

CREDITS

Mindjammer — The Roleplaying Game
written and developed by Sarah Newton

Cover Art by Paul Bourne

Layout and Graphic Design by Michal E. Cross

Interior Art by Earl Geier, Jason Juta, Fil Kearney,
Eric Lofgren, Marco Morte, Andreas Schroth, Ian Stead,
Jeff Ward, Andy Wintrip

Graphic Design Elements by Josephe Vandel & Paul Bourne

Commonality Space Schematic by Jason Juta

Planet and Starmap Sheets by Ian Stead

Deckplans and Logos by Ian Stead

Additional Cartography by Sarah Newton

Edited by Sarah Newton

Proofreading by T. R. Knight, Sarah Newton

Mindjammer Working Group: Michal E. Cross,
Ben Monroe, Graham Spearing, Ian Stead, Tom Zunder

Produced & Art Directed by Chris McWilliam
& Sarah Newton

Mindjammer Press Ltd is a private limited company,
reg. no. 8222890. Our registered office is at
35 Altham Grove, Harlow, Essex, CM20 2PQ, UK.

© 2014, 2015, 2016 **Mindjammer** Press Ltd.
All Rights Reserved. Mindjammer™ is a trademark of
Mindjammer Press Ltd.

ISBN (ebook): 978-0-9574779-5-7

ISBN (physical version): 978-0-9574779-3-3
Third hardback edition printed in Latvia

Product Code: MJPG2201

Published by Mindjammer Press Ltd,
35 Altham Grove, Harlow, Essex, CM20 2PQ

For all enquiries please contact us at
hello@mindjammerpress.com



Fate Core System by Leonard Balsera, Brian Engard,
Jeremy Keller, Ryan Macklin, Mike Olson

Fate™ is a trademark of Evil Hat Productions, LLC.
The Powered by Fate logo is © Evil Hat Productions, LLC and
is used with permission.

The Fate Core font is © Evil Hat Productions, LLC and is used
with permission. The Four Actions icons were designed by
Jeremy Keller.

Sarah Newton would like to thank: All the *Mindjammer*
fans, for their encouragement, support, and patience. You
guys are awesome! Chris McWilliam, husband, co-pilot, and
fellow adventurer in the Mindscape; Fred, Lenny, and Rob at
Evil Hat, for creating Fate and releasing it to the community
to let us make games like this; Michal Cross, for his insight,
patience, and endless creativity in making this book's
layout so gorgeous; Simon Rogers and Ralf Schemmann
at Profantasy, for letting us use their wonderful Campaign
Cartographer, Cosmographer, and Fractal Terrains software
in making our *Mindjammer* maps; Bill Roach for his
Terraformer FT plugins which made the planets look so
cool; the Mindjammer Working Group for being a great
sounding board; and to Chris Birch of Modiphuis. Thank
you all!

Michal E. Cross would like to thank: Sarah for putting
her trust in me to develop *Mindjammer's* new look; and
Fransje for putting up with my excuses.

Find out more about *Mindjammer* and other Mindjammer
Press games and fiction at
www.mindjammerpress.com
& www.facebook.com/mindjammerpress

DEDICATION — *To my dad, George Newton. The stars call to us.*

УПРЯМЫЕ ПЕЧАТЫ

MINDJAMMER™

THE ROLEPLAYING GAME

TRANSHUMAN ADVENTURE IN THE SECOND AGE OF SPACE
BY SARAH NEWTON

FOREWORD

I've loved science-fiction ever since I can remember. Seeing *Star Wars* as a nine-year old child blew me away; watching *Cosmos* with Carl Sagan taught me that the wonder wasn't just fictional — it was real, our future, our destiny. Our imaginations — the strongest thing we as humans bring to the universe — and our hopes and fears for what tomorrow will bring all come together in the strange worlds of science-fiction. And with science-fiction roleplaying, we get the chance to work out those questions in epic and action-packed stories of our own.

Science-fiction never stands still, and nor should science-fiction roleplaying. *Mindjammer* is an attempt to produce a science-fiction roleplaying game for the 21st century, filled with our latest and most keenly felt speculations about the nature of the cosmos and our place within it. Virtual worlds, transhumanism, longevity, genetic engineering; cultural conflicts, global civilisations, utopias versus dystopias, pampered security against dangerous and violent change — all these themes come together in the game you're now holding.


