# NAKED IN SPACE

24-HOUR RPG
Bare Nekkid Edition by Ugavine

Welcome to the 24 Hour Role-Playing Game **Naked in Space**. Did the title grab you? I hope so. Any nakedness in this game is up to you, but that's not what it's about. The 'naked' in *Naked in Space* is more of a reference to the bare bones rules system, and the 'in Space' because this is Pulp Sci-Fi.

My goal with this quickie RPG is quick and simple rules and a bit of hearty emphasis on fun in a pulp sci-fi setting. And if you don't like pulp sci-fi, so what, dump the setting and use the rules. It's your game. I'm not going to go into the ins and outs of role-playing; I'm going to presume that as you've got this far you know what a Role-Playing Game is so you know what you're looking for and you know what all this nonsense is about.

In this small game I'll first go over the small rules system and then present a small setting where you can use it. Thank you for reading, and enjoy.

Naked in Space, Naked in Space,
Everyone's happy when they're Naked in Space…
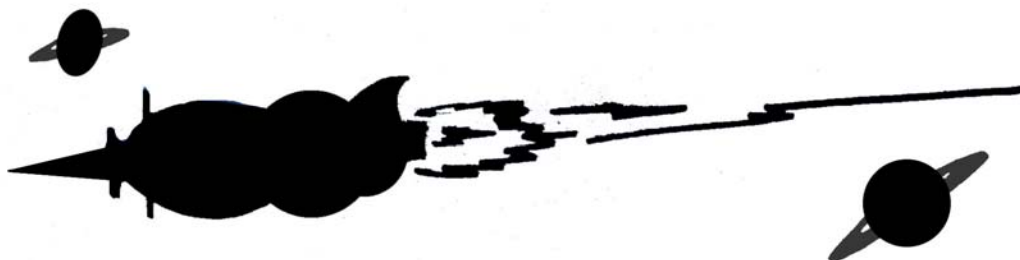
The Rules

Generally I suggest a free flowing RPG. Let players describe their actions and as GM offer as much detail as possible without slowing down the scene. But every now and then a decision needs to be made, and that's obviously where an RPG differs from group story-telling; this is also a game.

Combat Round

This is a time period of approximately 6 seconds, hence 10 rounds equals an in-game minute. If you want to change the length of a combat round then go ahead, it really won't change the game.

Skills

Naked in Space is designed around a skills system with players rolling a number of six-sided dice depending on the difficulty of the task modified by their skill level.

Target number (TN)

This is the fun bit, it doesn't matter. Just choose a number between 1 and 6 and that becomes the Target Number. This is the exact number the players must roll; not higher, not lower. You can choose a set number for your game, the GM can choose the number each roll or the Players can announce what number they want. Important bit: if you do choose to have a varying Target Number, just be sure you know what that number is before any dice are rolled to avoid any accusations of cheating.

> Example 1 - The GM sets the TN as 4. For this roll the player has got three dice. He rolls the dice and rolls a 1, 3 and 6. As he didn't roll a 4 that skill attempt failed.

> Example 2 – As above but the Player rolls 2, 4 and 5. As a 4 was rolled the task is a success.

There are no bonuses for rolling several dice with the Target Number.

> Optional dice idea

> It's possible to buy dice with a special symbol on one face, such as a Skull or Star instead of a 1. These would make great dice as the symbol could be used as your Target Number.

How many dice are rolled? Well that depends on the difficulty of the task.

> Difficulties

> Very Easy   5D
> Easy   4D
> Moderate   3D
> Difficult   2D
> Very Difficult 1D

Skill bonuses

Some characters will be better at some things than others. Later I will explain how characters can advance their skills. There is no definitive Skill list in *Naked in Space* but I will give you a few important ones. If your character wants to be trained in something else, and it seems a reasonable skill, then that's fine.

Characters get a bonus to their dice rolls depending on their level of skill.

Untrained   +0D
Trained   +1D
Advanced   +2D

GM note: So yes, a character performing a Very Easy Task who is Advanced in that skill rolls 7D.

