

Making Roaring Rockets characters

VERSION 3.1 (BOOSTER) / <http://www.roaringrockets.org/>

A quick-REFERENCE

Getting started

- YOUR NEW CHARACTER CAN BE AN ARCHETYPE, A STEREOTYPE, OR A GENERIC.
- AN **ARCHETYPE** IS A PRE-MADE STARTER CHARACTER. ALL THEY NEED IS A NAME NOW AND TO HAVE THEIR ARTWORK COLORED LATER. YOU ARE DONE HERE IF YOU PICK AN ARCHETYPE CHARACTER.
- A **GENERIC HUMAN** IS NOT RESTRICTED FROM GENDER-SPECIFIC SKILLS.
- A **STEREOTYPE EARTHMAN** CAN BE REALLY STRONG. THAT CAN BE IMPORTANT IN THIS TWO-LISTED GENRE.
- A **STEREOTYPE EARTH-WOMAN'S** LOOKS ARE HER SUPERPOWER. FAINTING IS HER KRYPTONITE. THIS USUALLY IS NOT A PROBLEM DURING THE GAME. SLEEPING AND FAINTED WOMEN GET +1 LOOKS. YOU CAN FAINT VOLUNTARILY.
- THE PRE-MADE ARCHETYPES ARE ALL STEREOTYPE EARTHMEN & EARTH-WOMEN
- THIS GAME USES NORMAL CUBE-SHAPED 6-SIDED DICE (ONLY). NO WEIRD DICE.
- SKILLS AND STATISTICS ARE RANKED 1 THROUGH 6. HIGH NUMBERS ON YOUR CHARACTER SHEET ARE GOOD.

What good are the numbers on the character sheet?

- YOU WANT TO LEAP BETWEEN BUILDINGS TO SAFETY. ROLL YOUR STRENGTH OR LESS TO SUCCEED.
- YOU WANT TO SCIENCE SOMETHING. ROLL YOUR SCIENCE SKILL OR LESS.
- YOU WANT TO PUNCH A BAD GUY. ADD RELEVANT SKILLS TO YOUR 'HIT ROLL'. SUBTRACT TWO DICE FROM YOUR HIT ROLL. IF WHAT IS LEFT IS HIGHER THAN THE DEXTERITY OF THE TARGET, YOU HIT HIM. *Add, roll, subtract, and ask the game master if you hit.*

Character creation (skip this if you are using a character archetype)

THIS IS THE QUICK LIST. THE INSTRUCTIONS ARE DETAILED BELOW.

1. GET A CHARACTER SHEET; CHARACTERS MAY ONLY BE HUMAN. THIS WILL GO BETTER IF THE CHARACTER IS THE SAME GENDER AS YOU, AND YOU NEED GAME MASTER PERMISSION TO DO OTHERWISE. YOUR CHOICES ARE A STEREOTYPE EARTHMAN, STEREOTYPE EARTH-WOMAN, OR GENERIC HUMAN (MALE OR FEMALE).
2. ROLL STATISTICS ON 1 DIE EACH OR DIVIDE POINTS BETWEEN THEM (SEE BELOW). MAKE RE-ROLLS AS DIRECTED. THE THREE CHARACTER TYPES HAVE DIFFERENT RULES FOR THIS. SEE BELOW.
3. YOU NEED INT AT LEAST 4 TO BE A SPACE CADET. IF YOU DO NOT HAVE IT, YOU MAY SWITCH TWO STATS TO GET IT. START OVER IF EVERYTHING IS 3 OR LESS.
4. IF THE STATS DO NOT GO WITH THE ARTWORK ON YOUR CHARACTER SHEET, NOW IS THE TIME TO CHANGE SHEETS.
5. CALCULATE FIGURED CHARACTERISTICS (SEE BELOW)
6. BACKGROUND: PICK A BACKGROUND; ROLL FOR SKILL LEVELS AND MONEY. OR DO IT WITH POINTS.
7. BASIC SKILLS: PICK OR ROLL FOR AN EXTRA SKILL & ROLL FOR LEVEL. OR DO IT WITH POINTS.
8. SPECIAL SKILLS: STEREOTYPE MEN AND WOMEN GET DIFFERENT SPECIAL SKILLS (FOLLOW DIRECTIONS). GENERIC HUMANS CAN PICK FROM BOTH LISTS.
9. CADET SKILLS: IF YOU ARE GOING TO BE A CADET, PICK OR ROLL A SKILL.

