

Uncharted

Worlds

Space Opera of
Discovery and Adventure

Player Principles

- ✧ Act with **Conviction**
- ✧ Respect the GM's **role**
- ✧ Respect Player **Boundaries**
- ✧ Weave an **awesome** narrative
- ✧ Act through the **lens** of your character

Statistics

(Mettle)	Courage, calm, discipline, precision
(Physique)	Strength, beauty, athleticism
(Influence)	Personality, leadership, politicals
(Expertise)	Education, cleverness, creativity
(Interface)	Technology, programming, logic

Face Adversity (+STAT)

When you overcome danger with...

Stealth, piloting, accuracy, discipline	(+Mettle)
Athletics, endurance, strength	(+Physique)
Charm, diplomacy, bargaining, lies	(+Influence)
Knowledge, mechanics, first-aid	(+Expertise)
Open computer systems, networks	(+Interface)

- (10+) You overcome it just as described
- (7-9) Overcome at a price, Hard Choice

If **Clumsy**, must roll (+Physique) to overcome it.

Assessment (+STAT)

When you collect critical information, roll using the appropriate stat:

- (10+) Gain significant info and a Data Point
- (7-9) Gain potentially useful information
- (-6) GM reveals facts you wish weren't true

Get Involved (+STAT)

When an ally acts and you affect the result, roll using the appropriate stat:

- (10+) Upgrade or downgrade the result one tier
- (7-9) As above but with a complication or cost
- (6-) Get in the way or make things worse

Open Fire (+Mettle)

When you engage in long ranged firefights:

- (10+) You win this engagement
- (7-9) As above, but GM chooses 1 from below:
 - ✧ You suffer harm
 - ✧ The exchange causes collateral damage
 - ✧ New threats, or changes existing threats
 - ✧ The targets suffer a lesser fate (GM chooses)

Launch Assault (+Physique)

When you engage in close quarters combat:

- ✧ Same outcomes as Open Fire

Brace for Impact (+Armor)

When you (or your vehicle) would suffer harm:

- (13+) The severity is reduced by two levels
- (10-12) The severity is reduced by one level
- (7-9) Suffer unaltered severity injury
- (6-) As above, trouble, debility/malfunction

Injuries & Debilities

- (Minor Injury) Brawling, short falls, debris
- (Major Injury) Melee weapons, claw, fangs, fire
- (Severe Injury) Firearms, long fall, rapid collision
- (Critical Injury) Heavy weapons, close explosion

Gain a Scar when you suffer Severe or higher.

- (Minor Debility) Temporary ailments, will fade
- (Major Debility) Semi-permanent, need doctor

Patch Up (+Expertise)

When you repair harm to people or machinery:

- (10+) Choose 1 from the list below
- (7-9) Choose 1, but that's all for now
 - ✧ Stabilize a major debility
 - ✧ Treat a malfunction or minor debility
 - ✧ Perform a medical/technical procedure
 - ✧ Treat a single minor, major or severe injury

Command (+Influence)

When you command an inclined group:

- (10+) They do their best, might still be costs
- (7-9) As above, effectiveness/disposition drops

Access (+Interface)

When you access a locked, protected system:

- (10+) Credentials verified, access granted
- (7-9) As above, but the breach is detected

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Debt

Characters **Gain Debt** by asking for favors, consequences of moves, harming the faction, etc.

Paying off Debt is a major project, and the driving force for much of the game. Debts and Favors are mostly interchangeable.

Vehicles

Pilot Stunts with a **land** vehicle (+Physique)
Pilot Stunts with a **flying** vehicle (+Mettle)

Brace for Impact using vehicle's armor:

Land (ground cars, bikes, walkers) (+2 Armor)
Flyers (shuttles, speeders) (+0 Armor)

A vehicle can only suffer damage of each severity once. Further damage upgrades to next tier.

Your Ship

(Helm) Piloting, sensors, navigation
(Engineering) Core, engines, Jump drive, shields
(Quarters) House ship's crew and passengers
(Cargo Bay) 4 spaces, holds 1 cargo or 1 vehicle

Sections of the ship receive damage **separately**. Each section can only suffer damage of a severity **once**. If any section suffers fatal, **ship is destroyed**.

Shields Up (+Interface?)

When your ship would suffer damage, Pilot rolls (+0)

If someone at Shield Station, roll (+Interface)

(10+) Severity of damage reduced by two
(7-9) Severity of damage reduced by one
(6-) Shields down! Must be repaired

Patch Up can only be used for minor damage. Hull Damage requires an engineer or station.

Wild Jump

When you force the ship to make a Wild Jump:

(10+) Arrive somewhat close, headaches, nausea
(7-9) Bad illness, visions, GM picks from list
(6-) Ugly terrifying consequences

- ✧ Encounter a new faction or culture
- ✧ Wreckage or ruins of unknown origin
- ✧ Scientifically-interesting phenomenon
- ✧ Uncharted world, ready for exploration
- ✧ Exploitable resources, there for the taking
- ✧ Find a new path to a well-known destination

Cramped Quarters

When you've been trapped with people for days, choose a character and roll (+0):

(10+) Describe how you two bonded
(7-9) Reveal a detail about your past
(6-) Describe what caused hurt feelings

Wealth & Cargo

Assets range from Classes (0) up to (4)

(Minor Market) Mostly (0), some (1) tools
(Standard Market) (1) is available, (2) is rare
(Major Market) (1)(2) common, advertised

Acquisition (+Cargo)

When you demand from a Market, roll (+0):
(If you offer Cargo, add the class)

(13+) Deal goes through, find what you wanted
(10-12) Deal goes through if amiable, else below
(7-9) You must accept a cost/task/lesser
(6-) You must call in a Favor

Barter (+Cargo)

When you exchange foreign goods for local goods:

(13+) Attract attention of useful faction/person
(10-12) Get higher class of cargo in return
(7-9) As above, GM chooses a flaw

- ✧ The goods need special care
- ✧ The negotiation takes many days
- ✧ The legality of these goods are doubtful
- ✧ Goods are distasteful, odd, or dangerous

Advancement

The first time each session **anyone's** Advancement Triggers is met, everyone gains 1 xp.

When you have earned xp equal to your current number of skills, do the following in order:

- 1) Expend accumulated experience points
- 2) Choose a new skill from current career
- 3) Give up their current Advancement Trigger
- 4) Choose new Trigger, same career or new career

You cannot choose the same trigger twice

d20 Ship/Vehicle Names

- | | |
|-------------------|---|
| 1) USS Charleston | 11) HMS Titanic |
| 2) Wailing Wind | 12) Old Cantankerous |
| 3) LWSS Geisha | 13) Bad For Business |
| 4) Dragontooth | 14) Problem Child |
| 5) Gallimimus | 15) Merde |
| 6) The Defiant | 16) Sensor Glitch |
| 7) Undertaker | 17) We Surrender |
| 8) Anastasis | 18) Leaky Bucket |
| 9) Vespira | 19) Asdfghjkl |
| 10) Argo | 20) Alex I still love
you please come back |