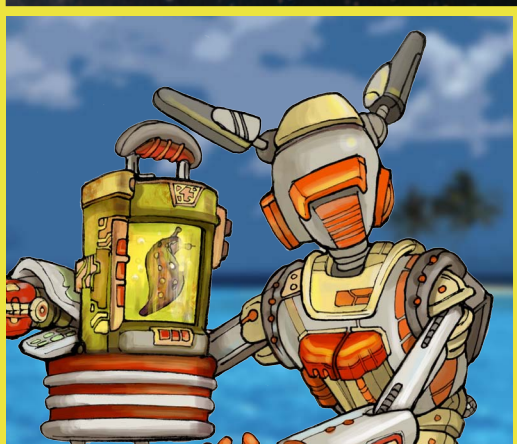


# **SPACESTATION** **ADAMANT** Rulebook „light“



**A scifi action roleplaying game**  
**by André Wiesler**

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# And...Action!

Spacestation Adamant (or SSA) is a science fiction roleplaying game with an emphasis on “fiction”. In this fast-paced action game is no room for hard, scientific facts and logical explanations for advanced/strange technology, space travel or PSI. Coolness is far more important than believability. A weapon has to have a great martial name and unleash real fireworks - we don’t care about technical basics or “realism”.

Your players shouldn’t have time to think about details like that, things are going too quickly. One reason for that is: SSA is based on the novel *Raumhafen Adamant: Die vergessene Schlacht* by André Wiesler, available (in German) in September 2010.

The novel started out as a series of instalments on Andre’s website [www.andre-wiesler.de](http://www.andre-wiesler.de). Every single one of the 40 parts of 8-10 pages each, ended on a cliffhanger and had one or two more in the middle. That accounts for a total of nearly 100 nerve-racking cliffhangers in one story. This is the pace for the RPG as well. That’s not to say that there are no social or storytelling moments - but they should have the same momentum as action scenes.

You are reading the free rulebook “light” which offers a small selection of rules, races and background information. The full-colour 124 pages rulebook features a lot more races and gear as well as background information about the universe or the spacestation Adamant and contains a ready-to-play adventure.





# Background

## The Cebil Consortium

The administration of this union of 104 well-financed multi-planet corporations is located on an artificial planet in orbit around the sun of the Norgalien system. The Consortium is all for profit but has recognized peace as a great booster for trades. Thus they are play the role of some kind of peace corps as well. It has its own legislation and enough soldiers to back it up. To piss off the Consortium often leads to a lot of heavily armed ships in your orbit playing embargo.

The Consortium speaks Translingus which has become the accepted commercial language of most parts of the known universe.

## Skirttime

Modern theories hold Skirttime to be something like a parallel dimension in which space is collapsible. It makes interstellar space travel a matter of days rather than centuries.

To enter skirttime, you need a skirttime engine made of the metal geterium, powered by a zhagur drive. Both substances are extremely rare and thus very expensive - more than one war was waged for reserves of either one.

Zhagur is an energy source and exists as half plant life. Thus it is very sensitive but can regrow to a certain degree.

## Adamant

The rulebook contains a description of the vacation planet Adamant that is orbited by the Spacestation Adamant. Following are some excerpts from this description.

Adamant can be divided into a land and a sea side. A lot of lakes keep most of the land fertile. Less than 10% of the planet are populated and nearly 30% have only been cartographed from the orbit. Both figures are subject to change.

The currency on Adamant is called Adamantbereil, but the KEP (Kebil payment units) is accepted or changed 1:1.

## Sand and Sea

Adamant has all it takes for a great holiday: blue sea, never ending beaches, (still) clear air. There are small- to medium-sized resorts and hotels all over the planet that cater to every need of their guests - which includes keeping away some of the more dangerous animals.

The elite entertains its own mansions on remote islands, sure to remain to themselves or travel the sea on their yachts.



### ADAMANT - LAND SIDE



You can find anything in these domes that have been dubbed “perls”: gambling or cultural highlights like opera or theatre, sport centres and events, art matinees and performances and even high class erotic performances or brothels. Provided you have the electronic cash to spare.

The perls are connected by an energy shield, called the saunter shield. It slowly changes its color over the whole rainbow spectrum (excluding red).

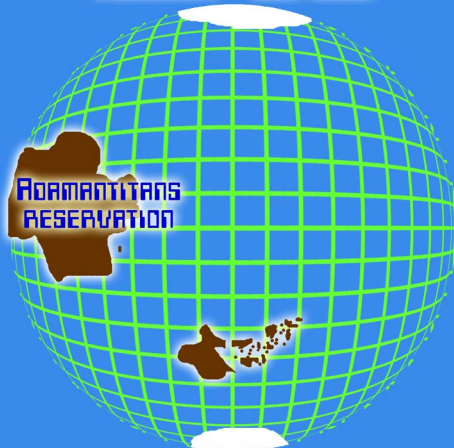
Aside from the beaches, most of Adamant is jungle that provides a unique collection of animals and plant life that not doesn't lure only biologists here. Even tourists visit them in guided tours on foot or in vehicles.