10. RE-ROLL ONE OF THE ROLLS YOU MADE EARLIER, AND KEEP THE BEST NUMBER. THIS MAY CHANGE OTHER NUMBERS.
11. Decide on NAME, description, and personality.
12. Buy equipment with money. You get clothes & effects for free, and something to carry them in. SPACE CADETS GET SOME STUFF FOR FREE (SEE **BOLD TEXT IN THE NEXT PARAGRAPH**).

THE CHARACTERS MIGHT BE IN THE SPACE RANGERS (SHERIFFS IN SPACE), STAR PATROL (LIKE OUR COAST GUARD), OR STAR SCOUTS (EXPLORERS). If so, THEY ARE ISSUED EQUIPMENT BUT HAVE TO OBEY ORDERS. NEW CHARACTERS SHOULD BE SPACE CADETS ASSIGNED TO THE RANGERS, PATROL, OR SCOUTS. **ISSUE UNIFORMS, SPACE SUIT, HELMET, VEST, POCKET MULTI-TOOL, AND STUN PISTOL.** STEREOTYPE WOMEN ARE ALSO ASSIGNED **PEPPER SPRAY, MAKEUP, & HAIR STUFF.** EVERYONE WITH MECHANIC SKILL GETS A **SMALL MECHANICS TOOLBOX.**

ASTRO FLEET AND SPACE MARINES ARE NOT GOOD CHOICES BECAUSE THEY JUST FIGHT BATTLES AND GET SHOT AT.

NON-SERVICE CHARACTERS MIGHT BE ADVENTURERS, COMPANY MEN, OR OTHER NON-GOVERNMENT STATUS. THEY ARE STILL EXPECTED TO UPHOLD THE LAWS AND SOCIETAL CONVENTIONS EVEN THOUGH THEY LACK AUTHORITY. THINGS GO A LITTLE BETTER IN THIS GAME IF EVERYONE IS IN THE RANGERS, PATROL, OR SCOUTS.

ALL PLAYER CHARACTERS ARE GOOD GUYS. THE GAME MASTER MUST CONFISCATE ALL CHARACTERS WHO ARE MORALLY REPUGNANT OR SOCIALLY UNACCEPTABLE BY THE STANDARDS OF 100 YEARS AGO OR TODAY. THEY ARE KEPT FOR USE AS VILLAINS, PREFERABLY IN PARTNERSHIP WITH THE PLAYER.

HIGH NUMBERS ARE GOOD ON CHARACTER SHEETS. LOW DIE ROLLS ARE GOOD WHEN PLAYING THE GAME. ANYTHING THAT ADDS TO YOUR SKILL OR SUBTRACTS FROM YOUR DIE ROLL IS GOOD.

MOST CHARACTERS ARE STEREOTYPE MEN AND WOMEN. If YOU WANT A CHARACTER THAT DOES NOT FIT THE STEREOTYPES OF THE DAY, MAKE A GENERIC HUMAN CHARACTER: YOU MAY START WITH EITHER MENS OR WOMENS BACKGROUNDS. INSTEAD OF MENS OR WOMENS SPECIAL SKILLS, TAKE 4 POINTS OF THEM IN ANY COMBINATION.

Statistics

STEREOTYPE MEN & GENERICS HAVE 3 STATS. ROLL ON 1 DIE EACH, THEN TAKE 3 REROLLS (KEEPING THE BEST VALUE EVERY TIME). OR DIVIDE 13 POINTS BETWEEN THE THREE STATS.

STEREOTYPE WOMEN HAVE 4 STATS. ROLL ON 1 DIE EACH, THEN TAKE 4 REROLLS. OR DIVIDE 17 POINTS BETWEEN THEM. THEY CAN TRANSFER POINTS FROM STR TO INT AFTER TAKING THEIR REROLLS.

