Primitive Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Medium bow	arrow	0	1d+0	1 internal	1.2kg	130Cr	1d+0	2	Reliable, Str 6
Heavy bow	arrow	1	1d+2	1 internal	1.7kg	170Cr	1d+0	2	Reliable, Str 8
Light crossbow	quarrel	1	2d+0	1 internal	3.4kg	170Cr	1d+0	3	Reliable, Str 6
Heavy crossbow	quarrel	1	2d+2	1 internal	5.1kg	220Cr	1d+1	3	Reliable, Str 8

Basic Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Heavy flintlock pistol	12mm ball	0	1d+2	1 internal	1.3kg	150Cr	1d+2	2	Unreliable
Flintlock musket	19mm ball	1	2d+2	1 internal	4.4kg	140Cr	1d+2	4	Unreliable
Flintlock rifle	12mm ball	2	3d+0	1 internal	4.8kg	150Cr	1d+2	4	Unreliable
Blunderbuss	18mm ball	0	2d+1	1 internal	2.3kg	90Cr	1d+2	3	Unreliable

Industrial Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Light revolver	9mm bullet	0	1d+2	6 internal	1.0kg	140Cr	1d+2	2	Reliable
Heavy revolver	11mm bullet	1	2d+1	6 internal	1.6kg	320Cr	1d+2	3	Reliable
Repeating rifle	13mm bullet	2	3d+1	8 internal	3.8kg	210Cr	1d+2	4	Reliable
Hunting shotgun	19mm bullet	1	3d+0	2 internal	4.4kg	330Cr	1d+2	4	Reliable

Atomic Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Light semi-auto pistol	7mm bullet	0	1d+2	10 clip	.6kg(.1)	300Cr	1d+1	2	Reliable
Semi-auto pistol	9mm bullet	1	2d+1	15 clip	1.1kg(.2)	750Cr	1d+2	2	Reliable
Heavy revolver	11mm bullet	1	3d+0	6 internal	1.3kg	450Cr	1d+2	2	Reliable
Machine pistol	9mm bullet	1	2d+1	30 clip	2.5kg(.5)	730Cr	1d+2	3	Reliable, autofire
Hunting shotgun	19mm bullet	1	3d+2	2 internal	3.4kg(.1)	500Cr	1d+2	4	Reliable
Hunting rifle	7mm bullet	4	4d+2	5 clip	4.3kg(.1)	700Cr	1d+2	4	Reliable
Assault shotgun	19mm bullet	1	3d+2	10 clip	3.7kg(.5)	750Cr	1d+2	4	Reliable
Assault rifle	7mm bullet	3	4d+2	30 clip	5.2kg(.6)	730Cr	1d+2	4	Reliable, autofire
Heavy crossbow	quarrel	4	2d+2	1 internal	2.9kg	220Cr	1d+1	3	Reliable
Heavy machinegun	13mm bullet	4	6d+1	200 external	56kg(26)	4.7KCr	2d+0	8	Reliable, autofire
Anti-tank rocket	90mm rocket	1	12d+1	1 internal	9.0kg(2.0)	150Cr	1d+2	4	Unreliable

Post-Atomic Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Heavy revolver	11mm bullet	1	3d+1	6 internal	1.0kg(.1)	600Cr	1d+2	2	Reliable
Semi-auto pistol	6mm bullet	1	2d+2	25 clip	.8kg(.2)	900Cr	1d+2	2	Reliable
Stunner (non-lethal)	electricity	0	5d+0	10 clip	.6kg	750Cr	1d+1	2	Reliable, armor stops all damage
Gauss pistol	3mm needle	1	4d+0	100 clip	2.2kg(1.1)	2.4KCr	1d+1	2	Unreliable, autofire
Laser pistol	electricity	1	3d+2	40 internal	1.3kg	3.9KCr	1d+1	2	Reliable, autofire
Hunting rifle	6mm bullet	4	5d+1	10 clip	4.0kg(.1)	1.1KCr	1d+2	4	Reliable
Assault rifle	6mm bullet	4	5d+1	50 clip	4.4kg(.7)	1.5KCr	1d+2	4	Reliable, autofire
Heavy laser rifle	electricity	4	6d+0	50 clip	6.8kg(4.6)	8.3KCr	1d+1	3	Reliable, autofire
Gauss sniper rifle	6mm needle	7	7d+2	20 clip	10kg(3.9)	17.8KCr	1d+1	3	Reliable

Advanced Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Disruptor pistol	electricity	2	3d+0	20	1.0kg(.3)	2.2KCr	1d+1	2	Reliable, ignores one armor/barrier
Disruptor rifle	electricity	4	4d+2	30	3.1kg(1.8)	3.5KCr	1d+1	3	Reliable, ignores one armor/barrier