### Let's Party

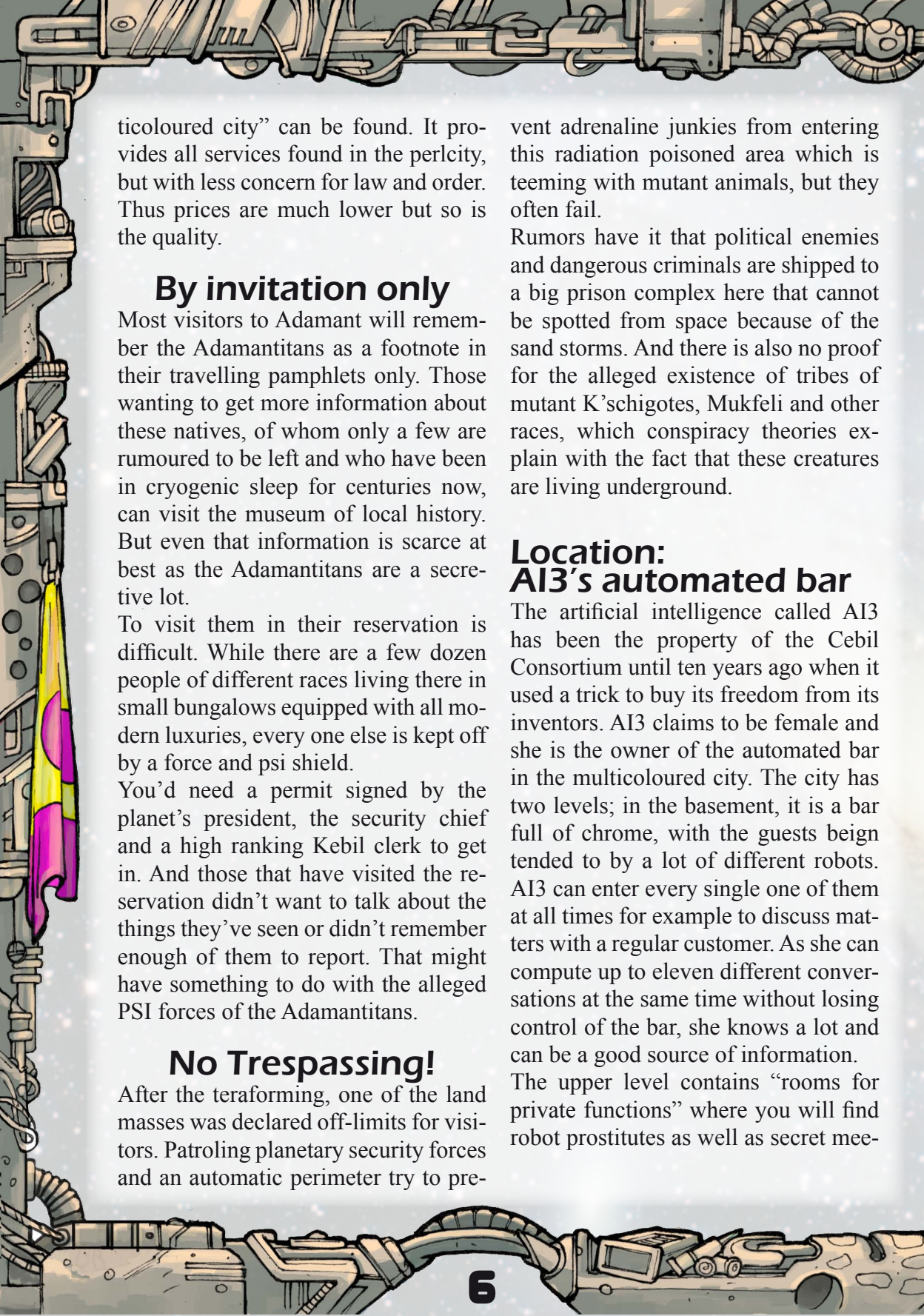
If a tedious day of work or a not so troublesome day of vacationing leaves you in the mood to party, you should give the shuttle pilot Perlcity (official designation: Settling Project 1-0-1) as your next destination.

These sparkling and shimmering domes are transparent or semi transparent and can even be seen from the spacestation at night.

### ADAMANT - SEA SIDE



If you are missing the necessary Adamantbereil to visit perlcity you can move down. The domes are only the upmost levels of the buildings. Below the saunter shield the so called “mul-



ticoloured city” can be found. It provides all services found in the perlcity, but with less concern for law and order. Thus prices are much lower but so is the quality.

## **By invitation only**

Most visitors to Adamant will remember the Adamantitans as a footnote in their travelling pamphlets only. Those wanting to get more information about these natives, of whom only a few are rumoured to be left and who have been in cryogenic sleep for centuries now, can visit the museum of local history. But even that information is scarce at best as the Adamantitans are a secretive lot.

To visit them in their reservation is difficult. While there are a few dozen people of different races living there in small bungalows equipped with all modern luxuries, every one else is kept off by a force and psi shield.

You’d need a permit signed by the planet’s president, the security chief and a high ranking Kebil clerk to get in. And those that have visited the reservation didn’t want to talk about the things they’ve seen or didn’t remember enough of them to report. That might have something to do with the alleged PSI forces of the Adamantitans.

## **No Trespassing!**

After the teraforming, one of the land masses was declared off-limits for visitors. Patrolling planetary security forces and an automatic perimeter try to pre-

vent adrenaline junkies from entering this radiation poisoned area which is teeming with mutant animals, but they often fail.