This new, second edition of *Mindjammer* has been a while coming. The ENnie Award-winning first edition was a supplement to the wonderful *Starblazer Adventures* game, an awesome homage to the science-fiction of the 1980s; the game you hold in your hands today is a massively updated and expanded edition, now a complete standalone game in its own right using the *Fate Core* rules. It contains the *Fate Core* rules themselves, dialled up and customised for the far future science-fiction genre, as well as new rules for organisations, starships, artificial life forms, transhuman characters, worlds, star systems, cultures, hyperadvanced technology, alien life and exointelligences, and much, much more. It also contains the most detailed presentation of the *Mindjammer* setting, the New Commonality of Humankind, to see print so far. Whether you use these rules to play your own homebrew or favourite

science-fiction setting, or whether you choose to explore the perilous frontiers of Commonality Space or the strange and decadent metropolises of the *Core Worlds*, mind-bending adventures await!

Mindjammer may reach for the stars, but to do so it stands on the shoulders of heroes. This game would not be possible without the creativeness and generosity of Fred Hicks, Rob Donoghue, and Leonard Balsera, and all the team at Evil Hat Productions, creators of the *Fate Core* system. *Fate Core* is a revolution in game design, and the fact that Evil Hat have released the rules under the Open Game License has meant that we've been able to incorporate those rules in this book with their blessing, making it a single standalone volume for your science-fiction gaming needs, and for that and many other reasons I'm profoundly grateful to them. Thank you, guys.

This core rules book is the first of many in the *Mindjammer* line. We have scenarios, campaigns, atlases, tech books, guides to cultures and worlds ahead. If you'd like to explore these strange and exotic worlds, decide the shape of the future and the entire human species, and discuss *Mindjammer* and the New Commonality of Humankind, please join us at www.mindjammerpress.com. We hope to see you there!

So charge up your blaster, thoughtcast your orders to the ship sentience, and engage the planing engines — the transhuman adventure is just beginning!



Sarah Newton,
Normandy, March 2014

CONTENTS

1: Introduction	4
2: The Basics	7
3: Creating Characters	15
4: Cultures, Genotypes, and Occupations	32
5: Aspects and Fate Points	67
6: Skills and Stunts	78
7: Extras	102
8: Technology	113
9: Playing the Game	142
10: Gamemastering Mindjammer	163
11: The Mindscape	186
12: Constructs	196
13: Starships and Space Travel	221
14: Vehicles and Installations	252
15: Organisations	265
16: The New Commonality Era	279
17: Cultures	295
18: Worlds and Civilisations	313
19: Stellar Bodies and Star Systems	355
20: Commonality Space	376
21: Alien Life	386
22: Scenarios and Campaigns	419
23: Themes, Genres, and Styles of Play	435
24: The Darradine Rim	453
Appendices	474

CHAPTER ONE INTRODUCTION

"It was the Second Age of Space. The light of human civilisation, which had flickered and threatened to die, suddenly burned bright again with contact with the thousand worlds of space. Humankind laughed, filled with the joys of the power of a new-found youth, and strode forth to bring its message of hope and regeneration to the stars..."

— from *"The Songs Of Old Earth", Book I*

Welcome to **Mindjammer** — transhuman adventure in the Second Age of Space! This is the second edition of the ENnie Award-winning science-fiction roleplaying game, updated and expanded for the **Fate Core** rules. It's a cool yet believable setting of lost worlds, hyper-advanced technologies, and clashing civilisations. In these pages you'll find a unique and compelling space opera roleplaying game, a whole universe of action and adventure!

Mindjammer details the **New Commonality of Humankind**, a vast interstellar civilisation centred on Old Earth. Following the invention of faster-than-light travel only two centuries ago, the Commonality is expanding to the stars, contacting lost worlds colonised in the distant past. The **Expansionary Era** is a time of turmoil; as the Commonality discovers and assimilates these lost colonies, it finds itself getting "colonised right back", its cultures and stability shaken to the core. Agents of the Commonality battle constantly against cultural contamination, and everywhere the frontier flares in conflict and war.

WHAT'S IN THIS BOOK

Mindjammer provides a detailed yet open setting, with rich background yet plenty of room for you to create and play the science-fiction game you want. You'll find descriptions of the interstellar civilisation of the New Commonality Era, histories, species and cultures, enhancements, occupations, hyper-advanced technologies (including the ubiquitous **Mindscape**), powerful (and often sentient) starships, rules for interstellar travel, worlds, star systems, alien life, and more.

Mindjammer addresses the great science-fiction issues

of the 21st century — transhumanism, xenoscience, virtual worlds, synthetic life, cosmological mysteries — while providing a setting ripe with roleplaying potential. It caters for many styles of play: pulpy, hard SF, space opera, political intrigue, military sci-fi, exploration and investigation.

