



SPACEPUNK Core Rules

Setting: A Spacepunk / Tech-Noir World

SPACEPUNK is a tabletop role-playing game set in a gritty, tech-noir future. The galaxy is a vast, dangerous expanse ruled by monolithic corporations and opaque governments. Life for most is a daily struggle for survival. The players take on the roles of scrappy crew members—hackers, mechanics, pilots, and smugglers—who live and work on patched-up ships, taking on dangerous gigs in the shadows of power.

Your ship is your home, your lifeline, and your largest headache. It is constantly on the verge of breaking down, held together by ingenuity, scrap, and constant maintenance.

The Core Mechanic

SPACEPUNK uses a simple D6 dice pool mechanic. When a character attempts an action where the outcome is uncertain or failure has a consequence, they make an **Action Roll**.

1. **Determine Difficulty:** The Game Master (GM) sets a Difficulty Rating (DR) for the action, typically between 1 and 4.
2. **Assemble Dice Pool:** The player's dice pool is determined by combining their relevant **STAT** (e.g., *Muscle*, *Aptitude*, *Wits*) and the rating of a relevant **SKILL** (e.g., *Brawl*, *Hacking*, *Pilot*).
 - **Dice Pool = STAT Die + SKILL Die**
 - Example: A character with **Muscle 2** and **Brawl 1** has a 3-die pool.
3. **Roll and Find Successes:** The player rolls all dice in the pool. Any die showing a **5 or 6** is a **Success**.
4. **Resolve Outcome:**
 - **Total Successes ≥ Difficulty Rating (DR):** The action succeeds.
 - **Total Successes < Difficulty Rating (DR):** The action fails, and the character often suffers a complication.

STAT (Die Value)	SKILL (Die Value)
Muscle (D4-D12)	Brawl (D4-D12)
Agility (D4-D12)	Stealth (D4-D12)
Aptitude (D4-D12)	Tech (D4-D12)
Wits (D4-D12)	Pilot (D4-D12)
Charisma (D4-D12)	Negotiate (D4-D12)

Character Creation

Every player character (PC) is defined by their **Stats**, **Skills**, and a unique **Role**.

1. Choose a Role

Your role defines your primary function on the crew and grants a unique, powerful **Core Ability**.

Role	Core Ability
The Gearhead	When repairing ship systems, you may spend 1 Scrap to re-roll all failed dice.
The Ghost	Once per scene, you may ignore penalties related to low light or poor visibility.
The Face	You gain +1 Success on all Negotiation checks when dealing with officials or corporate types.
The Driver	You may spend 1 Momentum to take an additional action while piloting your ship.
The Enforcer	You may spend 1 Stress to automatically convert one die to a Success in a combat roll.

2. Distribute STAT Dice

You have five core Stats, each represented by a die size: D4, D6, D8, D10, and D12. Distribute these five dice among the following Stats:

- **Muscle:** Physical strength, toughness, endurance.
- **Agility:** Speed, grace, reflex-based actions, dodging.
- **Aptitude:** Technical know-how, deep system understanding, engineering, and programming.
- **Wits:** Perception, tactical awareness, logical deduction, and hacking.
- **Charisma:** Persuasion, intimidation, leadership, and lying.

3. Distribute SKILL Dice

You have a set of core Skills, each starting at a D4. You have **three** additional die steps to increase any of the core skills up to a maximum of D12.

Core Skill	Linked STAT
Brawl	Muscle
Ranged	Agility
Tech	Aptitude
Hacking	Wits
Pilot	Wits
Negotiate	Charisma

4. Gear and Resources

All characters start with:

- A basic, reliable **Sidearm**.
- Two pieces of specialized **Gear** relevant to their Role (e.g., a Gearhead might take an advanced diagnostic tool and a compact welding kit).
- **3 Scrap**: The primary currency and resource for repairs.

Stress, Momentum, and Scrap

These are the three crucial resources managed during play.

- **Stress:** Represents physical injury, mental strain, and exhaustion. Whenever a character suffers a failure with severe consequences or a direct attack, they gain Stress. If Stress reaches a character's **Stress Threshold** (typically 5), they are **Staggered** and take penalties until they rest.
- **Momentum:** Represents the crew's combined confidence, good luck, and mission progress. The GM awards Momentum when players achieve significant milestones or perform actions that fit their Spacepunk nature (e.g., a risky bypass of security). Players can spend Momentum to:
 - Reduce an action's DR by 1.
 - Assist another character's roll for free.
 - Activate certain powerful gear or abilities.
- **Scrap:** The literal junk, components, and credits used to keep the ship running. Scrap is used for all ship repairs, maintenance, and buying black-market gear. It is the lifeblood of the crew.

Ship Systems

The crew's ship is a character in its own right, defined by its Systems. Ship Systems are rated D4 to D12.

System	Function	Sample Malfunction
Engine Core	Speed, maneuverability, long-range travel.	-1 to all Pilot rolls.
Life Support	Crew health and comfort.	Crew takes +1 Stress at the start of every scene.
Shields/Armor	Damage absorption, defense.	Reduced effective die size for damage mitigation.
Sensors/Comms	Scanning, communication, long-range targeting.	Hacking attempts against the ship gain a +1 die advantage.

The most common check in the game is using the **Aptitude** STAT and the **Tech SKILL** to attempt repairs on a damaged system. A failed repair roll costs the crew an additional 1 Scrap.

For a full list of ship upgrades and maintenance forms, please consult the document: File

Key Locations

The universe is vast, but most jobs revolve around a few key types of locations:

1. **The Corporate Sprawl:** Gigantic, hyper-clean cities ruled by corporate entities. Perfect for infiltration, espionage, and black-market deals. Example: The Golden Helix Tower in Place.
2. **The Junkyard Stations:** Vast, orbiting complexes made of welded-together debris. Home to smugglers, pirates, and the crew's kind. These are dangerous but familiar hubs.
3. **The Deep Void:** Uncharted and often hostile space, home to ancient secrets, forgotten tech, and deep-space patrols. A high-risk, high-reward zone.

The next campaign will be starting on Date at the usual time. Remember to check your inventory before the session. Calendar event