Primitive Era Melee Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Brass knuckles	punch+1	half-lethal	short	.3kg	20Cr	1d+1	2	balanced
Large knife	punch+0	lethal	short	.3kg	50Cr	1d+2	2	balanced
Shortsword	punch+1	lethal	medium	1.1kg	140Cr	1d+2	3	balanced
Longsword	punch+2	lethal	long	1.3kg	170Cr	1d+2	3	balanced
Axe	punch+1d	lethal	medium	2.0kg	250Cr	1d+1	4	unbalanced
Small club	punch+0	half-lethal	short	.3kg	20Cr	1d+0	2	balanced
Club	punch+2	half-lethal	medium	1.4kg	170Cr	1d+1	3	balanced
Staff	punch+1d	half-lethal	long	1.4kg	60Cr	1d+1	3	balanced, uses two hands
Spear	punch+1d	lethal	long	2.0kg	230Cr	1d+1	3	balanced, uses two hands
Pike	punch+2d	lethal	very long	3.5kg	580Cr	2d+0	5	unbalanced, uses two hands

Basic Era Melee Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Greatsword	punch+1d+2	lethal	long	3.6kg	440Cr	2d+0	5	unbalanced, uses two hands
Saber	punch+2	lethal	long	1.4kg	170Cr	1d+2	3	balanced
Rapier	punch+1	lethal	long	.7kg	120Cr	1d+2	3	balanced
Mace	punch+2	half-lethal	medium	1.6kg	200Cr	1d+1	4	balanced
Flail	punch+1d+2	half-lethal	very long	2.9kg	480Cr	1d+2	4	unbalanced, uses two hands
Halberd	punch+2d	lethal	very long	5.0kg	730Cr	2d+0	5	unbalanced, uses two hands

Primitive Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Thrown rock	punch+0	half-lethal	-	.5kg	0Cr	1d+1	1	Accuracy of 0
Thrown knife	punch+0	lethal	-	.3kg	50Cr	1d+1	2	Accuracy of 0
Thrown axe	punch+1d	lethal	-	2.0kg	250Cr	3d+0	4	Accuracy of 0
Thrown spear	punch+1d	lethal	-	2.0kg	230Cr	1d+2	3	Accuracy of 0

Basic Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	2d+1	lethal explosion	-	.5kg	10Cr	1d+2	1	Unreliable
Gunpowder bomb	3d+0	half-lethal explosion	-	.5kg	5Cr	1d+0	1	Unreliable, see page 5.5

Industrial Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	3d+0	lethal explosion	-	.5kg	10Cr	1d+1	1	Reliable
Stick of TNT	3d+1	half-lethal explosion	-	.5kg	5Cr	1d+0	1	Reliable, see page 5.5

Atomic Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	3d+1	lethal explosion	-	.5kg	10Cr	1d+1	1	Reliable
Stun grenade	2d+2	non-lethal explosion	-	.2kg	10Cr	1d+0	1	Reliable
Anti-personnel mine	2d+1	lethal explosion	-	.2kg	10Cr	1d+1	1	Reliable, always hits legs
Anti-tank mine	12d+0	lethal	-	4.0kg	320Cr	1d+2	3	Reliable, also does 5d+2 expl.
Anti-tank grenade	10d+1	lethal	-	1.0kg	70Cr	1d+1	2	Reliable, also does 4d+1 expl.
Brick of plastic expl.	4d+0	half-lethal explosion	-	.5kg	5Cr	1d+0	2	Reliable, see page 5.5

Post-Atomic Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	3d+2	lethal explosion	-	.5kg	10Cr	1d+1	1	Reliable
Anti-tank grenade	11d+0	lethal	-	1.0kg	70Cr	1d+1	2	Reliable, also does 4d+2 expl.
Brick of plastic expl.	4d+1	half-lethal explosion	-	.5kg	5Cr	1d+0	2	Reliable, see page 5.5

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Primitive Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Padded cloth	0d+1	Body	1.5kg	30Cr	Worn over or under clothing.
Hardened leather*	0d+2	Body	4.5kg	160Cr	Worn over clothing.
		Head	1.5kg	50Cr	
		Arms	3.0kg	150Cr	
		Legs	6.0kg	240Cr	
Scale armor*	1d+1	Body	10.7kg	660Cr	Worn over clothing.
		Head	3.6kg	210Cr	
		Arms	7.1kg	640Cr	
		Legs	14.3kg	1.0KCr	
Chain mail*	1d+2	Body	12.0kg	740Cr	Worn over or under clothing.
		Head	4.0kg	250Cr	
		Arms	8.0kg	720Cr	
		Legs	16.0kg	1.1KCr	
Small shield (6 hits)	2d+0	-	3.5kg	70Cr	User is +2 difficulty to be hit in melee.
Large shield (8 hits)	2d+2	-	5.2kg	150Cr	User is +4 difficulty to be hit in melee.

Basic Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Plate armor*	2d+0	Body	10.5kg	650Cr	Worn over clothing.
		Head	3.5kg	210Cr	-
		Arms	7.0kg	630Cr	-
		Legs	14.0kg	980Cr	-

Industrial Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Plate armor*	2d+0	Body	10.5kg	650Cr	Appropriate vs. firearms.