INTELLIGENCE (INT): BASIC MENTAL STAT. SMARTS, PERCEPTIVENESS, ETC. THE RANGE IS 1-6. YOU TRY TO ROLL INT OR LESS ON A DIE TO FIGURE THINGS OUT OR NOTICE THEM.

STRENGTH (STR): BASIC PHYSICAL STAT. BRAWN, TOUGHNESS, ETC. THE RANGE IS 1-6 FOR MEN AND 1-5 FOR ALL WOMEN & GENERIC CHARACTERS. **ALL WOMEN TAKE 1 INSTEAD OF 6, GENERIC MEN TAKE 4 INSTEAD OF 6.**

DEXTERITY (DEX): BASIC COMBAT STAT. QUICKNESS, ACCURACY, ETC. THE RANGE IS 1-6 FOR ALL MEN AND GENERICS AND 2-6 FOR STEREOTYPE WOMEN. **STEREOTYPE WOMEN TAKE 4 INSTEAD OF 1. "THE STORMTROOPERS AREN'T BAD SHOTS, I HAVE A HIGH DEX!"**

LOOKS (LKS): ONLY STEREOTYPE WOMEN HAVE THIS STAT. LOOKS GET THEM A FAVORABLE RESULT. THE OFFICIAL SAYS YES INSTEAD OF NO, THE MONSTER KIDNAPS YOU INSTEAD OF EATING YOU, ETC. THE GAME MASTER DECIDES WHEN TO ROLL. YOU CAN TEMPORARILY IMPROVE YOUR LOOKS WITH THINGS LIKE HEELS AND MAKEUP. SOME

SITUATIONS WARRANT A PENALTY, AND LOOKS MAY NOT WORK AFTER YOU ATTACK. LKS 0 IS AVERAGE AND GETS NO ROLL, LKS 1 IS WELL ABOVE AVERAGE, AND LKS 6 IS STUNNING. ALL MEN AND GENERIC WOMEN HAVE LKS 0. PLAYER CHARACTERS AND SOME BAD GUYS ARE IMMUNE TO LOOKS. LOOKS WORKS ON MOST MALES AND SOME FEMALES.

NOTES: YOUR CHARACTER'S STATS MUST ALL BE IN THE 1-6 RANGE. THEY MAY NEVER DROP BELOW 1, OR RISE ABOVE 6. STEREOTYPE WOMEN CAN NEVER HAVE DEX BELOW 2 OR STR ABOVE 5. GENERICS MAY NOT HAVE STR ABOVE 5. **IF CHARACTER CREATION INCREASES A STAT PAST ITS LEGAL RANGE, TAKE 3 SKILL POINTS INSTEAD.**

THERE IS NO STATISTIC FOR LUCK; INSTEAD THERE IS VERBAL HYGIENE. NOBODY SWORE IN PULP SCIENCE FICTION BOOKS, MOVIES, OR COMICS. NOT EVEN SURROGATE SWEAR WORDS. THERE WAS NO OFF-COLOR SPEECH OR INNUENDO, EITHER. IF THE GAME MASTER NEEDS A VICTIM, HE WILL PICK THE PLAYER WITH THE DIRTIEST MOUTH. GOOD THINGS WILL HAPPEN TO THE CLEANEST.

FIGURED CHARACTERISTICS

Body: YOU HAVE AS MANY Body points AS STR points (**OR 3 body**, whichever is greater). WHEN THE AMOUNT OF body damage you have taken equals your body, you are badly wounded and cannot move on your own. If you go down to -6 body, you are dead. You get 1 body point back per week you rest. Big wounds (3+points) bleed 1 body per 10 turns until someone stops the bleeding or the game master says it stops. Your body stat may not be more than STR+3.

STUN: YOU HAVE AS MANY STUN points AS STR points. **THE MINIMUM IS 3 FOR ALL MEN AND 2 FOR ALL WOMEN.** WHEN THE AMOUNT OF STUN damage you have taken equals your STUN, you are knocked out. You get 1 STUN point back per turn you rest. If you go down to -6 STUN, you are stunned for a long time. Your STUN stat may not be more than STR+3.

