THE GALAXY HAS GONE QUIET.

The peace between empires has lasted longer than usual, and folk with the time and inclination look to the stars and wonder of starwide conflicts and planetary exterminations.

Here, on Orul - what reclaimed lightslates call the Galactic Graveyard - life prospers. The warships and dockyards of the Oh Seven form rusting mountain ranges and valleys, while the noospheric bioemitters of the Illix Host endlessly create feral consciousness in alien forms.

Golden grass and tumescent jungle creeps over the aeroplast shielding and cavernous hydrocarbon farms of the ancient Domefolk, delved and salvaged by nomadic Demikin to build their scrapbikes and jezails, following the wandering mangrow trees and meatbeets on their migrations south, escaping the annual shimmer storms.

Unique among the galaxy, the Demikin are a byproduct of the long gone Illix Host's mastery of bio-engineering, able to mate and birth new forms of sapient life despite the extreme differences in biology from one village to another.

Unfortunately, so too do the feral creatures that roam the aeroplast plains and rust caverns of this backwater world.

Shimmering orbits of silver debris - shrapnel and ammunition from forgotten starbound wars - keep the Demikin planetside. Satellite communication and starfaring are mythologues and fairy tales, but there are few who dream of galactic conquest in a world where its remnants litter the landscape.

But spirits remain high on Orul. The Grand Bazaars of Gimiyamuni bustle with scrap traders, textile fabricators and fruit men, while the shagging pits of Tiklmibolox provide exotic and fascinating carnal pleasures to those that buy a spectator's ticket, or are biologically interesting enough to participate.

The cognisant flora folk of litcha Greens conjure dancing gardens under the emerald sky, while vast roots of their sky high barkdrills draw freshwater from deep aquifers to nourish the new earth and feed winding, bubbling rivers.

And on the borders of civilisation, Demikin adventurers pilot scrapbikes and cargomechs in search of ancient artifacts, credits, and unique experiences to share with their kind.

Such as shagging a giant mass of sapient tentacles.

Praise be to The Hoomanity. For populating the galaxy, and then buggering off.

- Religious Addage of the Church of the Oh Seven.

EQUIPMENT.

All player characters have 500 creds to spend on equipment before they start their adventure, usually found, inherited or gifted from their parents or village. Use the table below to buy equipment. Androids need lubricant instead of water, and don't need food. Powered items need batteries, either to work for a certain amount of time or per use.

ESSENTIALS:

Rations (5c per day)
Water (5c per day)
Lubricant (10c per day)
Battery (10c each)
Firelit Torch (5c each, lasts 2 Hours)
Flashlight (50c, lasts 6 hours, powered)
Cable Rope (50c, 50 feet, can connect generators to machines)
Nanohealing Salve (25c, heals equal to user's Body)
Journal (50c)
Omni-Hacker (100c, powered per use)

WEAPONS:

To make an attack, roll the weapon's damage dice, add it's material bonus damage, then add your Mind score for ranged attacks or Body score for melee attacks. You don't need to roll to see if you hit the enemy.

(For example, a rust sword deals (d6+1, so if you roll a 4 and had 3 Body, you'd deal 8 damage.)

Remember to add the weapon's material price when purchasing.

MELEE:
(25c). 1) Dagger (d4)
(35c). 2) Staff (d4)
(30c). 3) Sword (d6)
(30c). 4) Mace (d6)
(50c). 5) Axe (d8)
(70c). 6) Sledgehammer (d8)
(65c). 7) Greatsword (d10)
(80c). 8) Greatmace (d10)

RANGED:
(40c). 1) Maglock Pistol(d4)
(65c). 2) Laspistol (d6)
(80c). 3) Maglock Rifle (d8)
(100c). 4) Lasrifle (d10)

MATERIALS:
(+10c). 1) Rust (+1)
(+30c). 2) Shimmer (+2)
(+70c). 3) Aeroplast (+3)
(+120c). 4) Chrome (+4)

ARMOUR:

After being attacked, roll your Armour Save to determine how much damage you negate. Armour Upgrades negate a flat +1 damage each, while Shields add an additional roll to your Armour Save.

(For example, saving against 10 damage with +1 Skimpy Armour and a Large Shield would be (d2+1) + (d6). Rolling a 2 and a 4, you'd negate 7 damage, and take 3.)

ARMOUR:
(30c). 1) Skimpy (d2)
(65c). 2) Light (d4)
(100c). 3) Medium (d6)
(300c). 4) Full (d8)

(100c). +1 Armour Upgrade

SHIELDS:
(50c). 1) Buckler (d2)
(90c). 2) Small Shield (d4)
(120c). 3) Large Shield (d6)

ARTIFACTS

Delving into ancient techsites to find strange artifacts is a common - albeit dangerous - path to fame and fortune. Empires have risen and fallen throughout the galaxy, using Orul as a staging area and shipyard for deeper incursions into enemy territory, and there are many city sized frigates, abandoned databanks, continent wide power plants and deep hydrocarbon mines to explore.

