

storage. Additionally, the money used is a communal account, rather than that of each player.

### Negotiating

When buying, or selling, it is possible to attempt to negotiating for a better deal. To negotiate a deal, a player will roll for Management. The standard results are as follows:

- 1 The price changes by 10% against you
- 2-5 No change in price.
- 6-8 The price changes by 5% in your favour.
- 9-10 The price changes by 10% in your favour.

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Ommanckevahs wants to buy 300 Plasma Conductors from Yusoisos Gualameos Geremos II. The base price is 1,000Cr and Ommanckevahs rolls to negotiate. They roll a 4, which added to their management skill of 3 means they manage to negotiate a 5% discount. They decide to try again, using their Quartermaster skill "The best I could do is..." and roll a 2, so no further change. The trade is completed at 9500Cr per unit. 285,000Cr are deducted from the team's account, and 300 Plasma Conductors transferred to the ship's hold.

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### Payment

There is a communal account, known as the "company account" which holds the money that the players hold together. This account is used for bulk trade and other similar purposes. Upon completion of a contract, it is this account to which the reward gets transferred. At this time, and at any other time where the majority of players concur, profits are distributed. This is done in the following way:

1. The total amount to be distributed is decided.
2. Chosen amount is then distributed across all the characters.
3. Final amounts are transferred from the company account to each player.

The amounts in question are to be decided by the players. All decisions are a vote, the strength of the vote to be decided by a morale role.

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A job has been successfully completed, and the team has been rewarded with 20,000Cr. The players vote what to do with the money. Four of the five team vote to share the whole amount evenly between them, but Captain t'Krrt suggests keeping 10,000Cr for the communal pot, so they can make more profit later, and share the remaining 10,000. The roles come in and, unfortunately everyone rolled a 1, and even with their morale scores added on top, they can't beat Captain t'Krrt's 6, along with his +5.

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### Events

A play session is a series of events. These can take any form, depending on the quests the game master has provided to the players. An example of this could be a malfunctioning engine, or negotiating a trade deal with a shady trader. In situations like this, the game master will assess the difficulty, on a range of 0.0-10.0 and an associated stat. The player will then attempt to roll. They roll 1D6 (unless told otherwise) and add their stat to it. If the result is higher than the chosen difficulty, then the action was successful.

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The engine on the players' ship has failed. Their engineer, Sho t'Plp, has an engineering skill of 3.4. As they are currently being chased by Xenon, the game master has decided that to get the engine operational, it is a difficulty 6.5. Sho rolls a 4, successfully repairing the engine.

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### Partial Success

If a player gets above the difficulty floor, then a roll is considered to be 'partially' successful. It is up to the game master to decide what this means in relation to the event in question, but it is recommended to choose difficulties such that this is possible.

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Sami Gardna is trying to persuade Guild Representative Gurisonas Lexanisis Tradinolas IX to get a contract for a new job. The stated reward for the contract is 10,000Cr. Sami explains that it is a difficult job, and would like 15,000Cr for successful completion. The game master has decided that this is a difficulty of 8.4. Sami has a morale skill of 4.2 and rolls a 4. As this results in a score of 8.2, which is above the floor difficulty of 8.0, the final agreed amount is decided to be 12,000Cr.

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For the most recent version of this document, please visit

<https://git.nistur.co.uk/teladi-gain>



This is an early draft ruleset. None of the values have been sufficiently tested as to ensure that it is fair or fun.

## Introduction

Teladi Gain is a Tabletop Roleplay Game, set within the X Universe. It is written to be set within the time of X4: Foundations, 830-835 NT (2976 CE) but it can be used with minor modifications in any era within the X Universe. The gameplay is based around the core crew of a ship, as it travels the universe, seeking out new trades and profits!

It is recommended that the universe use the gate network as present in X4, however it is also possible to use a map from an earlier game, or come up with custom connections, if the players, and the game master, see fit. In this case it may be acceptable for the players to be required to create their own map of the gate network, but otherwise it can be expected that everyone already knows possible connections.

## Requirements

Using the core rules, all that is needed to play the game is a D6, and some way of noting down the stats for your player. A printable character sheet has been provided.

## Goal

The goal of a play session will depend on the desires of the players and the game master. As the primary gameplay is not combat as with other roleplay games, it might not be to quest through a dungeon, killing off all monsters they come across. Rather it would probably be things such as arranging a trade route between the Godrealm of the Paranid, and Queendom of Boron, which would require things such as trading, bribery, diplomacy, exploration. Along the way, the game master can distract the players with various different quests, as described in this document.

The core rules provided within this document should help guide a game in which storytelling, and exploration are the key components, along with a healthy dose of trading. A lot is therefore left up to the game master. For additional rules to add more elements to

the adventure, such as combat, politics, and espionage, can be found in the supplement leaflets.

## Character Creation

### Stats

Each player has 5 basic stats, which have a value of 0-5. These are:

Boarding, Morale, Management, Engineering, Piloting.

The game master should specify how much experience players have to distribute out. A recommended new game start would be 3. This can be allocated in one go, for example for one player to be a pilot, or it can be spread across multiple stats. Stats do not have to be whole numbers.

### Race/Faction selection

Usually chosen before the stats, the player's race will have an affect on the chosen stats. Stats can be negative and can never go above 5.0

Faction		
Terran	Piloting +1	Morale -0.5
Argon	Engineering +0.5	
Teladi	Management +1	Piloting -0.5
Paranid	Morale +1	Boarding -1
Yaki	Engineering +2	Management -2
Boron	Management +2	Piloting -1
Split	Boarding +2	Morale -1

### Crew Roles

Players can assign roles to their characters. These roles have bonuses to certain attributes or tasks. There may also be roles that they would be expected to perform in certain events to achieve the most favourable outcome. Stats can never go above 5.0.

Additional roles may be added by expansions.

### Captain

- Morale +1

Bully - When making another crewmate present makes a morale check, the Captain can take the morale check for them.

### Pilot

- Piloting +1

Ace - When a piloting check needs to be made, roll twice and take the highest one.

### Engineer

- Engineering +1

Where did this bit go? - When repairing the ship, if it is a repair that has been successfully performed before the Engineer may role as many dice as their Engineering skill, and choose the highest.

### Quartermaster

- Management +1

The best I could do is... - When negotiating a trade, the Quartermaster may roll twice, not once, to negotiate a better deal.

### Marine

- Boarding +1

Hit hard, hit fast - The marine counts for two in all boarding operations, ie they can defend twice, or attack twice, or mix.

### Trade

Trade is a core component of the X Universe. It would be wrong for players to not be able to do this. There are two separate types of trades that are possible. Personal trades, and bulk trades. They share a lot of the same mechanisms. The major differences are that wares bought via bulk trades are not accessible to the characters but transferred directly to/from the ship