

SPACE 1999 RPG – PLAYERS SPENDING SPIRIT & MOMENTUM OR ADDING THREAT

Options		Page	Notes	Player cost		
				Momentum	Add Threat	Spirit
Skill stuff	Buy extra d20s	148 & 150	Buy a maximum of 3 extra d20s. 1 st die costs 1 point, +2 points for the 2 nd , +3 pts for 3 rd .	1, 3 or 6 pts	1, 3 or 6 pts	
	Automatic 1	153	Before roll: set one d20 to 1.			3 points
	Re-roll	153	After roll: re-roll any number of your dice pool. The new result is final.			3 points
	Extended Task Boost	159-160	After successful roll, spend to add 1 to the amount of requirement points you got from the roll (usually 2). You can buy this bonus multiple times.	1 point ea.	1 point ea.	
Traits & Assets	Create or change a Trait	148	Create a new Trait, or change an existing trait, or remove it from the scene. Any change must relate to your last action. New traits just last for the scene.	2 points	2 points	
	Create Temp. Asset	148	Create a new Asset. It is temporary and just lasts for the scene. It must be reasonable in the narrative that you could find the asset where and when you are. Example: use a desk in the Command Centre as cover in a fight, find an oxygen cylinder in Medical, make a splint from pieces of wood in a forest, have just the right spare part in your toolkit. The GM will tell you if the new Asset has a zero cost (like a chair or plate in the cafeteria).	2 points	2 points	
	Permanent asset	148	Make a temporary asset you've just created permanent – add it to your character sheet.	2 points	2 points	
Regain Spirit	Help a Friend	152	When taking any form of rest, you can try to help and support another PC. Spend 2 Spirit to allow a PC to regain 1 Spirit. You can't do this if they are at 0 Spirit.			2 points
	Replenish Spirit	150	You restore 1 point of Spirit to one character (yours or someone else's). This costs the character who gains the Spirit an action, as they get their bearings and catch their breath. Maximum 3 points of Spirit restored for the whole party in one round.		2 points ea. (+ lose an action)	
Combat & Contests	Ignore Complication	150 & 152	If you get a Complication on a skill roll, immediately spend to ignore it. You can buy off multiple Complications. Threat removes it for 1 round, Spirit removes it permanently.		1 point ea. (next action)	1 point (permanent)
	Resist ship damage	178	Some SPACESHIPS have Defensive Systems which grants them Spirit to spend to resist taking systems damage. Eagles don't have any! Hawks have light armour.			1 ship spirit point
	Reduce moonbase damage	184	When Alpha is being attacked from space by a barrage of lasers/missiles, the PCs can mount a defence to reduce what gets through. If those rolls succeed, Momentum can be spent to reduce the number of strikes further.	3 points per strike		
	Resist Defeat	152 & 166	As long as you have Spirit points left, you can use them to resist defeat and continue the conflict. (To accept defeat while you still have Spirit remaining – see p166-7).			1 point
	Resist Environment	152	If you fail a test to cope with cold, heat, dehydration, etc, spend Spirit to remain conscious.			1 point
	Resist losing a Contest	162	Similar to Resisting Defeat: spend Spirit to force a re-test in a Contest which you lost and try to snatch victory from the jaws of defeat. The Complication range for the new test increases by 2. If you lost this second test, you cannot spend Spirit to try again,			1 point (and +2 to complication)
Other	Obtain information	148	After skill roll: ask one question about current situation per point spent. The answers must reflect the skill you've used and must be something your PC can determine themselves.	1 point each		
	Escalation	150	You do something which the GM thinks will escalate the situation		1 point	

NOTE: in a contest between two PCs they CANNOT USE MOMENTUM! (p161) Dr Bob says: the Momentum pool belongs to the whole party.

GM THREAT SPEND AND USES

Options		Page	Notes	Threat Cost for NPCs	Spirit Cost for NPCs
Skill stuff	Buy extra d20s	151	Buy a maximum of 3 extra d20s. 1 st die costs 1 point, +2 points for the 2 nd , +3 pts for 3 rd .	1, 3 or 6 points	
	Automatic 1	151	Before roll: set one d20 to 1.		3 points
	Re-roll	151	After roll: re-roll any number of your dice pool.		3 points
	Increase PC difficulty	151	GM can increase the Difficulty of a test by 1 for every 2 Threat spent. DO THIS BEFORE EXTRA DICE ARE BOUGHT.	2 points per +1 Difficulty	
Traits	Trait alteration	151	Create a new Trait or change or remove an existing trait. Any change must come naturally from the current situation.	2 points	
Combat & Contests	Ignore Complication	151	If an NPC gets a Complication on a skill roll, immediately spend to ignore it. You can buy off multiple Complications.	3 points each	
	Resist ship damage	178	Some SPACESHIPS have Defensive Systems which grants them Spirit to spend to resist taking systems damage. Eagles don't have any! Hawks have light armour.		1 ship spirit point
	Resist Defeat	152, 166 & 215-6	Spend 1 Spirit to stay in the conflict when defeated. Mooks & goons have 0 Spirit so cannot do this. Supporting NPCs who are not mooks can have 1 or 2 Spirit. Notable NPCs can have 2 to 5 Spirit (normally 3). Major NPCs are created like PCs so will have their Spirit on their character sheet.		1 point
	Resist losing a Contest	162	NPCs cannot do this.		
Other	Environmental/Narrative change	151	The GM can trigger or cause problems with the scene or environment by spending Threat. Example: sudden rainstorm when walking down a road (2 Threat), but the same storm when climbing a perilous cliff (4 Threat).	2 to 4 points	

The GM ADDS to threat when:

- Escalation: PC does something which the GM thinks will escalate the situation, then add +1 to Threat (p150).
- Threatening circumstances: At the start of a new scene, the GM says the circumstances are threatening/perilous and add 1 or 2 Threat. E.g. an alarm sounds, or a scary NPC turns up.