

M-SPACE

COMPANION

origins, robots and cybernetics

scott crowder and clarence redd



MAN OR MACHINE?

Tell new intriguing science fiction stories
with M-SPACE Companion.

Create sidekick droids and AI villains
with rules for robots and artificial intelligence.
Or play as a robot.

Make powerful characters with the latest
cybernetic implants. And try the cutting-edge
Q Tech implants, bordering on magic.

Learn about your characters' former lives in
the Origins chapter or breach security
with the new rules for hacking.

What alien secrets hide behind the blast
doors at the bottom of a mineshaft? Find out
in the scenario *Escape on Mosek Uhn*.

*M-SPACE is needed to make full use of this
book, but it is compatible with most d100
games.*

Mythras
G A T E W A Y



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M-SPACE COMPANION

scott crowder and clarence redd



FrostByte Books

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INTRODUCTION

As I'm sure you know, M-SPACE is a complete science fiction game. So, you might wonder, why make a companion?

M-SPACE grew from my love of classic science fiction. I read heaps of Isaac Asimov and Arthur C Clarke, immersed myself in the worlds of Dune, Star Wars and Traveller. Starships, mental powers, strange planets and weird aliens formed the backbone of the era.

Since then, science fiction has moved into new territory. Robots have evolved from shiny tin men to lifelike synthetic humans. Cybernetic implants are not just for cyberpunk any more, but have become an essential part of the entire genre. I wanted M-SPACE to reflect this.

Just as in the core book, the Companion's rules are modular. You only use what you need and skip the rest. If you think cybernetics are too powerful, ignore them. If you want robots and magic – or magic robots – that is fine as well. Or just pick up the new rules for player character backgrounds if you want. In short, make M-SPACE your own game.

I always enjoyed the companion books published for various d100 games in the past but never thought M-SPACE would have one. Now, I'm happy to make it a reality.

Clarence Redd, February 2020

Cybernetics and androids explore a new frontier – not lightyears away but inside our bodies. The underlying question is what happens when we blur the line between man and machine. With this book, you can join in the search for an answer. The future might arrive sooner than we think.



CYBERNETICS

Cybernetics merge technological implants with biological bodies. They can be used solely for medical applications to replace damaged body parts, but in many settings they offer characters a way to improve beyond the limits set by the human (or alien) body.

In M-SPACE, cybernetics can be used to increase characteristics and skills, as well as add new functionality. Retractable weapons, improved sight, healing and internal armour are all possible. With too many implants, however, the body will be severely strained.

Just like the various parts of starships and vehicles, cybernetic implants come in Modules. Here, Modules are much smaller and fit into biological bodies. All cybernetic Modules are collected in a table on page 11 and descriptions are found in the Modules chapter. These are the basics of cybernetic Modules:

- » A character can fit a number of Modules equal to their POW.
- » All Modules are allocated to a Hit Location. A single Hit Location can fit 4 Modules.
- » Several Modules pertaining to the same function are called a mod.

Quick Character Creation

If you want to speed up character creation, check out the skill pyramids in Mythras Companion. The basic idea is to add one skill at 50%, two skills at 40%, three skills at 30%, four skills at 20% and finally five skills at 10%. Skills can be picked freely or chosen from the Culture and Career you want.

If the number of Modules exceeds POW, the physical and mental strain on the body causes System Instability. For every stressful situation, determine a random mod that is affected and roll 1d6 on the System Instability table for the effect and duration. See the rules for System Instability for more details.

Campaign Power Levels

Depending on the campaign power level, cybernetic PCs will start with different numbers of Modules. These are the starting and maximum Modules:

- » **Low.** 3 Modules. Max: POW/2. Common for TechLevel 11-12.
- » **Medium.** 6 Modules. Max: POW. This is the regular, heroic power level for TechLevel 13.
- » **High.** 12 Modules. Max: POW x1.5. TechLevel 13-14.

In settings where only some PCs start with cybernetics, a single Module equals roughly five skill points. To balance six Modules, for example, a non-cybernetic character can be given 30 extra skill points.

Installation and Extraction

Installation and extraction of Modules are surgical processes that take about an hour per Module. The safest route is to use a Cybernetic Clinic. A cheaper, but less safe alternative is to visit a biohacker hawking on the street. For classified or experimental mods, the black market is often the only option.

Failed installations destabilise the entire system, not only the bad Module. This happens every time a character enters a stressful situation. First, roll 1d20 to determine what location is affected and pick a mod freely. Then, roll on the System Instability Table to see the effect.

To stabilise a system again, the failed mod must be extracted and replaced. Faulty mods are sometimes refunded - or not, depending on the installer.

Hardware or Wetware?

Cybernetic implants – just like robots and computers – are created from two main material types:

Hardware. *Hardware is similar to the technology we use in the real world, only much improved. There are wires, chips, plastic and metal, like a traditional robot. Hardware innards are sometimes covered with synthetic skin, but it rarely looks convincing.*

Wetware. *Wetware uses the advancements in synthetic biology to create technology. Circuits are made from organic tissues, and are soft and flexible. Standard wetware implants are clearly visible, but can also be hidden beneath perfect synthetic skin. A wetware prosthetic arm can be made indistinguishable from the original.*

In game terms, the two material types achieve the same function and end result. The difference lies in how they look. Players are free to choose any of the two types and combine them as they see fit.

Module Availability

Some cybernetic implants are harder to find than others, and some are illegal. All mods have an Availability listing. However, the GM should feel free to change them according to setting and local variations.

Common. *Any street biohacker has these mods.*

Rare. *Rare mods are complex, expensive or just not very popular. Biohackers might have them, but a cyber clinic is often a better choice.*

Classified. *Governments above Law Level 3 regulate these mods. Soldiers, agents and law enforcement officers might have access to them. For everyone else, the black market is often the only option. The consequences of being discovered with an unlicensed classified mod will differ depending on the planet and the circumstances. Everything from a small fine to being arrested and extraction by force is possible.*

Biohacker

Biohackers may or may not be illegal in your setting. Whichever you opt for, using one might still not be a good idea for the player characters. Installations are successful on a d100 roll below the biohacker's average of Science (Cybernetics) and Medicine skills. To determine the value randomly, the Game Master can roll 1d100, divide the outcome by two (rounding down) and then add 20, producing a number between 20 and 70.

A random biohacker will only have access to Common mods, plus one Rare type (the Game Master chooses one at random). To find a trustworthy dealer, use Streetwise or Science (Cybernetics). Prices vary between +30% to -30% compared to the listed costs.



Cybernetic Clinic

Installations by cybernetic clinics are always successful. They do not install bad mods or more mods than a client's body accepts. Rare mods are often available. With the right permission or connections, a character will also be able to get classified mods. Prices as listed.

Unlicensed

The black market specialises in classified, experimental and dubious mods. Unlicensed installations only fail on a roll of 95-00. For many, this is the only way to get a classified mod installed. All listed prices are doubled.

Name	Modules	Location	Installs	Availability	Cost
Armour	0.5	Any	Multiple	Rare	100 Cr
Comms	1	Head	Single	Common	100 Cr
Compartment	1	Any ex. Head	Multiple	Common	100 Cr
Data Capsule	1	Any	Multiple	Common	100 Cr
Detector	1	Any	Multiple	Rare	400 Cr
Enhancement	1	Chest, Abd	Multiple	Common	400 Cr
Filter	1	Head, Chest	Single	Common	200 Cr
Gadget	2	Any	Multiple	Common	200 Cr
Headjack	1	Head	Single	Rare	200 Cr
Healing	2	Any	Single	Common	400 Cr
Hibernation	1	Any	Single	Rare	200 Cr
Holo Projector	1	Any	Multiple	Common	100 Cr
ID Scanner	1	Head	Single	Classified	400 Cr
Immunity	1	Any	Single	Common	200 Cr
Manipulator	2	Chest, Abd	Multiple	Common	400 Cr
Natural Weapon	1	Arms	Twice	Rare	200 Cr
Second Atmosph.	1	Chest	Abdomen	Rare	400 Cr
Self-Contained	2	Abdomen	Multiple	Rare	400 Cr
Sense	1	Head	1 per sense	Comm, Rare	400 Cr
Skill Boost	1	Head, Chest	Single	Common	600 Cr
Sprint	1	Legs	Twice	Common	400 Cr
Stealth	1	Any	Three	Classified	600 Cr
Struct. Integrity	1	Any	Multiple	Classified	600 Cr
Surge	2	Any	Single	Rare	400 Cr
SysRepair	1	Any	Multiple	Rare	400 Cr
Targeting	1	Head	Twice	Classified	400 Cr
True Omnivore	2	Chest, Abd	Single	Rare	400 Cr
Weapon	2	Any	Multiple	Rare, Class.	600 Cr

Cybernetic Module Table

Below is a list of all mods that are available. Full descriptions can be found in the Modules chapter. The table includes the following fields:

Modules. The number of Modules one instalment fills.

Location. The Hit Location(s) the Modules must be installed in.

Installs. The number of times the mod can be installed in a character.

Availability. Common, Rare or Classified.

Cost. The cost of the Module in Credits, including installation in a Cybernetic Clinic.

TopCoating

This is a catch-all mod for any superficial changes to a body. Examples include skin colour, skin texture, hair colour, fur, eye colour, eye shape, extra finger, tail, ear shapes and tongue extension. Modules: 0. Location: Any. Installs: Multiple. Availability: Common. Cost: 100 Cr.

System Instability Table

1d6	Instability
50	No effect
1-2	Single mod malfunction. Duration: 1d6 Rounds
3-4	Single mod malfunction. Duration: 1d6 minutes.
5	System overload. All mods shut down. Duration: 1d6 Rounds.
6+	A single mod shuts down until repaired.

Psionic Modules

In some settings, mental powers are available as cybernetic implants. The technology is often classified and secret. The two most common mods are listed below.

Resonance. *The Resonance mod strengthens a psionic's powers. For every Module, the wearer can add +5% to all powers, double the range or duration or increase the effect by +1. Unfortunately, fumbles destroy the Resonance mod, which must be replaced. In cases of fumble, the wearer temporarily loses the Power Points spent plus an additional 1d6.* Mod: 1. Loc: Head. Inst: Four. Avail: Classified.

Psionic Pack. *This mod gives anyone psionic abilities. One Module has three First Arc powers, starting at POW x2. The powers are then raised separately as normal.* Mod: 2. Loc: Head. Inst: Single. Avail: Classified.

System Instability

System Instability occurs either through physical damage, hacking, faulty installations or by installing too many mods. See sidebar for effects. Note that three mods cannot be shut down: Armour, Enhancement and Structural Integrity.

Damaged Modules

Whenever a Hit Location takes a Serious Wound, a single mod in that location is damaged as well. Attack mods are affected first. Otherwise, roll 1d6 on the System Instability Table and pick one mod at random.

If a Hit Location is reduced to full negative Hit Points (a Major Wound), any mods in that location are destroyed and must be replaced.

If you prefer the simplified combat rules, use the following rules. If the location of the damage is obvious when Hit Points are reduced to half, use the above rules. Otherwise, attack mods go out first.

Module Repairs

To repair a damaged mod, a successful roll on Computers or Science (Cybernetics) is needed. At a Difficulty Grade of Hard, Electronics, Mechanics, Medicine and Science (Robotics) can also be used.

For every successful skill roll, a single mod is restored to full capacity. One roll requires 1 hour and a standard repair kit. Characters with the right skills can heal themselves as long as they can reach and see the mod.

Modules and Experience Rolls

Between scenarios, players can spend Experience Rolls on Modules in addition to skills. 1 Module equals 2 Experience Rolls. The PC must also pay the mod installation cost.