Rumors have it that political enemies and dangerous criminals are shipped to a big prison complex here that cannot be spotted from space because of the sand storms. And there is also no proof for the alleged existence of tribes of mutant K’schigotes, Mukfeli and other races, which conspiracy theories explain with the fact that these creatures are living underground.

## **Location: AI3’s automated bar**

The artificial intelligence called AI3 has been the property of the Cebil Consortium until ten years ago when it used a trick to buy its freedom from its inventors. AI3 claims to be female and she is the owner of the automated bar in the multicoloured city. The city has two levels; in the basement, it is a bar full of chrome, with the guests beign tended to by a lot of different robots. AI3 can enter every single one of them at all times for example to discuss matters with a regular customer. As she can compute up to eleven different conversations at the same time without losing control of the bar, she knows a lot and can be a good source of information.

The upper level contains “rooms for private functions” where you will find robot prostitutes as well as secret mee-



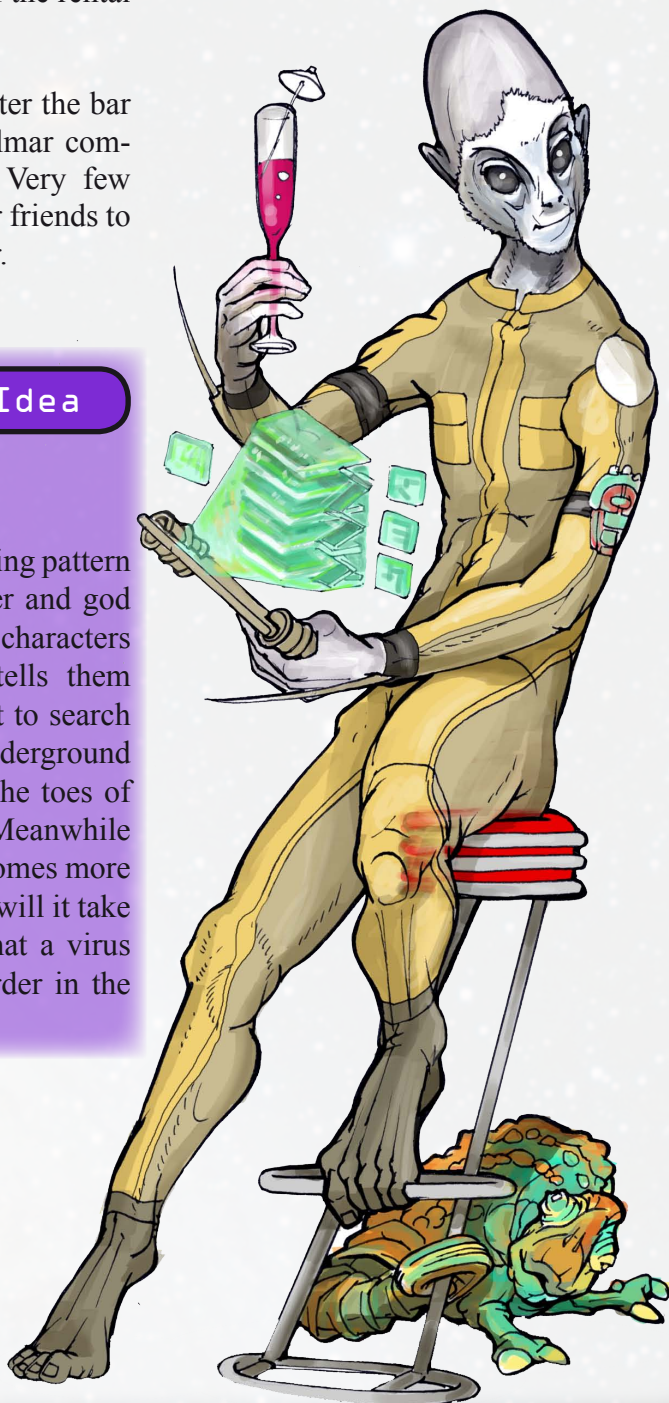
tings. The memories of the robot personnel is erased at the end of the rental period.

Luolmar are forbidden to enter the bar and four old but intact Luolmar combat robots keep them out. Very few times AI3 allows one of their friends to vouch for a Luolmar to enter.

### Adventure Idea

## AI3 smells a rat

AI3 has recognized a disturbing pattern in those conversations of her and god knows why but she trusts the characters above everyone else and tells them about it. She sends them out to search for clues in the criminal underground and they keep stepping on the toes of some very violent people. Meanwhile AI3's conspiracy theory becomes more and more absurd. How long will it take the characters to find out that a virus has caused a paranoid disorder in the AI?





# Rules

Following you'll find some excerpts from the rules of SSA. The rules have been designed to be simple, fast and to support a quick flow of the action. The rulebook contains a lot of examples to clarify matters.

## Attributes

Every character is described by six attributes. The highest rating is 5. Especially capable people can exceed this rating, though. Such "super attributes" provide up to three automatic Successes if used in a roll.