This book comprises twenty-four chapters; you don't have to read all of them to get started. In fact, you could probably just read **Chapter 2: The Basics** and play. Here's what those chapters contain:

- **Chapter 1: Introduction** introduces the **Mindjammer** game and explains what's in this book.
- **Chapter 2: The Basics** gives you a quick overview of the **Mindjammer** rules.
- **Chapter 3: Creating Characters** shows you how to build a game and its characters.
- **Chapter 4: Cultures, Genotypes, and Occupations** provides examples of home cultures, genotypes (species) and occupations (careers, backgrounds, jobs) you can select for your characters.
- **Chapter 5: Aspects and Fate Points** describes these two key parts of the **Mindjammer** rules in detail.
- **Chapter 6: Skills and Stunts** describes the kinds of activities and specialisations your character may be competent in.
- **Chapter 7: Extras** introduces these extensions to your character's abilities, and provides a core list of special abilities he may have access to.
- **Chapter 8: Technology** provides essays on the hyper-advanced technologies of **Mindjammer**, and details the enhancements and equipment your character may possess.

- **Chapter 9: Playing the Game** provides rules for resolving actions, challenges, contests, and conflicts.
- **Chapter 10: Gamemastering Mindjammer** gives guidelines for running *Mindjammer* games, including rules for handling non-player characters (NPCs).
- **Chapter 11: The Mindscape** describes this crucial part of life in the New Commonality, and provides detailed guidelines for including it in play.
- **Chapter 12: Constructs** provides rules for creating and using starships, vehicles, and other constructs in your game.
- **Chapter 13: Starships and Space Travel** explains how to use starships to travel between the worlds of the Commonality, and provides statistics blocks for major vessels from Commonality Space and beyond.
- **Chapter 14: Vehicles and Installations** describes the planetbound counterparts of starships and space stations, including descriptions of major vehicles.
- **Chapter 15: Organisations** provides rules for running corporacies, instrumentalities, and other organisations.
- **Chapter 16: The New Commonality Era** describes the history and politics of the New Commonality of Humankind, including example organisation sheets for polities, corporacies, and other organisations.
- **Chapter 17: Cultures** provides rules for describing cultures and cultural conflicts, including guidelines for running cultural operations, as well as descriptions of the key cultures of the New Commonality Era.
- **Chapter 18: Worlds and Civilisations** provides rules for creating and describing planets and civilisations.
- **Chapter 19: Stellar Bodies and Star Systems** provides rules for creating star systems and other stellar bodies, and also for star system resources.
- **Chapter 20: Commonality Space** provides an overview of the universe of *Mindjammer*, including a detailed look at Manhome, the solar system of Old Earth.
- **Chapter 21: Alien Life** provides rules for alien biospheres and life forms, including example exofauna.
- **Chapter 22: Scenarios and Campaigns** discusses how to create and run scenarios, and provides tools and guidelines for running multi-scenario campaigns.
- **Chapter 23: Themes, Genres, and Styles of Play** discusses how to run transhuman science-fiction games, providing guidelines for different subgenres, themes, tones, and styles of play, and specific rules sub-systems to help support them.
- **Chapter 24: The Darradine Rim** describes an entire octant of Commonality Space, providing planetary statistics, maps, and descriptions of more than twenty worlds.

At the end of this book we've also provided appendices providing rules summaries and useful tables, copies of character, construct, organisation and culture sheets, and an extensive index.

THE NEW COMMONALITY OF HUMANKIND

The **New Commonality of Humankind** is a beacon of light in the blackness of space; hyper-advanced technology and transcendent intelligences are its gifts to the stars. The **Mindscape**, a vast technological “shared consciousness”, links the citizens of the Commonality together, storing the memories — and even personalities — of dead generations. Every Commonality citizen can boost their skills and knowledge using **Mindscape implants** — direct neural connections to the Mindscape — and the astonishing powers of **technopsi**.

The Commonality is a predominantly human civilisation — but the very definition of “human” has expanded to a staggering diversity. The inhabitants of Old Earth who began the slower-than-light diaspora millennia ago were a homogenous species, but divergent evolution and genetic manipulation have created a multiplicity of post-human and para-human subspecies — or **hominids** — tailored to the many environments of space. Uplifted animals — the **xenomorphs** — populate whole worlds, taken to the stars as cheap labour, and created intelligences — the **synthetics**



— are everywhere, whether sentient starships with the personalities of dead heroes, or intelligent weapons, exploratory probes, or other life forms tailored for a myriad of purposes.

