Barbarians of the Void

Barbarians of Lemuria Science Fiction conversion by Nerosfiddle

By the year 3600 humanity had spread across the stars. Countless worlds have felt the boot treads of mankind. Many have seen humans arrive as explorers, colonists and traders. The unlucky ones have seen humans descend as conquerors. Over the course of centuries, humanity created a glorious civilization that reached dizzying heights of technological advancement. The jump drive allowed mankind to push ever further the boundaries of known space. And as the children of Earth hurled themselves into the void, the void touched them in return.

Over the course of generations, men and women from across human space began to develop strange abilities of the mind and were collectively dubbed Psions. For several generations psions were inevitably killed or driven insane when they began to use their powers. It was only through extensive research, effort and the sacrifice of countless lives that methods were developed to harness and control their powers safely. Once tamed however, psionics gave birth to a whole host of new industries, manufacturing techniques, technologies and of course, weapons.

The golden age of man was not to last. Political, ideological and religious divides led to strife, which over time flared into ever more frequent and bloody wars. A series of crises rocked human space. The AI revolt, the Armageddon virus, the Nav Chart data purge, the Psion immolation pulse and through it all, the internecine wars between human worlds.

Under the weight of seemingly never ending bloodshed and atrocity, human civilization fell. Entire worlds were abandoned, slaughtered or forgotten. Interstellar trade collapsed, stranding billions on worlds that could no longer sustain their industries or feed their populace. Many of these worlds descended into barbarism and savagery as limited resources were bitterly fought over. The centuries that followed were a profound dark age. Countless planetary location coordinates were lost including that of Earth itself.

Slowly and painfully, mankind began to crawl back out of the abyss.
Not all human worlds were incapable of self sufficiency. Some planets were able to maintain their shipyards, orbital facilities and otherwise sustain a space faring society. Over time these became the anchor points from which new stellar nations and empires would emerge.

Trade routes have started to be reformed with time and the construction of new jump drives. Expeditions are mounted to rediscover and reclaim lost worlds or to scavenge the forgotten wealth of dead planets. And all the while new frictions grow between rising stellar powers, breaking out into border wars, proxy wars, police actions and threatening to drag mankind once again into a blood drenched nightmare.

Human space is vast and much of it remains unknown. Hardy men and women will brave the countless dangers of the void in search of their destiny. Most will meet a gruesome end, victims of space pirates, savage lost worlders, cruel mercenaries, heartless corporate security teams or some unnamed forgotten horror from a bygone age. But for a few, glory and riches await amongst the stars.

Will you survive the void?

A NOTE FROM THE AUTHOR

This is a completely unofficial adaptation of the excellent *Barbarians of Lemuria* role playing game system by Simon Washbourne to a home brew science fiction setting. This document is NOT a complete game and requires the *Barbarians of Lemuria: Legendary Edition* for use. Further, reference is made to *Dogs of W.A.R,* another BoL powered game by Mr Washbourne, for rules concerning projectile weapons and modern armor.

This work is entirely for personal use and is merely being shared with the greater BoL community on the off chance that others may be interested in one potential manner of running sci fi using this author's favorite RPG mechanics set.

This work uses inspiration from many sources including other roleplaying games such as Traveller, Stars Without Number, Cyberpunk and others. However, many assumptions found in this work were born from purely personal preference and anyone using this document should adjust, change, replace, ignore or otherwise modify the information found herein to suit their needs.

Certain modifications and adjustments were made to the core BoL system to fit personal preference and to tweak BoL to better reflect a sci fi game. Elements from other BoL inspired games such as *Dogs of W.A.R*, *Honor & Intrigue*, *Barbarians of the Aftermath* and the BoL: *Mythic* edition draft rules have been used within as well.

The Barbarians of Lemuria(Legendary Edition) PDF by Beyond Belief Games can also be acquired through drivethrurpg at the web address below:
http://rpg.drivethrustuff.com/product/58815/Barbarians-of-Lemuria-%28Legendary-Edition%29?term=barbarians+of+lemuria

Core Mechanic: The Task roll

Per the standard *Barbarians of Lemuria* rules, whenever you attempt an action that has some chance of failure, and the GM calls for a Task Roll, do the following:

- Roll 2D6
- Add the relevant Attribute
- Add any relevant Combat Ability (if fighting)
- Add any relevant Career (if not fighting)
- Add any modifiers based on difficulty (see below), boons or flaws

If the result equals or exceeds 9, your character succeeds. If the result is lower than 9, you fail.
A natural 12 (i.e. two sixes) on the dice is always a success.
A natural 2 (i.e. two ones) on the dice is always a failure.
Great and Legendary success rules apply as normal. See the *Barbarians of Lemuria* rules.

The difficulty of the task roll can be quickly determined by consulting the chart below:

Task Difficulty	Ranged Fire Range	Modifier to Dice Result
Easy	Touching	+1
Moderate	Close	0
Tricky	Medium	-1
Hard	Long	-2
Tough	Distant	-4
Demanding	Extreme	-6

Jumping into the Void: Character Creation

Character creation in Barbarians of the Void is a fairly straightforward affair and follows most of the regular steps found in standard BoL with slight changes described below:

- Distribute 4 points amongst your character's attributes
- Determine Lifeblood (10+ Strength)
- Distribute 4 points amongst your character's combat abilities
- Distribute 4 points amongst careers
- Select any 1 Boon from the master list
- Select any additional Boons by either spending 2 Hero points per boon or selecting additional Flaw per boon. Characters begin the game with 5 Hero points. Characters cannot begin with more than 3 boons in total.
- Determine Psi Power. Starting PP is equal to Mind + Psion career rank. Psi Power only apply if the character has at least one Psychic Boons

To determine your character's attribute levels, divide four points between the four attributes. These are Strength, Agility, Mind and Appeal. You may put no more than 3 points in any one attribute. However, you may, if you choose, buy down any one attribute to -1, which allows you to raise any other attribute by 1. In this way, one attribute may begin the game at 4. As per normal BoL rules, Human maximum in any attribute or combat attribute is 5 unless modified due to boons or other circumstance.

What makes you tick: Attributes

Strength
This represents raw physical power, toughness, muscle and so on. Strength determines how much Lifeblood (LB) a character has and how much damage the character delivers when they hit an enemy with hand-held weapons or in unarmed combat. Lastly, Strength will help determine whether a character can resist the effects of poison, disease, and radiation.

Agility
This attribute covers dexterity and hand/eye coordination. It is often used by pilots to fly starships, physicians conducting surgery and combatants involved in ranged or melee combat. It is also used in situations where reflexes come into effect such as dodging landslides or explosions.

Mind
Intellect, willpower, knowledge, memory and potentially psionics are all covered by Mind. It is also used where perception and awareness are important. As such, Mind is used to help determine Initiative in combat. Further, interactions with computer and communication systems of all sorts frequently use Mind, as do helm systems on larger starships. Finally, the Mind attribute is used to determine how much Psi Power a Psion character possesses.

Appeal
A character's charm, charisma, personal magnetism and ability to lead are all encompassed by the Appeal attribute. Characters that rely greatly on social interaction will find Appeal being used frequently. Merchants who negotiate prices, corporate executives who lead project teams, military commanders that must inspire the troops, celebrities who play up to the media as well as to their fans and confidence men who try to take in "marks" all rely on Appeal. This attribute is also used to sway opinions of both individuals as well as groups, thus politicians and rabble rousers find this attribute of great use.

Lifeblood

Lifeblood represents the amount of punishment, blood loss or other trauma a character's body may suffer before collapsing. It is calculated by adding the character's Strength attribute to 10. This total is the character's starting Lifeblood total. Whenever a character takes damage during the course of the game, the Lifeblood total is reduced by the value of the damage suffered.

If the Lifeblood value falls to 0, the character falls unconscious.

If the Lifeblood value falls below 0, the character is unconscious and dying. The character will lose 1 Lifeblood point each round until the character dies (see below), receives medical attention or fortune intervenes. If a character is reduced to -6 Lifeblood, the character is dead with no hope of recovery.

So long as a character is above 0 Lifeblood, they will recover 1 Lifeblood point per day of rest and basic medical attention. A character with the Medic/Nurse career can attend a wounded character immediately after being wounded (after a battle say) with a Mind + career check and heal 1 Lifeblood per career rank using the medical equipment, drugs, bandages and so on they have access to in their medical kit. After which the character will heal normally.

If a character has lost Lifeblood to the point where they are reduced to the minuses, the character is in critical condition and is dying. To prevent death, the character must be stabilized. To this end, another character must make a Mind + appropriate career roll. The difficulty begins at Moderate if the character has been reduced to -1 Lifeblood, with the difficulty increasing one step for every negative Lifeblood point the character has suffered thereafter.

Psi Power

In traditional BoL, sorcerers have Arcane Power, in BotV, Psions and psychics have Psi Power. Starting Psi Power is equal to Mind + Psion career. Note that a character which selects at least one Psychic Boon can have Psi Power even if they have not selected the Psion career. This frequently represents a character which has a psychic gift without ever having had formal training to develop those powers.

Kill Em' All: Combat Abilities

Once attributes and Lifeblood have been determined, the next step is to assign values to the character's combat abilities. As with attributes, combat abilities are assigned 4 points amongst the four areas with a maximum of 3 in any one of them. Once again, a player may choose to buy down any one of the combat abilities to -1 to add an additional point to any of the others, allowing for a single combat ability to begin the game with a value of 4.

Combat abilities are described below.

Initiative
When a dangerous situation arises, a character's capacity to react to an often fluid and shifting environment can be crucial. This is particularly true of combat. Generally Initiative will be used with Mind to check when a character takes their turn in combat.

Melee
In spite of all the energy and projectile weapons available in the Barbarians of the Void setting, there are many occasions in which hand to hand weapons such as swords, clubs, knives and axes will be brought to bear. This is particularly true of those who favor the use of high tech versions of traditional weapons. Mono swords, chain axes and stun batons see much use in the distant future. Further, Melee also covers bare handed combat using fists and kicks. Melee is generally used in conjunction with the character's Agility attribute.

Ranged
Combat involving any personal ranged weaponry from archaic bows and crossbows to projectile handguns and assault weapons right up to laser rifles, plasma blasters and pulse weapons all use the Ranged combat ability. Further, thrown weapons such as grenades or throwing knifes will also use this combat ability. However, note that it does not cover starship weapons, which are fired using the Mind attribute and any applicable career such as soldier, pilot or crewman.

Defense
Dodging an axe blow from a savage lost world cannibal, jumping out of the way from incoming blaster fire from a space pirate or otherwise making yourself as difficult to hit in combat as possible. All this is covered by the Defense combat ability. Defense is generally used as a passive means of making the character harder to hit, acting as a modifier to the attacker's roll.

A Good Day's Work, Or Not: Careers

The next step in creating a character in Barbarians of the Void is to assign 4 points amongst a list of careers that represent the character's skill set, aptitudes, frame of reference, contacts and influence in the sphere of the career and to some degree, the character's history.

Unlike in other BoL powered games, Barbarians of the Void characters do not have 0 level careers at the start of the game, though they may develop them as the game progresses. The list below is by no means comprehensive and players and GMs should feel free to work together to create their own if they wish.

Agent/Spy

There are countless factions in the 37th century that have secrets to keep, and secrets to steal, secrets well worth killing for. These same factions engage in clandestine operations against their rivals (and often times their allies) across uncounted worlds to gain any advantage in the cosmos. This gives rise to a hidden shadow war played out across the length and breadth of known space, and it is the spies and agents which are the nameless soldiers in this war. Characters with this career will be experts in surveillance technology and techniques, defeating security systems to gain access to restricted areas and data systems, and will have often been trained to be proficient combatants to get out of the inevitable hairy situations.

Assassin/Bounty Hunter

Hunting someone across the void is no easy feat. Space is vast and it can be remarkably easy for a person to lose themselves amongst the stars, particularly when they're on the run. It requires a dogged determination, an understanding of the desperate mind, a capacity for rare ruthlessness and the ability to fight to like hell when you finally do run your quarry to ground. An assassin and a bounty hunter are two sides of the same coin. The difference is in what happens when they locate their target. As a general rule, most civilized worlds do not tolerate assassins and treat them as they would any other killers. Bounty hunters exist in a considerably more ambiguous world. Some planets may consider them a necessary evil in order to bring in fugitives on the run and attempt to curb their worst excesses by issuing licenses.

Colonist/Laborer/Tradesman

Asteroid miner, starport dock worker, orbital construction worker, colony farmer or any of a million other professions that keep a space faring civilization going are all encompassed by this career. Characters can choose this career to represent any number of skill sets or knowledge base that serves to flesh out the character concept.

Corporate Executive/Political Operative

The accumulation of obscene wealth and the concentration of political power are frequently two sides of the same coin. Interstellar corporations, typically head quartered on the most advanced worlds of the 37th century, have been instrumental in allowing humanity to maintain advanced technology such as jump drives. This in turn has allowed them to generate staggering wealth. But the corporations of the distant future are not the benign employers they pretend to be. Most have ruthless corporate cultures that harbor multiple secret projects in operations at any given time. These frequently require the use of “deniable assets” to engage in acts of violence and sabotage across known space. Occasionally, a corporate “handler” will accompany these assets to ensure the projects run smoothly. Characters with this career will know their way around corporate and political bureaucracy, blend in well with upper strata of society and will usually have hidden agendas of their own. Political operatives serve the same purpose for governments that executives serve for the corporations.

Corporate Security/ Law Enforcement Officer

The 37th century is often a chaotic and seemingly lawless place. However, there are entities such as governments and interstellar corporations that do attempt to impose some form of law and order to maintain and expand civilization. Characters with this career may be part of a high tech SWAT team tasked with putting down crazed cyber augmented crooks, a corporate security officer assigned to keep the peace on a company mining world, the lone sheriff patrolling the lonely colony settlements of a backwater world or any other sort of peace officer. Characters with this career will be well versed in laws and enforcement procedure, criminology and the handling and maintenance of tools and weapons used by the police or security forces they serve.

Crewman/Pirate

On board the larger space craft of the 37th century, it is not uncommon to find dozens or even hundreds of crew members going about any one of a thousand duties required for the smooth operation of the ship. Whether as part of a merchant marine cargo hauler, a star navy patrol ship or a pirate clan raider, crewmen are vital to the proper function of a star faring vessel. Characters with this career have knowledge of a wide range of skills required for ship board life. These include movement in zero G, using stellar com systems, performing sensor sweeps, manning ship board weapons and conducting or repelling boarding actions. Crewmen may not have the specialized knowledge to fly the ship or repair the more advanced systems, but they can use and maintain most of the internal equipment and are experts at life in the void.