Identifying the use and worth of an artifact requires a Mind DC. Below is a small list of artifacts, broken up into Rarity. Rare artifacts are hard to identify, but worth a lot of money.

It's up to the GM to decide how an artifact works, and GMs are encouraged to invent more artifacts. Large Artifacts require a vehicle, such as a scrapbike, to move long distances.

COMMON:

1. Desalination Thermos
2. Divination Beacon
3. Exoskeleton
4. Fragmentation Grenade
5. Grappling Gun
6. Holomap
7. Knowledge Pod
8. Love Gas Grenade
9. Magnetised Boots
10. Magrail Pistol
11. Magrail Shotgun
12. Mass Exaggeration Syringe
13. Night-Vision Goggles
14. Notnorth Programmable Compass
15. Nutrimush fabricator
16. Rocket Hammer
17. Scrapbike (1 driver, 1 passenger)
18. Social Networking Pad
19. Solar Panel
20. Telescopic Sight

UNCOMMON:

1. Android Synthflesh
2. Battery Charging Station
3. Bioscan Visor
4. Bounce Boots
5. Cargomech (1 driver, 9 passengers)
6. Geiger Counter
7. Genital Enthusiasm Matrix
8. Hoverchair
9. Laser Amplification Widget
10. Missile Launcher
11. Mutation Syringe
12. Nanohealing Salve Fabricator
13. Nanoweave Tabard
14. Ph Neutralising Kit
15. Pre-Programmed Wormhole Generator
16. Recycling Suit
17. Six-Point Weapons Harness
18. Terminal Momentum Dampener
19. Thermoflage Robe
20. Waffle Maker

RARE:

1. Antimatter Grenade
2. Cargo Golem
3. Encyclopedia Galactica
4. Fusion Core
5. Mitosis Cloning Vat
6. Nano-Fabrication Unit
7. Nanoflesh Altering Gel
8. Psyonic Neural Injector
9. Time Dilating Stimulation Egg
10. Virtual Reality Vat

COMBAT.

Combat is divided into Turns and Rounds. Every participant in a combat encounter gets a Turn to perform one Combat Action and one Tactical actions. Combat Actions involve attacking things and using Psyonics, Tactical Actions involve actions like moving and running, passing an ally a Nanohealing Salve, or jamming doors.

Once every participant has had their Turn, a new Round begins, and everyone gets a new Turn.

INITIATIVE:

Initiative is the process of figuring out which team goes first in combat; the player characters or their enemies. This is usually context sensitive, like if the player characters are ambushed, the enemies go first, and vice versa. In a stand-off situation when either party can attack first, roll a (d6).

On a 1-3, the enemies go first.

On a 4-6, the players go first.

Once an entire team has been Downed, killed, ran away or surrendered, combat is over.

Remember: Most Demikin and Androids won't fight to the death unless they're protecting something extremely valuable or treasured. Ferals, however, will fight to the death for any reason.

STATUS EFFECTS.

Status Effects temporarily alter your Stats or ability to perform actions until they're cured. Below is a list of them, though the GM might come up with new ones.

PRONE
You've fallen over. Get back up with a Tactical Action.

POISONED
Take 1 damage per 15 minutes or per Action in combat. Drink 1 Water or Lubricant to cure poison.

FILTHY
You're covered in mud, rust, sexgoo or toxsludge. Poison deals double damage when Filthy. Use 1 Water / Lubricant to clean yourself off.

DRUNK
You've had more alcohol than your Body can handle. Every Dice Challenge is +2 more difficult. Eat Rations / Drink Lubricant equal to your Body to cure.

HORNY
You're desperate for a shag. Temporarily lose 1 Mind every hour until you find someone to help.

STARVING / DEHYDRATED
You haven't eaten/ drank in 24 hours. Temporarily lose 1 Body every hour until you eat 2 Rations / 2 Water. You can be Starving and Dehydrated at the same time.

EXHAUSTED
You haven't slept / powered down in 24 hours. Temporarily lose 1 Mind every hour until you sleep for 8 hours straight.

You usually only need to sleep 6 hours a day.

CREATE A CREATURE.

All creatures - Demikin, Androids and Ferals - have three Stats, Health, and a number of mutations that add to their Stats and abilities. These Stats aid rolls when making Dice Challenges.

MIND:

Aids all mental challenges, such as using ranged weapons, examining and using technology, hacking locks, deciphering texts, stealth, listening for noises and identifying traps.

BODY:

Aids all physical challenges, such as using melee weapons, moving heavy objects, jumping chasms, climbing, or intimidating people.

SOUL:

Aids all social challenges, such as gleaning information or motives from people, seducing and having sex, and bartering with shopkeepers. Also aids in Psyonic abilities.