Skill difficulties

Very Easy - operating a computer, piloting a hover-car

Easy – climbing up a rocky hill, operating Starship Scanners, knowing that a Space Wraith is dangerous.

Moderate – driving a hover-car through traffic at speed, hacking a personal computer.

Difficult – piloting a starship through an asteroid belt, hacking a corporate computer, repairing a heavily damaged Robot

Very Difficult – trying to bluff a Space Dragon, performing cyborg surgery.

Multiple actions

Quite often a character will want to do several things at once; such as riding a Space-Bike while firing a Ray Gun. All actions must be declared before any dice are rolled. All actions suffer -1D per action beyond the first.

Actions chart

Single action   No penalty
Two actions   -1D to all rolls
Three actions   -2D to all rolls
Etc.

If an action would leave a character with no dice in that skill then they cannot perform that action. 0D is always a fail.

Initiative

It can often be important when a character acts in a combat round. But there is no random Initiative Skill in *Naked in Space*. Instead it's a simple take it in turn system with a Player Character always acting first; this reflects the Heroic nature of the Pulp Sci-Fi setting

Order of actions

A Player Character acts
A GamesMaster Character acts
A Player Character acts
A GamesMaster Character acts… and so on until all characters have acted.

Players choose amongst themselves which character acts at what time. Each character may only act once during a combat round.

Combat

A combat action is just like a regular skill roll, usually with an Easy difficulty modified as usual by the characters skill. However, there is an added modifier, the Target's Defence. The Defence skill of any character is special in that it modifies your attacker's dice, not your own. Characters have two Defence Skills; Ranged and Close combat.

Defence Untrained No modifier
Defence Trained   -1D to attacker's skill
Defence Advanced -2D to attacker's skill

Vehicles have a single Defence skill, but vehicles will be discussed more later.

Damage

Players all have 3 Stuns and 3 Wounds.
Damage is Either S(tun) or W(ound). The damage is either 1, 2 or 3 indicating how many stuns or wounds a weapon inflicts.

Note: Stuns are never converted to Wounds.

Armour can increase how many Stuns or Wounds (or both) a character can take before being knocked unconscious. Damage is always applied to Armour first. A character who has taken 3 Stuns (after Armour) is unconscious and cannot act. He revives at GM discretion.

A character who has taken 3 Wounds (after Armour) is unconscious and Dying with the option of performing a **Blaze of Glory**. But this is Pulp Sci-Fi and real heroes never die, neither do the bad guys for that matter. So the GM is advised to cut the characters some slack. Healing is quick and simple, so a quick patch and a character can be in the action again.

Blaze of Glory

If a character takes three or more Wounds at a dramatically appropriate moment (as decided by the GM) the Player may opt for a final Blaze of Glory action (at GM discretion). The character gets a free turn in the combat round (even if he has already acted) and is allowed to perform any number of actions as his skills will permit. With sufficient description, the GM is advised to give the character relevant bonuses to his skills. At the end of the turn the character dies. No healing rolls may be made on this character, but his legend and stories of his final heroic deeds will be told for generations to come. And maybe there'll be a statue.

Actions

It's up to the GM with what he allows based on the situation and terrain. Generally a character can move 6 metres and perform a skill.

Vehicle Combat

Vehicle Combat is handled in a similar way to regular combat, except all Attacking actions are treated as Moderate Difficulty.

When a Character declares his attack action the defending Pilot, if Trained or Advanced, makes the relevant skill roll (Driving, Starship Piloting, etc.) with the difficulty set by the Handling rating of the vehicle he is piloting. On a Success the Difficulty for the Attack changes to Difficult if the defending Pilot is Trained or Very Difficult if he is Advanced.

Point-by-point guide

1.   Attacking character declares intention to attack.

2.   If the Defender is Trained or Advanced he rolls his relevant vehicle skill. Difficulty is his vehicles Handling rating.