Hit Roll: YOUR Hit roll is **7+DEX**. TO HIT A TARGET IN COMBAT, YOU MUST ROLL 2 dice AND SUBTRACT THEM FROM YOUR Hit roll. IF YOUR RESULT IS BIGGER THAN OR EQUAL TO THE TARGET'S DEX, YOU HIT. IF NOT, YOU MISS. THIS IS THE SAME AS USING THE CHART.

PUNCH: ALL WOMEN WITHOUT A fighting skill (like boxing) punch for 1 STUN damage. **MEN AND fighting women punch for light STUN.** -1 damage if STR is 1, +1 if STR is 6.

CHARACTER BACKGROUNDS FOR STEREOTYPE MEN & GENERICS

IF YOU DO NOT WANT TO PICK A BACKGROUND, TAKE **8 points of skills AND 3 credits.** 'credits' is the money you start with.

1. **SPACE PILOT:** 1-6 credits, Pilot skill 1-6, Navigation 1-6, Scope 1-3, ZERO-G 1-3
2. **SPACESHIP ENGINEER:** 1-6 credits, +1 INT, MECHANIC skill 1-6, DEFLECTOR 1-3, Scope 1-3, ZERO-G 1.
3. **METEOR MINER:** 2-12 credits, Pilot skill 1-3, Navigation 1, MINER skill 1-6, MECHANIC 1, ZERO-G 1-6
4. **SPACE MARINE:** 1-6 credits, +1 STR, SHOOTING skill 1, FENCING 1, BOXING 1, WILDERNESS SURVIVAL 1-3, ZERO-G 1. NOT FOR WOMEN IN TRADITIONAL GAMES.
5. **MARTIAL ARTS:** 1-3 credits, 1-3 abilities:
 - 1) Judo chop (md STUN)
 - 2) KARATE chop (lt kill)
 - 3) Judo hold vs MINOR NPCs
 - 4) Add 1-3 STUN TO YOUR CHARACTER SHEET
 - 5) Block and punch combo
 - 6) SWEEP: Knock down HUMANOID and do lt STUN
6. **ACTION HERO:** 1-6 credits, SHOOTING skill 1-3, FENCING 1-3, BOXING 1-3, Pilot 1-3

CHARACTER BACKGROUNDS FOR STEREOTYPE WOMEN & GENERIC HUMANS

If you do NOT want to pick a background, take 8 points of skills and 3 credits. 'credits' is the money you start with.

1. **REPORTER:** 1-6 credits, +1 INT, SHORTHAND skill 1-6, OPERATE audio/VISUAL equipment 1-6, TYPE fast 1-6.
2. **NURSE:** 1-6 credits, MEDIC skills <best of 2 dice>, CHEMISTRY 1-3. THE MEDIC skills CAN STOP BLEEDING AND HEAL A BODY POINT IN A DAY INSTEAD OF A WEEK.
3. **TRAVEL AGENT:** 1-6 credits, +1 INT, TRAVEL AGENT skill 1-6. THE TRAVEL AGENT skills MEAN ENCYCLOPEDIA knowledge of THE KNOWN PLANETS, plus DETAILS ABOUT BAD GUYS AND MONSTERS.
4. **ENTERTAINER:** 1-6 credits, +1 LKS, MUSIC skill, SINGING, DANCING, & MODELING all 1-6 (OR split 12 points BETWEEN THEM). ALSO TAKE AN EXTRA 3 points IN WOMENS special skills.
5. **RICH GIRL:** 10-60 credits. GET-daddy-to-pay-for-it skill 1-6. THERE IS A PENALTY WHEN USING THIS skill FOR EXPENSIVE ITEMS OR TRYING AGAIN.
6. **COWGIRL:** 1-3 credits, SHOOTING skill 1-3, COWGIRL 1-6. THE COWGIRL skills include RIDING, ROPING, ANIMAL HUSBANDRY, ETC.

BASIC skills list

Skills HAVE A MAXIMUM VALUE of 6. Roll your skill level OR LESS TO SUCCEED. Take 2 points of skills if you do NOT want to pick OR roll skills FROM THIS list.