Roll a (d6) for each Stat, or use a Standard Array of (2,3 & 5) then add your Mutations to determine your total scores.

HEALTH:

Your Health is determined by the sum total of your Mind, Body and Soul, after your Mutations. Androids receive double the Health from their Stats, but have no Mutations, and cannot gain them.

For example: if you have a total of 3 Mind, 7 Body, and 5 soul, you have 15 Health. At zero Health, you're Downed, and after 3 combat turns of being Downed, you die. You'll need your friends to heal you to get back up before that happens.

When creating monsters as a GM, you can use higher value dice than (d6) in these rolls, if you want to create a particularly large and dangerous creature.

DICE CHALLENGES:

Dice Challenges use a (d6) and add the relevant Stat to determine the outcome. A natural (1) is always a **Shitty Outcome**, and a natural (6) is always a **Great Outcome**. The GM determines how difficult any Dice Challenge is. A guideline is below.

DC3: Super Easy

DC6: Kind'a Hard

D12: Very Difficult

A Shitty Outcome doesn't always mean an automatic failure, it just means something shitty happens. A Shitty Outcome while hacking a door might trigger a security breach and added defences, while a Shitty Outcome when attempting to identify a weapon might make it discharge by accident.

LEVELLING UP:

Add (+1) to your Mind, Body or Soul when Levelling Up, and increase your Health to reflect the change. You level up when your GM decides, usually after a significant accomplishment, like a difficult fight, completed quest, or brag-worthy sexual conquest.

MUTATIONS.

Demikin have up to (4) mutations at Level 1, though they might gain more during their journey, such as when wading through the Toxswamps of Wywudjagohir, or after sex with a particularly genetically unstable creature. Children inherit mutations from up to (4) of their parents. Ferals can have more mutations. Roll or choose from the table below.

Remember that mutations can affect your Health, positively and negatively. Reroll any mutations that would leave you with 0 Mind, Body or Soul.

1. albino. (-1 Body, +1 Mind)
2. amphibious. (-1 Body, can breathe underwater)
3. androgynous. (+1 Soul)
4. antlers. (+1 Body)
5. beak. (+1 Mind)
6. big bum. (+1 Soul)
7. big cock. (+1 Soul)
8. big ears. (+1 Mind)
9. big eyes. (can use Psyonics)
10. big head. (+1 Mind)
11. big teeth. (+1 Body)
12. big tits. (+1 Soul)
13. burglar mask. (+1 Mind)
14. carapace. (-1 Soul, +2 Body)
15. cartilaginous. (+1 Soul)
16. chirping legs. (+1 Mind)
17. chubby. (+1 Body)
18. claws. (+1 Body)
19. close-sighted. (-1 Mind without spectacles)
20. cold-blooded. (-1 Mind, +2 Body)
21. colourful. (+1 Soul)
22. cuddly. (+1 Body, +1 Soul)
23. cute. (+1 Soul)
24. deft. (+1 Body)
25. dexterous. (+1 Body)
26. digitigrade legs. (+1 Body)
27. dislocating jaw. (+1 Body)
28. echolocation. (can see in the dark)
29. elegant. (+1 Soul, can use Psyonics)
30. exotic genitals. (-1 Body, +2 Soul)
31. extra brain. (+1 Mind, can use Psyonics)
32. extra heart. (+1 Body)
33. extra lungs. (+1 Body)
34. extra vertebrae. (+1 Soul)
35. fangs. (+1 Body)
36. fast. (+1 Body)
37. feathered. (+1 Mind)
38. fins. (+1 Body)
39. fleshy. (-1 Mind, +2 Body)
40. floppy ears. (-1 Mind, +1 Soul)
41. flowery. (+1 Soul)
42. fluffy. (+1 Soul)
43. fronds. (+1 Mind, can use Psyonics)
44. fungal. (-1 Soul, +1 Body)
45. furry. (+1 Soul)
46. furry mane. (+1 Body)
47. gills. (can breathe underwater)
48. gorgeous. (+2 Soul)
49. hooves. (+1 Body)
50. horns. (+2 Body)
51. huge. (Double total Health, Mind is +1 maximum)
52. iridescent. (+1 Soul, can use Psyonics)
53. long arms. (+1 Mind)
54. long legs. (+1 Body)
55. long neck. (+1 Soul)
56. luminescent. (+1 Soul, can use Psyonics)
57. matriarchal. (+1 Soul)
58. monstrous. (-3 Soul, +5 Body)
59. multiple arms. (+2 Body)
60. multiple legs. (+2 Body)

