for months in the field. Gain a +1D bonus when rolling to treat wounds, or attend to sick comrades.

Operator: Independent, fearsome, and highly skilled, special forces operators are trained to work in devastating small groups. They are also highly trained in the languages and cultures of the places they are operating in. Gain a bonus Combat Talent, and a +1D bonus when rolling to survive in difficult terrain and when making connections with local civilians.

Spook: Intelligence is the lifeblood of all military operations, and this soldier is trained in gathering, analyzing, or acting on it. They are almost always trained in multiple languages. They often have higher security clearance than their compatriots and are the first to interrogate any prisoners. Gain a +1D bonus when gathering intelligence, interrogating prisoners, or other intelligence-related tasks.

Supply: These soldiers are responsible for ensuring everyone has enough clothing, food, and ammunition. They have their fingers on the pulse of what equipment is available, and who to contact to get it. They may even have some black market connections for those times the supply warehouses are empty. Gain a +1D bonus when making deals to gain equipment or supplies, finding misplaced supplies, or when scrounging for supplies.





Veteran: Long Serving Sergeant, Reserve Officer From Another Era. This character has been in many, many battles, in many, many places, and has seen it all. He still pines for the old pistols that they decommissioned when he was just entering the service before everyone else was born. Gain a bonus Combat Talent, and apply a +1D bonus to situations where having obscure knowledge about equipment, old procedures, or remote locales might be useful.

Young Rookie: This soldier is fresh out of training and now facing untold dangers on the front lines. Will they have what it takes to survive long enough? Will any of their new compatriots take an interest in keeping the rookie alive? Instead of an Archetype bonus, this character gains an extra Hero Point every game session.

5.2 SWORDS AND SORCERY

This genre has recently been covered extensively in Stellagama Publishing's *Sword of Cepheus 2nd Edition* and *Barbaric! 2nd Edition*. However, for those interested in using the XD6 system for their swords and sorcery adventuring, here is a sampling of some basic Archetypes.

Barbarian: A wild warrior from the fringes of civilization. The barbarian is cunning, savage, and eager to conquer! Gain a bonus Combat Talent, and a +1D bonus to attempts to resist psionic or other magical mental domination effects.

Noble: This character could be a warrior-knight, or a cunning diplomat. They may have fallen from grace, and are seeking ways to regain their position. Gain a +1D bonus when dealing with the formalities of the upper castes of society, and when navigating the halls of power.

Nomad: This character lives on the trade routes between city-states, wandering the wilderness in caravans, or alone. Nomads are experts in survival and handling animals. Gain a +1D bonus on wilderness survival rolls and when riding, subduing, or otherwise befriending animals.

Mercenary: A professional soldier of some skill. This character is either a long-serving veteran, or a highly capable combatant. Gain a bonus Combat skill, and apply a +1D bonus to any rolls regarding tactics, soldiering, planning, or when resisting the hardships of a military life.



Priest: Abbot, shaman, holy warrior, or an acolyte of gods light or dark, this character is an expert on all things religious. They might also have access to hidden knowledge about dark rituals, ancient languages, or otherwise forgotten history. Gain a +1D bonus when making rolls pertaining to religion, ritual, or other esoteric and arcane knowledge.

Sailor: Seadog, explorer, pirate, this character is at home on the pitching decks of the ships plying their way along dangerous trade routes to exotic locales and untold riches. Gain +1D when performing shipboard maneuvers, watercraft, climbing ropes, or other maritime activities.

Scoundrel: This character is a thief, brigand, gambler, or other ne'er do well that uses trickery and guile to get ahead in life. Gain a +1D bonus to skill rolls when sneaking, pilfering, backstabbing, or engaging in all manner of skullduggery.

5.3 ESPIONAGE

The XD6 system makes for a very effective platform for high and low-tech espionage gaming experiences. These archetypes are best used when everyone in the party is an agent in the same unit.

Burglar: This character specializes in entering secure facilities and retrieving items or data that are not meant to be taken. They gain a +1D bonus when sneaking, bypassing alarms or traps, and avoiding security patrols.

Driver: The quintessential insertion and extraction vehicle operator is an expert at vehicle maintenance, high speed stunts, and evading pursuit. Gain a +1D bonus to Vehicles rolls when attempting stunts in chases, piloting or driving rolls for avoiding damage, and whenever performing spot repairs on a vehicle—this includes hotwiring a stolen vehicle.

Eliminator: Usually recruited from ex-special forces, these agents serve as the assassins and extra muscle for a group of operators. Gain a bonus Combat Talent, and +1D to rolls pertaining to endurance, tactics, and intimidation.

Face: This agent is highly trained in disguise, infiltration, and impersonation. They could be anybody! They gain a +1D bonus when lying, conning, negotiating, or otherwise doing what they can to pass themselves off as someone they're not.





Investigator: The closest thing to a general agent a team may have, the investigator specializes in collecting and analyzing intelligence with the goal of figuring out what the enemy is up to. They gain a +1D bonus when discerning the truth from an interrogated prisoner, or when conducting security sweeps for traps and other crucial minute details.

5.4 THE OLD WEST

The open frontier calls the hardest of adventurers! Use these archetypes to model classic characters of the American Old West, or build off them in interesting directions.

Cowboy: A hardy and adventurous worker on the frontier. The cowboy is an expert animal handler and rider and can handle themselves in a fight. Add a +1D bonus to skill rolls pertaining to animals, riding, and roughing it in the wilderness.

Doctor: These men and women are often pillars of their communities, and were highly adaptable physicians and surgeons. Many had learned their trade during the US Civil War. Gain +1D when diagnosing illnesses, and performing medical treatments, such as they were in the 19th Century.

Gambler: This character knows how to win at games of chance, especially the card games that were popular at the time, like poker. They are not above cheating, and are often consummate con men and charlatans. Gain a +1D bonus to skill rolls involving card playing, carousing, and cheating people out of their hard earned money.

Lawman: A classic archetype, the lawman can be a retired gunslinger, an old soldier policing their town, or even an intrepid member of the Royal Canadian Mounted Police on patrol in the Northwest Territory. Lawmen are often the only ones standing between civilization on the frontier and complete anarchy. Add +1D to skill rolls pertaining to investigation, the mediation of disputes, and when intimidating criminals.

Outlaw: Many desperate souls turn to crime and banditry on the frontier. There are plenty of places to hide, and many riches to plunder. Outlaws sometimes have a code of honor and can become folk heroes, but most are nefarious criminals with no scruples. Gain a +1D bonus when leveraging criminal networks, intimidating townfolk, or planning bank robberies.