1. **SHOOTING:** 1-3 (IMPROVES YOUR CHANCE TO SHOOT SOMETHING).
2. **FENCING:** 1-3 (IMPROVES YOUR CHANCE TO CLUB SOMETHING).
3. **BOXING:** 1-3 (IMPROVES YOUR CHANCE TO PUNCH SOMETHING).
4. **PILOT:** 1-3, NAVIGATION 1, SCOPE 1.
5. **MEDIC:** 1-3 (STOP BLEEDING, HEAL A BODY POINT IN A DAY INSTEAD OF A WEEK).
6. **SCIENCE** 1-3: YOU KNOW ALL KINDS OF SCIENCE THINGS. THE skill CANNOT BE HIGHER THAN YOUR INT.

SPECIAL skills for GENERIC HUMANS

GENERICs split 4 points BETWEEN THE MENS & WOMENS special skills. MENS COOKING skills ARE HALF PRICE; you GET 2 per skill point. OR TAKE THE GENERIC HUMAN default of SANDWICHES 4 plus BREAKFAST 4.

SPECIAL skills for STEREOTYPE MEN & GENERIC HUMANS

COOKING: MEN CANNOT COOK. WITHOUT THIS skill THEY CAN ONLY EAT WHAT COMES OUT OF A CAN OR BOX. EATING AFTER A FAILED COOKING roll IS NOT PLEASANT. MEN START WITH A skill level of 2 in ONE type of COOKING.

- 1 - GRILLING & BBQ
- 3 - SOUPS & STEWS
- 5 - BAKING (BREADS, CAKES, ETC.)

- 2 - SANDWICHES & BURRITOS
- 4 - PASTA
- 6 - BREAKFAST (EGGS, BACON, PANFLAPS, WAFFLES, ETC)



SPECIAL skills for STEREOTYPE WOMEN & GENERIC HUMANS

STEREOTYPE WOMEN GET ALL 4 skills AND roll for VALUE. EMBRACE THE STEREOTYPE AND HAVE SOME fun. If you do NOT want to roll THESE, divide 12 points BETWEEN THEM.

Faint Resistance (1-5): STEREOTYPE WOMEN MAY faint UNDER sudden STRESS. This is YOUR RESISTANCE TO fainting. THE GAME MASTER DECIDES WHEN TO roll. FAINT RESISTANCE CANNOT START HIGHER THAN 5 (TAKE 3 INSTEAD OF 6). NOTE THAT sleeping & fainted WOMEN GET +1 LKS. YOU CAN faint VOLUNTARILY.

Revive a fainted WOMAN by fanning HER face OR gently slapping THE back OF HER HAND TO give HER ANOTHER faint RESISTANCE roll. THROW WATER ON HER face FOR instant REVIVAL AT THE COST OF HER clothes, HAIR AND MAKEUP. SMELLING salts wake HER right up, BUT you NEED certified MEDICAL skills TO GET THEM.

Run in Heels (1-6): Heels improve your looks, BUT slow you down TO 2M/TURN AND you CANNOT SNEAK IN THEM. This skill NEGATES THE penalty. Blow your roll AND you STUMBLE loudly. Miss it by 4 AND you fall.

Makeup (1-6): A successful roll lets you improve your looks with improvised MAKEUP, under ADVERSE conditions, OR put your face ON twice AS fast. MAKEUP normally TAKES half AN hour AND a bunch OF stuff.

Hairstyling (1-6): A successful roll lets you improve your looks with improvised stuff, under ADVERSE conditions, OR do your HAIR twice AS fast. HAIR normally TAKES half AN hour AND a bunch OF stuff.

Cadet skills (for SPACE CADETS, RANGERS, PATROL, & SCOUTS)

YOU GET THIS WHEN joining THE CADETS. SPACE CADETS GET ANOTHER pick OR roll WHEN PROMOTED TO SPACE RANGER, STAR PATROL, STAR SCOUT, OR THE MILITARY.

1. **Pilot 1**
2. **Scope 1:** OPERATE THE scope ON A space ship
3. **Shooting 1:** SUBTRACT FROM die roll (improves YOUR chance TO shoot SOMETHING)
4. **Mechanic 1:** Fix THINGS
5. **Wilderness survival 1:** This is YOUR ability TO survive WITH little OR NO equipment
6. **Deflector 1:** OPERATE THE deflector ON A space ship