Atomic Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Fragmentation vest	1d+0	Body	2.0kg	100Cr	Worn over clothing.
Level 2 bulletproof vest	2d+0	Body	3.0kg	500Cr	Worn under clothing.
Level 3 bulletproof vest	4d+0	Body	8.4kg	800Cr	Worn over clothing.
Level 4 bulletproof vest	4d+1	Body	11.5kg	1.0KCr	Negates armor piercing effects.
Steel helmet	1d+1	Head	.9kg	20Cr	-
Kevlar helmet	2d+1	Head	.7kg	60Cr	-

Post-Atomic Era Pers. Armor

Name	Armor	Covers	Weight	Cost	Notes
Combat helmet	3d+0	Head	.8kg	80Cr	Negates armor piercing effects.
Combat vest	5d+0	Body	6.4kg	670Cr	Worn over clothing.
Combat infantry suit(20)	4d+2	Whole body	40kg	5KCr	Negates armor piercing effects, gives +4 to Strength, uses 800 power per hour.
Combat spacesuit(20)	4d+2	Whole body	50kg	8KCr	Gives +4 to Strength, provides life support, each function uses 800 power per hour.

Advanced Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Flux armor(20)	5d+0	Whole body	40kg	20KCr	Negates special effect of disruptors, gives +5 to Strength, may alter structure to give +1d armor vs. one type of attack, uses 1000 power per hour.

*Armor for body, arm and leg locations has mass for both front and back. Front only coverage is half the listed mass and cost.

Primitive Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Basic clothing	2.0kg	100Cr	1d+0	3	Includes footgear with 0d+2 protection. The armor of clothing only protects the *clothing* from damage, not the wearer.
Luxury clothing	3.0kg	500Cr	1d+0	4	Includes footgear with 0d+1 protection.
Winter clothing	3.0kg	100Cr	1d+1	4	Worn in addition to other clothing. Each layer provides up to a 5°C temperature shift. Each tech era adds 5°C protection per layer. Acts as 0d+1 armor.
Camoflauge clothing	2.0kg	100Cr	1d+0	3	Adds +2 to difficulty of being spotted in appropriate conditions, otherwise as basic clothing.
Scroll tube	.1kg	10Cr	1d+0	1	Weatherproof protection for small items.
Waterskin(full)	4.3kg	10Cr	1d+0	2	Holds four liters of water. Enough for one person for a day of moderate activity.
Travel rations	.8kg	5Cr	1d+0	2	Dried or semi-perishable food that carries well. Enough for one person for one day of moderate activity.
Saddle/tack	25kg	300Cr	1d+1	7	Required for carrying gear on horseback.
Camping gear	18kg	200Cr	1d+1	6	One person's share of the weight for a tent, blankets that count as a layer of winter clothing, stove and personal items. This can be part of a large tent and kit, or personal-size items. Two-thirds the mass for each higher tech era.
Rope, 25 meters	2.0kg	10Cr	1d+0	3	Strong enough to hold a person and worn or carried items.
Torch	.8kg	5Cr	1d+1	2	Negates darkness penalties out to 3 meters, -2d penalty per range band after this. Lasts 2 hours.
Sewing kit	.5kg	50Cr	1d+0	2	Needles, thread, leather stitching, buttons, patches

Basic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Small book	.2kg	5Cr	0d+2	2	Equivalent to small reference book or spellbook.
Large book	1.0kg	50Cr	1d+0	3	Equivalent to large reference book or spellbook.
Lantern	.8kg	30Cr	1d+0	2	Negates darkness penalties out to 3 meters, -2d penalty per range band after this. Refill with .3kg oil each night.
Small pack	1.5kg	20Cr	1d+0	3	Holds 10kg of normal density items. Two-thirds the mass for each higher tech era.
Large pack	6.0kg	100Cr	1d+0	4	Holds 90kg of normal density items. Two-thirds the mass for each higher tech era.
Armory tool kit	200kg	1000Cr	2d+1	11	Small anvil, portable forge, hammers, other tools.
First aid kit	2.0kg	200Cr	1d+0	3	Suitable for treating non-crippling injuries. Capabilities increase with tech era.

Industrial Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 10 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses. A rechargeable powercell only holds half the listed energy.
Telephone/telegraph	.5kg	20Cr	1d+0	2	Requires a wired connection between units. Uses 1 energy per hour of use.
Flashlight(2)	.3kg	20Cr	1d+0	2	Negates darkness penalties in a 60°arc out to 15 meters, -2d penalty per range band after this. Uses 10 energy per hour.
Binoculars	.5kg	100Cr	1d+0	2	Gives +1d Awareness roll to see something in a particular direction, no sight Awareness rolls allowed in other directions.
Telescopic sight	.3kg	200Cr	1d+0	1	Adds 1 to Accuracy of appropriate ranged weapon.
Mechanical tool kit	10kg	200Cr	2d+0	6	Assortment of wrenches and screwdrivers, hammer, saw, nails, screws and fasteners.