Careers and Skills

There are three new careers and two new science skills.

New Careers

Hacker. *Standard Skills:* Conceal, Deceit, Endurance, Insight, Locale, Perception. *Professional Skills:* Commerce, Computers, Comms, Electronics, Forgery, Research, Sensors, Streetwise.

Biohacker. *Standard Skills:* Conceal, Deceit, First Aid, Influence, Insight, Locale, Perception. *Professional Skills:* Bureaucracy, Commerce, Computers, Disguise, Medicine, Science (Cybernetics), Forgery, Streetwise.

Maker. *Standard Skills:* First Aid, Influence, Locale, Native Tongue, Perception, Willpower. *Professional Skills:* Commerce, Computers, Craft (any), Electronics, Mechanics, Research, Science (Robotics), Sensors.

New Science Skills

Science (Cybernetics). The cybernetics skill allows a user to run diagnostics and repair cybernetic implants. They will also know about various mods and their makers. To install or extract a Module safely, a character must know the Medicine skill at a minimum of 25%.

Science (Robotics). A character with Science (Robotics) can diagnose and repair all types of robots. With a good lab, they will also be able to build and modify simple robots. Furthermore, they will know about various robot models and their makers.

Cybernetics and Aliens

In general, humans and aliens have equal access to cybernetics. Modules are tailored to a single species, however, and will not work in another species. To make alien cybernetics unique, the GM can alter them based on a species' physique and culture. They might be more powerful or

Core Mods (Optional)

With this optional rule, a player can mark out two Modules in the chest or abdomen that have a well-protected core placement. By doing this, the Modules will not be affected by System Instability. If they also have an increased Security Level, they will be very hard to shut down.



ID Blocking

In societies with widespread surveillance, strategies for avoiding identification will be of interest to some people. The three most common ways are Stealth mods, fake IDs and ID blocking.

Stealth mods are covered in the Modules chapter. Experimental mods might also exist that block all ID scan attempts, but they are not included in the list of Modules.

Fake IDs take a bit of ingenuity in high-tech societies. A cursory DNA scan is possible to slip through by applying deceptive DNA to confuse scanners. Facial and biometric scans can be handled with face sculpts, eye surgery and synthetic skin patches.

ID Blocking employs various techniques to trick automatic surveillance systems. Not only is it possible to be identified as someone else, it might even be possible to not be seen at all. Legacy systems can be fooled by applying certain patterns on your clothes or by placing a few misleading badges in strategic places. New systems are not fooled that easily, however. It is rumoured that they might have trouble with some military grade nano-polymer coatings but this is not confirmed.

installed in different locations. Biological differences can also limit the mods available to a species – or unique mods created. In some cases, outsiders might not grasp which features are biological and which are implants.

Prosthetics

For medical or other reasons, arms and legs might sometimes need to be replaced with fully synthetic parts. The head, chest and abdomen contain too many complex internal organs to replace. Some advanced societies might have access to experimental techniques allowing everything but the head to be replaced, almost making away with death - as long as the head is reasonably intact.

Like cybernetic installations, prosthetics come in hardware and wetware. Prosthetic limbs do not suffer from Serious Wound penalties.

Treat a synthetic arm or leg as a regular one, but with some mods already pre-installed - without sacrificing any of the 4 Modules.

Any pre-installed STR Enhancements are local. In game terms, a character will only benefit from the raised STR when that particular body part is used.

Example: After losing her blaster, Yesna tries to punch an opponent. With her right, organic arm, she inflicts normal damage. But for her left, Sterling arm, she has a damage bonus based on her STR +4.

Prosthetics come in many different shapes and models. For game purposes, they can be divided into three basic types. The GM is free to provide more models with additional perks. The three basic prosthetic types:

- » **Standard.** 1 AP, +1 Hit Points. Common. *Cost: 2000 Cr*
- » **Improved.** STR +2, 2 AP, +2 Hit Points. Rare. *Cost: 4000 Cr*
- » **Sterling.** STR +4, 4 AP, +4 Hit Points. Classified. *Cost: 10 000 Cr*

Character Creation Example

Follow the example below to see how you can create a cybernetic character.

The player Max wants to create a detective with cybernetic implants. He starts with the regular rules and comes up with the following characteristics:

STR 10, CON 11, SIZ 11, DEX 12, INT 13, POW 12, CHA 11

From these, he calculates secondary characteristics. To make character creation a bit faster, Max uses a skill pyramid to get the values (see page 8 and *Mythras Companion*) and adds the basic scores from his characteristics:

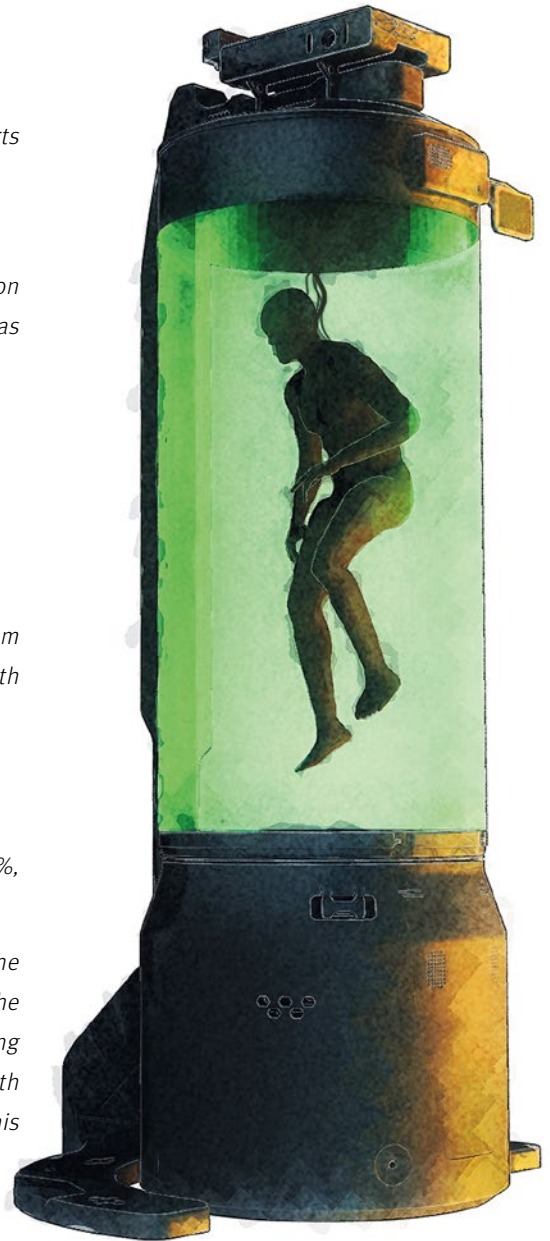
Perception 75%, Streetwise 63%, Combat Style (Unarmed, Blaster) 65%, Stealth 55%, Influence 52%, Evade 54%, Research 45%, Insight 45%, Endurance 42%, Lockpicking 44%, Knowledge (History of Crime) 36%, Bureaucracy 36%, Track 34%, Drive 34%, Sleight 33%. Native Tongue and Customs also get the standard +40%.

The Game Master tells Max that he can have up to six Modules installed from the start. Max looks through the list of Modules and picks some that fits with his career choice:

Sense 2 (Sight: Zoom, Night Vision), Stealth 1, Skill Boost 1 (+20% to Research, Insight and Perception), Targeting 2 (Personal Blaster +20%).

Max continues with Passions to round out his character: *Hate (Crime Lord) 63%, Protect (The Innocent) 55%, Flee (His Past) 45%.*

He looks through the character sheet to see if he is happy with the person he has created. It seems to be a man with a secret in his past, at home on the streets and highly perceptive. His mods improve his sight and perception, along with typical investigator traits like research, combat and insight. Content with the overall picture, Max names his detective *Danniell Dareau*. He is ready for his first adventure.



ROBOTS

Robots come in many shapes and sizes, but these rules focus mainly on humanoid robots. Either the hardware versions common in classic science fiction or synthetic humans – often called androids – built or grown from wetware.

Simple NPC robots are described in a separate section at the end of the chapter. With them, you can put together your own trashcan models, repair drones and security bots.

Robot Creation

Just like cybernetic characters, robots are created from Modules. Create a character as normal, with characteristics, careers and skills, then add Modules for any special functions. A table of robot Modules can be found on page 19, while full descriptions reside in the Modules chapter. Robot characters can be summarised in seven points:

- » Robots are made of hardware or wetware. Hardware robots consist of metals and plastics, whereas wetware robots can be almost indistinguishable from biological humans.
- » Robots do not need food, water, air or sleep. They must connect to a power source once a week, however.

- » Robots do not have Healing Rates. Hit Point damage is not healed automatically and must be repaired.
- » The number of Modules a robot can install is based on SIZ. They cannot exceed the maximum number of Modules. Four Modules fit in a single Hit Location.
- » In addition to regular damage, robots also face Malfunction in some situations.
- » Robot skin has 2 Armour Points as default.
- » Robots are not affected by fatigue and bleeding.

Enhancements allow robots to raise characteristics (except SIZ or POW) by 50% beyond the base species' maximum value. *Example: A human android's STR can be increased to 18+9=27.*

Skill Points for Robots

Just like humans, PC robots have a background Culture. It represents all the extra knowledge that is not directly related to their main duties. It comes either from life experience or is pre-programmed to fit a specific milieu.

A career works as for regular characters. It represents what duties a robot has been trained to perform. From diplomats and bureaucrats, to soldiers and law enforcement, most areas have use for skilled robots.

Criminal Careers will be less common but not impossible. The same applies to spiritual and religious training.

Passions

Passions work as normal for robots, with one exception. If an Objective mod is installed (see page 31), that is treated as a Passion at 100% and overrides the others. To tell it apart from the regular Passions, it is marked with "Objective" on the character sheet (*Objective: Protect (Gothol Family) 100%*).

Regular Passions are often acquired naturally throughout a robot's life. On rare occasions they are pre-programmed. Keep in mind that the mod Robotics Law will always trump Passions. If present, these laws come hardcoded in the robot to create a syn-

Spot Rules

Robots are not affected by asphyxiation or vacuum. Hardware robots are not affected by fires of Intensity 1-3. Also, neither Fatigue or bleeding affect robots.

Alien Robots

It is common to think of robots as invented by humans to mimic us, being built for our needs. But other species might just as well create unique, synthetic beings - built to resemble them or to solve specific problems.

The easiest way to handle this is to introduce alien robots that look much like their inventors. The Game Master can use the stats from the base species and then add mods to improve certain abilities.

Mods might be more or less powerful for other species, and the Game Master should feel free to limit the Modules available - or invent new ones to reflect the specific needs of other cultures.

Also, the rules on simple robots allow greater alterations. They can supply a species with endless variations of small, quirky, highly specialised bots.

thetic set of ethics. Whenever a Passion clashes with the laws, the robot will not be able to act on it – or must find a workaround.

Age

Age in a robot indicates how long it has been activated. A player can choose age freely or roll 1d20-1. A well-maintained robot will not be affected by old age. Apparent age for androids is normally between 25-30 and will not change as time passes.

Installation and Extraction

Just as cybernetic implants, robotic Modules can be added and removed during play. Most robot models are designed to make this a quick process. Very little dismantling is required and many robots are able to do the work by themselves. Depending on the setting and the complexity of the work, a robot will sometimes need a professional, however.

