

PIRATEZ

A POST-APOCALYPTIC X-COM GAME

Based on the *Piratez* total conversion mod for *OpenXCom* by Dioxine

Version 0.1.3

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Table of contents

INTRODUCTION	7
BASE MECHANICS.....	7
BASIC ROLLS	7
SKILL/STAT CHECKS DC TABLES.....	7
Aid Action.....	9
COMBAT AND HOW IT IS DONE	10
ACTIONS IN STRUCTURED COMBAT TIME	10
Move Actions.....	10
Standard Actions	11
Swift Actions.....	12
Free Actions.....	12
Combined Actions.....	12
Reactions	14
SHOOTING	16
MELEE	18
Melee Attacks	19
Additional Melee Maneuvers.....	20
WEAPONS AND DAMAGE	22
Damage Types Summary.....	22
Damage Type	22
Special Qualities	22
AC AND ARMOR.....	23
LIFE AND DEATH	24
SNEAKING AND COVER	28
EQUIPMENT AND ENVIRONMENT	29
Encumbrance.....	29
Weather tests.....	30

TRAPS AND OBSTACLES	30
Underwater Swimming	30
PSIONICS.....	30
EQUIPMENT TECH LEVELS	33
TECH LEVEL AND COMMUNITIES	34
ACQUIRING EQUIPMENT.....	34
ARMORY: WEAPONS.....	35
FIRING MODES AND RULES	35
WEAPON SPECIAL QUALITIES.....	37
WEAPON LIST.....	41
ALWAYS HANDY	41
MELEE WEAPONS.....	42
SHOOTING WEAPONS.....	43
EXPLOSIVES AND LAUNCHERS	49
SPECIAL WEAPONS.....	50
VEHICLE WEAPONS	50
ARMORY: BODY ARMOR	51
ARMOR RULES.....	51
ARMOR SPECIAL QUALITIES	52
ARMOR LIST.....	52
ARMOR ACCESSORIES.....	55
EQUIPMENT.....	56
BATTLE EQUIPMENT.....	56
MEDICAL EQUIPMENT.....	60
ENGINEERING EQUIPMENT.....	61
IMPLANTS	62
BIOLOGICAL ENHANCEMENTS	62

CYBERNETIC ENHANCEMENTS	62
CHARACTER CREATION & ADVANCEMENT	66
CHARACTER CREATION	66
SKILLS.....	66
PROFESSIONS.....	67
PERKS.....	70
HIGH XP LEVELS	70
ALTERNATIVE CHARACTER CREATION METHODS.....	71
Heroic Character.....	71
STAT LEVEL ORIENTATION TABLE	72
SKILL LEVEL ORIENTATION TABLE.....	74
RACIAL MODS.....	74
Human	74
Hybrid.....	74
Lamia	75
Mutant.....	75
TRAITS.....	79
PERKS LIST.....	82
COMMON.....	82
BASIC (No Preq)	82
ADVANCED.....	85
ELITE (Stat 6)	91
SPECIAL.....	93
SUPER-ELITE (Stat 8)	95
1-in-100	97
SKILL DEPENDANT	99
PSIONIC ABILITIES	147

VEHICLE COMBAT.....	157
AEROSPACE COMBAT.....	158
Craft position and maneuvers	158
Tight Maneuvers.....	160
Components and damage.....	161
Speed and travel.....	163
NPCs.....	166
NPC Creation.....	166
CLASS OVERVIEW	166
Aristocrat.....	168
Fighter.....	169
Mechanic.....	170
Merchant.....	171
Priest.....	173
Researcher.....	174
Rifleman	175
Scavenger	176
Scout.....	177
Security.....	178
Servant.....	179
Stalker.....	180
Thug	181
Villager.....	183
PROFILES OVERVIEW	184
Balanced.....	184
Brute.....	184
Charismatic.....	185

Commando	185
Expert.....	186
Warrior	186
RACE TEMPLATES.....	187
Hybrid.....	187
Über	187
Reticulan.....	187
Lamia	187
Deep One	188
Mutant.....	188
Catman	188
Star God Operative.....	188
READY-MADE NPCs.....	188
Human Academician	189
Human Bandit	190
Human Security.....	191
Mutant Villager	192
Über Raider	193
CHARACTER SHEET	195

INTRODUCTION

This game is a fan project: a role-playing game set in the world of *Piratz*, a total conversion mod for the *OpenXCom* game. If you have this document, you probably know the mod. It was written by the mod's creator, Max "Dioxine" Tumidajewicz, and another member of *Nocturnal Productions* modding studio, Michał "Solarius Scorch" Solański.

The mechanics of this project is called *Unreal Engine*, written by us for a sci-fi RPG hopefully to be published at some point. (Most equipment etc. was taken directly from there.) We hope this project will allow some people to have some fun, while at the same time help us get some feedback for the mechanics.

Please note that is hastily assembled, incomplete and completely unpolished as a book. The core however is mostly complete (except some extra stuff like psionics) and quite well-tested, though some specialized equipment's mechanics is not really written yet. The setting, on the other hand, has not been described much in this book — for now, you'll have to go play the mod to learn more about it if you haven't yet.

Have fun with the game, and remember to give us feedback!

BASE MECHANICS

BASIC ROLLS

Basic Roll: Skill Bonus or Stat x2 + 2d10 (RED DICE + GREEN DICE)

Critical failure: failing a test with the Red dice coming up as 1.

Critical success: succeeding a test with the Green dice coming up as 10.

Super Critical Failure: rolling 1,1. Automatic fail.

Super Critical Success: rolling 10,10. Automatic success.

SKILL/STAT CHECKS DC TABLES

The automatic success rule:

If character's bonus towards a skill check is 4 points or less lower than the DC (ex. skill 16+ vs. DC 20), the character should be allowed to pass the check automatically, as they only have a 6% chance of failing it. To word it differently: for example, a character needs to make a DC 20 check only if their combined skill bonus (ranks + modifier) is 15 or less.

Showing off:

You can raise a DC by 5 to automatically upgrade any success to a Critical success.

STAT CHECK DC TABLE

Stat checks are made by rolling $2d10 + 2 \times \text{Stat}$. Henceforth, their DC spread is lower, compared to Skill Checks.

DC	Difficulty	Description and examples
10	Trivial	Not an auto-success only for particularly lame characters.
15	Easy	An auto-success for someone who has a good stat.
20	Standard	Everyone has a chance of failing that, but with a high stat, it's fairly small.
25	Hard	For feats that are definitely possible, but quite unlikely.
30	Heroic	The character is expected to fail, but their action isn't outright ridiculous.

SKILL CHECK DC TABLE

Skill checks are made by rolling $2d10 + \text{total skill value}$.

DC	Difficulty	Description and examples
10	Trivial	Any task at which only an untrained individual should have a chance of failing. <ul style="list-style-type: none"> - Ascending a steep slope (Athletics) - Repairing a basic object, such as a door or a kitchen sink (Engineering) - Finding, launching and using an unfamiliar program (Computers)
15	Easy	A routine task for even a roughly trained individual, but an untrained one would have about a 50% chance of failure. <ul style="list-style-type: none"> - Performing a takeoff without crashing (Piloting) - Solving an unfamiliar high-school level mathematical problem (Hard Science) - Safely handling basic explosives (Engineering)
20	Standard	A task of such difficulty that everyone still has some remote chance of succeeding, but generally shouldn't attempt it. It is generally routine for anyone that would consider themselves skilled at the task. <ul style="list-style-type: none"> - Safely landing a craft in normal circumstances (Piloting) - Navigating a rough mountain slope (Athletics) - Stopping bleeding using standard equipment (Medicine)
25	Challenging	This task is routine only for highly skilled professionals. As the name implies, this DC is a challenge for the group, and it absolutely needs a trained specialist to overcome it. <ul style="list-style-type: none"> - Standard repair of an advanced piece of equipment (Engineering) - Writing a computer program (Computers) - Landing in low visibility (Piloting)
30	Hard	Only a well-trained individual has a decent chance of succeeding at this task. <ul style="list-style-type: none"> - Climbing a sheer mountain wall (Athletics) - Breaking normal computer security (Computers) - Building a fairly complex piece of equipment from scratch (Engineering)

35	Very Hard	At this level, only the best of experts can be confident about their success. People with just basic training are helpless. - Repairing a nuclear reactor which is going out of control (Engineering) - Intimidating people who are at an obvious advantage (Persuasion)
40	Ultra Hard	Even those who can confidently claim being 'good' at the skill can only scratch their heads at such a task. - Coming up with a new, unorthodox theorem (Hard Science)
45	Heroic	This is a challenge worthy of a world-class expert. - Finding a cure for a very stubborn disease (Medicine)
50	Impossible	As they say, never say never, but this DC is borderline impossible to beat for any human, no matter how skilled.

Aid Action

Some Skills can benefit from multiple people working on the accomplishment of a given task.

Nominate a character who will be making the Skill check. A character is able to Aid with that skill check, as long as the difference in Skill Ranks between this character and the character performing the check does not exceed 5. A character who has no Ranks is never able to provide Aid. Providing Aid gives a +2 bonus to the skill check for the first aiding person, and +1 per every extra person. It's up to GM to decide the maximum number of people who can provide Aid, but it shouldn't normally exceed 2 to 5.

Note that a person who is providing Aid is busy, and cannot perform a simultaneous skill check of their own.

General	Aid	Technology	Aid
Initiative (Per x2)	No	Piloting (Per+Dex)	No
Endurance (Con x2)	No	Gunnery (Per+Int)	No
Willpower (Spr x2)	No	Astrogation (Int+Wis)	Yes
Persuasion (Cha x2)	Yes	Sensors (Per+Wis)	Yes
Dodge (Per+Agi)	No	Engineering (Int+Dex)	Yes
Athletics (Str+Agi)	No	Computers (Int x2)	Yes
Combat	Aid	Science	Aid
Close Combat (Agi+Dex)	No	Medicine (Int+Wis)	Yes
Long Arms (Dex x2)	No	Hard Science (Int x2)	Yes
Launchers (Wis+Dex)	No	Planetology (Int+Wis)	Yes
Awareness (Per x2)	Yes	Xenology (Int+Cha)	Yes
Stealth (Agi+Wis)	No	Psychology (Wis+Cha)	No
Melee (Agi+Spr)	No	Erudition (Wis x2)	Yes

COMBAT AND HOW IT IS DONE

Combat is always fought in structured time, which has a rigid sequence and differs from the narrative time, when the exact timing and sequence is decided by the GM. Combat sequence and basic structure boils down to the following steps:

1. Every combatant makes an Initiative skill check. The initiative order is from the highest number to the lowest. Initiative is rolled once for the duration of the whole combat.
2. Everyone takes turns per Initiative order, sequentially - one character must finish their turn before another one may begin theirs.
3. A turn consists of **one Move Action, one Standard Action and one Swift Action, as well as an unlimited number of Free Actions**. These actions may be done in any order, but only sequentially - one must be completed before starting another one.
4. To hit the enemy, you need to roll equal or higher than their Armor Class, abbreviated AC (roll 2d10 + appropriate skill + any bonuses/penalties).
5. **Reactions** are actions that are taken by a character outside their own turn, either as interruptions or defensive measures. A character is allowed to make one Reaction per turn.

More details on Actions later.

Critical Damage

Critical Damage is an additional damage, depending on the number of damage dice an attack inflicts (**Critical Damage = Number of Damage Die + 1**, so, for example a shotgun dealing 2d6 damage, would deal 3 Critical Damage). It is usually caused by a Critical Success on an Attack Roll. A Super Critical Success doubles that extra damage.

The Lucky Strike Rule

If your attack misses, but the result on your dice is 18 or higher on your attack dice (the number on the dice themselves, without any modifiers), you still inflict a hit. However, such a hit cannot cause a Critical Hit (unless it's a Super Critical). You always hit only once, regardless of the number of projectiles fired.

ACTIONS IN STRUCTURED COMBAT TIME

Move Actions

Moving

You can move up to your movement speed (normally 10 m). A Move Action provokes an Attack of Opportunity from any Flankers, as well as any other combatants who have longer Reach than you.

Standing Up

Standing Up is a Move Action that allows you to stand up from a prone position. Unlike a normal Move Action, Standing Up provokes an Attack of Opportunity regardless of Flanking and Reach status.

Going Prone

Changes your position to Prone. Your Readied weapon is considered Braced now. Unlike a normal Move Action, Going Prone provokes an Attack of Opportunity regardless of Flanking and Reach status.

While being prone, you receive **+2 to your Cover** (up to +6 combined), and your weapon is considered to be Braced (-1 effective STR of the weapon) but enemies get a **+4 bonus to hit you in Melee, and your own Melee Attacks suffer a -4 penalty**. Close Combat weapons can only be Braced if they're equipped with a stock.

Crawling

Crawling is done at a quarter of your Speed.

Sneaking

Sneaking is normally done at half of your Speed. See the Sneaking and Concealment section for more details.

Standard Actions

There are several types of Standard Actions, although a Standard Action is most commonly used for attacking. Roughly speaking, as a Move Action represents the work of character's locomotive system, a Standard Action represents work of their manipulative system.

Attack

A basic attack entails rolling an appropriate skill + 2d10 with the DC equal to enemy AC. If the check succeeds, a hit is scored and damage is rolled. All forms of attacks are covered in greater detail in the Ranged and Melee Attacks sections.

Shooting in Melee with anything that isn't a Light weapon always provokes an Attack of Opportunity. All other attacks provoke Attacks of Opportunity from any Flankers only.

Defend

You assume a defensive stance. You gain +4 to your AC, as well as Parry and Dodge checks until your next turn starts.

Ready/Replace an Item

A character who wants to use any non-Light object (like a rifle, a sword, or a chair) must have it Readied first. Only a single item at a time may be Readied (and if it's a weapon, it is obvious to everyone in the vicinity that the character is ready for combat and rather threatening). An item once Readied stays that way until a character decides to Replace it or drop it.

Replacing may mean either holstering/sheathing/slinging an item over one's shoulder, as well as putting it away in a controlled fashion or giving it to someone.

This action always provokes an Attack of Opportunity.

Operate (Brief)

A character operates a device or other objects, for example pushing some buttons or pulling some levers, or reloading a weapon that is quick to reload, like a magazine-fed gun. This action allows only for a very brief operation, a few seconds at most.

This action always provokes an Attack of Opportunity.

Swift Actions

A Swift Action is a manipulative action that takes a very brief but meaningful amount of time of around one second. Swift Actions never provoke Attacks of Opportunity.

Draw

A Light Object that is carried by a character with an ease of access in mind, like a holstered handgun or a grenade strapped to their chest, requires only this action to be Readied.

Operate (Swift)

This action allows for a very basic operation, like arming an explosive charge, chambering a round in a shotgun or pushing an elevator button.

Free Actions

A Free Action either consumes negligible amount of time or never clashes with other actions and never provokes an Attack of Opportunity. An example of a Free Action is dropping a Readied item or speaking.

Combined Actions

Combined Actions are performed at a cost of losing the right to perform some or all actions normally allowed in a turn. They're mostly (but not exclusively) used in combat.

Charge (Move + Standard)

Costs 1 Fatigue

Move at least your Speed value, up to double your Speed and perform an attack that takes no more than a Standard Action.

You receive -4 penalties to your attack rolls, AC and Dodge checks till the beginning of your next turn, but the Strength damage modifier of your melee weapon is increased by 1/2 (for example, from a 0.5 Strength to full Strength score, or from a full to 1.5.)

Note that a charge doesn't need to get you into melee range to be performed and can as well be finished by a ranged attack.

Charging through difficult terrain might cause you to Trip (see table).

Charging/Sprinting through Difficult Terrain
Roll an Athletics test of DC 15 (forest, loose rocks etc) or higher (when jumps/acrobatics/changing directions is involved). If you fail, you trip and fall without completing your Charge/Run.

Sprint (Move + Standard + Reaction)

Costs 1 Fatigue

Cover a distance up to 4x your Speed (3x in Medium Armor, 2x in Heavy Armor).

Provokes Attacks of Opportunity and inflicts a -8 AC penalty till the start of your next round.

Sprinting through difficult terrain may cause you to Trip (as with Charging).

Prepare (Move + Standard)

You spend your turn observing the enemy, allowing them to act first and putting your hopes in counterattacking. You gain an additional Reaction and a +4 bonus to any Attacks of Opportunity.

Withdraw (Move + Standard)

You try to safely disengage from melee. You move up to your Speed value in a chosen direction. This maneuver provokes AoOs from any Flankers.

Operate (Full Round) (Move + Standard + Reaction)

Provokes Attacks of Opportunity and the operator counts as having a Dodge of 0.

General Overwatch (Standard + Swift)

You sacrifice a Standard Action to enter the General Overwatch mode. You may fire once at any target in your FOV during any moment of their turn, as an interrupt, using a Standard Shot or a Short Burst. You get -2 penalty to your attacks.

While you're in Overwatch mode, anyone attacking you in melee counts as a Flanker, unless you choose to end your Overwatch when attacked. Naturally, using up your Overwatch to attack immediately ends it as well.

Aimed Overwatch (Standard + Move + Swift)

It follows all the rules of the General Overwatch, but you're allowed to use a Full Auto Burst action as well.

In addition, you may specify a target or a specific spot, like a doorway, within your FOV. If you do so, you're allowed to take an Aimed Shot action at that target or any target appearing at the specified spot.

You're still suffering a -2 penalty to your attacks (for a net +4 for Full Auto Burst, +2 for Aimed Shot).

Reactions

Parry

Parry is attempted after the character had been hit in melee, but before the damage is rolled.

Make a Melee check against a DC equal to enemy's melee attack result. If you succeed, the attack fails. A successful Parry blocks the attack even if the hit was a result of the Lucky Strike rule. However, successfully blocking a Super-Critical hit only changes it into an ordinary hit.

Dodge

Dodge is attempted after the character had been hit in melee, but before the damage is rolled.

Make a Dodge check against a DC equal to the enemy melee attack result. If you succeed, the attack fails.

A successful Dodge stops the attack even if the hit was a result of the Lucky Strike rule. However, successfully dodging a Super-Critical hit only changes it into an ordinary hit.

This Reaction can also be used to halve/avoid Area of Effect damage.

Dodge roll DC to halve/avoid AoE damage

- It costs 1 Fatigue to perform.
- If the explosive causes multiple damage types/radii, roll only once, but count DC and apply damage separately.
- You cannot roll on this table against damage from a trap you were unaware of, or if you were hit directly by a non-thrown weapon.
- A successful dodge assumes you moved out of harm's way. Move your character a number of meters equal to 1/5 of the result of your check (rounded up).
- A Critical Failure means you suffer Critical Damage from the AoE attack.

Damage Radius	DC for half/to avoid
5 m	30/40
10 m	35/45
15 m	40/50
20 m	45/55
Huge blast wave	35/-
DC Modifiers	
Close to the edge of the radius (dep. on radius)*	+0/5 m; -5/10 m; -10/15 m+
Easily available cover*	-5
Elect to go Prone after dodging and lose all remaining Reactions*	-5
Enclosed space	+15
*Cannot be claimed against flamers	

Attack of Opportunity

Abbreviated to AoO. The AoO can only be a standard melee attack, and can only be performed against targets in your Threat Area whom you're also Facing.

When AoOs and Parries are possible for the defender when attacked by an enemy who's facing them

Attacker \ Defender	Short Reach	Medium Reach	Long Reach
Short Reach	Parry	AoO	AoO
Medium Reach	-	Parry	AoO, Parry
Long Reach	-	Parry	Parry

Riposte

A standard Melee attack with a -2 penalty. Possible only immediately after a successful Parry and only against an opponent whose attack you've just parried (so you must have at least 2 Reactions available to have this option).

Fighting Withdrawal

You get a +4 bonus to your AC as well as Dodge and Parry Checks **against that attack only**, but you must retreat up to 5 meters; direction and distance are chosen by the attacker who must follow you. This movement provokes Attacks of Opportunity from any Flankers.

Overwatch Fire

Executing Overwatch is also a Reaction. See Overwatch in Combined Actions for more details.

SHOOTING

You cannot use shooting attacks against any target that is in Melee with you (you can perform melee attacks with ranged weapons, using your Melee skill instead of the appropriate ranged weapon skill, but this is covered in the next section). Ranged attacks always draw Attacks of Opportunity (unless the weapon used has the Pistol special quality or is a Sub used as a Pistol).

1. Single Shot (Standard)

You make a single attack, using your ranged weapon. Roll an appropriate skill check (Close Combat, Long Arms, Launchers or Gunnery, depending on the weapon used). The DC of this check is equal to enemy's Armor Class (AC). A success means you score a hit.

A Critical Failure means you hit a random friendly target within 2 m of the intended one. If there is no such target, the weapon Jams.

A Super Critical Failure always results in a Jam.

Shooting at long ranges is more difficult, resulting in penalties to your skill check. You take no to-hit penalty up to Range Increment (RI) of your weapon. You take -2 penalty between one and two RIs, and so on: -2 penalty per each RI. Maximum range is 10 RIs (-18 penalty); targets beyond that range cannot be attacked with this weapon.

Shooting into Melee is subjected to a -4 to-hit penalty, unless you deliberately want to hit a random combatant.

Each ranged weapon requires a set Strength score to use effectively, which is represented in its STR rating. If your Strength score is lower than the STR of your weapon, you take a -4 to-hit penalty for each point of difference. If the STR surpasses your Strength by more than 3, you can only hit with the Lucky Strike rule from that weapon, and the attack makes you to drop weapon, fall prone, and sustain 1d8 Impact damage (2d8, if the STR is 10 or more).

The most common method of reducing the effective STR is the Bracing action.

2. Short Burst (Standard + Swift)

This attack is similar to the Single Shot, but you fire 3 projectiles. It can be performed only if your weapon has the Burst special quality.

If you manage to hit the target with a Short Burst, **rolling 5 or less** on any dice means an additional hit, up to 3 hits. Any critical damage applies only to the first hit. Note that you don't score any extra hits if your attack didn't manage to hit the target in the first place.

However, firing Bursts over long ranges is difficult, and the penalty for each RI is raised from 2 to 3. Additionally, due to increased recoil, the effective STR of the weapon is increased by 1, which may result in additional penalties.

3. Aimed Shot (Standard + Move + Swift)

This is like the Single Shot action, but you aim your shot carefully and receive a +4 bonus to-hit.

4. Aimed Burst (Standard + Move + Swift)

This works exactly like Short Burst action, but you receive a +4 bonus to-hit.

5. Called Shot (Standard + Move + Swift)

Instead of aiming at the centre of mass, you aim at a specific part of an enemy. It works like a Single Shot, but you suffer a -4 to-hit penalty. There are three variants of this action:

- Attack Head. It inflicts extra damage (equal to normal Critical Damage). If the target wears a Light helmet or no helmet at all, this attack bypasses their armor. If the target wears an Enclosed helmet, this attack halves their armor. If the target wears a Reinforced helmet, their armor is unaffected. Their Natural Armor is always halved.
- Attack Limb. This attack bypasses any armor with a Hit Factor, armor without a Hit Factor is halved instead. It always halves Natural Armor. Any actual HP/Structure damage caused by this shot is halved.
- Specific Attack. You target a specific part of the enemy or their equipment, like a hat, a backpack, a weapon etc. This attack normally doesn't cause any damage to the enemy themselves, and the GM may call for an additional -4 or even -8 penalty, if the desired target is especially difficult to hit.

6. Full Auto Burst (Standard + Move + Swift)

This attack works similarly to a Single Shot, but can be performed only with a weapon possessing the Full Auto special quality. This special quality has two variables: the first is the Hits dice, the second is the number of rounds spent per such an attack.

Since you fire many bullets, you receive a +6 to-hit bonus.

Full Auto Burst results in wild recoil, which increases the effective STR of a weapon by 3.

If you score a hit, you roll the Hits dice to find out how many rounds have hit. Those hits must be distributed as evenly as possible between the intended target and any friendly/neutral targets within 5 m of it (only those whose combined AC is equal or lower than your attack roll can be affected). This radius is increased by 5m for each additional dice, if the weapon rolls more than 1dx for the number of hits.

Firing a Full Auto Burst into melee is not subjected to a -4 penalty, because you're always going to hit random combatants.

- the number of Hits is decreased by 1 for every two RIs (to a minimum of 0).
- the number of Hits is increased if you fire at groups: +1 for a group of 2-4 targets, +2 for a group of 5-8 targets, and +3 if the group is larger.

Suppressive Fire Rule: All Targets on foot who are not in melee may opt to receive +10 AC against Full Auto attacks, but if they do so, they lose their next Standard Action, as well as the right to perform any Attacks of Opportunity or Overwatch Actions they might be entitled to. Even flat-footed opponents are allowed to take that action.

Full Auto fire is never subject to Critical Successes or Critical Failures.

- a Super Critical Success means you do not need to roll Hits die, you inflict maximum number of possible hits. You do not, however, cause any extra damage per hit.
- a Super Critical Failure works normally, only it happens always on a combined result of **4 or less** on your Attack Dice.
- Resolving a Full Auto Burst vs. targets with Hit Factor: if needed, assume the numbers rolled on the Green Dice for each hit were equal to (1st hit through 10th): 8,5,2,9,6,3,10,7,4,1

MELEE

Definition of Melee

A Melee occurs when one or more combatants happens to be within the Threat Area of any hostile combatants. Combatants in Melee always use their Melee skill to perform attacks, regardless of the type of weapon they're wielding (this means rifles, bows and bazookas too).

Placement and Movement in Melee

Any person in Melee is considered to occupy an undefined point inside a 1.5 meter radius circle, as everyone is considered to be moving around a lot all the time to attack or defend. The only exceptions are immobile combatants: those who are Prone, those who Stand Ground, those who are helpless or otherwise cannot perform

maneuvers (by the virtue of being vehicles, for example). Therefore the exact placement cannot and should not be tracked, much more important is who is Facing whom.

Facing

In the beginning of a Melee the Facing is undefined.

A combatant may only be Facing, and thus fighting effectively (under normal circumstances) a single opponent. It is normally the most recent opponent they attacked. However, they can change their facing during their own turn as a Free Action. The Facing can also be changed to undefined, but in that case, every enemy currently in melee with you is considered to be Flanking you.

A combatant may chose to automatically face a new combatant who appears within his Threat Area (out of his turn), as long as his Facing is undefined and he is conscious of the new appearance.

Flanking

Anyone who attacks an enemy who doesn't Face them, is Flanking that enemy.

The Flanker gets a +4 bonus to their melee attacks. If more than 1 Flanker is Flanking an enemy, each subsequent Flanker gets higher bonus (+8, +12, etc). In addition, Flankers never risk Attacks of Opportunity from the person they're Flanking, and they get an AoO if that person performs any attack (note that the target of that attack is no longer a Flanker, but someone else might become one).

Note that a Flanker can be Flanked as well (by a third person).

Attacking a target oblivious to your presence counts as Flanking too.

Threat Area

When the Facing is undefined, a Threat Area extends 1.5 meter around a character. If the character has a Standard reach melee weapon equipped, this range grows to 2.5 meters. With a Long reach melee weapon, it grows to 3.5 meters. If the Facing is defined, the Threat Area is meaningful only against the target who is currently being Faced.

Pile Up Move

When your involvement in Melee ends, regardless if it is your turn or not, as long as you're not Prone, you're allowed to make a 1.5 meter move, and your placement becomes strictly defined again.

Melee Attacks

The only type of attacks available when in melee are Melee attacks, regardless if a melee or ranged weapon is used. They can be performed by a melee weapon or a

Pistol normally (Subs used as Pistols suffer from a -4 attack penalty). With any other weapon, you suffer a -6 attack penalty and you're subjected to an Attack of Opportunity.

1. Standard Melee Attack (Standard)

You make a single attack, using your weapon. Roll a Melee skill check. The DC of this check is equal to enemy's Parry AC (usually equal to their AC, unless they have special armor or perks). A success means you score a hit.

2. Power Attack (Standard + Swift)

This is like a Standard Melee Attack, with the following changes:

- It can only be used with melee weapons;
- It costs 1 Fatigue;
- It suffers from a -2 Attack Penalty;
- The Strength damage modifier of your weapon is increased by 1/2 (for example, from a 0.5 Strength to full Strength score, or from a full to 1.5).

3. Relentless Assault (Standard + Move + Reaction)

This is like a Standard Melee Attack, with the following changes:

- It can only be used with melee weapons;
- It costs 1 Fatigue;
- It grants a +4 Attack Bonus.

5. Targeted Strike (Standard + Move)

This is an equivalent of a Called Shot, but performed in Melee. You are at -6 to hit with this attack, and you have the same three options as with the Called Shot (Attack Head, Attack Limb or Specific Attack).

6. Feint (Move)

Make a Melee or Dodge check with the DC equal to your opponent's Melee skill. If you fail, the enemy is entitled to an Attack of Opportunity. If you succeed, the enemy loses one Reaction and your next attack against that enemy enjoys a +2 bonus.

Additional Melee Maneuvers

Trip

A trip is always a Standard unarmed attack at -4 to-hit. If you hit, you don't cause any damage, but roll the damage normally. If your damage beats enemy's Strength score, he is knocked prone.

Stun

You can try to stun your target with an attack with any Bludgeoning weapon. This attack is at -4, but the target has to pass a Con x 2 check or become stunned for 1d6 rounds. The DC of this check is equal to 20 if the damage caused was 1 point lower than target's Wound Threshold and is lowered by 5 for every point of damage less than that. If the target fails the check by 5 or more points, or fails critically, they're out cold. If the damage was equal or higher than their Wound Threshold, use normal wounding rules (Endurance check instead of Con x 2). Note that stunning attacks cause damage as normal.

Grapple (Standard Action)

A grapple is a melee attack. If you hit, both sides must perform a grapple check. They roll **Melee + their Strength x 3 + 2d10**.

If one side wants to merely break free from an attempted Grapple, they get a **+4 bonus**. If they win, the attacker simply fails.

If the Grapple succeeds, both sides are considered to be Grappling now, count as flat-footed, no longer count as being in Melee (except being counted as a single target) and the winner (regardless who won) can immediately make a Grapple Action (see below):

- Manhandle. The target becomes your living shield, providing you with cover as needed, and can be forced to walk. The opponent becomes Manhandled, and the winner is allowed his full AC + 4 against attacks coming from behind his living shield. Any of such attacks that miss but score at least 10, hit the living shield instead.
- Pin. As Manhandle, but the target is pinned to the ground/wall (becomes Pinned).
- Unarmed/Light weapon/Pistol attack. It hits automatically, halving or bypassing the armor if possible, inflicts +1 damage and is not a subject to AoO. It can be only a standard melee attack.
- Slam. You smash the enemy against a hard object, impale him on something etc. Damage depends of the object, the type is usually Impact.
- Disarm/handcuff. Requires another opposed Grapple check to succeed, the enemy gets a **+4 bonus**.
- Backbreaker. Requires another opposed Grapple check to succeed, the enemy gets a **+8 bonus**. If you succeed, you try to break the enemy apart. This attack inflicts your Unarmed dice + your Strength of Crushing damage.

Grapple, Ongoing

Anyone who starts their turn and is considered Grappling, may perform only following actions:

- Perform a Grapple check. This is like a Grapple attack but you skip rolling against enemy's Parry, it hits automatically. If you're being Pinned while initiating it, you're no longer allowed to get the +4 bonus when only trying to escape.
- Instead of rolling a grapple check, you may perform a standard melee attack with a Light weapon or a Pistol, at **-4 to hit**. This counts as automatically losing the grapple check, and the other side is allowed a Grapple action immediately after you resolve your attack. This action is unavailable when you're Manhandled/Pinned.
- If you're Manhandling someone, you may move at half your speed as a Full Round Action, pushing/carrying your victim in front of you (full speed if your Strength is 3 or more points higher).

WEAPONS AND DAMAGE

Weapons are broken down into several damage categories: blunt, slash & piercing; bullet, explosion, beam; fire and energy, and others. How the armor works, depends on the type of damage. The armor is added to Toughness and the sum is deducted from the damage of the weapon. More details in the weapons section.

The area damage caused by direct hits by grenade/rocket launchers and similar weapons cannot be Dodged, and 1/2 of the damage dice (rounded up) automatically rolls maximum score. The same goes for people being in the epicenter of a bomb explosion (by springing a trap, trying to disarm them etc). Thrown weapons are normally exempt from this rule.

Throwing DC	
Action	DC
Wildly off target	fail
Throwing/firing within 5 meters off target	10
Throwing/firing on target, hitting a door- or window- sized opening	15
Hitting a small opening	20
Bouncing off an obstacle	+10

Damage Types Summary	
Damage Type	Special Qualities
Acid	Ignores Toughness and Armor. Never causes Wounds. Cannot Halve/Bypass armor. If the damage equals or exceeds Sudden Death Threshold, doesn't kill instantly but instead causes +1d6 HP damage (ignoring any DR).
Beam	-

Bludgeoning	Ignores Forcefields, always halves Light armor and light-armor equivalent natural armor (doesn't stack with Called Shots/Targeted Strikes).
Bullet	-
Crushing	Ignores Armor, Natural Armor and Forcefield, cannot Halve/Bypass armor
Electric	Ignores Armor, cannot Halve/Bypass armor. Never causes Wounds.
Explosive	Ignores Armor and Natural Armor, cannot Halve/Bypass armor. Being subjected to damage equal or greater than your Strength makes you fall prone.
Fire	Ignores Armor, sets on fire if causes 5+ damage (Forcefields make catching fire impossible). Never causes Wounds. Cannot Halve/Bypass armor. If the damage equals or exceeds Sudden Death Threshold, doesn't kill instantly but instead causes +1d6 HP damage (ignoring any DR).
Impact	Ignores Armor, Natural Armor and Forcefield, cannot Halve/Bypass armor. Being subjected to damage equal or greater than your Strength makes you fall prone.
Piercing	Usually has the Resistance Piercing quality
Slashing	Ignores Toughness
Thermal	-

AC AND ARMOR

AC (aka Normal or Base AC)

To hit a target with a ranged weapon, you need to score a number equal or higher than it on your Attack roll. The Base AC is calculated from the following:

- Size AC. No matter what, your AC cannot go lower than that.
- Dodge. Your Dodge skill provides a bonus to your AC.
- Armor. Wearing armor almost always induces a penalty to AC.
- Other. Any other (constant) bonuses/penalties, most commonly a penalty for being encumbered, or a bonus provided by a forcefield.

Parry AC

This is the target number to hit you in melee. Normally, it is equal to your Base AC, but you can receive a bonus towards it from armor, melee weapons, perks etc. Your Parry AC can never drop below your Size AC + any Parry bonuses you currently have.

Size AC of variously sized targets	
Target	AC
Small house sized	0
Tank sized	2
Large car sized	4

Small car sized	6
Very large human, powered armor	8
Human sized	10
Creature up to 4 ft tall/long	12
Creature up to 2.5 ft tall/long	14
Head sized	18

Armor

Armor provides you with additional points of DR (Damage Resistance), that are added to your Toughness. This final DR is a number deduced from any damage you suffer. This is however true only against 'normal' damage types: **Beam, Bludgeoning, Bullet, Piercing, Slashing, Thermal** (note that Slashing damage ignores Toughness).

Some types of damage ignore armor (unless an armor is specifically stated to protect against them). Those types of damage are: **Acid, Crushing, Electric, Explosive, Fire, Impact**. If an armor is said to provide, for example, 50% fire protection, it provides half of its Armor DR value against Fire damage. None of those types of damage can, however, take advantage of the rules for halving/bypassing the armor, even if they require an attack roll to hit the target.

Some types of armor add extra armor DR against specified types of damage.

Forcefields provide additional DR. Anyone protected by forcefield cannot be set on fire (but they take fire damage as normal). Forcefield DR always works against Acid, Electric and Fire damage, but is ignored by Bludgeoning damage.

Natural Armor: it is a part of creature, rather than something worn. It works like normal armor, but cannot be normally halved/bypassed. But, in contrast to normal armor, it is only ignored by Crushing, Explosive and Impact damage.

Forcefield, Natural Armor and Armor DR, combined together, form Total Armor DR. If the weapon has an AP quality, it is deduced from that number before damage is dealt. Any excess AP left after reducing total armor to 0 is wasted. Forcefield DR is never affected by the armor halve/bypass rules.

Flat-footed

A catchphrase for all targets that are unaware of the danger and thus cannot take steps to prevent being hit. Flat-footed targets do not get their Dodge bonus to AC (having their AC decreased usually to 10).

LIFE AND DEATH

Sudden Death

If the total HP damage received from a single attack had reached or surpassed your Sudden Death Threshold, *you are dead* and cannot be revived by any means known to human medicine.

Wounds

If the total HP damage received from a single attack had reached or surpassed your Wound Threshold, you receive a Wound.

Each wound you have inflicts a **-4 penalty** to all skill checks (but no stat checks), as well as Dodge AC bonus (but not to Stat checks). If you have 3 or more Wounds (and still live), you can't stand upright or move beyond crawling.

Each Wound reduces your effective maximum **HP and Fatigue by 2** (you can't heal those points as long as the Wound is there). If your maximum HP is reduced that way to 0 or less, see Sudden Death.

Immediately after receiving a Wound, you must take an **Endurance check (vs. pain)** or become unconscious. If you beat the DC by less than 5, you become stunned for 1d6 rounds. Note that this check is made before the new -4 penalty for the wound is taken into consideration.

Damage past the Wound Threshold	Check DC
0	20 (25)
1	25 (30)
2	30 (35)
3	35 (40)

Bleeding

Each freshly inflicted wound bleeds. Each turn, roll a Constitution check per every wound, DC 20. A failure means you lose 1 HP. Keep rolling each round. A Critical Success on this roll means the bleeding has stopped for good (just like the wound was bandaged); the Wound is still there, though.

Zero HP Threshold

When your HP drops to 0 or below from a positive number, you always receive a (non-bleeding) Wound, and your Fatigue drops to 0, but you're not dead yet. You can't however recover any Fatigue as long as your HP is at 0 or less.

Dying

You can normally survive being reduced to an amount of negative HP equal to your Wound Threshold. Being in the negative HP, however, requires Willpower checks at the start each turn to stay conscious. The DC starts at 15 at -1 HP and goes up by 5 per every extra negative HP you have (if your Wound Threshold is 7 or more, by 5 per every extra 2 negative HP you have).



If you receive additional damage or bleed out to the point where you pass your negative Wound Threshold, you are technically dead, but a heroic medical intervention might be able to revive you. Any Bleeding, poison, cold or similar perpetual damage stops (but not fire damage and similar), and you lose HP at a rate of 1 each 1d20 minutes. When you reach your negative Sudden Death Threshold, you are dead for good.

Even if you survive the negative HP experience, your chances of recovery are pretty slim, mind you.

Bandaging a Wound

A Medicine check, DC 20. If it succeeds, a wound stops to bleed. Using an automed or a similar device reduces DC to 15. Using highly improvised equipment increases DC to 25. Only one Wound can be attempted to be bandaged per one round, even if there are several people attempting to do so on a single patient.

Removing a Wound (Surgery)

To permanently remove a non-bleeding wound, pass a Medicine check (Surgery). However, any operation, successful or not, causes HP loss (the higher the result, the lower loss). This HP loss is not mitigated by Toughness and cannot cause a Wound or kill the patient due to exceeding their Sudden Death threshold. Performing Surgery automatically brings down the Fatigue of the patient to 0.

Note that if the patient is reduced below 1 HP due to Surgery (successful or not), she does receive a (non-bleeding) Wound.

Result	HP Loss
Unsuccessful Surgery (less than 25)	2d8
25	1d12
30	1d10
35	1d8
40	1d6
45	1d4
50	1d3

Reviving

Characters who are technically dead (below their negative Wound Threshold) but haven't reached their negative Sudden Death Threshold, can be still be revived. This requires a Medicine check. The basic DC is 35, and goes up by 5 for every additional negative HP below the negative Wound Threshold the patient has. If successful, the patient is brought back to negative HP equal to their negative Wound Threshold and 1 extra (non-bleeding) wound, unconscious. You can't revive anyone killed due to Sudden Death. If you fail to revive your patient, he instantly loses 1 HP, but you may try again.

HP Recovery

Recovery Rate is equal to your **Con/2+1** (rounded down). You recover that much HP for spending 16 hours of a day resting (including sleep). If you lie in bed all day and minimize your movements, you heal +1 HP. Otherwise, if you go on and on without pausing, your Recovery Rate is halved.

In addition, every 2 hours of rest replenish your Recovery Rate worth of Fatigue points.

In addition, if you're resting, a successful medicine check (DC 20) adds +1 to the number of HP healed per a single recovery, as long as proper medical supplies are available.

HP Recovery when Wounded

It's not as much fun recovering when you have any Wounds. Each time your HP Recovery kicks in, you also take 1d6 damage, slowing down or even reversing the recovery. The quality of that dice is raised by 1 for each extra Wound you have (d8, d10 and finally d12 for 4+ wounds).

Note that any possible damage caused this way is not mitigated by Toughness and never causes Wounds nor Sudden Death.

Recovery from Wounds

If you manage to recover up to your maximum currently allowed HP (reduced by the number of Wounds you have), you heal 1 Wound but your current HP is halved because of the strain.

Lingering Damage

This rule is only to be used for full hardcore experience. Each time you are hit for any damage at all, receive an abrasion, burn etc, etc, you get 1 point of Lingering damage. If there's an actual HP loss, 2 Lingering Damage, and if there's a Wound, 3. Applying first aid (DC 15, actual first aid tools required, if your first aid roll to stop bleeding/surgery roll succeeds, it also covers Lingering Damage) removes 1 point of Lingering Damage, but you can't remove more than one caused by a single injury.

Now, every time you're allowed HP Recovery, roll a 1d6 per every Lingering Damage point. On each dice, if you roll over or equal to the amount of HP recovered, you receive extra 1 Lingering Damage and lose 1 HP. If you roll under your Recovery Rate, that point of Lingering Damage is removed. An accompanying DC 15 Medicine check automatically removes 1 Lingering Damage point before the roll(s) are made.

If the Medicine roll (both instances) was 35+, it removes 2 Lingering Damage.

Heavily Fatigued (Fatigue 0 or less)

-4 to all skill checks, -4 to AC, one Standard Action per turn only.

SNEAKING AND COVER

Cover ranges from +2 (poor) to +6 (good). This is a bonus to your AC.

Concealment can provide extra defense against ranged attacks. Anyone firing at a well-concealed target has their total relevant skill halved.

Sneaking: to sneak, you obviously need to avoid moving through areas easily seen by you opponents. Otherwise you're seen and automatically spotted.

The DC of Sneaking is equal to the Awareness skill of your opponent, PLUS a bonus:

How wary is opponent	Sneaking DC
Occupied with something or oblivious	Opponent's Awareness+10
Normal	Opponent's Awareness+15
Suspicious, "something's wrong"	Opponent's Awareness+20
Alarmed, actively seeking	Opponent's Awareness+25

Normally, you sneak at half your Speed (this can't be increased by any Perks unless clearly stated otherwise). You can try sneaking at full Speed, but the DC of your Stealth checks will be increased by 10.