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Atomic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 70 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Solarcell	2.0kg	400Cr	1d+0	2	Generates 50 power per hour in sunlight. Requires about a quarter of a square meter of unobstructed space.
Radio/Cellphone(1)	.3kg	200Cr	1d+0	1	Can reach a similar unit or receiving tower up to 10km off. Uses 20 energy per hour talking, 3 per hour receiving.
Base station radio	4.0kg	500Cr	1d+0	2	Can reach a similar unit up to 1000km off or hand-held unit up to 100km away. Requires large antenna.
Portable computer(4)	2.5kg	2KCr	1d+0	2	Late Atomic Era model. Can be programmed to perform a specific Awareness skill task at 4d+0 or give the user a +2 on their own roll. Uses 30 energy per hour.
Nightvision goggles(1)	1.0kg	2KCr	1d+0	2	Negates darkness penalties for user, uses 5 energy per hour.
Night vision sight(1)	.5kg	2KCr	1d+0	1	Adds 1 to Accuracy of appropriate ranged weapon, negates darkness penalties for user, uses 5 energy per hour.
Rope, 25 meters	1.5kg	100Cr	1d+1	2	Strong enough to hold several people and worn or carried items, or a horse or small vehicle.
Utility tool	.2kg	100Cr	1d+1	2	Allows rudimentary tool use, as mechanical tool kit but with varying penalties.
Electrical tool kit	5kg	200Cr	2d+0	4	Portable soldering iron, test meters, assorted circuit parts, small hand tools.

Post-Atomic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 210 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Fuelcell	2.0kg	100Cr	1d+1	3	Generates 3000 energy per hour, takes the place of 20 powercells, refill with 1.0kg fuel per 10 hours.
Stealthsuit(2)	2.0kg	500Cr	1d+0	4	Worn over clothing or armor. Automatically adapts to provide camoflauge in any conditions, uses 20 energy per hour.
Nightvision glasses(1)	.2kg	500Cr	1d+0	1	Negates darkness penalties for user, uses 3 energy per hour.
Videophone(1)	.2kg	200Cr	1d+0	1	Can reach a similar unit or receiving tower up to 10 km off. Uses 20 energy per hour talking, 3 per hour receiving.
Portable computer(2)	1.0kg	2KCr	1d+0	2	Wearable computer with glasses-mounted display. Can be be programmed to perform a specific Awareness task at 5d+0 or give the user a +4 on their own roll. May be linked to most other electronics. Uses 10 energy per hour.

Advanced Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 460 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Fuelcell	2.0kg	100Cr	1d+1	3	Generates 4000 energy per hour, takes the place of 20 powercells, refill with 1.0kg fuel per 10 hours.
Flux clothing(1)	2.0kg	500Cr	1d+0	4	May be switched to any color or insulation combination for 10 energy, and may provide 1d+0 armor against a particular weapon type, changeable for 10 energy.
Link(1)	.2kg	500Cr	1d+0	1	Serves function of videophone, radio, portable computer and global tracking system. Uses 3 energy per hour.
Flux tool kit	5kg	2KCr	1d+0	4	Contains tools and raw materials needed to service or repair any mutable matter device.

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Blacksburg Tactical Research Center

Location

Scale

Gameworld

Notes

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Blacksburg Tactical Research Center

Extra type | Power level

Gameworld

Notes

Name

Motivation

Strength (Level) Roll d+
Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+
Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d -1d -2d -3d

Skills — Roll d+

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 5 -1d | 9 -2d | 13 -3d | 17 -4d

Other info

Name

Motivation

Strength (Level) Roll d+
Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+
Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d -1d -2d -3d

Skills — Roll d+

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 5 -1d | 9 -2d | 13 -3d | 17 -4d

Other info

Name

Motivation

Strength (Level) Roll d+
Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+
Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d -1d -2d -3d

Skills — Roll d+

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 5 -1d | 9 -2d | 13 -3d | 17 -4d

Other info

Name

Motivation

Strength (Level) Roll d+
Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+
Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d -1d -2d -3d

Skills — Roll d+

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 5 -1d | 9 -2d | 13 -3d | 17 -4d

Other info

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Blacksburg Tactical Research Center

Tech era | Category

Gameworld

Notes

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

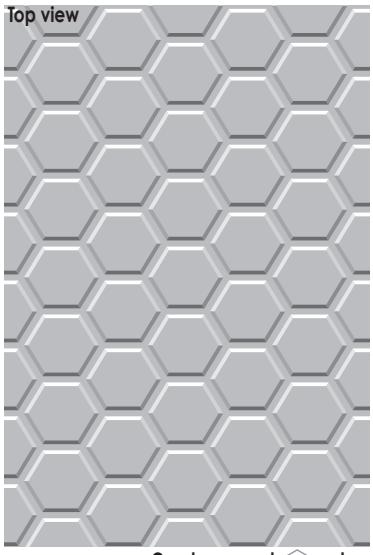
Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view



One hex equals ⬡ meters

Hits			
1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

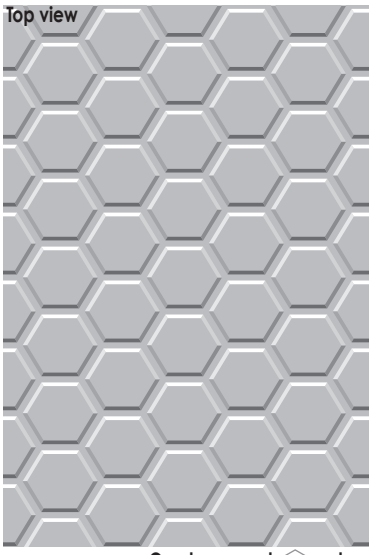
Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view