Maker

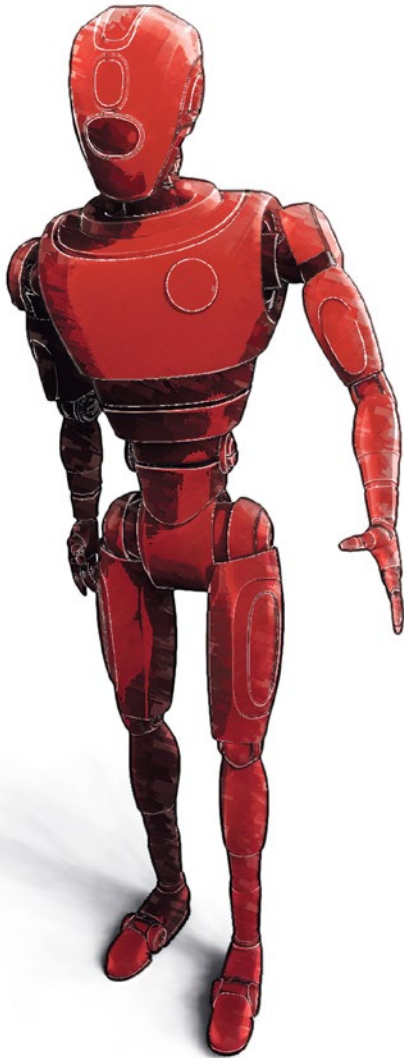
A well-equipped Maker workshop contains everything needed to handle robot upgrades and repairs. Unfortunately, all Makers might not be the geniuses they claim to be. Their Science (Robotics) skill can be set by the GM as 1d100 divided by two (rounding down) and then add 20, producing a number between 20 and 70. Finding a more reliable Maker requires a successful Streetwise or Science (Robotics) roll. Module costs vary between -30% and +30% compared to listed prices.

Robot Manufacturer

A robot manufacturer is the safest choice when doing complex upgrades. They never fail with installations and extractions. However, they will not remove Modules like Linkage, Objective or Robotic Laws - only shady Makers or Unlicensed technicians will do that. To install Classified Modules, manufacturers demand that all paperwork is in order. With most manufacturers, Module costs are as listed.

Unlicensed

For unlicensed Classified and experimental installs, the black market is often the only choice. Unlicensed installations only fail on a roll of 95-00. All listed prices are doubled.



Name	Modules	Location	Installs	Availability	Cost
Armour	0.5	Any	Multiple	Rare	100 Cr
Comms	1	Head	Single	Common	100 Cr
Compartment	1	Any ex. Head	Multiple	Common	100 Cr
Data Capsule	1	Any	Multiple	Common	100 Cr
Detector	1	Any	Multiple	Rare	400 Cr
Energy Pack	1	Any	Multiple	Common	400 Cr
Enhancement	1	Chest, Abd	Multiple	Common	400 Cr
Float	1	Chest, Abd	Multiple	Rare	400 Cr
Gadget	2	Any	Multiple	Common	200 Cr
Headjack	1	Head	Single	Rare	200 Cr
Holo Projector	1	Any	Multiple	Common	100 Cr
ID Scanner	1	Head	Single	Classified	400 Cr
Linkage	1	Any	Single	Common	100 Cr
Manipulator	2	Chest, Abd	Multiple	Common	400 Cr
Natural Weapon	1	Arms	Twice	Rare	200 Cr
Objective	1	Any	Single	Common	100 Cr
Robotics Law	1	Any	Single	Common	100 Cr
Sense	1	Head	1 per sense	Comm, Rare	400 Cr
Skill Boost	1	Head, Chest	Single	Common	600 Cr
Skill Switch	1	Head	Multiple	Common	*
Speed	1	Any	Single	Common	400 Cr
Sprint	1	Legs	Twice	Common	400 Cr
Stand-By	1	Any	Single	Common	200 Cr
Stealth	1	Any	Three	Classified	600 Cr
Struct. Integrity	1	Any	Multiple	Classified	600 Cr
SysRepair	1	Any	Multiple	Rare	400 Cr
Targeting	1	Head	Twice	Classified	400 Cr
True Omnivore	2	Chest, Abd	Single	Rare	400 Cr
Weapon	2	Any	Multiple	Rare, Class.	600 Cr

Robot Module Table

Below, all robot Modules are listed in a table. For full descriptions, refer to the Modules chapter. The table includes the following fields:

Modules. The number of Modules one instalment fills.

Location. The Hit Location(s) the Modules must be installed in.

Installs. The number of times the mod can be installed in a character.

Availability. Common, Rare or Classified.

Cost. The cost of the Module in Credits, including installation.

TopCoating

This is a catch-all mod for any superficial changes to a body. Examples include skin colour, skin texture, hair colour, fur, eye colour, eye shape, extra finger, tail, ear shapes and tongue extension. Modules: 0. Location: Any. Installs: Multiple. Availability: Common. Cost: 100 Cr.

Partial Modules

When dealing with small robots, partial Modules will sometimes be the best solution. A small surveillance drone at SIZ 1 could, for example, be created from half a Module of Float and the other half a Comms Module.

* Multiply the skill percentage with itself.

Robot Malfunction Table

1d6	Malfunction
≤0	No effect
1-2	Single mod malfunction. Duration: 1d6 Rounds
3-4	Single mod malfunction. Duration: 1d6 minutes.
5	System overload. All mods shut down. Duration: 1d6 Rounds.
6+	A single mod shuts down until repaired. .

Super-Human Robots

The majority of these rules produce powerful but not superhuman droids. But robots that easily outperform humans are common in science fiction.

The easiest way to achieve this is to increase the number of Modules a robot can fit. Doubling the amount of Modules – think extreme miniaturisation – will allow for truly supreme beings.

Giving such powerful synthetic beings an Achilles' Heel is a common theme. They might have a limited lifespan, be shunned by society, the underlying technology could be highly experimental or they simply lack self-sufficiency. Whatever the weakness, it makes for more interesting characters when balanced this way.

Robot Starting Modules

As for Cybernetics, the number of starting Modules depend on the campaign power level. Mid is the default, heroic level.

- » **Low.** 3 Modules. TL 12-13
- » **Mid.** 6 Modules. TL 13
- » **High.** 12 Modules. TL 13-14

Robot Malfunctions

In addition to normal Hit Point damage, robots will sometimes suffer from Malfunctions. They occur from physical damage, faulty mods or hacking.

Whenever a Hit Location takes a Serious Wound, a single mod in that location is damaged as well. Attack mods are affected first. Otherwise, roll 1d6 on the Malfunction Table and pick one mod at random.

If a Hit Location is reduced to full negative Hit Points (a Major Wound), the body part along with any mods in that location are destroyed and must be replaced.

If you prefer the simplified combat rules, the following rules apply. If the location of the damage is obvious when Hit Points are reduced to half, use the above rules. Otherwise, attack mods go out first.

Note that three mods cannot be shut down: Armour, Enhancement and Structural Integrity.

Power Loss

Robots must be charged for four hours once a week. If they do not have access to an energy supply, they will enter a low-energy contingency mode until they are recharged.

In contingency mode, all characteristics are temporarily reduced to 10 and all Modules shut down, except Linkage, Robotics Law, Armour and Structural Integrity. A robot without a Hibernation Module will shut down after one day in contingency mode.

Repairs

As robots do not have Healing Rates, they need to be repaired. A successful Science (Robotics) or Computers roll restores 3 Hit Points or 1 mod. One roll takes 1 hour and a standard repair kit. Electronics, Science (Cybernetics) and Mechanics can be used at Hard. Any Hit Locations below zero Hit Points will also need spare parts costing 1d6 x100 Cr.

A technician doing repairs can keep rolling until they fail a roll. At that point, they must wait until the next day to continue or let someone else try.

Hit Locations reduced to full negative Hit Points must be replaced. For this, use the Prosthetics rules. All Hit Locations except the head can be replaced.

A dedicated maker, robot technician or manufacturer are of course preferable for any repairs, but some biohackers serve robots as well. The rules for cybernetic repairs are applied here as well (see page 12) with Science (Robotics) replacing the Science (Cybernetics) skill.

Robots and Death

As long as the head is intact – or, in non-humanoid bots, wherever the brain is located – a robot can be restored to its former self with heavy repairs or a bit of advanced prosthetic surgery. If the head has suffered full negative Hit Point damage or more, the synthetic brain is too messed up to save. A hacker might still be able to extract some information from it, but the full individual is lost.

In some settings or high-tech societies, every part of a robot might contain the full personality and a blueprint of the machine. Any undamaged piece can be used to recreate the robot. To get rid of a machine like this, the body must be completely destroyed.

Experience Rolls and Mods

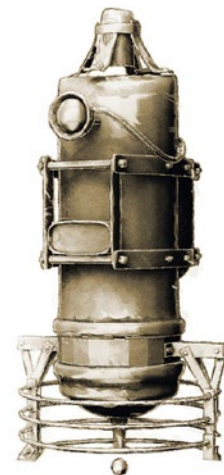
Robots can buy new mods with Experience Rolls. One Module requires two rolls. The PC must also pay the cost for the mod.

Objective and Independence

In classic science fiction, robots are often owned by someone. In contemporary works, they are more independent and rely less on objectives set by an owner.

Most PC robots will be their own masters. This gives players full agency and allow them to shape the destiny of their characters. Linkage, Robotics Laws and Objective mods are avoided.

But the Game Master can also use ownership and objective to set up a campaign. If all PCs are robots, owned by the same corporation or organisation, they can have a clear objective that drives the entire storyline. They might be tasked with finding contaminated wetware and track down the manufacturers or search for unknown alien life. With Linkage and Objective in place, the group automatically has good reasons for adventuring and sticking together.



Robotics Law

The three laws of robotics define a set of rules most robots have to follow. While the laws may vary between settings, the original set, as formulated by science fiction author Isaac Asimov in 1942, can be used as a baseline:

"First Law: A robot may not injure a human being or, through inaction, allow a human being to come to harm.

Second Law: A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.

Third Law: A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws."

Character Creation Example

Follow the example below to better understand the creation of a PC robot.

Anna wants to play a robot specialised in exoplanet scouting. She follows along the PC creation rules in the main rulebook. Her characteristics look like this:

STR 11, CON 12, SIZ 11, DEX 13, INT 11, POW 12, CHA 10

From these, she calculates secondary characteristics. She also notes down Armour Points 2 and a Healing Rate of zero on her character sheet. In the description field, she writes Hardware Robot and Age 5 (Apparent Age 25).

To speed up character creation, she uses a skill pyramid to get the values (see page 8 and Mythras Companion) and adds the basic scores from her stats:

Pilot (Starship) 74%, Athletics 64%, Astrogation 62%, Combat Style (Unarmed, Blaster, Gunnery) 54%, Sensors 53%, Perception 53%, Endurance 44%, Science (Robotics) 42%, Science (Planetology) 42%, Comms 42%, Willpower 34%, Navigation 33%, Track 33%, Evade 36%, Drive 35%. Native Tongue and Customs also get the standard +40%.

At the same time, she keeps an eye on the Modules available for robots, to ensure her creation is solid. She has six Modules to fill:

Detector 1 (Life, Radiation, Atmosphere), True Omnivore 2, Energy Pack 1, Comms 1, Sense 1 (Night Vision).

With that done, she turns to Passions. She has no Objective Module and can choose Passions freely: Seek (Her Original Creator) 63%, Exploration 53%, Loyalty (Humanity) 44%.

Anna is happy with the result. Her skills and mods make the character a competent exoplanet scout, while her Passions add an inner drive. She names her creation Alissa Parris, built on Bryant Industries' combat robot platform.