Criminal/Gangster

The distant future is rife with crime. On many otherwise advanced worlds, there are places of poverty and desperation where people will do whatever it takes to survive. Often, this means breaking the law to varying degrees. Among these are those who live their lives deliberately outside the law, preying on their fellow citizens. Gangs, syndicates and cartels wage brutal wars against one another to control the myriad of vices that feed human weakness. Characters with this career are well versed in criminality. They know the underworld of local space and all places one can access the dark underbelly of society. While most street level criminals are part of some gang or other, some manage to operate on their own, though usually only by paying a steep cut of any profits they make to the local crime boss, for “protection”.

Engineer/Mechanic

Starships, even relatively small ones, are incredibly complex devices that include thousands of electronic and mechanical systems that must operate in seamless concert to function. Any malfunction, defect or damage to a space ship in the void can have catastrophic results. The engineer is tasked with overseeing teams of technicians on larger space craft and generally knows the ins and outs of the ship systems better than anyone else on board including the captain. A mechanic is likewise intimately familiar with the myriad systems on the vessel she serves on, but is generally found on much smaller ships. A mechanic also generally has much more freedom to make modifications to her ship as she has considerably less bureaucracy to deal with. This is particularly true of mechanics serving on free trader vessels on the fringes of known space. During starship combat, an engineer or mechanic will frequently be frantically running from section to section of the vessel leading or performing desperate damage control efforts. See the Starship Combat section for details.

Entertainer/Journalist

Even in the midst of the blood soaked 37th century, people need to be entertained and informed. Some choose to make their lives in pursuit of the wealth and fame that comes from being interstellar celebrities. Singers, Tri V and Holo Sim actors, Grav Ball players, all these become famous to millions or even billions of people, earning incredible wealth in the process. Many will seek to travel through space from world to world and often find themselves bizarre situations they never intended. Spun the right way however, and they can increase their fame even further. Journalists are another sort of celebrity, but rather than merely entertain the masses, the best of them seek to inform their audience. To achieve that goal, many of them will pursue highly dangerous stories in warzones, lost worlds, derelict space craft and many other places no sane person would go by choice. And while the technology of the distant future allows them to record, edit and file a story entirely alone, getting to and from the story frequently requires them to recruit other, often shady characters.

Explorer/Surveyor

Space is unimaginably vast and filled with billions of stars, each of which with the potential of orbiting planets, asteroid fields, moons and far stranger things. Since the earliest days of man on long lost Terra, humanity has sought to explore the universe around it and where possible, inhabit and exploit whatever environment it finds. The 37th century is no different. Indeed, with thousands of human worlds known to have been lost over the centuries, there is tremendous demand for bold men and women with the courage to hurl themselves into unexplored space willing to discover the secrets of the void. Many will spend their lives fruitlessly mounting expeditions from one barren, empty star system to the next. Many others will meet their untimely end in any one of a thousand horrid ways. But for those that discover planets, moons or other astral bodies with exploitable resources, hidden cashes of ancient technology or, the holy grail of all explorers, a lost human world, fame and wealth is theirs for the taking. Characters with this career have extensive knowledge of exploration and survival protocols, gear, survey equipment, are capable of reading stellar navigation charts and frequently have some measure of familiarity with weaponry to ward off and defend against unexpected dangers.

Helmsman/Pilot

Any spaceship, regardless of size, requires someone at the controls to pilot and conduct manoeuvres. This is especially true when in the vicinity of astral bodies such as planets, moons, space stations or other ships. When a ship is engaged in (or victim of) hostilities, a good pilot or helmsman is often crucial to survival, much less victory. A helmsman is generally responsible for the manoeuvring of lager space craft and will frequently be part of a rotation. A pilot is usually found on much smaller ships and can often be the only person on board who has the knowledge to actually fly the vessel. Pilots are often a cocky breed who take great pride in their skills and frequently conduct spectacular and somewhat insane manoeuvres in high stress and high stakes situations, pushing the ship's abilities to the absolute limit much to the chagrin of their crewmates, particularly the mechanic.

Lost Worlder/Primitive/Savage

The many worlds severed from the larger human civilization during the fall are slowly being rediscovered. What visitors to these worlds discover is the vastly diverging levels of technology and social structure from one world to the next. Some have managed to maintain largely cohesive pre stellar societies and are brought back into the fold with relative ease. Others however have descended into truly shocking levels of barbarism and savagery. Often these were worlds that had few resources to begin with, or else had such a heavy reliance on off world trade to maintain their industries and food supplies that when the fall came they quickly collapsed. In the worst cases, the populace has devolved into a plethora of neo tribal sects and factions that scavenge what they can from the bones of their once great cities, wage endless bloody warfare against one another and perform gruesome rites and rituals on their fallen foes. Every once in a while, inhabitants from these world find themselves taken off world where their hardy nature and pronounced aggression can be put to use in the void to further the aims of their captors/liberators.

Medic/Nurse

The void is a profoundly dangerous place. The vacuum of outer space is amongst the most hostile environments to human life imaginable. No air, no pressure, lethal cold, and for some, a sanity eroding black emptiness. In the void hang limitless stars and planets, each playing host to their own innumerable dangers. Violent weather, toxic atmospheres, seismic upheaval, deadly bacteria, flora and fauna that prey on man, and of course, that greatest of dangers, man himself. Whether to treat radiation poisoning and severe burns from exploding ship compartments, massive blood loss suffered from gun fights with mercenaries or treating a mutagenic virus contracted on a newly discovered planet, a medical professional is always a welcome addition to any group intent on spending any length of time in the void. Most spaceships with a Medic/Nurse on board will try to have a designated area to be used as an infirmary, as the more medical supplies the medic has access to, the more likely they can save the lives of their crew mates. Note that medics with access to a proper surgical area and supplies can perform bionic/cybernetic and implant augmentations.

Mercenary/Soldier

Conflict, strife and war have been constant companions to mankind since long before they left lost Terra. In fact, soldiering has often been called the second oldest of all professions. The weapons and tools of warfare have changed and evolved over the course of centuries, but the one constant is that it requires men and women willing to bear arms to kill the enemy. In a universe filled with the cacophony of shots fired in anger, there is work aplenty for soldiers and mercenaries who will do the fighting and dying on a myriad of worlds in service to distant and uncaring masters. Characters with this career understand the dynamics of armed conflict intimately. They know tactics and strategy, the wielding and maintenance of military grade weapons and armor and quite frequently, advanced survival skills.

Merchant/Smuggler

Interstellar trade is the lifeblood of many worlds. The flow of goods is crucial for industry and construction and the maintenance of a space faring civilization. While much of this trade is conducted by large interstellar conglomerates using bulk freighters, the fact remains that a surprisingly large amount of commerce between worlds is actually handled by relatively small ships owned and operated by free traders. These are independent business men and women who travel the cosmos buying cargo from one world to sell it on another. On more advanced worlds, the sky swarms with free trader vessels, but it is on the fringe worlds that free traders truly come into their own. Frequently the only source of off world goods on planets considered backwaters by the rest of the cosmos, enterprising free traders often find ways of turning a tidy profit by trading in highly dangerous, unstable and/or illegal goods to and from these planets to more advanced world where demand none the less exists. Whether otherwise harmless goods subject to expensive tariffs, highly illegal narcotics consumed by a jaded populace, deadly weapons being delivered to a world wracked by war or secreting a fugitive from the law away from a planet where they're being hunted, legitimate free traders will often turn to smuggling where and when they can get away with it. Of course, once they realize the potential profits from such risky but lucrative endeavors, many bold free trader become smugglers full time, dealing with underworld figures, corrupt officials and pirates with increasing frequency, until the moment they are caught, betrayed, or killed.

Psion

It took generations of people born with psychic abilities burning out, going mad and inadvertently killing themselves and those around them before techniques were developed to harness and control their powers. As time went on, those techniques were perfected, codified and academies were established to train psychics to use their powers in service to society at large. Formally trained psychics came to be known as Psions. Many organizations from government agencies and the military to corporations, law enforcement and criminal syndicates attempt to recruit psions into their ranks. Because psions are a comparatively rare breed, they rarely have trouble finding employment. However, because of the intense focus required to develop and master their abilities, psions often forgo great advancement in other fields. **Note, in order for a character to select this career, the character must select at least one Psychic Boon.**

Gun up my sleeve, knife in my back: Boons & Flaws

Boons are special traits or characteristics that grant the character some edge over others. When a boon is described as adding a bonus die, per the normal BoL rules, roll a third die and keep the result of the two highest showing dice, discarding the lowest. Otherwise, details of how the boon affects the character will be in the boon description. Flaws are simply the antithesis of boons. Thus, a flaw that adds an extra die means you discard the highest result die and keep the two remaining.

BOONS:

- **Android:** The character is an artificial being that has been manufactured to fill some specific role and has been programmed with the skill sets necessary to accomplish their designated tasks (careers). Androids are manufactured completely hairless and have a complex barcode and serial number on their forehead. When they are damaged, they leak a milky white substance. Because they are manufactured to be faster and more rugged than the average human, android characters begin with +1 Strength, +1 Agility and +1 initiative. Further, all those attributes have a maximum rank of 6 rather than the normal 5. However because androids are extremely complex mechanical constructs and not living beings per se, normal healing rules do not apply. Androids do not heal automatically, nor can they be healed by a medic. They require repairs to be conducted by someone with an appropriate career (engineer/mechanic say) and access to specialized equipment and parts. This person can make a Mind + career check and repair 1 Lifeblood per career rank every day with another successful check. Lastly, androids may be subject to secret programming which they themselves may not even be aware of. When the parameters of the program are triggered, the android will begin a single minded pursuit of whatever the objectives of the program may be. The GM will provide the details of the program objectives but may be things such as forcing any ship it is serving on to investigate any potential extraterrestrial signal and if possible, secure a sample of said xeno-biology, regardless of potential danger to anyone involved.

- **Attractive:** The character is considered quite good looking (by members of their own species in games with intelligent races other than Human). Add a bonus die in situations where looks may have an impact.

- **Bug Hunter:** The character is particularly adept at fighting and killing a particular type of foe. This could be space pirates, a particular type of alien life form, androids, a rival gang or anything else. Add a bonus die when battling your selected foe.

- **Cyberware: Augmented Vision:** The character has ocular implants that grants a particular form of enhanced vision. Perhaps the character can see in low light conditions without penalty, or maybe they can see heat patterns, or they have a recording device that copies events the character witnesses. Players can work with the GM to work out the details.

- **Cyberware: Battlesuit Interface:** The character has the necessary neural, nervous and muscular implants to allow the use of a powered armor. However, getting access to powered armor is another matter altogether.

- **Cyberware: Integrated Comlink:** The character has a cybernetically implanted communications device in his skull. This device allows for communications with anyone on the same frequency (usually the rest of the team) anywhere on the planet and up to a ship in low orbit. Further, the device can act as a tracking beacon. Being underground, in a mountain complex or otherwise shielded environment can prevent the use of the device.

- **Cyberware: Integrated Weapon:** The character has either a melee weapon or a ranged weapon cybernetically implanted somewhere on the character's body. The weapon is typically hidden until such time as it is activated, at which point it is revealed. Players should work with the GM to figure out which weapons can be integrated depending on the game setting and campaign style.

- **Cyberware: Subdermal Armor:** The character has cybernetically implanted armor plates under his skin which provides a perpetual 2 armor points which stakes with any additional armor the character may be wearing.

- **Cyberware: Wired Reflexes:** The character's nervous system has been cybernetically enhanced to increase reaction time and augment fight or flight responses. Wired characters automatically win initiative in combat and only roll against other wired characters. All wired characters go before non-wired characters.

- **Deadly Fists:** The character is an expert at unarmed combat. Perhaps a martial artist. Add a bonus die in unarmed combat. Further, add 1 to any damage roll involved in such.

- **Demolitions Expert:** The character has extensive knowledge and experience with fusion bombs, plasma grenades, laser claymores and any other sort of explosive. Add a bonus die when using or defusing things that go boom.

- **Edge Weapon Specialist:** The character is an expert in armed melee combat. Knives, swords, clubs, axes or chair legs. If the character has a melee weapon in combat, they add a bonus die.

- **Eidetic Memory:** The character has a remarkable ability to recall facts, faces or details of particular events. Add a bonus die whenever the character needs to remember any particular fact they were exposed to or involved with.

- **Fame:** The character is famous for some reason. Perhaps they were a hero of a well known battle, or they are a Nova Trophy winning Grav- Ball champion, or a highly respected and widely followed journalist. Figure out the cause of the character's fame and add a bonus die whenever fame might apply as a benefit.

- **Fast Talker:** The character is quite simply, a smooth operator. Add a bonus die whenever the character attempts to bluff, persuade, trick or otherwise con another.

- **Fearsome Looks:** The character has an intimidating manner and gives off a menacing vibe. Add a bonus die whenever the character tries to intimidate another.

- **Feats of Strength:** The character is capable of remarkable acts of physical strength. Add a bonus die whenever the character tries to pull, push, lift or break something.

- **Friends in High Places:** The character has contacts in the higher echelons of society on most worlds (make an Appeal + career roll to determine if you can access them). These may be political, corporate, nobility or otherwise part of the wealthy elite. While they will not usually stick their necks out for you, they will grant aid where it will either not hinder their own interests or will actively serve them. They will however expect a favor in return. Spend a hero point to call in a favor from your contacts such as being put in contact with another important person, getting information they would have access to, pulling strings in your favor with local law enforcement...ect. You gain a hero point when they call on you for a favor in return.

- **Friends in Low Places:** The character has contacts with the shady and criminal underworld of most worlds (make an Appeal + career roll to determine if you can access them). These may be pirates, black marketers, slavers, fences and so on. You can spend a hero point to call on a favor from such people. Perhaps they can get you a hiding place, purchase or sell illicit goods, put you touch with hired killers and so on. However, since there is no honor among thieves, you gain a hero point when one of these contacts betrays you.

- **Gifted:** The character is particularly adept at a certain skill set and has an instinctive understanding of a certain career. Add 1 to any starting career. This career now has a maximum rank of 6 instead of 5 per the regular advancement rules.