61. multiple eyes. (can use Psyonics)
62. naked. (-2 Body, can use Psyonics)
63. night vision. (can see in the dark)
64. photosynthetic. (heals equal to Soul every 24 hours)
65. predatory. (-1 Mind, +2 Body)
66. prehensile tail. (+1 Soul, +1 Body)
67. quills. (+1 Body)
68. regeneration. (heals equal to Body every 24 hours)
69. reptilian eyelids. (+1 Mind)
70. scales. (+1 Body)
71. segmented. (-3 Soul, +4 Body)
72. sensitive ears. (+1 Mind)
73. sensitive eyes. (+1 Mind)
74. sensitive nose. (+1 Mind)
75. sensitive touch. (+1 Soul)
76. sharp teeth. (+1 Body)
77. singsong voice. (+1 Soul, can use Psyonics)
78. slimy. (-1 Soul, +1 Mind)
79. slit eyes. (+1 Mind)
80. snout. (+1 Body)
81. social. (+1 Soul)
82. soft. (+1 Soul)
83. spotted. (+1 Body)
84. sticky tongue. (+1 Body)
85. strange. (-2 Soul, +2 Mind)
86. striped. (+1 Soul)
87. strong. (+2 Body)
88. tail. (+1 Soul)
89. talons. (+1 Body)
90. tentacles. (-1 Soul, +2 Mind)
91. thermal vision. (can see heat signatures)
92. thick lips. (+2 Soul)
93. thick skin. (+2 Body)
94. translucent. (-2 Body, +2 Soul)
95. tusks. (+2 Body)
96. unique. (-1 Soul, +1 Mind)
97. unusually attractive. (-1 Body, +1 Soul)
98. whiskers. (+1 Mind)
99. wooden. (-2 Soul, +2 Body)
100. woolly. (-1 Mind, +1 Body)

In general, Ferals look more monstrous, while Demikin look (hypothetically) more humanoid. Keep in mind when creating your creatures, there's no standard look and about 21,600,000,000 combinations for a Level 1 Demikin.

Remember: Not rolling things like "multiple legs" can either mean "you have the normal amount of legs" or "you don't have legs." It's up to you.

PSYONICS.

Certain mutations give access to Psyonic Powers. These powers can be used a number of times equal to your Soul every 24 hours. Roll (d6) on the table below to gain a Psyonic, rolling again if you have multiple Psyonic mutations.

Heal:- Heals a target's Health equal to the caster's Soul.

Beguile:- Doubles the caster's Soul when trying to charm / seduce / befriend / etc a target using a Dice Challenge.

Cast Light:- Creates a small orb of light that helps see in the dark. Lasts a number of hours equal to the caster's Soul.

Psychic Blast:- Channels a painful burst into a target's mind. Deals damage equal to the caster's Soul.

Telekinesis:- Manipulate small objects, their weight equalling the caster's Soul in kilograms.

Illusion:- Creates an audiovisual illusion, up to two meters tall and up to as loud as a shout. Lasts as many minutes equal to the caster's Soul.

SEX.

Sex is a great way to make friends, distract guards, rejuvenate the spirit, dissolve tense situations, and collect mutations. Sex generally takes 30 minutes, which is important to remember in dangerous situations like deep in dungeons, when light sources are dwindling.

One Demikin or Android can have Sex with up to 4 others at a time, and can participate in sexual encounters equal to your Soul. The Quality of the encounter is determined by a (d6 + Soul) roll, and determines the following things.

HEALING:

After Sex, roll a (d6 + Soul). The result heals your Health.

MUTATING:

If the result of the previous roll is (12) or higher, you gain a mutation from one of the participants of your choice, unless you're an Android.

DISTRACTING:

After Sex, most creatures need a nap. The roll above determines how long the NPCs nap for in 15 minute increments. For example, if roll a 3, NPCs nap for 45 minutes.

Remember, 1 is always a Shitty Outcome.

BEFRIENDING:

If the other participants are willing, sex can lead to store discounts, increased quest rewards, even rides to nearby villages an locations.

Remember: Sex between mutant aliens can range from cute and playful to revolting and slimy, so make sure everyone playing is on the same wavelength. Keep any descriptions or roleplaying short, vague and silly unless every player and the GM is on board for something more graphic.

STEALTH.

Stealth is a unique Dice Challenge wherein your Armour Save is rolled against your score, rather than towards it. Think of it like your armour clanking and jangling about while you're trying to sneak around; the less armour you're wearing, the stealthier you can be.

As an example, someone with 4 Mind and Light Armour would roll (d6+4) - (d4). If they rolled a 6 and a 3, their total Stealth DC would be 7.

Below are some Dice Challenge Scores for various situations.

Sleeping Enemies (DC3)

Unaware, but Awake (DC6)

Actively Searching (DC9)

Players can remove their armour for a better chance of sneaking past, but they'll have to leave their armour where it is and come back for it.

That is everything you need to know to enjoy the game! Use online tools to create dungeons and villages, the creature generator to create monsters, and the artifacts table for loot and treasure!