On a success if Pilot is Trained, increase the attack difficulty to Difficult

On a success if Pilot is Advanced, increase the attack difficulty to Very Difficult

Otherwise Attack remains at Moderate Difficulty.

3.   Attacker rolls his Attack (Ranged Combat)

What happens if a vehicle's Hull is reduced to zero?

Keep in mind that this is Pulp Sci-Fi. So play it out, but don't just blow up the vehicle unless it is just a NPC minion. For example, if it's the player's starship then fires start and the computer sparks. The Handling of the ship could be

increased as its manoeuvring thrusts stop working and maybe the pilot needs to make an emergency crash landing,

Running Vehicle Combat

Vehicle combat is best run pretty abstract. I have given a speed code for each vehicle (Slow, Moderate, Fast, Super-Fast). A Pilot can increase the speed of a vehicle by one degree with a Difficult Vehicle operation skill roll.

Character Sheet

The character sheet can be found below, but here are just a few tips on how it is completed.

Shade in the box for your relevant skill level.

Here is Space Pirate Jan;

Skills	Untrained	Trained	Advanced
Close Combat	■	■	O
Ranged combat	■	■	■
Awareness	■	O	O
Dexterity	■	O	O
Bluff / Con	■	O	O
Computer operation	■	O	O
Command	■	O	O
Driving	■	■	O
Knowledge _____	■	O	O
Knowledge _____	■	O	O
Knowledge _____	■	O	O
Starship Operation	■	■	O
Stealth	■	O	O
Wealth (see Wealth section)	■	O	O
Vehicle Repair	■	O	O

This character is Trained in Close Combat, Driving and Starship Operation and is Advanced in Ranged Combat. He is Untrained in all other skills.

You will also notice there are several blank options for adding your own skills.
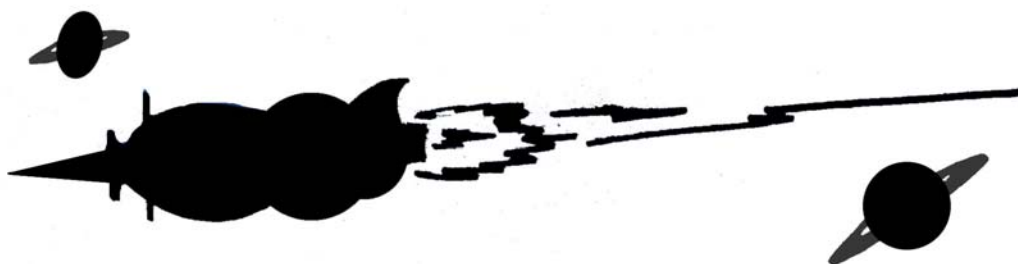
NAKED IN SPACE

Character Name_____ Player Name_____

Character Type_____

Sex_____   Age_____   Height_____   Race_____

Brief
Description_____

_____

Wound Status

				Armour	Extra Armour
Stun	O	O	O	(O)	(O)
Wound	O	O	O	(O)	(O)

	Untrained	Trained	Advanced
Ranged Defence	O	O	O
Close combat Defence	O	O	O

Skills	Untrained	Trained	Advanced
Close Combat	O	O	O
Ranged combat	O	O	O
Awareness	O	O	O
Dexterity	O	O	O
Bluff / Con	O	O	O
Computer operation	O	O	O
Command	O	O	O
Driving	O	O	O
Knowledge _____	O	O	O
Knowledge _____	O	O	O
Knowledge _____	O	O	O
Starship Operation	O	O	O
Stealth	O	O	O
Wealth (see Wealth section)	O	O	O
Vehicle Repair	O	O	O
_____	O	O	O
_____	O	O	O
_____	O	O	O

Equipment

_____   _____

_____   _____

_____   _____

Equipment

You don't need to list everything that a character carries. It doesn't matter rules-wise if a character has red pants or blue, or if he has pants at all for that matter. General everyday items the GM should allow, or at least let the characters state at the start of the adventure roughly what they are carrying. So, general items like an Illuminator (torch), everyday clothes, comm device, etc. should be given freely. Rope and general tools can be allowed too, but players should state that they want to be carrying these items when you start the adventure.

