

Chapter 01: Introduction

Future Shadows Sci-Fi RPG

What is a role-playing game?

A role-playing game or RPG is an acting game, a very imaginative form of make believe. In such a game you adopt the personality and body of another person in another world and time. Then verbally act out his or her part.

In a RPG you may be either a Player Character (or PC for short) or a Game Master (or GM). A PC controls one character during the game. He is the only person that can control his character, and can make his character do whatever he wished them to do. The Game Master controls all other characters besides the ones that the PCs control.

These characters are called Non-Player Characters (or NPCs). Besides controlling NPCs, the GM controls all other parts of reality, including weather, aliens, robots, police, etc. etc. The GM controls everything besides the PCs. However the GM does not play against the PCs, he plays with a neutral attitude, and creates an interesting and challenging world for the PCs to act out their wildest dreams.

What is it like to play Future Shadows?

Future Shadows is a science fiction / fantasy adventure role-playing game. In the Future Shadows game, participants play the roles of people in a sci-fi / Fantasy galaxy that has been decimated in a galactic war.

FS is your chance to play a character that is completely different from your own real life identity. You can chose to be whatever it is that you desire most, or find appealing at the time.

Setting

Future Shadows is a space opera. It is filled with the politics of the Empire, the strong influences and possible corruption of Mega Corporations, the ruin of war, and the dark ages of lost technology and recession. Optional rules allow other setting influences of hacking, psionics, mecha, vehicles, and space ships. FS is very customizable to almost any setting.

The Empire: The Empire governs the united portions of the galaxy. The enigmatic Emperor heads the Empire. The Empire does not rule with a strict hand, instead it develops policies of goodwill that are equal and impartial to all parties. Regional government is mandated by the local powers of the region, whether it is a Mega-Corporation, a mining colony, a galaxy royal or even an elected official.

The Empire

Little is known of the Emperor, and more legends and rumors than true facts. The Emperor is or was a human and is said to have lived a hundred lifetimes, and some say that is only the tip of the iceberg. Regardless the Emperor is more powerful than any other mortal creature in our galaxy. He is known for his psychic powers of dimension-rending magnitude. Yet the galaxy is large and its number of inhabitants vast and the emperor has evolving in a metamorphic cocoon for the last decade. During his slumber his spirit has been said to roam the Empire, and speak to those, that would protect the Empire, in his absence.

General Dice Conventions

There is a certain amount of chance in this world. To deal with this you may often be required to roll the dice to see if the forces of luck are on your side when you try to accomplish whatever is your action. Often you will run into notations like these; 4d10, d100, d6, & 3 d12. The d (also D) indicates the need for a die roll. The number before the d is a multiplier to the d10 roll. The number after the d is the number of sides on the die.

D10 Rolls

A ten sided die, the score on the top is the result. It is numbered from 1 to 10. This type of die roll is used primarily for damage rolls. The d10 roll is primarily used to calculate inflicted damage. A zero is a ten not a zero. If a high roll of 10 is thrown, the character can often roll again for additional damage.

D100

This roll uses two ten-sided die ten. A ten sided die (D10) is rolled for the tens digit of the result and another (D10) for the ones digit. Typically the dice will be different colors and one is declared as the tens digit prior to the start of the game. (Special 10 sided die are available that are marked as 10, 20, 30 to make this easier.) A zero rolled in the tens place is counted as a zero, unless the zero is followed by another zero, then the result is a one hundred. This type of roll is used primarily for attacks, hit locations, testing against attributes, and for skill checks.

Tens Digit	Ones Digit	Resulting Score
0	0	100
0	9	09
8	6	86

D100 Critical Successes

If a d100 roll is extremely low 01 - 03 then they have rolled a critical success. The GM will tell reward them by not only telling the character that they have succeeded, but the result was even better than they could have hoped for.

D100 Critical Failures

If a d100 roll is extremely high 97 - 100 then they have rolled a critical failure. The GM will tell reward them by not only telling the character that they have succeeded, but the result was even better than they could have hoped for.