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Chapter 1: Cinematics



Welcome to **HYPERLANES**. This is a Kickstarter funded book, so first things first: we need to thank our wonderful, beautiful backers. **HYPERLANES** funded at over \$40,000, many times our initial ask. We at Scrivened are inexpressibly grateful for the trust and faith of everyone in the tabletop community who helped bring this project to life. We hope we live up to your expectations.

HYPERLANES is a rules and genre adaption of 5th edition *Dungeons & Dragons* that allows you and your friends to take to the stars. It's all about cinematic stories inspired by franchises with an emphasis on crews of spacefarers like *Star Wars*, *Firefly*, *Cowboy Bebop*, and *Guardians of the Galaxy*. We've chosen this action-focused subgenre of science fiction because it's one that really works with the basics of *D&D*. It's built for sci-fi that jumps into battle, glosses over the hard science, and pushes working together as a team.

This is not to say that **HYPERLANES** is brainless or heartless. Your stories should be as inspiring, touching, and thought-provoking as ever, aided by a system that doesn't get in the way. We hope what you'll find here is exactly what you need to build your own galaxy or adapt one you know and love from popular media. If you enjoy *D&D* and science fiction the way we do, this will be just the book you're looking for.

Book Overview

HYPERLANES is comprised of the following chapters:

- **Chapter 1: Cinematics.** We take a look at what it takes to run **HYPERLANES**. You are here.
- **Chapter 2: Species.** We delve into how to construct any alien species or robot you might want to play.
- **Chapter 3: Class.** We go into each of **HYPERLANES**' six core classes and their archetypes.
- **Chapter 4: Backgrounds and Feats.** We flesh out characters with the kinds of Backgrounds and Feats they'll be needing in a spacefaring age.
- **Chapter 5: Equipment.** We provide the armor, weapons, and gear the party will need to take on the galaxy, including advanced technologies equivalent to magic items.
- **Chapter 6: Vehicles.** New rules for handling vehicle battles, and a host of ships for use in play.
- **Chapter 7: Gambits.** Our version of spells. We give you the rules for how they work and a complete set of over 240 of them.
- **Chapter 8: Villains and Allies.** All the NPCs and monsters you need to flesh out your galaxy.

Rules Conversion

We've done everything we can to make it simple to convert from fantasy to sci-fi here. You might not even notice much of a difference. Many of our changes are merely to terminology and cosmetics. Some are just about adapting to the kinds of technologies available in sci-fi. In general, tech and science replace magic. It's that simple.

Gambits

One difference you'll notice is that the system for spells is replaced with 'gambits.' Gambits are maneuvers and stunts that highly skilled characters might have access to once in a while. They work almost exactly as spells do. In fact, since



the classes we provide are built on the classes from *D&D*, characters will get the same number of gambits and gambit slots as they'd have had for spells with the equivalent class.

The terminology changes a little with this alteration. You don't 'cast' gambits, you 'pull' them. You don't get 'cantrips' at low levels, you get 'tricks.' It won't take long before you're pulling tricks and gambits just as easily as casting spells.

Damage Types

We change up damage types in **HYPERLANES**, mostly to pull them out of their grounding in fantasy. Use the normal list of damage types from *D&D* with the following alterations:

Fire damage = **Heat** damage. You'll see most lasers and blasters deal this kind of damage, making it far more common in some settings.

Lightning damage = **Electricity** damage. Most robots are vulnerable to this kind of damage, so those who hunt or trap them are more likely to carry electricity weapons.

Thunder damage = **Concussion** damage. As thunder represents both sound and the concussive force of explosions, we employ concussion damage as the damage type for certain explosives and grenades, as well as for sonic weaponry.

Radiant damage = **Radiation** damage. This is a bit of a change, but since most light-based technologies will be doing damage with heat anyway, the need for a light-specific damage type is less useful. However, in a science fictional universe, radiation is very much something to worry about.

Ranges

In an action-centered sci-fi setting, it's a sure thing that you're going to want starship battles, flying car chase scenes, and other high-speed situations. For this reason, we deal in two scales of combat: 'personal scale' and 'vehicles scale'. Personal scale abilities will refer to distances in terms of feet. Abilities that can be used in both will put distances in terms of 'squares.'

This is meant to refer to squares on a grid map, but you could easily use the distances on a hex map instead with little issue, if that's your style. A square of space is an arbitrary distance, used more for storytelling than to map out actual speeds across the planet or star system.

In this way, characters can have powers that might find use in a close quarters firefight in one encounter and behind the yoke of a starship the next.

Superscience

Superscience is what we call advanced technology and science. It's our replacement for magic. Magical items become Superscience items, and any technology so advanced that a Science roll is required to get a sense of how it works is probably Superscience.

There are no hard rules for this. Though laser pistols are probably quite advanced, technologically speaking, regular weapons are not Superscience for most purposes. Chapter 4 will go into more detail on the topic, but for now just know that the term exists and that it basically replaces 'magic.'