

Game Mastering

Ammo

Keeping track of ammo is absolutely critical if you are playing a combat oriented session, however it will be a nightmare of mathematics, when everyone is equipped with automatic weapons. The following rules will allow you to make some general assumptions about ammo. On the general a party has enough ammo to last an entire adventure unless it plays a plot device. Regardless of the number of rounds fired by the exact weapon, a clip will typically contain 1 round of auto fire, 3 rounds of long bursts, 6 rounds of short bursts. In practice, I often forego making the characters do mundane actions such as changing clips, unless it is critical to the plot. In essence, if you plan on tightly monitoring the players ammo, then make sure that you announce this beforehand, and introduce the restrictions that you are placing on that adventure or subplot.

Class Rules

Classes are rarely used in FS. GameMasters may impose class rules on characters to help increase role-playing. FS was designed to have no classes, and to allow all players to create well rounded characters without restrictions. In some groups this may cause problems with characters choosing whatever random skills that they seem to use every game, and not truly developing a career. Whenever a character has less than four skills of any school of training, the following rules will then apply. Characters that flip flop through skills should receive proficiency penalties. Minor infractions, such as having only three skills in a school would incur a 10% penalty. Characters with only two skills in a school will incur a 20% penalty. Characters with only one skill in a school would result in a 30% penalty. GameMasters may also base classes upon the archetypes chapter.

Falling Damage

When characters fall they take damage. Anything that is over twice their body height will cause damage. For every 5 feet above this, a 2d10 damage roll is made. Round all heights up. For example a human 6 feet tall falls from a 50-story building, they would take 10d10 damage. If they fell from 10 feet, they have take no damage.

Language

Any characters that are within the Empire, should either know Human, or have a language computer that will aid in translation. Anyone that cannot speak the common tongue of the land, should face a 25% penalty to any charisma checks.

Light Rules

Characters need light to be able to see, and perform actions normally. Some races have special abilities that allow them to see in the dark, however the rest find light a necessity. There are 4 levels of light deprivation, each one earning a 15% penalty to any task, including combat. Level 1 consists of twilight, dusk, direct flashlights or searchlights or emergency lighting. Level 2 consists of full moonlight, torchlight, or outside of direct flashlights or searchlights. Level 3 consists of extremely dim and distant light sources, such as a town in the distance. Level 4 is complete darkness and absence of light.

Movement Restrictions

Different types of terrain affect the characters movement rates. The GM should give them an appropriate penalty depending on the nature of the terrain. For example dense woods would reduce movement by 25%. Tall plants, thick vegetation or mud should hinder them by 50%. Swamps, thick mud would impose a 75% penalty. Mountains, Cliffs, and Ice may impose them even more.

Penalties & Bonuses

All penalties in this book are expressed in percentage form. This represents a penalty directly from the percentile dice roll, and does not mean 25% of their base chance. For example someone shooting at a 25% penalty and a GN score of 50%, needs a 25 or less on their percentile dice roll to succeed. This does not mean that you need to calculate 25% of 50.

Time Rules

Time is measured in turns and rounds. Each turn represents 1 minute. You can use the terms turn and minute simultaneously. Each turn is divided into 10 rounds. Each round represents 6 seconds. Each action that a character does including attacks takes 6 seconds or one round.

Weightlessness

This is a space game, sooner or later some player will find themselves floating freely with no gravity. The following laws of physics apply. A body in motion tends to stay in motion unless acted upon by an outside force. This means that you will move in a direction forever until you bump into something, something bumps into you or you exert a force that changes you

direction. Some of these forces include pushing yourself of a wall, or firing a weapon that has recoil. Note, that if the force is not enough you may simple slow. This type of force can also change your direction of travel if not use to oppose your velocity, or may increase your velocity. A body at rest, tends to stay at rest, unless acted upon by an outside force. This means that if you have no momentum then you will not move at all unless something pushes you. For example again weapon recoil, or pushing off from an object. There is no swimming in space. In you are in a vacuum there is nothing to push against. If you are in an atmosphere, this has hardly any effect, but may give you a minimal of velocity.

Weekly Food Costs

Exotic	250
Real Food	100
Good Pre-Pack	60
Pre-Pack	40
Synthetic	20
Sustenance	10

Shelter Costs

Sleeping Bag	75
Crash Tube-Night	30
Doctor Tube-Night	250

Communication Costs

Beeper Service	15
Cell Phone Service	150
Pay Phone Call	1
Banking Account	10
Banking Account-Illegal	150

Hirelings

Worker type	Day	Week	Month
Porters, chauffeurs, ditch diggers	20	80	350
Mercenaries	100	500	2200
Technicians	80	240	1500
Mechanic	50	200	900

Public Transportation

Cab	10/mile, 2/block
Public Transportation	1
Subway/ Monorail	2
Inner City	150
Commuter	1,500
City to City	5,000
World Access	25,000
OffWorld	25,000
In System	200,000

Monthly Social Class Package Deals By Month - Includes Food, Shelter, Clothing, Comm Gear, Transportation.

Level	HL Bonus	CH Bonus	Cost
Street Level	-20	-20	200
Minimalist	-10	-10	1,000
Low Life	-05	-05	2,500
Poor	-02	-02	5,000
Middle Class	-00	-00	10,000
Well-Off	+02	+02	25,000
High Class	+05	+05	50,000
Corporate	+10	+10	100,000
Fantasy	+20	+20	500,000

Eating Out Costs

	Seedy	Poor	Common	Healthy	Tasty	Fancy	Extravagan t
Breakfast	1	2	5	8	15	20	35
Brunch	2	4	8	18	25	25	40
Lunch	2	4	10	20	30	40	60
Dinner	3	8	20	30	40	50	80
Coffee/Tea/Other Non- Alcoholic	1	1	2	2	3	4	5
Drink-Bar/Restaurant	1	2	4	6	8	10	15
Beer/Ale 6 pack	1	3	6	9	12	18	25
Bottle-Wine	1	5	10	20	35	50	100+
Bottle-Hard Alcohol	1	5	15	20	25	30	35

Housing Costs

	Seedy	Poor	Common	Healthy	Tasty	Fancy	Extravagan t
Hotel-Daily	20	35	50	75	100	150	200+
Hotel-Weekly	100	175	250	375	500	750	1000+
Apartment-Weekly	75	135	185	375	565	750	950+
Apartment-Monthly	200	350	500	1000	1500	2000	2500+
Apartment/Condo-Buy	15K	45K	90K	150K	350K	600K	3000K+
House-City	30K	90K	180K	300K	700K	1200K	6000K+
House-Rural	20K	80K	150K	250K	500K	1000K	5000K