

ELITE ENCOUNTERS

VIDEO UPDATE 8TH JUNE 2015

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CHARACTER GENERATION AND RULE SYSTEM

- Rules rewrite complete – rules system now completely in line with new character stats and processes
- Suggestions and feedback from playtesting now implemented
- Repeated content now removed
- Readability of rules improved

For example, in the tech repair attempt above, since it's his full-time job he has performed this sort of task eight times during this part of the campaign. The GM has noted that each of the tasks were *variables* on the same theme: diagnose and repair a vending machine. Since the tasks would not really be a challenge for the Avatar, the GM decides that the first task warrants a segment, but says that it took two repetitions of the task to gain a second segment and the remaining five attempts all contribute to a third segment to be filled in.

REPUTATION

A character's Faction Standing and Elite Ranking may be used to influence certain events. They represent how successful the character has been in his work and pursuits and how much note has been taken of that in the galactic community. In the Elite Universe, as in our own, public records are far-reaching and include a lot of information about a person's achievements and failures.

The Avatar Record File includes a section for Faction Standing and a tracker for Elite Rankings. At the beginning of the Avatar's adventures (i.e. immediately after generating the Avatar) these records will be blank unless the player and GM arranged for a pre-existing reputation to be in place during Avatar creation.

FACTION STANDING

Each time an Avatar interacts with a Faction (this could be an organisation, corporation, government, pirate clan etc.) the outcome of that interaction should be recorded in the Faction Standing section of the Record File. The Faction's name should be written on a blank line, and if this is the first time the Avatar has interacted with this faction the Hex Track should be marked to indicate the result of this interaction.

The Hex Tracks work in the same way as those in the Experience section – a successful interaction, as defined by the GM, should be recorded by filling in one segment of the Hex Track. Subsequent positive interactions with that faction should be recorded in the same way. A fully filled in Hex track is a potential clue for any task goals that involve

agree to let Ramona go in exchange for that information. Ramona's Faction Standing with that pirate clan can be added to the Record file with one segment of the Hex Track filled in.

ELITE RATING

The Elite Rating is relevant to those who are active space traders, explorers or combat pilots. The Hex Tracks at the bottom of the front of the Record File are used to track each Avatar's accomplishments in those three areas.

The Elite Ratings are divided into three tiers each containing three ranks. The first tier can be ascended by accomplishing relatively simple tasks or missions. For example, shooting down a novice pirate or exploring a single star system. As the ranks increase, the players and GM should look at making the tasks that would qualify for a raise in Elite Rating more difficult or ensure that the "mission" comprised many different sub-tasks. Second-tier accomplishments that could qualify for a rise in rating include completing a detailed survey of a star cluster or arranging a long-term trade contract between several colonies.

Third-tier promotions in Elite Rating should be reserved for either many simple tasks accomplished over a long period of time or several dangerous, complex or wide-ranging successes for each segment of increase. For example, a one-year mission to eradicate a pirate clan presence in a galactic sector could qualify as one or two segments. Likewise, leading a fleet of exploration ships on a mission to map a nebula could be worth a segment of increase. Whatever the tasks at hand, as the rankings get higher the difficulty in obtaining that rank should be higher.

Prior to the late 3200s the only Elite Rating of real worth in the galactic community was the Pilot/Combateer rating. In games set prior to that time frame, the ratings in Exploration and Trading should still hold some influence but definitely not as much as from about 3290 onwards. To reflect that, it should take twice as much effort to fill in a segment for those tracks. For example, it would take two successful short range exploration missions to fill in one segment for Exploration.

The Elite Ratings bestow increasing benefits on Avatars as they rise through the rankings.