Default Simple Robot

STR	5
CON	5
SIZ	5
DEX	5
INT	5
POW	5
CHA	5

Type	Hardware
Move	3 m
Initiative	5
Action Pts	2
HP	5
Armour	2
Power Pts	5
Dmg Mod	-1d4
Security Lvl	5/30%
Max Modules	5

Default Modules: Linkage 1, Objective 1, Robotics Law 1. These do not count against the maximum Modules.

Simple Robots

These rules are used to create non-humanoid robots. They work best for simple NPC droids but can with a bit of care be applied to more complex, freeform creations.

- » A simple robot starts as a default hardware model with all characteristics – including SIZ – at 5.
- » They can fit a number of Modules equal to their SIZ. Unlike humanoid robots, SIZ can be raised with Enhance.
- » Linkage, Objective and Robotics Law are pre-installed and do not count against the Module total.
- » Their INT Level, similar to computers, defines what built-in capabilities they have. INT Levels above 10 are uncommon.
- » They have no healing rate and lost Hit Points are restored through repairs.
- » Simple NPC robots have a separate Malfunction Table.
- » All Simple Robots have a Security Level and can be hacked.
- » The shell defaults to 2 Armour Points.
- » The default Movement Rate is 3 metres. Wheels or treads are most common.
- » Robots without the Language skill only communicate in code.

Built-In Abilities

Depending on the simple robot's INT, any built-in abilities will vary.

INT 5: Limited. A very basic robot with limited AI. Sight and hearing is always included. They respond to spoken commands but have no social abilities unless they have Knowledge (Psychology). Only speak in code, unless they have Skill Switch (Language). Used as cleaners, repair bots, workers and guards.

INT 10: Regular AI. A good robot with AI. Handles regular language and social interaction without adding extra Modules. Might be sentient. Used for repetitive social and bureaucratic work and in complex manufacturing deemed too dangerous for humans.

Higher INT is unusual for Simple Robots. Use the table for computers' INT Rating if you want smarter droids.

A robot's INT also represents the maximum number of Skill Switch Modules it can hold (see page 32).

Improving Simple Robots

The default simple robot is quite limited, best suited for menial tasks. To improve their abilities, SIZ can be raised and more body parts added. With these additions, they can house more Modules as well.

For every body part added, SIZ is raised by 1. Every additional body part fits 4 Modules, as normal. When SIZ is increased by 1 (with an Enhance Module), the robot has room for two more Modules.

Hit Locations for Simple Robots

Most default simple robots (SIZ 5) have a single Hit Location: *Body 1-20*.

If SIZ is increased to 10 or more, without any extra body parts added, use two Hit Locations: *Lower Body 1-10, Upper Body 11-20*. Divide Hit Points equally between them.

If extra body parts are added, things get a bit more complicated. As designs will vary, the exact Hit Location tables might vary. As a general formula, however, for every arm or leg added, make room for three Hit Location points. For example, adding two legs would result in a Hit Location table like this: *L Leg 1-3, R Leg 4-6, Lower Body 7-13, Upper Body 14-20*.

With more than seven locations, reduce hard-to-strike locations to one or two Hit Location points. Put at least half of the Hit Points in the central parts. Divide the rest among arms, legs and heads. The robot above has SIZ 7 and CON 5, resulting in 6 HP. The GM puts 2 HP each in the lower and upper body, and adds 1 HP to each leg. Not much, but good enough for a cleaning bot snooping on the PCs.

Simple Robot Malfunction Table

1d6	Malfunction
≤0	No effect
1-3	Single mod shuts down. Duration: 1d6 Rounds
4	All Modules shut down. Duration: 1d6 Rounds.
5	Robot shuts down. Duration: 1d6 Rounds.
6+	Special. Roll 1d4: 1. Objective lost. 2. Objective distorted. 3. Robotics Law failure. 4. Berserk.

Comms and Perception

Security droids need a Comms Module to relay their findings. But to interpret what they see – and not merely send a video feed – they need Perception as well. With a Skill Switch (Perception) Module installed, they will be able to alert guards and raise alarms based on their discoveries.

Lowering Characteristics

Normally, lowering a characteristic will not make room for more Modules in a Simple Robot. At the Game Master's discretion however, every 2 points removed from a characteristic (except SIZ, naturally) will add one extra Module.

Example: By removing 2 points from STR, the Game Master allows a SIZ 3 drone to fit four Modules instead of three. The extra slot is used to boost the drone's speed.

Robot Costs

If you need a quick estimate for a new robot, use a default cost of 1000 Cr per 1 Module for any common simple robots.

For more detailed calculations, add all Module costs together. Then multiply by 3 to get the total cost.

For special simple robots – ie. with Classified Modules or unique technical solutions – the Game Master should feel free to double the cost.

For used droids, the price drops with Condition. For example, a common simple robot with 5 Modules and Condition 75% would cost (5000x0.75) 3750 Cr. It just might break down in critical moments, however. Having a skilled mechanic on the team is recommended.

Example Simple Robots

Light Surveillance Drone. SIZ 3, DEX 5, INT 5. Hit Points: 4. Armour Points: 2. Security Level: 5/30%. Modules: Float 1, Comms 1, Skill Switch (Perception 50%) 1. *Objective: Area surveillance, report intruders.*

Security Droid. SIZ 6, DEX 5, INT 5. Hit Points: 6. Armour Points: 2. Security Level: 10/50%. Modules: Comms 1, Weapon 1, Enhance (SIZ) 1, ID Scanner 1, Skill Switch (Perception 75%) 1, Skill Switch (Combat Style 50%) 1, Speed 1. *Objective: Identify visitors, stop unauthorised persons. No Robotics Law installed.*

Sniffer. SIZ 5, DEX 5, INT 5. Hit Points: 5. Armour Points: 2. Security Level: 10/50%. Modules: Detect (Drugs, Explosives) 2, Skill Switch (Perception 75%) 1, Comms 1, Sense (Smell) 1. *Objective: Find and report drugs and explosives.*

Repair Droid. SIZ 5, DEX 5, INT 5. Hit Points: 5. Armour Points: 2. Security Level: 5/30%. Modules: Skill Switch (Mechanics 75%) 1, Gadget (Weld) 1, Manipulator 1, Comms 1, Headjack 1. *Objective: Repair starship.*

Guard Bot. SIZ 9, DEX 9, INT 5. Hit Points: 7. Armour Points: 4. Initiative Bonus: 8. Security Level: 15/75%. Modules: Weapon 2 x2 (Blaster 2d6), Skill Switch 1 (Combat Style 75%), Speed 1, Armour 1 (+2 AP, body only), Enhance 4 (DEX). Extra body parts: Four legs (SIZ +4). *Objective: Stop intruders. No Robotics Law installed.*

Scout Drone. SIZ 4, DEX 5, INT 5. Hit Points: 5. Armour Points: 2. Security Level: 10/50%. Movement Rate: 6 (Flight). Modules: Comms 1, Float 2, Skill Switch 1 (Perception 70%).



MODULES

This chapter contains all Module descriptions, both for cybernetics and robots.

Armour. A protective layer added to the skin or just below it, working as internalised armour. Bought per Hit Location. *Cost: 100 Cr per 0.5 Modules.*

Modules: 0.5 per AP 1. Location: Any. Installs: Multiple. Availability: Rare.

Comms. The Comms mod enables wireless audio and video communication. Video is projected in the wearer's eye, sound in the auditory canal. The setup includes on-demand recording with external or internal storage. *Cost: 100 Cr.*

Modules: 1. Location: Head. Installs: Single. Availability: Common.

Compartment. A small compartment where a small object can be housed. If multiple compartments are installed, they cannot contain larger objects, only several small objects. Note that compartments are not armoured when open. If shut down by System Instability, it is stuck in open or closed mode. *Cost: 100 Cr.*

Modules: 1. Location: Any except Head. Installs: Multiple. Availability: Common.

Data Capsule. This mod allows for internal storage of digital information. The information can either be fully accessible by the wearer, or kept in an isolated enclave. The latter is preferred to safeguard a person's internal systems or if the information is classified. A damaged Capsule requires Hacking to retrieve the stored data. *Cost: 100 Cr.*

Modules: 1. Location: Any. Installs: Multiple. Availability: Common.

Detector. While Sense Modules heighten regular human senses, the Detector mod adds new sensory capabilities. Much like a handheld sensor, a Detector mod scans

Modules: 1. Location: Any. Installs: Multiple. Availability: Rare.

an area for various compounds or conditions. A single Module has three slots and can be set to alert the wearer of unusual readings. Common slots include air composition, radiation, life-form proximity, common toxins and specific substances. *Cost: 400 Cr.*

*Modules: 1. Location: Any.
Installs: Multiple. Availability: Rare.*

Energy Pack. Robots Only. This mod will extend the time between recharges for a robot. A single Module adds energy for one week. The recharging time – 4 hours – stays the same, however. *Cost: 400 Cr.*

*Modules: 1. Location: Chest, Abdomen.
Installs: Multiple. Availability: Common.*

Enhancement. With a combination of rewiring and chemicals, this mod enhances the basic properties of the body. For every Module installed, one characteristic is raised by 1. On the character sheet, the enhanced value is put behind the unaltered value and separated with a slash (12/15, for example). Secondary characteristics and skills are also affected by the raised stat. For most beings, SIZ and POW cannot be increased this way. Simple robots can, however, raise SIZ this way. As Enhancements are so tightly integrated with the body, they are not affected by System Instability and cannot be shut down (unless they are extracted).

With Enhancements as a cybernetic implant, a species' characteristic maximum can be exceeded by 10% (rounded up). For example, human stats normally top out at 18. With Enhancement, they can be pushed to 20. Robots can exceed their species' maximum by 50%. *Cost: 400 Cr.*

STR. Chemicals and rewiring raises the character's physical strength.

CON. With a range of adjustments, endurance and immune responsiveness are improved.

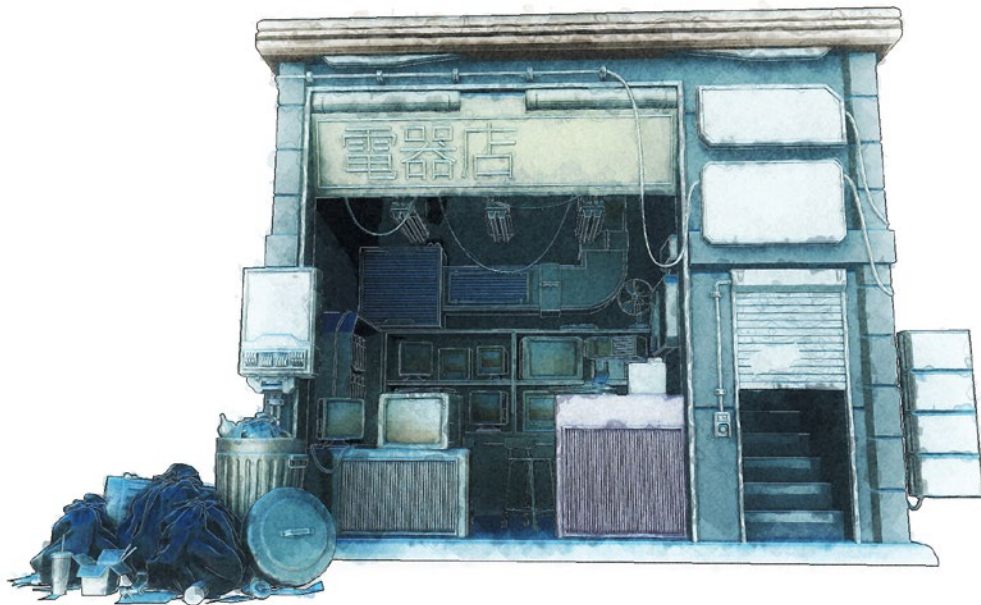
DEX. By upgrading neural function, a character's agility and reaction times are improved.