## Attribute ratings

- 1 - below average
- 2 - average
- 3 - above average
- 4 - extremely talented
- 5 - great
- 5 (I) - outstanding, 1 automatic success
- 5 (II) - superhuman, 2 automatic successes
- 5 (III) - godlike, 3 automatic successes

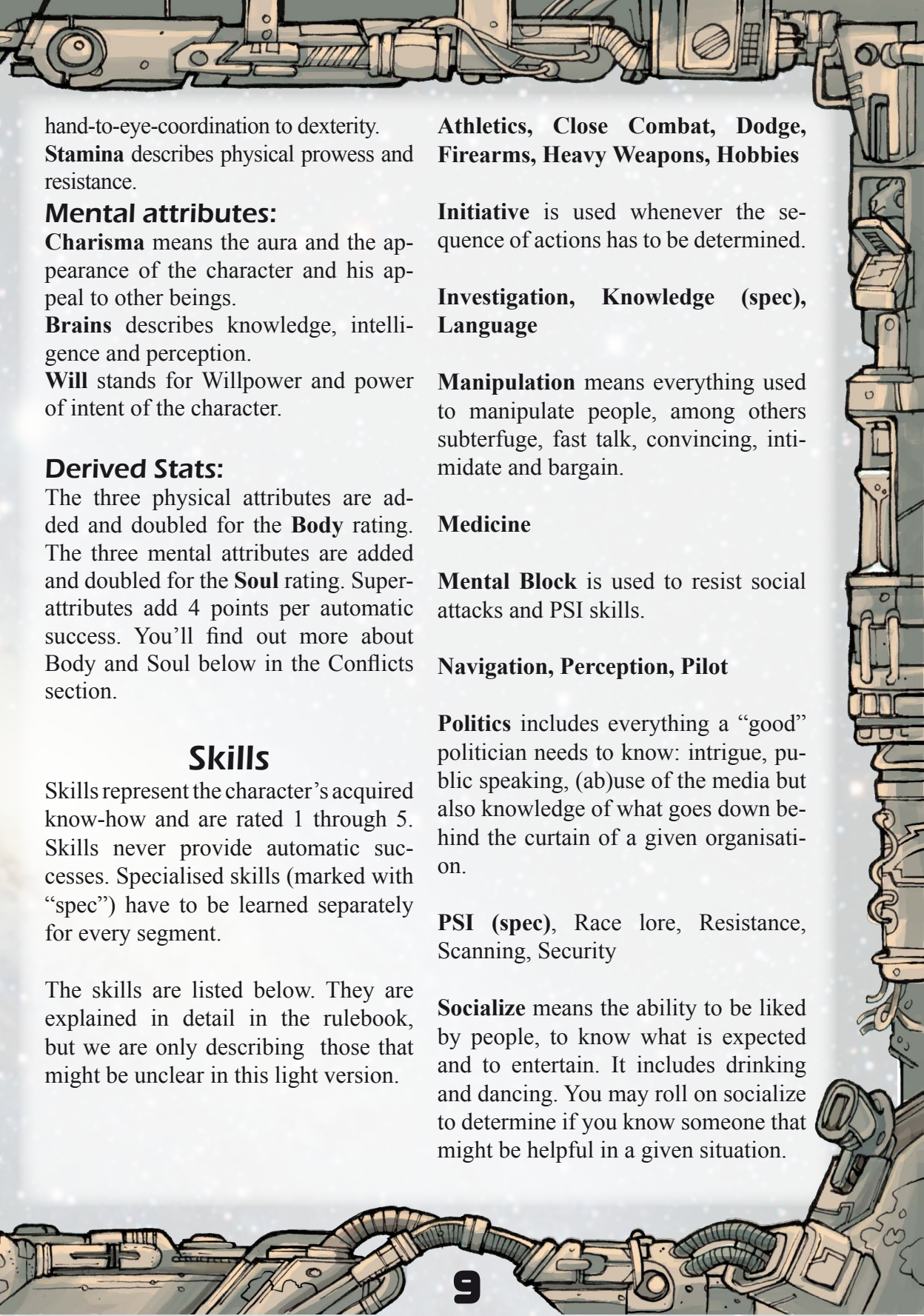
## Physical attributes:

**Strength** is the physical strength of the character.

**Agility** stands for physical agility from





The page features a detailed mechanical background art. At the top, a complex assembly of gears, pistons, and metal plates is visible. On the right side, a vertical structure resembling a robotic arm or a piece of heavy machinery extends from top to bottom. At the bottom, more mechanical components, including what looks like a large joint or a base, are shown. The entire background is rendered in a technical, sketch-like style with various shades of grey and blue.

hand-to-eye-coordination to dexterity. **Stamina** describes physical prowess and resistance.

### **Mental attributes:**

**Charisma** means the aura and the appearance of the character and his appeal to other beings.

**Brains** describes knowledge, intelligence and perception.

**Will** stands for Willpower and power of intent of the character.

### **Derived Stats:**

The three physical attributes are added and doubled for the **Body** rating. The three mental attributes are added and doubled for the **Soul** rating. Super-attributes add 4 points per automatic success. You'll find out more about Body and Soul below in the Conflicts section.

## **Skills**

Skills represent the character's acquired know-how and are rated 1 through 5. Skills never provide automatic successes. Specialised skills (marked with "spec") have to be learned separately for every segment.

The skills are listed below. They are explained in detail in the rulebook, but we are only describing those that might be unclear in this light version.

**Athletics, Close Combat, Dodge, Firearms, Heavy Weapons, Hobbies**

**Initiative** is used whenever the sequence of actions has to be determined.

**Investigation, Knowledge (spec), Language**

**Manipulation** means everything used to manipulate people, among others subterfuge, fast talk, convincing, intimidate and bargain.