Soldier: After the US Civil War ended, many former soldiers made their way west to make their fortune, or to rebuild their lives. Many stayed in the Army and helped settle the frontier. Soldiers are experts in the military sciences, and gain a bonus Combat Talent. Also, add a +1D bonus to rolls pertaining to tactics, logistics, and military matters.

Tracker: Hardy scouts and explorers who open up the frontier to future settlement. Trackers are indispensable for expeditions into new terrain. Many also find good employment as bounty hunters. Gain +1D to rolls to avoid Surprise, as well as wilderness survival, navigation, and tracking rolls.

Shaman: Guardians of their people's rich cultural traditions, shamans are spiritual and religious leaders in their communities. The shaman is also a quiet observer of and commenter on the drastic changes happening to the native world during the colonization of the Old West. They gain +1D to rolls when serving as religious leaders, when using their traditional knowledge, and when creating native remedies and medicines.

Warrior: Fierce and proud native warriors are greatly respected and often feared across the western frontier. The native warrior is an expert rider, well-versed in close combat, and uses surprise and stealth to their great advantage. Gain a bonus Combat Tactic, and a +1D to rolls to move silently, when attempting stunts from horseback, and when planning ambushes.

5.5 PSIONIC ARCHETYPES

The Mystic archetype presented in the FTL: Nomad rules is the only archetype that begins the game with psionic powers. Until now. Each of these archetypes begins with two psychic powers of the player's choice. Usually, these picks should reflect the character's psionic archetype. Note that any +1D bonus does not apply to the Knowledge roll required to use the power.





Champion: Champions use their psychic abilities to augment their physical abilities. They are the ultimate extreme athletic competitors and martial artists. Typically they pick Augmented Speed, Augmented Strength, or Second Wind as powers. Some Champions acquire the Levitation and Kinetic Blast powers to mimic legendary martial artists. Champions gain +1D to all Physical rolls where they use their psionic abilities, such as athletic competitions, running, jumping, swimming and climbing.

Exorcist: Clerics, wise men, sorcerers and counselors, exorcists shield the minds of the weak from outside control. They get a free use of the Mind Shield power by spending a Hero Point, even if they don't normally have the power. The Exorcist's Mind Shield allows them to detect signs of tampering with the minds they protect. Exorcists receive +1D to Social rolls to deal with the possessed, or when dealing with the effects of psionic powers like Emotion, Mind Control, or False Perception.

Ferals: Animal advocates and survivalists, Ferals may use the Emotion power on animals. If they do not have the power, they may use it on animals by spending a Hero Point. Ferals receive +1D to rolls for surviving in the wild, as well as for any interactions with animals in their natural habitats. They also can engage in rudimentary communication with higher animals, and can learn much about their surroundings from this dialogue.

Healer: Valuable psionically augmented medics, surgeons, and doctors. They gain a +1D bonus when treating wounds or diagnosing ailments. By spending a Hero Point, Healers gain an extra use of the Psychic Healing power even if they don't normally have the power. After using the Psychic Healing power in this fashion, the Healer must rest for one hour.

Sage: Psionics and psions must be analyzed scientifically, without all this mystical mummary! That is the creed of the Sage. Sages receive +1D to Knowledge rolls when analyzing psionics, the science behind their development, and the history of their development. They get free use of Clairvoyance by spending a Hero Point even if they don't normally have the power.



Shadow: Criminals, infiltrators and special forces, Shadows are those who use their psionic abilities for stealth and oft-illicit ends. Their powers are in high demand. Shadows gain a +1D bonus when using their powers to sneak, infiltrate, or commit larceny. For example, a Shadow would get a +1D bonus to their Stealth roll when using Telekinesis to pick a lock, or when using False Perception to hide in plain sight from a patrol.





6. FACTIONS

One of the features of successful roleplaying game campaigns is the creation of a living world on which the players and their characters can have a meaningful impact. Simulating a living world is simple enough: the Referee just needs to have different factions vying for their place in the sun, and this competition generates events that may or may not have a direct impact on the players and their own schemes. However, though a living world is a laudable goal, it is not the real reason to have faction-level play. The main reason we include these faction rules for FTL: Nomad is to help Referees dynamically generate content for the players to interact with. Factions and events only really matter at the gaming table if they help the Referee and players interact with the campaign world in a meaningful way. While some events may only happen in the background and serve to add to the feel of a living, changing campaign world when the players hear about these events second-hand, other faction events will impact the characters directly as they occur. The Referee should take great care to interpret the results of the faction rules in such a way that they provide ready and plentiful fodder for adventure writing. The players may immediately pick up on an event as an adventure hook, or the event may completely sideswipe whatever else the players were doing and change the context and stakes of their current adventure.

These rules are intended to help generate adventures and establish a sense of verisimilitude (the feeling of realism) in the campaign world. Referees should take care to not use the faction rules as a comprehensive system for adjudicating politics and happenings in their settings.

6.1 ESTABLISHING FACTIONS

When building their setting, the Referee should plan to include anywhere from 6-10 factions of varying sizes, power, and influence. Factions should represent active forces for change, or at the very least should represent groups that have active agendas. An insurgency on planet Yumaar would qualify as a faction, while the stagnant Imperial administration on Yumaar would not. However, the Imperial fleet that occasionally visits Yumaar to show the flag and frighten the locals would represent a faction. A criminal syndicate that plans to subvert Yumaar's government would also be a faction. The police on Yumaar would only need to be a faction if the player characters were members of the police force.



6.2 FACTION TRAITS

Factions have a few defining traits. These fall under two main headings: Characteristics, and Assets.

6.2.1 FACTION CHARACTERISTICS

Factions have three defining characteristics: Force, Intelligence, and Wealth. Each characteristic is rated from 0-5, just like FTL: Nomad skills. Each faction should have at least one level 1 characteristic to denote some amount of specialization and capacity for action. Factions also have a pool of Cohesion Points that represents their ability to act with effectiveness over longer periods of time.

Force: This represents the faction's ability to project military or paramilitary power. It can represent bodyguards, gangs, special forces teams, or even full military formations. Governments, private armies, and mercenary ship flotillas are all factions that would have notable Force characteristics.

Intelligence: This characteristic represents the faction's access to data, research abilities, and its powers of stealth and subterfuge. The Intelligence characteristic can represent anything from assassins, hackers, spies, access to AI-managed databanks, science teams, or scout ships with advanced sensor suites. Intelligence agencies, investigative journalism think-tanks, and mad science cults are all factions that would have high Intelligence characteristics.