INT. By combining chemicals and synapse efficiency, raw reasoning power is raised.

CHA. With synthetic pheromones and hormones, combined with voice control, enhanced Charisma improves a character's social capabilities.

*Modules: 1. Location: Head, Chest.
Installs: Single. Availability: Common.*

Filter. Cybernetics only. This mod filters air as it is inhaled. It removes common toxins, poisons and particles. *Cost: 200 Cr.*



BioHacker shacks seldom announce their services openly. Their work might not be illegal – or not strictly illegal – but keeping a low profile tends to be good in the long run. Unhappy customers, crime syndicates and law enforcement officers will not find them as easy.

Float. Robots only. This mod allows a robot to float through air or water. For every 5 SIZ, it can float at half its Movement Rate for 4 hours.

*Modules: 1 per SIZ 5. Location: Chest, Abd.
Installs: Multiple. Availability: Rare.*

To calculate how many Float Modules a robot needs, multiply SIZ with 0.2 and round up to the nearest full Module (*ie.* 20% of the Modules will be taken up by the Float mod). Adding more Modules will extend float time or speed. Air and water require separate mods. For more complex setups with flight, see the vehicle design rules in the core rulebook. *Cost: 400 Cr.*

Example: A SIZ 5 robot needs $5 \times 0.2 = 1$ Module, for a flight time of 4 hours at half its Movement Rate. A SIZ 10 robot needs $10 \times 0.2 = 2$ Modules and by adding two more, flight time can be extended to 8 hours or Movement Rate increased to its regular value.

Gadget. Installs a retractable utility tool in one location. Common tools include drills, saws, lockpicking tools and flashlights. *Cost: 200 Cr.*

*Modules: 2. Location: Any.
Installs: Multiple. Availability: Common.*

Headjack. Allows the wearer to connect physically - and sometimes wirelessly - with any computerised technology, even for systems that lack an obvious user interface.

*Modules: 1. Location: Head.
Installs: Single. Availability: Rare.*

Once the connection is established (taking 1 full Round), use Computers skill to overcome any security. Then, the system is open for manipulation. See the rules on Hacking for details about breaching system security. *Cost: 200 Cr.*

*Modules: 2. Location: Any.
Installs: Single. Availability: Common.*

Healing. Cybernetics only. The Healing mod speeds up a body's capacity for self-repair. It reduces healing time by one step for each category of injury. Minor Wounds heal in hours instead of days, Serious Wounds in days instead of weeks and Major Wounds in weeks instead of months. *Cost: 400 Cr.*

*Modules: 1. Location: Any.
Installs: Single. Availability: Rare.*

Hibernation. Cybernetics only. With this mod, a character can enter a deep coma at will. It can last for up to CON hours. Vital signs will only be discovered with a successful Medicine roll or a medical scanner. A hibernating character can choose to wake up if disturbed or after a certain amount of time has passed. *Cost: 200 Cr.*

*Modules: 1. Location: Any.
Installs: Multiple. Availability: Common.*

Holo Projector. This mod is a projector used to show moving holograms or images. The standard size of the projection is about 50x50x50 centimetres, but it can be increased by using more Modules. Content is stored either internally (included) or externally (requires a Comms Module). *Cost: 100 Cr.*

*Modules: 1. Location: Head.
Installs: Single. Availability: Classified.*

ID Scanner. This scan mod combines an advanced facial scanner, motion analysis and DNA check. By running the information through a massive database, the wearer gets almost real-time IDs on both humans, aliens and robots. The mod is used almost exclusively by law enforcement and is classified in most societies. *Cost: 400 Cr.*

*Modules: 2. Location: Any.
Installs: Single. Availability: Rare.*

Immunity. Cybernetics only. Neutralises common diseases. It will not stop new diseases or re-engineered pathogens. *Cost: 200 Cr.*

*Modules: 1. Location: Any.
Installs: Single. Availability: Common.*

Linkage. Robots only. This Module bonds a robot to its owner. A regular scan displays the name of its legal master. To get rid of Linkage, the owner must accept the removal. Extracting the Linkage Module without the owner's consent will lock down the robot. For illegal removal, see the rules on Hacking. *Cost: 100 Cr.*

*Modules: 2. Location: Chest, Abd.
Installs: Multiple. Availability: Common.*

Manipulator. A Manipulator is a lightweight retractable arm used mainly for robots. It has little strength (STR 5) but is quite nimble. It has a reach of 1 metre. *Cost: 400 Cr.*

*Modules: 1. Location: Arms.
Installs: Twice. Availability: Rare.*

Natural Weapon. Retractable claws, natural or mechanical, doing 1d4 damage plus any damage modifier. Bought once for each hand, one Module per arm. *Cost: 200 Cr.*

Objective. Robots only. This mod adds an overriding Passion to a robot at 100%. Like Linkage, the robot shuts down if the Module is removed. For illegal removal, use the rules for Hacking. *Cost: 100 Cr.*

Robotics Law. Robots only. This Module forces the robot to follow a pre-programmed robotics law (see sidebar). Like Linkage, the robot shuts down if the Module is removed. For illegal removal, use the rules on Hacking. *Cost: 100 Cr.*

Second Atmosphere. Cybernetics only. By installing this mod, a person can breathe one gas or liquid other than air, as long as it contains oxygen. Gills are most common, allowing a wearer to breathe underwater. *Cost: 400 Cr.*

Self-Contained. Cybernetics only. Allows a person to live without air, water and food for a short time. For every 2 Modules installed, the following applies: No air needed for 5 minutes, no water for 5 days, no food for 10 days. *Cost: 400 Cr.*

Sense. With a mod integrated with the eyes, ears, nose or mouth, a character's senses are radically improved.

For improved sight, choose between infrared, night vision and zoom (each requiring a separate Module). The latter makes Perception rolls Easy.

For hearing, frequency range and sensitivity is increased. Makes Perception rolls Easy when hearing is involved.

Smell allows a character to follow a trail (Track rolls at Easy), discern some airborne chemicals and sometimes even sense the presence of a hidden person. Improved taste lets a character detect and identify common substances and poisons. Perception rolls involving taste are Easy. *Cost: 400 Cr.*

Skill Boost. By installing this mod, the wearer boosts knowledge in any three skills. The skills increase by +20% and remain at that level for as long as the mod is installed. The mod can be loaded with another set of skills if the character returns to base, establishes a safe connection and spends 1 hour hooked to the system. When making any Experience Rolls, only the non-boosted skill is involved in calculations and rolls. Any skill increases are applied to the PC's skill level – the boost always remains at +20%. *Cost: 600 Cr.*

*Modules: 1. Location: Any.
Installs: Single. Availability: Common.*

*Modules: 1. Location: Any.
Installs: Single. Availability: Common.*

*Modules: 1. Location: Chest, Abd.
Installs: Single. Availability: Rare.*

*Modules: 2. Location: Chest, Abd.
Installs: Multiple. Availability: Rare.*

*Modules: 1. Location: Head.
Installs: One per sense. Availability: Rare.*



*Modules: 1. Location: Head, Chest.
Installs: Single. Availability: Common.*

*Modules: 1 per skill. Location: Head.
Installs: Multiple. Availability: Common.*



*Modules: 1. Location: Any.
Installs: Single. Availability: Common.*

*Modules: 1 per leg. Location: Legs.
Installs: Twice. Availability: Common.*

*Modules: 1. Location: Any.
Installs: Single. Availability: Common.*

*Modules: 1. Location: Any.
Installs: Three. Availability: Classified.*

*Modules: 1. Location: Any.
Installs: Multiple. Availability: Classified.*

Skill Switch. Simple robots only. PC robots acquire skill points the same way as human do. But many NPC robots will not be developed as full characters. To simplify the process for the Game Master, NPC robots can have a Skill Switch mod. It sets a single skill to any value the Game Master wants. A simple robot can have a number of skills equal to its INT Rating. The values do not rise with experience like normal skills. Unlike a Skill Boost, the skills in a Skill Switch cannot be changed by less than replacing the Module.

Example: The Game Master designs a first aid robot for a scenario. To give it a good knowledge of various treatments, she adds three Skill Switch mods. It has First Aid at 75%, Language at 50% and Knowledge (Psychology) at 30%.

The Skill Switch mod is developed for simple robots only. In some settings, experimental (and Classified) Skill Switch Modules for humans and androids might exist. When used like that, they replace a character's regular skill value until removed.

Cost: Multiply the skill percentage with itself.

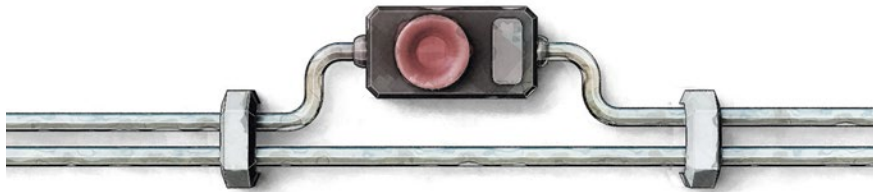
Speed. Simple Robots Only. As the default Simple Robot has Movement Rate 3, this mod increases their speed. A single mod adds +3 to Movement Rate. *Cost: 400 Cr*

Sprint. Sprint allows the wearer to move at an increased pace. Speed is doubled over short distances and increased by 50% over long distances. Shooting at a sprinting individual is Herculean. Otherwise, it does not affect movement in combat. *Cost: 400 Cr.*

Stand-By. Robots only. Robots can enter a low-energy mode to preserve power. This way, they can avoid recharging up to CON weeks. The robot appears to be turned off during this time, but basic sensors are active. Specific input, like movement, time or proximity, can be set to trigger an alarm or awaken the robot. *Cost: 200 Cr.*

Stealth. By combining several techniques, this mod helps a wearer avoid detection by sensors and surveillance equipment. Any Perception rolls by simple robots and computers are at -20% per Module. Regular Perception rolls by humans, androids or aliens are not affected. *Cost: 600 Cr.*

Structural Integrity. By strengthening tissues and skeletal elements, this mod adds 2 extra Hit Points to a single Hit Location. *Cost: 600 Cr.*



Surge. Cybernetics only. This mod flushes the body with biochemicals on command, to allow the wearer to ignore the effects of Fatigue and Serious Wounds, for example during combat. However, when the Surge wears off, the character must still rest for the regular Recovery Period. This mod is not available with the simplified combat rules. *Cost: 400 Cr.*

*Modules: 2. Location: Any.
Installs: Single. Availability: Rare.*

SysRepair. This module adds self-repair capabilities to the character's other mods. One SysRepair Module can handle 10 Modules. Any rolls on the System Instability Table are at -2. *Cost: 400 Cr.*

*Modules: 1. Location: Any.
Installs: Multiple. Availability: Rare.*

Targeting. When paired with a personal or built-in weapon, this mod projects visual targeting information into the wearer's eye. It increases Combat Style for a single, paired weapon by +10% per Module. *Cost: 400 Cr.*

*Modules: 1. Location: Head.
Installs: Twice. Availability: Classified.*

True Omnivore. This mod allows the wearer to extract energy by ingesting almost anything. Any Robot Malfunction rolls are at +2 when this Mod kicks in. *Cost: 400 Cr.*

*Modules: 2. Location: Chest, Abd.
Installs: Single. Availability: Rare.*

Weapon. A small, retractable weapon is embedded in the wearer's arm. Energy weapons dominate, but slug throwers are also possible. Base damage for energy weapons is 1d6, for firearms 1d4. If a second Module is added to the same arm, damage increases to 2d6 (1d6 for firearms). *Cost: 600 Cr.*

*Modules: 2. Location: Arms.
Installs: Four. Availab: Rare or Classified.*

TopCoating

This is a catch-all mod for any superficial changes to a body. Examples include skin colour, skin texture, hair colour, fur, eye colour, eye shape, extra finger, tail, ear shapes and tongue extension. *Modules: 0. Any. Multiple. Common. Cost: 100 Cr.*

Partial Modules

When dealing with small robots, partial Modules will sometimes be the best solution. A small surveillance drone at SIZ 1 could, for example, be created from half a Module of Float and the other half a Comms Module.

Q TECH

Any sufficiently advanced technology is indistinguishable from magic.

- Arthur C. Clarke

Quantum Technology, or Q Tech for short, is the manipulation of the physical universe on the quantum level using advanced technology. Q Tech appears, for all intents and purposes, indistinguishable from magic. In your campaign, Q Tech could be as rare or as common as you'd like it. Everyone could use Q Tech or it could be a priceless artefact of a forgotten race. Guilds could jealously guard their Q Tech or corporations could be in a race to uncover it. Its users could be considered technocrats, high priests or worshipped as gods. How you implement Q Tech is up to you, but these rules will assume the PCs have never encountered Q Tech before and are just learning about its use.



What Q Tech Does

Q Tech allows its users to create fantastic effects. These effects seem magical but are not. Many of the effects mirror or resemble Divine magic from Mythras. Other effects are wholly new and more reflective of the sci-fi setting of M-SPACE.

How Q Tech Works

Q Tech is an implant that wraps itself around the user's neural cortex and sends out filaments that twine themselves throughout the user's central nervous system. As such, a user can only ever have one Q Tech implant. If the user possesses enough scientific knowledge, they can create the desired effect. For example, with enough knowledge of electronics, one might shoot lightning from one's fingertips or recharge a battery pack simply by laying their hands upon it.

Limitations of Q Tech

Each implant is designed for the performance of specific tasks useful to a specific career. There are Engineer implants, Merchant implants, Medic implants, etc. If a person attempts to wear an implant who lacks the necessary skills to use it, the implant will be rejected. This is potentially fatal at the GMs discretion. If a user possesses enough of the necessary skills to use an implant, they may still find they cannot unlock all the implant's powers until they've improved their skills. These rules will walk you through the process of implanting Q Tech and how to use it.

So, You Found Some Q Tech and Don't Know What It Is

In your campaign, Q Tech may be commonplace; everyone uses it and can identify what an implant does. These rules, however, assume Q Tech is a rare treasure every PC wants to get their hands on but have no idea how to identify one piece from another.

All the person needs to do to try to use Q Tech is hold it and think about using it. If they already have an implant, then nothing happens. If, however, they do not, then the device, made from nanobytes which look like a hardened blob of goo, suddenly liquefies and absorbs into the character's skin. If they are in a vacc suit, wearing armor, whatever, it doesn't matter, the material seeps through and sinks into their skin no matter what they do. It is over quickly. Within seconds it has wrapped itself around the neural cortex and begins "testing" the character to see if they are appropriate for this tech.

Q Tech, Robots and Cybernetics

Q Tech and cybernetics are separate technologies and work well together most of the time. Q Tech could even be seen as an advanced or alien take on cybernetics.

In general, Q Tech will not interfere with cybernetic implants. The Game Master might rule that some abilities cancel out each other or create instabilities, but most of them should work as stated.

For robots, it's more complicated. The baseline rule is that wetware robot bodies will accept Q Tech and hardware robots will not. But the Game Master will have the final word depending on the setting. For example, hardware robots might have such human-like neural systems that Q Tech implants will adapt to their bodies. Another option is to only allow purely biological bodies to merge with the implants, leaving out both wetware and hardware robots (and this might be the only thing keeping biological beings from being replaced by otherwise superior robots).



Do You Have the Right Stuff?

Each type of Q Tech has a list of effects that it can produce and the skills necessary to produce them. The user need not belong to the career path the Q Tech was designed for, however, they must possess at least 3 of the prerequisite skills, 2 of which must be professional skills. If the character does not have the required skills, they must make an Endurance check or lose one level of fatigue. The implant will then pour out of their nose and reform into a hardened blob of goo.

Landau the Bounty Hunter finds an implant. He's heard of the fabled lost technology of the Precursors and wishes he knew how to unlock its secrets. Suddenly, the implant sinks through his body armor.

The GM notes that Landau has picked up an Engineer Q Tech. Looking at the prerequisites, he sees Engineering, Mechanics, Electronics, Willpower and Zero-G. Landau has Zero-G and Willpower but lacks any of the other skills. The Q Tech rejects him. The GM has the player make an Endurance check, which he fails.

Landau panics, but moments later the implant streams out of his nose and turns back into a formless blob of goo, leaving Landau gasping.

If the character does have the required skills, then the Q Tech is implanted. More sadistic GMs may contrive more difficult and dangerous tests if desired.

Using Q Tech

Once you have a successful implant you can now activate the effects listed provided you have the prerequisite skill levels. Maria has Q Tech. Looking at Maria's character sheet, Maria sees she has Mechanics 50%, Engineering 85%, Electronics 67%, Willpower 54%, and no Zero-G skill. Referring to the Engineering Q Tech list the only effect she can create is Transference because of her 85% Engineering skill. It won't be long, however, before she can create Energy Discharge and Shape Metal effects.

To activate an effect, the user must state their intent to do so and spend a number of Action Points equal to the point cost of the effect, then successfully roll the prerequisite skill(s). Once the effect's duration expires (or instantly for Instant effects), the user loses fatigue equal to the cost of the effect.

Suddenly, the Captain's voice booms through the ship's comms. "We've got trouble! Battle stations. Three enemy ships incoming fast!" Maria realizes she can reach out her mind and feel the energy thrumming through the enemy starships. She concentrates upon it, sapping a little energy from each enemy ship and transferring it to her own. She smiles wearily as she hears the engines whine and the Captain's voice come over the comms "I can't believe it! We're pulling away from them! How are we going this fast? It's not possible!"

Because Maria used Transference to drain three enemy ships, per the effect's description, the effect cost 3 (and took 3 Action Points). Maria's fatigue level drops to Wounded and she will need a few hours rest.

Q Tech Implants

Below are some examples of generic implants to use in your campaign. Feel free to alter them to suit your tastes and use them as templates to build your own. The Q Tech implants described below are designed with two 1 point abilities, two 2 point abilities and one 3 point ability. The GM may, of course, design devices with more or fewer abilities if so desired. A good rule of thumb is to have one ability with a 50% skill requirement, two with a 70% skill requirement, one with 90% skill and the final with one 110% skill and one 90% skill. These are only general guidelines to assist the GM in designing his own Q Tech.

Medical Q Tech

Heal Wound. 1 Point. Instant. Touch. First Aid 50%. **Cure Malady.** 1 Point. Instant. Touch. Medicine 70%. **Calm.** 2 Point. Instant. Ranged. Knowledge (Psychology) 70%. **Rejuvenate.** 2 Point. Special. Touch. Duration: special. Science (Biology) 90%. **Heal Body.** 3 Point. Instant. Touch. Medicine 90%, Science (Biology) 70%. **Resurrection.** 3 Point. Instant. Touch. Medicine 110%, Science (Biology) 90%.

Ability Description Format

Cost. Cost is the number of fatigue levels lost when the effect expires. It can be a fixed number of fatigue levels lost or variable as described in the effect description or special as described in the effect description.

Duration. Duration can be instant or the time given. Instant duration effects cost the user fatigue points immediately. Otherwise, the fatigue cost is incurred when the effect expires.

Range. Range can be Self, Touch or Ranged. Unless the effect description states otherwise, default ranged effects are 15 meters.

Prerequisite skill(s). Users must possess the prerequisite skills at the stated minimum levels listed to create the desired effect.

Engineering Q Tech

Shape Metal. 1 Point. Instant. Touch. Mechanics 50%. **Energy Discharge.** 1 Point. Instant. Ranged. Electronics 70%. **Flight.** 2 Points. 15 minutes. Self. Zero-G 70%. **Transference.** Variable. 15 minutes. Ranged. Engineering 90%. **Starshift.** Variable. Instant. Ranged (Special). Willpower 90%, Engineering 110%.

Investigation Q Tech

Aware. 1 Point. 15 minutes. Ranged. Perception 50%. **Detect Untruths.** 1 Point. 15 Minutes. Ranged. Insight 70%. **Follow a Hunch.** 2 Points. Instant. Ranged. Streetwise 70%. **Tough Guy.** 2 Points. Special. Self. Combat Style (any) 90%. **Elementary.** 3 Points Instant Self. Streetwise 110%, Insight 90%.

Starfaring Q Tech

Zeroed In. 1 Point. 5 hours. Self. Gunnery 50%. **Flight.** 2 Points. 15 minutes. Self. Zero-G 70%. **Feather Fly.** 2 Points. 5 hours. Self. Pilot 90%. **Farsight.** 3 Points. 15 minutes. Ranged. Sensors 90%, Perception 70%. **Star Sight.** 3 Points. 5 hours. Ranged. Sensors 110%, Astrogation 90%.

Warrior Q Tech

Power Blade. 1 Point. 15 minutes. Touch. Combat Style (any) 50%. **Body Shield.** Variable. 15 minutes. Touch. Survival (any) 70%. **Way of the Warrior.** 2 Points. 15 minutes. Self Combat Style (any) 70%. **Tough Guy.** 2 Points. Special. Self. Combat Style (any) 90%. **Follow me!** 3 Points. Special. All within sight. Knowledge (Strategy and Tactics) 90%, Combat Style (any) 110%.

Illegal Q Tech

Quiet. 1 Point. 15 minutes. Ranged. Stealth 50%. **Cheaters Always Prosper.** 1 Point. Instant. Touch. Sleight 70%. **Guile.** 2 Points. Instant. Ranged. Deceit 70%. **Faceless.** 2 Points. 15 minutes. Self. Disguise 90%. **Bypass Security.** 3 Points. 30 minutes. Special. Stealth 90%, Electronics 70%.

Academic Q Tech

Knowledge. 1 Point. Instant. Self. Knowledge (any) 50%. **Find a Lead.** 1 Point. 2 hours. Self. Research 70%. **Analyse Tech.** 2 Points. 1 hour. Self. Research 70%. **Fluency.** 2 Points. 2 hours. Self. Language (any) 90%. **Eureka!** Variable. 3 days. Self. Research 110%, Knowledge (Primary) 90%.

Abilities

A typical Q Tech device is designed with two 1 point abilities, two 2 point abilities and one 3 point ability. The GM may, of course, design devices with more or fewer abilities if so desired. A good rule of thumb is to have one ability with a 50% skill requirement, two with a 70% skill requirement, one with 90% skill and the final with one 110% skill and one 90% skill. These are only general guidelines to assist the GM in designing his own Q Tech.

One Point Abilities

Aware. All your opposed Perception rolls count as one level of difficulty better. So an Easy Perception roll counts as a Standard success, etcetera. Unopposed rolls are one level easier.

*1 Point. 15 minutes. Ranged.
Prereq: Perception 50%*

Charmed, I'm sure. If you win an opposed Influence roll, the target is friendly towards you for the duration of the current social event. All influence rolls are one level easier against that person.

*1 Point. Duration special. Ranged.
Prereq: Courtesy 50%*

Cheaters Always Prosper. Your next roll in a game of chance becomes a Herculean success. Lose an additional level of fatigue for each level of success the skill check was improved by. The ruse cannot be detected.

*1 Point. Instant. Touch.
Prereq: Sleight 70%*

Clean. You leave no trace of your crimes. Investigators can turn up nothing. Surveillance fails to register your face, etcetera.

*1 Point. 15 min. Range special.
Prereq: Streetwise 70%*

Cure Malady. Cures the target of all poisons and diseases, including radiation sickness.

*1 Point. Instant. Touch.
Prereq: Medicine 70%*

Detect Deposits. You can detect any valuable metals inside an asteroid within 20 kilometres.

*1 Point. 15 min. Ranged.
Prereq: Perception 70%*

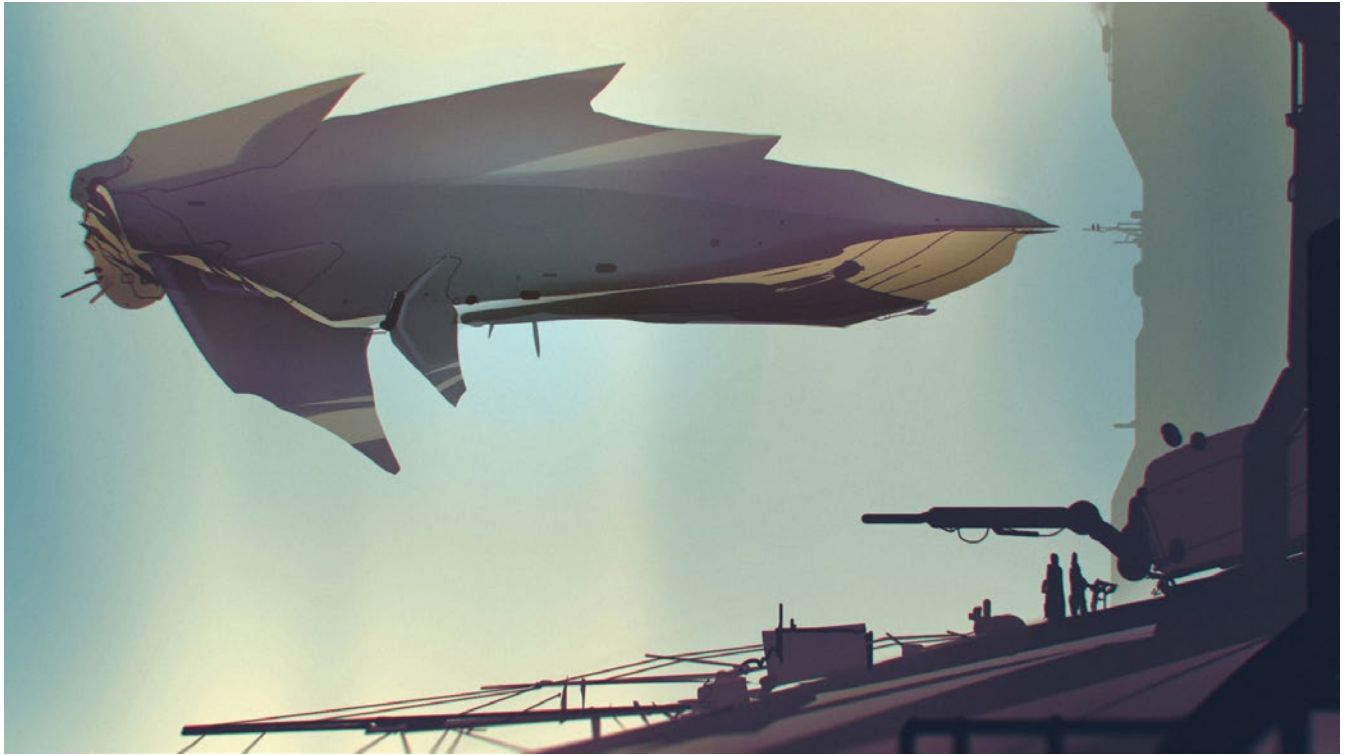
Detect Untruths. You can detect all untruths, half-truths and outright lies when speaking to someone.

*1 Point. 15 min. Ranged.
Prereq: Insight 70%*

Energy Discharge. You can release a bolt of energy doing 1d6 damage, ignoring armor, to a random hit location. The target must roll Endurance or be stunned. Alternatively, you can discharge a 1d6 charge into any device that can hold a charge or uses energy.

*1 Point. Instant. Ranged.
Prereq: Electronics 70%*

- 1 Point. 2 hours. Self.*
Prereq: Research 70%
- Find a Lead.** You can ask the GM to give you a clue about what you're trying to learn about. There's no need to explain how you got the knowledge, you just know. It need not be a great clue.
- 1 Point. 15 min. Self.*
Prereq: Bureaucracy 70%
- Grease the Wheels.** You know exactly what bribe to make and to whom in order to cut through all the bureaucratic red tape.
- 1 Point. Instant. Touch.*
Prereq: First Aid 50%
- Heal Wound.** Heal the target one Hit Point per Power Point spent. Power Points spent return as normal.
- 1 Point. Instant. Self.*
Prereq: Knowledge (any) 50%
- Knowledge.** You may increase the level of success by one level of any knowledge roll you just attempted prior to activating this effect. You must possess at least 50% skill in the type of Knowledge in question.
- 1 Point. Instant. Self.*
Prereq: Gambling 50%
- Lady Luck.** Gain a free Luck point to be used in the current game of chance you are participating in. For each time you use this effect on the same day, increase its cost by 1 point.
- 1 Point. Instant. Self.*
Prereq: Commerce 50%
- Let's Make a Deal.** The next Commerce roll you make is two levels easier. For each time you use this effect on the same day, increase its cost by 2 points.
- 1 Point. 15 min. Touch.*
Prereq: Combat Style (any) 50%
- Power Blade.** The chosen blade weapon does double damage for the duration of the effect.
- 1 Point. 15 min. Ranged.*
Prereq: Stealth 50%
- Quiet.** All opposed Perception checks made against your Stealth rolls are at a level of perception more difficult. So a Hard Perception only counts as a Standard success, etc. when comparing levels of success in the opposed roll.
- 1 Point. Instant. Touch.*
Prereq: Mechanics 50%
- Shape Metal.** You can spend Power Points to repair a space ship, robot or any mechanical device for a number of Hit Points equal to the Power Points spent.
- 1 Point. 15 min. Ranged.*
Prereq: Knowledge (Agriculture) 70%
- Sprout.** Causes any one plant life to grow at an accelerated rate. It experiences one year of growth during the duration of the effect. You can do nothing else but concentrate upon this one plant's growth during that time.
- 1 Point. 15 min. Self.*
Prereq: Track 70%
- Traceless.** You leave no trace of yourself. Surveillance cameras will still see you and witnesses will see you. But you'll leave no tracks or DNA, or other evidence of your passing.



Tracker. If you win an opposed Track roll, you know the general location of the person you are looking for. If they are on the move, you have an idea of their destination. The person you are looking for must be on the same landmass or starship as you are.

*1 Point. Instant. Ranged.
Prereq: Track 70%*

Transponder Codes. You always know the correct transponder codes to get past starport security ships.

*1 Point. Instant. Ranged.
Prereq: Bureaucracy 70%*

Zeroed In. All Gunnery rolls you make are one level easier.

*1 Point. 5 hours. Self.
Prereq: Gunnery 70%*

Two Point Abilities

Analyze Tech. You can ascertain what an unknown technological device is used for. This includes, but is not limited to, Q Tech. The GM may apply modifiers for particularly alien artefacts.

*2 Points. 1 hour. Self.
Prereq: Research 70%*

2 Points. Instant. Ranged.
Prereq: Demolitions 70%

Boom! You can cause an explosion doing 1d6 damage to everyone within a 10m radius up to 100m away. For each level of success beyond Standard, you can double the damage or the radius of the blast. So a Herculean Demolitions check would allow you to do either 8d6 damage in a 10m radius, 4d6 damage in a 20m radius 2d6 in a 40 m radius or 1d6 in an 80m radius. For each level of success beyond standard, lose an additional level of fatigue.

2 Points. Instant. Ranged.
Prereq: Knowledge (Psychology) 70%

Calm. Causes all living beings within 15 metres to calm down. Causes lost fatigue to be regained twice as quickly. Stops the convulsions from Q Tech testing and allows a patient to roll twice for each endurance check.

2 Points. 15 min. Self.
Prereq: Perception 70%

Detect Bluff. You detect if anyone is bluffing. It need not be a game of chance. Note that bluffing is not the same as lying. An example of bluffing is if someone points a .45 Magnum at you, describes the effect it would have on your body, and asks “Do you feel lucky kid?” They never actually say they will shoot you and have not lied, but if you detect their bluffing, you might feel at least a little bit lucky.

2 Points. 15 min. Self.
Prereq: Disguise 90%

Faceless. Nobody who sees you can afterward remember what you looked like. Descriptions can vary wildly between witnesses.

2 Points. 5 hours. Self.
Prereq: Pilot 90%

Feather Fly. You roll your Pilot skill twice each round during Space Combat and take the better of the two rolls.

2 Points. 15 min. Self.
Prereq: Zero G 70%

Flight. You can ignore the effect of gravity and use your full movement rate to fly. You can do this even in a Zero-G environment.



Fluency. You can speak and understand any language fluently. You can extend the duration of this effect 2 more hours for each additional level of fatigue lost afterward.

*2 Points. 2 hours. Self.
Prereq: Language (any) 90%*

Follow a Hunch. You know exactly where to go to find what you're looking for or at least a clue as to its whereabouts. Call it a hunch.

*2 Points. Instant. Ranged.
Prereq: Streetwise 70%*

Guile. Make an opposed Willpower check vs. everyone within hearing range (this could include comms or even satellite broadcast). Those who fail the roll will believe whatever you say.

*2 Points. Instant. Ranged.
Prereq: Deceit 70%*

Hunter. All your ranged combat attacks are one difficulty level easier. Duration is 15 minutes.

*2 Points. 15 min. Self.
Prereq: Combat Style (any) 70%*

Rejuvenate. Severed or maimed limbs and Major wounds can be healed at the rate of 1 Hit Point per hour. You cannot do anything but concentrate. If your concentration is broken, the process cannot be restarted and the hit location will be withered and weak.

*2 Points. Duration special. Touch.
Prereq: Science (Biology) 90%*

The Price is Right. You can sell your goods for the best price possible if you win an opposed Commerce check. If you fail, you still get a better price than you otherwise would have. The Game Master is the final arbiter over what constitutes "best price."

*2 Points. 15 min. Self.
Prereq: Commerce 90%*

Tough Guy. For the duration of a combat, you roll twice and keep the best result on all Combat Style and Endurance rolls.

*2 Points. Duration special. Self.
Prereq: Combat Style (any) 90%*

Way of the Warrior. All your combat attacks are one difficulty level easier.

*2 Points. 15 min. Self.
Prereq: Combat Style (any) 70%*

Three Point Abilities

Bypass Security. For the duration of this effect, all electronic-based security systems fail.

*3 Points. 30 min. Self/Ranged.
Prereq: Stealth 90%, Electronics 70%*

Darklight. Your starship becomes undetectable to Sensors. The effect lasts for five hours.

*3 Points. 5 hours. Self/Starship.
Prereq: Conceal 110%, Sensors 90%*

Deadstick. You can fly your starship without engines as if it had full engines. Duration is five hours.