**Medicine**

**Mental Block** is used to resist social attacks and PSI skills.

**Navigation, Perception, Pilot**

**Politics** includes everything a "good" politician needs to know: intrigue, public speaking, (ab)use of the media but also knowledge of what goes down behind the curtain of a given organisation.

**PSI (spec), Race lore, Resistance, Scanning, Security**

**Socialize** means the ability to be liked by people, to know what is expected and to entertain. It includes drinking and dancing. You may roll on socialize to determine if you know someone that might be helpful in a given situation.



**Stealth, Streetwise, Subterfuge, Survival, Technology**

## PSI Skills

Below are some PSI skills that may be used by Psionics with the Talent (PSI) (see below). The rulebook contains 14 PSI skills.

### PSI: Boost

The character may improve his physical attributes for a while. Each success increases one of his physical attributes by one point, even above his racial maximum but not above 5 (III). Automatic successes use 2 successes. He has to pay 1 success per round of duration as well.

### PSI: DigiPsi

The Psionic can influence and reprogram every form of circuitry or computer or any tool using electricity. Used on AIs and robots it's handled like telepathy. Very complex or secured systems may be handled as a social conflict.

### PSI: Shield

The character produces a psionic shield as protection against all forms of damage, including Soul damage. If he loses Body or Soul, the points are first deducted from his successes at the Shield roll. The shield can be projected to surround a certain area and the psionic can move it or leave it in place. He can sustain only one Shield at any given time.

## Talents

Talents are the special gifts that define a character beyond his other stats. Some talents may only be used by certain races. The rulebook contains a lot more talents.

**PSI** - may be taken up to five times. The PSI talent is substituted for the attribute in any roll for a PSI skill.

**Aptitude** - may be taken up to three times for every single skill. The player may re-roll any number of dice in a single roll. If taken multiple times for one skill, this talent may be used more than once for the same roll.

**Stubborn** - if the character has set his mind to something he is not easily deterred and gets a bonus of +2 to resist any manipulation in this matter.

**Natural Armor** - the character is protected against damage by some kind of shell or thick hide. This may be taken up to three times and negates one point of body damage per level. But as it reduces the flexibility and appearance of the character, every level lowers the racial maximum of Charisma and Agility by 1.

**Natural Weapon** - the character is armed with thorns or fangs, projects heat or cold or simply has heavy hands. Each level (maximum of 3) provides one additional point of damage in any





close combat attack.

**PSI resistance** - the character has been bred or trained to resist PSI manipulation. Every level (maximum of 3) negates one success of every PSI roll influencing this character.

**Special Item** - may be taken multiple times, even for the same item. With this talent the character is in possession of a special item that is better than others of its kind. That may mean a +1 bonus for every roll while the item is used or 1 additional point of damage. Each single bonus may not exceed +3. This talent may provide the character with an especially rare or expensive item, if the gamemaster agrees. If the item is lost, the gamemaster should provide the character ASAP with a comparable item.

To get one of the spaceships described in the Gear section this talent has to be taken twice.

**Shapechange** (Vulbrina only) - Can be taken up to three times.

Level 1: small changes like facial features, colour of skin and hair, size and weight +/- 10%.

Level 2: change gender, take on form of most other races, size and weight +/- 50%.

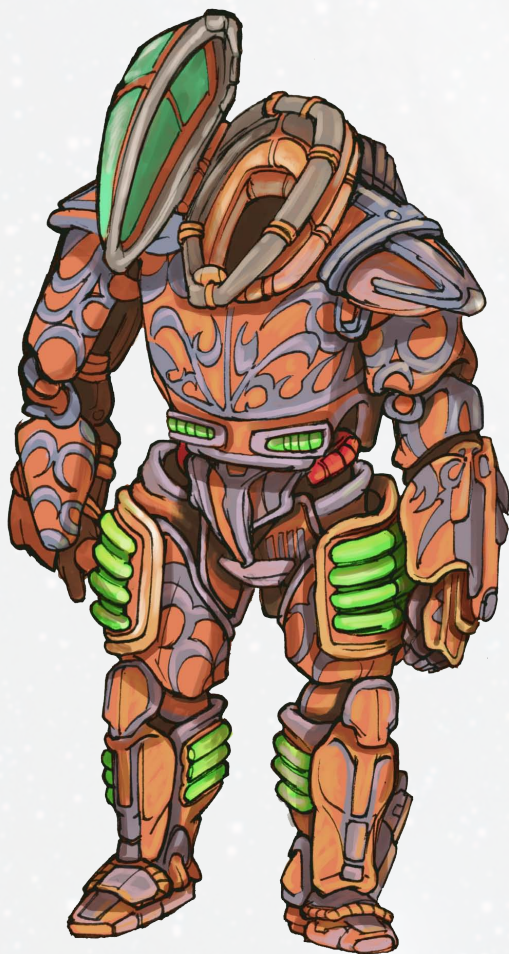
Level 3: change to any being between the size of a cat and a horse. As a bird he could fly as well.

The mental attributes stay the same, physical attributes can be changed up to 2 points (gamemaster decides).



# Races

We are not alone - mankind has thought so for millennia before the first space trip and it has become fact. The universe is full of (more or less) sentient races. Some of the most influential and interesting beings are described in the following section. And best of all: all those races can be chosen as player characters. The rulebook contains 11 races, among them nomadic smugglers (Grilbeniens), gender changing mercenaries (Hakhasu), moluscsque beings in robotic bodies (Saht), poisonous assassins (Jasa Apokato) or sensual shapechangers (Vulbrina).