One hex equals ⬡ meters

Hits			
1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

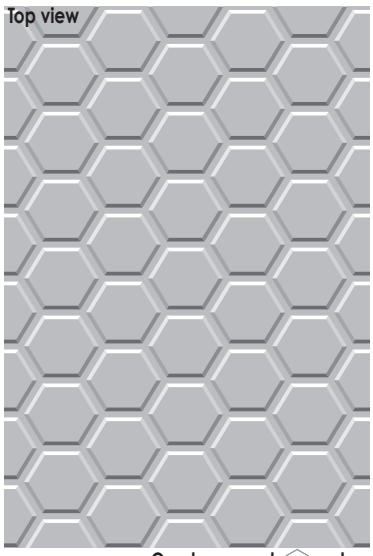
Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view



One hex equals ⬡ meters

Hits			
1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

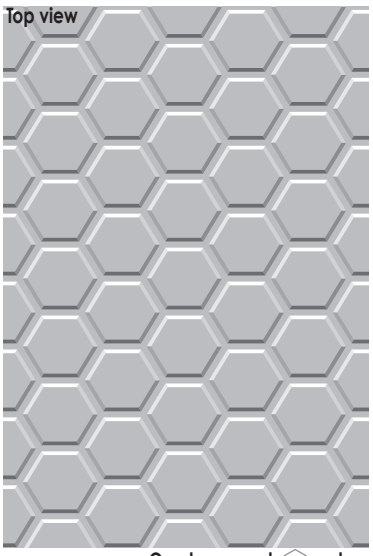
Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view



One hex equals ⬡ meters

Hits			
1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

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Blacksburg Tactical Research Center

Tech era | Category

Gameworld

Notes

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view

One hex equals meters

Hits

1 -0d
2
3
4
5 -1d
6
7
8
9 -2d
10
11
12
13 -3d
14
15
16
17 -4d
18
19
20
21 -5d
22
23

Cargo

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view

One hex equals meters

Hits

1 -0d
2
3 -3d
4
5 -1d
6
7 -4d
8
9 -2d
10
11
12
13
14
15
16
17
18
19
20

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view

One hex equals meters

Hits

1 -0d
2
3 -3d
4
5 -1d
6
7 -4d
8
9 -2d
10
11
12
13
14
15
16
17
18
19
20

Gizmos

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Name | Home

Brief description

Goals

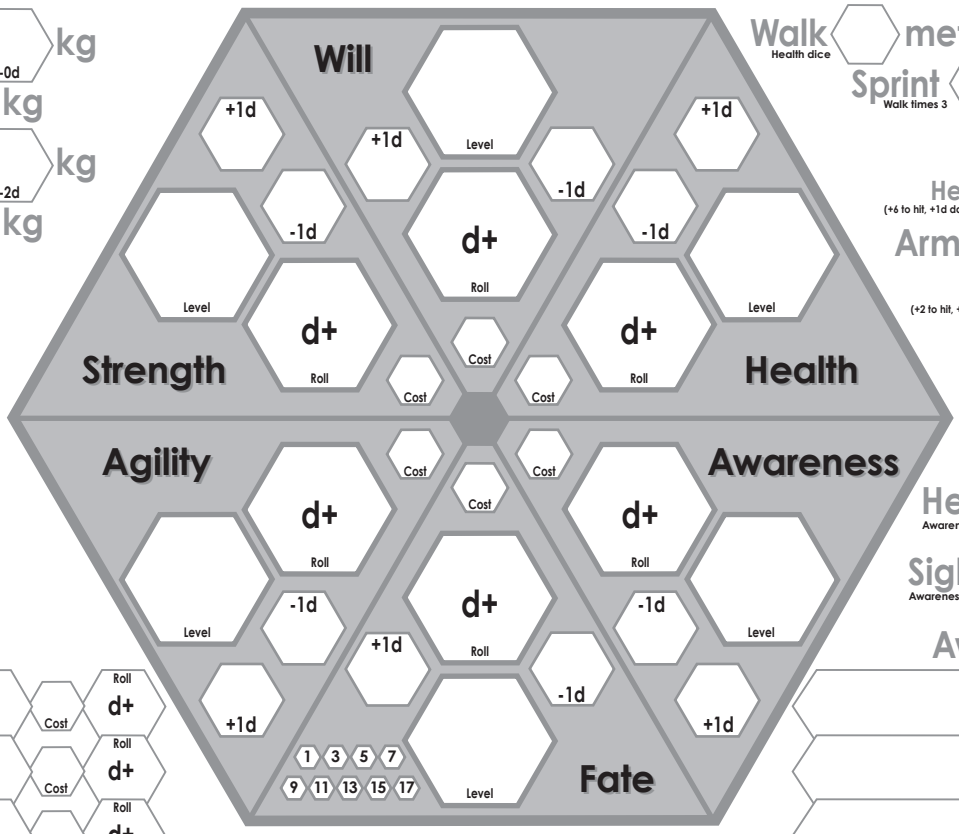
Encumbrance

- Less than ___ kg (One-eighth maximum) -0d
- Up to ___ kg (One-quarter maximum) -1d
- Up to ___ kg (One-half maximum) -2d
- Up to ___ kg (Maximum from chart) -3d