Wealth

Generally *Naked in Space* does not dwell on possessions. This isn't a game where you collect gold and treasure; it's about action and adventure. As such, if a character wishes to purchase an item, they roll using their Wealth skill. Wealth is handled much the same as any other skill, with the difficulty of purchasing the item dependant upon the goods as per the chart below. Certain items such as huge starships, space stations and planets are purchased at GM discretion. It's unusual for Player characters to have such funds at their disposal.

It is of course up to GM discretion how much equipment characters carry. It is advised they only have a single weapon that fits their character.

General Equipment	Wealth	Details
Space Suit	Very Easy	+1 Stun Armour Bonus
Armoured Space Suit	Moderate	+1 Wound Armour Bonus
Stun Vest	Easy	+2 Stun Armour Bonus
Wrist Energy Shield	Difficult	+2 Wound Armour Bonus
Medi-pak	Very Easy	
Re-usable Medi-kit	Moderate	
Space Pod	Easy	
Rocket Ship	Moderate	
Advance Rocket Ship	Very Difficult	
Space Bike	Easy	
Hover-Car	Very Easy	
Jet-Car/Bike	Easy	
Military Vehicle	Difficult	

Weapons	Wealth	Damage	
Ray Gun	Very Easy	S1	
Ray Rifle	Moderate	S2	
Las Pistol	Easy	W1	
Las Rifle	Difficult	W2	
Hand Weapon	Very Easy	W1	
2 handed weapon	Easy	W2	
Energy Hand Weapon	Difficult	W2	
Las Whip	Difficult	S1	trip - character cannot act next turn
Net	Easy	n/a	Moderate Dexterity to escape
Freeze Gun	Difficult	S3	target frozen in ice for 1D minutes

Equipment description

Space Suit
A generic space suit, normally skin tight and silver with a fish bowl helmet.

Armoured Space Suit
Much like the regular space suit, but has several, usually colourful, armour plates.

Stun Vest
These loose items of clothing come in many forms. Amongst more primitive colonies, they can be as simple as a leather jacket. The more common version seen in the space lanes is a light-weight treated material worn under regular clothes. The armour bonus granted by a Stun vest is cumulative with any other Armour bonuses up to a maximum +2.

Wrist Energy Shield
Worn much like a watch, but when activated generates a small energy shield.

Space Pod
Usually a single or two-seated clear bubble. This the cheapest way of travelling the galaxy, but far from the safest. Space Pods have no defences, so should only be used in safe patrolled areas of the galaxy.

Space Pod

Hull   O

Handling   Difficult
Speed   Slow

Rocket Ship
A Rocket Ship is the most common form of transport across the stars. Rocket ships are usually sleek and fast and can have varying handling difficulties. A Rocket ship can usually transport up to a dozen people.

Rocket Ship

Hull   O   O   O

Handling   Easy
Speed   Fast

Forward facing Las Cannon   W1

Space Bike
A space bike is nothing more than a seat on a small rocket engine. Usually ridden by young thrill-seekers or space pirates. These craft are very delicate and are always destroyed if they take any damage,

Space Bike

Hull   O

Handling   Difficult
Speed   Super-Fast

Advance Rocket Ship

A more armoured version of the standard Rocket Ship, usually equipped with more weapons and missiles.

Advanced Rocket Ship

Hull   O   O   O   O   O

Handling   Moderate
Speed   Moderate
3x Las Cannon (forward and on each side)   W1

can be fitted with;
Heavy Las Cannon W2   Difficult to Shoot, always Difficult Handling
Missiles   W3   Difficult to Shoot, always Difficult Handling

Hover-Car

Common everyday vehicle used on most planets. Some are designed to just hover above the ground while others can zip high into the sky for travel between floating cities.

Hover-car

Hull   O   O

Handling   Easy
Speed   Moderate

Jet-Car/Bike

Jet-Cars and Jet-Bikes are fast alternatives to planetary transport. Cars usually only have two seats. These vehicles are usually used either by the military or outlaws.

Jet-Car / Jet-Bike

Hull   O   O

Handling   Difficult
Speed   Jet-Car   Fast
                Jet-Bike   Super-Fast

Military Vehicle

This covers a range of heavy armoured vehicles armed for planetary defence. They can be hover-tanks or tracked war machine.   Feel free to increase the Hull points of particularly powerful vehicles.

Military Vehicle

Hull   O   O   O   O   O

Handling   Moderate
Speed   Moderate

Las Cannon W2

Weapons

It is worth noting that hand-held weapons are seldom strong enough to damage vehicles. Always subtract -1 from any weapon damage against planetary vehicles such as hover-cars, and -2 against Rocket Ships. Stun damage weapons never harm vehicles or Robots.

Ray Gun/Rifle
A small hand-held gun. The most common form of self-defence.

Las Pistol/Rifle
A Las Pistol is usually carried by military personnel. It is a more powerful hand weapon.

Hand Weapon
This covers any number of hand-held weapons from clubs to swords.

2-handed weapon
This includes larger more deadly hand-held weapons such as broadswords and battle-axes.

Energy Hand Weapon
Las Swords are rare but deadly hand weapons.

Las Whip
A Las Whip is often used by slavers and can be a dangerous weapon.

Net
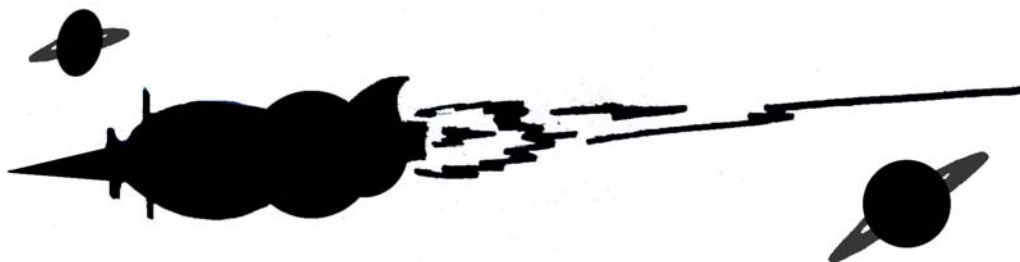While not a damaging weapon, a simple net can tie up a foe.

Freeze Gun
These are high tech weapons that freeze an adversary in ice for several minutes.

Healing

Expending a Medi-Pak instantly clears 1 Wound or all Stun damage.

A Medi-Kit is an unlimited use variant of a Medi-Pak but requires a Moderate skill check.

GM quick Reference

Initiative

Player Character acts
       GamesMaster character acts
              Player Character acts
                     GamesMaster character acts
                          Etc.

Skills

Modifiers to number of dice rolled

Untrained   +0D
Trained   +1D
Advanced   +2D

Difficulties

Very Easy   5D
Easy   4D
Moderate   3D
Difficult   2D
Very Difficult 1D

Actions chart

Single action   No penalty
Two actions   -1D to all rolls
Three actions   -2D to all rolls
Etc.

If an action would leave a character with no dice in that skill
then they cannot perform that action. 0D is always a fail.

Combat

Easy   - Target in the open
Moderate   - Target has partial cover
Difficult   - Target is nearly completely obscured

Defence modifiers to Attacker's dice

Target Defence Untrained   No modifier
Target Defence Trained   -1D to attacker's skill
Target Defence Advanced   -2D to attacker's skill

Pulp Sci-Fi Setting

This isn't a fully fleshed out setting, rather it is a guide on running a Pulp Sci-Fi game. You need to think back to those classic serials of the '40's such as Buck Rogers, Flash Gordon and the Rocketeer. The focus was on an exciting action packed story. Realism is left at the door. It's about dashing hero's, damsels in distress and edge of your seat cliff-hangers.

Player characters

The players are the Hero's – don't forget that. They should be the focal point of your story. They are quicker, smarter and generally better looking than everyone else.

Unless the player really does want to go out in a Blaze of Glory Hero's don't die. They get knocked out and tied up, just to come round and escape to thwart the evil megalomaniacs universe dominating plans just in the nick of time.

Naked in Space does not have any set character templates but it is recommended that new characters start with 3 Trained skills and one Advanced skill.

Her are a few ideas for characters in a Pulp Sci-Fi setting

The Explorer
Muscled hero with chiselled good looks. The Explorer is always ready to go on a quest to discover a long lost planet or civilisation, always against the odds.

The Ancient
Think Buck Rogers here. The ancient is someone from olden times. He has been frozen in cryo-statis or fell through time to be here. He is a bit daunted by all this high-tech stuff and keeps making remarks and 'pop-culture' references about some planet called Earth.

The Princess
She is beautiful, and she knows it. She is also bossy and doesn't take orders easily. She may be fighting to restore her kingdom or simply to rid the galaxy of her fathers ach-nemesis.

The Mad Doc
A technician, scientist, doctor… it doesn't matter. He is clever Very clever, but totally eccentric to the point of madness. Wide eyes, mad hair, go crazy!
Special rules – at character creation any Trained skill put into Knowledge becomes an Advanced skill. But the Mad Doc cannot take any combat or Defence skills at character creation.

Rocket Jock
He flies Rocket Ships. He flies them fast, and he good at it. Always up to a challenge. If ever challenging in a vehicle the Rocket Jock must make an Untrained Difficult Skill roll if he wishes to decline the challenge.

The GamesMaster

The GamesMaters, as you no doubt know, controls everything else in the universe. But this isn't a lesson on GMing. In Pulp Sci-Fi most NPCs tend to fit into the following categories.

Major Villain

The Major Villain is evil. He wears black and usually has a cloak. And maybe a Mask. And he ends up being related to one player-character in some obscure way. He almost always wants to control the Universe or destroy it in some totally overly complex plan. And he likes the brag about it too, that always gives the hero's a chance to stop him. And he always, ALWAYS comes back to fight again another day.

But he was disintegrated? Nope, that was a Clone, or a Robot duplicate.
But he fell off the Cliff? Rocket boots or Teleport then.
But he's imprisoned in a Black Hole? Err… he escaped!

Skills
Ranged Defence   Advanced
Close Defence Trained
Close Combat   Advanced
Awareness   Trained
Command   Advanced
Con/Bluff   Trained
Rocket Ship Piloting   Trained

Minor flunky

There will often be several minor flunkies in an adventure. And they are not always evil or even villains. Some could be contacts or friends such as a fellow Rocket Jock. They usually only have a few skills which relate to their field of expertise and do not always have Advanced skills

Example Minor Flunky Information merchant
Skills
Ranged Defence   Trained
Ranged Combat   Trained
Vehicle operation   Trained
Knowledge Streetwise   Trained
Con/Bluff   Trainied

Minion

These are usually the thugs and henchmen that do little other than slow down the player characters. Minons could be pirates or even critters.

Example thug
Skills
Close Defence Trained
Close Combat   Trained

Location, Location, Location

Once you have your characters you need somewhere to set your adventure. To keep players interested and the excitement level high try to vary your locations throughout the adventure.

Example locations;

Space Station
This can be a small satellite or giant station that can dock a thousand Rocket Ships. Space Stations can bring with them some great locations.

Corridors. The mainstay of science fiction; lots of running down corridors.
Air Ducts. Want to sneak into somewhere; there is always an air duct nearby.
Docking Bay. Lots of parked Rocket Ships, maintenance Robots and machinery. A dangerous and fun place for a shoot-out.
Landing Pad. Maybe Rocket ships are on external landing pads accessed via narrow walkways, great for duels and an exciting get-away.

Lux Moon
A Lux-Moon, or Luxury Moon, is an artificial satellite nearly the size of a small moon. They cost billions of galactic credits, more than player characters can afford, and are built to the specific specification of their owners. In recent times Lux-Moons have become looked upon with suspicion though. They are usually hollow, except for the masses of gravity machinery. This means rich villains can hide their Rocket fleets and loot within.

Alien landscape
In Pulp-Sci you have to think outside the box and go crazy without being too silly. Maybe the fish fly? Or there are floating pockets of water and the fish jump from one to another? Deadly fauna is another common one? Snowstorms and Sandstorms are always fun to throw at PCs too.

The Tomb
An ancient pyramid, underground crypt or dungeon. Okay, it's classic role-playing here with monsters and traps galore.

Adversaries

These are the NPCs (Non-Player-Characters) that are controlled by the GamesMaster. The trick is to be inventive. The key to Pulp Sci-Fi is description. They will always have some distinguishing features (scars, eye patch) and be lavishly over-dressed (lots of capes and cowls).

Space Pirate
A common villain. They always want to steal your rocket Ship and kidnap the Princess for ransom. A motley crew of deviants and cut-throats ready for a fight.

Skills
Ranged Combat   Trained
Close combat   Trained
Rocket Ship Piloting   Trained

Equipment: Ray Gun or Las Pistol, Stun Vest.

Thug
A thug is just your typical hired henchman.

Skills
Close Defence   Trained
Close Combat   Trained

Equipment: Ray Gun, Close combat weapon

Rival Rocket Jock
Every Rocket Jock will have a Rival. Sometimes such rivalry is just friendly, other times not. Either way a rival Rocket Jock will usually be just as capable a Rocket Ship pilot.

Skills
Ranged Combat   Trained
Awareness   Trained
Rocket Ship Piloting   Advanced

Equipment: Rocket Ship, Ray Gun

Killer Robot
Generally Robots are used as tools to help people, repair Robots are extremely common. Some villainous types however thave taken to re-programming Robots as guards and soldiers. The notorious Mad Doc Klown re-programmed a batch of entertainment Robots to turn on the crowd during a show leading to many deaths. Mad Doc Klown was never caught and has threatened to strike again!

Skills
Ranged Defence   Trained
Close combat   Advanced
Awareness   Trained

Robots are treated as having +1 Wound Armour and are never affected by Stun weapons.
Equipment: Ray Gun or Las Pistol

Floating Cactus

And odd plant found an several worlds. The floating cactus usually looks like a green sphere covered with spikes. It's spikes however are not it's only defence; a floating cactus is capable of spurting a stream of acid up to ten metres.

Skills
Close Defence Advanced *
Ranged attack Trained

Acid – the floating cactus can attack up to a range of 10 metres causing W1.
* Any character that fails a Close Combat Attack takes S1 damage.

Giant Maw

It's difficult to spot a giant maw. They often just look like the surrounding ground or even a giant boulder. But should anyone walk over them their mouth opens and swallow people whole.

Skills
Close Combat Advanced *

Maw damage   W2
* If the Maw fails to Wound it's target the target can try to escape with a difficult Dexterity skill roll.

Special rules
A Maw always acts first in a combat round, even before Player-Characters.
A Maw is treated as being Vehicle scale against weapons that Wound, thus personal weapons suffer -1W against it.
A Maw is still vulnerable to Stun weapons as normal.

Adventure ideas

Rescue the Princess
The evil villain has kidnapped the Princess and is holding her ransom. The brave hero's must get past the villains Rocket Ship patrols and sneak into the villain's lair.

Doomsday device
The arch-villain is back again, this time he has some super-weapon that can destroy the universe unless everyone obeys his commands. The hero's must again thwart his evil plans and destroy the super-weapon.

The Deadly Plague
The arch-villain has unleashed a terrible plague on the galaxy. Soon the good kings army will be too weak to defend against the villains Robot hordes. But there is a rare plant that holds the cure, and the hero's must race against the clock to get it.

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