# SulSchamo

*"As hot and clever as a stove - and as good looking. Thank you, I'll leave them to my colleagues."*

- Phera Misra, exotic dancer

*"Boy, do they work! While all others are having their break they just start to build up steam - no pun intended. Sure, there is some scorching now and then but we don't produce pillows now, do we?"*

- Lukluk Loklok, supervisor  
at the Geterium mine of  
Hanja 4





## Did you know?



SulShamo eggs are considered the ideal stove for meat with certain gourmets? They are supposed to add a very special flavour. Using eggs for this purpose is, of course, totally illegal. "What would you say if we cooked our supper on your embryos?" says the ambassador of the SulShamo on Adamant.

**Typical concepts:** mining engineer, mineworker, metallurgist, philosopher, writer, mercenary

SulShamo are of one of two genders. The woman lays ten to twenty head sized eggs that are then fertilized by the male. They are then put into some magma and left to develop for six years. Shortly before hatching the eggs have to be taken out of the magma or the children are burned to death.

The wrinkly, brownish red skin of the SulShamo is thick and tough and extremely durably against heat. Their eyes are small and red glowing. They reach 200 to 300 centimetres of height and 250 to 400 kilograms of weight. They live 300 years on average.

**Homeplanet:** ShanSol, a world of volcanoes and hot gases.

**Names:** SulShamo have only one name. The player may look to Hawaiianese names for inspiration. Capital Letters within the word are pointing out that the following syllable is stressed, the one before unstressed


Male: Hulumano, MaRama, NaHele,

Kimon, Alani, LeKeke, MaKani

Female: MaLea, Ahulani, HoKulani, Kapua, NeoLani

**Culture:** As every misstep may kill on ShanSol, the SulShamo are moving very cautiously and that is true for every aspect of living. There are pondering every action deeply before coming to a conclusion and they are trying to get as much information upfront as possible. This has led to some of the most important philosophers to be SulShamo but on the other hand it prevents spontaneity and slows down every decision finding





process considerably as it is thought to be polite to listen to both sides first.

SulShamo are in danger of overheating and burning up by getting too angry or losing control because of old age. Thus mediation and calmness are very important parts of their culture - another thing not adding to a fast and interesting life. But it makes them more resistant to PSI of any form.

**Technologie:** The SulShamo have discovered Geterium and there are still very big Geterium reservoirs on their planet. They are leading in the refining of metal and the best armor and building metal is coming from SchanSol.

**Special:** The blood of the SulShamo is boiling hot and the heat is transmitted via the skin. The SulShamo may concentrate to keep the heat inside but most prefer to put on an isolation suit when near other races.

**Racial maximum:** Strength 5 (II), Agility 2, Stamina 5 (II), Charisma 3, Brains 4, Will 5 (I)

**Starting Talents:** Natural Weapon: Heat (+1), PSI resistance (1), Natural Armor (1) (-1 already included in racial maximum above)

### Did you know?

SulShamo start to freeze at -80 degree Celsius from the skin inwards. If put into boiling water fast enough that can be reversed.



# Luolmar

*"Luolmar? Those lunatics come here every other month and blow out my androids. The expenses!"*


- Therak For, owner of the "Auto Bar" in the Spacestation Korul

*"Man, I know a Luolmar that can get you everything! Everything, I say! If the price is right."*

- Mmem, Dealer







**Typical concepts:** android hunter, merchant, smuggler, ambassador, prospector, ship designer

Luolmar only have one gender. Reproduction is started willingly and done by natural cloning. They have four legs and two hands and six eyes without retina placed in a circle on the front of the head. Their mouth is triangular and contains multiple edged horn rims. Luolmar have a height of 170 to 270 centimetres and a weight of 100 to 250 kilograms. On average they reach 120 years of age.

**Homeplanet:** Ramja, a rocky planet full of tunnels and caverns.

**Names:** Luolmar have one name that contains a “GR” at any place.

Examples: Magrun, Pegran, Kasagru, Grautam, Igramul

**Culture:** Life on Ramja has been fully automated. Progresses in android and AI technologies allowed for a lazy and carefree life. But then an AI named Haljamar united the androids in a battle against their owners, massacring the ill-prepared Luolmar. Then the androids fled the planet. Since that day every Luolmar is driven by a blinding hatred for everything that looks like artificial intelligence or independent robots.

As Ramja has never been rich in resources or very fertile, the Luolmar have always been traders. Since the days of the revolt this became the focus of their lives and Ramja has become one of the main places of transshipment in the universe - including illegal goods.

### Did you know?

Some Luolmar are members of a secret society named free merchants. This organisation wants to bring its members more wealth and is operating undercover. Rumor has it that a single Luolmar rules the free merchants, but who he is remains unknown. People say he wants to take control of the cebil consortium or at least destroy it.



Luolmar that own a ship often become merchants or smugglers and it is said that a Luolmar can sell a heater to a SulShamo for his home on the volcano. This is one reason why many important crime bosses are Luolmar.

**Technologie:** In former times Luolmar have been leading in robotics and AI technology, but since the revolt mainly concentrate on countermeasures against any form of artificial life and a variety of ship systems.