- **Grease Monkey:** The character has knack for working on machinery. Add a bonus die for attempts to modify, repair, maintain or otherwise tinker with machines while *outside of combat*.

- **Hard to Kill:** The character is particularly vigorous and tough to put down. You start with +2 Lifeblood.

- **Jack of All Trades:** The character has acquired a broad base of experience travelling the void. You begin the game with 1 extra career point.

- **Keen Eyesight:** The character has what we would term an “Eagle eye”. Add a bonus die any time a sight based check is called for.

- **Keen Hearing:** The character has a particularly well honed sense of hearing and can hear a pin drop. Add a bonus die for any hearing based check.

- **Keen Scent:** The character seems to be part bloodhound and has an extraordinary sense of smell and taste. The character can even taste minute levels of poison with a successful check. Add a bonus die when smell or taste checks are called for. With GM permission, this boon may even allow a character to track someone by smell.

- **Kissed by the Void:** The character is extremely lucky. You begin with an extra Hero Point.

- **Natural Leader:** The character has the ability to inspire others and is frequently looked to for guidance in a crisis situation. When the character wishes to inspire or lead NPCs, you add a bonus die.

- **Paper Pusher:** The character is used to dealing with the often complex bureaucracies that exist in star faring civilizations. Whether expediting customs inspections, getting a bounty hunter licence approved for a particular star system, securing corporate funding for a secret project or otherwise get the paperwork flowing, the character adds a bonus die when dealing with bureaucracy.

- **Psi Battery:** The character is deep well of psychic energy. Begin with +2 Psi Power.

- **Psychic: Pyrokinesis:** The character has been gifted with pyrokenitic abilities and can set his environment ablaze with his thoughts. See the Psychic Powers section for details.

- **Psychic: Telepathy:** The character is a telepath and can sense emotions, communicate mentally and read the minds of others. At higher ranks, the character may even be able to subvert the will of those around them. See the Psychic Powers section for details.

- **Psychic: Teleportation:** The character is a “Jumper” and has access to the rarest and most exotic psychic ability yet discovered. He can move himself from one location to another instantly. At the most advanced levels of this ability, the jumper can even teleport an entire ship across the vastness of space. See the Psychic Power section for details.

- **Psychic: Telekinesis:** The character is a telekinetic and can move objects around with nothing but their mind. They can project kinetic energy into bolts of force, create shields and even levitate. See the Psychic Powers section for details.

- **She can’t take much more of this!**: The character is particularly good at keeping ships and vehicles from breaking apart in combat. Add a bonus die on Damage Control rolls.

- **Space Ace:** The character is very skilled at flying a space ship and getting it to complete difficult manoeuvres. Add a bonus die to space ship flight rolls.

- **Stealthy:** The character is a space ninja. Add a bonus die when hiding, moving quietly or otherwise trying to avoid detection.

- **Strong Will:** The character is able to draw on deep reserves of inner strength and courage. Add a bonus die whenever the character attempts to resist fear, intimidation, coercion, torture or anything else that would break others.

- **Survival Expert:** The character is adept at finding ways to survive in all manner of environments. They know what equipment they require and how to maintain it to survive worlds with extremes of temperature, pressure, gravity, radiation, toxic atmospheres or no atmosphere at all. They can hunt and survive on flora and fauna of a hundred different worlds. Add a bonus die to any roll related to survival.

- **Trademark Gun:** The character selects a specific type of gun and adds a bonus die whenever they use it. Characters with this boon frequently name their gun and often have an unhealthy attachment to it.

- **Two Weapon Fighter:** The character picks either melee weapons or handguns. The character only suffers a -1 penalty to each rather than the regular -3 for using 2 weapons at the same time.

- **Zero G Adaptability:** The character has a great deal of experience operating and manoeuvring in zero G environments. The character does not suffer the regular -2 penalty for taking actions in a null gravity area.

FLAWS:

- **Anger Issues:** The character has a perpetual simmering rage just under the surface and loses his temper quickly and often. This is mostly role played but the character adds a penalty die when trying to keep cool while being provoked.

- **Combat Paralysis:** The character often freezes and is hesitant when confronted with sudden danger, particularly in a combat situation. The character takes a penalty die when rolling Initiative.

- **Crazy like a...crazy person:** The character is not right in the head. Perhaps he sees things that aren't there, has additional personalities or is otherwise not quite right in the head. Work with the GM to determine the specifics.

- **Cursed by the Void:** When the character wishes to benefit from an effect gained by spending a Hero Point, the character must spend two Hero Points instead.

- **Cyberware: Cortex Bomb:** The character has a bomb implanted in his head that is under the control of a hostile faction. The bomb will go off at the slightest attempt of tampering. Work with the GM to find out what conditions or triggers will set off the bomb. Once the character buys off this flaw, they can find a surgeon to defuse and extract the bomb.

- **Dandy:** The character is accustomed to the creature comforts of a high tech world and handles "roughing it" very poorly. Add a penalty die anytime the character is out in the wild or on an inhospitable planet where the environment can be considered extreme or hostile.

- **Deadly Enemy:** The character has a sworn enemy that will occasionally show up to cause harm, stymie plans and generally cause a hell of a lot of trouble for the character. Work with the GM to find out who the enemy is and why they hate the character.

- **Delicate:** The character's health is not what it should be. Start the game with 2 less Lifeblood.

- **Fugly:** The character is profoundly unattractive. Perhaps his face and body are covered with unsightly boils or sores, is horribly disfigured or just has an unpleasant face. Add a penalty die anytime looks may have an effect on a situation.

- **Greed:** The character has a very hard time passing up any opportunity to make easy money, even through illegal, unethical or dangerous means. Further, the character has a hard time sharing any of his wealth or possessions. Mainly role played, a penalty die is added in any applicable situation.

- **Obsession:** The character is entirely consumed by some person, thing, goal, project or pursuit. A great deal of time is spent thinking, planning and acting in ways which furthers the obsession. Any time the character is proximity to something or someone related in some way to the object of the obsession, the character adds a penalty die to try to ignore it. However, if pursuing the obsession places the character in danger, he gains a Hero Point.

- **Phobia:** The character is subject to tremendous and irrational fear of something. Add a penalty die when making a Terror test when confronted with the object of your phobia. If your phobia involves something that naturally has a Terror rating, the Terror modifier applies as well ie: a Phobia of a Xenomorph, which has a Terror rating of 3 would mean the character is rolling 3 dice, keeping the 2 lowest and is at a -3 penalty on the final result.

- **Primitive:** The character comes from a world where access to high levels of technology is rare or nonexistent. Take a penalty die whenever dealing with any technology beyond that found in the industrial age.

- **Sense of Honor:** The character has a strict code of conduct and a pronounced sense of honor. Work with the GM to determine the important details. Take a penalty die whenever you wish to take an action that violates that personal code.

- **Space Sickness:** The character does very poorly in extended space travel. After a week on board a spaceship, the character gets antsy and edgy and starts to feel trapped and irritable. Once this sets in, take a penalty die for any action taken on board. Once the character gets off the ship and spends a few days on a planet where he can see sky, the character feels better and is ready to get back on the ship and can operate without penalty. Until the sickness sets in again of course.

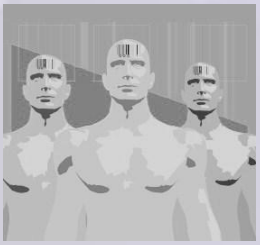
- **Terrible Secret:** The character is in possession of a secret that they do not want anyone else to know. The secret can be about the character proper, their government or corporate employer, or any sort of knowledge that no one else should possess. Occasionally others will attempt to either extract the secret from the character, or find out about it and try to use it against them through blackmail or other coercion. The secret is such that the character will go to great lengths to protect it, often to the point of putting themselves in danger. When this happens, you gain a Hero Point.

- **The Wrong Stuff:** The character has a very hard time operating and manoeuvring in Zero G. When in a null gravity environment, not only does the character suffer the normal -2 penalty but also adds a penalty die to any such operations.

- **Vice:** The character has some destructive compulsive behavior, such as gambling too much and too often, excessive drink, severe substance abuse or other such addiction to vice. Add a penalty die when trying to resist the urge or temptation to engage in this behavior when opportunity presents itself.

- **Wanted:** The character is a wanted fugitive that actively has law enforcement and bounty hunters pursuing them. Their warrant of arrest appears on many worlds and starports. Periodically these pursuers catch up to the character and they must find a way to get away. The character may be guilty or innocent, to be determined by the player and the GM.

- **Weak Willed:** The character does not have much mental fortitude and is open to suggestion and easily acquiesces to those around them of stronger will. Take a penalty die any time the character tries to resist forceful commands, persuasion, intimidation, seduction or any form of psychic influence from others.



Veteran Of The Psychic Wars: PSYCHIC POWERS

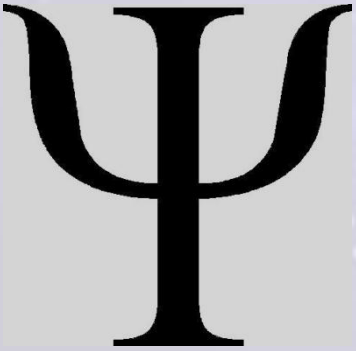
A character in Barbarians of the Void may select one of the Psychic Boons to represent that they have developed powers of the mind. To use psychic powers in the game, the character declares their intent, spends the appropriate number of Psychic Power points (PP) and makes a Mind + Psion check. By and large, psychic powers function much like sorcery does in standard BoL. There are no lists of effects for each of the psychic powers. Rather, players describe the intended effect based on the power(s) they have and the GM will assign a magnitude and a difficulty.

However, there are a number of notable differences between psychic powers and sorcery. These are outlined below:

- The PP cost for Magnitude levels is slightly different than for sorcery. Since sorcerers begin the game with somewhat more Arcane Power than psychics have Psychic Power. Further where sorcerers can reduce the cost of casting, psychics cannot. Thus the breakdown in the table below.

Psychic Magnitude	Difficulty	Psychic Power Cost
Trick (Cantrip)	Easy +1 or 0	1
First	Moderate/Tricky 0 or -1	2
Second	Hard/Tough -2 or -4	5
Third	Demanding -6	10

- Psychic Power recovery: Regardless of the Magnitude effect they were using, all psychics recover psychic power at the same rate; 1+ Psion career rank per day of rest and meditation. However, for every Psychic Magnitude 3 effect they invoke, they do lose 1 Psychic Power point permanently.



PYROKINESIS: Arguably the most inherently dangerous of the psychic powers to be born with, innumerable tragedies have occurred when a psychic first exhibits pyrokinetic ability. As with other psychic powers, this usually occurs at a relatively young age, long before they have the emotionally maturity needed to control their power. Where other powers will usually cause some minor inconvenience or even hilarity when they first manifest, too many pyrokinetics (also known as “burners”) are scarred and guilt ridden by the first time their powers (which many consider a curse) are unleashed.

Once they learn to control their abilities however, pyrokinetics are valued for the raw power they wield. The military in particular doesn’t need to strain its creativity to put a burner’s power to good use. However, emergency services also value a pyrokinetic among their ranks as there are few people alive that can more effectively battle an out of control blaze.

In space however, things get a little more complicated. Starship captains are loathe to have known pyrokinetics on board. Any fire on a starship is a potentially catastrophic affair, and having someone on board that can create an inferno by getting angry is not a thought any captain relishes. On the other hand, they are very useful when fighting an enemy starship for the very same reasons.

Note that as a general rule, Pyrokinesis can only be used to create effects on items and environments in view of the character. So while a burner might cause an enemy combatant they are facing to burst into flame, they couldn't start a fire on an enemy ship while they remain safely aboard their own. They could however be part of a boarding party sent to raid the enemy vessel and create havoc once there.

Examples of Pyrokinesis Tricks include:

- Heating a cup of coffee or bringing a container of water to a boil by mere thought.

- Lighting a cigarette at a distance or causing a small flame to appear on the end of one's finger.

- Increase the ambient temperature of the room to a degree so that everyone (save the pyrokinetic himself) is mildly perspiring.

Examples of Magnitude 1 Pyrokinesis effects include:

- Any direct damage effect the character wishes to direct at an enemy, whether a ball or blast of flame. These will do 1D6+ Psion career damage to Lifeblood.

- Become entirely immune to the effects of fire and heat yourself for an entire "scene" of the game. This would allow a pyrokinetic to casually stroll through a burning inferno or right into the stream of a flame thrower without so much as an itch. The clothes they're wearing are perhaps another matter though (based on style of play preferred).

- Extinguish fires in the immediate vicinity. The character can affect any fire in his immediate area, so that if he is trying to battle a blaze in a building, he can use this magnitude on the room or hallway he happens to be in. Note that the opposite is also true. The burner can fan the flames of any fire he is in proximity to.

- Cause easily combustible material like paper or wood to burst into flame. This will not be a raging inferno, but left on its own, can spread and become dangerous. See the Fire rules in the "Adventures in the Void" section.

Examples of Magnitude 2 Pyrokinesis effects include:

- Causing one's body to burst into flame and being completely obscured by and wreathed in flame. Anyone coming into contact with the character suffers 2D6 + Psion career damage to Lifeblood and risks being set on fire. When the pyrokinetic is in this form, they are also immune to flame and heat, naturally.

- Cause stone or metal doors and walls to heat up and melt open an opening.

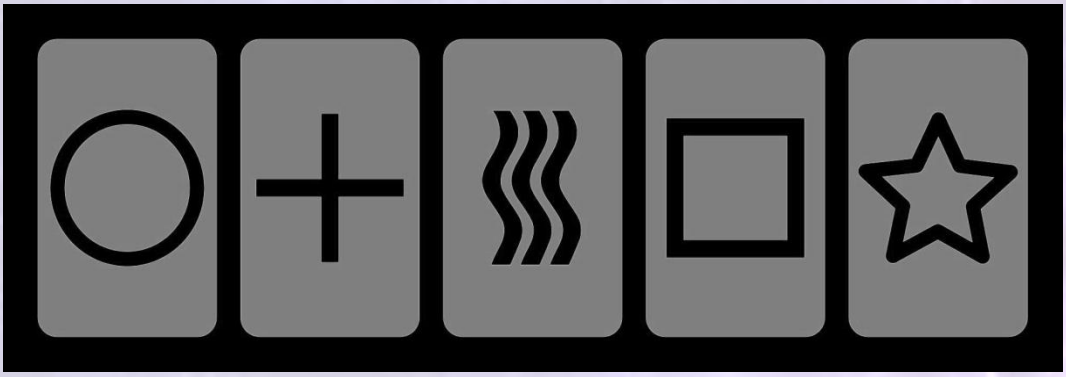
- Extinguish or excite a fire throughout the entirety of a large building or starship.