EM Noise:

EM Noise can be picked up by scanners and other detectors. EM Noise levels do not stack, they overlap.

Table of Sensors check DC to pinpoint a source:

Scanning device range	Negligible EM Noise (creature)	Low EM Noise (computer)	Medium EM Noise (power armor)	High EM Noise (tank, plane)	Extreme EM Noise (spaceship)
/5	15	Autopass	Autopass	Autopass	Autopass
Nominal	25	15	Autopass	Autopass	Autopass
*5	35	25	15	Autopass	Autopass
*25	45	35	25	15	Autopass
*100	55	45	35	25	15
*250	65	55	45	35	25
*500	75	65	55	45	35

The DC may be increased by 5-15 (or in extreme cases, even more) by the background noise and/or any obstacles in the way, like solid rock. If you fail the check by less than 15 points, you detect the presence of the target, but only the general direction of it.

EQUIPMENT AND ENVIRONMENT

Encumbrance

Per every point of Encumbrance, the character receives -2 AC penalty, plus a -2 penalty to all Dodge, Athletics and Melee checks.

Suffering from any Encumbrance increases the DC of any movement-related Endurance tests by 5.

Max Encumbrance is equal to your Strength, and you simply cannot carry more. In addition, you cannot even lift an object of Weight greater than your Strength.

The encumbrance systems is pretty abstract, intended for the ease and quickness of use. Armor and/or clothing is never subject to encumbrance rules, as it's following its own rules. What's important that's actual weight is not the only factor.

The items a character can carry are broken into two categories:

Items with Weight described as a natural number.

Items with Weight described as L (Light). Sometimes they're described as L2, L3 etc; this means a maximum size of a bundle of such objects that still counts as a single L item. Only very similar objects can be bundled together, mainly because of the need of clarity. If the bundle consists of fewer items than maximum, it still counts as a full one.

A character can carry without any Encumbrance:

ONE Weight 1+ object readied for use. It doesn't count toward the Encumbrance, unless its Weight surpasses the "Max Wielded Object Free Weight" (WFWMax, equal to Strength / 2). All excess Weight overflows into Encumbrance. This object has either to be wielded, or the character must have at least one hand free and have the object readied for use (a sheathed sword, a rifle hung on the shoulder) for the rule to apply.

UP TO FOUR Light objects (a bundle counts a single one) readied for use on their person, like pistols in holsters, grenades in carry pouches etc. Any excess Light object (or a bundle of them) counts as 1 Encumbrance.

Actual Encumbrance is the combined Weight of any carried items that do not fall under those two aforementioned categories, plus any excess weight mentioned there, if applicable.

Light objects (or bundles thereof), if stashed together into larger packs/bags (not readied for use), generate 1 Encumbrance for every 3 items (or bundles). The number is rounded down, as usual, so you can carry 2 Light objects that way without generating any.

Weather tests

Weather tests are taken by every character when in a very hot or cold environment. Minimum DC 20, the GM may increase it as they see fit. Failing this test means -1 Fatigue. Crit fails: as if with weapon damage (1+2 = 3 Fatigue damage).



TRAPS AND OBSTACLES

Underwater Swimming

This is for situations where Player Characters wish to cross an underwater tunnel or similar obstacle.

This is played in turns.

1. Players make Swimming tests (Skilled Swimmers, who can use Run action while swimming, may add +6 for the cost of 1 Fatigue). For every DC 5 threshold passed, a character swims 2 m of distance (for example, if the roll was 31, she swims 12 m etc). Performing any extra actions halves that distance.
2. If a character didn't stop to take a breath for two consecutive turns, she rolls a DC 10 Endurance check. Failing means taking 3d6 Fatigue damage. For every consecutive turn without taking a breath, increase the DC by 5.
3. The Encumbrance penalty is increased. Double penalty for armor, no free encumbrance, full clothing means -4 penalty. For example, someone who tries to swim in full clothing, while carrying a rifle, takes -6 penalty (even if normally she wouldn't be encumbered in any way).

PSIONICS

Passive/Sustainable Abilities

[work in progress]

Active Abilities

To use an active psionic ability, a character needs to know it first. Most of them have selectable level of Power, which corresponds to Psi Power prerequisite of the desired level of the ability in question. Therefore, you are usually allowed to use your abilities at a lower level than your maximum ability level. Using psionic abilities always uses up some Fatigue points. This loss is not increased if you're wearing Medium or heavier armor.

The Control Roll

Using any psionic ability requires a Control Roll; a standard 2d10 roll with your Psi Control statistic as the base. The DC of that roll is either a constant value attributed to the chosen level of an ability being used, or a value equal to Fear, Confusion or Charm Resistance of the target(s). The Control Roll is influenced by Wound penalties. Failing the Control Roll means that your ability failed to manifest (but you still must pay Fatigue cost), but there is an increased risk of Mental Overload.

The Control Roll is not affected by Critical Failures, but is a subject to Super-Critical Failures as normal. A Critical Success means you pay no Fatigue for using the ability; a Super-Critical Success, in addition to removing the Fatigue cost, means you can immediately use the same psionic ability again, as a Free Action and on a level up to 1 higher than your maximum (regardless of Psi Power requirements). You do not need a Control Roll, this use automatically counts as a Critical Success.

Duration

Normally, using a Psionic Ability is a Standard Action. You can use any Psionic Ability as a Reaction or a Swift action, but the DC of the roll is increased by 5. Alternatively, if you spend half a minute on activating the ability (full concentration is required, so it's an equivalent of 5 Full Round Actions), the DC is lowered by 5.

Mental Overload

Every time you use a Psionic Ability and fail, you risk causing harm to your nervous system.

- If the Control Roll fails, roll as many d6 as the number your Red dice came up with, to find out the severity of the damage you've caused to yourself by using the ability in question.

- If your Control Roll ended up in a Super-Critical Failure, the Severity of the damage is equal to 10d6.

Then, roll a d10 to find out what kind of damage you've suffered. Confront the result with the table below (result of 1-5 means there is no damage).

Severity Effect	Mild (6-15)	Average (16-25)	Serious (25-40)	Critical (41+)
1. Blood overpressure				
2. Sensory Failure				
3. Motoric Failure				
4. Intoxication				
5. Spatial Confusion				
6. Misidentification				
7. Epilepsy				
8. Emotional Disturbance				
9. Amnesia				
10. Autonomic				

Failure				
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1. Blood overpressure: A sudden spike in character's blood pressure. Any damage ignores Toughness.

Mild: 1d6 Fatigue damage from weariness.

Average: Minor bleeding as capillaries burst. 2d6 Fatigue, 1d3 HP damage.

Serious: Dangerous internal bleeding. 2d6 Fatigue, 1d10 HP damage. May cause Wounds.

Critical: Severe internal bleeding. 3d6 Fatigue, 2d10 HP damage. May cause Wounds and Sudden Death.

2. Sensory failure. A character loses one sense (1d4 roll: 1-sight, 2-hearing, 3-smell and taste, 4-touch).

Mild: One Round.

Average: One Hour.

Serious: Roll 1d6 each time you make Recovery (each day). On 4+, the condition expires.

Critical: Permanent without a neurosurgical intervention (DC 40).

3. Motoric failure. A character loses control over their body parts (roll 1d10: 1-3 an arm, 4-6 a leg, 7 - both arms, 8 - both legs, 9 - arms and legs, 10 - complete paralysis).

Mild: One Round.

Average: One Hour.

Serious: Roll 1d6 each time you make Recovery (each day). On 4+, the condition expires.

Critical: Permanent without a neurosurgical intervention (DC 40).

4. Intoxication. The character's body fails to process toxins, which leads to bad stuff.

Mild:

5. Spatial Confusion. Immediate confusion of senses that lasts for an extended period of time. After each hour, roll a d6; on a 4+, the condition expires. Checks that do not rely on perception of the external world are unaffected.

Mild: You have trouble finding your way and properly telling the distance. You suffer double range penalties to any ranged attacks, and a flat -4 penalty to any other skill checks that rely on abovementioned abilities.

Average: Serious spatial confusion. You have trouble properly telling the direction and distance of any stimuli you receive. You suffer a -4 penalty to all checks related to perception and movement, except Shooting, Athletics and Melee. While shooting, you receive a cumulative -4 penalty for each 20 m distance to the target, on top of weapon's Range Increment penalties. Melee and Athletics are unaffected. Social and mental skills are unaffected, as well as any skills requiring only interaction with your immediate surroundings. You also suffer a -4 AC penalty.

Serious: Debilitating confusion. You have trouble tracking the movements of your body parts in relation to the environment. Firing at targets more distant than 10 m succeeds only on 18+; all checks dependant on perception and movement count your Skills as Untrained now, and suffer extra -4 penalty on top of that. All other checks, including social, mental and technical, except those completely independent of the perception of the outside world, suffer a flat -4 penalty instead. Your AC always counts as if you were flat-footed.

Critical: Complete confusion; you cannot tell up from down and left from right. You fall over and if you try to get up, you fall again. You can still use any skills if you're resting safely, but your Skill Total is equal to 0, except for actions completely independent of the perception of the outside world.

EQUIPMENT TECH LEVELS

Tech levels are a simple system of categorization for technological advancement of both items and communities. It reflects a certain abstract level of technological advancement necessary to produce certain goods or services. Any equipment above the community's tech level is considered too elaborate to produce using the on-site industrial capabilities, or too expensive to buy for the community's members, or simply restricted/unavailable (like Star Gods equipment).

Technological levels are as follows:

Tech Level	Advances
Primitive	Metal Working, Engineering, Bows, Printing Press, Alcohol
Antique	Steam Engine, Combustion Engine, Simple Firearms, Railroad, Factory, Explosives, Steel
Baseline	Standard Firearms, Computers, Genetics, Nuclear Power, Basic Spaceships, Primitive Lasers, Composites
Hi-tech	Fusion Power (Elerium-115), Servant AI, Bioengineering, Laser Weapons, Gauss Weapons, Advanced Spaceships, Psionics, Plastasteel, Power Cells, Primitive Plasma Cannon, Fusion Explosives, Gravitics (artificial gravity, hovers), Scanners, Cryopods, Hypno Devices
Stellar	Interstellar Travel, Advanced Genetic Design (large-scale bioengineering), Synthmuscle, Plasma Weapons, Fusion Weapons, Nuclear Lasers, Stun Bombs, Primitive Subspace Comms, Advanced AI, Craft Shielding, Monoblades, Nanomedicine, Cloaking Device, Advanced Psionics, Power Suits

Divine	Advanced Subspace Comms, Zero-Point Energy, Titan Construction, True AI, Energy Blades, Advanced Forcefields, Reanimation Chamber, Stasis
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TECH LEVEL AND COMMUNITIES

Tech level applies to any closed, self-sustained community, like a country or a barely accessible town. As a rule of thumb, it will be both difficult and expensive to acquire equipment that exceeds local tech level, unless some additional circumstances are present.

Naturally, a community is not always homogenous when it comes to tech level. For a technologically varied society, the tech level given applies to its main population and industrial centers; its backwaters are considered to be using tech one level lower. Such communities are less common than homogenous communities, but still common enough to be considered fairly normal.

ACQUIRING EQUIPMENT

In any role-playing game, a party will often want to buy or otherwise acquire technologically advanced goods. Let's assume that equipment of the territory's maximum tech level is widely available for purchase (unless illegal) and requires no additional effort to procure, although it may be quite expensive and/or require a lengthier than normal time to deliver them. Note that a community may in some cases have equipment that exceeds its tech level, but it is likely to be unavailable to the public (for example, strictly governmental or private use) or at the very least extremely limited (and therefore attractive to many powerful groups or individuals, including the government).

Take note that while trading advanced technological goods between communities of different tech levels may look like easy money, the Traders Guild has monopolized it and will eagerly pursue any competition, even small. Besides, travelling long distances is illegal in itself (especially using modern vehicles — hardly anybody cares about wandering nomads who travel by horse), which adds to the enterprise cost.

Tech Level difference	Considerations
-2 or more	Either extremely common or (more often) unusual and unused. Procuring such equipment is technologically trivial, but may require custom ordering it. However, it will be difficult to find a local expert on using such equipment.
-1	This equipment is either outdated or trivial, but nevertheless still fairly common (unless it was always limited in the first place). It is easy to acquire and is likely to be cheap. It is likely to be going out of production, but in some cases simpler facilities may still produce it for the less demanding customers.

0	Standard equipment level. This equipment is widely available for anyone with the money — and sometimes permits — to obtain it and is often a flag product of the local industry, or at least regularly imported.
+1	This equipment is beyond the capabilities of local industrial base and not normally imported. Obtaining such equipment requires either immense effort or immense luck.
+2 or more	This equipment is unheard of, perhaps excluding those with access to information on forbidden technologies. Even the highest echelons of government are unlikely to have them at their disposal, unless they have some special deal with Star Gods.

ARMORY: WEAPONS

This section contains a list of available weapons, preceded by special rules for some of these weapons.

FIRING MODES AND RULES

BURST (ranged attack modifier):

Firing a burst increases the range increment penalty **to -3**. The effective STR of a weapon is increased by 1. A burst spends three bullets. If you hit with a Burst, **rolling 5 or less** on any dice means an additional bullet hit, up to 3 hits. Any critical damage / armor bypass applies only to the first bullet. Burst and Aimed Shot can be combined.

FULL AUTO (Hits die/ammo spent) (FRA):

- The effective STR of a weapon is increased by 3.
- You receive a +6 bonus to hit.
- Using this mode uses up a fixed number of rounds.
- Suppressive Fire Rule: All Targets on foot may opt to receive double Cover AC against Full Auto attacks, but if they do so, they lose their next Standard Action. If their combined Cover is 8+ or better, they also ignore the first hit allocated against them.
- Full Auto fire is never subject to Critical Successes or Critical Failures.
- A Super Critical Success means you do not need to roll Hits die, you inflict maximum number of possible hits and you're allowed to distribute them between viable targets at your leisure. You do not, however, cause any extra damage per hit.
- A Super Critical Failure works normally, only it happens always on a combined result of **4 or less** on your Attack Dice.
- If you hit, you roll the FA Hits Die, or simply Hits Die, to find out the number of hits. Those must be distributed as evenly as possible between the intended target and any friendly/neutral targets within 5 m of it (only those whose combined AC is equal

or lower than your attack roll can be affected). This radius is increased by 5 m for each additional dice, if the weapon rolls more than 1dx for the number of hits.

- Your number of hits per each Hits die is decreased by 1 for every **two RIs**. This means you can sometimes hit but still miss. Deal with it.

- Your number of hits per each Hits dice is decreased if firing at small targets. Those goddamned bats! You score one hit less by every 2 points of Size AC the target has above 10.

- Your number of hits per each Hits dice is increased if firing into groups or at large targets: +1 for a group of 2 targets, +2 for a group of 3-4 targets, +3 for a group of 5-8 targets, +4 for a group of 9-15 targets, and +5 if the group is larger. Also, shooting large targets adds +1 to your hits for every 2 points of Size AC the target has. Scoring more hits than you fired bullets means some bullets scored multiple hits.

- Using a full-auto in melee reduces your **Dodge AC by 4** against any AoOs, but inflicts +4 hits per Full Auto Hits die on a successful attack. You may only target a single opponent.

- Full Auto fire doesn't use normal rules for Bypassing/Halving armor. If the targets are wearing armor with a Bypass rating 4+ or worse, every other hit bypasses/halves it. If the rating is 4+ or 6+, every third, and if 8+ or 10+, every fourth. Armors with better Bypass/halve rating are never halved/bypassed.

DIRECT HITS WITH AREA WEAPONS

The area damage caused by direct hits by grenade/rocket launchers and similar weapons cannot be Dodged, and 1/2 of the damage dice (rounded UP) automatically rolls maximum score. The same goes for people being in the epicenter of a bomb explosion (by springing a trap, trying to disarm them etc). Thrown weapons are normally exempt from this rule.

Note that if the weapon in question causes multiple damage types, only those with radius are affected.

FIRING NON-PISTOLS WITH ONE HAND

Non-Pistols, while being shot with one hand, count as having their STR increased by 2, cannot be fired in an Aimed Shot mode and have their range penalties doubled.

BIPODS

A weapon Braced with the help of a bipod has its STR reduced by further 1 point on top of the normal Bracing bonus. However, using a bipod for Bracing is a Full Round Action, and changing targets beyond the 45 degree arc in front of you while doing that requires a FRA as well.

PRIMITIVE SHIELDS

Shields are of two basic types: Light and Heavy. They have their **Wt**, which is added to the weight of the wielded weapon (and may cause normal encumbrance penalties). They also have **Hardness**, which is their resistance to being destroyed.

Shield Ward (x): Shields grant Cover bonus to AC against incoming projectiles. This ability stops working whenever you are in melee or running; you can also be only protected from one direction (the one you're facing). Shield Ward works only against Piercing, Slashing and Bludgeoning projectiles, and only if the maximum combined result on their damage dice is lower or equal than **Hardness** of a shield.

Light Shield: A Light Shield **reduces** your AC by **half** of your Agility score, but grants a +2 Parry bonus, increased by +1 for every **5 ranks** of Melee you have. It usually has a Hardness of 6, Shield Ward 4 and Wt: 1

Heavy Shield: A Heavy Shield **reduces** your AC by your **full** Agility score, but grants a +5 Parry bonus, increased by +1 for every **5 ranks** of Melee you have. It usually has a Hardness of 8, Shield Ward 8 and Wt: 2. Wielding a heavy shield you always count as Encumbered, even if you don't suffer additional penalties for it (it is only important for actions and Perks that require being unencumbered).

HEAVY RIOT SHIELD

A Riot Shield is a heavy, armored shield that is intended to use as a mobile cover. It is too unwieldy and too heavy to be used in the way a normal shield can. It has a Weight of 4, considerably encumbering anyone who is carrying it.

When deployed (placed on the ground), it renders the target flat-footed (no Dodge bonus to AC, normally reducing their AC to 10), but completely protects them from any fire from one direction.

WEAPON SPECIAL QUALITIES

[]: This indicates a clip, as opposed to weapons with separately-loaded bullets. A * after a clip indicates the magazine is a backpack and has it's own Weight, that encumbers the wielder of the weapon beyond weapon's Weight. Each * means 1 point of encumbrance.

+AB/-AB: This weapon is exceptionally accurate, and you receive a bonus to hit with it. Otherwise, it is inaccurate and receives a penalty.

Accurate: When taking Aimed shots, the RI of the weapon is increased by 50%.

AP: Reduces the effective Total Armor (Natural + Armor + Forcefield) with any bonuses against a damage type) by its value. If the total armor would be reduced below 0, the remaining AP is wasted. AP never reduces Toughness.

ASP: it's like AP, but any Forcefield Armor is halved before applying AP, and any AC bonuses granted by Forcefields are ignored.

Burst: Capable of firing Bursts.

Damage Type: Bludgeoning: Bludgeoning damage ignores Forcefield DR, and automatically halves the value of any Light armor and light-armor equivalent Natural Armor. This doesn't stack with Called Shots/Targeted Strikes.

Damage Type: Slashing, Acid: Slashing and Acid weapons ignore Toughness.

Damage Type: Explosive: This type of damage ignores Natural Armor and Forcefields.

Damage Electricity: This type of attack never takes advantage of the halve/bypass armor rules.

Damage Type: Fire, Electricity, Acid: These types of damage never cause Wounds.

Damage Type: Fire, Acid: These types of damage cannot kill directly by exceeding the Sudden Death Threshold, but if they do exceed it, they inflict extra 1d6 HP damage (ignoring all damage resistance).

Damage Type: Fire: Fire weapons, if they manage to inflict at least 5 damage, set their target on fire, causing 1d6+1 damage next turn. This damage ignores any damage resistance (see: RP; it is assumed that the damage already bypassed the defenses). If the damage rolled is 5 or more, the target continues to burn next turn etc. The burning target cannot perform any tasks than running in panic and trying to put the fires out (Agility check, DC 20). Targets protected by Forcefields may take damage, but can't be set on fire.

Dodge DC: You do not need to make the attack roll, the weapon hits automatically, but the enemy is allowed to dodge like it was an explosive. Passing this check halves the damage, passing it by 10 or more allows to avoid the damage completely. This type of attack cannot halve/bypass armor.

Extended Throw: Requires a FRA to throw, but this still can be combined with a single Move.

Fencing: Those Melee weapons do not grant any bonuses per se, unless you have the *Fencing* perk.

Full Auto (1dx/y): Capable of firing on Full-Auto, causing x Hits and spending y ammo.

Guided: weapon's maximum range is limited to 5 range increments, but the penalty per range increment is reduced to -1. STR is irrelevant for Guided weapons, as long as the shooter is able to pick them up at all (their Strength is no lower than weapon's STR -3). Firing a guided weapon is a FRA.

Hard: This type of Bludgeoning weapon halves any armor and Natural Armor (not only Light like normally).

HEAT: A shaped charge that explodes on contact, susceptible to anti-HEAT defenses. Any Forcefield automatically reduces the number of Thermal damage dice by half (rounding up).

Inaccurate: Double RI penalties

Jam (x): Always jams on a Red Dice roll of x or less. On a Burst setting, the x is raised by 1, and on full-auto, by 2. If such a weapon Jams, and the Green Dice rolls 1, it explodes instead, hitting everyone within 5m radius, including the wielder, with 2d4 Bullet damage (wielder's armor is automatically bypassed/halved).

Light: Light melee weapons may be used if you're entangled or otherwise constrained. Light weapons do not penalize your grapple checks. They provoke AoOs by any non-Slow and non-Light weapons. Drawing a Light weapon doesn't provoke an AoO.

Napalm: This kind of fire will continue to burn no matter what you do. If you catch fire, you receive +1 extra damage each turn, and the fire cannot be put out in any way barring intense freezing. The fire may only go out on its own (by failing to inflict 5 or more damage; see Damage Type: Fire).

No Increment: Can only be fired up to 1 range increment.

Non-Auto: This weapon has a magazine, but needs a manual action to reload after every shot. This is a Swift Action. Normally this is no-issue, but you're allowed only one free Swift Action per turn. You also need a free hand to reload the weapon after every shot, which might prove more limiting.

Parry: You receive Parry AC. Parry AC provided by multiple weapons doesn't stack with itself, you use the best one.

Pistol: Pistols do not provoke AoOs when fired in melee, require just one hand and can be used when being grappled (just like they were Light melee weapons). They do not benefit from Power Attack or Relentless Assault, but you can perform AoOs with them. Also, when fired in melee, Pistols ignore their inherent AB penalties/bonuses (if any). Drawing a Pistol weapon doesn't provoke an AoO.

Reach:

You may enter Overwatch with this weapon and when doing so, then, if you hit them with an AoO, you automatically inflict +1/2 Strength damage against anyone charging you. If you use this ability, it counts towards the number of AoOs you're allowed your next turn (usually 1). However, a Reach weapon cannot perform Relentless Assaults.

Rapid Fire: This weapon has extreme rate of fire. You receive +8 modifier to-hit to attacks in Full-Auto mode (instead of +6), but the STR in that mode is increased to +4

(instead of +3). If the weapon has Jam or Volatile qualities, their value is increased by extra +1 in full-auto mode.

Recoilless: Weapon's STR is not increased by firing bursts or full auto, but it isn't decreased by Bracing either (using a bipod still decreases STR, though).

Reliable: The weapon cannot Jam. If the Jam was a result of a Critical Failure on the attack roll, it simply fails to fire due to your ineptness. If it was a Super Critical failure, it misfires and the round is wasted. If the weapon has Jam quality, it overrides the Reliable quality, with one exception: the weapon cannot explode.

RI: range increment. Normal ranged weapons are able to fire up to 10 range increments, receiving -2 to hit per every increment.

RP: it's like AP, but may reduce Toughness as well.

Scatter Shot: +4 to-hit, but weapon's maximum range is limited to 5 range increments.

Slow: Normal attacks with those weapons take a Full Round Action. You can't perform Relentless Assaults, Targeted Strikes or Cautious Attacks with them, or Attacks of Opportunity. You are however allowed to make a Charge + Power Attack.

Splash: This weapon affects everyone within 2m of the intended target (but those of them whose AC is higher than your attack roll aren't hit). Against the target that was hit directly, the weapon automatically inflicts maximum score on half of its damage dice (rounded down). It is perfectly viable to target a spot on the ground (DC 15) or an inanimate object (DC 10 if man sized), to get your enemies with the splash damage.

Stock: This Close Combat weapon is, or can potentially be, equipped with a stock, allowing it to be Braced (Close Combat weapons cannot normally be braced). Such weapon can be fired using Long Arms skill, but at a -4 penalty, and when doing so, you cannot take advantage of any Close Combat OR Long Arms perks.

Stun: Stunning weapons, even if incapable of causing Wounds, force the Endurance check as if one was inflicted, if they deliver enough damage. If the damage is enough to pass the Death Threshold, the target is killed. This doesn't count as a normal death by massive damage; instead, target's HP is reduced to -1d4.

STR: the minimum required Strength to use the weapon efficiently. You receive a **-4 penalty** to hit for every point of Strength you lack. **STR is increased by 1 for bursts and 3 for full auto fire.** If your Strength is lower than STR by 4 or more, you can't use that fire mode, or the weapon, at all (you miss automatically and are knocked prone). Firing when **braced (from a prone position, for example) reduces the STR by 1.** A tripod- or otherwise mounted weapon allows you to ignore its STR. When using a weapon that requires no attack roll, enemies' Dodge DC is reduced by 5 for every point of Strength you lack instead.

Sub: Subs can be used like Pistols, sharing their all qualities and perks, but when used that way, receive -4 to hit penalty.

Thrown: Thrown weapons be thrown up to 5 range increments away, and you can't perform Aimed Shots with them. Throwing while prone halves throwing range. The ranges are described in % of character's Base Throw RI (normally equal to their Strength * 2 in meters).

You can throw such a weapon as a part of your move action, in the direction you're moving in or within 90 degrees of it, or as a part of Run action (-4 to-hit). If you throw two weapons in a single turn, the other one has -4 to-hit modifier and your Strength counts as 1 point lower for the purpose of throwing it.

Volatile (x): Roll the attack dice even if it's an auto-hit weapon. On a roll of x or less, the weapon fails to fire and vents hot gas all around, hitting everyone within 2m radius (including the wielder) with half of its damage dice. On a Burst setting, the x is raised by 1, and on full-auto, by 2.

X-Linked: Linked weapons can fire multiple projectiles in a single shot. You roll the Green dice as many times as the weapon is Linked, and choose the highest result. **(s)** means the number of barrels fired is selectable.

WEAPON LIST

ALWAYS HANDY

+ ALWAYS HANDY: NO TECH +

UNARMED ATTACK (Melee)
Damage: 1d3+Str/2 (bludgeoning), Light

+ ALWAYS HANDY: PRIMITIVE +

GUN BUTT (Melee)
Damage: 1d4+Str/2 (bludgeoning), -2 AB, 2-handed
BAYONETED GUN (Melee)
Damage: 1d3+Str/2 (piercing), -2 AB, RP 3, 2-handed, Reach.

+ ALWAYS HANDY: HI-TECH +

POWERED GAUNTLETS (Melee)
Damage: 1d6+Str/2 (bludgeoning), Light, Hard

+ ALWAYS HANDY: STELLAR +

FORCE GLOVE (Melee)

Damage: 1d6+Str/2 (slashing), AP 4, Light, Parry 1
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MELEE WEAPONS

+ MELEE WEAPONS: NO TECH +

CLUB (Melee) [Wt: L]
Damage: 1d4+Str (bludgeoning)
WOODEN SPEAR (Melee) [Wt: 1]
Damage: 1d4+Str/2 (piercing), RP 2, Reach, Parry 2, 2-handed
OBSIDIAN SPEAR (Melee) [Wt: 1]
Damage: 1d4+Str/2 (piercing), RP 4, Reach, Parry 2, 2-handed
STONE MAUL (Melee) [Wt: 2]
Damage: 1d3+Str*1.5 (bludgeoning), slow, 2-handed, Hard
STONE AXE (Melee) [Wt: 1]
Damage: 1d4+Str (bludgeoning), Hard
CRYSTAL KNIFE (Melee) [Wt: L3]
Damage: 1d3+Str/2 (piercing), RP 2, Light
OBSIDIAN SWORD (Melee) [Wt: 1]
Damage: 1d3+Str (piercing), Fencing

+ MELEE WEAPONS: PRIMITIVE +

BRASS KNUCKLES (Melee) [Wt: L5]
Damage: 1d4+Str/2 (bludgeoning), Light
AXE (Melee) [Wt: 1]
Damage: 1d4+Str (slashing)
KNIFE (Melee) [Wt: L3]
Damage: 1d3+Str/2 (piercing), RP 2, Light
WARHAMMER (Melee) [Wt: 2]
Damage: 1d6+Str (bludgeoning), Hard
SWORD (Melee) [Wt: 1]
Damage: 1d3+Str (slashing), Fencing
DAGGER (Melee) [Wt: L2]
Damage: 1d3+Str/2 (piercing), RP 2, Light, Fencing
SHORT SWORD (Melee) [Wt: L]
Damage: 1d3+Str/2 (piercing), RP 3, Light, Fencing
SPEAR (Melee) [Wt: 1]
Damage: 1d4+Str/2 (piercing), RP 5, Reach, Parry 2, 2-handed
GREAT WEAPON (Melee) [Wt: 2]
Damage: 1d4+Str*1.5 (slashing), 2-handed, Slow
HEAVY MAUL (Melee) [Wt: 3]
Damage: 1d4+Str*1.5 (bludgeoning), 2-handed, Slow, Hard

+ MELEE WEAPONS: ANTIQUE +

MACHETE (Melee) [Wt: L]
Damage: 1d4+Str/2 (slashing)
CROWBAR (Melee) [Wt: L]
Damage: 1d4+Str/2 (bludgeoning), Hard

+ MELEE WEAPONS: BASELINE +

HI-TEC COMBAT KNIFE (Melee) [Wt: L3]
Damage: 1d3+Str/2 (piercing), RP 5, Light
HI-TEC COMBAT BLADE (Melee) [Wt: L]
Damage: 1d4+Str/2 (piercing), RP 5, Light, Fencing

+ MELEE WEAPONS: HI-TECH +

CHAINSWORD (Melee) [Wt: 2]
Damage: 1d8+Str (slashing), Fencing, AP 2
CHAINHAMMER (Melee) [Wt: 3]
Damage: 1d6+Str*1.5 (bludgeoning), RP 3, Slow, Hard

+ MELEE WEAPONS: STELLAR +

MONO COMBAT BLADE (Melee) [Wt: L]
Damage: 1d4+Str/2 (piercing), RP 8, Light, Fencing

+ MELEE WEAPONS: DIVINE +

POWER CUTLASS (Melee)
Damage: 1d6+Str (slashing), AP 8, Fencing

SHOOTING WEAPONS

+ SHOOTING WEAPONS: NO TECH +

SHORTBOW (Launchers) [Wt: L]
Damage: 1d4 (piercing), RP 2, -2 AB, RI 10 m, STR 1, 2-handed, Mag: 1
SLING (Launchers) [Wt: L]
Damage: 1d6 (bludgeoning), -4 AB, RI 10 m, STR 3, 2-handed, Mag: 1
BOLAS (Launchers) [Wt: L]
Damage: 1d3 (bludgeoning), -6 AB, Thrown, RI 100%, Extended Throw
Special: If the bolas scores a hit, the target has to pass an Agility check, DC 20, or drops prone and loses their next Move action. The DC of the check is reduced by 5 if the target has Strength 8, and by 5 for each 3 points of Strength above that.

+ SHOOTING WEAPONS: PRIMITIVE +

THROWING KNIFE (Launchers) [Wt: L4]
Damage: 1d6 (piercing), RP 2, -6 AB, Thrown, RI 100%, Inaccurate
SHURIKEN (Launchers) [Wt: L6]
Damage: 1d4 (piercing), RP 1, -2 AB, Thrown, RI 100%, Inaccurate
BOW (Launchers) [Wt: 1]
Damage: 1d6 (piercing), RP 2, -2 AB, RI 15 m, STR 3, 2-handed, Mag: 1
LONGBOW (Launchers) [Wt: 1]
Damage: 1d6 (piercing), RP 4, -2 AB, RI 25 m, STR 5, 2-handed, Mag: 1
HEAVY LONGBOW (Launchers) [Wt: 1]
Damage: 1d8 (piercing), RP 4, -2 AB, RI 30 m, STR 7, 2-handed, Mag: 1
LIGHT CROSSBOW (Long Arms) [Wt: 1]
Damage: 1d4 (piercing), RP 5, RI 10 m, STR 1, Accurate, Mag: 1, Reload 1 FRA
CROSSBOW (Long Arms) [Wt: 1]
Damage: 1d6 (piercing), RP 6, RI 10 m, STR 2, Accurate, Mag: 1, Reload 1 FRA

+ SHOOTING WEAPONS: ANTIQUE +

FLINTLOCK PISTOL (Close Combat) [Wt: L]
Damage: 2d4 (bullet), -2 AB, RI 5 m, STR 2, Pistol, Mag: 1, Reload 2 FRA
MUSKET (Long Arms) [Wt: 1]
Damage: 2d6 (bullet), -2 AB, RI 15 m, STR 3, Inaccurate, Mag: 1, Reload 2 FRA

+ SHOOTING WEAPONS: BASELINE +

HI-TEC BOW (Launchers) [Wt: 1]
Damage: 1d6 (piercing), RP 2, -2 AB, RI 20 m, STR 2, 2-handed, Mag: 1
SMALL PISTOL (Close Combat) [Wt: L2]
Damage: 1d6 (bullet), AP 2, RI 10 m, STR 1, Pistol, Mag: [6]
REVOLVER (Close Combat) [Wt: L]
Damage: 1d8 (bullet), AP 2, RI 10 m, STR 2, Pistol, Reliable, Mag: 6
PISTOL (Close Combat) [Wt: L]
Damage: 1d8 (bullet), AP 2, RI 10 m, STR 2, Pistol, Mag: [15]
MACHINE PISTOL (Close Combat) [Wt: L]
Damage: 1d8 (bullet), AP 2, RI 10 m, STR 2, Pistol, Burst, Full-Auto, (1d6/12), Mag: [24]
COMBAT PISTOL (Close Combat) [Wt: L]
Damage: 2d4 (bullet), AP 2, RI 10 m, STR 3, Pistol, Mag: [12]
HEAVY PISTOL (Close Combat) [Wt: L]
Damage: 1d10 (bullet), AP 2, RI 10 m, STR 4, Pistol, Mag: [8]
HEAVY REVOLVER (Close Combat) [Wt: L]
Damage: 1d10 (bullet), AP 2, RI 10 m, STR 4, Pistol, Reliable, Mag: 6
MONSTER REVOLVER (Close Combat) [Wt: L]
Damage: 1d12 (bullet), AP 2, RI 10 m, STR 5, Pistol, Reliable, Mag: 5
SHOTGUN (Close Combat) [Wt: 1]
Non-auto, Reliable, Stock, STR 3, Mag: 8
Buckshot: Damage: 2d6 (bullet), RI 10 m, Scattershot
Slug: 2d6 (bullet), AP 2, RI 20 m

AUTOMATIC SHOTGUN (Close Combat) [Wt: 1]
Damage: 2d6 (bullet), RI 10 m, Stock, STR 3, Scattershot, Mag: 8
COMBAT SHOTGUN (Close Combat) [Wt: 1]
Damage: 2d6 (bullet), RI 10 m, Stock, STR 3, Scattershot, Burst, Mag: [12]
SAWED-OFF SHOTGUN (Close Combat) [Wt: 1]
Damage: 2d6 (bullet), RI 5 m, STR 3, Scattershot, 2-Linked (s), Sub, Reliable, Mag: 2
SAWED-OFF RIFLE (Close Combat) [Wt: 1]
Damage: 1d10 (bullet), AP 4, RI 20 m, STR 3, Sub, Non-Auto, Mag: [5]
HUNTING CARBINE (Long Arms) [Wt: 1]
Damage: 1d8 (bullet), AP 4, RI 40 m, STR 2, Accurate, Scoped, Mag: [10]
ASSAULT RIFLE (Long Arms) [Wt: 1]
Damage: 1d8 (bullet), AP 5, RI 40 m, STR 2, Accurate, Burst, Full Auto (1d6/10), Mag: [30]
BOLT-ACTION RIFLE (Long Arms) [Wt: 1]
Damage: 1d10 (bullet), AP 6, RI 60 m, STR 3, Accurate, Non-Auto, Mag: 5
BATTLE RIFLE (Long Arms) [Wt: 1]
Damage: 1d10 (bullet), AP 6, RI 50 m, STR 3, Accurate, Burst, Mag: [20]
HEAVY RIFLE (Long Arms) [Wt: 1]
Damage: 2d6 (bullet), AP 6, RI 40 m, STR 4, Accurate, Burst, Mag: [12]
SNIPER RIFLE (Long Arms) [Wt: 1]
Damage: 1d10 (bullet), AP 6, RI 60 m, STR 3, Accurate, Scoped, Mag: [10]
LONG RANGE SNIPER RIFLE (Long Arms) [Wt: 1]
Damage: 1d10 (bullet), AP 7, RI 80 m, STR 4, Accurate, Scoped, Mag: [5]
HEAVY SNIPER RIFLE (Long Arms) [Wt: 3]
Damage: 2d6 (bullet), AP 9, RI 120 m, STR 6, Accurate, Scoped, Mag: [5]
LIGHT MACHINE GUN (Long Arms) [Wt: 1]
Damage: 1d8 (bullet), AP 5, RI 60 m, STR 2, Full Auto (1d4+2/10), Mag: [150]
MACHINE GUN (Long Arms) [Wt: 2]
Damage: 1d10 (bullet), AP 6, RI 80 m, STR 3, Full Auto (1d4+2/10), Mag: [150]
MINIGUN (Long Arms) [Wt: 5]
Damage: 1d10 (bullet), AP 6, RI 90 m, STR 5, Full Auto (2d8/50)*, Rapid Fire, Mag: [800]*
HEAVY MACHINE GUN (Long Arms) [Wt: 5]
Damage: 2d6 (bullet), AP 9, RI 160 m, STR 7, Full Auto (1d4+2/10), Mag: [120]
SMG (Close Combat) [Wt: 1]
Damage: 1d8 (bullet), AP 2, RI 20 m, Stock, STR 2, Burst, Full Auto (1d8/15), Sub, Mag: [45]
HEAVY SMG (Close Combat) [Wt: 1]
Damage: 1d10 (bullet), AP 2, RI 20 m, Stock, STR 3, Burst, Full Auto (1d8/15), Sub, Mag: [30]
BATTLE SMG (Close Combat) [Wt: 1]
Damage: 1d8 (bullet), AP 2, RI 25 m, Stock, STR 1, Burst, Full Auto (1d6/10), Mag: [60]
PDW (Close Combat) [Wt: 1]
Damage: 1d8 (bullet), AP 5, RI 30 m, Stock, STR 2, Burst, Full Auto (1d6/10), Mag: [40]
CUT-DOWN ASSAULT RIFLE (Close Combat) [Wt: 1]
Damage: 1d10 (bullet), AP 4, RI 40 m, Stock, STR 3, Burst, Full Auto (1d6/10), Mag: [30]
MUTON SHOTGUN (Close Combat) [Wt: 2]
Damage: 2d8 (bullet), RI 10 m, Stock, STR 5, Scattershot, 2-Linked (s), Reliable, Mag: 2
MUTON SMG (Close Combat) [Wt: 1]
Damage: 2d6 (bullet), AP 2, RI 20 m, Stock, STR 4, Burst, Full Auto (1d8/15), Sub, Mag: [30]
MUTON MACHINE PISTOL (Close Combat) [Wt: L]

Damage: 1d10 (bullet), AP 4, RI 10 m, STR 5, Pistol, Burst, Mag: [12]
TRI-CANNON (Close Combat) [Wt: 2]
Damage: 2d6 (bullet), AP 5, RI 25 m, STR 5, Burst, Full Auto (1d8+2/20), Mag: [360]* OR [80]
MUTON HUNTING RIFLE (Long Arms) [Wt: 5]
Damage: 2d10 (bullet), AP 10, RI 80 m, STR 8, Accurate, Scoped, Reliable, -2 AB, Mag: 1
MUTON AUTOGUN (Long Arms) [Wt: 1]
Damage: 2d6 (bullet), AP 7, RI 50 m, STR 5, Accurate, Burst, Full Auto (1d6/10), Mag: [30]
BRUTAL INDUSTRIES HEAVY RIFLE (Long Arms) [Wt: 3]
Damage: 3d6 (bullet), AP 6, RI 40 m, STR 7, Accurate, Burst, Mag: [15]
HAND CANNON (Close Combat) [Wt: L]
Damage: 2d6 (bullet), AP 4, RI 10 m, STR 6, Pistol, Reliable, Mag: 8

+ SHOOTING WEAPONS: HI-TECH +

ETAP ASSAULT RIFLE (Long Arms) [Wt: 1]
Damage: 1d12 (bullet), AP 10, RI 50 m, STR 2, Accurate, Burst, Full Auto (1d6+2/15), Mag: [60]
ETAP MACHINE GUN (Long Arms) [Wt: 3]
Damage: 2d6 (bullet), AP 10, RI 100 m, STR 4, Full Auto (1d6+2/15), Mag: [150]
ETAP HEAVY SNIPER RIFLE (Long Arms) [Wt: 4]
Damage: 2d8 (bullet), AP 14, RI 150 m, STR 7, Accurate, Scoped, Mag: [5]
ETAP HEAVY SNIPER RIFLE, Experimental Bullpup Version (Long Arms) [Wt: 3]
Damage: 2d8 (bullet), AP 14, RI 120 m, STR 7, Accurate, Scoped, Mag: [5]
ETAP CAWS (Close Combat) [Wt: 2]
Damage: 2d8 (bullet), AP 8, RI 30 m, Stock, STR 4, Burst, Mag: [18]
ETAP PDW (Close Combat) [Wt: 1]
Damage: 1d10 (bullet), AP 6, RI 30 m, Stock, STR 2, Burst, Full Auto (1d4+2/10), Sub, Mag: [30]
ETAP PERSONAL MINIGUN (Long Arms) [Wt: 4]
Damage: 1d10 (bullet), AP 6, RI 80 m, STR 4, Full Auto (2d8/50)*, Rapid Fire, Mag: [1200]*
ETAP COMMANDO PISTOL (Close Combat) [Wt: L]
Damage: 2d6 (bullet), AP 6, RI 10 m, STR 4, Pistol, Burst, Mag: [12]
*Jam 1 if using a silencer
COMPACT LASER PISTOL (Close Combat) [Wt: L/3]
Damage: 1d6 (beam), AP 4, RI 10 m, STR 1, Pistol, Burst, Recoilless, Reliable, Mag: [20]
LASER PISTOL (Close Combat) [Wt: L]
Damage: 1d6 (beam), AP 6, RI 20 m, STR 2, Pistol, Burst, Recoilless, Reliable, Mag: [60]
COMBAT LASER PISTOL (Close Combat) [Wt: L]
Damage: 1d8 (beam), AP 4, RI 20 m, STR 3, Pistol, Burst, Recoilless, Reliable, Mag: [45]
HI-POWERED LASER PISTOL (Close Combat) [Wt: L]
Damage: 1d8 (beam), AP 6, RI 25 m, STR 3, Pistol, Recoilless, Reliable, Mag: [30]
QUAD LASER PISTOL (Close Combat) [Wt: L]
Damage: 2d8 (beam), AP 6, RI 10 m, STR 4, Pistol, Recoilless, Reliable, Mag: [8], -2 AB
SPACE RANGERS HEAVY LASPISTOL (Close Combat) [Wt: L]
Damage: 1d12 (beam), AP 6, RI 20 m, STR 4, Pistol, Recoilless, Reliable, Mag: [12]
SPACE RANGERS SUPER-HEAVY LASPISTOL (Close Combat) [Wt: L]
Damage: 2d6 (beam), AP 10, RI 20 m, STR 6, Pistol, Recoilless, Reliable, Mag: [12]
LIGHT ASSAULT LASER (Close Combat) [Wt: 1]
Damage: 1d8 (beam), AP 6, RI 40 m, Stock, STR 2, Sub, Burst, Recoilless, Reliable, Mag: [30]