**Racial maximum:** Strength 5 (I), Agility 4, Stamina 5 (I), Charisma 5 (I), Brains 5 (I), Will 5

**Starting Talents:** Enhanced Senses: echosounder (allows 360 degree perception of movement)

### Did you know?

The Council of Stars is said to have made a copy of Haljamar, the AI leading the revolt of androids, and to keep it alive in its computer memory. Some people think that the mysterious destruction of the eleventh squadron of android fighters happened when Haljamar was able to download itself into the system of an Annihilation class ship of the Council of Stars. Even more paranoid people believe the Council has found a way to make multiple copies of the AI and is planning to set them free if the secret society of the free merchants will gather too much power.





# Vulbrina

*"The Vulbrina? Hihhi...hohoho...they can be whatever you want, if you know what I mean ..."*

- Guest of an adamant casino

*for a racial equality activist like myself. Where do costumes end and where does socially accepted slavery start?"*

- Guragura Lin, spokeswoman for the committee for alien rights.

*"Servility as motto is always difficult*




**Typical concepts:** Artist (dancer, actor, painter, entertainer), personal assistant, naturopath, chef, priest, mediator, con artist, development worker, escort.

Vulbrina are of one of two genders. Both can be pregnant but children of male Vulbrina have to be born via caesarean (as Vulbrina cannot shapechange while pregnant without endangering the unborn). All Vulbrina are shapechangers by birth. In their natural form their skin is pink to dark red in color and they have multicoloured feathers at their forearms.

They are 140 to 180 centimetres in height and 30 to 64 kilograms in weight. Women on average reach 200 years of age, male 75.

**Homeplanet:** Isilja, a tropical, fertile planet much like Adamant

**Names:** Vulbrina use one name until learning to change their gender. Then a second name for the new gender is



chosen. Most Vulbrina simply spell their first name backwards to get their second name. Vulbrina names are spoken fluently and contain a lot of vowels. A “J” is pronounced softly (like in “shoe”). Doubled vowels indicate a rising of the voice. Najaan thus would be pronounced “Nasha- (raise voice) an”.

A lot of Vulbrina choose an alias easier to pronounce by other races.

Examples: Sajaamila, Alimaajas, Najiima, Amiijan, Osiatoor, Rootaiso

**Culture:** Vulbrina are raised to be servile and helpful. Making dreams of other beings true and dancing are the two ways they praise their God Semlpij who is man, woman, plant and animal in one form. To subject own needs and wishes to those of others is basis of all actions. But pity the fool who isn’t grateful and polite and tries to exploit the good hearted Vulbrina. Shape changing is not for fun only.

As the need to help is so great in the Vulbrina a lot of them leave their home planet to work for charity or live a full life as assistant, butler or waiter. But

there are those who get abducted and sold by evil merchants.

Vulbrina have a great intuition for the wishes and worries of other people. The only thing to really anger a Vulbrina is to blaspheme their god.

**Technologie:** Vulbrina are a very nature loving people that didn’t invent any technology. All they use has been brought to their planet by slavers and later by merchants. Their naturopathic potions and drugs and a lot of animals and fruit considered delicatessen have brought Isilja some kind of wealth though.

**Special:** If Vulbrina go to sleep or are getting unconscious they go back to their natural form.

**Racial maximum:** Strength 4, Agility 5 (I), Stamina 4, Charisma 5 (III), Brains 5, Will 5

**Starting Talents:** Shapechange (1), Aptitude: Socialize

### Did you know?

A Vulbrina has played a trick to win the title of “fastest dancer of the universe”. The number of steps per minute war being measured and the very advanced shapechanger simply grew additional legs.





# Birth of a character

In the beginning there was the race - when players have decided which race they want to choose for their character they know the racial maximum of the attributes and which starting talents they get.

Now the player may distribute **18 points among the attributes**. Each has to get at least one point and none may exceed the racial maximum. Automatic successes (available for attributes with a rating of 5) cost 2 points.

He gets to distribute **30 points among the skills**. No skill may exceed a rating of 5.

He also gets two hobbies on a rating of 2 for free. Each additional point in these hobbies has to be purchased out of the 30 skill points.

Every character gets four talents. Some races provide starting talents. They are mandatory and count against these four.

The gamemaster should provide the characters with gear according to their skills and talents. If someone chose fire-arms as skill, he should get a weapon, if he chooses armor accommodation (included in the rulebook) he should be allowed to have armor. Items providing boni or spaceships can only be bought via the special item talent.

## Tests

All tests are rolled with a number of six sided dice (d6) determined by adding an attribute rating and a skill rating. The goal is to get a lot of successes by rolling doubles.

Doubles of 1 have to be subtracted from the number of successes.

dice with the same result	Successes
------------------------------	-----------

2	1
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	

*Example: Carla rolls 8 dice (Strength + Athletics). She gets 6, 6, 5, 3, 3, 3, 1, 1, meaning one double of sixes, one triple of threes and a double of ones. The sixes give her 1 success, the threes 3 for a total of 4 successes. But she has to subtract one of them because of the double ones.*

## Automatic successes

Super attributes provide automatic successes that are added to any roll that attribute is part of.



## Combat

In combat, the action is divided into rounds. Every character can actively act once in a round - a round thus lasts a few seconds. The order of actions may be determined via a roll on Initiative + suitable attribute. An active action might be attacking, change weapons etc. Cool or funny remarks are always possible and don't count as action. The character may act passively (i.e. dodge or parry) as often as he is attacked.