Punch d+ (Strength roll - 1d)

Kick d+ (Strength roll)

Dodge + (Agility dice times 2)



Walk ___ meters (Health dice) | Run (Walk times 2) | Sprint (Walk times 3)

Head d+ 3-6 (+6 to hit, +1d damage) | Arms d+ (+4 to hit, -1d damage)

Armor d+ 7-8

Body d+ 9-12 (+2 to hit, +0d damage)

Legs d+ 13-18 (+2 to hit, -1d damage)

Hearing roll d+ (Awareness roll)

Sight roll d+ (Awareness roll)

Agility skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Other skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Attribute used

Awareness skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Hits

1	-0d
2	
3	
4	
5	-1d
6	
7	
8	
9	-2d
10	
11	
12	
13	-3d
14	
15	
16	
17	-4d
18	
19	
20	
21	-5d
22	
23	
24	
25	-6d

Character traits	Value
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
Campaign base A S Total	A/ S

Important equipment	Mass
	kg
	kg
	kg
	kg
	kg
	kg
Cash on hand Cr Total	kg

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Blacksburg Tactical Research Center

Name | Home

Brief description

Goals

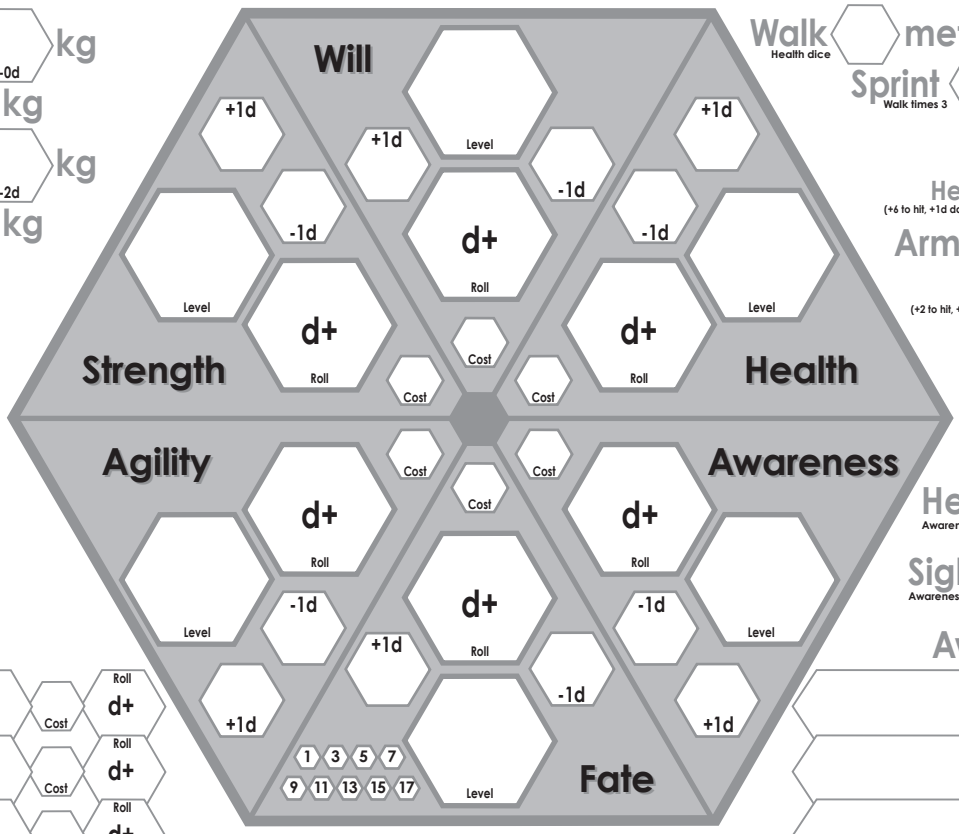
Encumbrance

- Less than ___ kg (One-eighth maximum) -0d
- Up to ___ kg (One-quarter maximum) -1d
- Up to ___ kg (One-half maximum) -2d
- Up to ___ kg (Maximum from chart) -3d

Punch d+ (Strength roll - 1d)

Kick d+ (Strength roll)

Dodge + (Agility dice times 2)



Walk ___ meters (Health dice)

Run (Walk times 2)

Sprint (Walk times 3)

Head d+ 3-6 (+6 to hit, +1d damage)

Arms d+ 7-8 (+4 to hit, -1d damage)

Armor

Body d+ 9-12 (+2 to hit, +0d damage)

Legs d+ 13-18 (+2 to hit, -1d damage)

Hearing roll d+ (Awareness roll)

Sight roll d+ (Awareness roll)

Agility skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Other skills

Cost	Roll	Attribute used
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	

Awareness skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Hits

-0d

Character traits	Value
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
Campaign base A S Total	A/ S