ASSAULT LASER (Close Combat) [Wt: 1]
Damage: 1d10 (beam), AP 8, RI 50 m, Stock, STR 3, Sub, Burst, Recoilless, Reliable, Mag: [45]
COMPACT HEAVY LASER (Close Combat) [Wt: 1]
Damage: 1d12 (beam), AP 10, RI 60 m, Stock, STR 4, Sub, Burst, Recoilless, Reliable, Mag: [30]
LASER RIFLE (Long Arms) [Wt: 1]
Damage: 1d8 (beam), AP 8, RI 70 m, STR 2, Accurate, Burst, Recoilless, Reliable, Mag: [60]
LASER SNIPER RIFLE (Long Arms) [Wt: 2]
Damage: 1d8 (beam), AP 10, RI 140 m, STR 3, Accurate, Recoilless, Scoped, Reliable, Mag: [30]
SPACE RANGERS HEAVY LASGUN (Long Arms) [Wt: 2]
Damage: 1d12 (beam), AP 12, RI 80m, STR 4, Accurate, Burst, Recoilless, Bayonet, Reliable, Mag: [36]
HEAVY LASER (Long Arms) [Wt: 2]
Damage: 1d10 (beam), AP 14, RI 70 m, STR 4, Accurate, Burst, Recoilless, Reliable, Mag: [20]x2
BATTLE LASER (Long Arms) [Wt: 2]
Damage: 1d12 (beam), AP 15, RI 70m, STR 5, Accurate, Burst, Recoilless, Reliable, Mag: [60]
LIGHT LASER CANNON (Long Arms) [Wt: 2]
Damage: 2d8 (beam), AP 20, RI 120 m, STR 7, Accurate, Recoilless, Reliable, Mag: [10]
LIGHT MULTILASER (Long Arms) [Wt: 3]
Damage: 1d8 (beam), AP 8, RI 90m, STR 3, Burst, Recoilless, Full Auto (2d8/50), Reliable, Rapid Fire, Jam (-2), Mag:[500]* or [100]
SPACE RANGERS MULTILASER (Long Arms) [Wt: 3]
Damage: 2d6 (beam), AP 10, RI 100m, STR 6, Burst, Full Auto (1d8+2/20), Recoilless, Reliable, Jam (-1), Mag: [120]
PORTABLE LASER CANNON (Long Arms) [Wt: 4]
Damage: 2d10 (beam), -4 AB, AP 25, RI 120 m, STR 5, Accurate, Recoilless, Mag: [10]
HEAVY PORTABLE LASER CANNON (Long Arms) [Wt: 5]
Damage: 3d10 (beam), -6 AB, AP 25, RI 120 m, STR 8, Accurate, Recoilless, Mag: [10]
PORTABLE CANNON (Close Combat) [Wt: 3]
STR 7, Mag: 5
RIOT AMMO: Damage: 4d6 (slashing), RI 15 m, Scattershot
RBAP AMMO: Damage: 2d10 (bullet), RI 30 m, AP 7
HEDP AMMO: Damage: 2d6+4d6 (explosive+thermal), -4 AB, AP 10, 10/0 m radius, RI 30 m, HEAT
IMP AMMO: Damage: 4d6 (explosive), 5m radius, RI 30m
DOUBLE RIOT GUN (Close Combat) [Wt: 2]
STR 6, 2-Linked (s), Stock, Mag: 2+2
RIOT AMMO: Damage: 3d8 (slashing), RI 10 m, Scattershot
RBAP AMMO: Damage: 2d8 (bullet), RI 30m, AP 5
IMP AMMO: Damage: 3d6 (explosive), 5m radius, RI 30m
FLAME AMMO: Damage: 2d8 (fire), RI 10m, Scattershot, Inaccurate
BOLTGUN (Long Arms) [Wt: 2]
STR 6, Burst, Mag: [12]
FRAG AMMO: Damage: 2d4 (explosive) + 2d6 (bullet), 5/5 m radius, RI 40m
RIOT AMMO: Damage: 3d6 (slashing), RI 10 m, Scattershot, Jam (1)
RBAP AMMO: Damage: 2d8 (bullet), RI 40m, AP 6
IMP AMMO: Damage: 2d8 (explosive), 5m radius, RI 40m
LIGHT RIOT GUN (Close Combat) [Wt: 1]
Damage: 2d8 (slashing), RI 10 m, Stock, STR 4, Scattershot, Mag: 6
RIOT PISTOL (Close Combat) [Wt: L]

STR 6, Pistol, Jam (1), Mag: 4
RIOT AMMO: Damage: 3d6 (slashing), RI 5 m, Scattershot
HE AMMO: Damage: 2d4 (explosive), RI 10m, Splash
RBAP AMMO: Damage: 2d6 (bullet), AP 5, RI 10m
MUTON HEP RIFLE (Long Arms) [Wt: 2]
Damage: 2d8 (bullet), AP 8, RI 40 m, STR 6, Accurate, Mag: [10]
MUTON HEP LMG (Long Arms) [Wt: 3]
Damage: 2d6 (bullet), AP 6, RI 90 m, STR 5, Burst, Full Auto (1d4+2/10), Mag: [100]
GATLING RIFLE (Long Arms) [Wt: 1]
Damage: 1d12 (bullet), AP 4, RI 40 m, STR 4, Accurate, Burst, Full Auto (1d10/20), Mag: [80]
MUTON GAUSS PISTOL (Close Combat) [Wt: L]
Damage: 2d8 (bullet), AP 8, RI 10 m, Inaccurate, STR 6, Pistol, Jam (1), Mag: 4
MUTON GAUSS DRIVER (Close Combat) [Wt: 2]
Damage: 2d10 (bullet), AP 16, RI 30 m, Inaccurate, STR 5, Jam (1), Mag: 1
MUTON SINGLE-SHOT GAUSS PISTOL (Close Combat) [Wt: L]
Damage: 2d8 (bullet), AP 8, RI 10 m, Inaccurate, STR 6, Pistol, Mag: 1

+ SHOOTING WEAPONS: STELLAR +

FUSION BLASTER (Close Combat) [Wt: 1]
Damage: 3d6 (thermal), AP 6, RI 20m, STR 4, Scattershot, Sub, Stock, Recoilless, Mag: [10]
INCINERATOR (Long Arms) [Wt: 1]
Damage: 3d6 (thermal), AP 6, RI 40 m, STR 4, Recoilless, Mag: [15]
NUCLEAR BLASTER (Launchers) [Wt: 2]
Damage: 8d6 (fire), STR 5, 10 m cone, Dodge DC: 30, Non-Auto, Volatile (4), Mag: [6]
GAUSS PISTOL (Close Combat) [Wt: L]
Damage: 1d10 (bullet), AP 10, RI 15 m, STR 3, Pistol, Reliable, Mag: [10]
GAUSS RIFLE (Long Arms) [Wt: 1]
Damage: 2d6 (bullet), AP 15, RI 60 m, STR 3, Accurate, Reliable, Mag: [20]
HEAVY GAUSS (Long Arms) [Wt: 2]
Damage: 2d8 (bullet), AP 20, RI 100 m, STR 4, Accurate, Reliable, Mag: [20]
MAG MINIGUN [Wt:4]
Damage: 2d6 (bullet), AP 15, RI 90 m, STR 5, Full Auto (2d8/50), Rapid Fire, Mag: [400]
PORTABLE MAG CANNON (Long Arms) [Wt: 5]
Damage: 3d8 (bullet), -4 AB, AP 25, RI 80 m, STR 5, Accurate, Non-Auto, Mag: [20]
PLASMA PISTOL (Close Combat) [Wt: L]
Damage: 2d10 (thermal), AP 4, RI 15 m, STR 4, Pistol, Burst, Volatile (2), Recoilless, Mag: 3x[3]
PLASMA RIFLE (Long Arms) [Wt: 1]
Damage: 4d6(thermal), +1 AB, AP 6, RI 40m, STR 3, Accurate, Burst, Volatile (2), Recoilless, Mag: [15]
HEAVY PLASMA GUN (Long Arms) [Wt: 3]
Damage: 6d6(thermal), +2 AB, AP 8, RI 50m, STR 5, Accurate, Burst, Volatile (2), Recoilless, Mag: [20]
MULTI-PURPOSE PLASMA BLASTER (Close Combat) [Wt: 1]
Damage: (thermal), Stock, STR 5, Sub, Recoilless, Volatile (3), Mag: [12]
Scatter mode: 6d8, Scattershot, RI 5 m
Focused mode: 4d8, AP 8, RI 40 m
Burst mode (uses 1 ammo, volatile stays at 3): 2d12, AP 8, RI 30 m
DRAGONLANCE (Close Combat/Melee) [Wt: 2]

Damage: 2d10 (thermal), +2 AB (CC), AP 6, RI 15 m, No increment, STR 4, Reliable, Mag: [25]

EXPLOSIVES AND LAUNCHERS

+ EXPLOSIVES: ANTIQUE +

MOLOTOV COCKTAIL (Launchers) [Wt: L2]
--

Damage: 2d8 (fire), 5m radius, Thrown, -2 AB, Move action to arm
--

+ EXPLOSIVES: BASELINE +

WP GRENADE (Launchers) [Wt: L2]
--

Damage: 3d6 (fire), Napalm, 10m radius, Thrown
--

FRAG GRENADE (Launchers) [Wt: L2]
--

Damage: 1d12+2d6 (explosive+bullet), 5/15 m radius, Thrown
--

CLAYMORE MINE (explosives) [Wt: L]

Damage: 1d12+4d6 (explosive+bullet), 5 m radius/20m cone
--

C-4 CHARGE (explosives) [Wt: L]
--

Damage: 4d6 (explosive), 10 m radius, 50% Range, Move action to arm

BOUNCING MINE (explosives) [Wt: L]

Damage: 1d8+2d6 (explosive+slashing), 5/10 m radius

FLAMETHROWER (Launchers) [Wt: 2]

Damage: 3d6 (fire), STR 3, 20 m cone, Mag:[10]**, Dodge DC: 30, Napalm
--

30mm ASSAULT GL (Launchers) [Wt: 3]
--

RI 25 m, -4 AB, STR 3, Mag: 8

HE AMMO: Damage: 1d10+2d6 (explosive+bullet) 5/10 m radius
--

HEDP AMMO: Damage: 1d10+3d6 (explosive+thermal), AP 10, 10/0 m radius, HEAT

WP AMMO: Damage: 2d8 (fire), Napalm, 5m radius
--

60mm ASSAULT GL (Launchers) [Wt: 3]
--

RI 30 m, -4 AB, STR 7, Mag: 6

HE AMMO: Damage: 2d8+2d8 (explosive+bullet) 5/15 m radius

SLUG AMMO: Damage: 3d6 (bullet)

SCATTER AMMO: Damage: 3d8 (bullet), +0 AB, RI 15m, Scattershot
--

20mm HEDP RPG (Launchers) [Wt: L if underslung, or 1 if standalone]
--

Damage: 1d10+3d6 (explosive+thermal), -4 AB, AP 12, STR 2, 5/0 m radius, Guided, RI 120 m, Mag: 3, HEAT

HEDP ROCKET (Launchers) [Wt: 3]
--

Damage: 3d6+4d6 (explosive+thermal), -8 AB, AP 15, STR 3, 10/0 m radius, RI 20 m, Mag: 1, HEAT
--

AT ROCKET (Launchers) [Wt: 3]

Damage: 1d12+6d6 (explosive+thermal), -8 AB, AP 25, STR 3, 5/0 m radius, RI 20 m, Mag: 1, HEAT
--

AT RPG (Launchers) [Wt: 4]

Damage: 1d12+6d6 (explosive+thermal), -8 AB, AP 25, STR 4, 5/0 m radius, Guided, RI 120 m, Mag: 1, HEAT

AT MISSILE LAUNCHER (Launchers) [Wt: 5]
--

Damage: 2d8+8d6 (explosive+thermal), -8 AB, AP 40, STR 6, 5/0 m radius, Guided, RI 180 m, Mag: 1, HEAT
--

MORTAR (Launchers) [Wt: 5]
Damage: 2d8+3d6 (explosive+bullet), -10 AB, 5/20 m radius, STR 8, RI 400m, No increment, Mag: 1

+ EXPLOSIVES: HI-TECH +

ACID GRENADE (Launchers) [Wt: L2]
Damage: 2d10 (acid), 10 m radius, Thrown

+ EXPLOSIVES: STELLAR +

PLASMA GRENADE (Launchers) [Wt: L2]
Damage: 9d6 (fire), 25 m radius, Thrown
IMPLOSION GRENADE (Launchers) [Wt: L2]
Damage: 6d6 (explosive), 5 m radius, Thrown
IMPLOSIVE CHARGE (explosives) [Wt: L]
Damage: 6d10 (explosive), 5 m radius, 50% Range, Move action to arm

SPECIAL WEAPONS

+ SPECIAL WEAPONS: BASELINE +

NEUROTOXIN
If injected or inhaled, forces the target to make DC 30 Con check. If it's passed, no effect; if it's failed, the target is immediately put 1d6 points below their negative Wound Threshold. No Wound is caused, though, even not the one normally caused by dropping below 1 HP.
SLEEPING TOXIN
If injected or inhaled, forces the target to make a DC 20 Endurance check or be stunned for 1 round. Failing this check by more than 10 points, or crit failing causes the target to fall asleep for 1d8 hours. The target has to make Endurance checks each turn until he scores a Crit Success. Each consecutive turn, the DC rises by 5, until it reaches a maximum value of 35.

VEHICLE WEAPONS

+ VEHICLE WEAPONS: BASELINE +

15 mm Aircraft HMG [Wt: 8]
Damage: 3d6 (bullet), AP 10, Full Auto (1d4+2/10), RI 200m
20 mm RFG
Damage: 4d6 (bullet), AP 10, Full Auto (2d6/30), Rapid Fire, RI 300m
25 mm Autocannon
Damage: 5d6 (bullet), AP 10, Full Auto (1d4+2/10), RI 250m
30 mm RFG
Damage: 6d6 (bullet), AP 15, Full Auto (2d6/30), Rapid Fire, RI 400m, -2 AB
75 MM ROCKET POD
Fired as Burst (3): Damage 4d6+4d6 (explosive+bullet), 20 m radius, RI 100m
HEAVY GAS FLAMER

Damage: 4d6 (fire), 30 m cone, Dodge DC: 30

+ VEHICLE WEAPONS: HI-TECH +

15 mm GAUSS CANNON
Damage: 3d8 (bullet), AP 25, Full Auto (2d6/30), Rapid Fire, RI 400m, -4 AB
QUICKFIRE HEAVY MULTILASER
Damage: 2d8 (beam), AP 15, Full Auto (2d8/50), Rapid Fire, RI 400m
VEHICLE MULTILASER
Damage: 3d6 (beam), AP 15, Full Auto (2d6/30), Rapid Fire, RI 600m, -2 AB
VEHICLE LASCANNON
Damage: 3d10 (beam), AP 25, RI 3km, -4 AB
QUAD LASER
Damage: 6d6 (beam), AP 30, Burst, Full Auto (1d4+3/12), RI 5km, -6 AB
LIGHT GUNSHIP LASER
Damage: 5d10 (beam), AP 80, RI 10km, -8 AB
20 MM ETAP AREA DENIAL SYSTEM
Damage: 4d6 (bullet), AP 15, Burst, Full Auto (1d4+4/15), RI 300m

+ VEHICLE WEAPONS: STELLAR +

LIGHT PLASMACASTER
Damage: 5d6 (thermal), AP 15, Full Auto (1d4+2/10), RI 300m

ARMORY: BODY ARMOR

This section describes

ARMOR RULES

Armor AC penalty: the resulting AC can't go lower than the basic number (10 for a human-sized target).

Wearing a helmet normally reduces your Awareness by 2 to 4.

Bypassed on: if the attack roll beats that number, the armor is bypassed completely.

Halved on: as above, but the armor value is only halved.

Medium: -4 to Athletics and Initiative checks, as well as Dodge checks to avoid AoE attacks. You can only Run at your Speed x 3. You lose 1 additional Fatigue to movement-related actions.

Heavy: -8 to Athletics and Initiative checks, as well as Dodge checks to avoid AoE attacks. You cannot Run. You lose 3 additional Fatigue to movement-related actions.

ARMOR SPECIAL QUALITIES

Cargo: Powered armor allows to haul a lot of equipment around. Any Encumbrance you might have is reduced by this number (to a minimum of 0).

LSS: The armor is fully sealed and has its own air supply, generally lasting for about 4 hours (half that when undertaking strenuous activity).

LSS, Extended: Like LSS, but the suit is meant for extended periods of usage. The basic air supply is doubled, and can be further extended by modifications. The suit is able to dispose and partially recycle bodily waste and allows the wearer to be fed with nutrient paste and water without taking it off. With unlimited supplies, it allows for weeks or even months of operation, as the suit is able to protect the wearer against inevitable infections and skin irritation, at least to some degree.

Powered Gauntlets: This armor is equipped with heavily armored gloves (see weapon list).

Padded: A Bludgeoning weapon, instead of halving that armor, reduces it 3/4 of its value.

Reinforced: Heavy and Powered armors are usually Reinforced, and they're not halved by the Headshot option of the Called Shot/Targetted strike (although the attack still inflicts extra damage). Note that attacking non-vital parts (like joints) still halves even an Reinforced armor.

Reactive Armor: This kind of armor is especially good at beating thermal warheads, the bane of power armor. It is only effective against HEAT weapons. Each time an armor with this quality is hit by such a weapon, roll 1d6 and multiply the result by 5. The AP of the attack is decreased by this number (to a minimum of 0).

Each time this effect is activated, the wearer of the armor and everyone within 5 m radius of him receive 1d10 damage of the specified type.

Smartlink: This armor has a helmet equipped with a HUD, that adds +2 equipment bonus to-hit for non-aimed shots, including bursts and full-auto.

Attack that manage to beat the halve armor AC bypass this ability completely.

ARMOR LIST

+ ARMORS: PRIMITIVE +

HEAVY CLOTHING [Light]
AC-2, +8 vs. cold, -8 vs. hot
LEATHER PAD [Light]
+1 Parry AC
LEATHER JACKET [Light]

Armor: 1; AC -1; +1 vs. Slashing; Bypassed on: AC +4. 100% vs. fire -4 vs. hot
REINFORCED LEATHER [Light]
Armor: 2; AC -2; +1 vs. Slashing; +1 Parry AC; Bypassed on: AC +6. 100% vs. fire -4 vs. hot
LEATHER OUTFIT [Light]
Armor: 1; AC -3; +1 vs. Slashing; Bypassed on: AC +10. 200% vs. fire -8 vs. hot, +4 vs. cold
METAL BREASTPLATE [Light]
Armor: 3, +3 vs. Bludgeoning, AC -5, +5 Parry AC, Bypassed on: AC +8 Medium -4 vs. hot, -4 vs. cold
CHAINMAIL [Light]
Armor: 2, AC -6, +2 vs. Slashing; +4 Parry AC; Bypassed on: AC +10 Medium -4 vs. hot, -4 vs. cold

+ ARMORS: BASELINE +

SECURITY ARMOR [Medium]
Armor: 5; AC -5; +4 vs. Bullet; Bypassed on: AC +12; Medium -8 vs. hot, +2 Parry AC
EVA SUIT [Medium]
Armor: 3; AC -6. 400% vs. fire, acid, electricity; Medium Immune to Cold, +16 vs. Hot, Gas Mask, LSS
LIGHT SECURITY ARMOR [Light]
+helmet
Armor: 3; AC -2; +2 vs. Bullet; +1 Parry; Bypassed on: AC +8.

+ ARMORS: HI-TECH +

PERSONAL TAC ARMOR [Medium]
Armor: 12, AC -5; +4 vs. Bullet. 50% vs. fire, acid, electricity; Medium +12 vs. cold, +4 vs. hot, Gas Mask, NVG, Smartlink, 2 DR vs. Impact, +3 Parry AC
FLEXIBLE BATTLE ARMOR [Light]
Armor: 6; AC -3; +4 vs. Bullet; Bypassed on: AC +10. 100% vs. fire, acid, electricity +12 vs. cold, +4 vs. hot, Gas Mask
POWERED LOADER [no category]
Powered: AB and Initiative -4. Dodge AC -12. Dodge, Stealth and Athletics = 0. Move = 5 m Strength = 12 (doesn't affect Skills). Agility checks at Agility x 0.5. One arm can act like a Heavy Shield (+4 Cover/+6 Parry), Cargo 8
SUPERCONDUCTIVE ARMOR [Light]
Armor: 8; AC -4; +4 vs. Beam, Thermal; Bypassed on: AC +10. 50% vs. fire, 100% vs. electricity -4 vs. hot, +1 Parry AC
SUPERCONDUCTIVE TIGHTSUIT [Light]
Armor: 2; AC -2; +4 vs. Beam, Thermal, Bypassed on: AC +12. 300% vs. fire, electricity, 200% vs. acid, +1 vs. Impact

Immune to cold, +12 vs. Hot, L-LSS
ADVANCED ENVIRO SUPERCONDUCTIVE ARMOR [Light]
Armor: 6; AC -3; +6 vs. Beam, Thermal; +2 vs. Slashing, Bypassed on: AC +12. 150% vs. fire, electricity, 100% vs. acid, +1 Parry, +2 vs. Impact Immune to cold, +12 vs. Hot, L-LSS
BALLISTIC TACTICAL VEST [Light]
Accessory: Helmet, Carapace Boots & Gloves, Light Armor Reinforcement Armor: 2; AC -1; +4 vs. Bullet; Bypassed on: AC +4
SUPERCONDUCTIVE TACTICAL VEST [Light]
Accessory: Helmet, Carapace Boots & Gloves, Light Armor Reinforcement Armor: 2; AC -1; +4 vs. Beam; Bypassed on: AC +4; 100% vs. Electricity
MESH TACTICAL VEST [Light]
Accessory: Helmet, Carapace Boots & Gloves, Light Armor Reinforcement Armor: 2; AC -1; +2 vs. Slashing; Bypassed on: AC +4
STANDARD CARAPACE ARMOR [Medium]
Accessory: Helmet Medium Armor: 9, AC -5; +4 Parry AC; Halved on: AC +10; 4 vs. fire, acid -4 vs. hot, +4 vs. cold
IMPROVED CARAPACE ARMOR [Medium]
Accessory: Helmet Medium Armor: 11, AC -6; +4 Parry AC; Halved on: AC +10; 5 vs. fire, acid, electricity; 1 vs. Explosive -8 vs. hot, +8 vs. cold
HEAVY CARAPACE ARMOR [Heavy]
Accessory: - Heavy Armor: 14, AC -9; +6 Parry AC; Halved on: AC +15; 50% vs. fire, acid; 25% vs. Explosive -8 vs. hot, +8 vs. cold, Reinforced
“RENEGADE” CARAPACE ARMOR [Medium]
Medium Armor: 12, 50% vs. fire, acid, electricity; 3 DR vs. Impact AC -4; Halved on: AC +12. +2 Parry AC L-LSS, Thermovision, NVG, Awareness Suite, Mini-comms, Stealth Suite, Tracking Detector Immune to cold, +8 vs. hot
LIGHT BALLISTIC ARMOR [Light]
Accessory: Helmet, Carapace Boots & Gloves, Light Armor Reinforcement Armor: 4; AC -2; +4 vs. Bullet; 50% vs. fire -4 vs. hot
LIGHT ASSAULT VEST [Light]
Armor: 4; AC -2; +4 vs. Bullet, Thermal; 50% vs. fire -4 vs. hot
LIGHT SUPERCONDUCTIVE ARMOR [Light]
Accessory: Helmet, Carapace Boots & Gloves, Light Armor Reinforcement Armor: 3; AC -2; +4 vs. Beam, Thermal. 100% vs. fire, electricity -4 vs. hot
LIGHT MELEE ARMOR [Light]
Accessory: Helmet, Carapace Boots & Gloves, Light Armor Reinforcement

Armor: 5; AC -2; +2 Parry AC; -4 vs. hot
MESH JUMPSUIT [Light]
Accessory: Helmet, Carapace Boots & Gloves, Light Armor Reinforcement Armor: 2; AC -2; +2 vs. Slashing; Bypassed on: AC +10; 200% vs. fire, acid, electricity -4 vs. hot, +4 vs. cold
LIGHT INFANTRY ARMOR [Light]
Accessory: - (combines all accessories) Armor: 7; AC -4; Bypassed on: AC+12; +4 Parry AC; 50% vs. fire, acid, electricity -4 vs. hot, +4 vs. cold

+ ARMORS: STELLAR +

STANDARD POWERED ARMOR [no category]
Armor: 24, +6 Parry AC, Halved on: AC +15, 50% vs. fire, acid, electricity, explosive Powered: Strength = 10 (no effect on Skills). -2 to AB, -4 to Initiative, -6 Dodge & Stealth, -8 AC. Size increased to Large (base AC = 8). Agility Checks at Agility x 1. Immune to Cold, +20 vs. Hot, Extended LSS, NVG, Smartlink, Powered Gauntlets, Cargo 4, Reinforced
STANDARD HEAVY POWERED ARMOR [no category]
Armor: 32, +8 Parry AC, Halved on: AC +15, 50% vs. fire, acid, electricity, explosive Powered: Strength = 12 (no effect on Skills). -4 to AB, -8 to Initiative, -10 Dodge, Stealth, AC. Size increased to Very Large (base AC = 6). Agility Checks at Agility x 0.5. Immune to Cold, +24 vs. Hot, Extended LSS, NVG, Smartlink, Powered Gauntlets, Reactive Armor (explosive), Cargo 6, Reinforced

ARMOR ACCESSORIES

+ ARMOR ACCESSORIES: PRIMITIVE +

LIGHT HELMET
An open helmet. Doesn't improve Halve AC, only Bypass AC. +2 Bypass AC (up to 10), +1 Parry AC, +1 DR vs. Impact
FULL HELMET
A helmet with full face plate, more suited for heavier armors. +2 Bypass/Halve AC, +1 Parry AC, +2 DR vs. Impact IF total Halve AC (including helmet) is 12+, +1 Armor which works against all forms of attacks.

+ ARMOR ACCESSORIES: ANTIQUE +

DRIVER'S HELMET
An open helmet. Doesn't improve Halve AC, only Bypass AC. +2 Bypass AC (up to 10), +1 Parry AC, +2 DR vs. Impact

+ ARMOR ACCESSORIES: HI-TECH +

CARAPACE BOOTS & GLOVES

Wearable with most types of light armor. Fitted with rigid plates for blocking melee attacks. AC -1, +2 Parry AC
LIGHT ARMOR REINFORCEMENT
Makes the armor stronger but heavier. Cannot be worn separately. AC -1, +2 Armor
SPACE SUIT UPGRADE
Requires Armor that is bypassed on AC +12. Changes that into Halve and provides full space suit capabilities. Armor type becomes Medium. Fire res boosted to 50%. AC -1.

EQUIPMENT

Note on laser pointers and similar widely known targeting aides and other simple weapon upgrades:

- They're rolled up in the overall quality of the weapon, which can be increased by successful Engineering checks, often providing the weapon with an Attack Bonus.

BATTLE EQUIPMENT

MINICOMMS

Range of 1 km

GUN HARNESS

A heavy harness worn over a chest, allowing to fire heavy weapons. It makes the weapon count as Braced, decreasing its effective STR by 3. This is not cumulative with any Perks. Any weapon fired from the harness uses Gunnery skill and Gunnery perks. You cannot take Aimed Shots, Called Shots or Aimed Bursts with that weapon. The harness always inflicts 2 Encumbrance levels on the wearer (-4 to AC and all Dodge, Athletics and Melee checks).

AIR CONDITIONING SYSTEM

The armor increases its resistance to both cold and hot environments by +8.

NIGHT VISION GOGGLES

Gives low-light vision (minor).

THERMOVISION GOGGLES

Gives low-light vision (major), but all visual-related skills are at -4.

AUTO-MARKSMAN

A system installed on a weapon. While performing a Full Overwatch action, you count as having 15 Ranks in the relevant weapon skill, but only against the pre-selected target. A weapon cannot be used as Pistol with this system installed, as the system is quite cumbersome.

Generates **Low** level of EM noise.

TRACKING DETECTOR

A suite of miniature detectors installed in armor or clothing. Alerts the wearer against being tracked by active targeting systems. Can be linked to a HUD system or any sort of personal computer to display the location of the targeting system.

MR. HANDY

A wrist mounted multipurpose personal computer/communication device. Has a multitude of functions, including multimedia, advanced NBC detector, auto-mapper, enviro detector suite, flashlight, miniature laser (useful for range-finding, scaring off animals and setting fire). As a full-fledged computer, can be linked to a multitude of other devices.

AWARENESS SUITE

A helmet upgrade. Halves the Awareness penalty for wearing a helmet.

TARGETTER

Multi-part unit, installed in helmet/goggles and weapons. Adds +2 bonus to non-aimed shots (non-cumulative with Perks).

Generates **Low** level of EM noise.

LIMITED LIFE SUPPORT SYSTEM (L-LSS)

An upgrade that can be installed on any full suit of armor. It allows for 12 hrs of breathable air (assuming the wearer is performing normal activity, the air is consumed half as fast if he's resting, and as much as four times faster if he's exerting himself). The armor becomes immune to cold environments, and gains +4 resistance to hot environments.

If this upgrade was installed on a Light armor, now it is considered a Medium armor, and inflicts -4 AC penalty.

GRAPPLING MULTIHOOK

An advanced, wrist mounted grappling gun with a hook that can adhere to pretty much any surface and easily hold half a ton. Comes with 50m of thin rope, coiled within the chassis.

GRAPPLING MULTIHOOK (Launchers) [Wt: L]
Damage: 1d6 (bludgeoning), RI 10 m, STR 1, -4 AB, Firing Computer (2)

*Firing Computer: when taking an Aimed Shot action, the user always counts his relevant weapon skill as having the number of Ranks shown in parenthesis. The skill always counts as Trained, even if he has no Ranks in it. The user can disable the computer at will (which is a prudent thing to do if he has more Ranks in the relevant skill than the computer).

MICROGRAV HOVERPACK

A small unit of weak gravitic propulsors, allows to move and work almost unhindered in 0-g environments.

Generates **Low** level of EM noise.

FULL LIFE SUPPORT SYSTEM (LSS)

An upgrade that can be installed on any full suit of armor. It provides breathable air and fully recycles sweat and other excretions of the user. It comes equipped with injectors to feed nutrients and medicine directly into the bloodstream of the user. The onboard batteries allow for one week of operation before requiring a recharge. The armor becomes immune to cold environments, and gains +8 resistance to hot environments.

If this upgrade was installed on a Light armor, now it is considered a Medium armor, and inflicts -5 AC penalty. If it was installed on any other armor, it inflicts extra -1 AC penalty. In addition, the system is heavy and not perfectly comfortable, especially around the groin area, and inflicts additional -2 penalty to Athletics. Neither penalty applies if the system is installed on a powered armor.

STEALTH SUITE

Passive, stealth covering of the armor. Increases the DC of Awareness checks to spot the hiding wearer by 5 (including thermovision). Decreases EM noise from Low to Negligible level, but only for systems encased within the armor (including Targetter). Not cumulative with Perks or other stealth systems.

If installed on armor/clothing causing less than -2 AC penalty, this system raises the penalty to -2.

MULTIGOOGLES

An advanced form of NVG, combining color darkvision with image magnification and eye protection, proven to work against up to 90% of nuclear explosions.

PSI AWARENESS SUITE

A psionic device worn on one's head, commonly integrated into a helmet. Negates any Awareness penalties caused by wearing a helmet, as long as your Psi Power is

9+. Grants +1 bonus to Awareness checks if for every 2 points of Psi Power above that (this does not stack with psionic powers).

Psi Power requirements are increased by 2 if you're wearing a Heavy armor.

ENERGY SCANNER

Allows for picking up energy emissions (EM noise). Nominal range: 100 m.

MINI-SCANNER

Allows for picking up energy emissions (EM noise). Is small enough to be installed on a set of goggles. Nominal range: 20 m.

FLY-PACK

An intricate, miniaturized backpack-like device equipped with a power source and twin ventilator propellers. Noisy as hell but gets the job done. Quite maneuverable but not very fast. Power lasts for 10 minutes of continuous use.

Generates **Low** level of EM noise.

ADVENTURER'S PSI COLLAR

A psionic device worn on one's neck. Works as Translator if Psi Power 6+. Works as telepathic comms if Psi Power 7+. Grants +1 Force DR per every 3 Psi Power above 5. Grants 0.5 Force AC for every point of granted Force DR (round up). This does not stack with psionic powers.

Psi Power requirements for the Forcefield to work are increased by 2 if you're wearing a Medium armor, and by 4 if Heavy or Powered.

LIMITED LIFE SUPPORT SYSTEM (L-LSS), MINIATURIZED

This system is so miniaturized it doesn't encumber the wearer in almost any way. However, it requires a separate forcefield generator (minimum of 2 Force DR) or an appropriate EVA suit to protect the wearer in a hostile environment. It allows for 12 hrs of breathable air (assuming the wearer is performing normal activity, the air is consumed half as fast if he's resting, and as much as four times faster if he's exerting himself).

The system inflicts -1 AC penalty on the wearer, but this penalty doesn't stack with any penalties caused by armor.

ADVANCED AWARENESS SUITE

A helmet upgrade. Removes the Awareness penalty for wearing a helmet. Includes NVG and thermal vision, as well as limited protection against being blinded/deafened.

FORCEFIELD BELT

A portable forcefield generator. Provides you with 3 Forcefield DR and +1 Forcefield AC. Batteries need recharging after each combat engagement.

Generates **Medium** level of EM noise.

CHAMELEON CAMO

An external layer for armor/clothing, automatically matches colors with the background. Increases the DC of Awareness checks to spot the hiding wearer by 10. Not cumulative with Perks or other stealth systems.

KINETIC DAMPERS

Can be only installed in a Heavy or Powered armor. Provide extra 50% protection against Explosive and Impact damage. Extra weight inflicts -2 Initiative penalty (Heavy armor only). System doesn't work if armor is not fully sealed.

MEDICAL EQUIPMENT

Bonuses gained from various medical equipment do not stack, they overlap.

MEDIKIT

A small box with equipment allowing to make First Aid checks at the base DC of 20.

MEDI-SPRAY

Just shake and spray, high-tech but simple-use medical device allowing to make First Aid checks at the DC of 15. Single use.

MEDPACK

Far better equipped than a medikit, it allows to make First Aid checks at the base DC of 20, but also:

- Allows to increase the Recovery Rate of patients under your care by 1 (supplies last for 10 patient/days), as long as you have 5+ Ranks in Medicine, or the Medical Aid perk.
- Allows to re-roll a failed First Aid check (supplies last for 5 uses).

FIELD SURGERY KIT

A small briefcase containing all the basic tools necessary to perform Surgeries. Performing surgeries in actual field conditions incurs a -2 penalty to your check and increases the damage caused by 2.

STIMPACK

Nanotech device that instantly heals 1d8 HP (it doesn't work on dead patients) and stops any Bleeding. If this is enough to heal a wound (as per natural healing), normal rules apply (remove a wound, halve the current HP). Single use.

Due to the invasive manner of healing, each use requires an Constitution check (for system shock), DC 30. Failing this check causes the patient to be stunned for 1d6 rounds. Failing by more than 5 points inflicts 2d6 Fatigue damage as well. Failing by more than 10 points causes the patient to fall unconscious for 1d6 minutes. Failing by more than 15 points inflicts extra 4d6 Fatigue damage.

A critical fail on this check means a heart seizure. Excruciating pain makes the patient Helpless for 1d6 rounds (if he is also Stunned, the Stun starts when being Helpless ends). The patient must also make a DC 15 Constitution check (20, if this was a Super Critical fail) for system shock. Failing this check automatically puts them 1 HP below their negative wound threshold and causes 1 non-bleeding wound (which is not cumulative with the normal effect of receiving 1 extra non-bleeding Wound while dropping to 0 or less HP), in other words, kills them.

SURGERY EQUIPMENT

A set of devices and medicines for a surgery room. To take advantage of those, you need to have 5+ Ranks in Medicine. This equipment provides a +1 bonus to your Medicine checks. In addition, if you rolled maximum result on any Surgery damage dice, this result is decreased by 2.

SURGICAL SCANNER

A large device commonly installed in operation rooms. It allows to re-roll a result of '1' on your Red Dice while performing Surgeries. In addition, it provides a +2 bonus to Medicine checks. To use it properly, you need 5+ Ranks in Medicine and 6+ Computers total value.

HAND-HELD MEDICAL SCANNER

A high-tech device. Using it on a patient is a Full-Round action. Provides a +2 bonus to any subsequent Medicine check. To use it properly, you need 5+ Ranks in Medicine and 6+ Computers total value.

ADVANCED MEDICAL SCANNER

A large hand-held device. Using it on a patient is a Full-Round action. While performing any Medicine checks, it provides +1 bonus for every 6 points of Medicine total value you have, as well as allows to re-roll a result of '1' on your Red Dice.

ENGINEERING EQUIPMENT

AUTO HACKER

(crit fail on 1-2)

This clever, little, extremely expensive device can automatically hack into computer systems. Several tiers exist: the cheapest (around the cost of two modern armors) have effective skill of 15, while the best are at 25.

IMPLANTS

[This section is just a stub.]

BIOLOGICAL ENHANCEMENTS

REGROWN BODY PART

When a body part, like a limb or organ, is lost, it can be replaced by a new one, biologically identical to the former. This process uses cloning technology based on stem cells and is rather low-tech, though it requires complex equipment, long-term intensive care and lasts *months* of hospitalization, since the new body part is cultivated right on the patient.

Naturally, some body parts — most notably the brain — cannot be regrown.

CYBERNETIC ENHANCEMENTS

PROSTHETIC BODY PART

Even though most civilizations have access to the cloning technology, some individuals prefer to find cybernetic replacements, such as prosthetic arm, artificial eye etc. Prosthetics are more crude than real ones, resulting in less agile responses or poor communication with the body, but they can be installed much faster and generally cheaper; they are especially common at war, when soldiers cannot afford a few months home just to get a new leg.

Prosthetic limbs are of similar weight as the real limb, but somewhat stronger. Nevertheless, they less agile [mechanics here???] Prosthetic limbs may (and often do) feature additional systems, like communicators, watches, computers, flashlights, hidden weapons, or just small containers for storing important or illegal objects.

Prosthetic internal organs, such as heart, liver or eye, are comparable to the real deal, but they have only limited communication with the body; for example, an artificial heart can interpret commands like "go faster!" from the nervous system, it won't adjust its pace to the needed level as precisely as a real one would. [mechanics here???]

MMI HUB

Even though many examples of advanced technology use mind connection to operate, they generally do so non-invasively, using short-range waves (often through special helmets). An MMI Hub is different: it's an actual cybernetic implant that must be installed directly on the spine or brain, usually on the back of one's neck. This hub features a standard connection port with a plug allowing it to be linked up to any

advanced computer system, allowing for much faster data transfer. Such broadband links are unnecessary for normal users, but they are vital to some advanced software users, most notably hackers and some pilots.

This implant is relatively sturdy, but still prone to damage due to its location and delicate parts. If destroyed with force, or electrocuted, it may cause additional damage to brain tissue it is connected with. [mechanics here???

ENHANCED OCULAR IMPLANT

This artificial eye is not just a replacement, it has some extra functions normally inaccessible to human sight. Normally it allows its user to see infra-red or ultra-violet radiation, heat, light too weak to be detected normally etc., but some rare ones may have more exotic modes. The price does not include the basic ocular implant.

ENHANCED HEARING IMPLANT

Enhanced hearing implant is hidden in the middle ear and normally invisible to casual eye. It allows the user to hear sounds normally too faint (as long as it's reasonably quiet around him) and/or broader frequencies.

Some users maintain that such implants enhance one's ability to appreciate music; this has not been definitely confirmed, but they are a fad in many subcultures.

AUTOMATIC INJECTOR

This implant contains a few dozes of any drug and can be programmed to inject them in a specific pattern or in response for a specific physiological mark (for example: in case of intensive pain, inject a painkiller). They normally hold up to 10 doses and are invisible from outside (most commonly installed in mouth area, for easy access).

NEURAL STIMULATOR

A neural stimulator is a whole system of implants that are placed near and plugged into crucial points of the nerve system. Their purpose is to increase speed of electric impulses in the nerves by intercepting them and sending them onwards much faster, then release them back to the system. Such quickened reactions are seldom really beneficial, but in some instances may prove valuable. [mechanics here]

Note that these implants work best on long-distance nerve paths, especially the brain-feet communication. They do not help to see faster (as the eye-brain path is very short) and they certainly don't allow people to think faster.

INTERNAL MEMORY CHIP

This chip may be used for storing any digital information, but is normally used as a proof of identity or other personal data. For example, in some areas it is common to

use internal memory chips for storing medical information, just to ensure that the patient always has their complete medical records on them.

INTERNAL MICROCOMPUTER

This implant is just a small computer, usually hidden from a layman's eye. It can do anything a normal computer does, though usually these are specific machines that may be controlled with a simple nerve connection (like the one artificial limbs use). This and some training allows the user to initiate the implant's basic functions (like running specific programs) without anyone noticing, but the implant may also be accessed with standard means — usually remotely. Needless to say, such technology is expensive, crude, uncomfortable and completely pointless to an average citizen.

INTERNAL TRANSLATOR

Actually a specialized form of internal microcomputer, an internal translator works the same way as an original translator, but is hidden from view and will always be with you. The only problem with this gadget is that it needs periodic maintenance (sometimes involving surgery), but this applies to most cybernetics.