Examples of Magnitude 3 Pyrokinesis effects include:

- Create a firestorm that can engulf anything from a city block to setting a planetary atmosphere on fire (provided it is rich enough in oxygen or other combustible gases). Anyone caught in the firestorm suffers 4D6 + Psion career Lifeblood damage.

- Turn a heavy tank or bunker to melted slag.

- Cause a large building to instantly burst into a raging inferno or else cause a huge burning wave of fire to rush through every hallway and open room on board a starship, consuming all combustible materials and air in its path. Even after the wave passes, the ship will likely be a roaring pyre until all the air is consumed.



TELEPATHY: By far the most common psychic ability that humans develop, it remains the psychic power most sought after by governments and private concerns of all types. The inclusion of a telepath in any venture greatly increases its chances of success. However, because of the relative rarity of psychics as a whole and the demand for telepaths in particular, they can command truly impressive salaries for their services. Explorers want them on the team to sense and perhaps establish rudimentary communication with newly discovered life, smugglers and merchants want them to negotiate better deals, criminals want them to blackmail targets, politicians and corporations want them to find the weaknesses of their rivals and intelligence agencies and the military have obvious applications for trained telepaths.

Note that the target Mind attribute acts as a further modifier to Psychic Magnitude difficulty, thus a regular -1 penalty for a Magnitude 1 psychic effect used on a target with Mind 2 would be at a total penalty of -3.

Examples of Telepathy Tricks include:

- Getting a read on the emotional state of an individual by focussing on them.
- Sensing the presence of another psychic mind in the immediate vicinity, or the recent use of a psychic ability.
- Detecting the presence of life in the area. This may be animal life or intelligent life, though not generally plant or microbial life unless they are somehow intelligent. The telepath will sense the presence of life but not the exact position. The telepath will however be able to sense if it is human or non human, though not the exact species if non human (or not of their own species if the game includes playable non humans).

Examples of Magnitude 1 Telepathy effects include:

- “These are not the droids you are looking for”...

- Read the surface thoughts of a target. Unless the character is trying to read the thoughts of another psychic, the target will generally have no idea this is occurring and so may not even get a resistance check, though this is entirely up to the GM.

- Detect lies and deceit. The telepath will know when someone they are speaking to or observing is lying. They may not know what they trying to hide or the specifics of the deceit, but they are aware it is taking place. Again, a resistance check will depend on circumstance.

- Establish mental communication with a friendly mind within sight of the telepath. If the mind in question leaves line of sight, the connection is severed.

Examples of Magnitude 2 Telepathy effects include:

- Establish communication with several friendly minds simultaneously. Further, the minds can speak to one another through the medium of the telepath. Lastly, the telepath no longer needs to see the people he is communicating with and indeed, can be on board the ship in orbit while the others are planet side. In this way the telepath can keep tabs on his companions. Assume the psychic can establish a telepathic connection with a number of friendly minds equal to his/her Mind attribute. The connection lasts for the entire “scene” of the game.

- The telepath can perform a mind scan on a single target. This means forcibly sifting through the targets mind to find information and memories the target may not want revealed. A reluctant mind can attempt to resist the scan with Mind + appropriate career (certainly Psion, perhaps Spy/Agent...ect) so that both the Mind and career act as a modifier to the difficulty of the scan roll. Even at the best of times this is not a pleasant experience for the target. The telepath will generally be required to be no more than a few feet away from the target to conduct the scan.

- Implant, remove or modify memories of a target. For instance, the telepath may cause the target to forget they ever saw the telepath or his companions, or perhaps implant the thought that the target heard a gunshot coming from around the corner.

- Highjack a target's senses so that the telepath can see, hear, smell and feel everything the target does. This can be extremely dangerous to the psychic if they target an alien mind, as they can frequently get overwhelmed by the bizarreness of never before felt sensations experienced by a profoundly inhuman mind. When used on a member of their own species however, the experience can be exhilarating. While the target will not generally be aware of the telepath's presence, this is still considered a gross violation of a person's privacy.

- Dominate or subvert the will of a single target. The telepath takes over the mind of a target and causes them to obey the telepath's commands without question. However, any command that would violate the target's normal sense of safety or go against their basic desires to protect their loved ones will trigger resistance from the target to break free of the telepath's will. Commanding someone to tell you the security code to a safe is one thing, commanding them to gun down their family is quite another. Further, additional penalties may apply when trying to dominate the will of species not the same as the telepath.

Examples of Magnitude 3 Telepathy effect include:

- Full possession of an individual. The telepath burns away the target's own consciousness into oblivion and completely takes over the target's body. The telepath's own body may or may not be able to continue to function depending on the style of game the GM is running. Note that this *could* be a particularly diabolical means of staying alive should the telepath's own body be destroyed, but the possession would have to be completed prior to the telepath's own death.

- Mob of drones. The telepath can control a host of targets simultaneously as though they were all connected by some hive mind, the leader of which is the telepath. This could be anywhere from a few dozen to a few hundred to entire planetary populations depending on the game style. As a rule of thumb, consider that the telepath may be able to control a number of rabble

equal to 10, 100, 1000 or 100 000 per Psion rank, again, depending on the sort of game the GM is trying to run.

- Interstellar sending. The telepath can communicate with a friendly mind on another planet, light years away. Consider using the planet's distance as an additional modifier. Per the starship Jump Navigation rules, add a -1 penalty per parsec of distance between the location of the telepath and the location of the target mind. Telepathic communication to a friendly mind within the same star system would incur no additional penalty however.

TELEPORTATION: Unquestionably the most exotic, rarest and least understood of the psychic abilities thus far exhibited by humanity, teleportation seems to defy every law of physics known to man. If psychics are a rare breed among mankind, then psychics with the gift of teleportation, commonly known as “Jumpers”, are a rare breed among psychics. So rare in fact, that many have never even heard of them. But those who have do not fail to see the amazing potential access to such powers entails. The ability to move instantly from place to place, carrying small loads without anyone being able to stop you, check bags or confirm ID. Many factions across the cosmos would have great use for those with that ability.

Even among other psychics, jumpers often seem odd and eclectic. Many seem driven to see how far their power can take them, jumping further and further, pushing the absolute limits of their range and ability. Every once in a while, they push too hard and are never seen again.

Teleportation is particular in that the power affects, first and foremost, the psychic himself. Unlike a telekinetic which affects the objects or environment around them, a teleporter’s power is centered on themselves. As they attempt higher magnitude effects, they can jump more and more mass and go further and further, but the psychic is ***always*** along for the ride.

Because Teleportation is an area of study that is still being explored and tested, there aren’t as many examples of the various Magnitude effects as with the other fields of psychic powers. Work with the GM to see what is feasible in the game setting with regards to Teleportation.

If the psychic rolls a calamitous failure (a natural 2) **AND** he is jumping to a location that is not within immediate, natural sight, the psychic must spend a Hero Point or end up jumping into a wall, the ground, in the vacuum of space or some other horrible location that will almost certainly be the end of the jumper.

Examples of Teleportation tricks include:

- There are few tricks yet developed by jumpers. The most common one so far is the instant jump to any location within sight. If the jumper is using sight enhancement technology, an additional penalty may apply, based on the GM.

Examples of Magnitude 1 Teleportation effects include:

- The jumper can now teleport others along with him. Anyone in physical contact with the jumper can be teleported along with the psychic to any location within sight. Assume that the jumper can take along a number of people equal to 1 + Psion career rank.

Examples of Magnitude 2 Teleportation effects include:

- The jumper can teleport himself and others to any location on the same planet that he is familiar with, or to a ship he is familiar with in orbit.

- The jumper can teleport alone to any location he is familiar with within the star system. Further, the jumper can take others with him at an additional penalty of -1 per person.

Examples of Magnitude 3 Teleportation effects include:

- The jumper can now teleport not only himself and others, but also large amounts of mass across the vastness of interstellar space. A jumper can teleport a starship he is physically touching, along with all on board to any star system he has previously visited. Consider using the distance of the target system as an additional difficulty per the starship Jump Navigation rules, add a -1 penalty per parsec of distance between the location of the psychic and the location of the target system.

TELEKINESIS: The power to move objects, to manipulate velocity and change the direction of kinetic energy with nothing more than the power of one's mind is a power with tremendous implications in the far future of the 37th century. Overwhelmingly, "teeks" as telekinetics are often referred to, are courted by private companies in various heavy industries, be it mining, construction & engineering or even terraforming, where their powers can radically speed up the process of setting the massive forming engines in place around a planet. However, various security concerns also approach telekinetics with a more daring disposition. These will often be used as high priced bodyguards or in the case of more militant mercenary companies, front line support and combat roles where their powers can have a devastating effect on the battlefield. For these reasons, many military organizations also seek to recruit teeks. But telekinetics are flawed people too and occasionally make a series of bad decisions that leads them down the path of criminality. These psychic criminals can be extremely difficult to track, overpower or bring to justice, so most law enforcement groups make sure to have a few of their own to call on when needed.

Example Telekinesis Tricks include:

- Moving a small item that would normally fit in one hand across a room or towards the psychic.

- Keeping a number of small objects floating in the air. Assume a number of objects equal to 1 + Psion career rank.

- Cause minor effects at a distance that one would normally be able to do with a single hand, such as snuffing out a candle, turn a door knob, tap someone on the shoulder, rustle leaves or knock on a door.

Examples of Magnitude 1 Telekinesis effects include:

- Telekinetically hurl an object or a small series of objects at someone with the intent to harm. This will generally pelt the opponent for 1D6 Lifeblood damage.

- The telekinetic can slowly levitate him/her self a few feet off the ground. They can move with the speed of a leisurely walk.

- The teek can try to yank an item out of another's hand. If the target is either on guard from the psychic or is otherwise ready for them, add the target's Strength attribute to the difficulty of the check.

Examples of Magnitude 2 Telekinesis effects include:

- Telekinetically hurl an opponent away or into a nearby wall with the force of a serious fall (2D6) + Psion career rank. See the "Adventures in the Void" section for rules on falling.

- Create a telekinetic shield to stop incoming gun fire (both traditional slug throwers as well as energy based), falling debris or runaway vehicles. The shield generates the equivalent of armor granting 2D6 + Psion career in protection value.

- Create a shimmering telekinetic blade that forms directly into the psychic's hand which causes 1D6 + Psion career rank Lifeblood damage when the teek strikes an opponent in melee combat thereafter. Alternately, for an additional -1 penalty, the pychic can create a second blade in the off hand and fight with both weapons per the normal Two Weapon Fighting rules.

- Fly. The telekinetic can fly through the air at the speed of a full tilt run. He can go as high into the air as he wishes, bearing in mind that at a certain altitude it will get both very cold and hard to breath. The psychic may lift others with him up to 1 + Psion career rank.

- Rip up the ground beneath an opponent's feet, or causing walls to collapse down upon them.

- Psychically lift and throw around a vehicle the size of a car.

Examples of Magnitude 3 Telekinesis effects include:

- Cause a large building to explode and fly apart.

- Bring a starship in orbit (regardless of size) crashing down onto a planet surface. The psychic must be aware of the ship's presence and must have knowledge of its current position in orbit however.

- Cause a massive Tsunami like wave to crash into a coastal city.

- Create a psychic shield around the ship the teek is aboard to help deflect incoming fire from other ships. Reduce any incoming damage to the ship by 4D6 + Psion career rank for as long as the shield is up (so long as the telekinetic continues to concentrate on keeping it up).

TRAVELLING THE VOID: STARSHIPS

Starships are the workhorse of any interstellar civilization. They allow for trade and communication to be established between distant worlds, they allow planetary governments to protect off world colonies and they allow new worlds to be discovered and lost worlds to be re-discovered. They also allow small, motley crews of bold adventuring void farers to get into all sorts of trouble from one end of the cosmos to the other.

It is likely that at some point in the game, players in BotV will either be travelling aboard a starship, or acquire one for themselves. The section below describes basic starship operations and rules for use in the game.

THE BASICS:

When a captain is ready to depart a planet and begin a new voyage to another world, the basic process remains the same regardless of the size of the ship or the purpose of the trip.

On advanced worlds with a great deal of space traffic, the pilot or helmsman will contact Planetary Control and informs them of the ship's imminent departure. This is true whether the ship is currently on one of the thousands of landing pads, starship docks or starport hubs on the planet, or whether the ship is in geo-synchronous orbit in the case of larger ships unable to land planet side.

Once clearance is given to depart and traffic has been re-directed to allow for the safe ascent of the ship to break through the atmosphere, the ship is now in void and largely left to its own devices.

The ship will now spend days or weeks travelling towards the edge of the star system based on the speed of the vessel. Along the way, the pilot will spend several hours plotting the "Jump". The jump is the moment when FTL drives are engaged (known as the jump drive) and the vessel will travel many light years of distance in an instant. Through a series of complex calculations taking into account everything from galactic spin to gravity "hard points" generated by stars and planets, the jump is plotted with the aid of the ship's Nav Computer and once the calculations are complete, locked in. Once the ship reaches a distant point of the system where the star's gravitic influence has been reduced sufficiently, known as the "Jump Point", the pilot engages the jump drive and the ship makes the instant transition from one solar system to another across the vastness of space.

After a jump is completed, the first thing most pilots will do is confirm their location. In any star system capable of supporting space travel, this will be easy to do. The pilot will simply scan for the nearest Data Buoy which are placed throughout the edge of the system and will then

establish a data uplink by transmitting the ship transponder ID codes (which creates a record of the ship's entry into the star system should the authorities ever need such information). The buoy will then provide the ship with confirmation of their location, the current location of every planet in the system along their orbit to allow the ship to plot a course to their destination and the location of the nearest fueling station where replacement jump rods can be acquired. The buoy will also provide alerts to incoming vessels concerning any reported quarantines, reported pirate activity or other information of an emergency nature.

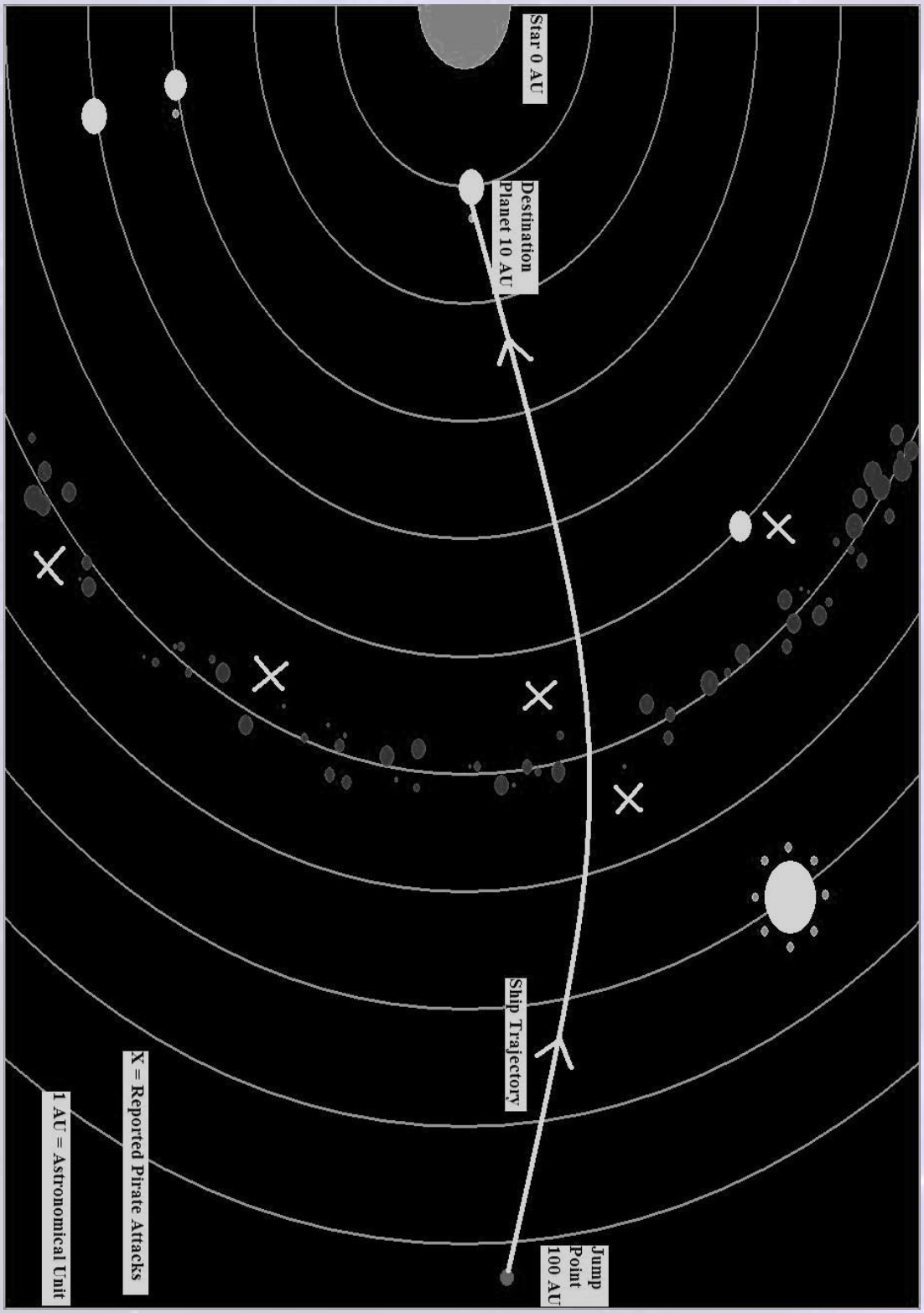
Because data buoys are inexpensive and relatively easy to manufacture and maintain, most star systems with even a small population will make it a priority to place them near the jump point of their star system.

In systems where such data buoys are not available, things get a little more complex. The pilot must manually confirm their location by consulting star charts. This can once again take many hours to complete. Once the location has been confirmed, the ship must begin the slow and laborious process of conducting cursory system scans to calculate the most likely trajectory of various planets in the system so they can set a course.

Once the ship has a location of the destination planet, they begin the sub light speed voyage in-system. Once again, days or weeks of travel may be required. It is during these long stretches that ships are vulnerable to attack by pirates, a common plague among space faring civilizations. They prey on known shipping lines and then hide in remote or hard to reach parts of the system. Asteroid fields, dark sides of moons, small bases within the upper levels of gas giants, ion clouds that scramble sensors or even just otherwise barren or hostile planets, all make for excellent pirate clan hide outs and a great deal of time, money and effort is spent trying to uproot them. However, they always seem to come back eventually, sooner or later.

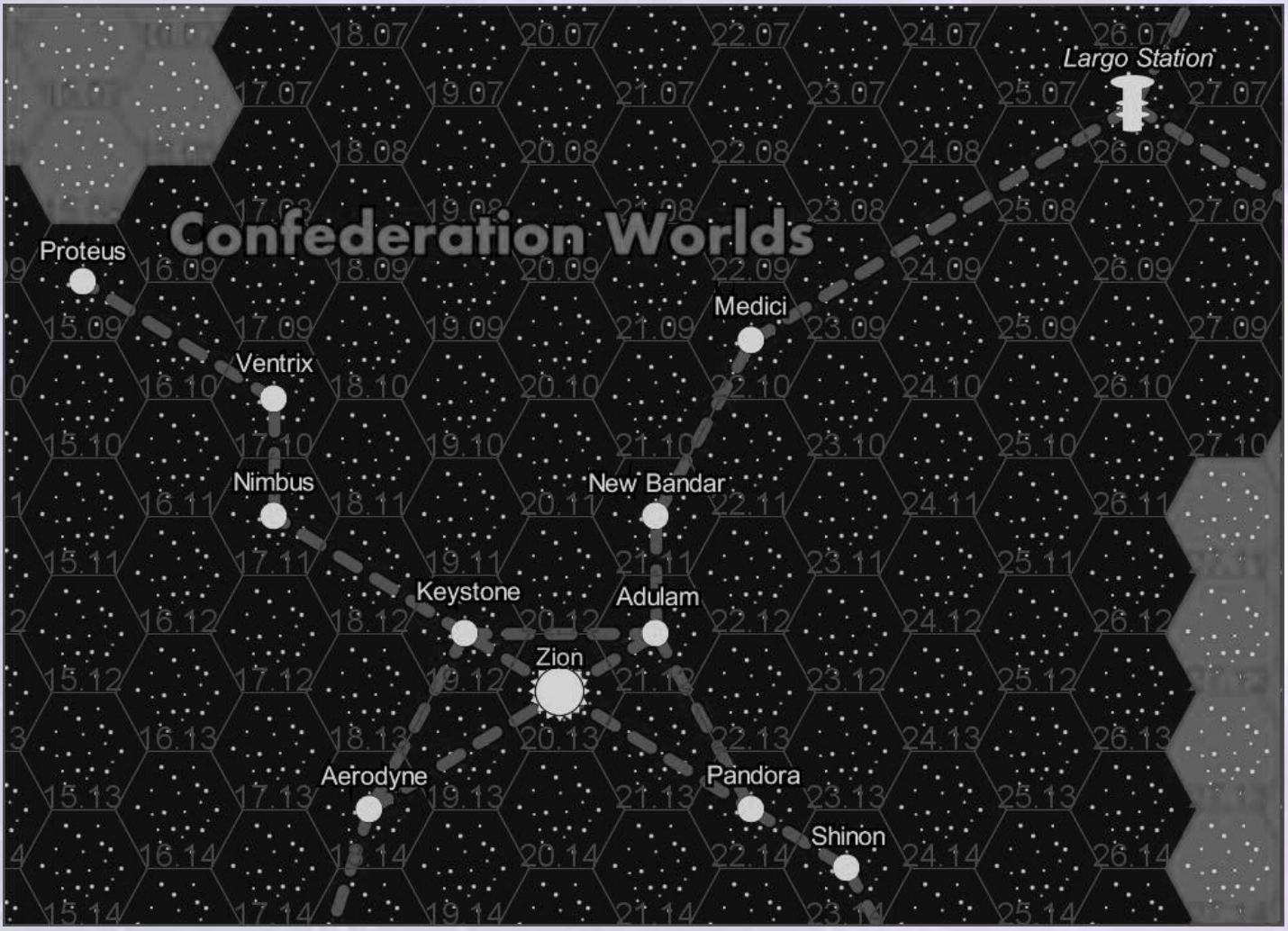
Once the ship approaches the destination world, it transmits its transponder ID to Planetary Control and requests approach vectors, and are directed to any number of landing and docking facilities across the planet.

When travelling through a star system, all distances are measured in AUs (Astronomical Unit, which is the distance from the Sun to the Earth) which has become the standard measurement in human space. Distances between star systems are measured in Parsecs (P). One P is roughly 3.2 Light Years.



Example journey in-system.

Assuming 1 AU /24 hr speed, the ship will arrive at the destination planet in 90 days.



Example Parsec distances between worlds.

On this page we see an example of a small collection of settled worlds, the largest of which is Zion. This world is a 1 P jump from Keystone and Adulam, a 2 P jump from Aerodyne, Pandora and New Bandar and a 3 P jump from Nimbus and Shinon.

As discussed later, no jump drives yet developed is capable of greater than a 6 P jump, thus, if a ship from Zion wanted to make a trip to Largo Station, which is 8 P away, the pilot would have to plot at least 2 jumps. The first could perhaps be to Medici, where they would then have to spend several hours plotting the second stage jump, and when ready, they would engage the jump drives for the second jump to Largo Station.

In the next section, the mechanics surrounding starships and plotting jumps will be detailed. In a nut shell, the pilot will make a Mind + Career rank + Starship Nav Computer roll modified by the distance of the destination system. Thus a 1 P jump imposes a -1 to the roll, a 2 P jump has a -2 penalty and so on.

STARSHIP TRAITS:

BotV presents a method for constructing starships for play. The approach mirrors standard character creation, in that starships are built on four attributes and four combat abilities, as well as boons and flaws. They have a “Hull” trait which acts as the ship’s Lifeblood, and “Reserve Power” which can be used to gain a bonus to a roll. Details are listed below:

Starship Attributes

Size: Set by the GM, Size determines the following:

- Every point of Size acts as a penalty to any manoeuvres made by the ship (to a maximum penalty of -6).
- Add Size to "Hull" (The ship's Lifeblood, base of 10 for all ships),
- Add Size to damage from ships weapons (generically referred to as "Guns"),
- Size determines the value of "Reserve Power" See details below.
- Adds to the number of free boons the ship can take at construction.
- A Size 0 ship gets one free ship boon.
- There is no upper limit to the Size trait, but any vessels that add the Capital Ship boon is considered magnitudes larger than the Size rating might indicate and operate slightly differently.

Thrusters/Speed:

- Acts to counter the penalties incurred by Size and can even provide a bonus if the rating is higher than Size.
- This attribute also comes into play in chase scenes and to determine "narrative speed" ie: the speed at which a ship moves through a star system at sub light speed. A ship with a rating of 0 would move at 0.5 AU per 24 hours, a ship with a rating of 1 would move 1 AU/24 hrs, rating 2 is 2 AUs/24 hrs and so on.
- A ship with this attribute reduced to -1 or below (due to combat damage) would incur penalties for manoeuvres.

Sensors/Nav Computer:

- Is used when the ship must detect the presence of another ship or astral body.
- Is used to "scan for life signs" or any other such operation.
- This attribute acts as a bonus (or penalty if at -1) when plotting FTL jumps. The further the jump, the higher the penalty which the Nav Computer can help offset.

Jump Engines:

- A simple means of determining how many FTL jumps a ship can make before it needs to be refueled (see details later in this section). A ship with a rating of 0 is a sub light ship exclusively and is incapable of making FTL jumps.

Starship Combat Abilities

Armor:

- Acts to negates hits taken by the ship. When the vessel is struck by enemy fire, it makes an armor check. If it succeeds, the hit is considered a glancing blow that doesn't actually cause damage. If the check fails however, the full damage is then applied to the vessel. Damage application is described further in this section.

Weapon Mounts:

- Determines how many separate shots the ship can take in combat. Ideally, a separate character will take each individual shot to avoid any one character having to take penalties for manning multiple weapon systems. Each shot the ship takes inflicts 1D6 + Size damage to the opponent ship. This represents generic weapon systems commonly calls “Guns” (which could be laser turrets, plasma cannons, rail guns or whatever weapons you choose) mounted on many if not most ships for the purposes of protection in a hostile cosmos. Additional weapons and special systems are covered by ship boons. Damage allocation is covered further in this section.
- If a ship has Weapon Mounts at a 0 rating, the ship has no Guns and can make no attacks outside those covered by certain Starship Boons the ship may have.

Tactical Computer (T.Comp):

- Simply adds a bonus to any attempt by the ship to shoot another.

Electronic Counter Measures (ECM):

- Acts as a penalty to any attack rolls against the ship in question.

Hull & Reserve Power

Hull: The ship’s Lifeblood is called Hull. It is calculated by simply adding the ship Size to a value of 10.

Reserve Power: This trait acts as an emergency resource which anyone on board the vessel can tap. Any character on board the ship may spend up to the maximum Reserve Power points of the ship and in so doing get a bonus equal to the number of Reserve Power spent to any ship related roll. Reserve Power is equal to the ship’s Size attribute and will recharge at a rate of 1 point per hour.

STARSHIP BOONS & FLAWS

STARSHIP BOONS:

- **Accurate Nav Computer:** The ship is equipped with a highly accurate Nav Compuer that aids in plotting FTL Jumps. Add a bonus die when making a jump.

- **Accurate Sensors:** The ship is equipped with a highly advanced senor package. Add a bonus die for any sensor roll made by the ship.

- **Advanced Targeting System:** The ship is equipped with a military grade targeting suite. Add a bonus die when making attack rolls with the ship's guns (Weapon Mounts).

- **Artificial Gravity:** The ship is capable of generating artificial gravity through the use of rotating sections or ship board grav plates. Ships without this boon have a zero G environment when in space, and the normal -2 penalty applies to all ship board operations. See the "Adventures in the Void" section for details.

- **Atmospheric:** The ship is capable of landing on a planet and manoeuvring in an atmosphere. Ships without this boon usually have to wait in orbit while shuttles travel to and from the planet surface.

- **Auxiliary Vehicle:** The ship comes equipped with a standard ground vehicle. Should the vehicle be destroyed, it will be a simple affair to have it replaced by the characters at the first relatively industrialised world they visit. *This boon requires the ship to also have the Vehicle Bay boon.*

- **Capital Ship:** Ships with this boon are considered magnitudes larger than standard size ships. Capital Ships follow the following rules adjustments:

    - Capital Ships have a Crew Rating that always begins at 100 and is reduced in combat (see the Starship Combat section for details).
    - When a Capital Ship is in combat with another Capital Ship, all rules are identical as standard starship combat with the exception that Crew Rating is used instead of Crew Injuries (see the Starship Combat section for details). Crew Rating is reduced by 2D6 every time the ship takes damage allocation. Every 20 points of Crew Rating lost imposes a -1 penalty to all Capital Ship operations until replenished.

- When a standard ship fires on a Capital Ship, every 10 points of damage caused only inflicts 1 point of damage allocation.
- When a Capital Ship fires on a standard ship, every point of damage caused is multiplied by 10 for the purposes of damage allocation.

- **Dedicated Brig:** The ship is equipped with one or more dedicated holding cells for the transport of prisoners. The brig is reinforced and comes equipped with restraints for those, less than compliant “guests”.

- **Dedicated Cargo Bay:** The ship is equipped with a dedicated storage space for commercial cargo. Most ships have at least some small room for extra goods beyond the necessary supplies, but a cargo bay allows the ship to engage in significant volumes of trade goods.

- **Exotic Technology:** The ship is equipped with some piece of highly advanced, unusual and rare or even unique technology. This could be a cloaking field generator that renders the ship invisible to sight as well as sensor detection, it might be a teleportation device that allows crew members to “beam” to and from the ship, or perhaps it’s a highly advanced onboard AI that is capable of running shipboard operations without a pilot or gunners or perhaps it has bio mechanical capabilities that allows the ship to heal itself of damage. Work with the GM to determine just what the exotic technology is.

- **Hardened Armor:** The ship is equipped with layers of heavy, super-hardened armor plates that allow it to better absorb the shock of starship weapons fire. Add a bonus die to armor rolls.

- **Hardened Structure:** The ship’s super structure has been reinforced to delay or prevent hull integrity failure due to impact from starship weapons fire. Double the hull points the ship gets from its Size. Example: A Size 3 ship will have 16 Hull rather than the13 it would normally have.

- **Infirmary:** The ship is equipped with a dedicated medical bay that is well stocked to treat severe traumas, infections and disease.

- **Interstellar Beacon:** The ship is equipped with an interstellar distress beacon that can broadcast a mayday across several parsecs. Should the ship be stranded or in dire straits, the beacon can be activated and the signal will be sent out in every direction for 2D6 parsecs.

- **Laboratory:** The ship is equipped with a dedicated science lab that can be used to complete any number of science experiments. These can be invaluable to explorers and surveyors who frequently need to get highly detailed analysis of mineral samples, biological samples, alien technological devices or anything else that requires a good close look. Add a bonus die to any such scientific endeavors.

- **Lances:** The ship's guns have been optimized and supercharged to fire at targets which are still at very long range. The ship can begin shooting at targets that are still at Sensor Range (see Starship Combat later in this section).

- **Launch Bay:** The ship is equipped with one or more launch bays from which life pods, shuttles or fighter craft can be launched from the ship.

- **Life Pod:** The ship is equipped with one or more life pods that can be launched from the ship in an emergency. *This boon also requires the ship to have the Launch Bay boon.*

- **Anti Boarding Mechanism:** The ship is equipped with a system designed to counter attempts by hostile forces to board the ship. Electrified floors, morph gas being pumped into sealed ship compartments, automated internal defense lasers or anything else. Work with the GM for details.

- **Programmable Transponder:** This is a *highly* illegal piece of equipment that will get the ship impounded and the crew convicted on any civilized world if discovered. Normally a transponder broadcasts the ship's ID code, owner information, destination and so on to the authorities and planetary traffic control systems. The encryption codes used on transponders are monstrously complex and a veritable nightmare to hack. A programmable transponder will allow the ship's crew to key in any ID, flight path or any other transmittable data they like at will.

- **Redundant Systems:** The ships auxiliary systems have been shielded and hardened to make them more robust and able to survive the rigors of the void. Ship boons are disabled when 2 points of damage allocation are applied, instead of the normal 1. See the starship combat later in this section for details.

- **Sensor Decoys:** The ship is equipped with devices capable of fooling and confusing the tracking sensors of other ships. Add a bonus die when trying to outrun and escape another ship.

- **Shields:** The ship is equipped with an energy shield generator that helps it absorb damage from incoming starship weapons fire. When the ship is hit and has failed its armor roll, the ship rolls 2D6 and the result is the amount of damage that is negated.

- **Shuttle/Fighter/Flight Wing:** The ship has one or more shuttles, fighters, or in the case of Capital Ships, flight wings. A flight wing consists of 6 Rabble ships, typically fighters of some kind. Work with the GM for details. *This boon requires the ship to also have the Launch Bay boon.*

- **Smuggler Holds:** The ship has hidden nooks and crannies that can be used to hide illicit cargo from customs inspectors, system patrols or even pirates. Anyone trying to make a search of the ship adds a penalty die to the attempt.

- **Spinal Mount:** The ship is equipped with a massive shipboard weapon system that runs the entire length of the ship's superstructure and can cause devastating damage to any target it hits. When the spinal mount weapon hits a target, roll a number of D6s equal to the Size of the ship as damage. Thus, a Size 6 ship would roll 6D6 damage. A ship hit by a spinal mount weapon does NOT get an Armor roll due to the tremendous kinetic impact, energy discharge and destructive forces ripping into it. *This boon requires the ship to also have the Capital Ship boon.*

- **Stealth Systems:** The ship is equipped with systems which reduce its energy signature. This makes it more difficult for other ships to even detect the vessel when at range. Any starships trying to detect the stealth vessel adds a penalty die. Further, the ship isn't detectable at all while it remains at Sensor Range. The vessel only becomes detectable once it reaches Communications Range. See Starship Combat later in this section.

- **Supercharged:** The ship has oversized power generators that provide a larger than normal amount of Reserve Power. The ship adds 2 additional Reserve Power points.

- **Torpedoes:** The ship is equipped with a set of missiles, rockets, torpedoes or drones. These are fired at enemy ships independently of the ship's Guns, meaning that no character on board the ship has to spend an action to operate them. Instead, once a turn the torpedoes are fired and because they are equipped with a self guiding software suite, simply roll to hit with no modifiers. As per normal, a 9 or more hits the target. However, ships hit by torpedo fire do NOT get an Armor roll. Torpedo fire inflicts 2D6 damage. Lastly, because ships can only carry a limited amount of such munitions, any attack roll made with torpedoes that rolls a double indicates that the ship has no more missiles onboard and can't use torpedo fire further until they've been replenished. Whether this is done by visiting an official military supply depot or by meeting shady contacts in the black market will be determined by the style of game play.

- **Vehicle Bay:** The ship is equipped with one or more dedicated vehicle bays which will allow the vessel to transport and easily board and disembark standard ground vehicles. A vehicle bay also includes all the necessary machinery and workspace to repair and maintain the vehicle as well.

STARSHIP FLAWS:

- **Brittle Armor:** The ship's armor has developed wide spread micro fractures across the entire hull, making it much less capable of absorbing or deflecting the kind of violent impact suffered from starship weapons fire. Add a penalty die when making Armor rolls.

- **Corrupted Nav Computer:** The ship's Navigation Computer is out of date and likely suffering from software corruption. Plotting jumps has become less than accurate. Add a penalty die when making a Jump roll.

- **Corrupted Sensors:** The sensors on the ship are prone to ghost images, blind spots, signature echoes and just plain fritzing out. Add a penalty die to any sensor related roll.

- **Corrupted Tactical Computer:** The ship's offensive tracking software is slow and frequently provides incorrect firing solutions. Add a penalty die when firing the ship's Guns.

- **Hard To Find Spare Parts:** It is difficult to keep this model of ship stocked in the specialized spare parts and maintenance equipment required. As a result, add a penalty die to any Damage Control or repair rolls related to the vessel.

- **Haunted:** The ship experiences very odd and frequently frightening phenomena. The crew have no idea what the cause may be, but it does occasionally put their lives at risk. The ship can easily develop an ill reputation with anyone who serves on board for any real length of time. The GM will have free license to introduce complications related to the ship at any time. Oxygen may begin to vent from an occupied compartment and the airlocks refuse to open, mysterious sounds and shadows may manifest and vanish, display screen may occasionally display mysterious messages only to go back to normal moments later with no trace of tampering to be found. Passengers will quickly come to loathe the ship and seek any opportunity to leave.

- **Heavy Emissions:** The ship generates a very pronounced and easily detected energy signature and easily tracked heat wakes. Any ship seeking to detect or track the vessel gets a bonus die. Any attempt by the ship to avoid detection or lose a pursuer adds a penalty die.

- **Infestation:** The ship has a chronic case of infestation. It could be some kind of vermin or insect or contaminant in the air supply or something else entirely. This infestation does not pose an immediate threat to the crew, but does make life aboard the ship very unpleasant. Of much greater concern is the fact that the infestation often spoils or consumes food supplies on board.

- **Limited Ammo:** The ship's Guns use a munitions based weapon system. When any character shooting the ship's Guns rolls a set of doubles of 3, 4, 5 or 6 the ship is out of ammunition and the ship's Guns can no longer be used until resupplied. Example, one of the characters on a ship with this flaw shoots the ship's guns at a pirate vessel. The character rolls a 5 and 5 for a total of 10. The shot hits the pirate ship and is resolved as normal. However from this point forward, the ship is out of ammunition and none of the guns can fire any longer until the crew gets a chance to resupply.

- **Radioactive Burst:** The ship has the odd and very disturbing quirk of flooding the entire ship with massive levels of radiation every time it makes an FTL jump. The crew must prepare before every jump by donning radiation resistant suits and going through a long, tedious decontamination process once the jump is completed. Should anyone onboard be caught without a suit when the jump occurs, they suffer severe levels of radiation poisoning. See the *Adventures in the Void* section for information on radiation.

- **Short Range Weapons:** The weapons equipped on the ship don't have the power or accuracy to attack targets beyond a very short distance in space. The ship's Guns can only fire at targets which are in Short Range. See the Starship Combat section for details.

- **Small Power Plant:** The ship is underpowered for a ship of this model and size. The vessel only has one half (rounded down) the normal Reserve Power it should.

- **Structural Flaw:** The ship's hull wasn't properly designed or constructed and has many more weak points than it should. The vessel only gets one half (rounded down) its Size as added Hull points instead of the full Size rating.

- **Stuttering Thrusters:** The ship's manoeuvring thrusters sputter and cut out frequently due to poor power flow regulation and worn induction coils. Add a penalty die to any ship manoeuvre rolls.

- **Wanted:** The ship is actively being sought and hunted by the authorities. They have the transponder ID and if they detect the ship will go to great lengths to impound or destroy the vessel. Work with the GM to determine the cause.

Starship Construction

If the game you will be playing includes the notion that the player characters will start with a ship of their own, there are several options available to determine the details of the ship in question. First, you may select one of the example ships provided further in this section. Second, the GM may choose to build the ship for the players, assigning attributes and combat abilities, starship boons and flaws as he/she sees fit for the purposes of the game. Lastly, the GM will assign a ship Size and number of build points for the starship attributes and combat abilities, and the players may then construct the starship themselves by selecting where the points will be assigned and which starship boons and flaws will be applied .

Note that when building ships, **the GM assigns the Size of the ship**. **The players do not spend ship attributes points to Size**. There is no theoretical limit to the Size attribute. The point at which a ship might be properly considered a Capital Ship is quite subjective and adding the boon of the same name may simplify matters to represent larger vessels.

Players may choose to reduce attributes or combat abilities (other than Size) to -1 to gain more points elsewhere on a one for one basis. While there are no theoretical limits on

attributes and combat attributes in starship construction, it would be an exceedingly rare case where any of a ship's ratings (besides Size) were to ever exceed 6.

The old junker (Size 0-4): If the PCs are to start the game with an old, relatively small ship, perhaps an old cargo freighter that has seen far too many battles and is held together with duct tape and prayer, consider building it by assigning 4 points to the starship attributes and 4 points to combat abilities, just like a character.

The dedicated freighter (Size 5-10): If the characters are to have an actual cargo hauler, which may have a quirk or two, but is otherwise serviceable, assign 6 or 8 points to starship attributes and 4 points to combat abilities.

The pirate raider(Size 5-8): Small and fast, but carries a punch. These ships can be build by assigning 4-5 points to attributes, and 6-8 points in combat abilities.

The patrol boat (Size 4-10): If the characters will be serving on a ship designed from the start with more militant or exploration missions in mind, assign 6-8 points in starship attributes and another 6-8 points in combat abilities.

Once points are assigned, all ships get one free starship boon, plus one additional boon per Size rating. Thus, a Size 3 ship gets 4 boons. Additional boons can be selected by also selecting a starship flaw, on a one for one basis.

Calculate the ship's Hull (10+Size) and Reserve Power (Size) and you're done.

The above are merely suggestions to create ships of the size and type most likely for PCs to have, given traditional scifi tropes of the small, motley crew getting into adventures in space. Players and GMs should feel free to experiment and find which breakdown works best for them and their game.

Example Ships

The ships described below were inspired by the Future Armada line of staship deckplan products by 0hr: Art & Technology. See 0-hr.com for details or http://rpg.drivethrustuff.com/browse.php?manufacturers_id=606&term=0%20hr for the product list.