Important equipment	Mass
	kg
	kg
	kg
	kg
	kg
	kg
Cash on hand Cr Total	kg

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EABA™

Blacksburg Tactical Research Center

Name _____ Home _____

Brief description _____

Goals _____

Encumbrance

Less than (-0d) kg — One-eighth maximum

Up to (-1d) kg — One-quarter maximum

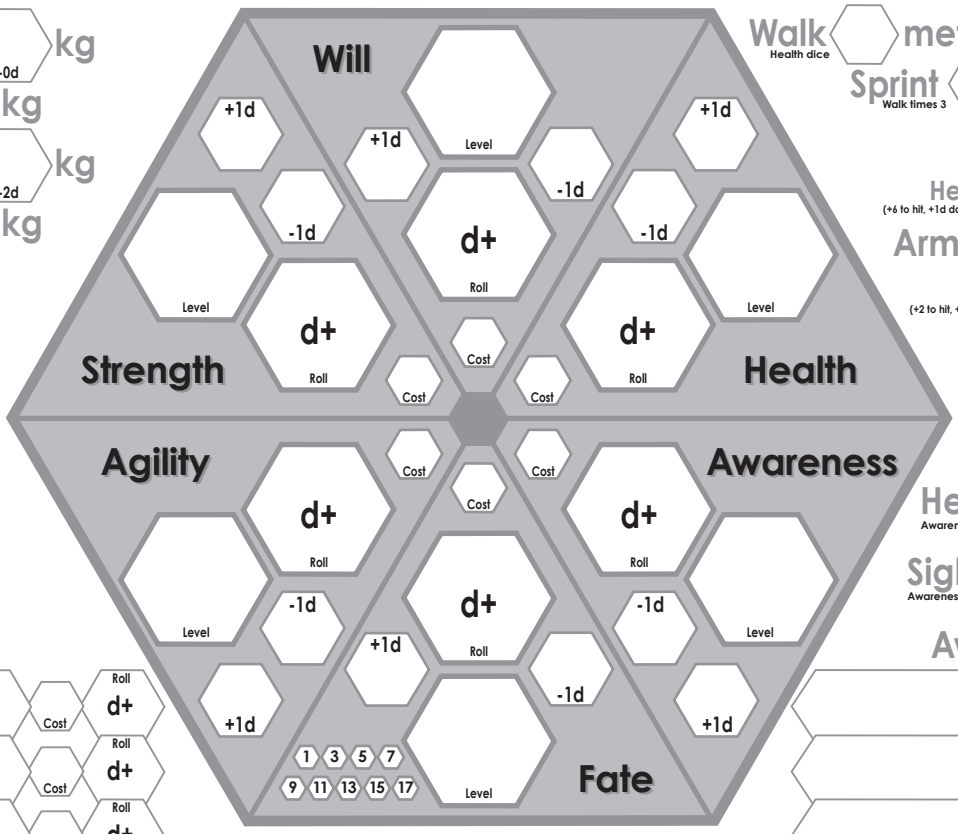
Up to (-2d) kg — One-half maximum

Up to (-3d) kg — Maximum from chart

Punch (d+) — Strength roll - 1d

Kick (d+) — Strength roll

Dodge (+) — Agility dice times 2



Walk (Health dice) meters

Run (Walk times 2)

Sprint (Walk times 3)

Armor

Head (+6 to hit, +1d damage) d+ 3-6

Arms (+4 to hit, -1d damage) d+ 7-8

Body (+2 to hit, +0d damage) d+ 9-12

Legs (+2 to hit, -1d damage) d+ 13-18

Hearing roll (Awareness roll) d+

Sight roll (Awareness roll) d+

Hits

1 -0d
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25

Agility skills

	Cost	Roll
		d+
		d+
		d+
		d+
		d+
		d+
		d+
		d+
		d+

Other skills

		Cost	Roll
			d+
			d+
			d+
			d+
Attribute used			d+

Awareness skills

	Cost	Roll
		d+
		d+
		d+
		d+
		d+
		d+
		d+
		d+
		d+

Character traits	Value	Important equipment	Mass
	A/ S		kg
	A/ S		kg
	A/ S		kg
	A/ S		kg
	A/ S		kg
	A/ S		kg
	A/ S		kg
	A/ S		kg
	A/ S		kg

Campaign base A S Total A/ S

Cash on hand Cr Total kg

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Adventurer	A	S	Basic campaign notes
Base points			
Attributes			
Skills			

Traits	A	S
Total		

Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
d+		kg	Cr		☐	☐	☐
d+		kg	Cr		☐	☐	☐

Power framework	Cost	Powers	Difficulty	Modifiers
Base	0			
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
Total				

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Adventurer	A	S	Basic campaign notes
Base points			
Attributes			
Skills			

Traits	A	S
Total		

Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Power framework	Cost
Base	0
○□◇	
○□◇	
○□◇	
○□◇	
○□◇	
○□◇	
○□◇	
Total	

Personal armor	Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐

Powers	Difficulty	Modifiers

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Adventurer	A	S	Basic campaign notes
Base points			
Attributes			
Skills			