HIDDEN GADGET

For a price, one can modify their body by implanting in it a small system containing a miniature compartment and some tiny device. Such implants were theoretically meant for professionals, but they're generally too conspicuous to be useful in deception (they can be easily hidden under clothing, but are somewhat obvious when uncovered). Therefore hidden gadgets are mostly a cultural thing, allowing for constant access to devices like: cigarette lighters, tiny blades, memory crystals and so on. Since most main cultures would think it pointless to modify one's body for such trivial reasons, hidden gadgets are typical for certain subcultures, most notably technophiles and decadents.

SKILL CHIPS

Hooked into a brainjack, they give a short boost to one group of skills, but penalties to another. They last for 1 hour before burning out, but since they are often based on the neural patterns of real people, some side effects may occur. Roll Willpower when the chip is attached, DC 35 (with the character's original willpower roll). If they pass, no side effects. If they fail by 10 or less, the side effects only last while the chip is in effect. Failing by more than ten means it lasts all day, and a critical failure means it lasts 1d4 days. They cost 500 Crowns each.

Hardboiled Detective

+5 Awareness/Close Combat/Stealth

+3 Initiative/Erudition/Dodge

-5 Willpower/Gunnery/Hard Science

-3 Persuasion/Medicine/Long Arms

Side Effect: Intense craving for Alcohol of all kinds, whiskey more than anything. Any time an alcoholic beverage is in sight, a DC 20 willpower test is needed to not start trying to imbibe said alcohol provided doing so won't get them killed. Failing this test may make further tests harder as drunkenness erodes the user's will.

Engineer

+5 Engineering/Computers/Hard Science

+3 Sensors/Erudition/Awareness

-5 Persuasion/Close Combat/Long Arms

-3 Dodge/Willpower/Psychology

Side Effect: Manic Depressive tendencies. Any time the character is either injured (taking 1 point of damage or more) or more than about 30 minutes passes with nothing interesting happening (IE: a bus ride), they switch moods.

Pilot

+5 Piloting/Gunnery/Sensors

+3 Astrogation/Initiative/Awareness

-5 Long Arms/Launchers/Willpower

-3 Erudition/Melee/Close Combat

Side Effect: Attraction towards just about anything sentient. A DC 20 Willpower test is required to refrain from trying to chat up nearby characters, though the chip also does nothing to help the user in that matter, which may leave them simply awkwardly hitting on anything that moves if they aren't the social type.

Sniper

+5 Long Arms/Awareness/Stealth

+3 Initiative/Willpower/Dodge

-5 Persuasion/Close Combat/Launchers

-3 Melee/Medicine/Dodge

Side Effect: Instills a God Complex in the user, and makes them rather vocal about it.

Survivalist

+5 Planetology/Medicine/Engineering

+3 Long Arms/Awareness/Stealth

-5 Psychology/Xenology/Erudition

-3 Piloting/Hard Science/Persuasion

Side Effect: Extreme mistrust of authority figures, especially government appointed ones.

CHARACTER CREATION & ADVANCEMENT

This chapter describes how to make a player character and how to advance them.

CHARACTER CREATION

The process goes as follows:

1. Distribute 40 points amongst the Stats (heroic character), minimum is 2, maximum is 6

Strength	Dexterity	Wisdom
Agility	Perception	Intellect
Constitution	Spirit	Charisma

2. Choose one or two Professions (they give skill ranks). In addition, you receive 10 Experience Points to spend on extra skill ranks.

SKILLS

0: Untrained, 1-4 Beginner, 5-8 Advanced, 9-12 Expert, 13-16 Master

Each skill has its own governing stat(s), which provide a Bonus to it.

The total value of an Untrained skill is halved (round down).

General	Combat	Technology	Science
Initiative (Per x2)	Close Combat (Agi+Dex)	Piloting (Per+Dex)	Medicine (Int+Wis)
Endurance (Con x2)	Long Arms (Dex x2)	Gunnery (Per+Int)	Hard Science (Int x2)
Willpower (Spr x2)	Launchers (Wis+Dex)	Astrogation (Int+Wis)	Planetology (Int+Wis)
Persuasion (Cha x2)	Awareness (Per x2)	Sensors (Per+Wis)	Xenology (Int+Cha)
Dodge (Per+Agi)	Stealth (Agi+Wis)	Engineering (Int+Dex)	Psychology (Wis+Cha)
Athletics (Str+Agi)	Melee (Agi+Spr)	Computers (Int x2)	Erudition (Wis x2)

Advancement costs (+1 to skill) depend on the current skill level:

Untrained: 3 ; Beginner: 1 ; Advanced: 2 ; Expert: 3; Master: 4

PROFESSIONS

(take 2 and sum up the lower numbers, or take one and take the higher number PLUS a single perk from the selection of four; you still must meet the prerequisites)

PILOT	HELMSMAN
+5/9 Piloting +4/7 Initiative +4/7 Gunnery +3/5 Endurance +3/5 Sensors +3/5 Astrogation +2/3 Planetology +2/3 Computers +2/3 Close Combat	+5/9 Astrogation +4/7 Sensors +4/7 Computers +3/5 Piloting +3/5 Engineering +3/5 Willpower +2/3 Xenology +2/3 Gunnery +2/3 Initiative
- Combat Pilot - Evasive Maneuvers - Barrel Flip - Courageous Pilot	- Tactical Officer - Hyperspace Navigator - 3-D Conscious - Mad Typing Skills
SOLDIER	DOCTOR
+4/7 Long Arms +4/7 Endurance +4/7 Dodge +3/5 Athletics +3/5 Willpower +3/5 Initiative +2/3 Close Combat +2/3 Launchers +2/3 Melee +2/3 Awareness +2/3 Gunnery	+5/9 Medicine +4/7 Psychology +4/7 Willpower +3/5 Persuasion +3/5 Erudition +3/5 Computers +2/3 Xenology +2/3 Awareness +2/3 Endurance
- Grenadier - Three Rounds Rapid - Sniper - Heavy Weaponry	- Psychiatrist - Surgeon - Pathologist - Microbiologist
COLONY ENGINEER	STARSHIP ENGINEER
+5/9 Engineering +4/7 Planetology +4/7 Endurance +3/5 Willpower +3/5 Awareness +3/5 Athletics +2/3 Long Arms +2/3 Initiative +2/3 Medicine	+5/9 Engineering +4/7 Hard Science +4/7 Computers +3/5 Sensors +3/5 Piloting +3/5 Endurance +2/3 Close Combat +2/3 Melee +2/3 Willpower
- Geologist - Constructor - Maintenance Technician - Explosives Handling	- Engine-zerker - Maintenance Technician - Nuclear Physicist - Zero-G Training

SCIENTIST	WHITECOLLAR
+6/11 Hard Science +4/7 Computers +4/7 Xenology +3/5 Planetology +3/5 Sensors +2/3 Erudition +2/3 Persuasion +2/3 Engineering	+6/11 Computers +4/7 Persuasion +4/7 Psychology +3/5 Awareness +3/5 Erudition +2/3 Engineering +2/3 Willpower +2/3 Athletics
- Scientific Method - Nuclear Physicist - Dimensional Physicist - Theoretical Base	- Mad Typing Skills - Data Hunter - Charmer - I Know It For a Fact
NATURALIST	EMISSARY
+5/9 Planetology +4/7 Willpower +4/7 Persuasion +3/5 Endurance +3/5 Athletics +3/5 Awareness +2/3 Psychology +2/3 Medicine +2/3 Xenology	+5/9 Persuasion +4/7 Xenology +4/7 Erudition +3/5 Psychology +3/5 Willpower +3/5 Stealth +2/3 Awareness +2/3 Computers +2/3 Sensors
- Climatologist - Farmer - Enviromental Expertise - Animal Handling	- Xenopsychologist - Mostly Harmless - Diplomacy - Body Language
EXPLORER	ADVENTURER
+4/7 Piloting +4/7 Awareness +4/7 Willpower +3/5 Planetology +3/5 Sensors +3/5 Erudition +2/3 Endurance +2/3 Engineering +2/3 Persuasion +2/3 Medicine +2/3 Xenology	+4/7 Dodge +4/7 Close Combat +4/7 Melee +3/5 Persuasion +3/5 Initiative +3/5 Psychology +2/3 Awareness +2/3 Engineering +2/3 Piloting +2/3 Stealth +2/3 Willpower
- Overland Navigation - Rationalize - I Know It For a Fact - Environmental Expertise	- Skilled Gambler - Deft Hands - Unarmed Combat - Heedless
GUNNER	RANGER
+5/9 Gunnery +4/7 Sensors +4/7 Engineering +3/5 Piloting	+5/9 Athletics +4/7 Planetology +4/7 Endurance +3/5 Long Arms

+3/5 Endurance +3/5 Initiative +2/3 Close Combat +2/3 Computers +2/3 Awareness	+3/5 Engineering +3/5 Awareness +2/3 Stealth +2/3 Willpower +2/3 Medicine
- Missile Specialist - Door Gunner - Warship Gunner - Maintenance Technician	- Skilled Climber - Skilled Swimmer - Tracking Expert - Will To Survive
STALKER	INVESTIGATOR
+5/9 Stealth +4/7 Awareness +4/7 Close Combat +3/5 Melee +3/5 Athletics +3/5 Initiative +2/3 Endurance +2/3 Willpower +2/3 Dodge	+5/9 Erudition +4/7 Persuasion +4/7 Awareness +3/5 Psychology +3/5 Initiative +3/5 Willpower +2/3 Stealth +2/3 Athletics +2/3 Piloting
- Silent Moves - Knife Thrower - Lightning Reflexes - Backstab	- Private Eye - City Hunter - Bully - That Looks Familiar
ENFORCER	SAGE
+5/9 Close Combat +4/7 Willpower +4/7 Endurance +3/5 Initiative +3/5 Dodge +3/5 Melee +2/3 Awareness +2/3 Athletics +2/3 Psychology	+6/11 Willpower +4/7 Psychology +4/7 Erudition +3/5 Persuasion +3/5 Endurance +2/3 Medicine +2/3 Awareness +2/3 Xenology
- Shotgun Blast - Rush-In - Tough As Nails - Interrogation	- Great Focus - Educated - Emotion Control - Meditative Trance
WARRIOR	MERCHANT
+5/9 Melee +4/7 Dodge +4/7 Endurance +3/5 Willpower +3/5 Athletics +3/5 Initiative +2/3 Awareness +2/3 Medicine +2/3 Psychology	+5/9 Psychology +4/7 Persuasion +4/7 Erudition +3/5 Initiative +3/5 Awareness +3/5 Endurance +2/3 Willpower +2/3 Dodge +2/3 Computers
- Fencing	- Haggler

<ul style="list-style-type: none"> - Unarmed Combat - Spear Fighting - Nerves of Steel 	<ul style="list-style-type: none"> - Appraisal - Deft Hands - That Looks Familiar
PSIONIC	NOBLE
2 Perks from the list: <ul style="list-style-type: none"> - Latent Psionic Talent - Wild Psionics - Psionic Deftness - Psionic Understanding - Psionic Muscle - Psi Training I (must be able to buy a psionic ability after selecting starting perks) <ul style="list-style-type: none"> - Single Psionic Ability - 1 Rank in 3 skills of choice 	<ul style="list-style-type: none"> +4/7 Persuasion +4/7 Willpower +4/7 Erudition +3/5 Melee +3/5 Awareness +3/5 Psychology +2/3 Xenology +2/3 Close Combat +2/3 Long Arms +2/3 Endurance +2/3 Dodge
If Taken as a Double Profession: <ul style="list-style-type: none"> - Get an extra perk from the above list - Get two extra Psionic Abilities - +2 ranks to each of your chosen three skills 	<ul style="list-style-type: none"> - Fencing - Leadership - Acute Smell and Taste - Been There, Done That
ATHLETE	CELEBRITY
<ul style="list-style-type: none"> +6/11 Athletics +4/7 Endurance +4/7 Willpower +3/5 Medicine +3/5 Initiative +2/3 Psychology +2/3 Dodge +2/3 Persuasion 	<ul style="list-style-type: none"> +6/11 Persuasion +4/7 Psychology +4/7 Awareness +3/5 Erudition +3/5 Initiative +2/3 Athletics +2/3 Willpower +2/3 Endurance
<ul style="list-style-type: none"> - Exceptional Stamina - Skilled Swimmer - Trained Athlete - Fast Like Wind 	<ul style="list-style-type: none"> - Celebrity - Silver Tongue - Natural Grace - Captivating Dance

PERKS

- You gain 1 Perk per every 10 Total Experience you have. A new character receives one extra perk. This means you get to choose 2 perks at the start (3, if taking only a single profession).
- You gain 1 extra Perk every 100 Total Experience you have. This can be a Super perk, normally unavailable.

HIGH XP LEVELS

101-300

- All XP costs double

- You get Perks every 20 points
- Maximum skill level is increased to 17

301-600

- All XP costs triple
- You get a perk every 30 points
- Maximum skill level is increased to 18

601-1000

- All XP costs x4
- A perk every 40 points
- Maximum skill level = 19

Over 1000

- All XP costs x5
- A perk every 50 points
- Maximum skill level = 20

ALTERNATIVE CHARACTER CREATION METHODS

Heroic Character

40 Stat points, 2 Professions OR Double Profession

2. Expert Character (bit slower start, more skills, less Perks/Stats):

35 Stat points, 1 Profession, starts at -35 XP, Perk every 15 points, gets free Stat point at 0, 35 and 75 xp

3. Talented Character (much slower start, more Perks, less Stats):

35 Stat points, no Profession, starts at -65 XP, Perk every 15 points, gets free Stat point at -45, -15, +15, and +45 xp.

4. Young Hero Character (slowest start, greatest power):

30 Stat points, no Profession, starts at -80 XP, Perk every 15 points, 0 Free XP, gets free Stat point every 10 XP up to 0 xp, then at +15, +35, +65 and +95 XP.

5. Commoner Character (slower start, good skills, least potential):

30 Stat points, no Profession, starts at -60 XP, Perk every 20 points, 20 Free XP, gets free Stat point at -45, -25, +5, +35, +65 and +95 xp.

- After reaching 100 XP, all characters are governed by the same advancement rules.

- Regardless of Starting XP, all characters have 10 Free XP and 2 perks (unless stated otherwise).

- Negative XP: character gains Free XP normally, but doesn't gain Last Chances.

- Maximum Skill level allowed: Below -40 XP: Beginner, -40 to -20 XP: Advanced, -19 to +0 XP: Expert

STAT LEVEL ORIENTATION TABLE

Strength	Diagnosis
6	You'll be able to use most good weapons, and your fists can kill people.
5	You'll be able to use some good weapons.
4	You'll be able to use some decent weapons.
3	Forget about melee, and trust that your standard issue lasgun is enough (it isn't).
2	Do not shoot unless you have an escape route ready. From close range, do not shoot at all.

Agility	Diagnosis
6	Good ninja material.
5	You might become a ninja, maybe.
4	You can swing either way. Meaning, balanced soldier OR heavy support.
3	Good armor is advised.
2	You'd better wear heavy armor and, for God's sake, don't get into melee.

Constitution	Diagnosis
6	You're going to be fine.
5	Be careful, getting shot or exploded is dangerous.
4	You're walking on thin ice there.
3	Things aren't looking too good. To be honest, they look terminally bad.
2	You are so dead.

Dexterity	Diagnosis
6	Go Long Arms and kill people left, right and centre.
5	Decent with ranged weapons.
4	Passable with ranged weapons, might be a decent close combat quarters specialist/launcher operator if your other stat is maxed out.
3	Forget about shooting straight, all right? Or use shotguns. From close range. Or maybe flamethrowers.
2	Keep away from any ranged weapons. They're dangerous, you know.

Perception	Diagnosis
6	Advised for scouts and pilots and flyboys of all stripes. Also, you're likely to go first. Use that well. Advised for smart and sociable players, then.
5	More quick and scouty than not.
4	Just do your thing, you don't suck.
3	Do the fighting or the thinking. Let the others do the scouting and the flying. Your Dodge and Initiative skills are going to suck, but well, still buy them.
2	Buying ranks in Awareness, Sensors or Piloting is just a waste of your time. Seriously. And do not get exposed to accurate fire.

Spirit	Diagnosis
6	+2 to any stat right off the bat? How does that sound?
5	Potential for greatness. At least that much is advised for melee fighters.
4	Might be... useful?
3	Dumpstat gonna Dumpstat, eh?
2	Melee is a Big Nope for you.

Wisdom	Diagnosis
6	Probably too wise for your own good, hope you know what you're doing.
5	Wisdom aplenty. Good to have if you are a doctor or a talker. Or a stalker.
4	Let's be honest here, you just want to hit stuff with rockets?
3	Dumpstat gonna Dumpstat, eh?
2	Never ever play poker. Well, unless it's strip poker.

Intellect	Diagnosis
6	The amount of tinkering you'll be able to perform will exceed any bounds.
5	Brainy enough to have fun with tinkering and pimping up of all sorts.
4	Jack of all trades, are we? Required for many perks.
3	Dumpstat gonna Dumpstat, eh?
2	See that right half of the skill table? Forget it.

Charisma	Diagnosis
6	Fuck (up) everything and everyone, including the GM, with your godly persuasion skills!
5	Short on stat points? Or what? Well, honestly, it's almost as good as 6, anyways.
4	Doctors: you need exactly as much. Oh, and it's just the right number for the GM to like you.
3	Oh, so you DO have some shame?
2	Beware! We have a min-maxer here! GM's hatebait.

SKILL LEVEL ORIENTATION TABLE

Total Skill Bonus	Rank
5 or less	Just don't.
6-10	Layman, may try to give a shot at actually doing something.
11-15	Trainee, should be supervised unless doing basic tasks.
16-20	Apprentice, can be left alone to handle normal stuff.
21-25	Professional, can handle difficult situations.
26-30	Expert, such skill level is very rare and valuable.
31+	Master, downright amazing ability.

RACIAL MODS

The player character may come from one of the four "races" which are common on Earth: humans, hybrids, lamias or just mutants. If you choose a race other than human, apply its racial modifiers to the character. This means that some stats can go below the standard minimum of 2 or above the standard maximum of 6.



Races included in this chapter are reasonably balanced against one another. Some other races are generally weaker or stronger than these; these races are meant to be NPCs, but of course you can use them as characters for your games if you like.

Human

Baseline humans are the same as those who always lived on Earth, at least on the outside (some genetic variation is present, but it has no special effects on their statistics, appearance and social status). They possess no special advantages or disadvantages.

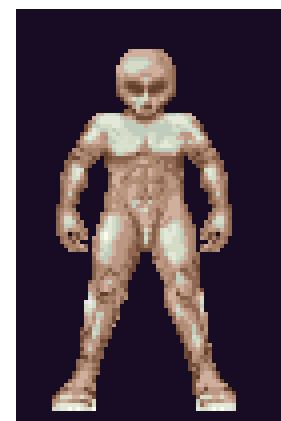


Hybrid

Hybrids are half-breeds who possess both human and Reticulan (Sectoid) genes. They are somewhat weaker than humans, but generally more intelligent and better predisposed to psionics.

+1 Intellect

-1 Strength



-2 Endurance

Natural night vision, Light vulnerability

+1 Psi Power & Psi Control

Lamia

Lamias are a stable strain of centauroid mutants: half-humans, half-snakes, created in Star Gods' experiments. They are strong and tough, but not very good at psionics.

+1 Strength

+2 Natural Armor

-2 Psi Power & Psi Control

-4 Athletics

Natural night vision

Non-standard Body Plan: requires special lower armors

Mutant

Mutants are a collective name for various freakish humanoids that normally gather in mutant communities. They significantly differ from one another, but are bound by a common goal of protecting themselves from oppression through an organization called "Mutant Alliance". They are widely disliked by most Earth cultures as freaks and rebels, and often bandits.



-1 Charisma vs. non-mutants

Roll a die: on 1-4 you get one mutation, on 5 you get 1d3 mutations, on 6 you get 1d6 mutations. Roll on mutations table to determine mutation effects.

Mutation Table

Mutation table is used when determining a mutant characters' starting mutations, but may also apply during a campaign. The GM can use it for making colorful NPCs.

Roll for as many mutations as required. For normal mutants, roll d6: on 1-4 you get one mutation, on 5 you get 1d3 mutations, on 6 you get 1d6 mutations. Each mutation can only be acquired once.

1d100	Mutation	Mechanics	Notes
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01	Reduced Limbs	-1 Strength	
02	Enlarged Limbs	+1 Strength	
03	Muscle Atrophy	-1 Agility	
04	Powerful Muscles	+1 Agility	
05	Ailing	-1 Constitution	
06	Inhuman Health	+1 Constitution	
07	Idiotic	-1 Intellect	
08	Brainy	+1 Intellect	
09	Misshapen Face	-1 Charisma	
10	Animal Magnetism	+1 Charisma	
11	Webbed Fingers	-1 Dexterity, +8 to Athletics for Swimming tests	Compare Deep Ones.
12	Extra Arm	-1 Agility, +1 Dexterity	An additional arm that functions normally.
13	Gaunt	+1 Agility, -1 Toughness	
14	Prehensile Tail	+1 Agility, -2 AC	A tail that functions normally and can manipulate objects at -8.
15	Club-like Tail	-2 AC, gives additional attack at -4 to hit and +1/2 unarmed damage	
16	Albino	Light vulnerability (minor), dark vision (minor), -1 Endurance, +1 Stealth	White skin, red eyes. Albinos tend to gather into subterranean communities.
17	Jet-Black Skin	+4 to Stealth checks in the dark	Stealth bonus lost when wearing clothes
18	Animalistic Mind	+2 Perception, -1 Intellect, -1 Charisma	
19	Long Neck	+1 Perception, -1 AC, -2 Death Threshold	
20	Thorns	+2 Unarmed damage, +6 Grappling, -1 Agility	
21	Third Eye	+4 Launchers, +2 Piloting, -1 Constitution	
22	Extra Joints	+1 Agility, -1 Toughness	
23	Beak	+1 damage from headbutts	
24	Electric Touch	+1 Unarmed Damage, +1 Engineering, -4 Endurance	
25	Fur	+1 Natural Armor, +2 Endurance vs. Cold, -2 Endurance vs. Hot, -2 AC	
26	Hunchback	-1 Agility, -1 Charisma	
27	Rooster's Crest		
28	Mane		

29	Brightly-colored skin	-4 Stealth, +2 to Persuasion tests when performing	
30	Cyclops	-2 Close Combat, -4 Long Arms, +2 Awareness, better night vision (none to minor, minor to major)	
31	Snake tongue	+1 Spot, -1 Persuasion	Speech impediment
32	Hard skin	+1 Natural Armor, -1 AC	
33	Beastman	+1 Strength, +1 Agility, +1 Constitution, +1 Perception, -2 Intellect, -2 Charisma, +4 to weather tests	
34	Scales	+2 Natural Armor, -2 AC	
35	Tentacle arms	+1 Strength, Standard Reach when unarmed, -4 to manipulating objects	
36	Small tentacles	1d3 small tentacles (in addition to arms), -4 to manipulating objects	
37	Jumping legs	+8 to Athletics rolls when jumping, -1 Wound Threshold	
38	Muton strain	+2 Strength, +2 Constitution, +1 Toughness, -1 Intellect, -1 Wisdom, -5 Psi Power	
39	Random Perk		Doesn't need to fulfill prerequisites
40	Eyes on Stalks	+1 Perception, -3 AC, -1 Wound Threshold	
41	Scorpion Tail	-2 AC, gives additional attack at -4 to hit that poisons	
42	Horns	gives additional attack at -4 to hit and double unarmed damage	Cannot use helmets or full body armor unless adapted
43	Claws	Unarmed attacks deal slashing damage	
44	Horrible Smell	-2 Charisma, -4 Stealth	
45	Transparent Skin	Light vulnerability (major), dark vision (minor)	
46	Bird Feet		Cannot use shoes or full body armor unless adapted
47	Hooves	+2 Unarmed Damage when kicking	Cannot use shoes or full body armor unless adapted
48	Fast Regeneration	Recovery rate +3	Can regenerate limbs
49	Feathers	+2 to weather tests	
50	Savage Teeth	+2 Unarmed Damage when biting	
51	Predator	+1 Perception, +2 Melee, -2 Persuasion, needs meat	
52	Bulging Eyes	+1 Initiative, -4 Charm rolls	Wider vision angle
53	Unnatural Hair Color		
54	Animal Face	-1 Charisma, +4 to intimidation rolls, +2	An animal of choice

		Awareness	
55	Bat Ears	+2 Awareness, night vision (major), -1 AC	
56	Moé	+4 to Charm rolls, -8 to Intimidation rolls	
57	Gills	Allows breathing underwater, -2 Endurance	
58	Giant pincer arm	Replaces arm, is treated as a melee weapon d6+Str (slashing), -1 Agility	Can only use one-handed equipment
59	Lobsterman Strain	Gets two additional arms with pincers (damage from attacks with them deal d6+Str/2 damage), -1 Agility, -4 AC, +6 Parry AC	
60	Frog Tongue	Sticks to surfaces with $\frac{1}{4}$ of your Strength at +4 to-hit, -2 Persuasion	Speech impediment
61	Cowman	+1 Strength, +2 Toughness, -2 Intellect, is herbivore, gets Horns mutation automatically	Effectively a minotaur — another by-product of alien research on cattle
62	Web spinning	May spin web at a cost of 4 Fatigue per 1 meter	The strand is strong enough to safely withstand 4 times as much as the mutant weighs
63	Animal Ears		An animal of choice
64	Bug Eyes	+1 Perception, -6 Awareness, -1 Charisma	Wider vision angle
65	Antennae	+1 Perception, -2 Stealth	
66	Rodent Teeth	-2 Persuasion	Speech impediment
67	Slimy	+2 Parry AC, +4 to Grapple checks, -1 Charisma, -4 Endurance vs. Hot	Parry and Grapple bonus lost when wearing clothes
68	Firefly	Fluorescing body parts (as flashlight at will, costs 1 Fatigue per 5 minutes), -2 Endurance, +2 to Charm rolls	
69	Venom Bite	Bite poisons victims	Comes with cobra teeth
70	Siren Strain	+4 to Charm rolls	
71	Chameleon Skin	+4 to Stealth checks, +1 Persuasion, -1 Endurance	Stealth bonus lost when wearing clothes
72	Infravision	Night vision (major)	
73	Hermaphrodite		Two fully functional sets of genitals
74	Two Hearts	+4 Endurance, -8 to tests vs. lack of oxygen	
75	Vulture's Stomach	+8 to rolls vs. food/water poisoning and disease	Is carnivore
76	Omnivore	+4 to rolls vs. food/water poisoning and disease	
77	Genetic Knowledge	+2 to a random Science or Technology Skill	
78	Natural Talent	+2 to a random General or Combat Skill	
79	Lethal Strain		You cannot reproduce
80	Adrenaline Rush	+1 Spirit, -1 Wisdom, -2 Psi Power	
81-90	Re-roll	Roll dice again.	
91-95	Get two	Roll again, twice	

	mutations	
96-00	Choose one mutation	Whatever, it's your character after all.

TRAITS

Traits are an optional feature for making a player character, giving them a particular feel emphasized by some bonuses and penalties. It generally describes their background or character type. You can take up to one trait.

ARISTOCRATIC

Pros: +2 Erudition

Cons: -2 Willpower

BORN WARRIOR

Pros: You receive a +1 bonus to Melee, Willpower and Initiative. In addition, all Combat and General skills count as Trained for you, even if you have no Ranks in them.

Cons: You suffer a -3 penalty to Hard Science and Computers.

CITY-DWELLER

Pros: +2 Persuasion

Cons: -2 Willpower

CLOSE-MINDED

Pros: Your Charm and Confusion Resistances are increased by +5 each, and you receive +2 Willpower bonus. Your Willpower always counts as Trained, even if you have no ranks in it.

Cons: You suffer a -2 penalty to your Persuasion, Erudition, Xenology and Hard Science.

EMPATHIC

Pros: You receive +2 Persuasion and +1 Psychology. The *Psionic Training (I)* perk increases your Psi Power and Psi Control by +3 instead of +2. Persuasion always counts as trained for you, even if you have no ranks in it.

Cons: You lose 5 Confusion and Charm Resistance.

GOOD NATURED

Pros: You receive a +1 bonus to all Science skills and Persuasion.

Cons: you suffer a -1 penalty to Melee, Close Combat, Long Arms, Gunnery and Launchers skills, and your Charm Resistance is decreased by 5.

MAN OF THE LAND

Pros: You receive two perks from the list: *Trapper*, *Farmer*, *Animal Handling*, *Overland Navigation*, even if you don't meet prerequisites for them.

Cons: You lose one perk (so you normally start the game with just one free perk, two perks provided by this trait, and a perk provided by a double profession - if you've taken it). If you select any profession that contains any of the following skills: *Astrogation*, *Sensors*, *Computers*, *Hard Science*, *Xenology*, you must trade these skills for different skills of your choice, drawn from General and Combat categories and not already contained in this profession (but if you select two professions, you are allowed to change a skill contained in one profession into a skill contained in the other one). In addition, you must pay 2 xp (so you may only spend 8).

NATIVE ENVIRONMENT

Pros: You receive an extra perk, *Environmental Expertise* (corresponding to your native environment type), even if you do not meet prerequisites for it. In addition, your Planetology skill counts as trained (even if you have no ranks in it) for any checks regarding your native environment.

Cons: You receive a selection of penalties dependant on your environment:

- Desert: -2 Endurance vs. Cold
- Frozen: -2 Endurance vs. Hot
- Jungle: -2 to navigation checks in non-forest environment (but not to *Astrogation* checks)
- Mountains: -2 Athletics in swimming checks
- Ocean: -2 Athletics in climbing checks

PROL

Pros: +3 Fatigue, Endurance always counts as Trained

Cons: -2 Psychology

SAVANT

Pros: Your *Hard Science* and *Computers* are based on Int x 2.5 now, and you roll Int x 2.5 on all Int checks. In addition, you receive +1 to *Xenology* and *Astrogation*.

Cons: you receive -2 penalty to Initiative, Dodge and Awareness, and your Persuasion and Psychology skills always count as Untrained, and you can't buy any Perks based on either skill, even if you possess enough ranks.

SCUMBAG

Pros: +5 Charm Resistance, +1 Awareness, +1 Initiative

Cons: -1 Wisdom, min Wisdom & max Wisdom

SPACER

Pros: Your DC of all Endurance checks against heavy-G forces is decreased by 5, you also receive +1 Piloting bonus, +2 Fatigue and you count all Technology skills as Trained, even if you have no ranks in them. In addition, you receive *Zero-G Training* as an extra perk.

Cons: You suffer a -3 penalty to Endurance.

TECHNO-JUNKIE

Pros: +1 to Piloting, Sensors, Computers, Hard Science, Xenology and Erudition.

Cons: -1 to all General Skills.

THE CHARIOTEER

Pros: You receive +1 Piloting bonus, as well as +2 Piloting bonus when driving land vehicles and +3 Fear Resistance.

Cons: You suffer -2 Erudition penalty.

THE FORTUNATE

Pros: +1 Last Chance

Cons: You must pay 6 xp (so you may only spend 4).

THE LOVER

Pros: +1 Charisma and min. Charisma.

Cons: -10 Charm Resistance

THE MAGICIAN

Pros: You receive free *Theoretical Base* perk, without the need to fulfill any prerequisites for it.

Cons: -5 Confusion Resistance

THE JUDGE

Pros: You receive +2 bonus to all Psychology checks to detect if someone's lying, as well as +1 Psychology bonus and +3 Confusion Resistance.

Cons: You suffer -2 Persuasion penalty.

WHIZ KID

Pros: You receive a +1 bonus to Hard Science, Computers and Engineering. In addition, all Technology and Science skills count as Trained for you, even if you have no Ranks in them.

Cons: you suffer a -1 penalty to all Agility-based skills.

PERKS LIST

Perks are special bonuses or extra abilities. You may choose new perks as your character progresses (see advancement rules).

Note on Preqs: if you have a perk you no longer meet preqs for, you keep it, but it ceases to function.

COMMON

BASIC (No Preq)

ANIMAL HANDLING

Preq: -

Benefit: You can use Persuasion to handle animals. When doing so, add your Spirit to your Persuasion checks and count the skill as Trained even if you have no ranks in it.

Normal: Animal Handling is a (Spirit x 2) check.

BULLY

Preq: -

Benefit: You can add your Strength to Persuasion checks (up to +8) to intimidate people, but if you decide to do so, every failure counts as a critical failure.

COME GET SOME

Preq: -

Benefit: You may ignore effects of fear as long as you're attacking the source of it. To use this benefit, you must attack an enemy with a melee or ranged attack the next round you get. The "enemy" might be just a guy you don't trust, but an invisible straw man won't do. If you're no longer able to attack the source of your fear, and it isn't neutralized, the effects of fear start to affect you normally.

EXPLOSIVES HANDLING

Preq: -

Benefit: When handling explosives, your Engineering skill counts as trained and you count as having 4 extra ranks in it (up to your maximum allowed rank).

If you have fashioned an explosive trap, and it hits someone, it always counts as a direct hit (with the exception that Dodge is still allowed), ie. you automatically get the maximum result on one of your damage dice (thus, a C-4 packet inflicts 3d6+6 instead of 4d6 damage). If the explosive in question deals multiple damage types, this ability works only on the damage type that inflicts the most damage dice (for example, a Claymore mine still inflicts 1d12 explosive damage, but 3d6+6 instead of 4d6 bullet damage).

ICE COLD

Preq: -

Benefit: Your Charm Resistance is increased by +5, and your Willpower gets a +1 bonus. In addition, you receive +1 HP.

LATENT PSIONIC TALENT

Preq: -

Benefit: Your Psi Power prerequisites for *Psionic Training* perks are decreased by 3. The next Psi Ability you'll buy will have its cost decreased by 2 xp (note that this decreases the basic cost, before multiplying it for characters whose xp total is over 100).

LINGUIST

Preq: -

Benefit: This perk allows you to learn a number of languages (in addition to your mother tongue), dependant on the sum of your Wisdom x2, Intellect and Charisma. Adding these together creates a pool of points that can be used for learning languages (although they can be saved for later, you don't have to spend all points immediately after acquiring this perk). Should your Wisdom, Charisma or Intellect change, this pool is changed as well (which might cause you to forget how to use some languages).

The languages are available at three levels of advancement:

- Cursory (3 points): when entering verbal social interactions with people using this language, or trying to gain information from their writings of any kind, your relevant skills always count as untrained, and you suffer an additional -2 penalty to them.
- Basic (5 points): As above, but the skills do not automatically count as untrained.
- Fluent (8 points): Full command of a language.

These costs can be modified:

- Learning a language similar to one you already know is 2 points cheaper than normally.

- Learning an alien language costs x1.5, but bestows a +2 bonus to your Xenology checks when dealing with that race or their technology (+4 towards the aliens who use the exact language you know, or a technology which uses this language extensively), as long as your command of the language is Basic or better.

Special: You may choose to 'burn' some or all language pool points permanently, exchanging them into XP in a 3:1 ratio (rounding the number of acquired XP down).

LIP READING

Preq: -

Benefit: As long as you're able to clearly see the lips of someone who's speaking, and know their language, you're able to understand what they're saying on a successful DC 15 Wisdom x 2 check (on a sentence per sentence basis).

LOCKPICKING

Preq: -

Benefit: When picking mechanical locks, your Engineering skill counts as trained and you count as having 6 extra ranks in it (up to your maximum allowed rank).

Special: this bonus gets lower as your Engineering gets higher. On Advanced level, you only get +5 ranks, and on Expert and higher, only +4 ranks.

WILD PSIONICS

Preq: -

Benefit: You gain +4 Psi Power, but your Psi Control is decreased by 2, Psi Defense by 6 (-2 net loss), any failed Psi Control roll counts as a Critical Fail.

THROWING ARM

Preq: -

Benefit: You add +2 to your Strength when calculating throwing range and damage. For that purpose, you also count the Launchers skill as Trained even if you have no ranks in it.

ZERO-G TRAINING

Preq: -

Benefit: You no longer count zero-g environment as Difficult Terrain. You receive no skill penalties in zero-G.

Normal: In Zero-G, you receive a -6 penalty to such skills (-8 if your total Endurance is below 11), and it counts as a Difficult Terrain (DC 20) for the purpose of charging/running etc.

ADVANCED

STRONG ARMS

Preq: Strength 4

Benefit: You receive a +1 bonus to Melee and Launchers. You add +1 to your Strength for the purpose of determining by how much you are Encumbered by your readied item.

AWESOME MUSCLES

Preq: Strength 4

Benefit: Your Persuasion skill is now based on (Cha + Str). You receive +1 HP.

Special: You can't take *Physical Charms* or *Commanding Presence* perks.

Normal: Persuasion skill is based on (Cha x 2).

BIG-BONED

Preq: Strength 5

Benefit: Your Endurance counts as Trained **for the purpose of determining your HPs only**, even if you have no ranks in it. You also receive +2 HP. In addition, your Sudden Death Threshold counts as if your Constitution was 1 point higher than it is. However, your Dodge ranks cap is decreased by 7 (normally to 9).

HEAVY WEAPONRY

Preq: Strength 5

Benefit: The effective STR of all weapons (other than Pistols and Subs used as Pistols) is reduced for you by 1.

PHYSICAL CHARMS

Preq: Agility 4

Benefit: Your Persuasion skill is now based on (Cha + Agi). You receive +1 Persuasion bonus. You can replace any Cha x 2 check with a Cha + Agi check. However, for any purpose **other** than charming/impressing/bluffing people, your Persuasion skill always counts as Untrained.

Special: You can't take *Awesome Muscles*, *Commanding Presence* nor *Leadership* perks.

Normal: Persuasion skill is based on (Cha x 2)

DOUBLE-JOINTED

Preq: Agility 5

Benefit: You receive +2 bonus to AC and Dodge checks, as long as you're unencumbered and not wearing Medium or Heavy armor.

PHYSICAL PERFECTION

Preq: Agility 5, Constitution 4, Dexterity 4, Charisma 4, Strength 3

Benefit: You receive a +1 bonus to your Persuasion, +1 to Endurance and +2 to Athletics.

FAST HEALING

Preq: Constitution 3

Benefit: Your Recovery Rate is increased by 1 (or by 2, if your Constitution has an odd value). You also receive +1 Endurance bonus.

ATHLETIC

Preq: Constitution 4, Agility 4

Benefit: You receive a bonus to your Athletics, equal to your Constitution/2 (rounded down). Athletics skill always counts as Trained for you, even if you have no ranks in it. Your Endurance skill always counts as Trained as well, but for the purpose of determining your Fatigue points only.

SURVEYOR

Preq: Constitution 5, Intellect 3

Benefit: You receive +1 bonus to your Hard Science, Engineering and Planetology.

GUNS AKIMBO

Preq: Dexterity 4, Spirit 4

Benefit: You can wield a ranged weapon in each hand and fire them simultaneously at the same target (including in melee or as a part of a charge) more efficiently. You receive a -2 double-wielding penalty to attacks in akimbo mode.

Normal: Firing two Pistols at the same time confers a -6 penalty to both shots, and the shots can't be Aimed. Non-Pistols, in addition, count as having their STR increased by 2 and have their range penalties doubled. You must use the same fire mode on both weapons (burst, full-auto, double tap etc).

AMBIDEXTROUS

Preq: Dexterity 5

Benefit: You can use either of your hands equally well. You receive +1 bonus to Melee, Close Combat and Athletics.

DEFT HANDS

Preq: Dexterity 5

Benefit: You can pickpocket people and perform similar sleigh-of-hand tricks by rolling a special (Dexterity x 4)+2d10 test against their Awareness (penalties may apply if performing a particularly difficult task, like picking someone's gun). In addition, you receive a +1 bonus to Medicine and Persuasion.

Normal: a Stat check is rolled by the formula (Stat x2)+2d10

SEX MACHINE

Preq: Dexterity 5, Wisdom 5

Benefit: You have +4 bonus to any Persuasion rolls against someone during or after making a sex with them (loosely understood foreplay counts). You get +4 bonus to Endurance checks in sex-related situations.

ACUTE HEARING

Preq: Perception 4

Benefit: You receive +4 to your Awareness checks for hearing and locating faint noises.

ACUTE SMELL AND TASTE

Preq: Perception 4

Benefit: You receive +4 to your Awareness checks for noticing and identifying smells and tastes.

INSIGNIFICANT DETAILS

Preq: Perception 5

Benefit: You receive +1 bonus to your Xenology, Psychology and Planetology.

INTENSE TRAINING (x1-4)

Preq: Spirit 2

Benefit: You receive a +1 bonus to a Stat of your choosing, provided the new total (before the racial modifiers) is 6 or less.

Special: You can take this perk up to 4 times, each time the Spirit requirement is increased by 1, up to 5.

WILL TO SURVIVE

Preq: Spirit 3

Benefit: You receive bonus Hit Points equal to your Spirit/2, rounded down. You also receive +1 Endurance bonus.

COMMANDING PRESENCE

Preq: Spirit 4

Benefit: Your Persuasion skill is now based on (Cha + Spr). You receive +1 Persuasion bonus. You can replace any Cha x 2 check with a Cha + Spr check. However, for the purpose of anything else than impressing/giving commands/intimidating, your Persuasion skill always counts as Untrained.

Special: You can't take *Awesome Muscles* or *Physical Charms* perks.

Normal: Persuasion skill is based on (Cha x 2)

PSIONIC MUSCLE

Preq: Spirit 4, Charisma 3

Benefit: You receive a +2 bonus to your Psi Power.

HEEDLESS

Preq: Spirit 5

Benefit: This is a special ability, that may be activated during the initiative rolloff, provided you have an enemy within your charging range. You receive a bonus to your Initiative equal to your Spirit/2. If you use that ability, then in your first round you must charge at an enemy, or run in their direction.

In addition, you may claim a +2 bonus to attack when Charging and 10 m increase of your Charging range, but you suffer a -4 penalty to your AC till the start of your next round if you do so (the penalties are cumulative with the normal -2 charging AC penalty).

TOUGH AS NAILS

Preq: Spirit 5

Benefit: You receive +1 to your Wound Threshold and +2 Hit Points.

TRAPPER

Preq: Wisdom 3

Benefit: You may use either Planetology or Medicine to quarter, skin and make raw materials out of animals; and you can use Planetology to fashion traps. For those purposes, you receive **extra 4 ranks** in both skills (up to your maximum possible rank) and count them as Trained.

In addition, your Medicine always counts as Trained, even if you have no ranks in it, and you receive +2 Stealth bonus in wilderness.

ATTENTIVE

Preq: Wisdom 4

Benefit: You receive +1 bonus to your Persuasion, Awareness and Initiative.

SHOOTING WILD

Preq: Wisdom 4, *Lucky Perk*

Benefit: The Lucky Strike rule works for you on any unmodified roll of 17+.

Normal: The Lucky Strike rule works on any unmodified roll of 18+.