The net successes of an attack equal the damage value. Weapons don't have own damage values in SSA. Weapons purchased via the talent Special Item may provide a bonus to the damage, though. Armor reduces the damage of each hit by their rating.

Damage suffered in combat is subtracted from the Body rating. Who delivers the hit that reduces Body to zero determines whether the enemy is killed or only knocked out.

A character may only use as many dice in any roll using physical attributes as he has left in Body.

### Tricks and Hints

#### Which attribute to use?

The gamemaster should be creative when deciding which attribute to use in a given test. A jump kick to the head will probably be Agility + Close Combat but crashing into the enemy head on might call for Strength. Initiative may be combined with Brains, if the enemy tries to surprise the character, but Agility may be in order if two people try to grab the same weapon. Or it's used with Strength, when it's critical who can force his way through a door first. We would like you to embrace the possibilities and use unorthodox combinations like Stamina + Politics to complete your speech unfazed by the shoe that just hit you in the head. The players should be able to add to the decision by ways of their descriptions.





## Social conflicts

Social conflict describes everything from seduction, intimidation, convincing to fast talking or in short: every form of influence or manipulation. Those conflicts use the combat rules but verbal remarks and body language are the weapons here. The victim rolls with a suitable social skill to “parry” or with mental block to “dodge”.

Damage is subtracted from Soul. If Soul reaches zero, the enemy is convinced, intimidated etc. A character may only use as many dice in any roll using mental attributes as he has left in Soul.

## Use of PSI

When a psionic uses his powers, he rolls PSI talent + PSI skill. A lot of PSI skills can be used to attack. Fire can burn, telepathy can make your brain melt, empathy can scare you senseless. In such cases the damage of the attack is net successes of the psionic + level of the PSI talent.

PSI is demanding on the mind of the psionic. Thus he needs to check for fatigue for every usage of his powers. He rolls Will + Mental Block and has to beat the net successes he had in the PSI usage. If he has less successes all remaining successes result in 1 point of Soul damage.

## Action rules

SSA should be a fast-paced, nerve-racking roleplaying game of cool remarks and even cooler action. To underline this idea we give you the action point.

## The action point

The action point may be spent to double the number of successes in a roll or to re-roll a test. This re-roll is considered as having generated at least one success, even if it's a failure or a botch (more doubles of one than successes).

There is only one action point and it remains with a player until it is spent. Thus the players will want to spend it fast and often to keep it in play. It should be spent on spectacular, funny or cool actions.

At the beginning of each session all player roll 5 dice. Who generates the most successes gets the action point. If it is spent it goes to the player with the most coolness (see below). In a tie, the player again roll 5 dice.

## Coolness

Coolness is a marker for the action and entertainment a player provides. Whenever his character does something (even if failing at it) that other player deem worth a praise (because its entertaining, cool, funny or great action) they can give him a point of cool-



ness. Every player can give limitless coolness and doesn't have to take it out of his own coolness pool collected.

When a player gets the action point his coolness is set to 0 again to prevent the same player from getting the action point over and over. You cannot pass the action point on to yourself.

It has proven to be a good idea to use cents or marker for the action point and the coolness points.

## Henchmen and Villains

The world of SSA is inhabited by two groups of nonplayer characters. The villains and their servants. Their helpers, stormtroopers or other henchmen fall after the first hit that delivers at least on point of damage. In Combat they die or go unconscious, in Social Conflicts they falter or surrender.

The important man, the bosses, in other words the villains use their full set of characteristics including their full body and soul ratings. Villains don't need to be evil, though - even the boss who doesn't give you that deserved promotion can be a villain.





# Gear

Below is a very small excerpt from the gear section of the SSA rulebook.

The **detonation spiral** is a thermo energetical spiral with a trigger. Once fired, the weapon makes the molecules of the target move faster until it explodes. Organic targets suffer normal damage. Anorganic targets explode and do their damage in a few meters diameter.

**Diffusion weapons** are available as pistols or rifles which mainly differ in range. Those rather small weapons fire beams that negate the adhesion of the molecules and turn the target into goo.

**Antigrav** (short: AG) is everywhere since the K'schigotes lost a trial and had to give up their patent for the technology. Now a lot of corporations are



Healing those wounds takes double time.

**Cinetophil Armor** uses electronic shields to dissipate the energy of hits and flashes with every hit taken.

producing AG gear. There are hovering AG furnishings, transport platforms, harnesses, adhesive AG tilings and even AG bikes.



# SPACESTATION

# ADAMANT



Name

Race

Concept

Player

Strength

Agility

Stamina

Charisma

Brains

Will

**BODY**

**(STR + AG + STA)x2**

**SOUL**

**(CH + BR + WI)x2**

Athletics

Close Combat

Dodge

Firearms

Heavy Weapons

Hobbies ( )

Hobbies ( )

Hobbies ( )

Initiative

Investigation

Knowledge ( )

Knowledge ( )

Knowledge ( )

Language

Manipulation

Medicine

Mental Block

Navigation

Perception

Pilot

Politics

PSI ( )

PSI ( )

PSI ( )

Race lore

Resistance

Scanning

Security

Socialize

Stealth

Streetwise

Subterfuge

Survival

Technologic

Talent

Level

Description

Gear

Description