Wealth: This characteristic represents both the faction's financial power, as well as its ability to use soft power diplomacy to get what it wants. Lawyers, diplomats, brand marketing campaigns, and banks can all be aspects of the Wealth characteristic. An interstellar trading league, a particularly wealthy planetary government, and a megacorporation with branches across the sector would be examples of factions with a notable Wealth characteristic.

Cohesion Points: This statistic is a numerical representation of the faction's overall health. High Cohesion means that the faction can handle setbacks and still continue on with its plans. Low Cohesion means that the faction is in danger of falling apart as its members become demoralized, or in extreme cases, are eliminated. To determine Cohesion Points roll 2d6 and add it to the faction's highest Characteristic. For example, a Mercenary Company with Force: 3 rolls 2d6 and gets a 7, for a total of 10 Cohesion points.



Here are some examples of characteristics, and what they might represent for factions.

Faction Characteristics		
Example	Meaning	Level
A grassroots political movement existing only on the donations of its members would have Wealth: 0.	Minimal Ability	0
A corporation with basic security facilities and guards would have Force: 1.	Basic Ability	1
A small, independent intelligence agency with good networks but limited resources would have Intelligence: 2.	Good Capacity	2
A mercenary battalion with attached armor and air support would have Force: 3.	Significant Capacity	3
A growing planetary government with a strong economy would have Wealth: 4.	Notable Power	4
A sector-spanning interstellar crime syndicate with eyes everywhere and dirt on major political and economic figures would have Intelligence: 5.	Great Power	5

6.2.2 FACTION ASSETS

Assets are special resources that factions have access to that grant them special advantages when they work towards their goals. An asset can be equipment, or special operatives, unique power, or special circumstances that grant a benefit.

Assets grant a +1D bonus to Faction Action rolls discussed below.

Assets are freeform in that there is no single list of available assets. They exist at the Referee's whim. Care should be taken to avoid creating assets that really are just aspects of the Force, Intelligence, or Wealth characteristics.

Sample Asset List

Asset

The *Sublime Folly*, a particularly well-fitted **privateer frigate** with advanced weapons and engines.

Industrial-scale nanofabricators: these large factories are able to produce anything needed for an Early Interstellar society to thrive.

Artificial Intelligence Psychohistorical Analysis Unit and Database: This specialized team of AI-driven data collection tools can put together long-term predictions for historical trends and societal events.

Transhumanist Shell Cloning Vats: A module of six cloning chambers and memory storage banks. Specialist operators can be stored for centuries before being reactivated and slotted into a new body for a special mission.

Alien Symbiotic Implants that bolster human endurance and speed up reaction times. They are useful combat implant, but tend to wreck humans' metabolic processes.

A Pocket Sun, a portable high-efficiency antimatter power plant the size of a briefcase. Undoubtedly a boon for any low-tech planet that would like to join interstellar civilization.



6.3 FACTION GOALS

Each faction should have a set of well-defined goals that it wishes to achieve. These provide the Referee with direction and an immediate sense of how to run the faction in the campaign setting. For our purposes, there are fundamentally two types of Faction Goals. The first are defined by their mechanical effects, and are listed below:

6.3.1 DEFINED FACTION GOALS

Defined Faction Goals

1d6 Faction Goal - Defined

- 1 **Establish a Base:** The faction must spend the turn building up its resources in a new location: either in a new solar system, planet, region, city, or some other well-defined location that makes sense for the setting. How this looks is up to the Referee, but often includes exploration, negotiations, and transporting personnel and materiel to a new location.
- 2 **Increase Force:** This goal means that the faction is looking to become more equipped and willing to use violence to achieve its ends. This goal could mean anything from procuring military materiel, recruiting soldiers, to establishing fighting units. Achieving this goal means the faction's Force characteristic increases by 1 point.
- 3 **Increase Intelligence:** A faction wishing to increase Intelligence means that it is looking to become more cunning and stealthier. This could mean training spies, building up a network of data collectors and imaging satellites, or even establishing networks of double agents. Achieving this goal means the faction's Intelligence characteristic increases by 1 point.
- 4 **Increase Wealth:** A straightforward goal, this faction wishes to become wealthier and more able to translate that wealth into influence and diplomatic soft power. Achieving this goal means the faction's Wealth characteristic increases by 1 point.
- 5 **Attack an Enemy:** This goal means using the Attack action during the Faction's turn. It might not be wise to do this immediately, which means that this goal can remain for several turns. But it is still a goal.
- 6 **Gain Asset:** The faction has set its sights on acquiring some new asset that would give it a +1D edge in certain situations. This could be a prototype starship, a high technology device, or something less tangible, like the popular support of an entire world. Whatever it is, the faction should be working towards this acquisition.



6.3.2 FREEFORM FACTION GOALS

The second kind of faction goal is less clearly established than the six listed above. They are more freeform and are mentioned because the faction rules presented here are not intended to be definitive. A faction might have a goal that sits entirely outside of the more mundane goals listed above. The Referee should use the setting to develop any freeform faction goals that they want to incorporate into the game.

6.3.3 ACHIEVING FACTION GOALS

Each faction goal is broken up into a number of steps that the Referee must determine when the faction begins pursuing the new goal. Unless the Referee has a specific number of steps in mind, roll 1d6+1 to determine the number of steps required to achieve the goal.

There are two ways to achieve a faction goal. The first is through Faction Action, described below. Each successful Faction Action is worth a single step towards achieving the faction's goal. Critical success counts as two steps.

The other way a faction can achieve a goal is through direct player character intervention. If the PCs decide to get involved in the faction's business, then they have the ability to short circuit the entire faction game by adventuring in some strange way to advance (or thwart) a faction's goals. If an adventure is successful, then the results of that success might translate directly into one or more steps towards the accomplishment of the goal. Or, in cases where the PCs were extremely decisive and successful, their adventuring might accomplish a goal all at once. This is left up to the Referee to adjudicate.

Once a faction has achieved a goal, the Referee should determine a new goal for the faction, either by rolling on the Defined Faction Goals table, or by further developing their campaign world.

6.4 EXAMPLE FACTIONS

Here are six sample factions for use in campaigns, or to serve as examples for Referees to develop their own factions. The faction assets listed here provide a +1D bonus to rolls at the Referee's discretion. Each faction goal is listed with the number of steps required to attain that goal in parentheses.

Syronan Traders Guild: This private business venture has a dozen stations and even more ships plying the stars across the sector. Members are expected to turn a profit and abide by local laws; however, the Guild has a reputation for shady work. Its directors have no problem with one member running guns to rebels on one planet, and while others trade with the same planet's government. Each ship captain trades at their own risk.