PSIONIC DEFTNESS

Preq: Wisdom 4

Benefit: You receive a +1 bonus to your Psi Power and Psi Control.

SKILLED GAMBLER

Preq: Wisdom 4, Spirit 4

Benefit: You can add your Charisma, Intellect or Wisdom score (your choice) to your roll when playing multiplayer games relying equally on luck, thinking, psychology and emotions, such as poker, bridge or mahjong or something fittingly similar.

Normal: to win at such games, you perform a (Wisdom x 2) check.

EDUCATED

Preq: Wisdom 4, Intellect 4

Benefit: You immediately receive 2d3+2 Experience, and a +1 bonus to Erudition.

3-D CONSCIOUS

Preq: Wisdom 5

Benefit: You get a +1 bonus to Piloting, Sensors and Astrogation.

NATURAL TALENTS (skills)

Preq: Wisdom 5

Benefit: You immediately gain 1 rank in any 2 skills of your choosing you're Untrained with. In addition, you get a +1 bonus to those two skills.

Special: You can choose a skill you already have Ranks in. In that case, you don't get an extra rank, but +3 XP per such a skill instead.

MOSTLY HARMLESS

Preq: Intellect 3

Your Wound Threshold is increased to 5, unless it was already that high or higher. You immediately receive 1d4 Experience. You get a +1 bonus to Persuasion.

In addition, all your Untrained skills are only reduced to 3/4 of their value.

Normal: Untrained skills have their values halved.

SLEEP WHEN YOU'RE DEAD

Preq: Intellect 4

Benefit: You need only half as much sleep as normal to be fully rested. In addition, you receive +2 Fatigue.

PSIONIC UNDERSTANDING

Preq: Intellect 4

Benefit: You receive a +2 bonus to your Psi Control.

RATIONALIZE

Preq: Intellect 5

Benefit: You may attempt a Willpower test to shrug off the effect of someone beating your Fear/Confusion/Charm resistance, but only if you focus on the issue at hand for three turns (spending 3 consecutive Standard Actions, starting immediately after the failed test). The DC is equal to the score enemy rolled. The negative effect is suspended until this Willpower test, which takes place after the third consecutive round of focusing. Any failed Willpower test during that time breaks your concentration. This can only be used once per issue - if you fail to rationalize your feelings once, you won't be able to try again any time soon (not before the next gaming session anyway).

In addition, for a cost of 1 Fatigue and foregoing your next round, you can receive a bonus to a Willpower check equal to your Intellect , but if you decide to do so, any failure counts as a Critical Failure.

PERKY

Preq: Charisma 4

Benefit: You lose 2 Stat Points of your choosing, receiving 3 Perks in exchange.

Special: If you have the *Super Intense Training* perk, it gives you only +1 to a chosen Stat, not +2 like normally.

CAPTIVATING DANCE

Preq: Charisma 4, Agility 4

Benefit: You can perform a dance to convey a basic emotion to onlookers (to make them sexually aroused, intimidated or simply enthralled), checking (Agility x 3) against their Charm Resistance. You can't do that while wearing anything that confers a penalty to your AC (unless it gets discarded in the act).

Normal: Charmed targets usually retain their senses the next round.

LUCKY

Preq: Charisma 5, Wisdom 3

Benefit: If the target of an attack is determined randomly (who gets shot by an enemy, who is hit by a rock), it's never you. You get your first Last Chance at 10 xp (which means you usually start with one), and then every 30 xp thereafter (if you take this perk later on, recalculate the number of Last Chances you should have).

Normal: you get a Last Chance point every 30 xp, starting at 30 xp.

CELEBRITY

Preq: Charisma 5, Spirit 4, Wisdom 4

Benefit: Your DC to rouse large audiences by Persuasion is reduced by 5, and your Persuasion always counts as trained for that purpose.

Special: if your Charisma is above 7, you may ignore the Spirit/Wisdom requirements.

ELITE (Stat 6)

HULKING BRUTE

Preq: Strength 6

Benefit: You receive +1 to your Toughness and +2 to Sudden Death Threshold. Your unarmed damage is increased by +1. Your Encumbrance always counts as 1 point lower than it really is.

However, you count as a Large target now, reducing your Size AC to 8. You're still able to use normal-sized Powered Armor, and the size increase doesn't stack.

Special: You can't use the *Physical Perfection* perk, nor any perks requiring 6 or more Agility, 10 or more ranks in Dodge, or 10 or more ranks in Athletics.

CAT'S GRACE

Preq: Agility 6

Benefit: You receive a +1 bonus to all skills dependant on Agility. The basis for your Agility stat checks is Agility x 2.5.

Normal: a Stat check is rolled by the formula (Stat x2)+2d10

IRON HEALTH

Preq: Constitution 6

Benefit: The basis for your Constitution stat checks is Constitution x 2.5. You might even be able to survive gas attacks, and the Bleeding tests are a breeze. In addition, you receive +1 to your Recovery Rate.

Normal: a Stat check is rolled by the formula (Stat x2)+2d10

SURGICAL PRECISION

Preq: Dexterity 6

Benefit: You receive a +1 bonus to Long Arms, Launchers, Melee and Gunnery.

EXCEPTIONAL EYESIGHT

Preq: Perception 6

Benefit: You receive a +2 Awareness bonus, and double your sight range in low-light conditions. You achieve a Critical Success on your Awareness checks on a roll of 9+ on the Green Dice.

SUPER INTENSE TRAINING

Preq: Spirit 6

Benefit: You receive a +2 bonus to a Stat of your choosing, provided the new total (before the racial modifiers) is 6 or less.

KNOW-IT-ALL

Preq: Wisdom 6

Benefit: You receive +1 bonus to all Science skills.

TECHNICAL GENIUS

Preq: Intellect 6

Benefit: You receive +1 bonus to all Technology skills.

HEROIC PRESENCE

Preq: Charisma 6

Benefit: You inspire others to greatness. Any of your allies can switch their Green and Red dice on a single roll for a cost of 1 Fatigue (to achieve a critical success or avert a critical failure, for example). Only a single ally per turn may use this ability (or only a single ally at one time, if the activity they're performing lasts more than a single turn), and they must be aware of your presence.

SPECIAL

OVERSPECIALIZED

Preq: Meeting prerequisites for at least 2 Perks from the perk list of your Professions.

Benefit: You lose 2 Stat Points of your choosing and 3 Fatigue. In exchange, you also get 3 extra perks, but they must be chosen from the list of your profession(s). Alternatively, the *Skill Emphasis* perk may be taken as one of those three.

SKILL EMPHASIS

Preq: Having one or more Professions with a set list of skills.

Benefit: You gain +1 rank in the highest skill (first on the list) of any of your professions (but only if they have a set list of skills). If you have a double profession, you receive +2 ranks to your highest profession skill instead. You cannot go above your maximum allowed Ranks.

KARMA BURN

Preq: You cannot have the *Lucky* perk.

Extra Cost: 1 Last Chance

Benefit: You immediately receive 2 Perks, but you receive Last Chances every 80 points (counting from 0), and they work on a roll of 3+ only.

Normal: You receive one Last Chance per 30 points, and they work on a roll of 2+.

DARK SOUL

Preq: Psi Power 13, 2 Psionic Abilities, *Karma Burn* perk

Benefit: You receive +3 Psi Power and one xp-free upgrade to any 2 of your Psionic Abilities (two upgrades total). In exchange, you lose 1 Psi Control, and your Persuasion skill is now based on Cha x 1 only; your Cha checks are as well based on Cha x 1 instead of Cha x 2. The benefit from the *Commanding Presence*, *Awesome Muscles* or *Physical Charms* perks overrides those effects on Persuasion/Charisma checks.

If you're threatened/denied your desires/fail a Psi Control check, you're prone to fits of blind rage, unless you pass a DC 30 Willpower test.

Special: If you have the *Commanding Presence* or *Physical Charms* perk, you get +1 bonus to your Persuasion.

PSIONIC TRAINING (1-6)

Preq: Psi Power 13

Extra Cost: 5 xp

Benefit: You receive a +2 bonus to your Psi Power and Psi Control.

Special: This perk has 6 levels. Each consecutive level increases the Psi Power prerequisite by 2. To acquire levels beyond 1, you must also have a number of Psionic Abilities equal to the level of this Perk. To acquire 3rd or higher levels, you must have at least twice the number of Psionic Ability Upgrades as the level of this perk.

INNER STRENGTH

Preq: Psi Power 15, *Meditative Trance* perk

Benefit: You receive a +1 bonus to your Psi Defense, +1 Fatigue per every **4 points of Willpower total value** you have and +1 Endurance per every **11 points of Willpower total value** you have.

PSI DEVICE USE

Preq: Psi Power 8, Psi Control 8

You have the ability to use Active Psi Devices.

Special: This Perk can be bought multiple times, each buy allowing to use a different group of Psi Devices.

PSYCRAFT (BASIC)

Preq: *Psi Training I* perk

Extra Cost: 5 xp

You can craft items - Psy Devices - that allow to replicate psionic abilities (either the ones you know, or copied from another device). The user of the item needs Psi Power 5 points lower than normal to activate the effect (to a minimum of 7). In order to craft successfully, you need to pass Psi Control check. The DC for the check depends on the Psi Power requirement for the desired level of the desired effect (the higher levels always incorporate the lower levels).

Psi Power	DC
13	15
15	20
17	25
19	30

21	35
23	40
25	45

PSYCRAFT (CRYSTALS)

Preq: *Psycraft (Basic)* perk

Extra Cost: 5 xp

This perk works like the *Psycraft* perk, but the items crafted are single-use only and lessen the Psi Power requirement by 10 (to a minimum of 11). Psy Crystals cannot project passive psi abilities. Using a Psi Crystal doesn't draw any Fatigue, but the crystal itself must be imbued with Fatigue during the crafting process (x10 Fatigue required to manifest maximum possible level of crystal's ability).

IMPROVED PSYCRAFT

Preq: *Psi Training I* perk

Extra Cost: 5 xp

You get a bonus to your Psycraft Psi Control checks equal to your Intellect+1.

SUPER-ELITE (Stat 8)

HERCULEAN

Preq: Strength 8, *Strong Arms* perk

Benefit: Your Wound Threshold and Sudden Death Threshold are increased by 1, and you receive +3 HP. In addition, you receive +2 bonus to Melee and an extra +2 bonus to Grapple checks. You also receive 1 point of Natural Armor.

ALACRITY

Preq: Agility 8, *Double-Jointed* perk

Benefit: You receive +2 bonus to Melee, Initiative and Awareness. The effect of the *Double-Jointed* perk is increased by +1 AC if wearing an armor inflicting -2 AC penalty, and by +2 AC if wearing an armor inflicting -1 AC penalty or not wearing armor at all.

SUPERIOR FLESH

Preq: Constitution 8, Toughness 2, *Snake Eater* perk, *Endure Elements* perk, *Iron Health* perk.

Benefit: You receive +12 to your resistance to extreme environmental conditions, and extra +2 DR against Acid, Electric & Cold damage, and +1 Toughness. Your Con checks against poisons and similar have their DC reduced by 5. You score a Critical Success on any Endurance/Constitution check on Green Dice result of 8+.

Special: the environmental resistance, Toughness and DR bonuses are not cumulative with any racial bonuses of such type.

ROBOTIC PRECISION

Preq: Dexterity 8, *Surgical Precision* perk

Benefit: You automatically roll a result of 10 on your Red Dice on any Dexterity or Dexterity-dependant skills checks. If you have a perk that already grants you this advantage to a given skill check, you receive an additional +2 bonus to that skill.

EPIC REFLEXES

Preq: Perception 8, *Lightning Reflexes* perk

Benefit: You receive +2 bonus to Piloting, Gunnery and Close Combat. Your extra Initiative bonus granted by the *Lightning Reflexes* perk is increased to 10.

BURNING SPIRIT

Preq: Spirit 8, *Headless* perk

Benefit: You receive a +2 bonus to your Willpower, Persuasion and Endurance. You can change the result of your Red Dice roll to 10 on any check, for a cost of 2d6 Fatigue, as long as the action takes less than an hour to finish and you have at least 1 Fatigue left. You can also ignore the penalties for Wounds and 0 Fatigue on any check, paying 1 HP for every 2 points of nullified penalty. The abilities may be combined, and in both cases, you take the damage after completing the action.

COSMIC WISDOM

Preq: Wisdom 8, *Great Focus* perk

Benefit: All your Wisdom checks get a bonus equal to half of your Wisdom score. In addition, you receive +5 to Fear and Confusion resistance, as well as +2 Willpower, Psychology, Erudition, Planetology and Astrogation bonus, and +1 Psi Power and Psi Defense bonus.

INFALLIBLE INTELLECT

Preq: Intellect 8, *Great Focus* perk

Benefit: You automatically roll a result of 10 on your Red Dice on any Science skill or Intellect check. You receive +1 to all Intellect-based skills.

GODLY CHARISMA

Preq: Charisma 8, *Celebrity* perk

Benefit: You receive +1 to all Charisma-based skills. You score a Critical Success on any Persuasion/Charisma check on Green Dice result of 8+. All your Charisma checks get a bonus equal to half of your Charisma score.

1-in-100

(Can be taken only as an extra perk available at each 100 xp increment. Taking any of these perks requires spending 1 Last Chance. The GM has the last word in allowing to take them)

DETERMINATOR

Preq: Spirit 4 or less

Benefit: You receive +2 to your Spirit and +2 Endurance bonus, as well as +1 to your Sudden Death Threshold. Your maximum Spirit is increased by 1. However, your Psi Power is decreased by 1 (for a net gain of +1).

PURPLE HEART

Preq: Dodge 10 ranks or less

Benefit: You receive +2 bonus towards your Recovery Rate, +2 to your Sudden Death Threshold, and your Wound Threshold counts as 8 for the purpose of determining when you die, unless already better. You receive +2 to your Endurance and Constitution tests while below 1 HP.

However, your Dodge skill is permanently capped at 10 ranks, and for the purpose of Recovery Rate and Sudden Death threshold, your Constitution always counts as 4.

Note that those effects do stack with the *Hard to Kill* perk, where applicable.

Special: this perk continues to apply even if your Constitution surpasses 4.

ARMOR IS FOR PUSSIES

Preq: Spirit 6, Dodge 5 ranks, *Heedless* perk

Benefit: You receive a +1 bonus to your AC, Initiative and Dodge checks while unarmored for every 4 ranks of Dodge you have. While benefitting from this bonus, you may decrease any HP damage taken by 1 for a cost of 2 Fatigue, or by 1d3 for a cost of 4 Fatigue, or by 1d6 for a cost of 5 Fatigue and falling prone, as long as you have enough Fatigue left. You may decide to do so after the damage was rolled.

In addition, you get a constant +1 Persuasion bonus.

Special: You're suffering -2 AC, Dodge checks and Persuasion penalty in Light Armor, -4 in Medium Armor, -6 in Heavy or Powered armor. Those penalties are cumulative with normal penalties associated with wearing armor.

JACK OF ALL TRADES

Preq: No skills with over 14 ranks, maximum of 3 skills with 10+ ranks.

Benefit: You receive +1 bonus to ALL skills. However, your maximum Ranks in all skills (barring Erudition) are decreased by 3. In addition, all skills count as trained, even if you have no ranks in them.

WORLD-CLASS EXPERT

Preq: *Technical Genius* Perk, A skill check bonus of 31+ in Engineering, Hard Science or Medicine (including any perk bonuses, like *Surgeon*, *Weaponsmith* or *Great Focus*; they can only stack if they could be stacked normally).

Benefit: Your maximum rank cap in all Science skills is increased by 1. You receive 2 extra perks that can be taken from Hard Science, Medicine or Engineering lists (in any combination, but you still have to meet the normal prerequisites).

INCREDIBLE POTENTIAL

Preq: Spirit 5, Charisma 4, *World-Class Expert* Perk

Benefit: You receive +2 to your max Intellect cap. You get one-time option to reshuffle your Training and Intense Training perks.

SUPER-SMARTS

Preq: *Incredible Potential* Perk

Benefit: You receive +1 to your Intellect and max Intellect.

DOCTOR OF SCIENCES

Preq: 10 or more Ranks in at least 3 Skills from the list: Computers, Engineering, Hard Science, Planetology, Xenology

Benefit: You receive +1 bonus to all skills from this list. Spending 2 Fatigue points, you can receive a +2 bonus to any check of any Science skill, and count the skill as Trained. While entertaining this ability, you may elect to automatically receive a result of 5 on your Red Dice.

VETERAN'S LUCK

Preq: 10 or more Ranks in at least 3 Combat Skills.

Benefit: You can automatically negate any attack that hits you due to overcoming your AC, and decide to do so even after the damage was rolled. Exercising this action costs 1d10 Fatigue.

Alternatively, you can automatically get a result of 40 on any Dodge check. This action costs 1d10 Fatigue as well.

You're allowed to use either of those abilities only once per round (never both of them).

KILLING INSTINCT

Preq: 15 or more Ranks in Melee, Close Combat or Long Arms, *Veteran's Luck* perk, *Ice Cold* Perk

Benefit: If you hit with an attack using Melee, Close Combat or Long Arms skills, you can elect to automatically maximize the result on one damage dice and make the hit count as a Super-Critical. Using this ability costs 1d10 Fatigue. It cannot be used if you have less than 15 ranks in the skill in question.

AURA OF HOPELESSNESS

Preq: *Killing Instinct* perk, *Nerves of Steel* perk, *Commanding Presence* perk, Charisma 5

Benefit: When a combat encounter begins and after any surprise round against you or your allies, all your opponents must roll DC 30 Willpower checks (this counts as fear effect, and may be influenced by the ability described next). If they fail, they lose their next Standard Action.

In addition, all people of Fear Resistance below 25 you're interacting with (including in combat) take a -4 morale penalty to any Skill Checks, and -5 to Fear, Confusion and Charm Resistance against your actions. They're also disallowed to take benefit from any perks that provide benefits to others (like the Heroic Presence perk), or from any Morale bonuses in general. This is also a Fear effect. Note that it affects your allies as well.

The GM should take these factors into consideration when considering if the enemies should flee or plea for mercy.

SKILL DEPENDANT

GENERAL SKILLS

INITIATIVE

SKILLED DRIVER

Preq: Initiative 1 rank

Benefit: You receive a +1 bonus to Piloting. In addition, while driving land vehicles (wheeled or tracked), your Piloting skill counts as Trained and count as having **extra 4 ranks** in it, up to maximum available ranks.

BIKER

Preq: Perception 3, Initiative 1 rank

Benefit: You receive a +1 bonus to Piloting. In addition, while driving/flying bikes or similar vehicles of any kind, your Piloting skill counts as Trained and count as having **extra x ranks** in it, up to maximum available ranks, where **x** is your Agility.

If you make a charge melee attack while riding a bike, you suffer only a -2 AB penalty (that replaces the +2 charge bonus).

Normal: You can make a charge melee attack while riding a bike, with a non-Light melee weapon only, suffering a -6 AB penalty (that replaces the +2 charge bonus). You inflict extra Str damage to your target, but you cannot perform a Power Attack.

Special: This perk doesn't stack with the *Skilled Driver* perk.

HEAVY ARMOR TRAINING

Preq: Strength 4, Constitution 4, Initiative 1 rank

Benefit: Your Initiative penalty (if any) caused by wearing armor is halved. In addition, you lose 1 Fatigue less (to a minimum of 1) for any actions performed in Medium or Heavy Armor. In addition, you receive +1 AC while wearing Medium or Heavy Armor.

POWERED ARMOR TRAINING

Preq: Dexterity 3, Perception 3, Wisdom 3, Intellect 3, Initiative 1 rank

Benefit: The Powered Armor penalties (AB, Initiative, Stealth, Dodge, AC) are decreased by 2 (to a minimum of 0).

If the Power Armor Strength minus your Strength is equal to 3 or less, you may use your Strength or the Power Armor Strength, whichever is higher, and receive a +1 extra Strength bonus in both cases (your skills are still unaffected).

Also, Agility stat checks while wearing Power Armor are increased by x0.5, up to x2 (for example, if the Powered Armor allows Agility checks at Agility x1, now they're done at Agility x1.5).

Special: if you possess the *Heavy Armor Training* perk, you retain its +1 AC bonus when wearing Powered Armor.

LIGHTNING ASSAULT

Preq: Initiative 5 ranks

Benefit: You receive a +1 bonus to your Melee for every 4 ranks of Initiative you have.

ADVANCE!

Preq: Spirit 4, Initiative 5 ranks

Benefit: You may make a single Move action while firing your weapon at Full-Auto, or performing any other ranged attack that is not an Aimed shot but is a Full-Round action. This Move cannot increase your distance to the target. However, you receive -4 penalty to hit with ranged weapons and to AC while doing so, as well as you maximum Cover AC cannot be higher than +4.

Alternatively, you can increase the distance of your Charge maneuver by 5m, but the -4 penalty to AC replaces the usual -2 one.

RETREAT!

Preq: Agility 4, Initiative 5 Ranks

Benefit: You receive a +4 bonus to AC against AoOs when leaving a threatened area. Your Total Defense action yields a +6 Dodge bonus now.

Normal: Total Defense action yields +4 Dodge bonus.

LIGHTNING REFLEXES

Preq: Agility 5, Initiative 5 Ranks

Benefit: During the initiative roll-off, you may add +1d6 to your result, if you forego your Move action in the first turn of combat. You may benefit from this perk only if you're fighting on foot.

GRAV HARNESS TRAINING

Preq: Perception 3, Initiative 5 Ranks

Benefit: You're allowed to claim any AC / Dodge checks bonuses provided by a Grav Harness. You're able to use a Grav Harness without any Athletics checks.

OPPORTUNIST

Preq: Perception 6, Initiative 5 Ranks

Benefit: You get a +2 bonus to all your Overwatch attacks and Attacks of Opportunity.

COMBAT REFLEXES

Preq: Initiative 10 Ranks

Benefit: You're allowed to make an extra AoO in enemy's round. You receive a +1 bonus to Initiative.

Normal: You're allowed to make a single AoO per round.

FIRE ON MY TARGET

Preq: Wisdom 4, Charisma 3, Initiative 10 ranks, *Leadership* perk

Benefit: To engage this ability, you fire an Aimed Shot at a target. All your companions receive +2 Competence bonus to their ranged attacks against that target for the remainder of the turn. This ability may affect only as many companions as many points of Charisma you have.

Only those of Wisdom 3+ can be affected. Only those who are able to see you (or your vehicle) and are able to hear your rally call (either directly or remotely) are affected. If you're riding a vehicle, only those riding the same category of vehicles (starfighter, land vehicle, capital ship) can be affected (apart from those onboard your own vehicle).

RAPID RELOAD

Preq: Dexterity 5, Initiative 10 Ranks

Benefit: Replacing a standard magazine is a Swift action for you. You can reload 4 separate bullets as a Move action. Any reload action that takes multiple Full Round actions, for you takes one less (a Standard action if originally only one FRA). You can apply this ability only to weapons you're reloading manually.

Normal: Replacing a standard magazine is a Move action. You can reload 2 separate bullets as a Move action.

BLINDING SPEED

Preq: Initiative 15 ranks

Benefit: Sacrificing a Move action and 1 Fatigue, you're allowed another full turn later in the turn sequence. To perform this action, your current initiative in combat must be 31 or more. Deduct 30 from your current initiative and perform another, full turn when the combat sequence reaches this new number. Your initiative retains this new value for the rest of the combat.

TACTICAL GENIUS

Preq: Charisma 5, Intellect 5, Wisdom 5, Initiative 15 ranks, *Leadership* Perk

Benefit: You may add up to 10 points total to the results of the Initiative rolls of the unit under your command (excluding you). No one can receive more than +4, but the decision can be made after the rolls.

ENDURANCE

HIGH-G TOLERANCE

Preq: Endurance 5 Ranks

Benefit: Your DC of all Endurance checks against high-G forces is decreased by 5.

IRON JAW

Preq: Strength 5, Endurance 5 Ranks

Benefit: You receive +1 DR against Bludgeoning and Impact damage. In addition, you receive +1 HP and +1 Melee.

SNAKE EATER

Preq: Constitution 5, Toughness 2, Endurance 5 ranks

Benefit: Your DC of all Endurance checks against drugs and poisons is decreased by 5. Acid attacks only halve your Toughness (rounding down) instead of ignoring it.

HARD TO KILL

Preq: Endurance 10 Ranks

Benefit: You receive +2 Hit Points, and when your negative Wound and Sudden Death Thresholds counts as being two points higher than they really are (this doesn't affect the amount of HP damage needed to Wound you or kill you outright, you just take longer to die from bleeding etc).

SHOOK ME UP A BIT

Preq: Strength 4, Constitution 5, Endurance 10 ranks

Benefit: You receive +1 Toughness against any Explosive attacks (+2 if wearing any Medium or heavier armor). In addition, you receive +2 to your Con checks vs. Stun.

JUST KEEPS GOING

Preq: Constitution 4, Endurance 10 Ranks

Benefit: You receive a +2 bonus to your Fatigue, and your Recovery Rate counts as 4 points higher for the purpose of recovering Fatigue.

ENDURE ELEMENTS

Preq: Constitution 6, Endurance 10 ranks

Benefit: You add +4 to your Endurance tests against extreme environmental conditions, and +2 Toughness against Electrical and Cold attacks.

DIE HARD

Preq: Constitution 4, Endurance 15 ranks

Benefit: You receive only a -3 penalty to tests for every wound you have. Your Death Threshold and Hit Points are increased by +2.

Normal: You receive a -4 penalty to all tests for every Wound you have.

WILLPOWER

GREAT FOCUS

Preq: Willpower 5 Ranks

Benefit: You may receive a +2 Morale bonus towards any Technology, Combat or Science skill check, as long as the action takes a full round or longer, but this costs you 1 Fatigue and leaves you flat-footed. You must declare this action before rolling the check.

DETERMINATION

Preq: Spirit 4, Willpower 5 Ranks

Benefit: After rolling any Technology, General or Science skill check, you may spend 2 Fatigue to raise the result by 1. This perk doesn't work if the check resulted in a Critical Failure or you're out of Fatigue.

In addition, you receive +1 Fatigue.

UNYIELDING

Preq: Sprit 5, Willpower 5 Ranks

Benefit: You receive +1 Fatigue for every **5 points of Willpower total value** you have. In addition, you receive a +1 Willpower bonus.

STEADY HANDS

Preq: Dexterity 4, Willpower 5 Ranks

Benefit: You halve the penalties associated with firing from an unsteady or moving platform (round down). As a FRA, you may fire a weapon in any mode and simultaneously move at half your Speed value. In addition, you receive +1 to attacks with all Accurate weapons.

Special: If you have the *Gun Charge* or *Advance* perks, this perk doesn't increase your movement, but it **does** halve to-hit penalties associated with them.

SUPREME CONTEMPT

Preq: Wisdom 3, Willpower 5 Ranks

Benefit: You have honed your hatred into a weapon. You receive a +2 bonus to your Willpower, +1 Psi Power, +10 Charm & +5 Fear Resistance, but you lose 2 Wisdom & max Wisdom.

MIND OVER MATTER

Preq: Wisdom 5, Willpower 5 Ranks

Benefit: You receive a +1 bonus to your Endurance for every 4 ranks of Willpower you have.

IMPROVED PSI CONTROL

Preq: Spirit 3, Wisdom 4, Willpower 5 Ranks

Benefit: Your Psi Control is improved by +1 per every **8 Willpower Total Value** you have.

NERVES OF STEEL

Preq: Spirit 4, Willpower 5 Ranks

Benefit: You receive +5 Fear Resistance and +1 Willpower bonus.

PSIONIC SHIELD

Preq: Spirit 3, Willpower 10 Ranks

Benefit: You lose 1 Psi Power, but receive +1 Psi Defense per every **6 Willpower Total Value**.

MEDITATIVE TRANCE

Preq: Spirit 4, Willpower 10 Ranks

Benefit: You can enter a deep meditative trance that allows you to recover 1 Fatigue per 10 minutes. As long as the trance lasts, you enjoy a +1 bonus to Constitution. While in trance, you're flat-footed and can't do anything else than move at half speed as a Full Round Action, but your Charm, Confusion and Fear Resistances are increased by +10.

Special: if your Willpower total value is 31 or more, you can move at normal speed as FRA, as well as take FRAs that do not require movement, while in trance. You can combine those abilities (for example, use a psionic ability that requires you to be stationary and move up to your single Movement allowance without breaking the trance).

AIR OF AUTHORITY

Preq: Wisdom 3, Willpower 10 Ranks, *Rally* perk

Benefit: Your Charisma is increased by +3 for the purpose of using the *Rally* and *Fire On My Target* perks (even above your normal limits).

ORDERLY MIND

Preq: Intellect 5, Wisdom 4 Willpower 10 Ranks, *Great Focus* perk, *Nerves of Steel* perk.

Benefit: You receive +4 to your Psi Defense, and a +5 bonus to your Charm, Fear and Confusion resistances. However, you suffer a -1 penalty to you Initiative, Psychology and Persuasion skills.

EMOTION CONTROL

Preq: Intellect 4, Wisdom 4, Willpower 10 Ranks, *Unyielding* perk

Benefit: Per every 7 ranks of Willpower you have, you receive +1 Spirit, disregarding your normal maximum Spirit.

BATTLE TRANCE

Preq: Willpower 15 Ranks, *Meditative Trance* Perk, *Emotion Control* Perk

Benefit: At a cost of 1 Fatigue, you can re-roll your Green Dice on any Endurance, Dodge, Willpower, Athletics or attack test. You may choose the better result and re-roll a single test as many times as you want, provided you still have Fatigue left. If your enemy is able to use this or similar ability while opposing you, you re-roll your Green Dice in turns.

PSIONIC TRANCE

Preq: Spirit 4, Willpower 15 ranks, *Meditative Trance* Perk, *Improved Psi Control* Perk

Benefit: You receive +2 bonus to your Psi Power and Psi Control.

PAIN IS FOR THE WEAK

Preq: Spirit 5, Willpower 15 ranks

Benefit: You may ignore penalties from a single wound, and the DC to keep conscious/not stunned after receiving a wound, or being at negative HP, is reduced for you by 5. Any wounds are still there though, and you're bleeding as normal.

PERSUASION

HAGGLER

Preq: Wisdom 4, Persuasion 1 rank

Benefit: This is a special ability. Entertaining it costs 1 Fatigue. Make a DC 25 Psychology/Xenology check. If you pass it, you receive a +2 bonus to your subsequent Persuasion roll for haggling (+1 per every 5 points above the DC). If you fail it, you suffer a -4 penalty instead (and you can't back out).

In addition, you can make Erudition checks for instinctive appraisal of any wares.

CHARMER

Preq: Persuasion 5 ranks

Benefit: You receive a +4 bonus to your Persuasion rolls when trying to charm someone to briefly distract them.

SEDUCTIVE

Preq: Persuasion 5 ranks

Benefit: You can add your Wisdom score to your Persuasion checks (of any type) against any creature who finds you sexually attractive but if you decide to do so, every failure counts as a critical failure.

NATURAL GRACE

Preq: Agility 5, Persuasion 5 ranks

Benefit: You can add your Agility to your Persuasion checks (and Agility /2 to your Charisma checks) when trying to impress and charm others.

Special: if you have the *Physical Charms* perk, the bonus to Persuasion is halved.

LEADERSHIP

Preq: Spirit 4, Persuasion 5 ranks

Benefit: You receive a bonus to your Persuasion rolls, equal to your Spirit, when intimidating or giving orders.

Special: if you have the *Commanding Presence* perk, this bonus to Persuasion is halved. If you have the *Bully* perk and trying to Intimidate, this bonus is halved as well. If you have all three and trying to Intimidate, the bonus stays halved.

MIMIC VOICES

Preq: Wisdom 4, Persuasion 5 ranks

Benefit: You can mimic another person's voice. To do that in a convincing fashion, roll Persuasion against DC equal to target's Charm Resistance. The DC may go up by 5 if the target is able to hear you very clearly.

In addition, such acting talent nets you +1 Persuasion bonus.

IMPERSONATOR

Preq: Wisdom 4, Persuasion 5 ranks

Benefit: You receive a +4 bonus when trying to pass for a member of a closed group that you do not really belong to – for example an army, a cult or a guild. It cannot however be used to impersonate a specific person.

Normal: Successfully impersonating a member of a particular group requires a Persuasion check, depending on whom you want to fool:

- To outsiders: DC 15;
- To actual members of the group: DC 20.

the DC may be further modified by the following circumstances (only the highest modifier counts):

- Impersonating a different species: +5 or +10 (GM's discretion);
- Impersonating the opposite gender: +0 to +5 (GM's discretion);
- If the person knows your true identity: +10 (if the test is successful, it is assumed that the person haven't recognized you and has fallen for your ruse).

Note that you will probably require some special equipment, like uniform and characterization tools. The GM may also restrict your options depending on whether you have the knowledge to successfully pretend to be the member of a given organization (for example racial lore, military regulations etc.).

SILVER TONGUE

Preq: Persuasion 10 ranks

Benefit: You receive a +1 bonus to all Charisma-based skills.

RALLY

Preq: Charisma 3, Persuasion 10 ranks, *Leadership* perk

Benefit: You may perform a Rally as a Standard Action. It costs you 1 Fatigue. A number of your subordinates, equal to your Charisma score, receives +2 Morale bonus to all checks and may immediately roll Willpower checks (DC being the same as their previous check, or enemy roll, if it was an enemy action) to defeat fear or other similar debilitating factor (you can't use this ability if you're influenced by either).

The effect of this ability lasts 3 turns, and you can perform it only once per combat. Only those of Charisma score lower than yours are affected. Only those who are able to see you (or your vehicle) and are able to hear your rally call (either directly or remotely) are affected. If you're riding a vehicle, only those riding the same category of vehicles (starfighter, land vehicle, capital ship) can be affected (apart from those onboard your own vehicle).

PERSUASION MASTERY

Preq: Charisma 6, Wisdom 4, Persuasion 15 ranks, *Silver Tongue* perk

Benefit: When making Persuasion checks, you automatically get a result of 10 on your Red dice.

DODGE

DUCK AND COVER

Preq: Agility 4, Perception 4, Dodge 5 ranks

Benefit: You receive a +4 bonus to your Dodge checks, but not to the skill itself (your AC remains unchanged).

DIVE

Preq: Agility 5, Dodge 5 ranks

Benefit: You may dive into cover, up to 10m away, as a Standard action. It costs you 1 Fatigue. Against Overwatch fire by any enemies you have any cover after completing the dive, you count as having 10 Cover AC. You can't be wearing a Heavy Armor to do this.

JUMP BACK

Preq: Dodge 5 ranks, *Spring Up* perk

Benefit: You can make a single melee attack (as long as it takes no more than a Standard Action), then take a Withdraw action, as a single Full Round Action.

DESPERATE DODGE

Preq: Dodge 10 ranks

Benefit: If you receive a hit, you may perform a last-ditch try to dodge the attack, at the cost of 1 Fatigue. Roll 2d10-10 and add the result to your AC. This is your new AC against this attack. Notice it can be worse than the initial one. You must be fighting on foot to use this ability.

MULTI-ENEMY COMBAT

Preq: Agility 5, Perception 5, Dodge 10 ranks

Benefit: The enemies flanking you receive only a cumulative +2 bonus to their attacks.

Normal: Each flanker receives a cumulative +4 bonus.

ESCAPE ARTIST

Preq: Agility 5, Dexterity 5, Dodge 10 ranks

Benefit: Your bonus when trying to escape a Grapple, not reverse it, is increased to +12. Your check to escape bindings is (Dexterity x 4).

Normal: You receive a +4 bonus to escape a Grapple. Your check to escape bindings is (Dexterity x 2).

RIPOSTE

Preq: Perception 5, Dodge 10 ranks

Benefit: If an enemy melee attack result was 10 points or more lower than your Parry AC, or ends in a critical failure, you may immediately perform a free AoO with a Light or a Fast weapon, either main or offhand (this never provokes an AoO). You're still not allowed an AoO against anyone who flanks you. If you were in Total Defense mode, you inflict extra damage (equal to Critical Damage) with this attack.

MOTION BLUR

Preq: Agility 5, Dodge 15 ranks

Benefit: You receive +1 Initiative, Stealth, Melee and Parry AC.

ATHLETICS

JETPACK TRAINING

Preq: Agility 4, Athletics 1 Rank

Benefit: You don't need to make an Athletics check while Jumping or Charging with the use of a Jetpack. You do not take an attack penalty while doing so. Using a Jetpack inflicts only a -4 AC penalty till the start of your next turn.

Normal: Charging while using a Jetpack requires a DC 30 (Jumping DC 20) Athletics check not to fall prone (and suffer 1d8/3d6 Impact damage, Critical Damage applies on Crit Fails) and is at -4 attack penalty instead of the +2 bonus. Using a Jetpack inflicts a -8 AC penalty till the start of your next turn.

EXCEPTIONAL STAMINA

Preq: Athletics 5 ranks

Benefit: Your Running speed is increased to your Move x 6 (x 4 in Medium Armor). In addition, you receive a +2 bonus to Endurance.

Normal: Running speed is your Move x 4 (x 3 in Medium Armor)

SKILLED CLIMBER

Preq: Athletics 5 Ranks

Benefit: You add +4 to your Athletics tests when climbing and to maintain balance. You're not afraid of any heights. DC 30 or harder climbing tests cost only 1 Fatigue even if they're not auto-passed.

Normal: Any Athletics check that is not an auto-pass costs 1 Fatigue, +1 Fatigue if the DC is 30+ (cost may be multiplied if the action is extended).

SKILLED SWIMMER

Preq: Athletics 5 Ranks

Benefit: You add +4 to your Athletics tests when swimming and Endurance tests to hold breath. You may use Run action while swimming. DC 30 or harder swimming tests cost only 1 Fatigue even if they're not auto-passed.

Normal: Any Athletics check that is not an auto-pass costs 1 Fatigue, +1 Fatigue if the DC is 30+ (cost may be multiplied if the action is extended).

TRAINED ATHLETE

Preq: Agility 4, Athletics 5 Ranks

Benefit: You receive +1 Fatigue for every 5 points of **Athletics total value** you have. In addition, you receive a +1 Athletics bonus.

SECOND WIND

Preq: Spirit 4, Athletics 5 Ranks, *Trained Athlete* perk

Benefit: You can burn 3 HPs to receive 1d10 Fatigue, unless you're at 6 HP or less. This damage never causes Wounds.

AGILE RUNNER

Preq: Agility 4, Athletics 5 ranks

Benefit: While Running, your AC is decreased only by 4. In addition, the DC for running/charging through difficult terrain is decreased by 5.

Normal: While Running, you take a -8 penalty to your AC.

SPRING UP

Preq: Agility 5, Athletics 10 Ranks

Benefit: You may stand up as a Swift action, and you do not provoke an AoO while doing so. You can't be wearing any Medium or Heavy armor to be able to do so. You also receive +1 bonus to your Dodge skill.

FAST LIKE WIND

Preq: Agility 5, Constitution 5, Athletics 10 ranks

Benefit: You can cover 5 (move/half move), 10 (double move/charge) or 20 (run) m more, but only if not wearing a Heavy or Medium armor.

I WORK OUT

Preq: Athletics 10 Ranks, *Athletic* perk, *Determination* perk

Benefit: You receive +1 to **two** Stats from the following selection: Strength, Agility, Constitution, Spirit. You cannot increase a stat past your normal maximum or put both points into a single stat.

ACROBATIC DODGE

Preq: Agility 6, Athletics 10 ranks, *Spring Up* perk, *Agile Runner* perk

Benefit: While not wearing a Medium or Heavy Armor, you receive a +2 bonus to AC and Dodge checks, and gain the following special ability: you can increase your AC / Dodge checks bonus while taking the Total Defense action to +8, but only if you have moved at least your basic Move distance this turn. Using this special ability disallows you to take any AoOs, and costs 1 Fatigue.

Special: If you possess the *Double Jointed* perk, you can now claim its AC bonus only if the armor you're wearing inflicts -1 AC penalty or less.

Normal: The Total Defense action bestows a +4 AC / Dodge checks bonus.

IRON MAN

Preq: Constitution 4, Athletics 15 Ranks, *Second Wind* Perk, *Exceptional Stamina* perk

Benefit: You receive +3 Endurance and +1 Willpower bonus. Any Fatigue costs of extended Athletics actions are decreased by 1/3 (rounding down).

ACROBATIC CHARGE

Preq: Agility 6, Constitution 5, Athletics 15 ranks, *Acrobatic Dodge* perk

Benefit: You can use your Acrobatic Dodge while charging, effectively receiving +2 AC bonus till the beginning of your next round (instead of the normal -2 penalty for charging). This charge costs you extra 1 Fatigue. You still can't be wearing a Medium or Heavy armor to do that.

Special: distance of such a charge cannot exceed your double Move value, regardless of any perks that extend the distance of a Charge.

Normal: During a charge and till the beginning of your next round, you're at -2 to AC.

COMBAT SKILLS

CLOSE COMBAT

SHOTGUN BLAST

Preq: Close Combat 5 ranks

Benefit: When firing a Scattershot weapon at ranges up to **two RIs** of the weapon, you may attack several targets at once (as many, as many damage dice the weapon uses), as long as all the targets are within a 2-metre circle. You are at -4 to-hit with that attack (no RI penalty though), and the damage dice are reduced by one step (for example, a standard shotgun would inflict 2d4 damage on each target, instead of 2d6). You cannot place the centre of the shotgun blast area within 1 m from you (ie. in melee range).

If the shotgun is multi-linked, using this ability, instead of allowing you to re-roll the Green dice, allows an extra hit per every extra barrel.

SPRAY AND PRAY

Preq: Close Combat 5 ranks

Benefit: When using Full Auto Burst with any Close Combat weapon, you may receive +4 to-hit bonus, but the number of hits you inflict is decreased by 3. However, you receive double the number of extra hits when firing at groups (so it translates into -1 hit against a small group, +1 against a medium one, and +3 against a large group).

PISTOL BRACING

Preq: Dexterity 3, Wisdom 3, Close Combat 5 ranks

Benefit: When firing Aimed shots, the STR of any Pistols (never Subs) is decreased for you by 1, as long as you hold that pistol with both hands.

DOUBLE TAP

Preq: Dexterity 4, Close Combat 5 ranks

Benefit: When firing a Pistol (Aimed or normal shot), you can fire two single shots instead of one. Both shots must be directed at a single target. You are at -4 to-hit with those attacks.

RUSH-IN

Preq: Spirit 4, Close Combat 5 ranks

Benefit: When an enemy who didn't see you at the start of your round fires an Overwatch shot at you (or uses a Reach weapon in the same manner), they receive a -4 penalty to their attack. In addition, you are allowed a melee attack to bash doors or similar obstacles as a part of your move action, at any point of it, in exchange for halving your speed on that move.