SHERPA

Size:	**0**	**Armor:**	**2**
Thrusters/ Speed:	**3**	**Weapon Mounts:**	**0**
Sensors/ Nav Computer:	**0**	**Tactical Computer:**	**0**
Jump Engines:	**1**	**ECM:**	**2**

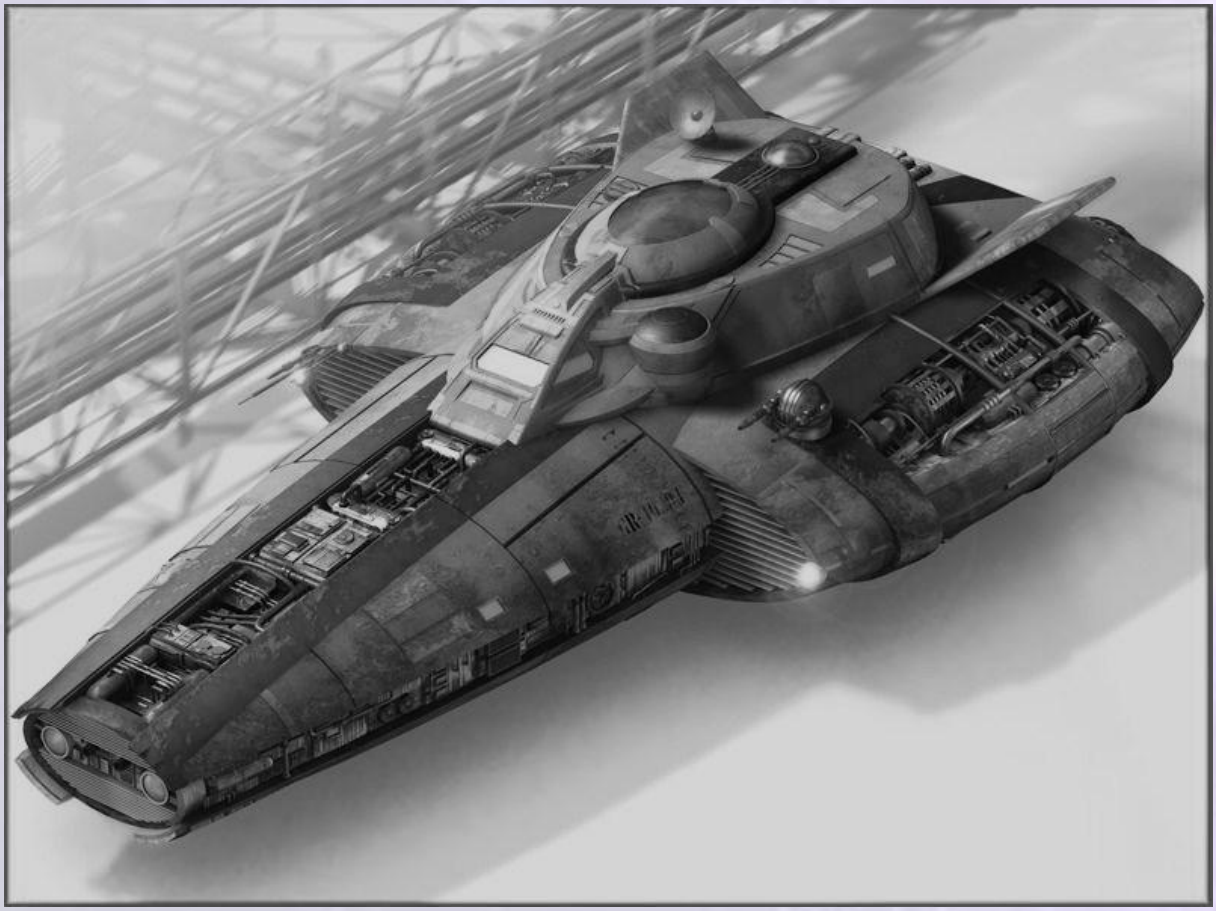
Hull: 10 **Reserve Power: 0**

Boons: Atmospheric, Artificial Gravity, Dedicated Cargo Hold

Flaws: Heavy Emissions, Brittle Armor

The *Sherpa* class freight hauler may be the single most common starship in the cosmos. The Sherpa is really nothing more than a frame with engines designed to maneuver over the ubiquitous HMT 337 standars cargo container, pick it up and take it to destination. The containers themselves can be reconfigured for many different purposes from normal cargo storage to mass passenger transport to specialized containers modified into prisoner cells popular with bounty hunters.

GRENDEL TRANSPORT



Size:	**2**	**Armor:**	**2**
Thrusters/ Speed:	**3**	**Weapon Mounts:**	**2**
Sensors/ Nav Computer:	**0**	**Tactical Computer:**	**1**
Jump Engines:	**1**	**ECM:**	**1**

Hull: 12 **Reserve Power: 1**

Boons: Atmospheric, Artificial Gravity, Dedicated Cargo Hold, Smuggler Hold

Flaws: Small Power Plant

The Grendel class transport is a vessel that was designed for light passenger or cargo transport. However, it has frequently been adapted to operate as either a smuggler vessel or even a privateer as it is capable of superior speed and manoeuvrability.

RENEGADE CLASS MULTIPURPOSE VESSEL

Size:	**6**	**Armor:**	**3**
Thrusters/ Speed:	**3**	**Weapon Mounts:**	**2**
Sensors/ Nav Computer:	**0**	**Tactical Computer:**	**0**
Jump Engines:	**3**	**ECM:**	**1**

Hull: 13 **Reserve Power: 3**

Boons: Artificial Gravity, Atmospheric, Auxiliary Vehicle, Dedicated Cargo Hold, Infirmary, Launch Bay, Shuttle, Torpedoes, Vehicle Bay

Flaws: Small Power Plant, Structural Flaw

The Renegade is a vessel capable of hauling cargo, moving passengers, exploration, reconnaissance and light combat duty. It comes with a Lokai class shuttle and a G4 Rover four wheeled ground buggy as standard equipment. While it may not be the most graceful ship in space, it does pack a punch with two weapon mounts and a compliment of torpedoes which allows it to engage in low intensity combat.

FENRIS CLASS HEAVY CORVETTE

Size:	**5**	**Armor:**	**3**
Thrusters/ Speed:	**4**	**Weapon Mounts:**	**3**
Sensors/ Nav Computer:	**2**	**Tactical Computer:**	**2**
Jump Engines:	**2**	**ECM:**	**0**

Hull: 15 **Reserve Power: 5**

Boons: Accurate Sensors, Artificial Gravity, Atmospheric, Capital Ship, Dedicated Cargo Hold, Infirmary, Launch Bay, Life Pods, Shuttles, Spinal Mount, Torpedoes

Flaws: N/A

The Fenris class heavy corvette is designed for extended patrol and escort duties and often operates alone as a police ship and border patrol vessel. It is armed with a series of laser turrets, a full complement of missiles and a spinal mounted magnetic accelerator that runs the length of the ship called the “Needle Driver”.

TO BOLDLY GO WHERE NO ONE IN THEIR RIGHT MIND WOULD WANT TO: STARSHIP OPERATIONS

In this section, we'll discuss three of the more common instances of starship activity.

- Plotting and making FTL jumps.
- Pursuing or fleeing another ship.
- and Starship Combat.

FTL JUMPS:

As mentioned in the previous section, the mechanics for determining how an FTL jump is completed and whether it is successful are fairly straight forward.

Once a ship has reached a system's Jump Point, the pilot makes a MIND+Career+Starship Nav Computer roll. The roll is modified by the distance of the destination system. Thus, a star system 2 Parsecs away from the Jump Point would apply a -2 penalty to the Jump roll. A Jump cannot be plotted for greater than 6 parsecs.

If the roll succeeds, the ship completes the jump and arrives at the destination star system Jump Point as planned (Think the instant jump in Battlestar Galactica).

If the roll fails, the jump navigation was off. The ship arrives one parsec short of destination. If a hex or grid map is being used, the ship arrives at any adjacent parsec hex/grid square.

If a calamitous failure occurs, the jump navigation was so erroneous that the ship hurls wildly off course. Roll 1D6, the result is the number of parsecs off course the ship arrives in. This may mean that the ship arrives in the dead of empty space. If they are out of Jump Rods, the ship's crew had best hope they have an interstellar distress beacon they can deploy.

A note on refueling: The default mechanics of BotV assume that starships use large, radioactive Jump Rods that provide the power needed to make FTL Jumps. When all the rods on a ship have been exhausted, the ship can no longer make FTL Jumps until the ship gets new J Rods by visiting some kind of supply depot (starbase, starport, colony world...ect). Treat this as any other acquisition roll based on Appeal +appropriate career. A failure means the characters don't have the funds on hand to replenish their Jump Rods, and must come to some other sort of understanding with the supplier to get them. Perhaps by performing some kind of job...

For GM and players that don't wish to burden their game with having to keep track of Jump Rods, an alternative is presented here. Rather than jump rods, the ship uses Hydrogen, one of the most common elements in the universe, found even in interstellar space in small amounts, to power jumps by some high tech medium. When the maximum number of jumps is completed, the ship must refuel.

In the emptiness of interstellar space, this takes 1 full week of the ship's built in Hydrogen scoops to refuel enough to make a single FTL jump.

In a star system, the ship can move to any available gas giant and refuel one FTL jump worth of Hydrogen per hour.

PURSUIT AND FLIGHT:

Note for the Pursuit and Flight, as well as the Starship Combat sections below, any reference to a Manoeuvre roll refers to the following: Size penalty +Thrusters rating +MIND + career.***

When starships are travelling through the void, there are many instances in which the vessel will need to either chase down another ship, or flee from one.

The first step is to figure out the relative range between ships.
Rather than give hard distances, which may or may not make sense for your particular game, a more general means of determining range is presented below.

These are, from furthest to closest:

- Sensor Range: The distance at which an object in space can be detected by the ship's sensors. Detecting these objects requires a Sensor + Mind roll (+career if applicable). The opposing ship may use its ECM rating as a penalty modifier to avoid detection.

- Communications Range: The distance at which communication can be established between two ships. No rolls are required for this, merely the consent of both parties to establish a communications link.

- Weapons Range: The distance at which starship weapons may fire at and hit a target in space.

- Short Range: The range at which weapons fire becomes much more accurate due to the smaller distances involved. Attack rolls are made with a +1 bonus at short range.

- Boarding Range: Not so much a range as an indication that objects in space are essentially on top of one another.

Once initial range between ships is established, the pursuit can then be gamed out in the following manner:

When one ship tries to flee from another, a series of ***Manoeuvre*** rolls are made by both ships. Every success rolled by either ship allows it to move one range bracket in a desired direction. If at any point the fleeing ship manages to get beyond sensor range, it has successfully escaped its pursuer.

Example: *A PC ship is being pursued by a system patrol boat. Because the characters have loaded their cargo hold with illicit goods, they choose to flee. The PC ship begins at communications range of the patrol boat.*

- *The PC pilot makes a successful roll. His ship is now at sensor range.*
- *The patrol boat also succeeds at a roll. They advance to communications range again.*
- *The PC ship succeeds a second time and is once again at sensor range.*
- *The patrol boat fails the roll, and doesn't gain any ground.*
- *The PC ship succeeds and gets beyond sensor range. They have outrun and escaped the patrol boat.*

Had the patrol boat been able to get the PC ship into Weapons Range, it could have begun firing on them. The PC ship in turn would have to make a choice, continue to flee...or engage.

STARSHIP COMBAT:

When two or more ships are within Weapons Range of each other, they may engage in hostilities by firing available ship based weapons at one another in an attempt to either destroy the opposing vessel, or force it to stop in order to board it.

If neither ship is trying to flee, they are considered "Engaged" and are assumed to be jockeying for position and manoeuvring to remain within Weapons Range until either one decides to flee or get into Close Range.

Starship combat is resolved in largely the same fashion that normal combat between characters occurs.

- Determine initiative: Make a ***Manoeuvre*** roll and record result.
- Each ship in turn fires all available Weapon Mounts and combat boons (torpedoes or spinal mounts).

- Resolve Armor rolls.
- Apply Damage Allocation.
- Determine Crew Injuries.

Once the initiative sequence between combatant ships has been determined, they each fire their weapons in turn at whichever target they choose.

Note that characters on board a ship can choose to act in whatever order they like, so long as they conduct their actions on the **ship's turn**. So for instance, the pilot may choose to act first to engage in evasive manoeuvres, followed by the medic who treats an injured crewman, then the gunners who shoot the ship's guns at the enemy vessel, and finally the mechanic which engages in damage control, repairing damage sustained during the previous turns exchange of fire. However, they could just have easily resolved their actions in any other order they prefer, so long as all their actions occur on their ship's turn.

Note that for the purposes of starship combat in BotV, no arcs of fire are taken into consideration. All weapons on a ship can fire at any target engaged in the battle. It is assumed that the ship simply manoeuvres into position to bring its guns to bear.

*For every rank in **Weapon Mounts** that a ship has, it may make one attack roll to hit a designated target. This roll is MIND+ Tactical Computer+ appropriate career.*

If one character on board is firing more than a single weapon mount, they suffer a -1 per weapon mount to *all shots they fire.* Thus, a ship with 3 weapon mounts being fired by the same character would suffer a -3 to all shots fired from all three weapon mounts.

For this reason, it is preferable for each weapon mount to be manned by a separate character.

*The target vessel then makes an **Armor** roll for every shot which struck it. This is simply a 2D6 + Armor roll. A success completely negates one of the hits.*

Once the number of successful hits that have penetrated the armor have been determined, the attacking ship rolls damage. This will be 1D6 + Size in the case of weapon mounts, or determined by the combat boon being used (torpedoes or spinal mount).

For each damage roll, the target ship then does ***Damage Allocation*.**

Damage is allocated in the following manner:

- At least 1 damage point must be applied to "Hull".
- Any additional damage *may* be applied to the ship's Hull.
- *May* reduce any of the ship's attributes or combat attributes (except Size) on a one for one basis.
- *May* negate any ship boon on a one for one basis.
- Or *may* eliminate Reserve Power on a one for one basis.

No starship attribute or combat attribute can be lowered below -2.

If a ship's **Hull** is ever reduced to 0 the ship is destroyed and all aboard are instantly killed.
If **Thrusters/Speed** is reduced to -2, the vessel is adrift and can no longer manoeuvre.

It would also be entirely reasonable for the GM to rule that some additional form of complication occurs to the ship when an attribute is reduced to -2. Perhaps a fire breaks out on deck, or a compartment is exposed to the vacuum of space, or a critical overload is building in the engines, ect.

Lastly, anytime a ship takes more damage above its Size rating in a single hit, ALL characters on board suffer ***Crew Injury***. All characters suffer a 1D6 Lifeblood loss as power relays explode, panels and screen shatter becoming flying shrapnel and console fires break out.

CHARACTER ACTIONS IN COMBAT:

Below are some of the more common actions characters on board a ship engaged in combat might take. Please note that these are only a small selection of potential actions and should in no way be considered a comprehensive list. Players and GMs are encouraged to come up with their own.