Traits	A	S
Total		

Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Miscellaneous

Personal armor	Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐

Game events

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Adventurer	A	S
Base points		
Attributes		
Skills		

Traits	A	S
Total		

Adventurer notes

Ranged weapons	Uses	Accuracy	Damage	Shots	Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+			kg	Cr				☐	☐	☐
			d+			kg	Cr				☐	☐	☐
			d+			kg	Cr				☐	☐	☐
			d+			kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Stuff

Personal armor	Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐

Game events

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Adventurer Design

Attributes

Level	Cost	Lifting capacity
0	0A	12 kilograms
1	1A	16 kilograms
2	2A	20 kilograms
3	3A	25 kilograms
4	5A	32 kilograms
5	7A	40 kilograms
6	9A	50 kilograms
7	12A	63 kilograms
8	15A	80 kilograms
9	18A	100 kilograms
10	22A	126 kilograms
11	26A	159 kilograms
12	30A	200 kilograms
13	35A	252 kilograms
14	40A	318 kilograms
15	45A	400 kilograms
16	51A	504 kilograms
17	57A	636 kilograms
18	63A	800 kilograms
19	70A	1.0 tons
20	77A	1.3 tons
21	84A	1.6 tons
22	92A	2.0 tons
23	100A	2.5 tons
24	108A	3.2 tons
25	117A	4.0 tons
26	126A	5.1 tons
27	135A	6.4 tons
28	145A	8.1 tons
29	155A	10.2 tons
30	165A	12.5 tons
31	176A	16 tons
32	187A	20 tons
33	198A	25 tons
34	210A	32 tons
35	222A	41 tons
36	234A	50 tons
37	247A	65 tons
38	260A	82 tons
39	273A	100 tons
40	287A	126 tons

Skill Level	Cost	Appr. training time (intensive)
+0d	5S	5 months
+1d	10S	10 months
+2d	20S	1 yr, 8 months
+3d	40S	3yr, 4 months
+4d	80S	6yr, 8 months
+5d	160S	13yr, 4 months
+0d limited	1S	1 month
+1d special	10S	10 months
+1d hobby	5S	5 months

Traits

	Points		Max
● **Age**			
Young adult (13-15)	-10A	-10S	9
Adult (16-20)	+0A	+0S	11
Phys. prime (21-25)	+10A	+10S	13
Mature (26-40)	+0A	+20S	11
Middle-aged (41-60)	-10A	+30S	9
Elderly (61-80)	-20A	+40S	7
Extr. elderly (81-100)	-40A	+50S	5
◆ **Blessing/Curse**			
Small	±10A		-
Medium	±20A		-
Large	±40A		-
■ **Enemies/Friends**			
Minor	+5A	or +5S	
Major	+10A	or +10S	
Powerful	+15A	or +15S	
Limited reach	-5A	or -5S	
■ **Forte**	-5A		-
◆ **Gifted**			
Attributes outside normal racial range	-10A		-
Unbalanced spread of Attributes	-10A		-
Non-transferable tech knowledge	-10A		-
Unusual power	-10A		-
each +10 to cost	-3A		-
◆ **Larger than Life**	-40A		-
● **Looks**	see **Forte** or **Weakness**		
● **Motivation**	+5A	or +5S	
◆ **Mythic Archetype**	see page 2.15		
● **Pain Tolerance**	-5A		-
● **Personality(per lev.)**	-		±5S
■ **Secret**			
Trivial	+5A	or +5S	
Minor	+10A	or +10S	
Major	+15A	or +15S	
■ **Status**			
Slave	+20A	or +20S	
Serf	+10A	or +10S	
Freeman	+0A	or +0S	
Knight	-10A	or -10S	
Earl	-20A	or -20S	
Duke	-30A	or -30S	
King	-40A	or -40S	
◆ **Toughness(per lev.)**	-10A		-
◆ **Unusual backgr.**	-5A		-
■ **Weakness**	+10A		-
■ **Wealth (full control)**	-		±10S
Wealth (lim. control)	-		±5S

Skills

Agility(combat)
- Archery
- Short blade
- Long blade
- Brawling
- Club
- Firearms
- Heavy weapon
- Martial Arts (advanced)
- Polearm
- Staff
- Throwing
- Sling
- Wrestling (advanced)

Agility(transport)
- Beast riding
- Air vehicles
- Land vehicles
- Water vehicles
- Space vehicles

Agility(other)
- Climbing (also w/Strength)
- Sec. Systems (also w/Awaren.)
- Sleight of hand
- Stealth
- Trades (various)

Awareness(academic)
- Chemistry
- History
- Languages (pick one)
- Engineering (pick type)
- Law
- Medicine
- Religion (pick one)
- Programming (pick type)
- Psychology

Awareness(magic)
- Sorcery
- Enchantment (advanced)

Awareness(other)
- Area knowledge or lore
- Armorer
- Bribery
- Diplomacy
- Mechanic
- Scrounging (pick type)
- Tracking

Will (other)
- Leadership
- Focus (advanced)

Health (other)
- Running
- Swimming
- Carousing

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