GUNSLINGER

Preq: Close Combat 10 ranks

Benefit: You can draw out a Pistol (or a pair of them) and fire it (or them) as a single Standard Action. You receive +1 to damage when firing any Pistols at ranges up to 10 m. You receive a +2 to-hit bonus to all Pistols when firing them in a non-Aimed mode (this last bonus doesn't apply in melee). This bonus is not cumulative with similar bonuses granted by targetters/smartlinks etc.

Note that this perk doesn't alleviate dual-wielding penalties (see *Guns Akimbo*)

Special: If you have the *Riposte* perk, you may exercise it with a Pistol.

FACEFUL OF BUCKSHOT

Preq: Close Combat 10 ranks

Benefit: When firing a Scattershot weapon at ranges up to **one RI** of the weapon, you automatically get maximum result on one of your damage dice (thus, a standard shotgun inflicts 1d6+6 instead of 2d6 damage).

SUB AKIMBO

Preq: Close Combat 10 ranks, *Guns Akimbo* Perk, *Spray and Pray* Perk, *Ambidextrous* Perk

Benefit: Subs fired as Pistols in akimbo mode do not suffer any extra to-hit penalty (besides the normal -2 for *Guns Akimbo* mode), as long as your Strength is equal or higher than their effective STR (in the desired firing mode). This ability doesn't work in melee.

Normal: Subs used as Pistols suffer a -4 to-hit penalty (for a total of -6 in *Guns Akimbo* mode)

PISTOLIER

Preq: Spirit 4, Close Combat 10 ranks

Benefit: If you shoot a Pistol (never a Sub) in an Aimed, single shot mode, you receive a +6 bonus to hit (that replaces the normal +4 one for an Aimed Shot; hence, a Called Shot is at -2 instead of -4, and Aimed Overwatch is at +4 instead at +2) and any Green Dice roll of 1 counts as 10. In addition, you inflict +1 damage while doing so.

AND STAY DOWN

Preq: Charisma 4, Close Combat 10 ranks

Benefit: If your attack from a Close Combat weapon reduced the enemy to 3 HP or less, they lose all remaining HP.

IMPROVED CRITICALS (CLOSE COMBAT)

Preq: Close Combat 15 ranks

Benefit: When attacking with a non-Scattershot Close Combat weapon, you inflict a Critical Hit on a result of 9+ on your Green Dice (as long as you score a hit).

Normal: You inflict a Critical Hit on a result of 10 on your Green Dice.

HAIL OF FIRE

Preq: Dexterity 4, Agility 4, Close Combat 15 ranks, *Spray and Pray* Perk

Benefit: When firing Subs in full auto burst mode, you always inflict +2 hits.

SHOTGUN SURGEON

Preq: Wisdom 4, Dexterity 4, Close Combat 15 ranks, *Shotgun Blast* perk, *Faceful of Buckshot* perk.

Benefit: When firing a Scattershot weapon, any roll of 1 or 2 on your Green Dice counts as 10.

INDEPENDENT TARGETING

Preq: Perception 5, Dexterity 5, Close Combat 15 ranks, *Guns Akimbo* perk

Benefit: You can fire each of your Pistols at a different target, as long as you're facing both of them. You get a -4 penalty on that attack.

GUNTRATE

Preq: Agility 5, Close Combat 15 ranks, *Gunslinger* perk, *Guns Akimbo* perk

Benefit: While wielding two Pistols, you can fire them both in melee, against a single opponent or two, with no dual-wielding penalty. In addition, while wielding two pistols, it takes three enemies to flank you. In addition, your Gunslinger +2 attack bonus works in melee.

LONG ARMS

GRENADIER

Preq: Long Arms 5 ranks

Benefit: You receive a +1 bonus to your Launchers for every 4 ranks of Long Arms you have.

THREE ROUNDS RAPID

Preq: Long Arms 5 ranks

Benefit: When firing bursts from any Long Arms, you score additional bullet hits on a result of 6 or less on each dice, as long as your hit and your Strength isn't lower than the effective STR of your weapon (modified by +1 by firing bursts).

Normal: You score additional bullet hits on a result of 5 or less on each dice.

SNIPER

Preq: Perception 4, Dexterity 4, Long Arms 5 ranks

Benefit: When using an Aimed Shot with a Scoped weapon, the range is increased by +100% instead of +50%. Additionally, you receive +1 to damage and may re-roll one damage dice once if it came up with the minimum result when firing any Accurate weapons in an Aimed Shot mode. All these abilities work with a Single Shot only.

IMPROVED BRACING

Preq: Long Arms 10 ranks

Benefit: When you're bracing any Long Arm, its effective STR is reduced by 3 (aimed single shots) or 2 (bursts, standard shots or multi-linked fire). This doesn't stack with the standard STR reduction provided by bracing. Note that this perk doesn't reduce STR of a weapon fired in a full-auto mode.

Normal: Bracing reduces the effective STR of a weapon by 1.

IMPROVED CRITICALS (LONG ARMS)

Preq: Long Arms 10 ranks

Benefit: When firing any Accurate weapon, you inflict a Critical Hit with a result of 9+ on your Green Dice (as long as you score a hit).

Normal: You inflict a Critical Hit with a result of 10 on your Green Dice.

DAKKA DAKKA

Preq: Long Arms 10 ranks

Benefit: When firing any Long Arms at full-auto, the lowest result on your Hits Dice counts as the highest (if the weapon has multiple Full Auto Hits dice, you can only use this ability on a single one). Your Strength must be equal or over weapon's STR in full auto burst mode to take advantage of this benefit.

CRACK SHOT

Preq: Perception 4, Dexterity 4, Long Arms 10 ranks

Benefit: Your Aimed Shots with any Accurate weapon receive +6 AB instead of the normal +4 (in both single and burst mode). Called shots are at -2 AB, and Aimed Overwatch at +4.

ONE SHOT, ONE KILL

Preq: Long Arms 15 ranks, *Crack Shot* Perk, *Improved Criticals (Long Arms)* Perk

Benefit: When using an Aimed Shot (single only) with any Accurate weapon, you automatically know target's AC. If your combined attack roll bonus (factoring in the range penalty and anything else) is equal or higher, you automatically inflict a Super Critical Hit and halve or bypass their armor (as long as they have a halve/bypass value).

MORE DAKKA

Preq: Long Arms 15 ranks, *Dakka Dakka* Perk, *Heavy Weaponry* Perk

Benefit: When firing any Long Arms at full-auto, weapon's STR is increased only by +2, and you always inflict 1 extra hit.

Normal: firing at full-auto increases the STR of a weapon by 3.

BETTER CRITICALS (LONG ARMS)

Preq: Long Arms 15 ranks, *Improved Criticals (Long Arms)*

Benefit: When firing any Accurate weapon, you add +3 damage to all Critical and Super Critical hits.

PERFECT AIM

Preq: Dexterity 4, Long Arms 15 ranks, *Improved Bracing* perk

Benefit: While taking advantage of the *Improved Bracing* perk, as long as the reduced STR of the weapon is equal or lower than your Strength, any Range Increment penalties are reduced by 4 (to a minimum of 0).

LAUNCHERS

ARCHER

Preq: Launchers 1 ranks

Benefit: You ignore any AB penalties bows have. In addition, for the purpose of shooting bows, you count as having **2 extra Ranks** in Launchers (up to maximum available Ranks). In addition, if your Strength is 2 or more points greater than the STR of the bow, you may shoot a bow as a Move action (at a -4 penalty).

BOLAS EXPERT

Preq: Dexterity 4, Launchers 1 ranks

Benefit: You suffer only a -2 AB penalty when throwing a bolas. You can enter an Overwatch with it (not an Aimed Overwatch, though).

KNIFE THROWER

Preq: Dexterity 4, Launchers 1 ranks

Benefit: You don't suffer the -6 AB penalty when throwing a knife or -2 AB penalty while throwing a shuriken (it changes into a +2 AB), and you're allowed to perform Aimed/Called shots while throwing your knife or shuriken (which is normally impossible with a thrown weapon).

CANNONEER

Preq: Launchers 5 ranks

Benefit: You receive a +1 bonus to your Gunnery for every 4 ranks of Launchers you have.

GRENADE EXPERT

Preq: Launchers 5 ranks

Benefit: You receive a +2 bonus to-hit with thrown Grenades.

In addition, if you time the grenade perfectly (DC 30), you're able to inflict one extra damage dice upon a single target (explosive, acid, fire or electrical, always the one with the highest radius), and the target has their Dodge DC increased by 5.

SKILLED ARCHER

Preq: Strength 3, Launchers 5 ranks, *Archer* perk.

Benefit: The RP of any bows you wield is increased by 1. In addition, the STR of any bows is decreased for you by 1.

FLAMER EXPERT

Preq: Perception 4, Launchers 5 ranks

Benefit: The enemies have their DC to avoid/have damage from your cone-type attacks raised by 5. You inflict +1 damage with such attacks.

LAUNCHERS, NO PROBLEM

Preq: Wisdom 4, Launchers 5 ranks

Benefit: You may re-roll one d10 when attacking with any weapons using Launchers skill. However, if the new result is a failure, it becomes a critical failure (with generally regrettable consequences).

BALLISTICS

Preq: Intellect 4, Launchers 10 ranks, *Cannoneer* perk

Benefit: When firing Launchers, if you roll 2,3 or 4 on your Green dice, it counts as 5.

EXPERT ARCHER

Preq: Dexterity 5, Wisdom 3, Launchers 10 ranks, *Skilled Archer* perk

Benefit: If you roll the minimum number on a damage dice when shooting a bow, it counts as a maximum number (this only works for a single dice per shot). In Aimed shot mode, the RI for any bow you wield is increased by 5 m.

THEY CALL HIM ROACH

Preq: Wisdom 5, Dexterity 5, Launchers 15 ranks, *Ballistics* perk

Benefit: Your RI penalties (if any) for firing Launchers are reduced to -1 per RI (this doesn't affect guided weapons).

AWARENESS

THAT LOOKS FAMILIAR

Preq: Perception 4, Awareness 5 Ranks

Benefit: You are very observant about any urban-like environment. You get a +4 bonus to any Erudition checks regarding local knowledge.

SNEAKY

Preq: Awareness 5 Ranks

Benefit: You receive a +1 bonus to your Stealth for every 4 ranks of Awareness you have.

PRIVATE EYE

Preq: Wisdom 4, Awareness 5 Ranks

Benefit: You receive a +4 bonus to your Awareness tests when searching a specific place for patterns. This usually includes finding objects that shouldn't be there or that are different than previously.

BATTLE AWARENESS

Preq: Awareness 10 Ranks

Benefit: You receive +2 bonus to your Initiative.

THAT'S NO MOON

Preq: Awareness 10 Ranks

Benefit: You receive +2 bonus to your Sensors.

IMPROVED INITIATIVE

Preq: Perception 4, Awareness 10 Ranks

Benefit: You can re-roll your Initiative dice, but you must accept the second result, even if it's worse.

SUPER-PERCEPTIVE

Preq: Perception 6, Awareness 15 Ranks

Benefit: You receive +1 bonus to your Perception, even above your normal limits.

STEALTH

CITY HUNTER

Preq: Stealth 1 Rank

Benefit: You receive a +4 bonus to your Awareness and Stealth tests when following someone, or actively checking if you're not followed, in a crowded environment.

SILENT MOVES

Preq: Stealth 5 Ranks

Benefit: The DC of your active Stealth actions (sneaking) is decreased by 5, as long as you're not wearing a Medium or Heavy armor. However, you take Encumbrance penalty to your sneaking actions when using this ability (-2 per encumbrance point), and wearing boots unsuited for sneaking may inflict additional -1 to -3 penalty. The combined penalty may not exceed -5 (which would nullify the bonus altogether).

BETTER SAFE THAN SORRY

Preq: Wisdom 4, Stealth 5 Ranks

Benefit: You receive +4 bonus to your Cover AC, as long as you have any in the first place, but you suffer a -1 Dodge penalty. This Cover AC bonus doesn't stack with any other Cover AC bonuses provided by perks or the enhanced Cover AC derived from the Suppressive Fire rule.

In addition, you receive +1 bonus to Stealth.

WARY

Preq: Stealth 10 ranks

Benefit: You receive a +1 bonus to your Awareness and Dodge for every 7 ranks of Stealth you have.

LURKER

Preq: Agility 4, Stealth 10 Ranks

Benefit: If you run or charge from behind cover, you count as having 10 Cover AC against all Overwatch attacks (but only against those enemies you had any Cover AC in relation to when you started your movement).

STEALTHY STRIKE

Preq: Agility 4, Stealth 10 Ranks

Benefit: You may move at half speed and perform a melee attack with a Pistol or a Light melee weapon as a Standard Action. This attack never provokes an AoO, doesn't allow the target to turn to face you, and triggers Overwatch only after you have finished it (notice that the target of your attack may not take an Overwatch

attack anyway, since he's now in melee with you). You may not perform this action if you're already in melee.

Normal: unless the target is flat-footed, he's always allowed to face any melee attacker of choice.

CAMOUFLAGE EXPERT

Preq: Wisdom 4, Stealth 10 Ranks

Benefit: If you are camouflaged and hiding, the DC to detect you with an Awareness check is increased by 5.

SILENT RUNNER

Preq: Agility 5, Stealth 15 Ranks, *Agile Runner* perk

Benefit: The DC of your Stealth checks is not increased when you're moving at full speed. You can even sneak when running, but the DC of your Stealth checks is increased by 10 if you do so.

MELEE

BLIND FIGHTING

Preq: Perception 4, Melee 1 rank

Benefit: As long as you're aware of danger, you receive an AC bonus against any enemies you can't see equal to your Dodge ranks, and an extra bonus to Parry equal to your Perception. In addition, you're allowed any Parry bonuses normally not allowed while Flat-Footed. In all other regards, you still count as being Flat-Footed.

In addition, your Melee doesn't count as untrained when attacking unseen enemies, but you still suffer a -6 penalty to it.

BAYONET TRAINING

Preq: Agility 3, Melee 1 rank

Benefit: You no longer receive the -4 penalty when trying to escape a grapple while holding a rifle sized firearm. In addition, your bayoneted longarms lose the -2 penalty to attack and inflict +1 damage. In addition, if you hold a non-Pistol, non-Sub firearm in both hands, you receive 2 Parry AC. None of these bonuses work for weapons which have higher base STR than your Strength (perks or other circumstances reducing the effective STR do not count here).

Special: you may fire the bayoneted gun as a part of a *Gun Charge* (see perk), as long as your melee attack at the end of it is performed with its bayonet.

HAM FIST

Preq: Strength 6, Melee 1 rank

Benefit: You inflict +1 damage with your Unarmed Power Attacks, and the DC of resisting Stun attempts made with such attacks is increased by 5.

AGILE FIGHTER

Preq: Strength 3, Agility 4, Constitution 4, Melee 5 ranks

Benefit: You can use your Agility instead of your Strength to calculate damage you cause with Light weapons. You receive a +1 Initiative bonus if unencumbered and suffering no more than -2 AC penalty due to armor.

Special: as long as your Agility is 2 points higher than your Strength, you benefit from a +1 Athletics bonus. If it's 3 or more points higher, this bonus is raised to +2.

LOW KICK

Preq: Agility 4, Melee 5 ranks

Benefit: As a Move action, and for a cost of 1 Fatigue, you can deliver a kick to an opponent in melee. This action counts as an Unarmed attack (and may provoke an AoO, unless you're armed with a melee weapon), always Standard, and receives -2 to-hit penalty. If you perform any other melee attack in this round, it cannot be a Power Attack. You're not allowed to enter Total Defense mode either. If this attack misses, your enemy gets an AoO.

Special: this special action can be used to Trip, the to-hit penalty grows to -6, though.

BACKSTAB

Preq: Melee 5 ranks

Benefit: When Flanking opponents in melee, you cause +2 damage against them using a Targeted Strike with Piercing weapons.

FENCING

Preq: Melee 5 ranks

Benefit: You're able to wield swords and the like properly. If you wield a Fencing weapon, you get +2 Parry AC. This bonus doesn't stack if you wield more than one.

In addition, you can deliver Quick Strikes with Fast and Fencing weapons, receiving +2 to hit (+4, if your other hand is empty) but decreasing the damage by Str/2. This is a melee attack that counts as a Standard Action. You can forego the to-hit bonus in exchange for making this attack impossible to draw any AoOs.

In addition, you can Feint with Fencing weapons, as long as you're not prone. This is a Move action, and you're allowed to move at Half Speed towards the enemy as a part of it. Make a Melee skill check against DC = enemy's Melee Total Value + 10. If

you succeed, the enemy is disallowed from using any Defend reactions against your attacks, or making any Attacks of Opportunity against you for the rest of this turn. If you fail by 5 points or more, the enemy gets a free AoO against you.

In addition, while wielding a Fencing weapon, you can burn 1 Fatigue as a free action to avoid being hit by a melee attack hitting due to the Lucky Strike rule.

SPEAR FIGHTING

Preq: Melee 5 ranks

Benefit: While holding a spear, your damage bonus against chargers is increased to +4. In addition, when trying to leave someone's zone of control, you gain +2 to parry AC against any AoOs delivered by that person. In addition, you can throw a spear without the -2 AB penalty.

In addition, you can deliver Rapid Strikes with Reach weapons, making two standard attacks as a Full Round Action.

In addition, you can Feint with Reach weapons, as long as you're not prone. This is a Move action, and you're allowed to move at Half Speed towards the enemy as a part of it. Make a Melee skill check against DC = enemy's Melee Total Value + 10. If you succeed, the enemy is disallowed from using any Defend reactions against your attacks, or making any Attacks of Opportunity against you for the rest of this turn. If you fail by 5 points or more, the enemy gets a free AoO against you.

In addition, while wielding a spear, you can burn 1 Fatigue as a free action to avoid being hit by a melee attack hitting due to the Lucky Strike rule.

UNARMED COMBAT

Preq: Melee 5 ranks

Benefit: Your Light weapons are exempt from the general rule that Light weapons provoke AoOs.

Your unarmed damage dice is improved from 1d3 to 1d4.

In addition, you receive a +2 bonus to any Grapple checks, and your grapples do not provoke AoOs either.

In addition, you get +2 bonus to-hit to your Trip attempts, and your Strength counts as 1 point higher against Trip attempts.

In addition, the DC of checks to resist your Stun attempts with Light weapons can't go lower than 20, regardless of how little damage you cause.

In addition, while not being armed with any non-Light weapons (including shields), you can burn 1 Fatigue as a free action to avoid being hit by a melee attack hitting due to the Lucky Strike rule.

KNIFE FIGHTING

Preq: Melee 5 ranks

Benefit: You get the following abilities with knives and similar weapons: Your knives are exempt from the general rule that Light weapons provoke AoOs. You receive +1 Parry AC. You can draw such a weapon (or a pair of them) as a Swift action. You can attack a person who is Grappling you without the normal -4 to-hit penalty. You cause +1 damage with your knives, but not when Power Attacking.

In addition, while wielding a knife, you can burn 1 Fatigue as a free action to avoid being hit by a melee attack hitting due to the Lucky Strike rule.

Special: if you have the *Offhand Attack* perk, and you're wielding two knives or similar weapons, you receive +2 Parry AC (not cumulative with the +1 bonus for wielding a single knife).

JUGGERNAUT

Preq: Strength 5, Melee 5 ranks

Benefit: You receive a +1 bonus to your Parry AC, it stacks with any other Parry bonuses. You also cause +1 damage with all non-light, non-fencing, non-reach melee weapons (+2 if they're Slow).

WRESTLING

Preq: Agility 3, Melee 5 ranks

Benefit: You receive a bonus to all Grapple checks equal to your Agility, as long as your both hands are empty. This bonus is reduced by the AC penalty of any armor/clothing you're wearing (to a minimum of 0).

MANHANDLING

Preq: Dexterity 4, Melee 5 ranks

Benefit: You receive +4 bonus to your Grapple checks while you're already Manhandling someone. Your Disarm/Handcuff grappling actions succeed automatically.

FLORENTINE

Preq: Perception 4, Agility 4, Melee 5 ranks, *Fencing* perk

Benefit: This fencing technique utilizes two weapons. One must be Fencing or Fast, the other cannot be Fencing, Slow or Reach. When wielding such a combo, you get +3 Parry AC (not cumulative with the *Fencing* perk), and it takes three opponents to Flank you.

In addition, while wielding such a combo, you can deliver your Quick Strikes with a +3 to-hit bonus, despite your other hand not being empty.

STALWART

Preq: Melee 10 ranks

You can make one free Parry action in the enemy turn, without having reserved a Move Action to Defend first. This costs 1 Fatigue. Additionally, you may re-roll your Green dice on any Parry checks. Multiple re-rolls are allowed, but each attempt costs 1 Fatigue.

SHIELD EXPERT

Preq: Melee 10 ranks

While wielding a shield and attempting to Parry, you automatically roll 10 on your Red Dice. In addition, while wielding a shield, you can burn 1 Fatigue as a free action to avoid being hit by a melee attack hitting due to the Lucky Strike rule.

HARDENED WARRIOR

Preq: Melee 10 ranks

Benefit: You receive a +1 bonus to your Initiative and Endurance for every 7 ranks of Melee you have.

CRIPPLING STRIKE

Preq: Melee 10 ranks

Benefit: You may elect to cause extra damage (equal to weapon's Critical Damage) with your Targeted Strikes with Piercing and Slashing weapons, as long as you cause at least 1 HP damage first.

ROGUE

Preq: Melee 10 ranks

Benefit: When attacking with a Light or Fast melee weapon, you inflict a Critical Hit with a result of 9+ on your Green Dice (as long as you score a hit).

Normal: You inflict a Critical Hit with a result of 10 on your Green Dice.

POWER SMASH

Preq: Strength 4, Melee 10 ranks

Benefit: You can perform a special Power Attack that counts as a Full Round Action. Your Strength counts as 2 points higher while performing this attack (further increasing your Power Attack damage), but you provoke an AoO. You can use this

action with Slow weapons, the Swift action required to ready them being a part of this action.

SLAYER

Preq: Melee 10 ranks, *Juggernaut* perk, *Power Smash* perk

Benefit: When attacking with a non-Light, non-Fencing melee weapon, you inflict a Critical Hit with a result of 8+ on your Green Dice (as long as you score a hit).

Normal: You inflict a Critical Hit with a result of 10 on your Green Dice.

GUN CHARGE

Preq: Agility 4, Dexterity 4, Melee 10 ranks

Benefit: When charging an enemy, you may take a single non-aimed shot at them (it may be a burst), at a -4 penalty. You may not use the same weapon to perform your melee attack at the end of your move.

OFFHAND ATTACK

Preq: Perception 4, Agility 4, Melee 10 ranks

Benefit: While in melee, you may perform an attack with an offhand weapon (either a Light melee weapon or a Pistol) as a Move Action, with a -4 to-hit modifier (even Pistols get this modifier). This attack must be Targeted at the same target as the main attack (if you perform one). You can't combine this action with a Power Attack. Normal dual wielding penalties do not apply.

FLURRY OF BLOWS

Preq: Agility 5, Melee 10 ranks, *Unarmed Combat* Perk

Benefit: You may attack twice with a Light weapon when performing a Relentless Assault. However, your damage is reduced by -1. The attacks must be directed at a single enemy. This action is not allowed if you're wearing a Medium or Heavy armor. The attacks cannot be performed with the same weapon (each hand/leg counts as a separate weapon).

HAND-TO-HAND ASSASSIN

Preq: Melee 10 ranks, *Unarmed Combat* Perk

Benefit: The Backbreaker grapple action inflicts extra +4 damage and you automatically get the best possible result on your unarmed damage dice when performing it.

WHIRLWIND

Preq: Melee 10 ranks, *Flurry of Blows* Perk

Benefit: You may attack **thrice** with your unarmed attack as a full-round action. You can't combine this action with a Power Attack. The attacks may target separate enemies, and you choose the target before each blow. If all three attacks hit, the last one inflicts +2 damage. This action costs you 1 Fatigue and you can't be wearing Medium or Heavy armor.

In addition, while you're unarmed or wielding two Light melee weapons, or any combination thereof, you receive +1 Parry AC and it takes three enemies to flank you.

Special: if you have the *Offhand Attack* perk, you get +2 to hit with the first attack.

BLADEMASTER

Preq: Melee 15 ranks, *Fencing* perk, *Stalwart* perk

Benefit: While wielding a Fencing weapon and attempting to Parry or Feint, you automatically roll 10 on your Red Dice. In addition, your critical damage with Fencing weapons is doubled.

THE WAY OF TWO HEAVENS

Preq: Melee 15 ranks, *Fencing* perk, *Offhand Attack* perk, *Blademaster* perk

Benefit: When wielding two Fencing weapons, you receive +2 Parry AC, your Relentless Assault attack bonus is increased to +6 and it takes three enemies to flank you (this is not cumulative with the bonuses granted by the *Florentine* perk). In addition, you may perform your offhand attack with a non-Light fencing weapon, but if you do so, you lose all the aforementioned bonuses till the start of your next round.

Normal: Relentless Assault grants +4 attack bonus.

FISTS OF IRON

Preq: Melee 15 ranks, *Unarmed Combat* Perk

Benefit: Your unarmed attacks have their damage dice improved to d6 and gain the Hard quality.

TECHNOLOGY SKILLS

PILOTING

COMBAT PILOT

Preq: Piloting 5 ranks

Benefit: When firing front guns of a fighter/airplane/hovertank etc. (anything that allows full AC bonus for your Piloting skill) you're piloting, you receive a +1 bonus to-

hit **for every 6 points of your ship's current Maneuver value** (not including any Tight Maneuvers bonus).

COURAGEOUS PILOT

Preq: Piloting 5 ranks

Benefit: When piloting, add +4 to your Willpower and count the skill as Trained even if you have no ranks in it. In addition, while piloting, your Willpower also counts as being 4 ranks higher than it actually is (up to your maximum available ranks). In addition, in these circumstances, your Fear Resistance is increased by +10 (this doesn't stack with the extra Willpower ranks).

GUNSHIP PILOT

Preq: Piloting 5 ranks

Benefit: When piloting any ship that has a negative Maneuver Mod, you receive a bonus to your Piloting equal to half of that penalty (rounded down). This bonus cannot exceed your Intellect score.

MECHA OPERATOR

Preq: Piloting 5 ranks

Benefit: The Bulk Maneuver Penalty and Melee penalty are halved, and you're able to use full Athletics value of the mecha you're piloting (instead of half). You're able to run and charge in your mecha with no Athletics checks. In addition, while piloting a mecha your Gunnery always counts as trained and you receive 2 additional ranks in it (up to your maximum available ranks).

Special:

- If you possess the *Powered Armor Training* perk, you receive +1 bonus to your mecha's AC, as long as your Dodge is higher than your Piloting. In addition, the mecha's Melee penalty is lessened by 1 (to a minimum of 0).
- If you possess the *Combat Pilot* perk, you get +1 bonus to-hit when firing your mecha's weapons.
- If you possess the *Skilled Driver* perk, you get +1 Maneuver bonus while piloting your mecha.

PROFESSIONAL PILOT

Preq: Dexterity 3, Perception 3, Piloting 5 ranks

Benefit: When called to make any Piloting check, except for a Maneuver check in combat, you can elect to automatically receive a result of 5,5 on your dice. In addition, you receive a +2 Piloting bonus.

HIGH-G MANEUVERS

Preq: Constitution 4, Piloting 5 ranks

You receive a +1 bonus to your Tight Maneuvers (either AC/piloting bonuses) **per 5 points of your Piloting skill total value**, but the bonus cannot exceed +50% of the Maneuver bonus of a Tight Maneuver of a given level.

BARREL FLIP

Preq: Perception 4, Piloting 5 ranks

Benefit: As a reaction, you may receive a +4 AC bonus against a single object that tries to collide with your ship (ex. a missile). It costs 1 Fatigue to do so.

EVASIVE MANEUVERS

Preq: Perception 5, Piloting 5 ranks

Benefit: When the ship you're piloting is being shot at (or someone is trying to collide with it), you can try a high-G evasive maneuver. You must declare this action before their attack roll. Use the Tight Maneuver table and choose an appropriate DC of your Endurance check. If you succeed, the appropriate Maneuver bonus is added to your ship AC against that attack. Evasive Maneuvers cost 1 Fatigue as normal.

KAMIKAZE

Preq: Piloting 5 ranks, *Courageous Pilot* Perk

Benefit: When piloting, and being Head On in relation to the enemy, you may opt to add your Spirit to your Gunnery rolls to hit them and Piloting rolls to collide with them (up to +8). If you chose to do so, your ship's AC is reduced by 6 till the start of your next round.

SLIDE-STRAFE

Preq: Piloting 10 ranks

Benefit: As long as you don't try to change your orientation in dogfight this turn, you may fire your weapons at any enemy you're Unengaged with (regardless of their orientation). You receive -4 to this attack.

CRAZY IVAN

Preq: Spirit 5, Piloting 10 ranks, *Courageous Pilot* Perk

Benefit: You can add your Spirit to Piloting checks (up to +8), but if you decide to do so, the AC of your ship is decreased by -4 till the beginning of your next round. This ability doesn't stack with the *Kamikaze* perk.

VETERAN PILOT

Preq: Perception 5, Piloting 10 ranks, *Combat Pilot* perk, *Evasive Maneuvers* perk

Benefit: When you're piloting any vehicle, its AC is increased by 2. In addition, your to-hit bonus granted by the *Combat Pilot* perk is increased by 2.

FIGHTER ACE

Preq: Perception 6, Intellect 4, Dexterity 4, Piloting 15 ranks, *Veteran Pilot* perk, *High-G Maneuvers* perk

Benefit: It takes to be the best and put everything on the line to be a fighter ace. You may re-roll the Green Dice on any Maneuver check. You may keep doing this for as long as you want, but each use costs you 1 Fatigue. If your enemy is able to use this or similar ability while opposing you, you re-roll your Green Dice in turns.

GUNNERY

ARMSMASTER

Preq: Gunnery 5 ranks

Benefit: You receive a +1 bonus to your Long Arms for every 4 ranks of Gunnery you have.

SUSTAINED FIRE

Preq: Gunnery 5 ranks

Benefit: If you fired any weapon using you Gunnery skill in full-auto mode last round (note that you may use your Gunnery to fire any tripod- and similarly mounted weapon), and you continue to do so at the same target, you get a +2 bonus to-hit and 1 extra hit per Hits die (the latter bonus only when not using anti-vehicle damage; if doing so, +1 damage/2 damage dice instead).

DOOR GUNNER

Preq: Strength 4, Gunnery 5 ranks

Benefit: You gain a +2 bonus while firing manually controlled vehicle weapons (such like door weapons or small turrets, but not the main guns).

Special: You gain all the benefits of the *Dakka Dakka* perk with the aforementioned weapons (you can treat the lowest number rolled on one of your Hits dice as the highest), but not when using anti-vehicle damage.

WARSHIP GUNNER

Preq: Dexterity 5, Gunnery 5 ranks

Benefit: You receive only a -2 penalty to your attack rolls while firing two weapons at once.

Normal: You receive a -6 penalty. A multi-linked weapon counts as a single weapon.

MISSILE SPECIALIST

Preq: Perception 5, Gunnery 5 ranks

Benefit: You can obtain a missile lock as a Move action.

Normal: Obtaining a missile lock is a Standard action.

IMPROVED CRITICALS (GUNNERY)

Preq: Gunnery 10 ranks

Benefit: When firing a weapon using your Gunnery skill, you inflict a Critical Hit with a result of 9+ on your Green Dice (as long as you score a hit).

Normal: You inflict a Critical Hit with a result of 10 on your Green Dice.

HEAVY GUNNER

Preq: Gunnery 10 ranks, *Ballistics* perk

Benefit: Your AB penalty for firing vehicle-mounted weapons is reduced by 2, but never below -5. Weapons with AB penalty of -5 or less do not benefit from this perk at all.

ELITE GUNNER

Preq: Wisdom 4, Gunnery 15 ranks

Benefit: While firing a vehicle-based weapon and using Vehicle damage, your Called Shots against vehicles may halve armor. Using this ability costs 1 Fatigue. Shields cannot be halved.

Normal: A called shot in these circumstances is at -8 AB and it lets you select the component hit, but never halves the armor.

ASTROGATION

CELESTIAL NAVIGATOR

Preq: Astrogation 5 ranks

Benefit: You get a +4 bonus to Astrogation checks pertaining to ship and celestial bodies trajectories.

HYPERSPACE NAVIGATOR

Preq: Intellect 5, Astrogation 5 ranks

Benefit: You get a +4 bonus to Sensors and Astrogation checks pertaining to hyperspace travel.

STAR VOYAGER

Preq: Astrogation 10 ranks

Benefit: You get a +1 bonus to Sensors, Erudition, Xenology and Planetology.

HYPERSPACE EXPERT

Preq: Astrogation 10 ranks, *Hyperspace Navigator* perk

Benefit: The bonuses granted by the *Hyperspace Navigator* perk are increased by 2. Hyperspace travel duration (and corresponding fuel consumption) is decreased to 80%, excluding misjumps.

Special: If you have both *Theoretical Base (Astrogation)* and *Dimensional Physicist* perks, the *Hyperspace Navigator* perk bonuses are increased by further 2.

ELITE NAVIGATOR

Preq: Intellect 4, Astrogation 15 ranks, *Hyperspace Expert* perk, *Celestial Navigator* perk.

Benefit: You automatically get a result 10 on your Red Dice for any Astrogation checks.

SENSORS

TACTICAL OFFICER

Preq: Sensors 5 ranks

Benefit: This perk allows you to coordinate ships or other vehicles in battle. Make a Sensors roll at the start of the turn; the pilots and weapon operators you're coordinating get +1 bonus to their Initiative for every 10 points of your result. By doing this, you're forfeiting the right to do anything else this turn (you're occupied with manning a tactical display). You get to choose who gets the bonus. You can have another person perform the Sensors roll for you, if they're manning your sensors, and that person receives a +4 bonus to the roll, but they also will be forfeiting their turn.

The number of people who can benefit from the bonus is equal to your Intellect + Wisdom - 4, +2 if you have someone with at least 5 ranks in Computers helping you with the comms (it also requires their full attention), and +2 if someone is manning your sensors (making the Sensors roll for you, as described).

For this perk to function fully, you need a tactical display, sensors and computerized communication with the beneficiaries. Otherwise, if you only have an access to sensors, you can only help up to 2 people you can directly communicate with, and cannot benefit from someone manning the sensors for you or helping you with the comms.

MORE DOTS! MORE DOTS!

Preq: Sensors 5 ranks, Perception 4

Benefit: When manning sensors (a dedicated sensors console required), you can support your pilot while evading missile attacks and grant +2 AC bonus to your ship, but to do so you can't do anything else during your turn and you lose 1 Fatigue point every time you're doing it.

The AC bonus provided by this perk can only be claimed once per turn per a single ship.

LONG RANGE SCAN SPECIALIST

Preq: Sensors 5 ranks, Wisdom 4

Benefit: You're specialized in filtering out the white noise on long range scanners and finding points of interest. For 1 Fatigue point, you can lower the DC of your (or any persons Aided by you) Sensors check by 5, to a minimum of 30. I.e. if the combined roll is below 30, you fail to procure any extra info.

RED ALERT

Preq: Sensors 10 ranks, Perception 4

Benefit: When you're operating sensors in a vehicle battle, you get +2 to your Initiative rolls. Everyone else on board gets a bonus to their Initiative rolls equal to your Charisma/2 (rounded down).

YOU CAN'T HIDE FROM ME

Preq: Sensors 10 ranks, Spirit 4

Benefit: While active searching for an enemy who's using cloaking system or radar jammers against your ship, the DC to find them is reduced by 5. You must specifically declare you're using this perk, and if you fail to find any cloaked ships you lose 1d6 Fatigue.

ENGINEERING

TECHNICAL TRAINING

Preq: Wisdom 4, Engineering 1 Rank

Benefit: If you aid someone with an Engineering test, that person receive a +4 bonus, as long as they have no more than 10 Ranks in Engineering more than you. The aided person must have at least 1 Rank in Engineering.

Also, you automatically pass all Engineering tests with DC 20 or less.

Normal: Without this perk, the bonus is +2 and the person can have no more than 5 Ranks in Engineering more than you.

MAINTENANCE TECHNICIAN

Preq: Engineering 5 ranks

Benefit: You receive a +4 bonus to your Engineering rolls while repairing basic vehicle and base systems, such as electronics, life support, cooling, hydraulics, pneumatics, non-nuclear engines etc.

TUNNEL RAT

Preq: Wisdom 3, Engineering 5 ranks

Benefit: You roll (Wisdom x 4) to find a way in artificial mazes, like ventilation tunnels, or ship's technical levels. If the maze was intentionally designed to confuse, you roll (Wisdom x 3) instead.

Normal: for finding your way in such situations you perform a (Wisdom x 2) check.

WEAPONSMITH

Preq: Intellect 3, Engineering 5 ranks

Benefit: You receive a +4 bonus to your Engineering rolls while repairing and building firearms of any kind.

ARMORSMITH

Preq: Intellect 3, Engineering 5 ranks

Benefit: You receive a +4 bonus to your Engineering rolls while repairing and building personal armor of any kind.

CONSTRUCTOR

Preq: Intellect 3, Engineering 5 ranks

Benefit: You receive a +4 bonus to your Engineering rolls while repairing and building structures, including vehicle chassis and armor.

ENGINE-ZERKER

Preq: Spirit 5, Engineering 5 ranks

Benefit: You can add your Strength to Engineering checks when trying to repair something (up to +8), but if you decide to do so, every failure counts as a critical failure.

You can't benefit from that perk for any tasks longer than 1 minute in duration. Using it costs 1d6 Fatigue.

FIX-IT-ALL

Preq: Intellect 4, Engineering 10 ranks

Benefit: Any engineering tasks of an extended duration take only half the time. You receive +1 Engineering bonus.

CYBERNETICS EXPERT

Preq: Intellect 5, Engineering 10 Ranks

Benefit: You receive a +4 bonus to your Medicine, Computers and Xenology tests regarding cybernetic implants.

MASTER ARMORSMITH

Preq: Intellect 5, Dexterity 5, Engineering 15 ranks, *Armorsmith* Perk

Benefit: If you manage to roll at least 45 on your Engineering check while upgrading or constructing a suit of armor, you're able to add one additional quality bonus to it (effectively increasing its quality, and the difficulty of upgrading it, by 1 step). However, if you're upgrading an existing item, you must beat its current quality level by at least 5 to be allowed to take advantage of that perk.

MASTER WEAPONSMITH

Preq: Intellect 5, Dexterity 5, Engineering 15 ranks, *Armorsmith* Perk

Benefit: If you manage to roll at least 45 on your Engineering check while upgrading or constructing a weapon, you're able to add one additional quality bonus to it (effectively increasing its quality, and the difficulty of upgrading it, by 1 step). However, if you're upgrading an existing item, you must beat its current quality level by at least 5 to be allowed to take advantage of that perk.

YOU CANNA' CHANGE THE LAWS OF PHYSICS

Preq: Engineering 15 ranks, *Fix-It-All* Perk

Benefit: You may attempt to speed up any Engineering task that takes an extended amount of time. Roll 1d8, and multiply the result by 10 – this is the percentage that had been shaved off from the task duration (cumulative with any modifiers, such as *Fix-It-All*). Using this ability takes up all your Fatigue points. The points are burnt at a rate of 5 per every hour (this is considered movement fatigue). If you run out of them before completing the task, the task is incomplete or failed (depending on its nature).

COMPUTERS

SEEN IT ON THE NET

Preq: Computers 1 Rank

Benefit: You receive a +2 bonus to your Erudition skill.

MAD TYPING SKILLS

Preq: Dexterity 4, Computers 1 Rank

Benefit: You're skilled at fast typing, be it keyboards, keypads or the like. A full-round or shorter action involving typing is a Swift action for you. With prolonged actions, you are able to complete them much faster. Being so good at pushing buttons, you get a +1 bonus to your Sensors skill.

DATA HUNTER

Preq: Intellect 3, Wisdom 3, Computers 1 Rank

Benefit: You get a +4 bonus to Computers checks while searching for useful information.

ADVANCED GUNNER

Preq: Computers 5 Ranks

Benefit: You do not suffer any penalties to your Gunnery skill while operating remotely controlled weapon systems (like automated turrets).

In addition, you receive +50% to any To-Hit bonuses granted by computerized targetting systems (either vehicle-mounted or personal).

Normal: You suffer a -4 penalty to your Gunnery checks while operating remotely controlled weapon systems.

ASTROGATION PROGRAMMING

Preq: Wisdom 4, Intellect 4, Computers 5 ranks

Benefit: You receive a +1 bonus to your Astrogation for every 4 ranks of Computers you have.

SENSORS PROGRAMMING

Preq: Intellect 5, Computers 5 ranks

Benefit: You receive a +1 bonus to your Sensors for every 4 ranks of Computers you have.

HACKER

Preq: Intellect 5, Computers 5 Ranks

Benefit: You receive a +4 bonus to your Computers checks when cracking, monitoring or setting up computer security.

COMPUTER EXPERT

Preq: Intellect 5, Computers 10 Ranks

Benefit: You receive a bonus to your Computers skill, equal to you Intellect/2.

AI PROGRAMMER

Preq: Intellect 6, Wisdom 4, Computers 10 Ranks

Benefit: You receive a +4 bonus to your Computers checks regarding Artificial Intelligences.

MACHINE EMPATHY

Preq: Charisma 5, Computers 10 Ranks

Benefit: You receive a +1 bonus to your Sensors and Engineering skills. You receive +4 bonus to Xenology checks regarding any kind of artificial intelligence.

COMPUTER WIZARD

Preq: Intellect 6, Computers 15 Ranks, *Computer Expert* perk

Benefit: Any Computers-related tasks of extended duration take only a quarter of time. Any check that requires no more than 3 FRA's is a Standard Action for you. A check that requires a FRA or Standard Action, is a Swift action for you. In addition, you're allowed to re-roll your Green Dice on computer checks as many times as you want, at a cost of 1 Fatigue for each re-roll.

SCIENCE SKILLS

MEDICINE

BIOLOGIST

Preq: Intellect 3, Wisdom 3, Medicine 1 Rank

Benefit: You receive a +4 bonus to your Planetology, Erudition and Xenology tests regarding fauna and flora.

MEDICAL AID

Preq: Wisdom 4, Medicine 1 Rank

Benefit: If you aid someone with a Medicine test, that person receive a +4 bonus, as long as they have no more than 10 Ranks in Medicine more than you. The aided person must have at least 1 Rank in Medicine.

Also, you automatically pass all Medicine tests with DC 20 or less.

Normal: Without this perk, the bonus is +2 and the person can have no more than 5 Ranks in Medicine more than you.

PSYCHIATRIST

Preq: Medicine 5 Ranks

Benefit: You receive a +1 bonus to your Psychology for every 4 ranks of Medicine you have.

TRUST ME, I'M A DOCTOR

Preq: Charisma 4, Medicine 5 ranks

Benefit: In medical-related social interactions, you receive a +4 bonus to Persuasion, Xenology and Psychology (+2 if Untrained).