Everywhere the Commonality expands, it finds life, a natural part of the evolution of the cosmos. Since the beginning of the Expansionary Era two hundred years ago, the Commonality has even made contact with alien intelligence — to find it far stranger and more difficult to understand than anyone had ever dreamed. The vegetable intelligences of Drefnia, the violent and corrosive Hooyow, and the silent Lowhigh are only the more comprehensible; and with the Planetary Intelligence, contact threatens to transform even humanity itself.

THE EXPANSIONARY ERA

Mindjammer takes place in an era of violent change. In the past, the First Commonality of Old Earth achieved utopia, blessed by long life and advanced technology. But hand-in-hand came stagnation and decay and, while the stars sang with humanity's song, Old Earth fossilised and began to die.

Two hundred years ago everything changed. Almost overnight, the scientists of Old Earth discovered the secrets of faster-than-light travel. In their **planeships** they ventured to the stars, in search of the colonies they had sent out millennia before.

What they found stunned them. The galaxy was alive! Everywhere they went, they found people. Vibrant cultures, strange civilisations, worlds savage and untamed. Suddenly, Old Earth found itself old no longer, but young, and excited by the prospects of an unknown future. It was a new age of discovery and expansion — a Second Age of Space.

Now, the Commonality contacts lost colonies almost every day. Some are peaceful, others deeply inimical; the galaxy is a cacophony of conflicting cultures. As it expands, the Commonality struggles with the slow communication times of 2-space; the **Mindjammers**, sentient starships charged with maintaining interstellar communication and the Mindscape, hold this far-flung civilisation together; in the Core Worlds around Old Earth, new 3-space **far gates** promise instantaneous travel and technological revolution. Everywhere the Commonality struggles to keep control.

TRANSHUMAN SPACE OPERA

This book provides all you need to play far future transhuman space opera adventure using the *Fate Core* roleplaying system. The New Commonality setting is vast enough to contain any number of campaigns; this book presents one part — the **Darradine Rim** — as an example campaign, where the Venu Empire, one of the Commonality's deadly foes, staged a devastating invasion eighty years ago. It's an area of constant cultural conflict and intrigue, and everyone

is expecting war. You'll also find descriptions of other parts of the Commonality — including a look at **Manhome**, the solar system of Old Earth itself — which you can use to create your own worlds, sectors, starmaps, cultures, and civilisations, either within the Commonality or beyond its frontier.

Using these rules you can play characters like:

- **soldiers of the Armed Forces Instrumentality**, defending the Commonality frontier against the incursions of virulent alien cultures.
- **agents of SCI Force** — the Security and Cultural Integrity Instrumentality — investigating strange new cultures and managing their integration into the Commonality.
- **the heroic crews of Space Force**, patrolling the Commonality space lanes and the virtual spaces of the Mindscape on the lookout for spies, alien agents, and invaders.
- **intrepid 2-Pilots**, navigating the deadly mysteries of 2-space in their faster-than-light planeships, in constant mental contact with their sentient starship comrades. You can even play a sentient starship yourself!
- **canny New Traders** — the new breed of merchants on the Commonality frontier, mistrusted by most as evolutionary throwbacks to the bad old days of money and speculation, carving out a living carrying information and even goods between worlds, running the Commonality embargo and dodging agents and enforcers.
- **rogues and adventurers**, the flotsam and jetsam of the Fringe, xenomorphs falling between the gaps, disenchanted sentient starships left behind by the new technologies of 3-space.
- **explorers, mercenaries, socialites, scientists and spies** — and just about any character you can imagine in this adventure-filled galaxy of the far future!

But that's not all. The *Mindjammer* rules and setting are deliberately modular, allowing you to cherry-pick elements if you have a particular setting in mind. Maybe you'd rather use a different published science-fiction setting — or maybe design one from the ground up. Or maybe you'd like to base your game on a setting you've seen in a movie or read in a novel. Use this game to power your transhuman science-fiction adventures; the only limitation is your imagination. Explore the infinite worlds of space!

THE UNIVERSE AWAITS!

Never has there been a greater time of opportunity. Old certainties are dying; the universe is in flux, and for the first time in ten thousand years no one knows what the future will bring. So charge your blaster, thoughtcast your orders to the starship sentience, and fire up the planing engines — come and defend the light of humanity's greatest civilisation as it spreads to the stars!