VEHICLE INFORMATION AND STATS

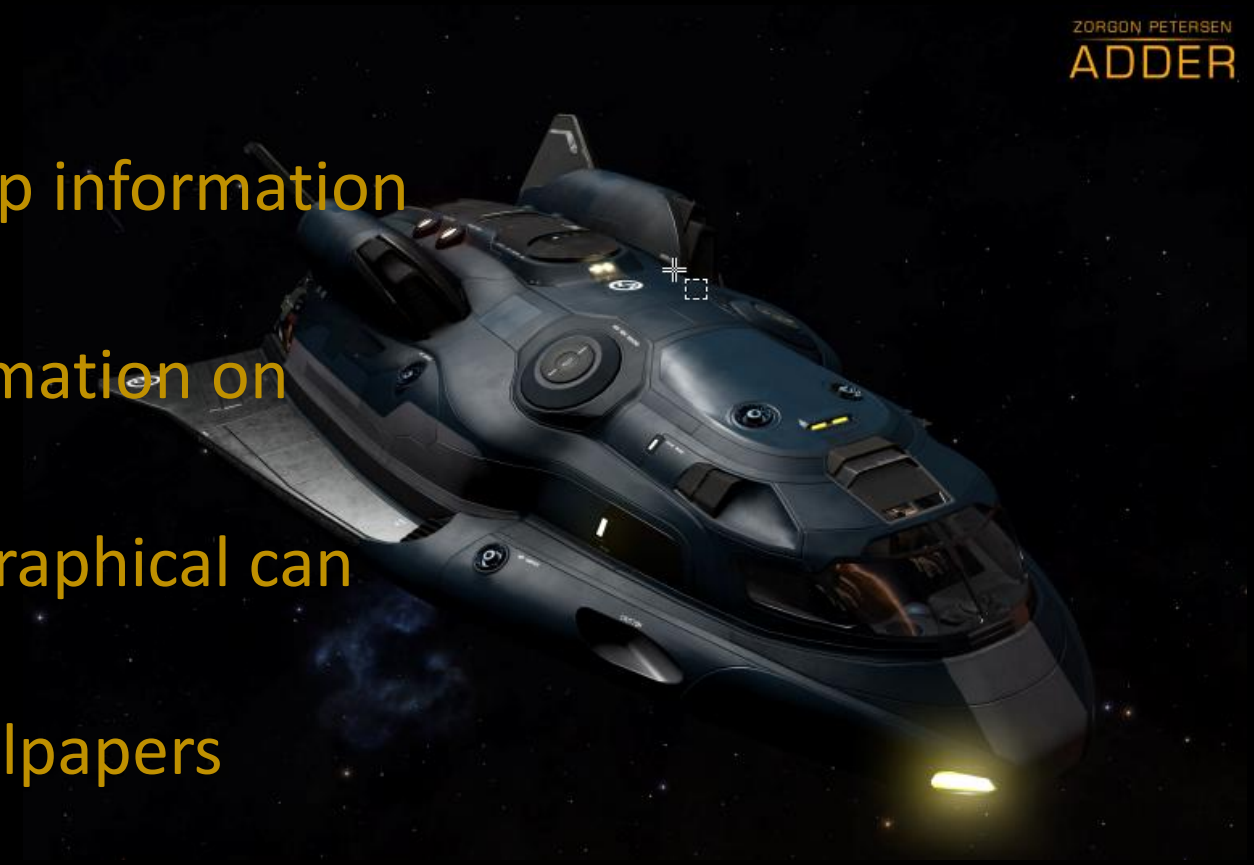
- This is the main ongoing process at the moment
- Work begun bringing Vehicle Rules into alignment with new general system
- Vehicle Record File updated and improved and given the same attention to detail as the Avatar Record File
- Three-tier complexity of vehicle combat rules revisited and improved

The screenshot displays a detailed form for vehicle information and stats, organized into several sections:

- PERSONAL INFORMATION:** Includes fields for VEHICLE MODEL, MANUFACTURER, VEHICLE TYPE, VEHICLE NAME / REGISTRY, CREW REQUIRED, OFFENSIVE TASK POOL, and DEFENSIVE TASK POOL. The Elite Encounters logo is in the top right.
- POWER AND PROPULSION:** Contains sub-sections for THRUST, POWER PLANT, POWER DISTRIBUTION (with a table for power to engines, systems, weapons, shields, and hyperdrive), FUEL TANK, and FRAME SHIFT DRIVE.
- HARDPOINTS:** A table with columns for SIZE, DESCRIPTION, and various attributes (CLS, RTG, PWR, HEAT, LOC, RNG, REF, DAM) for different weapon types (Flare, Kin, En, Air, Port, Sld, Ex).
- AMMUNITION BAYS:** A table with columns for DESCRIPTION, CLS, RTG, TYPE, TOT QTY, and QTY IN MAGAZINE.
- UTILITY MOUNTS:** A table with columns for DESCRIPTION, CLS, RTG, MASS, INT, HEAT, and NOTES.
- HULL AND SHIELDS:** Includes a SHIELD GENERATOR section with a grid of hexagonal cells for hull and shields, and a SYSTEMS section.

RULEBOOK GRAPHICS

- Work begun testing layouts for ship information posters
- Posters to include all default information on ships
- Other vehicle type details – how graphical can they be?
- Would people be interested in wallpapers featuring these posters?



ZORGON PETERSEN
ADDER

FEEDBACK AND QUESTIONS

- Weekly Video vs. Monthly Text Updates
- Delays
- Location of EE Updates in Stream
- How to contact us
- Want to be on stream?

NEXT UPDATE

- Monday 15th June 8pm UK time
- Update will be at the start of the regular Stream
- Submit your comments, questions and/or feedback by Monday 6pm for inclusion in the broadcast.

<http://daftworks.co.uk/eliterpg>
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dtwh [at] my website domain

<http://facebook.com/daftworksuk>
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<http://youtube.com/hughesd73>
Skype: hdSelezen