SURGEON

Preq: Dexterity 5, Medicine 5 Ranks

Benefit: You receive a +4 bonus to your Medicine tests while performing surgeries.

PATHOLOGIST

Preq: Spirit 4, Medicine 5 Ranks

Benefit: You receive a +4 bonus to your Medicine and Xenology tests while performing autopsies.

MICROBIOLOGIST

Preq: Intellect 4, Medicine 5 Ranks

Benefit: You receive a +4 bonus to your Medicine tests while dealing with microorganisms.

NANO-SURGEON

Preq: Intellect 5, Medicine 5 Ranks

Benefit: You receive a +4 bonus to your Medicine and Computers tests while performing nano-treatments.

NERVE PINCH

Preq: Dexterity 4, Wisdom 4, Intellect 4, Strength 3, Medicine 5 ranks, *Unarmed Combat* Perk

Benefit: While attacking unarmed, you can perform a special type of a Targeted Strike: a Nerve Pinch. This attack automatically halves or bypasses armor as if it was a Headshot. Roll for damage replacing your Strength bonus with a flat bonus of your

choice (anything from -2 to +4). If you manage to cause at least 1 point of damage, the target must pass a Con x 2 DC 30 check or immediately falls unconscious.

A Nerve Pinch never causes Wounds, but may kill a target through the Sudden Death rule.

INTENSIVE CARE

Preq: Medicine 10 ranks

Benefit: If you assist someone who is performing surgery to remove a wound (or if you're doing it yourself), you may reroll the surgery damage dice. Using this ability costs 1 Fatigue, and you must accept the second result, even if it's worse than the first.

DON'T YOU DIE ON ME

Preq: Spirit 4, Medicine 10 ranks

Benefit: By spending 1 Fatigue, you can reduce by 5 the DC of your Medicine check to revive patients who have been brought down below their negative Wound Threshold.

PLEASE LIE IN BED

Preq: Wisdom 4, Medicine 10 ranks

Benefit: Patients under your direct care recover a much faster rate (they recover +1 HP while resting). The number of patients who can benefit from this perk is equal to your Charisma score. No patient can benefit from this ability more than once per rest period. For each patient who benefits from this ability, you use up 2 Fatigue. You cannot use this ability on yourself.

YOU'RE GOING TO BE FINE

Preq: Charisma 4, Medicine 10 ranks

Benefit: Each time you perform first aid on a patient, within 5 minutes of them receiving an injury, you can make a DC 30 Medicine test to heal 1 of their lost HPs (rolling 30 or more to stop bleeding automatically counts as using this ability, and the patient receives 1 HP as well). If the patient is at 0 HP, this ability automatically cancels the wound everyone receives when reaching 0 HP.

You can use this ability only once per an Injury. This ability also can't be used if the patient already healed any HPs after receiving the injury. You can't use this ability on yourself. You can't use this ability on single-HP injuries or any injuries which are exempt from the Wound/Sudden Death rules (such as injuries inflicted by successful surgery).

HE'S DEAD, JIM

Preq: Medicine 15 ranks

Benefit: At a short glance (a Standard action) you're able to tell if the creature within you reach is dead, dying or alive. If a check is normally needed to tell that, you automatically succeed.

In addition, by expending a Fatigue point and spending a Move Action, you're able to tell the number of HP and Wounds of any creature within your clear sight.

HARD SCIENCE

THEORETICAL BASE (skill)

Preq: Hard Science 5 Ranks

Benefit: You receive a +2 bonus to a skill of your choosing.

Special: You may take this perk multiple times. Each time, you must select a different skill from the list: Hard Science, Astrogation, Engineering, Medicine, Computers, Planetology, Xenology, Erudition.

Special: if your Hard Science reaches value 26 or more, this bonus is increased to +3

SCIENTIFIC METHOD

Preq: Intellect 4, Wisdom 4, Hard Science 5 Ranks

Benefit: You receive a +4 bonus to your Hard Science tests when performing laboratory analysis.

NUCLEAR PHYSICIST

Preq: Intellect 5, Hard Science 5 Ranks

Benefit: You receive a +4 bonus to your Hard Science and Engineering tests when performing any tasks related to nuclear physics, such like analysing phenomena, repairing, upgrading and designing sensors, reactors, nuclear bombs, energy weapons and starship engines.

DIMENSIONAL PHYSICIST

Preq: Intellect 5, Hard Science 5 Ranks

Benefit: You receive a +4 bonus to your Hard Science and Engineering tests when performing any tasks related to dimensional physics, mainly analysing phenomena and building and repairing hyperspace drives.

Special: If you have the *Hyperspace Expert* perk, the *Dimensional Physicist* bonuses regarding any hyperspace-related tasks are increased by +2. If you have the *Nuclear Physicist* perk, you get similar increase to tasks that are both dimensional- and nuclear- related (but not related to hyperspace).

PROGRESS BEFORE SAFETY

Preq: Spirit 5, Hard Science 10 Ranks

Benefit: If your attempt at a Hard Science check ended up in a failure, you're allowed to immediately re-roll it with a +2 bonus, but if you fail again, it will count as a Super Critical Failure. You're disallowed from using any Aid bonuses in that re-roll.

SUPREME LOGIC

Preq: Intellect 6, Hard Science 15 Ranks, *Orderly Mind* perk

Benefit: Your Intellect and Intellect cap increase by +1.

PLANETOLOGY

OVERLAND NAVIGATION

Preq: Planetology 1 Rank

Benefit: You roll (Wisdom x 4) for overland (and sea) navigation checks.

Normal: for overland navigation you perform a (Wisdom x 2) check.

TRACKING EXPERT

Preq: Planetology 1 Rank

Benefit: You receive a bonus to your Awareness, equal to you Wisdom, when trying to find an follow tracks, animal or otherwise.

FARMER

Preq: Planetology 1 Rank

Benefit: You roll (Wisdom x 4) for plant farming checks. You receive +1 Endurance.

Normal: For such tasks you perform a (Wisdom x 2) check.

ENVIRONMENTAL EXPERTISE (type)

Preq: Wisdom 3, Intellect 3, Planetology 1 Rank

Benefit: You are an expert of surviving in a single type of environment. If your equipment allows any kind of bonus to your Endurance rolls for resisting the elements native to this environment (vs hot, cold, radiation, poisons etc), you receive a +4 bonus to those rolls. In addition, you receive +2 to any Stealth, Awareness, Athletics and Xenology checks directly tied to this environment, and +4 to Planetology and Erudition checks regarding this environment.

Special: You can take this perk several times, each time it covers a new environment type (*Jungle, Desert, Toxic, Glacial, Ocean* etc)

GEOLOGIST

Preq: Intellect 4, Planetology 5 Ranks

Benefit: You receive a +4 bonus to your Planetology tests concerning geology.

CLIMATOLOGIST

Preq: Wisdom 4, Planetology 5 Ranks

Benefit: You receive a +4 bonus to your Planetology tests concerning climatology and weather in general.

SURVIVAL GEAR EXPERT

Preq: Wisdom 4, Intellect 3, Planetology 5 Ranks

Benefit: You can adjust your survival gear for any environment. If your equipment allows any kind of bonus to your Endurance rolls (v.s. hot, cold, radiation, poisons etc), you receive a +2 bonus to those rolls. If you're adjusting the equipment of your party, they receive the same bonus, but the bonus is lost if you stop supervising them for more than a single scene. Adjusting equipment for a single person takes 1 minute.

ATMOSPHERIC PILOTING

Preq: Planetology 5 Ranks, *Professional Pilot* Perk

Benefit: The DC of any Piloting checks made in atmosphere is decreased for you by 5, to a minimum of 20. This bonus only applies if the difficulty is caused by adverse planetary conditions (uneven ground, canyons, mist, wind, darkness etc).

HARDENED SURVIVALIST

Preq: Planetology 10 Ranks, *Snake Eater* Perk

Benefit: You receive a +4 bonus towards Endurance checks to resist hunger, asphyxiation and thirst. In addition, you receive +1 Endurance bonus.

ENVIRONMENTAL MASTERY

Preq: Wisdom 5, Intellect 3, Planetology 15 Ranks

You receive a +1 bonus to your Planetology. In addition, the bonuses from any *Environmental Expertise* perks you might have are increased by 2.

XENOLOGY

IT'S LIFE BUT NOT AS WE KNOW IT

Preq: Xenology 5 Ranks

Benefit: You get +4 to your Xenology checks to discover whether analyzed phenomena are alive and/or conscious, or not. You receive a +1 Xenology bonus.

LET ME TELL YOU ABOUT XENOS

Preq: Xenology 5 Ranks

Benefit: You get +4 to your Erudition checks regarding aliens, and your Erudition always counts as Trained for that purpose, even if you have no ranks in it.

Special: This bonus is increased by +2 per every 5 extra ranks of Xenology you have.

ALIEN ARTIFACTS EXPERT

Preq: Intellect 4, Xenology 10 Ranks

Benefit: If you pass a Xenology test to figure out the function of an alien artifact, you can perform all tests concerning it (Engineering, Computers, Piloting etc.) without additional penalties.

ALIEN KNOWLEDGE

Preq: Intellect 4, Xenology 10 Ranks

Benefit: You receive a +1 bonus to Hard Science, Engineering, Planetology and Erudition.

ALIEN MIND

Preq: Intellect 5, Xenology 15 Ranks

Benefit: You can use your Persuasion and Psychology skills on aliens without any penalties, just like you'd be using them on humans. The only restriction is, your final bonus to these checks (after all bonuses from perks etc.) cannot exceed your Xenology total value.

PSYCHOLOGY

INTERROGATION

Preq: Spirit 5, Wisdom 4, Psychology 1 Rank

Benefit: You receive a +4 bonus to your Psychology and Persuasion when interrogating someone.

DIPLOMACY

Preq: Psychology 5 ranks

Benefit: You receive a +1 bonus to your Persuasion for every 4 ranks of Psychology you have.

XENOPSYCHOLOGIST

Preq: Charisma 4, Intellect 4, Psychology 5 ranks

Benefit: You receive a +1 bonus to your Xenology for every 4 ranks of Psychology you have.

SELF-UNDERSTANDING

Preq: Charisma 4, Wisdom 4, Psychology 5 ranks

Benefit: You receive a +1 bonus to your Willpower for every 4 ranks of Psychology you have.

AI PSYCHOLOGIST

Preq: Intellect 4, Psychology 5 ranks

Benefit: You receive a +1 bonus to your Persuasion, Psychology and Computers when dealing with Artificial Intelligences for every **5 points of Psychology Total Value** you have.

Special: if you have the *AI Programmer* perk, you receive its +4 bonus towards Persuasion and Psychology as well (when dealing with AI's).

SKEPTICAL

Preq: Charisma 3, Spirit 3, Wisdom 3, Psychology 5 Ranks

Benefit: You receive +5 Confusion Resistance and +1 bonus to Hard Science.

TASKMASTER

Preq: Charisma 4, Intellect 4, Wisdom 4, Psychology 5 Ranks

Benefit: The Aid actions you take part in receive a +1 bonus. You must still be eligible for providing or receiving aid.

UNSETTLING SMILE

Preq: Wisdom 5, Spirit 4, Psychology 5 ranks, *Ice Cold* perk

Benefit: For a cost of 1 Fatigue, you can force someone to re-roll a successful Persuasion test against you. You must accept the second result.

CRIME SCENE INVESTIGATOR

Preq: Perception 4, Wisdom 4, Psychology 10 Ranks

Benefit: The Awareness DC checks to find clues are decreased by 5, as well as Psychology/Xenology checks to retrieve information about people who left those clues - their motivations, personality, etc.

I BEG TO DIFFER

Preq: Psychology 10 Ranks

Benefit: Your Charm and Confusion resistances are increased by +3 each. You receive a +1 bonus to your Willpower.

DEFLECT THE QUESTION

Preq: Charisma 5, Wisdom 5, Spirit 5, Psychology 10 Ranks

Benefit: If anyone fails any Persuasion check against you, or any other check against your Charm or Confusion resistance, they are affected by the desired effect of their action themselves instead. You must be aware of the 'attack' and able to confront the culprit directly and immediately.

FORCE OF PERSONALITY

Preq: Charisma 5, Wisdom 5, Spirit 5, Psychology 15 Ranks, *Self-Understanding* perk, *Diplomacy* perk

Benefit: Your Charisma, as well as your maximum Charisma, are increased by 1. If you roll a result of 1 on either of your dice in a Psychology check, it counts as a result of 10 instead.

ERUDITION

BEEN THERE, DONE THAT

Preq: Erudition 5 Ranks

Benefit: You receive a +1 bonus to your Willpower. In addition, you receive +1 XP for every **3 points of Erudition total value** you have. You receive extra XPs as your Erudition grows.

EUREKA!

Preq: Erudition 5 Ranks

Benefit: Select a skill that's based on Wisdom. You receive a +1 bonus to that skill, and it counts as Trained for you, even if you have no ranks in it.

When your Erudition reaches 10 ranks, you're allowed to select another skill, and again when it reaches 15 ranks. Each time you have to select a different skill.

Special: if your Erudition total value is 26+, these bonuses are increased to +2.

APPRAISAL

Preq: Erudition 5 Ranks

Benefit: You can appraise wares accurately with an Erudition check, even if lacking accurate knowledge about them (like Xenology or Engineering). If you do possess such knowledge (have the relevant skill Trained), you can choose to make a relevant skill check instead with the DC reduced by 5.

Special: If you possess the *Haggler* perk, the DCs for both uses of this skill are reduced by 5.

BLAH BLAH BLAH

Preq: Wisdom 4, Erudition 5 Ranks

Benefit: You can make an Erudition check with a +4 bonus against someone's Confusion Resistance to briefly distract them. This bonus is increased to +6, if you have no more than 5 ranks more Erudition than you have Persuasion (your Persuasion must be Trained for this bonus to apply).

Normal: such action is a Persuasion check.

I KNOW IT FOR A FACT

Preq: Charisma 4, Erudition 5 Ranks

Benefit: You may add +1 per every 5 points of Erudition **total value** you have to any Persuasion checks to impress someone intellectually. However, if you decide to do so, every failure counts as a critical failure.

BODY LANGUAGE

Preq: Dexterity 5, Charisma 4, Agility 4, Erudition 5 ranks

Benefit: You receive +2 bonus to Persuasion and Xenology. Both skills count as Trained even if you have no ranks in them.

LET ME THINK FOR A SECOND

Preq: Intellect 4, Wisdom 4, Erudition 10 ranks

Benefit: This is a special ability. By concentrating for a full minute and expending a Fatigue point, you're allowed an one-time Competence bonus to any Technology or Science skill check. Make an Erudition check. A result of 25 provides you with a +1 bonus, 35 - +2, and 45 - +3.

This bonus doesn't stack with any Perk bonuses towards a specific use of that skill (like *Surgeon*, *Armorsmith* etc), or with the *Great Focus* perk, or any perk that allows you to re-roll any dice.

I'VE READ IT IN A BOOK

Preq: Erudition 15 Ranks

Benefit: You receive a +1 bonus to all Science and Technology skills. All those skills count as Trained even if you have no ranks in them.

SUPREME WISDOM

Preq: Wisdom 6, Erudition 15 Ranks, Fear Resistance 25, *Been There, Done That* perk, *Self-Understanding* perk

Your Wisdom and Charisma scores are increased by 1, even above your normal limits.

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INWORK

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COMMUNICATION MASTERY

Preq: Intellect 6, Sensors 15 ranks

Benefit: You have access to super fast information systems which are able to send information almost instantly across any distance as long as you and receiver have this perk. In addition Computers checks to steal any coded information are decreased by 5 for you and you gain +1 Computers bonus for every 4 ranks in Sensors.

SENSE OF DIRECTION

Preq: ???, Planetology 10 Ranks, ???

Benefit: ???

PSIONIC ABILITIES

[This article is a stub and mostly outdated. While most or all powers described here will remain, they will likely function differently.]

TIER 1

- Mind Fog (Preq: Power 13, 6 xp)

Range: 30 m, FRA, 3 Fat

Control DC 10+target's Willpower; +10 if their Psi Defense is higher or equal than your Psi Power; -10 if it's lower than half of your Psi Power.

Duration: Till target changes current activity or spots obvious danger.

If successful, target counts as oblivious for Sneaking tests (basic DC of sneaking 10+Awareness), their DC to actively Spot anything is increased by 5. Confusion Resistance and Initiative are both decreased by 10 (to a minimum of 0).

>Upgrade 1 (Power 15), 2 xp: the ability decreases target's Charm Resistance by 10 as well.

- Mind Blast (Preq: Power 13, 6 xp)

Range: 30 m, Standard Action, 3 Fat

Psi Control check, DC = target's Confusion Resistance.

If the DC is passed, the target is Stunned for 1d6+2 rounds. If the DC was passed by 10 or more points, the target falls unconscious for 1d6 minutes instead.

>Upgrade 1 (Power 15), 2 xp: you get a +5 bonus to your Psi Control check.

- Emotion Sense (Preq: Power 13, 6 xp)

Range: 15 m, works automatically, range doubled for the round if you spend a FRA on it.

You're able to sense emotions of others. This ability doesn't allow to read thoughts or pinpoint the exact location of a person, but allows to feel their general presence. If focused on a single person, it gives a bonus to Psychology and Initiative tests against that person, equal to half of your Psi Power, but only if your Psi Control +10 is equal or greater than their Willpower. You automatically know the value of Willpower of the person you focus this ability on.

>Upgrade 1 (Power 15), 2 xp: the range is increased to 30 m

>Upgrade 2 (Power 15), 4 xp: the range is increased to 100 m

- Physical Overload (Preq: Power 13, 6 xp)

Range: Self, Free Action, 3 Fat, lasts till the start of your next round.

You must pass a Control test equal to Power used + 7, if you fail, you suffer 1d6+x HP damage, where x is the amount of Fat used. This damage cannot cause Wounds or death due to exceeding your Sudden Death threshold.

You receive following bonuses:

You may ignore encumbrance.

+2 to melee attacks, Strength counts as 2 points higher for the purpose of melee damage/weapon STR; +2 to Grapple checks; +2 AC (unless wearing medium or heavier armor or being encumbered); +2 to Athletics, Endurance and Dodge checks; +2 to Strength, Agility and Constitution checks; +1 Toughness; +5 m run/charge.

>Upgrade 1 (Power 15), 2 xp: 5 Fat; all bonuses doubled.

>Upgrade 2 (Power 17), 4 xp: 7 Fat; all bonuses tripled.

>Upgrade 3 (Power 19), 6 xp: 8 Fat; all bonuses quadrupled.

>Upgrade 4 (Power 21), 8 xp: 9 Fat; all bonuses x5.

>Upgrade 5 (Power 23), 10 xp: 10 Fat; all bonuses x6.

>Upgrade 6 (Power 25), 10 xp: 10 Fat; all bonuses x7.

- Latent Precognition (Preq: Power 13, 6 xp)

Range: Self, Free Action, 3 Fat, lasts till the start of your next round.

You receive +5 AC.

>Upgrade 1 (Power 15), 2 xp: You receive a passive +1 Melee and Dodge bonus.

>Upgrade 2 (Power 17), 4 xp: 4 Fat; AC bonus increased to +10.

>Upgrade 3 (Power 19), 6 xp: You receive a passive +1 Perception/Max Perception bonus.

>Upgrade 4 (Power 21), 8 xp: 5 Fat; AC bonus increased to +15.

>Upgrade 5 (Power 23), 10 xp: 6 Fat; AC bonus increased to +20.

- Regenerate (Preq: Power 13, 6 xp)

Range: self, FRA, Control DC 20, 4 Fat, Stops Bleeding, heals 1 HP.

All the upgrades are cumulative.

>Upgrade 1 (Power 15), 2 xp: can be used on others, 5 Fat; +2 extra HP is 25 or more was rolled.

>Upgrade 2 (Power 17), 4 xp: 6 Fat; removes a Wound if 25 or more was rolled (extra +1 HP if there was no Wound). You receive +4 to your Recovery Rate.

>Upgrade 3 (Power 19), 6 xp: you receive +2 to Constitution, and to you maximum Constitution. You heal +1d3 HP, if you rolled 30 or more on the Control check.

>Upgrade 4 (Power 21), 8 xp: you do not lose Fatigue or sustain an extra Wound when reduced below 0 HP. Basic effect heals +1d3 HP. You receive +4 to your Recovery Rate.

>Upgrade 5 (Power 23), 10 xp: you receive additional +2 Con/Max Con. In addition, when reduced below your negative Wound Threshold, you do not lose any HP with time. Bringing you back from below that threshold doesn't cause an extra Wound.

>Upgrade 6 (Power 25), 10 xp: your Sudden Death Threshold is tripled. You receive +4 to your Recovery Rate. You always stay conscious as long as you are alive, but if you're below your negative Wound Threshold, you can't perform any actions.

- Soul Sense (Preq: Power 13, 6 xp)

Range: 15m, works automatically, range doubled for the round if you spend a FRA on it.

Senses sentient creatures within range. Can only pinpoint the exact whereabouts of one creature at once. Does not work if creature's Psi Def + 5 > Power (Psi Def +4 only, if you spend a FRA to boost this ability).

> Upgrade 1 (Power 15), 2 xp: range increased to 40 m, and is able to sense Psi Power, Psi Defense, general health level, number of Wounds, and if asleep/awake/highly agitated.

> Upgrade 2 (Power 17), 4 xp: Can sense killing intent. Is never flat footed against any targets detected by this ability. In addition, can sense if the targets are hostile or friendly, and their HP/Fatigue, Willpower, Charm Resistance, Confusion resistance and Psi Control values.

> Upgrade 3 (Power 19), 6 xp: range is increased to 100m, and is never flat footed against any conscious targets, regardless of range and their Psi Def. You can sense extreme mass emotional events on a planetary scale.

> Upgrade 4 (Power 21), 8 xp: can sense intentions in combat. Any targets detected with this ability automatically roll 1 on their Green Dice when attacking you in melee. When taking a Charge, Relentless Assault, Targeted Strike or Aimed Shot at any target detected by this ability, or when using Persuasion or Psychology on them, you automatically roll 10 on your Red Dice.

> Upgrade 5 (Power 23), 10 xp: range is increased to 500 m, and you gain supreme Charisma (+3 to current and max score). You can sense extreme mass emotional events on a star-system scale.

> Upgrade 6 (Power 25), 10 xp: range is increased to 5 km. You can sense extreme mass emotional events on a Galactic Sector scale.

- Power Well (Preq: Power 13, 6 xp)

Passive.

All Psionic Abilities cost 1 Fatigue less to use (minimum 1).

> Upgrade 1 (Power 15), 2 xp: You get a bonus towards your Fatigue equal to your Recovery Rate. You can pass your Fatigue points on others, if you pass a Psi Control DC 20 check (if you fail, you lose 1d6 Fatigue). This is a FRA.

> Upgrade 2 (Power 17), 4 xp: Your Fatigue regenerates at twice the normal rate.

> Upgrade 3 (Power 19), 6 xp: You get a bonus towards your Fatigue equal to your Recovery Rate + 4.

- Psionic Feedback (Preq: Power 13, 6 xp)

Range 40m, Standard Action, 4 Fat

Causes damage to both psionic and the target. The damage depends on Psi Power (but you don't have to use your full potential). Normal DR doesn't protect from the damage, but the Psi Defense reduces the damage done by its value (or increases, if it's negative).

Control DC 20 or the psionic takes an extra die of damage.

This damage never causes Wounds, but can kill due to exceeding Sudden Death Threshold (by frying one's brain).

To be able to claim the benefit of an upgrade, you need to use this ability at the corresponding Power Level.

Psi Power	Damage
7	2d3
11	2d4
13	2d6
15	2d8
17	2d10
19	3d8
21	3d10
23	3d12
25	4d10
27	4d12

> Upgrade 1 (Power 15), 2 xp: The damage caused to you is decreased by 2.

> Upgrade 2 (Power 17), 4 xp: The ability damages both HP and Fatigue of the target (but not your Fatigue). You gain 1 point of Faigue per every 4 points of Fatigue damage caused.

> Upgrade 3 (Power 19), 6 xp: You gain 1 point of Fatigue per every 3 points of Fatigue damage caused (instead of 4). Range increased to 100 m.

> Upgrade 4 (Power 21), 8 xp: You gain 1 HP per every 3 HP of damage caused.

> Upgrade 5 (Power 23), 10 xp: You can attack multiple targets, but for every target, you suffer an extra dice of damage. You can only declare how many targets you attack, if you attack intelligent or unintelligent tagets, and your first target. The remaining targets are beyond your control: anyone in your range can be hit, those with lowest Psi Defense being hit first.

> Upgrade 6 (Power 25), 10 xp: If you gained at least 4 Fatigue from the use of this ability, you may immediately use another Psi Ability that takes a Standard Action or less, as a Free Action. However, for the purpose of that ability, your Psi Power counts as 24 (no matter how high it is).

- Demon's Eye (Preq: Power 13, 6 xp)

Range: 100 m, FRA, 3 Fat, Duration: 1 hr

Psi Control vs. Psi Defense + 10 + any modifiers to target's Confusion Resistance (+5 for a normal human).

This power affects the mind of the target, causing confusion and panic. If the test is botched by no more than 5 points, it causes inconsequential but distinct feeling of unease in the target for no apparent reason. If the test succeeds, the target starts seeing disturbing, eerie hallucinations that seem quite real, but can be very out of place. The actual content of these hallucination varies between people, but normally includes small animals (birds, rodents), mundane but ominous everyday objects (a TV set showing white noise), or even downright bizarre effects like giant eyes appearing on surfaces and gazing at the affected person. Naturally, the visions definitely draw the target's attention and can keep them occupied for some time. If the test is botched by 10 or more points, the effect affects the psionic instead.

In the second round of the power duration, the target must test Willpower against the psionic's Psi Power + 10 (bonuses against Fear apply). If the test is passed, the hallucinations are gone and the target cannot be influenced by them again in this scene. If the test is botched by 0-4 points, the target believes that the visions are true (even if they may have doubts) and is quite distressed, which gives them a penalty to all skill tests equal to the psionic's Spirit. Botching the test by 5-9 points or more causes an additional effect : the target goes into berzerk rage trying to destroy the phantoms (which may well include using shooting weapons). If the test is botched by 10-14 points, the target runs away screaming, gripped by mindless fear. If the result is 15 below DC, the target simply freezes in terror and is treated as prone. This test can only be performed once per scene, unless the target's Willpower is increased somehow (for example by external aid via Psychology, combat drugs, Rally perk etc.)

- Electro Body (Preq: Power 13, 6 xp)

1. Electric sight, Range: varies, requires a Swift action to activate each turn (no Fat cost). This power allows to perceive electric currents and electromagnetic fields. It reveals location of all electric equipment and most living creatures, unless they are shielded from electric-based sensors .

Range	What can be detected
5 m	Low-voltage circuits, living beings
25 m	Standard voltage wires, live household appliances, handheld weapon energy cells
100 m	High voltage wires, powered-up heavy energy weapons
1 km	Sources of even more power (like an energy station). Strong enough phenomena can be perceived from even greater ranges (GM's decision).

2.All Engineering tests regarding electric circuits and electromagnetic fields receive a bonus equal to the psionic's Wisdom score.

3.Whenever taking damage from electricity, the psionic is allowed a Psi Control test to reduce the damage. As the psionic is trying to re-direct the energy outwards, this is not cumulative with any DR granted by armor (but is cumulative with the DR gained from perks etc).

Check DC	Electric DR gained
20	10
25	20
30	40
35	80 etc.

> Upgrade 1 (Power 15), 2 xp:

1. The psionic can power small devices, like flashlights or laser sights, or recharge batteries. For 1 Fat, they can power a small device for an hour or recharge 1 shot in a battery for a weapon that causes 1d10 or less damage.

2. As a Swift action, the psionic can spend 2 Fat to create an electric discharge on their body, which can be used to harm. This can be used in conjunction with a normal unarmed attack. Damage is 2d4 and it has the Stun quality.

> Upgrade 2 (Power 17), 4 xp:

1. The power of the electric discharge can be boosted to 2d6, increasing the cost to 3 Fat.

2. For +1 Fat, and spending Standard action, the psionic can project the discharge in the form of a lightning bolt. The AB = Psi Control +6, RI 10m, Scattershot. The psionic can Aim this attack (+4 AB, FRA), or enter Overwatch with it (normal OW rules).

>Upgrade 3 (Power 19), 6 xp:

1. The power of the electric discharge can be boosted to 2d8, increasing the cost to 4 Fat.

2. If the psionic was attacked by electricity, and the extra Electric DR gained from the Psi Control was equal or greater than attack's maximum power, they are allowed to project a lightning bolt back at the attacker (or any other target in range). Using this ability counts as using up an AoO. The range and accuracy are the same as with their normal lightning bolt, only the damage die are the same as the damage die of the attack that is being redirected.

3. The psionic can regain Fat by draining electric devices or power cells. They regain 1 Fat by draining 4 shots from a battery of a weapon causing up to 10 maximum

damage, 2 shots of a weapon causing 11-20 maximum damage, or 1 shot of a weapon causing more maximum damage.

> Upgrade 4 (Power 21), 8 xp:

1. The power of the electric discharge can be boosted to 4d6, increasing the cost to 5 Fat.

2. For +3 Fat, the psionic can project the discharge in a form of a lightning storm. This works exactly like a lightning bolt, but gains following qualities: Full Auto (2d6/-), Rapid Fire

TIER 2

- Throttle (Preq: Power 15, 7 xp)

Range: 10 m, Standard Action, provokes AoO, needs a free hand.

Step 1: Control DC target's Psi Defense x 2 (+15 if target has moved last round), 3 Fat, target is immobilized, held upright, loses 1 Fat and can only perform one Standard Action at -4; Target is not flat-footed, but loses 8 Dodge AC.

Step 2: Power, DC = Target's Endurance, successful causes 2d4 Fatigue and 1d4 HP damage (unmitigated by any form of DR). This damage cannot cause Wounds or kill due to exceeding target's Sudden Death Threshold.

Step 3: The duration lasts till the start of your next turn. The whole time your Dodge AC is reduced by 8 (not against any AoOs you might have drawn in the process), and you must keep yourself upright (therefore, your hold is immediately broken if you dive for cover). None of this applies if you failed the Control DC.

>Upgrade 1 (Power 17), 3 xp: you cause more HP damage (2d4), and the range is increased to 20 m. If you roll over your target's Fear Resistance with the Power roll, they cannot perform any action at all.

>Upgrade 2 (Power 19), 5 xp: The Fatigue cost is increased to 4. You get a +5 bonus to your Power check, and the HP damage is increased to 2d6. If you roll 10 points or more above target's Endurance on your Power check, you cause a Wound.

>Upgrade 3 (Power 21), 7xp: the Control DC is unchanged if the target has moved. In addition, you can move your target up to 5 m in any direction. The range is increased to 30 m.

>Upgrade 4 (Power 23), 9xp: The Fatigue cost is increased to 5. The HP damage is increased to 3d6. You can throw your target up to 20m in any direction, or smash it against the ground/solid object/drop from height, inflicting extra 1d12 impact/fall damage. The range is increased to 50 m.

>Upgrade 5 (Power 25), 10xp: The range is increased to 100 m. You inflict more HP damage (4d6), you can throw your target more violently (for 2d8 damage / 40 m), and the HP damage may cause Sudden Death.

- Haunted Radiance (Preq: Power 15, 7 xp)

Range: 20 m, affects an area of 20m radius, duration 1d12 turns, 5 Fat.

This power can only be used on planets or other places with aura. It causes a temporary leak of aura's energy into the mundane world, making the place very uncomfortable and even painful to be in. The spirits involuntarily hurt all living creatures in the affected area, causing 2d6 damage each turn that bypasses armor and Toughness but is decreased by the target's Psi Power. In addition, each target caught in the area must pass a Willpower DC 25 check vs. fear or is panicked.

The damage may vary, places with exceptionally dark auras causing up to 2d12 damage.

- Death Strike (Preq: Power 15, 7 xp, Soul Sense)

Cost: 3 Fat/attack, Free Action

You automatically roll 10 on your Red dice when performing any Aimed ranged attacks against targets sensed by you Soul Sense ability.

- Exploding Fists (Preq: Power 15, 7 xp, Physical Overload)

When using Physical Overload, your unarmed attacks damage is based on Str, not Str/2. They gain the Hard quality, and you cannot be hurt due to hitting hard objects.

- Beguiling Aura (Preq: Power 15, 7 xp)

You receive a passive bonus of +4 to your Persuasion.

- Project Emotion (Preq: Power 15, 7 xp, Emotion Sense)

Cost: 3 Fat, FRA

This power can be only used by on a person you sense with your Emotion Sense, but you don't need to know their exact location. Make a Persuasion check as if you tried to influence someone normally. However, instead of your Persuasion skill (and any perks that may go with it), the base for this test is your Psi Control + Double Charisma (allowing you to reach normally impossible DC's).

Normally, an action is required to use this ability (talking, making suggestive gestures, etc), but you can do it in an undetectable manner as well. This only takes a Standard Action, but you cannot claim your Double Charisma bonus to the check.

>Upgrade 1 (Power 17), 3 xp: you can use this power indiscriminately on every person within range, although with a -5 penalty. You can claim your Double Charisma to this check only against those who you can interact physically with.

- Air Blast (Preq: Power 15, 7 xp)

Cost: varied, Standard Action; works only in atmosphere

The psionic causes the air in a cone in front of him to rush forward, striking anything in its path, up to maximum range. The exact parameters depend on the power level used (for reference, see the table below). The psionic may enter Overwatch with this ability ready to use.

1. The targets suffer listed damage (Explosive), per the table below. Solid, wide objects, like walls, suffer more damage: divide the listed number by 2 and roll that many d6.

2. Living targets make a Strength check (DC as per table below). If they succeed, they're unaffected, except for the Explosive damage taken (if any). Making this check requires spending 1 Fatigue (unless it's an auto-pass or auto-fail), but you may elect to automatically fail it. Someone who's not standing firmly on the ground automatically fails as well. Those who fail may not take any actions in their next turn, except for moving at half speed, and suffer a -4 penalty to Dodge.

3. In addition, those who failed the check must make an Athletics check (DC as per table below). Failing it knocks them to the ground. They suffer the listed Impact damage (per table below) and are thrown 1 m away for each 2 damage rolled. They're prone now.

Power	Fatigue	Range	Ex. Damage	Strength DC	Athletics DC	Imp. Damage
15	3	15 m	2	10	20	-
17	1d4+2	20 m	4	15	25	1d6
19	1d6+2	25 m	4	20	30	1d8
21	1d8+4	30 m	6	25	35	1d10
23	2d6+4	35 m	6	30	40	1d12
25	3d6+4	40 m	8	35	45	2d8

>Upgrade 1 (Power 17), 3 xp: allows you to use this ability at Power level 17;

>Upgrade 2 (Power 19), 5 xp: allows you to use this ability at Power level 19;

>Upgrade 3 (Power 21), 7 xp: allows you to use this ability at Power level 21;

>Upgrade 4 (Power 23), 9 xp: allows you to use this ability at Power level 23;

>Upgrade 5 (Power 25), 10 xp: allows you to use this ability at Power level 25;

- Heat Blast (Preq: Power 15, 7 xp)

Cost: varied, Standard Action; works only in atmosphere

The psionic energizes a stream of air molecules, increasing their temperature to several hundreds of degrees, and sends them forwards as a surge of extremely hot air, that chars clothing, ignites wood and scalds flesh. It works similarly to a flamethrower, and the psionic may enter Overwatch with this ability ready to use. The exact weapon profile depends on the power level used (for reference, see the table below).

Power	Fatigue	Range	Fire Damage	Avoid DC
15	3	5 m	2d6	35
17	1d4+2	5 m	2d8	35
19	1d6+2	10 m	2d8	35
21	1d6+4	10 m	2d10	35
23	2d6+4	15 m	2d10	35
25	2d6+6	15 m	3d8	35

>Upgrade 1 (Power 17), 3 xp: allows you to use this ability at Power level 17;

>Upgrade 2 (Power 19), 5 xp: allows you to use this ability at Power level 19;

>Upgrade 3 (Power 21), 7 xp: allows you to use this ability at Power level 21;

>Upgrade 4 (Power 23), 9 xp: allows you to use this ability at Power level 23;

>Upgrade 5 (Power 25), 10 xp: allows you to use this ability at Power level 25;

TIER 3

- Oxidization (Preq: Power 19, 9 xp, Heat Blast)

Works only if there is oxygen in the air.

This is an upgrade of the Heat Blast power. The psionic ionizes the molecules of the oxygen in the air, drastically improving the lethality of the fire. This increases the cost of using the ability by an extra 1d6 Fatigue and the damage caused by double Critical Damage Value (6 for 2 damage dice, 8 for 3 damage dice).

VEHICLE COMBAT

Vehicles have vehicle armor (VArmor) and vehicle weapons deal vehicle damage (VDmg), which differs from armor and damage used in personal combat. A weapon used against a vehicle uses its VDmg and other qualities mentioned in its vehicle weapons entry. No special qualities (such as AP) carry over between the Vehicle and normal entry for a weapon, except for the AB penalty/bonus, which depends on the firing platform, not the target (as the vehicle is usually mobile).

Only standard attacks are possible against vehicles (no aimed shots, bursts, autofire etc); the weapon is assumed to fire at its highest firing rate, however, full-auto, if possible. Only when firing against targets on foot you may select a different firing mode, as if using the weapon normally. Similarly, when firing a hand-held weapon at a vehicle, you use its VDMg rating. If it has none, it always inflicts 1 VDMg.



Vehicles, as long as they're moving, get a bonus to the AC based on the total Piloting skill of their driver/pilot. It is further modified by the type of the vehicle.

Type	Piloting skill modifier
Low maneuverability (a tank)	*1/4
Moderate maneuverability (a car)	*1/3
High maneuverability (a bike)	*1/2
Very high maneuverability (a mini-mecha)	*2/3
Flying Vehicle	*1

Note that flying vehicles use different base AC compared to ground vehicles (+14 AC, since their 'basic size' is 3 categories larger than a tank's).

AEROSPACE COMBAT

Aerospace combat is a subtype of vehicle combat.

The dogfight is highly abstract. The initiative is rolled as normal.

Craft position and maneuvers

The ships are described by their Relation to each other:

- Head-on: the ship is flying directly at the other.
- Tailed: the ship is being tailed by the other.
- Tailing: the reverse of the previous.
- Unengaged: the ship is in any other (effectively inconsequential) orientation.

A ship can be Tailing OR being Head-On with just one ship at a time. Trying to enter that relation with another enemy automatically makes the ship Unengaged with the original target.

In each round, you have two phases: in the first phase, called Maneuver Phase, you may try to change your Relation. In the second phase, called Attack Phase, you can fire your weapons, if the Relation allows it.



Changing Relation is a Maneuver check, which combines pilot's Piloting skill with fighter's Maneuverability. Passing the first phase keeps the Relation unchanged, unless the summary table below says otherwise.

For the sake of consistency, changing Relation is considered a **Move Action**, although you are allowed to perform it only once per turn. Firing your weapons is a **Standard Action**. Instead of firing weapons, you may use this phase to try to collide with the enemy ship, as long as your Relation to them is Head-On or Tailing. This requires winning an opposing Maneuver check.

The following table sums up all possible Relation and maneuvers. The "Firing" column describes only pilot-operated weapons. Turrets and missiles operated by other crewmen can be fired in any Relation as normal.

Missiles and Collisions: After launching, the missile becomes another actor that inherits the launcher's Relation towards the target. Next turn, like any other ship, instead of firing, it can try to collide with an enemy.

Relation	Maneuver Phase	Attack Phase
YOU Head on THEM Head on	<p>Attack Attack Attack: Pass this phase and open fire with the stated bonus. If the enemy ship survives, both change their Relation to Unengaged after you finish your turn.</p> <p>To Unengaged: Requires winning an opposing Maneuver check. Winning makes both ships Unengaged in relation to each other. Losing changes your orientation to Tailed and theirs to Tailing.</p> <p>To Tailing: requires winning an opposing Maneuver check. Winning also changes the enemy Relation to Tailed. Losing it means you become Unengaged, while the enemy stays Head-On. You receive a -4 penalty to that check.</p>	+4 to-hit

YOU Head on THEM Unengaged	To Unengaged: automatic, you become Unengaged To Tailing: requires winning an opposing Maneuver check. Winning also changes the enemy Relation to Tailed. Losing it means you become Unengaged, while the enemy stays Unengaged.	Normal
YOU Unengaged THEM Head-On	To Head-On: Requires winning an opposing Maneuver check. Losing it keeps the situation unchanged. You receive a +4 Bonus to that check. To Tailing: requires winning an opposing Maneuver check. Winning also changes the enemy Relation to Tailed. Losing it keeps the situation unchanged.	Impossible
YOU Unengaged THEM Unengaged	To Head-On: automatic To Tailing: requires winning an opposing Maneuver check. Winning also changes the enemy Relation to Tailed. Losing it keeps the situation unchanged.	Impossible
YOU Tailing THEM Tailed	To Unengaged: automatic, both ships become Unengaged	+4 to-hit
YOU Tailed THEM Tailing	To Unengaged: requires winning an opposing Maneuver check. Winning makes you Unengaged and the enemy Head-On. Losing it keeps the situation unchanged. To Tailing: requires winning an opposing Maneuver check. Winning also changes the enemy Relation to Tailed. Losing it keeps the situation unchanged. You receive a -8 penalty to that check. Multiple Pursuers: For each additional pursuer tailing you, you receive a -2 penalty to this check, but you will shake off everyone who rolled lower than you. If you're trying to tail one of them, you must declare the target before rolling.	Impossible

Tight Maneuvers

You can receive a bonus to your Maneuver check by performing heavy-G maneuvers. This, however, requires an Endurance check against high-G and always costs 1 Fatigue.

A ship can only perform Tight Maneuvers up to its Max Tight Maneuver score.

Note that the airframe has its own resilience as well, and high-g forces may damage it.

If you fail that check, the maneuver you're attempting automatically fails as well, plus, the Bad Stuff described in the table, happens.

Note that everyone onboard must take that check. Those not sitting in anti-accel seats receive -10 to that check (-5 if lying down). People in anti-accel hammocks etc. receive +10 bonus, but can't do anything. If you fail, you're immediately stunned for 1d6 turns, and Bad Stuff can happen:

Maneuver level	Bonus	Endurance check DC	Bad Stuff
1	+2	15	-
2	+4	20	-
3	+6	25	Receive 1d4 damage ignoring all DR
4	+8	30	Receive 1d6 damage ignoring all DR
5	+10	35	Receive 1d8 damage ignoring all DR
6	+12	40	Receive 2d6 damage ignoring all DR
7	+14	45	Receive 3d6 damage ignoring all DR
8	+16	50	Receive 4d6 damage ignoring all DR

Components and damage

Vehicle HP

Just like with a character, any hit that penetrates armor reduces ship's VHP. If the VHP is brought to 0, the vehicle comes apart.