Force: 1 **Intelligence:** 2 **Wealth:** 3 **Cohesion:** 12

Assets:

Exclusive Shipping Routes – no one knows the sector like the Guild navigators. They have accumulated generations of knowledge of the routes between the starts and are reluctant to share them.

Blockade Runner: the *Chump Change* is a high-speed stealthy cargo ship that knows how to get past all but the tightest blockades.

Goals: 1. Build Wealth (2), 2. Gain Asset: Nanofabricators will be useful to produce trade goods for lower tech societies (4).

The Red Regiment: A mercenary army of some repute. The Red Regiment has recently finished a contract securing a border region on a balkanized world, where it saw heavy fighting against insurgents. The work was not pleasant, and many in the Regiment are eager to find simpler contracts.

Force: 3 **Intelligence:** 2 **Wealth:** 2 **Cohesion:** 5

Assets:

Drop Troops: a platoon of highly trained shock troopers wearing powered armor are available for orbital insertions.

Infiltrators: The Red Regiment's success is often due to its highly organized intelligence gathering assets. The Infiltrators are a small team of operatives who are deployed to a target world months in advance of the main force to gather information, and set up acts of sabotage and subversion for when the Regiment arrives.

Goals: Rest and refit to regain Cohesion (3), 2. Increase Intelligence after the debacle of counterinsurgency operations (5).



The Pact of Koios: A doomsday cult that is working to topple the highly restrictive caste society on the planet Camros. The problem is that life on Camros is good, if a little too boring. The Pact is driven to destroy the Camros Hierarchate. It's prophet, the virtual AI named Koios, is obsessed with freeing all sapient life from the shackles of society's arbitrary laws. Koios has amassed a large following among the disaffected middle class and some of the leaders of the Hierarchate. The Pact now bides its time before it strikes!

Force: 1 **Intelligence:** 4 **Wealth:** 2 **Cohesion:** 12

Assets:

Sleeper Agents: These men and women were turned into devoted cultists and given a holy mission: live their lives normally. Rise through the ranks. Attain the highest offices available to them. When Koios gives the command, these agents will perform their duties with fanatical devotion.

Goals: 1. Establish Base on a new world (6), 2. Increase Force (2), 3.

Discredit Camros Hierarchate directors with blackmail (5).

Royal Archaeological Society: A private society of scholars, adventurers, dilettantes, and treasure hunters that has come together to advance the state of knowledge in the sector and to advance the state of Society members' finances. The RAS is involved in a myriad of small operations across the sector, much to the chagrin of more reputable scholars. Archaeological Society parties are rapidly becoming known for their debauchery.

Force: 1 **Intelligence:** 2 **Wealth:** 2 **Cohesion:** 9

Assets:

The Pocket Sun, a portable high-energy antimatter reactor. Can be used to encourage a low-tech society to grant access for treasure hunting and archaeological expeditions.

Directorate Sector Maps: These are centuries-old maps that have lists of lost systems and the locations of old government facilities therein. These are useful for smuggling, and for finding artifacts.

Goals: 1. Increase Wealth, because the members of the Society like nice things (4), 2. Break through government red tape on Speio and gain access to ancient precursor alien sites (2).



Free Lurian Fleet: This privateering fleet formed from pirates and independent merchants who were working to fight slavery in the sector. The Free Fleet has a letter of marque from a few governments to give it legitimacy in anti-slavery operations. The slaving combines were disbanded last year, and now the Fleet is somewhat rudderless in its aims at the present date.

Force: 3 **Intelligence:** 2 **Wealth:** 1 **Cohesion:** 11

Assets:

The Sublime Folly, a privateer frigate with advanced weapons and an elite crew. The Sublime Folly has turned the tide in many skirmishes and the occasional fleet action.

Covert Backing from the Lurian Government: Intelligence and some assets have occasionally been known to fall into the Free Lurian Fleet's lap through strange happenstance.

Goals: 1. Increase Intelligence (4), 2. Increase Wealth (4). The Free Fleet needs these increased characteristics if it is going to continue to be an effective force in the sector.

Exoton Helix Ltd: A medium sized, up-and-coming, interstellar corporation with its fingers in many different pies on many different planets. Exoton Helix lets its planetary VPs manage their local portfolios, while the head office on Agania III makes all the main decisions.

Force: 1 **Intelligence:** 2 **Wealth:** 3 **Cohesion:** 7

Assets:

AI Psychohistorical Analysis Unit and Database – this specialized team of AI and human analysts spend their time running the numbers: all the numbers. The APAUD has proven particularly useful to Exoton Helix' long-term planning. It is less useful when attempting to plan for short term operations.

Goals: 1. Establish a new base of operations on a new world (3). A new franchisee surely must be out there, somewhere. 2. Acquire Asset: A Pocket Sun would provide the additional power to upgrade the Psychohistory Processing Databases (4).



6.5 FACTION PLAY

The actual faction game is divided up into Faction Turns that usually take up about a month of in-game time. The Referee plays the Factions individually and rolls up their actions and the resolution of these actions. These become plot hooks and background events in the game world. The faction turn should be gamed out after each PC adventure, thus providing fresh events for the players to pick up on.

6.5.1 FACTION ACTIONS

During the faction turn, each faction decides which goal it wishes to pursue. The Referee then rolls 2d6 + the relevant Faction Characteristic. An action using violence would use Force, an action involving subterfuge would require Intelligence, and an action attempted with money and diplomacy would use Wealth as the modifying Characteristic. Apply a +1D bonus for any assets that might be relevant to the action. More than one asset can be applicable. Use the basic faction action mechanic when the faction is operating against things in the setting that are not themselves factions.

1. If the result of the roll is a 7 or less, the faction suffers a Setback, and fails in its attempt.
2. If the result is between 8 and 11, the faction is successful, and gets one step closer to achieving its goal.
3. If the result is 12 or higher, the faction has achieved a critical success, and gains two steps towards achieving its goal.
4. In each case, taking an action costs 1 point of Cohesion, unless the faction takes damage that round. Apply this Cohesion cost at the end of the faction turn.

A faction can also elect to rest and marshal resources. They take no action, but regain 1d3 Cohesion points and 1d3 Characteristic points if necessary.



6.5.2 OPPOSED ACTIONS

Factions can (and should) come into conflict. If a given faction action would directly impact another faction, instead of rolling against a static target, the two factions should each roll 2d6 + the same Faction Characteristic. Both factions should apply a +1D bonus from any relevant Assets they have. Determine the winner of the opposed action by subtracting the lower roll from the higher roll. This is called the Margin of Success.

In the case of Opposed Actions, factions have a few options.

1. **A faction may attack another faction's Cohesion:** This is the simplest kind of conflict, and constitutes a direct frontal attack on the defender. If the attacker wins the roll, they deal 1d6 + Margin of Success in Cohesion damage against the defender. If the Defender wins, they deal their Margin of Success in Cohesion damage against the attacker. In the case of a tie, both factions take 1d3 Cohesion damage.
2. **A faction may attack another faction's Assets:** This means either attempting to gain possession of the asset in question, or just attempting to destroy it outright. If the attacker succeeds on the opposed roll they have destroyed the target asset. However, if the Margin of Success of the opposed roll is 6 or greater, the attacker has captured the Asset. If the attacker fails, they lose 1d3 points of Cohesion.
3. **A faction may attack another faction's Characteristics:** This means temporarily degrading their capabilities. If the attacker succeeds, the defender loses 1d3 + Margin of Success points of a given characteristic. The characteristics can only be regained if the faction takes a turn to rest and marshal forces. A faction can only suffer one successful attack against each characteristic until it rests and marshals its forces.
4. **A faction may attack another faction to advance its goals or curtail those of its opponent:** if the attacker is successful, gain one step towards a given goal, two if the Margin of Success is 6 or higher. Alternatively, the attacker may degrade the defender's progress towards their goals by one step, or two if the Margin of Success is 6 or higher.

6.5.3 FACTION DEFEAT

If a faction's Cohesion score is reduced to zero, it disbands. Of course, some members will survive, and the Referee can rule that the faction may re-emerge in a new form later on in the campaign.



7. HORROR AND RESOLVE

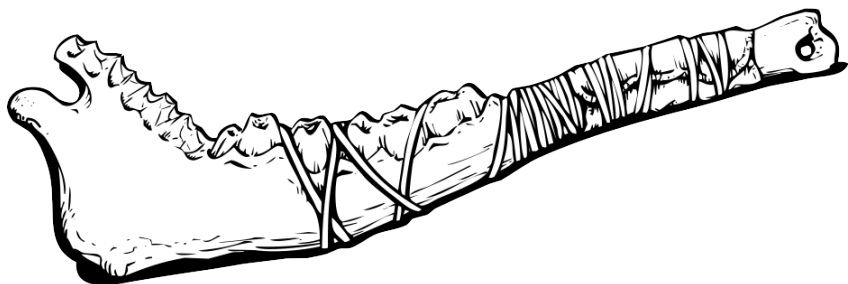
We have included rules for handling cosmic horror in science fiction. Normal fear is handled by the morale rules in FTL: Nomad and does not affect player characters, however Resolve is a mechanic for determining how player characters handle unexplainable, cosmic horror—and worse.

Horror differs from fear. They share many symptoms: chills, sick stomach, and tremors. Fear is reserved for more mundane menaces: a wild animal, a robber with a gun, a dead body. Fear provokes a fight or flight response. People throw a punch, or shoot, or flee.

The supernatural creates horror: something beyond the laws of nature is happening. A derelict ship bursts from hyperspace and attacks, the alien corpse in the museum is reaching for a character's throat. Horror will paralyze a character as their brain takes a brief rest to process what is happening, or just says, "Nope!" Characters must make a Horror roll to determine if they can handle an encounter with cosmic horror: simply roll 2d6 + the character's current Resolve. Certain creatures may apply penalty dice as specified in the table below: an inhuman alien might force a Horror roll at no penalty. However, a zombie might add a -1D penalty to the Horror roll. A headless zombie might make that a -2D penalty.

Sample Horror Roll Penalties

Penalty	Example
-1D	The dead rise/ghostly activities/mad slasher
-2D	A murderous horde of one of the above/body horror/hyperspace malfunctions
-4D	Lovecraftian horror: evil powerful and non-Euclidean behemoths





Resolve allows a character to act in the face of monsters, magic, and danger. A character's Resolve functions like a skill modifier for the Horror die roll. A PC with Resolve 3 would need to throw a 5 or better to make a Horror roll of 8+. A character that succeeds on the Horror roll can operate normally. A result of boxcars (12 before Resolve is added) allows the character to gain a point of Resolve, but only to a maximum of 3. If the Horror roll result is equal to 8, the character freezes and takes no actions for one round. If a character fails a Horror roll, they lose 1d6 rounds of actions, or one point of Resolve, player's choice. A critical failure (with a natural '2') results in losing one point of Resolve and being paralyzed with fear for the entire scene. Resolve can go as low as -5. Ordinary people start with Resolve 0.

A character gets +1 Resolve when they advance a Rank (p. 30, FTL: Nomad). A character who was at Resolve -1 at Level 2 (Expert) would be at Resolve +1 at Level 4.

A creature will typically only force one Horror roll in a given adventure. The Referee can demand more in special circumstances. Encountering a large number of creatures, a friend suddenly revealing themselves to be a horrific monster or being taken by surprise by cosmic horrors all can force another Horror roll.





8. VEHICLE RACING RULES

These vehicle racing rules are for those instances when it becomes necessary to game out actual races rather than chases. These rules will work with any vehicle with only minor adaptation. Remember to apply all archetype and talent bonus dice to the rolls whenever appropriate.

8.1 RACE PROCEDURE

Like the chase rules, vehicle races last five rounds. At the start of the race, every participant rolls for Position, like in chases. If the vehicles simply raced around the track or through the course, they would finish in those same Positions. Note the vehicle Positions using tokens, miniatures, or toy cars.

DOUBLES - CRITICAL SUCCESSES AND CRITICAL FAILURES

For races, we have added a new wrinkle in the skill rules: Critical Successes and Failures on Doubles. Any attempt to pass a vehicle that succeeds with doubles on the dice result (two 1s, two 2s, two 3s, etc) is a Critical Success. If a driver fails the roll with doubles, that is considered a Critical Failure.

At the start of each round, each vehicle in the race may make an opposed Vehicles skill test with the car directly ahead of it. Begin at the back of the pack at the vehicle with the lowest Position. This is considered an attempt to pass from behind. If the vehicle attempting to pass succeeds, they overtake the defending vehicle. If the passer has a Critical Success, they pass the defender and may immediately attempt to pass the next vehicle in the group. If either driver has a Critical failure, they lose their current Position, and then drop another Position. The driver in last place is not affected by Critical Failures.

This procedure is repeated until all the vehicles in the race have had a turn that round. The next round, the process begins again at the back of the pack with the vehicle with the new lowest Position. After five rounds, the race is over, and the winner is whoever is at the front of the pack.

8.1.1 BASIC RACING EXAMPLE

Here is a simple car race with the following four cars, and associated stats:

Basic Racing Example Cars			
Car Name	Vehicles Skill	Vehicle Agility	Stress Points
Able	+3	+1	2
Baker	+3	0	2
Charlie	+2	0	1
Delta	+2	0	1

The race begins, and the four vehicles roll for Position. The results are:

Able: 14, Delta: 12, Charlie: 9, Baker: 7

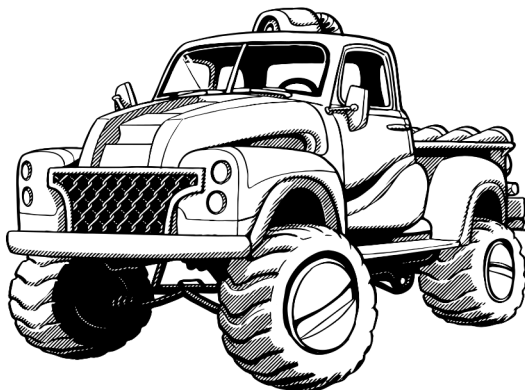
1. Baker attempts to pass Charlie. Baker rolls 12, Charlie 6 (no doubles). The order is now Able, Delta, Baker, Charlie.

2. Since Charlie hasn't gone, they now can attempt to regain their Position from Baker. Charlie rolls 10 (doubles!) and Baker rolls 8. Charlie has regained his spot from Baker, and since this was a success with doubles, Charlie now rolls to pass Delta! Charlie rolls 5, Delta rolls 12. No luck.

3. Delta now attempts to pass Able: Delta rolls 8 (doubles!), Able rolls 12. Since Delta failed with doubles, they lose their place to Charlie.

4. Able is in first place and cannot attempt to pass anyone. They still have options, as discussed below.

The final order after the first round is: Able, Charlie, Delta, Baker.



8.2 RACING OPTIONS

It may be apparent that to be the lead vehicle in a race is to have a giant target painted on the back of the vehicle. This may be the case, but there are options for the lead vehicle, as well as for any vehicle. Making the pass attempt every round is not mandatory. Instead, the driver of any vehicle can attempt to jockey for an Advantage die, or attempt to gain a Stress point.

8.2.1 ADVANTAGE OR STRESS

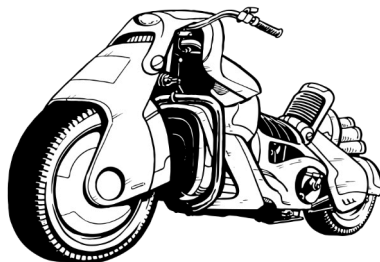
Instead of attempting to pass that round, a vehicle can attempt to gain an Advantage die or a Stress point (see below). The player should describe the action their driver is performing, and the Referee will decide on an appropriate skill to test. See the table below for some examples. Use the following modifiers on the skill roll. Success gains a +1D bonus die, or a Stress point: either or which can be saved for later. However, if the roll is a critical failure (doubles, and the result is less than 8), the vehicle immediately drops one Position!

Advantage or Stress

Rolling For...	Modifier
Advantage Die	-1D
Stress point	-2D

Sample Maneuvers

Sample Maneuver	Relevant Skill and Description
Intimidate	Muscle in on another vehicle and force the other driver to make an error. Roll Social.
Redline	Open the throttle and push the engines to their limits! Roll Technology.
Bump	Ram your vehicle into an opponent's to momentarily shock them! Roll Combat.
Pass on the Turn	Focus on cutting corners and looking for that perfect opening to make your move! Roll Vehicles.



Example, continued:

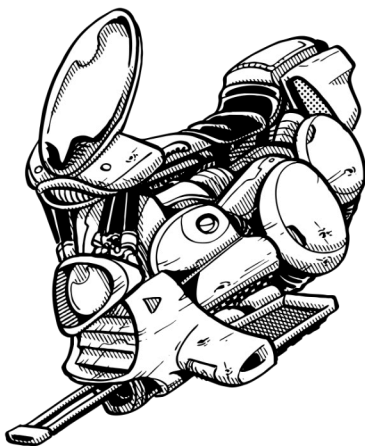
Able's driver decides that being ahead out front like a sitting duck is unwise. They roll to gain an Advantage Die for later. This roll is penalized by -1D, and doubles count. The Vehicles roll is 1, 6, 6, and one of the 6s is dropped because of the -1D penalty. The total is 7 + 1 (Agility) + 3 (Vehicles) = 11, a success. Able gains a +1D to save for any later roll.

8.2.2 STRESS

Stress represents the endurance of drivers as well as the durability of their vehicles. Vehicles receive Stress points equal to half their Agility + half their driver's Vehicles skill. Halve the skills first and then add, rounding up. In our example, Able would have 2 points of Stress at the start of the race: 0.5 from the vehicle's Agility, 1.5 from the driver's Vehicle skill, for a total of: $0.5 + 1.5 = 2$.

Stress can be used to negate a failed skill roll, allowing a vehicle to maintain Position. This costs 1 Stress point. It is possible to negate a Critical Failure by spending 2 Stress points. If a driver spends Stress points to negate a failure, their opponent in the Vehicles skill roll can spend an equal amount of Stress to ignore the Stress points.

In our example, if Charlie did not want to get passed by Baker, they could have spent a Stress point to negate Baker's pass. Baker could have then spent a Stress point to negate Charlie's use of a Stress point to allow Baker to make the pass.



9. ADDITIONAL PHARMACEUTICALS

Additional Pharmaceuticals

Drug	Tech Age	Cost (Credits)
Liquid Courage	Early Atomic	20
Psi Dum	Early Interstellar	200
Psi Amp	Late Interstellar	500
Psi Block	Late Space	1000
Bravo	Early Space	300
Nuldora	Early Space	400
Fury	Late Space	200
Trank	Early Atomic	50
Karizma	Late Space	500

Liquid Courage: NPCs given Liquid Courage receive +1D to all morale throws for 6 hours. After this they are Fatigued for 2d6 hours. If using the Resolve rules, PCs gain one point of Resolve. After 6 hours the Resolve point is lost, and they are Fatigued for 2d6 hours.

Psi Dum: A psionic dosed with Psi Dum must make a Knowledge roll with a -1D penalty before attempting to activate any psionic power. The effects last for 12 hours.

Psi Amp: A psionic dosed with Psi Amp gets a +1D bonus to any Knowledge rolls involving Psi Powers. This lasts 6 hours. The Psionic is then Fatigued until they get 8 hours sleep.

Psi Block: The user gets +1D bonus to resist mental attacks for 1d6 hours.

Bravo: A dose of Bravo will give the user a free Hero point. However, when they first use any Hero Point in combat, the next attack against them gains a +1D bonus to hit the Bravo-user. This penalty applies only for the first time a Hero point is used. After combat the Hero point is lost if unspent. Only one dose of Bravo can be administered per week.

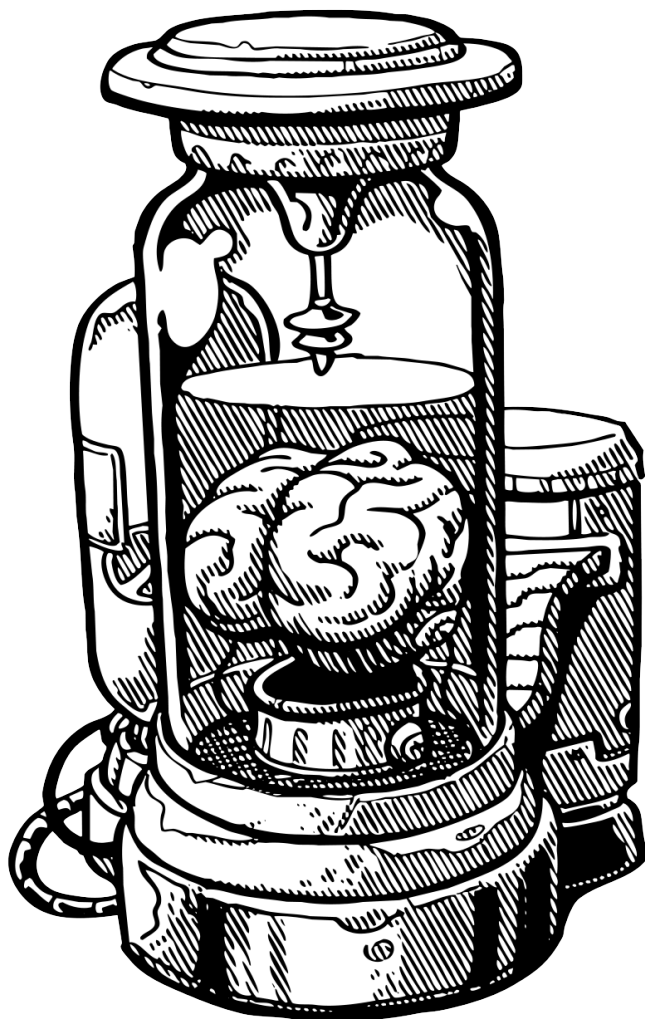
Nuldora: The character can ignore any penalties for wounds for 1d6 turns. Afterwards, the character takes an additional wound.

Fury: The user receives an extra action in combat for 2d6 rounds. After this they are Fatigued until they rest for eight hours. Only one dose of Fury can be administered per week.



Trank: The user gains 1d6 stamina. They are considered Fatigued if they fail a Physical roll. Trank calms the user down. Any attempts at intimidating the user are penalized by -1D regardless of if the intimidation is physical, verbal, or even psionic. Up to three doses of Trank may be administered in a 24 hour period.

Karizma: Karizma causes the user's body to emit highly tailored pheromones. This grants the user a +1D when making Social skill rolls, for the next eight hours. One dose can be administered per 48 hours.





10. MORE ALIENS

GHHLAURRG 'GLOGS'

The Glogs are a rare triphibian life form. They are fully aquatic at birth, resembling foot long tadpoles. They eventually sprout arms and legs and become bipedal. Their powerful legs can propel them from the water, allowing them to glide via a sturdy membrane between their arms and legs, much like flying squirrels (Glide trait, FTL:N p. 248). Glogs breathe air, but can also absorb oxygen through their skin, letting them remain fully submerged for a half hour (Amphibious trait, FTL:N p.248). They evolved from ambush predators lurking on low branches near water or partly submerged near the shores. Glogs have two pairs of eyes, one for underwater use, one for use on land.

The Glogs are carnivores and eat all their food raw. Their dwellings have hunting pools that function as aquarium-restaurants. Their predatory nature means that Glogs have quick tempers and can be prone to impulsive actions. Consequently, Glogs are not the best at making friends and they have developed a rigid etiquette to avoid arguments and fights amongst themselves.

The Glogs' homeworld is cold, and has a thin atmosphere tainted by industrial activity. Despite countless small wars, they avoided blowing themselves up and built a Late Space Age Society. Their world is famous for its glacier parks and ancient ruins.

Glogs are almost never unarmed. Their weapons technology is a level above the average technology for their sector. They do a small, but brisk weapons trade. Glog armorers are in such demand that they are known to turn away mercenaries and bounty hunters who wish to pay cash alone—the Glogs prefer special favors as payment from outsiders.

10.1 PLONURILS

Plonurils evolved from multi-legged marine worms. They are vertebrates with seven pairs of legs on a three-meter long cylindrical body. The head has three eye stalks above a mouth lined with pincers and feelers. Plonuril legs are also manipulators, effectively giving the creature fourteen fingers. A Plonuril will often coil around an item it is repairing or operating; the difficulty of the task can be measured by how many legs are left free for other tasks. Plonurils have the Cling Trait (FTL:N page 250), and gain a +1D to Stealth rolls when evading combat. Their soft bodies are especially vulnerable: Plonurils take an



extra +1d6 damage from melee attacks from blades.

Plonurils are herbivores and evolved from prey animals, eventually developing large brains to devise traps for their former predators. This has led to two traits still evident today: a fierce pride in themselves and their species, and a belief in the inherent treachery in all things. Plonurils will only honor a deal or treaty so long as it benefits them. Plonuril society is almost always a monarchy with an elaborate feudal system: they expect to be ruled by the highest 1% of backstabbers, who are frequently deposed. Some people say that Plonuril no worse than humans in this regard, they're just more open about it. Plonurils take pride in monologuing about their past treacheries. They greatly admire any sort of plot or conspiracy, even when they're the victim of the plot. They may even congratulate their antagonist!

Plonurils love violence when it occurs to other inferior life forms, like humans. Otherwise, they are cowards and will only fight when they have a clear advantage in numbers, technology or position. They're more comfortable sending minions or dupes to fight for them, attacking from ambush, or setting off elaborate traps to destroy their enemies.

10.2 PURRGU

Purrqu are small humanoids resembling bush babies (galagos). They receive -1D to Physical rolls and -1D to melee combat rolls. Their Stamina is calculated as $10 + 3 \times \text{Physical skill}$. They receive the Mind Blast and Mind Control psionic powers (FTL: Nomad p. 34). The Purrqu evolved from tree dwelling herbivores, the perfect prey animal. Then a mutation granted one Purrqu the Mind Blast and Mind Control powers. This mutant Purrqu bred true and its descendants wiped out all their natural predators. They then had to practice hunting to prevent herbivores from breeding till they stripped the planet bare.

Purrqu society developed in such a way that they ended up psionically controlling all life on their homeworld for their own benefit. The Purrqu made virtually no progress until space travelers made contact. The offworld explorers and diplomats were quickly Mind Controlled, and the Purrqu seized their ships. The Purrqu then colonized a few worlds before their nascent empire was discovered.





Several battles to contain the Purrgu followed. The Purrgu became adept at boarding enemy ships and adding them to their fleet. Eventually the tide turned against the Purrgu, and they accepted a negotiated peace settlement: the Purrgu got robots to replace their off-world slaves. Soon enough, their neighbors developed psionic shields and pharmaceuticals to negate the Purrgu's psionic powers.

The rest of interstellar civilization had a difficult time dealing with the existence of the Purrgu. Eventually, everyone began to realize that the best defense against a Purrgu was another Purrgu. Executives, diplomats, and merchant crews hired the Purrgu on to prevent other psionics from influencing their decisions or knocking them senseless.

Most Purrgu are hedonists that seek out idle lives of luxury. Physical power and prowess mean little to them, but they are truly impressed by intellectual and psionic abilities. They have no compunctions against ordering those around them to perform small favors. Many acquire talents and high Social skills to help them rely less on their psionic powers. However, threatening a Purrgu is a sure way to earn someone a Mind Blast.


10.3 SKELS

Most humanoid races have an aversion to seeing skeletons, which are an iconic symbol of death. The Skel fungus transforms this aversion into a living nightmarish horror. The fungus is difficult to detect in its initial phase. An infected person has blackouts. During these blackouts, the fungus directs its host to breath their spore laden breath into vents and space suits. This means that a small ship can become infected in days even or hours. A confined space, like a space suit, will be swarming with spores that will infect a humanoid in minutes. The fungus can exist indefinitely in vacuum.

After the infection kills the host, the fungus fastens to the victim's skin, replacing it with a transparent barrier that is air and water tight. All of the victim's soft tissues are replaced by clear fungal matter that gives the appearance of a walking skeleton. The fungus usually leaves a grinning skull imprinted on the victim's facial tissues. Patches of darker fungus replace the eyes, giving the appearance of empty eye sockets. The victim's brain tissues remain mostly intact, though they are completely hijacked by the Skel alien intelligence.

The result is a Skel. These creatures have no humanity and exist only





to help the fungus spread. A few Skel leaders possess skills like Vehicles and Technology, which they puppet from their hosts to fly whatever ramshackle starships the Skels might be infesting.

Skels are immune to any psionic mental assaults and may not be charmed or held. They are able to use clubs or tools as melee weapons. They also have double the Stamina of their host's body. Skels get a +2D to their Surprise rolls. They excel in playing dead.

After a battle with Skels, the area will remain contaminated by spores. Exposed characters must throw Physical with a -1D penalty to avoid infection. Cures exist for the fungus when the condition is detected early enough, within a day of exposure. Otherwise, the fungus will still disfigure the victim before it is eradicated. Diagnosing and treating the fungal infection requires a Knowledge roll with a -2D penalty. The treatment drugs render a character bedridden for 2d6 days.

10.4 TLANSSAI

The Tlanssai hail from an inhospitable desert world with a thin atmosphere. The species developed underground dwellings to survive. Unfortunately, their population has outstripped their subterranean infrastructure. Their numbers are in decline.

The Tlanssai are large, hairless, mammalian hexapods with four legs and two forelimbs that serve as arms. Tlanssai have two sexes: male and female, and reproduce by egg laying. Tlanssai have a crude form of thermal sense (FTL:Nomad p. 252). They also possess natural armor (Protection 3). Their most alien feature are the five eyes located prominently in the middle of their face. The Tlanssai nose and ears are tiny and can seal to prevent sand and dust from entering the respiratory system. The Tlanssai mouth could be politely be described as a gash.

Interestingly, the Tlanssai have developed a rudimentary group mind. They draw upon the other tlanssai in their cohort for strength. In game terms, this means that Tlanssai give all their Hero Points to their group. This gestalt mind does not encompass all the Tlanssai. Instead, separate clans of Tlanssai have developed group minds. Different clans will often argue or fight over resources. Because of the hostility of their homeworld, the Tlanssai clans are thinly scattered across the planet. The lack of food, resources, and isolation has delayed their technological progress. The Tlanssai have attained



the Late Atomic Age in small pockets, but many of the clans lack extensive atomic power plants, nor is there anything resembling a space program on the planet.

10.5 !XURR

The !Xurr hail from a world with a methane atmosphere and raging storms. !Xurr stand 2 meters tall. Most of their body is a crystalline cylinder made up of smaller thinner cylinders. Four flipper-like feet lined with suckers hold the trunk vertical. !Xurr can extend up to four thinner filaments from their central cylinder to manipulate objects, and each filament can divide into four smaller filaments, and each of those can divide into four more for a total of 64 fingers.

The top of the cylinder is the creature's crown, a cluster of unruly filaments. The crown holds the creature's myriad eyes. The filaments also sense vibrations, and act as ears. The creature's mouth is camouflaged by the crown filaments. !Xurr can vibrate their bodies to produce a keening whine humans and other !Xurr find unpleasant (Roar FTL:Nomad p.250).

!Xurr rapidly heal any injuries (Regenerate FTL:Nomad p.252). They only take lasting damage from fire and oxygen. In an oxygen atmosphere they take 1d6 damage each round. They take double damage from flames, It is very hard for one !Xurr to seriously injure another and even their environment does little to bother them. !Xurr sometimes fail to consider their off world allies are far less durable.

Fire doesn't naturally occur on the !Xurr homeworld. The !Xurr tap lava and geothermal power to work metal and crystals to generate and conduct electricity. Their technology is beautiful and nearly incomprehensible to humans. They conduct research through many bizarre experiments, but very few real scientific achievements.