- **Evasive Manoeuvres:** On a successful ***Manoeuvre*** roll, the pilot can add his career rank to the ship's ECM till the start of their next action.
- **Dog Fight:** On a successful ***Manoeuvre*** roll, the pilot may add his career rank to the ship's Tactical Computer till the start of their next action.
- **Close In:** On a successful ***Manoeuvre*** roll, the ship moves into Close Range.
- **Damage Control:** On a successful Agility + career roll, a mechanic may repair career rank number of damage to the ship.

- **More Power!** On a successful Mind + career roll, a mechanic may provide career rank number of extra Reserve Power for the ship till the start of their next action.

- **Trauma Care:** A medic character may see to crew injuries per the normal healing rules.

- **Boarding Action:** Characters may engage in attempted boarding action against disabled enemy ships via grapple lines, boarding shuttles or teleporter Psion. Alternately, they may fight off attacking boarders.

CONCERNING CAPITAL SHIPS

In the Starship Boons and Flaws section, there is a boon entry called Capital Ship.
This was added merely to help speed up the process of representing a large vessel in a mechanical manner. The notion of what ships constitute a Capital Ship is entirely subjective.
A massive bulk cargo hauler may have a Size rating of 20, but not be considered a capital ship because it only has a skeleton crew and very little offensive power, while a Size 6 or 8 ship built for war that has a crew in the dozens or hundreds may well be considered a capital ship simply by adding the boon.

As a general rule, capital ships should be treated as adventure locations rather than opponents to fight, unless the game centers on the player characters as officers serving on a capital ship of their own.

RABBLE SHIPS

The *Barbarians of Lemuria* rules provide an elegant rules set for player characters to battle hordes of Rabble opponents quickly and easily. In that same spirit, below is a means to allow PC ships to battle Rabble vessels.

Rabble vessels may represent space fighters, wolf pack pirate raiders, mercenary ships or any other space based opponent that can generally be dealt with by the PCs handily.

To adjudicate Rabble ships, the following applies:

- Rabble ships always allocate all damage to the Hull.
- Rabble ships will generally have a Hull value of 5 to 10.
- Rabble ships do not suffer Crew Injuries.
- Rabble Ships have no Reserve Power.

In all other respects, they are treated as normal ships.

Some sample rabble ships are below:

Space Fighter

Size:	0	Armor:	0
Thrusters:	4	Weapons:	1
Sensors:	0	Tac comp:	1
Jump Engines:	0	ECM:	0

Hull: 5

Pirate Raider

Size:	0	Armor:	1
Thrusters:	2	Weapons:	1
Sensors:	0	Tac comp:	1
Jump Engines:	0	ECM:	1

Hull: 10

Mercenary Vessel

Size:	2	Armor:	2
Thrusters:	2	Weapons:	2
Sensors:	1	Tac comp:	1
Jump Engines:	1	ECM:	1

Hull: 10

Torpedoes boon

IMPROVING STARSHIPS:

As the game progresses, it is likely that the players will want to tinker and modify the ship so as to improve its performance. The basic mechanics for improving the starship is simply an application of advancement points, just as with characters. This represents the time, money and effort the characters spend upgrading the ship systems, replacing parts, fixing broken components and generally being up to their elbows in engine grease. The costs for improvement are detailed below:

Improving Starship Attributes or Combat Abilities	Advancement Point Cost
-1 to 0	10 AP
0 to 1	15 AP
1 to 2	20 AP
2 to 3	25 AP
3 to 4	35 AP
4 to 5	45 AP
5 to 6	55 AP
Adding a new Starship Boon	30 AP
Buying off a Starship Flaw	30 AP

There are two suggested means of handling Starship Advancement points.

1- The Ship earns Advancement Points on its own, much as any other character does. Perhaps a set number of Advancement Points per session (1 or 2) when the ship plays an important role, such as being in space combat or as an integral part of a scheme or plan from the PCs.

2- The PCs may establish a “Ships Pool”. This represents the PCs pooling their resources collectively to improve the ship. In this case, the players may choose to assign any number of **their** earned Advancement Points to the Ships Pool.

   Note that if option 2 is used, The GM may want to consider allowing any player to use a Hero Point to prevent the ship from being destroyed. The ship will come to be an investment of PC Advancement Points, and having it be destroyed without allowing them a chance to save it is, in the opinion of the author, kinda douchy.

"I'M SORRY DAVE. I'M AFRAID I CAN'T DO THAT": ADVENTURES IN THE VOID

Below are a number of suggestions for handling various elements that may come up in a BoL powered scifi game.

Zero Gravity: Whenever characters are operating in a zero G environment, all actions suffer a -2 penalty.

Heavy Gravity: Treat exactly as Zero g environment, with a Strength test every 24hrs to overcome exhaustion. A failed Strength test adds an additional -1 penalty that is cumulative.

Fire: The spread and intensity of fire can be very dangerous under normal circumstances. On a starship, it can be a catastrophe. If a character comes in contact with fire, there is a chance (1-2 on a 1D6) that they catch fire.

The damage increases as the size and intensity of the flame grows, as does the difficulty of putting it out.

Round 1	1 Lifeblood	Easy +1
Round 2	1D6	Moderate +0
Round 3	2D6	Tricky -1
Round 4	3D6	Hard -2
Round 5	4D6	Tough -3
Round 6 +	5D6	Demanding -4

Falling: A serious fall can injure or even kill a character. Watch your step!

Minor Fall	1D6 Lifeblood damage
Serious Fall	2D6 Lifeblood damage
Major Fall	3D6 Lifeblood damage
Deadly Fall	4D6 Lifeblood damage

Vacuum: In cases where characters are exposed to the hard vacuum of space without the benefit of a space suit, bad things happen...

The moment an unprotected character hits vacuum, roll a Demanding (-4) Strength test. A failed roll indicates the character goes into instant shock, suffering 2D6 Lifeblood damage and a penalty of -4 to all actions. The damage to Lifeblood is incurred every turn thereafter. The Strength test is also taken every turn the character remains in the vacuum of space until.

Note A space suit allows for up to 10 hrs of operation in space. Further, it provides 1 point of armor. However, if even a single a single Lifeblood of damage penetrates the suit, the character is instantly exposed to vacuum per above.*

Radiation/Toxicity: There are many environments that characters may be exposed to while adventuring in the void that may have dangerous or even lethal levels of radiation or toxicity. Blasted warzones, post apocalyptic civilizations, barren solar scorched planets or drifting wrecks of former space craft. All of these and more besides can be incredibly dangerous environments to be caught unprepared.

When characters are exposed to radioactive or toxic environments without the proper protective gear, make a Strength test every hour of exposure. The GM will impose a difficulty modifier based on the intensity (-2, -3 ect).

A failed roll begins with a 1D6 Lifeblood loss, and every hour thereafter the Lifeblood loss increases by an additional D6.

Radiation or toxicity treatment can be applied by another character by making a successful MIND + carer roll modified by the intensity level of the exposure. This is provided that they have some reasonable means of treatment at their disposal (an actual ship's infirmary for instance, or an explorer's survey camp).

...AND A BLAAASTER IN A PEAR TREEEEE! : GEAR

It would seem natural to expect a huge list of gear for a science fiction themed game. However, undue importance on gear flows counter to the spirit of *Barbarians of Lemuria*. Instead, this section presents a small smattering of weapons and a quick write up on powered armor designed to provide more flavour to the game. Any mechanical effects that the GM and players wish to apply to made up gear or those converted from other settings are left in their capable hands.

WEAPONS

Projectile Firearms: Still by far and away the most common type of ranged weapon in the 37th century. These weapons have been around for so long that they are virtually everywhere. Munitions are plentiful and very inexpensive and technological improvements over the centuries means that they are among the most reliable weapons to be found on any world spinning.

Per the *Dogs of W.A.R* rules, assume that characters have plenty of ammunition available and that they reload as needed.

Ignore the “jamming” or “out of ammo” results for calamitous failure. Projectile firearms have become so reliable that this result simply counts as a miss. There is no further effect.

Further, projectile firearms remain the only weapons to be capable of fully automatic fire. See *Dogs of W.A.R* for details and weapon lists.

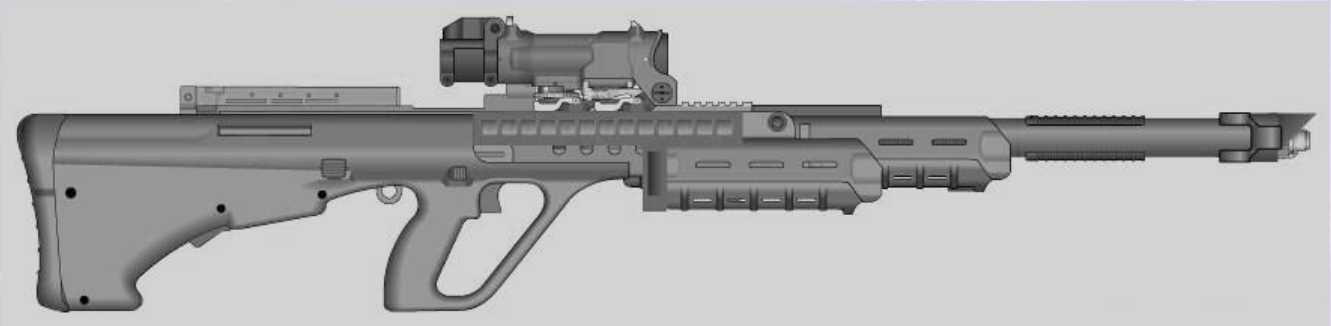
Laser Weapons: Laser weapons are sleek, stylish, very accurate and capable of burning through most common armor. For this reason, they are favored by assassins and spies. Because of the glamour associated with laser weapons, they are also often used as a fashion accessory by those who wish to project an air of elegant, martial competence, such as Naval officers and corporate security teams. Laser weapons, like other energy weapons are only capable of single shots.

Laser weapons have an armor penetration value, which ignores a certain amount of armor points worn by the target.

However, laser weapons do drain power cells. If a roll results in a double of 4,5 or 6, the cell is out of power and a turn must be spent reloading (again, assume the characters have plenty of reloads available). A calamitous failure however indicates that not only has the weapon drained its power cell, but there are no more available to the character until they have an opportunity to replenish them (say by plugging them into the ship's power supply).

Type	Fire Type	Notes	Damage
Laser Pistol	Single Shot	+1 accuracy, AP 2	1D6
Laser Rifle	Single Shot	+3 accuracy, AP 3	(2D6)+2*

*Roll 2D6 and use the higher result, then add 2.



Plasma Blasters: If laser weapons are sleek and sexy, plasma blasters are ugly and brutish. They are unwieldy, inaccurate, bulky, drain power at an outrageous rate, are dangerously unstable and very, very destructive. These weapons are favored by those who seek to be as unsubtle as possible. The terror value of these weapons makes them very popular with pirates, renegades and insurrectionists. Plasma weapons are also frequently found with any group that cares more about killing the enemy than keeping themselves alive. While it is true that the superheated plasma can rip through many targets with brutal efficacy, and can often overcome opponents with sheer brute destructive power, plasma blasters have certain major flaws that make them profoundly unpopular with organized militaries.

Plasma blasters are very inaccurate, so that even trained, disciplined troops have trouble making good use of these weapons unless brought to bear in large numbers. They also drain power cells very quickly and because of the weight and bulk of these cells, it is impractical to have any one trooper carry more than one at a time. Lastly, and most importantly, plasma weapons have a disturbingly frequent tendency to suddenly overload and detonate in a horrific torrent of superheated fire, killing not only the wielder, but those around him too.

None the less, plasma weapons do find favor with those who live life on the edge and don't mind living dangerously.

Type	Fire Type	Notes	Damage
Plasma Blaster	Single Shot	-3 accuracy, ***	3D6

*** On a calamitous failure, the weapon overloads and detonates causing 3D6+3 Lifeblood damage to the wielder and anyone in the immediate vicinity. Out of ammo on doubles of 2,3,4,5 and 6. Power cell must be recharged from a power source, not merely replaced in battle.

POWERED ARMOR

The most advanced, expensive and powerful personal weapons system that any force can deploy isn't a weapon at all. It's powered armor.

There are many models of powered armor but only a very small number of arms manufacturers who have the capacity to design and build them.

Powered armor provides an unprecedented level of protection, performance augmentation and fire power to those troopers willing to go through the profoundly invasive and expensive surgical procedure needed to prepare the human body for the thousands of neural, nervous and muscular links and connections that are required to operate powered armor.

As a result, only the most elite forces, supported and supplied by the most advanced military forces in the cosmos have access to powered armor. Mercenary companies are willing to pay obscene wages to anyone with the required cybernetic implants to operate them, and will go to great lengths to acquire even a well used and battle scarred armor.

Powered armor provides the following augmentation to the wearer:
+3 Strength, +3 Agility, +2 Ranged (built in targeting system), A complete suite of vision enhancements, 36 hrs of operation time in the vacuum of space and 10 points of armor protection value.

Frequently, additional capacities will be integrated into the armor. Jump packs providing limited flight and built in heavy weapons are among the most common.

IN SPACE, NO ONE CAN HEAR YOU SCREAM...EXCEPT YOUR CREWMATES...WHO ARE ALSO SCREAMING: ENEMIES

Just for fun.

Strength:	5	Initaitive:	3
Agility:	4	Melee:	4
Mind:	0	Ranged:	3
Appeal:	-1	Defense:	2

Blur Suit: Any attempt to detect the hunter while the blur suit is active suffers a -5 penalty.
Shoulder Blast Caster: 3D6 Lifeblood damage.
Smart Disk: Hunting disk that does 3D6* damage. Roll 3 dice, keep two highest results.
Wrist Blade: 2D6*+ Strength. Roll 2 dice, keep highest result.
Dart Gun: 1D6
Net Gun: Hit means target is immobilized.
Naginata: 2D6 + Strength. Actualy add the 2 dice together for damage.
Self-Destruct : 6D6 damage over a wide area.
Hunter Mask: Multiple visual and auditory enhancements.

Strength:	3	Initaitive:	6
Agility:	5	Melee:	5
Mind:	-1	Ranged:	-1
Appeal:	-1	Defense:	2

Claws: 2D6* + Strength. Roll 2 dice and keep highest result.
Tail: 2D6 + Strength. Add both dice for result.
Jaws: 2D6 + Strength. Add both dice for result.
Inner Jaws: 1D6
Acid Blood: Any Lifeblood damage inflicted on the Xenomorph in melee may splash back on the attacker. Make an agility test to avoid the acid or suffer 1D6 per Lifeblood point it lost during the attack.