Armor VHP and damage

Every hit that scores at least as much damage as ship's VDT causes damage to armor, regardless whether it was penetrated or not. The damage is equal to the number of damage dice rolled (it doesn't depend on the actual damage caused).

The number of Armor VHP is equal to $x \cdot 0.25 \cdot (\text{number of armor layers} + 1)$, where x is the base number of HP for the given size of the ship.

If the number of Armor HP drops to 0, the armor condition worsens to Damaged, and it now provides only 75% of base VDR. The Armor current VHP is replenished to double its normal value (if the hit caused the HP to go into negatives, reduce this new current VHP by this negative value).

If the number of Armor VHP drops to 0 while armor is Damaged, it becomes Busted. Now it only provides 50% of base VDR. A Busted armor cannot be further damaged (it always counts as having 0 VHP). Any hit that rolls 8+ on the Green Dice ignores such damaged armor completely.

Vehicle Systems Damage Roll

If the ship loses at as many VHP as its VDT or more in a single hit, this section suffers damage. Damage goes from Light through Moderate, Severe and Critical. If the hit caused damage equal to multiple VDT, the section damage is increased by multiple levels. The damage cannot go below Critical.

In addition to damaging the section, general ship systems are damaged as well (Light - Worn out, Moderate - Damaged, Severe - Busted, Critical - Destroyed); only the highest damage counts:

*Power Systems damage is always 1 step lower than this indicates)

- Cockpit: LSS, Avionics, Grav, Power Systems
- Hab: LSS, Grav, Power Systems
- Cargo Bay: Power Systems
- Engine: Engine, Power Systems
- Hyperdrive: Hyperdrive, Power Systems
- Weapons: Power Systems

Systems Save Roll

Per each damage level increase, roll a d10. For every result equal or lower than the Save Number, the damage condition caused by the hit is lessened by one level (the VHP damage is however still dealt). Base Systems Save number is 11, so you need upgrades to fix this. The roll always fails on a 1 no matter how low your save number goes.

Chain Reaction

As long as your Save number is 11 or higher, if a system/section is hit, you roll a d10 for a Chain Reaction instead. If you roll a number equal or lower than the second digit of your Save number, a randomly determined ship's section (Internal Slot) suffers damage equal to its VDT, with all the normal consequences.

Hit location and damage effects

Whenever a ship is hit with a standard weapon — energy, kinetic, explosive or otherwise — that penetrates its shields, check which of its 10 possible locations was hit. This is determined by the red dice on the hit roll, which corresponds to the location number; for example, if the red dice on your successful attack had the result of 5, you hit location 5.

If there is no external system on that location, proceed as normal: apply damage to the armor and possibly to the ship itself, as explained in the previous paragraph. If however there was an external system installed on this external slot, compare its Hit Factor to the result on the green dice on the attack roll: if it's equal or higher than the dice, the system is hit. Each external system has its own VHP and sometimes its own armor; resolve the hit as if it was a separate vehicle. If the external system is destroyed, apply any extra damage (over the amount needed to destroy the system) to the armor beneath it, with unchanged AP.

Called Shots

Instead of firing at the entire ship, you may also choose to fire at a particular external system (or armor slot) using Called Shot. In aerospace combat, Called Shots are at -10 to-hit. If the attack is successful, do not check for location nor system damage — you automatically hit the system you targeted. If the attack fails, you miss altogether.

Speed and travel

Sublight Flight Distance Calculation per ship's Speed

Speed	Speed Tier	Distances
1	Very Slow	*3. Ship is not suitable for atmospheric flight.
2	Slow	*2
3-5	Average	*1
6-10	Fast	/2
11+	Very Fast	/3

Hyperspace Entry Duration

The hyperspace speed travel is not covered by this, just the length of the special trajectory your ship needs to take to enter the Hyperspace. Note that following this trajectory requires burning fuel as well.

DC is increased by 10 near an asteroid-sized body, and by 20 near a planet. Close to planet's surface, hyperspace jumps are impossible. This penalty is decreased by 5 for each 30 minutes of travel away from said body.

A single person is allowed to re-try a hyperspace entry check, but no closer than six hours of flight from the previous position. The check itself takes about one minute.

(For Open Space)

Astrogation Check Result	Duration (Average-speed ship)
<25	Fail
25	3 hr
30	1 hr
35	20 min
40	10 min
45	5 min
50	2 min

Hyperspace Jump

The fuel consumption depends on the distance and ship's mass. The calculated amount of fuel is burnt immediately upon the entry, unless a misjump occurs (see below).

Hyperspace Jump Safety and Accuracy

Just after entering the Hyperspace, roll 1d6, multiply the result by 5 and add +15. This is the DC for the Astrogation check for safety/accuracy of the jump.

If you're performing an Inter-Sector jump, the DC is increased by 10.

The result of that Astrogation check tells you how far from the intended target you will emerge from the hyperspace, when your jump is done (note that jump itself isn't instantaneous either and can take days, weeks or even months). This distance assumes you'll be using your engines all the time.

Astrogation Check Result	Distance to target (Average-speed ship)
Worse than DC-20	<i>Automatic Misjump</i>
DC-20 to DC-16	2+d8 days
DC-15 to DC-11	2 days
DC-10 to DC-6	1 day
DC-5 to DC-1	12 hrs
DC to DC+4	4 hrs
DC+5 to DC+9	2 hrs
DC+10 to DC+14	45 min
DC+15 or better	15 min

A critical failure results in a misjump (after 1d10 days, you end up in the interstellar space, just like you travelled in a random direction). A super-critical failure is a catastrophical misjump. If you initiated your jump anywhere close to a planetary-mass or larger body, you automatically roll 1 on the Red Dice. Either type of misjump burns 10 days worth of fuel.

You can force an immediate return to the normal space at any time while in hyperspace. This is dangerous though. Roll a d10. A critical fail (normally a roll of 1, but it depends on the quality of the hyperdrive) results in a catastrophic misjump. On any other result, you appear somewhere along your original path (proportionately to the number of days that had passed since you've entered the hyperspace). Forcing a jump termination is normally used as a rather desperate way to quickly terminate another misjump.

Catastrophic misjump: First, your hyperdrive suffers severe damage. Second, you can't exit hyperspace until the jump is completed, but you burn no extra hyperspace fuel. Third, the duration may vary very much. Normally, it's 1d10 days, but if you score a 10 on that 1d10 roll, this roll is cancelled and roll 2d10 for the number of days instead: the result on the first dice is multiplied by 10. If you roll 10 on the first dice, this roll is cancelled as well and roll 3d10, multiplying the result on the first dice by 100,

and on the second - by 10. Continue this procedure for as long as you're rolling 10's on the first dice, each time adding another dice for another order of magnitude.

When the catastrophic misjump finally ends, you're likely to end up in a dangerous or weird location, and if it lasted long, you're likely to end in a far away place as well (multiply the number of days passed by 1d10 to find out the distance in normal hyperspace jump days from your starting location). For example, if your catastrophic misjump lasted 78 days, and you roll 6 on that dice, you have ended up 468 hyperspace days from your starting location; whole 15 sectors and about 600 light years away!

Fuel Consumption

The ships use highly condensed nuclear fuel, also known as Elerium-115. The consumption is dependent on ship's total mass (including cargo).

A ship burns the same kind of fuel for sublight (normal) flight and hyperspace flight. During a hyperspace jump, the required amount of fuel is burnt instantly. Note that a ship doesn't need to burn any fuel for just drifting in space at constant velocity; all the flight durations in this chapter regard the fastest possible travel, though (engines working continuously).

Ship's Mass	Fuel / 1hr of normal flight (fastest travel)*	Fuel / 1 day of in-sector hyperspace jump	Fuel / inter-sector hyperspace jump (30 days)
1 T	0.1 kg	1 kg	50 kg
25 T	2.5 kg	25 kg	1.25 T
100 T	10 kg	100 kg	5 T
500 T	50 kg	500 kg	25 T

*This amount of fuel is modified based on ship's Speed, as per table:

Speed	Speed Tier	Fuel consumption modifier (sublight flight only)
1	Very Slow	/3
2	Slow	/2
3-5	Average	*1
6-10	Fast	*2
11+	Very Fast	*3

Faster Hyperspace Travel

Extremely skilled astrogators may try to shorten the normal duration of hyperspace travel (with the corresponding decrease in fuel usage). This increases the DC of both the Hyperspace Entry and Hyperspace Accuracy checks.

Desired jump duration	DC increase
75%	+15
66%	+30

NPCs

NPC Creation

NPCs in the *X-Piratez* role-playing game are created from simple modules that help you build a believable character like with building blocks. Once you have pictured the character in your mind, the process of determining their stats is simple:

- 1) Choose their Profile. A Profile is a set of Attributes that determine the character's general strengths and weaknesses; for example, Brute is a good Profile for a melee combat expert, while Charismatic is more suitable for diplomats or psionics.
- 2) Choose their Class. Classes are sets of Skills and Perks that are mostly related to the characters' profession or way of life. See Class Overview below for more details.
- 3) If the character is not human, apply a Racial Template.
- 4) Write down everything on the sheet and count the total skill bonuses, as well as any derivative stats (like Hit Points, Psi Power etc.).

At the end of this chapter you'll find several examples of NPCs created this way.

Of course this process is merely a simple tool and is not set in stone. You may change it as you wish by modifying skill bonuses, swapping perks or just building NPCs the same way as you build player characters, or find yet another method that suits you better. Like with everything RPG-related, whatever works is fine.

CLASS OVERVIEW

NPC Classes are much like Character Classes: they determine NPC's basic occupation, skills and perks. Combine them with a Profile, and optionally a Race, to create a character.

Each Class is represented by four separate entries, which describe various levels of the NPC's experience:

- Poor: A beginner or just a mediocre example of the class. Although sometimes useful, they usually do not represent much of a threat to the player characters unless over-armed.
- Basic: A typical experienced member of the class, comparable to a starting player character. Should not be underestimated.

- **Advanced:** A dangerous foe, more powerful than a starting player character and dangerous to even advanced player characters.
- **Hardcore:** Legendary members of their class, they may prove deadly to the entire party, single-handedly.
- **Supreme:** These NPCs will probably smear nearby walls with most player parties. If you want to fight them, you better come prepared, and your chances will be still doubtful at best. Needless to say, their number on Earth is very limited.

[Note that Hardcore and Supreme entries are not written yet.]

The following classes are be covered in this chapter:

ARISTOCRAT: A noble in the traditional sense. Has skills related to influencing people, dueling and some knowledge.

FIGHTER: A warrior with strong emphasis on melee, either from a wasteland tribe or a city arena. Also has some social and survival skills, because fighting alone will get you killed in no time.

MECHANIC: One of many who take care of machinery. Has good technical skills and some bare minimum in adventuring skills.

MERCHANT: Buys and sells goods, and sometimes services, on the market — including black market. Merchants' strong points are haggling and item appraisal, but they also have decent social skills.

PILOT: A professional pilot, able to fly military fighters or other specialized aircraft. Can hold his own in air or space combat, but has little other skills.

PRIEST: Makes his living by providing spiritual needs. Is quite well educated and can take care of himself, too.

RESEARCHER: More often than not working for the Academy, these individuals' role is to gather and analyze scientific information. They also know their way around wilderness, but are lousy fighters.

RIFLEMAN: A typical soldier, or member of a paramilitary force like the Spartans. He specializes in rifles and other long arms, but is overall well-trained in the art of war (and nothing else really).

SCAVRANGER: A common job, or sometimes pastime, of many inhabitants of Earth is scavenging through the ruins of old Earth cities as well as more recent ruins. Scavangers regularly travel in search of such ruins, usually in the wilderness, and profit from them.

SCOUT: Necessary for armies, merchant caravans and bandits, scouts travel overland to pick up any interesting activity. They have good eyes and possess basic paramilitary training.

SECURITY: His main job is to control people through deadly force and cunning. Most members of this class are policemen, security guards or gang soldiers, some may become mercenaries. Enforcers specialize in close-quarters combat and observation.

SERVANT: A household maid or butler, often found in the presence of VIPs. Is attentive, sociable and versatile, but overall pretty harmless.

STALKER: Specializes in stealth, as well as other shady activities. Is useful for gathering information and eliminating unwanted individuals.

THUG: A bandit or a bouncer, whose main purpose in life is to make others uncomfortable (or gagging on blood). Usually found in cities, where people are plentiful and less stubborn about their possessions. If survives, can become a dangerous mobster.

VILLAGER: A peasant, knowing mostly about planting crops and handling animals, as well as possessing some other practical skills.

Aristocrat

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	2	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)		+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	
Spot (Per x2)		+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)	4	+	

Perks: Leadership

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	2	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	6	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)		+		Computers (Int x2)	4	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)		+	

Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)	4	+	
Spot (Per x2)		+		Xenology (Int+Cha)	2	+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)	5	+	

Perks: Leadership

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	2	+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)	4	+	
Willpower (Spr x2)	6	+		Astrogation (Int+Wis)	4	+	
Persuasion (Cha x2)	10	+		Sensors (Per+Wis)	4	+	
Dodge (Per+Agi)	6	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)		+		Computers (Int x2)	4	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)	6	+	
Spot (Per x2)		+		Xenology (Int+Cha)	2	+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)	8	+	
Melee (Agi+Spr)	6	+		Erudition (Wis x2)	8	+	

Perks: Leadership, Silver Tongue

Fighter

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)		+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	2	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Spot (Per x2)		+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)		+	

Perks: Fencing

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)		+	

Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	4	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	2	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)	6	+		Erudition (Wis x2)	2	+	

Perks: Fencing

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	8	+		Piloting (Per+Dex)		+	
Endurance (Con x2)	6	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	6	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	8	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	6	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)	6	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	4	+		Planetology (Int+Wis)	6	+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)	6	+	
Melee (Agi+Spr)	10	+		Erudition (Wis x2)	2	+	

Perks: Fencing, Juggernaut

Mechanic

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)		+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	2	+	
Dodge (Per+Agi)	2	+		Engineering (Int+Dex)	5	+	
Athletics (Str+Agi)		+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Spot (Per x2)	2	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)		+		Erudition (Wis x2)		+	

Perks: Technical Training

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	2	+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)		+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	4	+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)	7	+	
Athletics (Str+Agi)	2	+		Computers (Int x2)	4	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)	2	+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)		+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	3	+		Erudition (Wis x2)		+	

Perks: Technical Training

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	6	+	
Endurance (Con x2)	8	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)	6	+	
Dodge (Per+Agi)	6	+		Engineering (Int+Dex)	10	+	
Athletics (Str+Agi)	4	+		Computers (Int x2)	7	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)	6	+	
Launchers (Wis+Dex)	4	+		Planetology (Int+Wis)		+	
Spot (Per x2)	8	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	6	+		Erudition (Wis x2)		+	

Perks: Technical Training, Maintenance Technician

Merchant

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)		+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	4	+	
Athletics (Str+Agi)		+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	

Spot (Per x2)		+		Xenology (Int+Cha)	2	+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	2	+	

Perks: Haggler

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)		+		Gunnery (Per+Int)	2	+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)	4	+	
Persuasion (Cha x2)	6	+		Sensors (Per+Wis)	2	+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	4	+	
Athletics (Str+Agi)		+		Computers (Int x2)	3	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	4	+		Xenology (Int+Cha)	2	+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	4	+	

Perks: Haggler

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)	4	+	
Willpower (Spr x2)	8	+		Astrogation (Int+Wis)	4	+	
Persuasion (Cha x2)	10	+		Sensors (Per+Wis)	6	+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)	6	+	
Athletics (Str+Agi)		+		Computers (Int x2)	3	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)	6	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	4	+	
Spot (Per x2)	6	+		Xenology (Int+Cha)	6	+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)	8	+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)	6	+	

Perks: Haggler, Appraisal

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)	4	+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	2	+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)		+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot

Close Combat (Agi+Dex)		+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Spot (Per x2)	2	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)		+		Erudition (Wis x2)		+	

Perks: Combat Pilot

Priest

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)		+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogration (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)		+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Spot (Per x2)	2	+		Xenology (Int+Cha)	2	+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	4	+	

Perks: Self-Understanding

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogration (Int+Wis)		+	
Persuasion (Cha x2)	6	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)		+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Spot (Per x2)	2	+		Xenology (Int+Cha)	2	+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	6	+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)	4	+	

Perks: Self-Understanding

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	6	+	
Endurance (Con x2)	6	+		Gunnery (Per+Int)		+	

Willpower (Spr x2)	6	+		Astrogration (Int+Wis)		+	
Persuasion (Cha x2)	10	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)		+		Computers (Int x2)	6	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)	6	+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)		+	
Spot (Per x2)	6	+		Xenology (Int+Cha)	4	+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	8	+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)	8	+	

Perks: Self-Understanding, Commanding Presence

Researcher

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)		+	
Endurance (Con x2)		+		Gunnery (Per+Int)		+	
Willpower (Spr x2)		+		Astrogration (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	2	+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)		+		Computers (Int x2)	4	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)	4	+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	
Spot (Per x2)		+		Xenology (Int+Cha)	2	+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	4	+	

Perks: Theoretical Base

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogration (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)	4	+	
Dodge (Per+Agi)	2	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)		+		Computers (Int x2)	4	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	4	+		Hard Science (Int x2)	6	+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	4	+	
Spot (Per x2)	4	+		Xenology (Int+Cha)	4	+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	4	+	

Perks: Theoretical Base

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	3	+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)	6	+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)		+		Computers (Int x2)	8	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	6	+	
Long Arms (Dex x2)	4	+		Hard Science (Int x2)	10	+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	8	+	
Spot (Per x2)	6	+		Xenology (Int+Cha)	6	+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	6	+	

Perks: Theoretical Base, Scientific Method

Rifleman

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	2	+		Piloting (Per+Dex)		+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	4	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)	4	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)		+	
Spot (Per x2)		+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)		+	

Perks: 3 Rounds Rapid

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	2	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)	2	+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	4	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	6	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	4	+		Planetology (Int+Wis)	2	+	

Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)		+	

Perks: 3 Rounds Rapid

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	6	+		Gunnery (Per+Int)	4	+	
Willpower (Spr x2)	6	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	2	+	
Dodge (Per+Agi)	8	+		Engineering (Int+Dex)	4	+	
Athletics (Str+Agi)	6	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	6	+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	10	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	8	+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	6	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	6	+		Erudition (Wis x2)		+	

Perks: 3 Rounds Rapid, Grenadier

Scavenger

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	2	+		Piloting (Per+Dex)		+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	4	+	
Athletics (Str+Agi)	2	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)		+	

Perk: Overland Navigation

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)	4	+	

Athletics (Str+Agi)	4	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)	4	+	
Spot (Per x2)	6	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)	2	+	

Perk: Overland Navigation

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	6	+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	6	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	6	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	8	+		Engineering (Int+Dex)	6	+	
Athletics (Str+Agi)	6	+		Computers (Int x2)	4	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	2	+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	3	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)	8	+	
Spot (Per x2)	10	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	6	+		Erudition (Wis x2)	2	+	

Perk: Overland Navigation, Environmental Expertise (any)

Scout

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)		+	
Endurance (Con x2)		+		Gunnery (Per+Int)		+	
Willpower (Spr x2)		+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	4	+	
Dodge (Per+Agi)	2	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	2	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)		+	

Perk: Skilled Tracker

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
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Initiative (Per x2)	4	+		Piloting (Per+Dex)		+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	4	+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	4	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	4	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	6	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)		+	

Perk: Skilled Tracker

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	6	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	6	+	
Dodge (Per+Agi)	6	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	8	+		Computers (Int x2)	4	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	6	+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	6	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	4	+		Planetology (Int+Wis)	4	+	
Spot (Per x2)	10	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	8	+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	6	+		Erudition (Wis x2)		+	

Perk: Skilled Tracker, Unarmed Combat

Security

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)		+		Gunnery (Per+Int)		+	
Willpower (Spr x2)		+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	2	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Spot (Per x2)	2	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)		+	

Perks: Shotgun Blast

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	2	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	6	+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	4	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)		+	
Spot (Per x2)	2	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)	2	+	

Perks: Shotgun Blast

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	6	+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	6	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	6	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	6	+		Sensors (Per+Wis)	4	+	
Dodge (Per+Agi)	8	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	2	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	10	+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	6	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	4	+		Planetology (Int+Wis)		+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	6	+	
Melee (Agi+Spr)	8	+		Erudition (Wis x2)	2	+	

Perks: Shotgun Blast, Manhandling

Servant

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)		+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)		+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	

Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	2	+	

Perks: Mostly Harmless

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	6	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	4	+	
Athletics (Str+Agi)	2	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	4	+	

Perks: Mostly Harmless

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	6	+	
Endurance (Con x2)	8	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)	4	+	
Persuasion (Cha x2)	6	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	6	+	
Athletics (Str+Agi)	2	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	2	+	
Spot (Per x2)	8	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	6	+		Psychology (Wis+Cha)	6	+	
Melee (Agi+Spr)		+		Erudition (Wis x2)	4	+	

Perks: Mostly Harmless, Acute Hearing, Skilled Driver

Stalker

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)		+	
Endurance (Con x2)		+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	

Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	2	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	4	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)		+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)	2	+	

Perks: Silent Moves

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	2	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)	2	+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	4	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	4	+		Planetology (Int+Wis)		+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	6	+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)	2	+	

Perks: Silent Moves

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	8	+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	6	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)	2	+	
Dodge (Per+Agi)	6	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	6	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	6	+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	4	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	6	+		Planetology (Int+Wis)		+	
Spot (Per x2)	8	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	10	+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	6	+		Erudition (Wis x2)	4	+	

Perks: Silent Moves, Knife Thrower

Thug

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	2	+		Piloting (Per+Dex)		+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)		+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	2	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	2	+		Planetology (Int+Wis)		+	
Spot (Per x2)		+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)		+	

Perks: Bully

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+		Piloting (Per+Dex)	3	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	2	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	4	+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)	4	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	6	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	4	+		Planetology (Int+Wis)		+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)		+	

Perks: Bully

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	6	+		Piloting (Per+Dex)	5	+	
Endurance (Con x2)	6	+		Gunnery (Per+Int)	2	+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	6	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)	8	+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	6	+		Computers (Int x2)	2	+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	8	+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)	6	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)	6	+		Planetology (Int+Wis)		+	
Spot (Per x2)	6	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	4	+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)	8	+		Erudition (Wis x2)		+	

Perks: Bully, Ice Cold

Villager

POOR

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	2	+	
Athletics (Str+Agi)	2	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	2	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	4	+	
Spot (Per x2)		+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	2	+		Erudition (Wis x2)		+	

Perks: Animal Handling

BASIC

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	2	+	
Endurance (Con x2)	4	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	4	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	2	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	4	+	
Athletics (Str+Agi)	4	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	2	+	
Long Arms (Dex x2)	4	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	6	+	
Spot (Per x2)	4	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)	2	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)	2	+	

Perks: Farmer, Animal Handling

ADVANCED

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)	4	+	
Endurance (Con x2)	8	+		Gunnery (Per+Int)		+	
Willpower (Spr x2)	6	+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)	4	+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)	4	+	
Athletics (Str+Agi)	4	+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)	4	+	
Long Arms (Dex x2)	6	+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)	8	+	

Spot (Per x2)	6	+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)	2	+		Psychology (Wis+Cha)	4	+	
Melee (Agi+Spr)	4	+		Erudition (Wis x2)	4	+	

Perks: Farmer, Animal Handling, Trapper

PROFILES OVERVIEW

Profiles are basically just stat sets. Choose the one that seems most appropriate, at the level which seems most appropriate.

Balanced

BASIC (30)

Strength	3	Dexterity	4	Wisdom	4
Agility	3	Perception	3	Intellect	4
Constitution	3	Spirit	3	Charisma	3

ADVANCED (35)

Strength	3	Dexterity	4	Wisdom	4
Agility	4	Perception	4	Intellect	4
Constitution	4	Spirit	4	Charisma	4

HEROIC (40)

Strength	4	Dexterity	5	Wisdom	5
Agility	4	Perception	4	Intellect	4
Constitution	4	Spirit	5	Charisma	5

Brute

BASIC (30)

Strength	5	Dexterity	3	Wisdom	3
Agility	3	Perception	2	Intellect	2
Constitution	5	Spirit	4	Charisma	3

ADVANCED (35)

Strength	6	Dexterity	3	Wisdom	3
Agility	3	Perception	3	Intellect	2
Constitution	6	Spirit	5	Charisma	4

HEROIC (40)

Strength	6	Dexterity	4	Wisdom	4
Agility	4	Perception	4	Intellect	3
Constitution	6	Spirit	5	Charisma	4

Charismatic

BASIC (30)

Strength	2	Dexterity	3	Wisdom	3
Agility	3	Perception	3	Intellect	4
Constitution	3	Spirit	4	Charisma	5

ADVANCED (35)

Strength	2	Dexterity	3	Wisdom	5
Agility	3	Perception	4	Intellect	4
Constitution	3	Spirit	5	Charisma	6

HEROIC (40)

Strength	3	Dexterity	3	Wisdom	6
Agility	3	Perception	5	Intellect	5
Constitution	3	Spirit	6	Charisma	6

Commando

BASIC (30)

Strength	3	Dexterity	4	Wisdom	3
Agility	4	Perception	5	Intellect	3
Constitution	3	Spirit	3	Charisma	2

ADVANCED (35)

Strength	4	Dexterity	5	Wisdom	4
Agility	4	Perception	5	Intellect	3
Constitution	3	Spirit	4	Charisma	3

HEROIC (40)

Strength	4	Dexterity	5	Wisdom	4
Agility	5	Perception	6	Intellect	3
Constitution	4	Spirit	5	Charisma	4

Expert

BASIC (30)

Strength	3	Dexterity	4	Wisdom	4
Agility	2	Perception	3	Intellect	5
Constitution	3	Spirit	3	Charisma	3

ADVANCED (35)

Strength	3	Dexterity	5	Wisdom	5
Agility	3	Perception	4	Intellect	5
Constitution	3	Spirit	3	Charisma	4

HEROIC (40)

Strength	3	Dexterity	5	Wisdom	6
Agility	3	Perception	4	Intellect	6
Constitution	4	Spirit	4	Charisma	5

Warrior

BASIC (30)

Strength	4	Dexterity	3	Wisdom	3
Agility	4	Perception	3	Intellect	3
Constitution	4	Spirit	3	Charisma	3

ADVANCED (35)

Strength	5	Dexterity	4	Wisdom	3
Agility	5	Perception	4	Intellect	3
Constitution	4	Spirit	4	Charisma	3

HEROIC (40)

Strength	5	Dexterity	5	Wisdom	4
Agility	5	Perception	4	Intellect	3
Constitution	5	Spirit	5	Charisma	4

RACE TEMPLATES

This chapter covers non-human NPCs. Just apply the modifiers to the character.

Hybrid

+1 Intellect

-1 Strength

-2 Endurance

Natural night vision (major), Light vulnerability

+1 Psi Power & Psi Control

Über

+1 Strength

+1 Toughness

+1 Perception

Natural night vision (minor)

-1 Psi Power & Psi Control

Reticulan

+1 Intellect

+1 Perception

-2 Strength

-1 Agility

Natural night vision (major), Light vulnerability (minor)

Midget: +2 Dodge, -2 Melee

Brainiac: Psi Power is based on Intellect + Charisma, not Spirit + Charisma

Lamia

+1 Strength

+2 Natural Armor

-2 Psi Power & Psi Control

-4 Athletics

Natural night vision (minor)

Non-standard Body Plan: requires special lower armors

Deep One

+1 Strength

-2 Intellect

+2 Toughness

-4 to rolls vs. Hot

Water Breathing

Mutant

-1 Charisma vs. non-mutants

Roll on mutations table like the mutant race.

Catman

+1 Agility

+2 Perception

+1 Spirit

-1 Strength

-1 Intellect

Resistance to: High-G (+4 Endurance checks)

Natural night vision (minor)

-5 Confusion Res, +5 Fear Res

-6 Psi Power, -4 Psi Control

Star God Operative

WAY OVER YOUR HEAD.

READY-MADE NPCS

This chapter contains some non-player characters meant as examples, but you can also use them in an adventure.

Human Academician

EXPERT BASIC/RESEARCHER BASIC

An Academy field operative.

Strength	3	Dexterity	4	Wisdom	4
Agility	2	Perception	3	Intellect	5
Constitution	3	Spirit	3	Charisma	3

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+6	3	Piloting (Per+Dex)	2	+7	9
Endurance (Con x2)	2	+6	8	Gunnery (Per+Int)		+8	4
Willpower (Spr x2)	2	+6	8	Astrogation (Int+Wis)		+9	4
Persuasion (Cha x2)	2	+6	8	Sensors (Per+Wis)	4	+7	11
Dodge (Per+Agi)	2	+5	7	Engineering (Int+Dex)	2	+9	11
Athletics (Str+Agi)		+5	2	Computers (Int x2)	4	+10	14
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+6	3	Medicine (Int+Wis)	4	+8	12
Long Arms (Dex x2)	4	+8	12	Hard Science (Int x2)	6	+10	16
Launchers (Wis+Dex)		+8	4	Planetology (Int+Wis)	4	+9	13
Spot (Per x2)	4	+6	10	Xenology (Int+Cha)	4	+9	13
Stealth (Agi+Wis)		+6	3	Psychology (Wis+Cha)	2	+7	9
Melee (Agi+Spr)		+5	2	Erudition (Wis x2)	4	+8	12

AC	Dodge	Armor	Other	Bypassed on	Parry AC	Total AC
10+	7	-	-	-	-	17

Toughness	Nat. Armor	Forcefield	Armor	Total Armor	Total DR
2	-	-	-	-	2
Armor worn	-				

Wound Threshold (Con)	3	Max Hit Points (Endurance+6)	14
Sudden Death Threshold (Con+6)	9	Current Hit Points	14
Max Fatigue Points (Endurance)	8	Current Fatigue Points	8
Recovery Rate (Con/2+1)	2	Current Wounds (-4 to checks/AC, -2 max HP)	-
Speed (m)	10	Last Chances (on 2+)	-
Psi Power (Spr+Cha)	6	Psi Defense (Psi Power)	6
Psi Control (Wis+Cha)	7	Grenade Throw Range (Str*2)	6
Confusion Resistance (Spr*5)+5	20	Charm Resistance (Wis*5)+5	25
Extra Penalties for Armor/Helmet/Encumbrance			
Dodge checks	-	Initiative	-
Athletics	-	Awareness	-
Melee	-	Stealth	-

Perks: Theoretical Base

Equipment and stuff: Pistol or dart rifle, academician clothes, scanner, communicator, some electronics, \$200

Human Bandit

BRUTE BASIC /THUG BASIC

A common scum, generally seen in cities and towns.

Strength	5	Dexterity	3	Wisdom	3
Agility	3	Perception	2	Intellect	2
Constitution	5	Spirit	4	Charisma	3

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+4	8	Piloting (Per+Dex)	3	+5	8
Endurance (Con x2)	4	+10	14	Gunnery (Per+Int)		+4	2
Willpower (Spr x2)	2	+8	10	Astrogation (Int+Wis)		+5	2
Persuasion (Cha x2)	4	+6	10	Sensors (Per+Wis)		+5	2
Dodge (Per+Agi)	4	+5	9	Engineering (Int+Dex)		+5	2
Athletics (Str+Agi)	4	+8	12	Computers (Int x2)	2	+4	6
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	6	+6	12	Medicine (Int+Wis)		+5	2
Long Arms (Dex x2)	2	+6	8	Hard Science (Int x2)		+4	2
Launchers (Wis+Dex)	4	+4	8	Planetology (Int+Wis)		+5	2
Spot (Per x2)	4	+4	8	Xenology (Int+Cha)		+5	2
Stealth (Agi+Wis)	2	+6	8	Psychology (Wis+Cha)	2	+6	8
Melee (Agi+Spr)	4	+7	11	Erudition (Wis x2)		+6	3

AC	Dodge	Armor	Other	Bypassed on	Parry AC	Total AC
10+	9					19

Toughness	Nat. Armor	Forcefield	Armor	Total Armor	Total DR
2					2
Armor worn	-				

Wound Threshold (Con)	5	Max Hit Points (Endurance+6)	20
Sudden Death Threshold (Con+6)	11	Current Hit Points	20
Max Fatigue Points (Endurance)	14	Current Fatigue Points	14
Recovery Rate (Con/2+1)	3	Current Wounds (-4 to checks/AC, -2 max HP)	-
Speed (m)	10	Last Chances (on 2+)	-
Psi Power (Spr+Cha)	7	Psi Defense (Psi Power)	7
Psi Control (Wis+Cha)	6	Grenade Throw Range (Str*2)	10
Confusion Resistance (Spr*5)+5	25	Charm Resistance (Wis*5)+5	20
Extra Penalties for Armor/Helmet/Encumbrance			
Dodge checks		Initiative	

Athletics		Awareness	
Melee		Stealth	

Perks: Bully

Equipment and stuff: Pistol, melee weapon, edgy clothes, \$150

Human Security

COMMANDO BASIC /SECURITY BASIC

A seasoned guard, employed by some Faction or one of countless private entities.

Strength	3	Dexterity	4	Wisdom	3
Agility	4	Perception	5	Intellect	3
Constitution	3	Spirit	3	Charisma	2

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+10	14	Piloting (Per+Dex)	2	+9	11
Endurance (Con x2)	4	+6	10	Gunnery (Per+Int)		+8	4
Willpower (Spr x2)	4	+6	10	Astrogation (Int+Wis)		+6	3
Persuasion (Cha x2)	4	+4	8	Sensors (Per+Wis)		+8	4
Dodge (Per+Agi)	4	+9	13	Engineering (Int+Dex)		+7	3
Athletics (Str+Agi)	2	+7	9	Computers (Int x2)	2	+6	8
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	6	+8	14	Medicine (Int+Wis)	2	+6	8
Long Arms (Dex x2)	4	+8	12	Hard Science (Int x2)		+6	3
Launchers (Wis+Dex)	2	+7	9	Planetology (Int+Wis)		+6	3
Spot (Per x2)	2	+10	12	Xenology (Int+Cha)		+5	2
Stealth (Agi+Wis)		+7	3	Psychology (Wis+Cha)	4	+5	9
Melee (Agi+Spr)	4	+7	11	Erudition (Wis x2)	2	+6	8

AC	Dodge	Armor	Other	Halved on	Parry AC	Total AC
10+	13	-5	-	+28	+22	18

Toughness	Nat. Armor	Forcefield	Armor	Total Armor	Total DR
2	-	-	9	9	11
Armor worn	-				

Wound Threshold (Con)	3	Max Hit Points (Endurance+6)	16
Sudden Death Threshold (Con+6)	9	Current Hit Points	16
Max Fatigue Points (Endurance)	10	Current Fatigue Points	10
Recovery Rate (Con/2+1)	2	Current Wounds (-4 to checks/AC, -2 max HP)	-
Speed (m)	10	Last Chances (on 2+)	-
Psi Power (Spr+Cha)	5	Psi Defense (Psi Power)	5
Psi Control (Wis+Cha)	5	Grenade Throw Range (Str*2)	6

Confusion Resistance (Spr*5)+5	20	Charm Resistance (Wis*5)+5	20
Extra Penalties for Armor/Helmet/Encumbrance			
Dodge checks for AoE	-4	Initiative	-4
Athletics	-4	Awareness	-
Melee	-	Stealth	-

Perks: Shotgun Blast

Equipment and stuff: Standard carapace armor with helmet, rifle or SMG, grenade, vodka

Mutant Villager

BALANCED BASIC /VILLAGER BASIC

A typical mutant civilian. No actual mutations are applied — choose them or roll them yourself!

Strength	3	Dexterity	4	Wisdom	4
Agility	3	Perception	3	Intellect	4
Constitution	3	Spirit	3	Charisma	3

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+6	3	Piloting (Per+Dex)	2	+7	7
Endurance (Con x2)	4	+6	10	Gunnery (Per+Int)		+7	7
Willpower (Spr x2)	4	+6	10	Astrogation (Int+Wis)		+8	8
Persuasion (Cha x2)	2	+6	8	Sensors (Per+Wis)		+7	7
Dodge (Per+Agi)		+6	3	Engineering (Int+Dex)	4	+8	8
Athletics (Str+Agi)	4	+6	10	Computers (Int x2)		+8	8
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+7	3	Medicine (Int+Wis)	2	+8	8
Long Arms (Dex x2)	4	+8	12	Hard Science (Int x2)		+8	8
Launchers (Wis+Dex)		+8	4	Planetology (Int+Wis)	6	+8	8
Spot (Per x2)	4	+6	10	Xenology (Int+Cha)		+7	7
Stealth (Agi+Wis)	2	+7	9	Psychology (Wis+Cha)	2	+7	7
Melee (Agi+Spr)	4	+6	10	Erudition (Wis x2)	2	+8	8

AC	Dodge	Armor	Other	Bypassed on	Parry AC	Total AC
10+	3	-	-	-	-	13

Toughness	Nat. Armor	Forcefield	Armor	Total Armor	Total DR
2	-	-	-	-	2
Armor worn	-				

Wound Threshold (Con)	3	Max Hit Points (Endurance+6)	16
Sudden Death Threshold (Con+6)	9	Current Hit Points	16
Max Fatigue Points (Endurance)	10	Current Fatigue Points	10
Recovery Rate (Con/2+1)	2	Current Wounds (-4 to checks/AC, -2	-

		max HP)	
Speed (m)	10	Last Chances (on 2+)	-
Psi Power (Spr+Cha)	6	Psi Defense (Psi Power)	6
Psi Control (Wis+Cha)	7	Grenade Throw Range (Str*2)	6
Confusion Resistance (Spr*5)+5	20	Charm Resistance (Wis*5)+5	25
Extra Penalties for Armor/Helmet/Encumbrance			
Dodge checks		Initiative	
Athletics		Awareness	
Melee		Stealth	

Perks: Farmer, Animal Handling

Equipment and stuff: Farming tools (including blades and a scythe)

Über Raider

WARRIOR BASIC/SCOUT BASIC, Über Race

A typical member of the Raider community, living off the land and the unfortunate souls who dare to encroach on it or just be in the wrong place at a wrong time.

Strength	5	Dexterity	3	Wisdom	3
Agility	4	Perception	4	Intellect	3
Constitution	4	Spirit	3	Charisma	3

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)	4	+8	12	Piloting (Per+Dex)		+7	3
Endurance (Con x2)	2	+8	10	Gunnery (Per+Int)		+7	3
Willpower (Spr x2)	2	+6	8	Astrogation (Int+Wis)		+6	3
Persuasion (Cha x2)		+6	3	Sensors (Per+Wis)	4	+7	11
Dodge (Per+Agi)	4	+8	12	Engineering (Int+Dex)	2	+6	8
Athletics (Str+Agi)	4	+9	13	Computers (Int x2)	2	+6	8
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)	4	+7	11	Medicine (Int+Wis)	2	+6	8
Long Arms (Dex x2)	4	+6	10	Hard Science (Int x2)		+6	3
Launchers (Wis+Dex)	2	+6	8	Planetology (Int+Wis)	2	+6	8
Spot (Per x2)	6	+8	14	Xenology (Int+Cha)		+6	3
Stealth (Agi+Wis)	4	+7	11	Psychology (Wis+Cha)		+6	3
Melee (Agi+Spr)	4	+7	11	Erudition (Wis x2)		+6	3

AC	Dodge	Armor	Other	Bypassed on	Parry AC	Total AC
10+	12	-2	-	26	21	20

Toughness	Nat. Armor	Forcefield	Armor	Total Armor	Total DR
3	-	-	2	2	5
Armor worn	-				

Wound Threshold (Con)	4	Max Hit Points (Endurance+6)	16
Sudden Death Threshold (Con+6)	10	Current Hit Points	16
Max Fatigue Points (Endurance)	10	Current Fatigue Points	10
Recovery Rate (Con/2+1)	3	Current Wounds (-4 to checks/AC, -2 max HP)	-
Speed (m)	10	Last Chances (on 2+)	-
Psi Power (Spr+Cha) [-1]	5	Psi Defense (Psi Power)	5
Psi Control (Wis+Cha) [-1]	5	Grenade Throw Range (Str*2)	10
Confusion Resistance (Spr*5)+5	20	Charm Resistance (Wis*5)+5	20
Extra Penalties for Armor/Helmet/Encumbrance			
Dodge checks	-	Initiative	-
Athletics	-	Awareness	-
Melee	-	Stealth	-

Perks: Skilled Tracker

Traits: Natural night vision (minor)

Equipment and stuff: Big pistol, big knife, reinforced leather armor, shades, \$200

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(below is the character sheet)

CHARACTER SHEET

Name

Desc

Profession(s):

Total Experience: 10

Free Experience: 10

Strength		Dexterity		Wisdom	
Agility		Perception		Intellect	
Constitution		Spirit		Charisma	

General	Rnk	Bns	Tot	Technology	Rnk	Bns	Tot
Initiative (Per x2)		+		Piloting (Per+Dex)		+	
Endurance (Con x2)		+		Gunnery (Per+Int)		+	
Willpower (Spr x2)		+		Astrogation (Int+Wis)		+	
Persuasion (Cha x2)		+		Sensors (Per+Wis)		+	
Dodge (Per+Agi)		+		Engineering (Int+Dex)		+	
Athletics (Str+Agi)		+		Computers (Int x2)		+	
Combat	Rnk	Bns	Tot	Science	Rnk	Bns	Tot
Close Combat (Agi+Dex)		+		Medicine (Int+Wis)		+	
Long Arms (Dex x2)		+		Hard Science (Int x2)		+	
Launchers (Wis+Dex)		+		Planetology (Int+Wis)		+	
Awareness (Per x2)		+		Xenology (Int+Cha)		+	
Stealth (Agi+Wis)		+		Psychology (Wis+Cha)		+	
Melee (Agi+Spr)		+		Erudition (Wis x2)		+	

AC	Dodge	Armor	Other	Bypassed on	Parry AC	Total AC
10+						10

Toughness	Nat. Armor	Forcefield	Armor	Total Armor	Total DR
2					2
Armor worn	-				

Wound Threshold (Constitution-1)/2+3		Max Hit Points (Endurance+6)	
Sudden Death Threshold (Constitution+6)		Max Fatigue Points (Endurance)	
Recovery Rate (Constitution/2+1)		Wounds (-4 to skill checks/AC, -3 max HP/Fat)	
Speed in metres (10)	10	Last Chances (on 2+)	
Psi Power (Spirit+Charisma)		Fear Res Spirit*3 + Willpower	
Psi Control (Wisdom+Charisma)		Confusion Res Charisma*3 + Willpower	
Psi Defense (Psi Power)		Charm Res Wisdom*3 + Willpower	
Total Grapple Bonus (Melee+Strength*3)		Base Throw RI (Strength*2)	

Extra Penalties for Armor/Helmet/Encumbrance			
Dodge checks		Initiative	
Athletics		Awareness	
Melee		Stealth	
Running (Speed x4)	40	Charging (Speed x2)	20

Perks:

Equipment and stuff: