

Space Truckers!

You are a stars-damned **Space Trucker**. The only reason stuff gets between planets is because of folks like you, folks not afraid to stomp mudholes in anyone trying to slow you down. You travel in convoys from planet to planet, station to station, hauling dozen of magnetized cargo pods with your custom Star-Hauler.

What Even Are You?

You can be human of course. But it's a whole big wide universe out there. If you choose to be a human, well, that's a little lame but have at it. If you decide to get wild with it though, create yourself an alien race. Come up with one positive perk (like extra arms, being able to breath underwater, etc) and one negative perk (needs to sleep a lot, bad vision, etc.)

Your Star-Hauler

First off, your rig has to have a killer paint job. All Star-Haulers have them. You need to describe it in detail. Get dramatic.

So your rig has some BDLs (big damn lasers) for defense. Pirates man. But its also got some sort of rad after market upgrade. Figure out (with your DM's permission) some cool upgrade.

Signature Item

You've been everywhere, fought everything, and lived to loot the bodies. You have some kickass item, with some kick ass ability. Maybe it's belt buckle with a teleporter, or a ring gun with the power of a BDL. Get creative, you get to be the only one with it.

What Are You Good At?

Driving a Star-Hauler, and shooting BDLs of course. But what else? Pick three things **You Are Really Good At**. Is it playing cards? Are you really good with computers? Sneaking around? You can also spend one of these slots to have a small personal robot that helps out on your rig. You better give it a name.

How to Play:

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If it is something **You Are Really Good At**, then you roll two dice and choose which one to take.

If you ever get into a situation that mirrors the killer paint job on your Star-Hauler, you can ask the DM to allow you to store a re-roll for a rainy day.

DM Stuff

Need some help with what do? Here's some stuff to roll to help make something up on the fly:

What's in the area?

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|---------------------|-----------------------|
| 1: Space Station | 3: Black Hole |
| 2: Inhabited Planet | 4. Uninhabited Planet |
| 3: Ship Graveyard | 6: Asteroid Belt |

What's Happening?

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|--------------------|-------------------------------|
| 1: Pirates! | 4: First Contact! |
| 2: War! | 5: Colony Lost Signal! |
| 3: Trucker Strike! | 6: Star Static...You're Lost! |

What Is A Given Space Trucker Hauling?

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|----------------------|-------------------|
| 1: Food | 4. Luxury Items |
| 2: Machinery | 5. Computer Stuff |
| 3: Military Hardware | 6. Retail Goods |

Random Events

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|-------------------|------------------|
| 1: Engine Failure | 4. S.O.S. Signal |
| 2: Meteor Strike | 5. Bar Fight |
| 3: Blockade | 6. Space Cop |