*3 Points. 5 hours. Self.
Prereq: Pilot 110%, Mechanics 90%*

Deep Cover. All non-combat skills used against an organization to maintain your cover or throw suspicion on someone else are Easy. This effect lasts as long as you're

*3 Points. Duration special. Self.
Prereq: Streetwise 90%, Disguise 70%*

trying to infiltrate another organization. The effect does not help you investigate, it only helps you to maintain your cover.

3 Points. Instant. 1 Parsec. Prereq: Perception 110%, Science (Geology) 90%

Find the Motherlode. You are aware of the exact location of the richest veins of metal in the star system.

3 Points. Instant. Self. Prereq: Streetwise 110%, Insight 90%

Elementary. You immediately know who, when, where, why or how a crime was committed. If both rolls used to activate this power were at least a Hard success, you learn two of the above. If both rolls were Formidable, you learn three. If both rolls were Herculean, you learn everything. You still have to prove it, however.

3 Points. 15 min. Ranged. Prereq: Sensors 90%, Perception 70%

Farsight. You can discern with your sensors at long-range what could normally only be made out at short-range.

3 Points. Duration special. All within sight. Prereq: Combat Style 110%, Knowledge (Strategy and Tactics) 90%

Follow me! For the duration of the current battle, all fighting units on your side within the area of effect have increased morale and will follow you anywhere. All combat style rolls are Easy. The reverse happens to all fighting units on the enemy's side within the area of effect. Their morale decreases and they will break and run at the first opportunity. All enemy combat rolls are Hard.

3 Points. 15 min. Ranged. Prereq: Knowledge (Agriculture) 110%, Craft (Habitat) 90%

Genesis. You can terraform all the terrain within 1 mile into a rich, semi-open biome encased within a biosphere.

3 Points. Instant. Ranged. Prereq: Electronics 90%, Engineering 70%

Greater Energy Discharge. This effect is the same as Energy Discharge except it produces a bolt of energy doing 3d6 and the Endurance Check is Formidable to avoid being Stunned.

3 Points. 2 hours. Ranged. Prereq: Politics 90%, Oratory 70%

Harmony. Your words cause conflicting sides to calm down and listen to one another for the duration of the effect. This can even stop combat if all participants can hear the initial oration.

3 Points. Instant. Touch. Prereq: Medicine 90%, Science (Biology) 70%

Heal Body. This heals all Major and Serious Wounds. The prerequisites are Medicine and Science (Biology).

3 Points. Instant. Touch. Prereq: Politics 110%, Insight 90%

Inception. Win an opposed Influence roll and you can convince someone that what you want them to agree to is actually their own idea.

Nameless. This effect only works if you're held in captivity and lasts for the duration of your captivity plus one day. Captivity can be defined as anything from held for questioning to thrown in the dankest dungeon. For the duration of this effect, you will not give up your true identity, your compatriot's identities or what organization you work for, even under torture. No research into who you are or your background will be successful. Any research will turn up either that you are who you say you are or that you don't exist.

*3 Points. Duration Special. Self.
Prereq: Deceit 90%, Streetwise 70%*

Many Talents. You temporarily possess any Professional skill you don't already possess. Your skill level is equal to 15% for each level of success rolled to activate the effect. *Example: To activate the power, you roll 55 Streetwise (Formidable so two levels of success) and 89 Deceit (Standard so one level of success). You activate the power, and gain 45% in the desired Professional Skill.* Duration is as long as it takes to finish using the skill.

*3 Points. Duration special. Self.
Prereq: Streetwise 110%, Deceit 90%*

Mover and Shaker. You can gain immediate access to the person in charge of a corporation, city, planet, empire and so on. Win an optional Influence roll and you can convince that person to build a factory, open a trade route, change a trade agreement, etcetera. Works on anything to do with Commerce.

*3 Points. Instant. Ranged.
Prereq: Commerce 110%, Bureaucracy 90%*

Nothing's Safe. You can get past any security system. If it needs a specific DNA, this power causes you to match that DNA. If it requires fingerprints, retinal scans, even matches your brainwaves or looks for a chip, this power fools the system. If you need a password or combination, you think of it. Nothing foils you in bypassing this system. The Duration is however long it takes to bypass the security system. However, if beyond that lies yet another security system, you will either have to activate this power again or get past it another way.

*3 Points. 15 min. Ranged.
Prereq: Lockpicking 110%, Electronics 90%*

Protect Crops. Keeps the crops safe from infestation, bad weather and blight. Duration is six months.

*3 Points. 6 months. Ranged. Prereq:
Knowledge [Agriculture] 90%, Locale 70%*

Resurrection. Bring back from the dead anyone who has been dead less than two days. They must be healed of their wounds and purged of all poisons prior to resurrection. Those that died of natural causes will simply die again immediately if the cause cannot be treated.

*3 Points. Instant. Touch. Prereq:
Medicine 110%, Science [Biology] 90%*

3 Points. 15 min. Ranged.
Prereq: Insight 90%, Perception 70%

3 Points. 5 hours. Ranged.
Prereq: Sensors 110%, Astrogation 90%

3 Points. Duration special. Self.
Prereq: Athletics 90%, Survival 70%

3 Points. Duration special. Self.
Prereq: Acting 110%, Deceit 90%

Var. Points. 15 min. Touch.
Prereq: Survival 70%

Var. Points. 3 days. Self. Prereq:
Research 110%, Knowledge (Primary) 90%

Var. Points. Instant. Ranged special.
Prereq: Engineering 110%, Willpower 90%

Speak Truth. Win an opposed Influence check and the person you are talking to will answer all questions truthfully.

Star Sight. You can use your ship's sensors on any location within 6 parsecs of your current position. You get real-time feedback.

Suspended Animation. You can enter into a state of suspended animation, similar to cryo sleep, at will. You will not need oxygen, food or water during this time. You may be awoken involuntarily. Otherwise, you will awaken when you desire. For each full week in Suspended Animation, you lose one fatigue level in addition to the regular cost.

The Long Con. All non-combat skills used against a target are at Easy. This effect lasts as long as you are trying to fool someone.

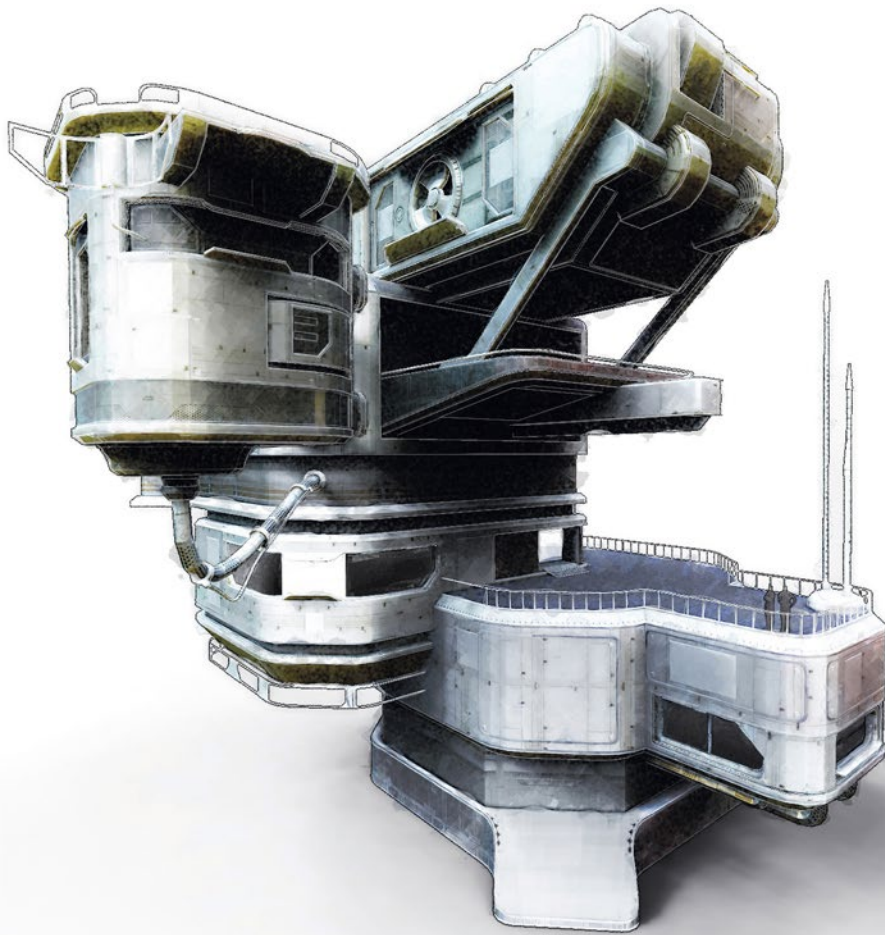
Variable Point Abilities

Variable point abilities should be considered as strong as 3 point abilities for the purposes of designing your own Q Tech. These can be the most powerful of all Q Tech abilities.

Body Shield. The target gains 2 Armor Points per point spent on the effect. Duration is 15 minutes.

Eureka! For the duration of the effect, you are the preeminent master of your chosen field of study. You realize insights that no one had ever thought of before. If your Research and Knowledge rolls are both Herculean, you have a scientific breakthrough in your field of study equivalent to Einsteins. If not, lose 2 levels of fatigue for each difficulty you missed rolling Research at Herculean and one level fatigue for each difficulty you missed rolling Herculean Knowledge. In other words, simply rolling a standard success on each skill will kill you. If you don't roll Herculean on both rolls, but you survive, you still make a major breakthrough that will ensure your reputation.

Starshift. You can cause up to a Size 9 starship you are in to jump one parsec of space without fuel for each point of effect. For every level of difficulty you make your effect checks beyond standard success, you can manage an additional point of Size. (Herculean rolls to both Willpower and Engineering would jump a size 15 starship, for example). You then lose fatigue equal to the distance in parsecs jumped and each



point of Size above 9 that you caused to jump. If nobody pre-plotted the jump, you will jump in a random direction. *Variable. Instant. Ranged (Special). Willpower 90%, Engineering 110%*

Transference. This effect allows you to draw upon one target starship for each point spent. Each starship so targeted loses 3 points of Speed. The caster's starship gains Speed equal to the total Speed drained. A starship can lose no more than 3 Speed this way. Range is 40,000 km.

*Var. Points. 15 min. Ranged.
Prereq: Engineering 90%*

ORIGINS

Conner and KayAnna decide to create new characters using the Origins method. Conner's character was born in an underwater city so he chooses Atlantea as his Origin. He notes that he starts with the standard skills of Swim, Boating, Drive (Submersibles), Influence, Insight, Locale, Willpower and Combat Style. He also gets to choose three Professional skills. His choices are Commerce, Craft (any), Courtesy, Language (any), Knowledge (any), Musicianship, Seamanship and Streetwise. He chooses Commerce, Streetwise and Seamanship. He announces his father was a smuggler and his character, Jeremiah, grew up on his father's submarine. He then divvies up his 100 points between those skills. Conner then decides that his character Jeremiah had become a smuggler like his dad.

Origins gives the Game Master and players some alternatives to character generation. It can be used to generate unique cultural backgrounds. It can also be used to generate a character's life events. It also opens up some diversity in character generation, giving each character a unique background and history. It is open to the GM how much or how little of Origins is incorporated into their game.

The Game Master is, of course, free to create their own Origin templates.

How to use Origins

Implementing Origins is very simple. During the character creation step where the player chooses a Culture (Urban, Rural or Orbital), instead, they choose an Origins template.

Provided here are 8 Urban, 8 Rural and 8 Orbital Origins. Each Origin comes with a list of Standard and Professional skills that replace the cultural skills given in M-SPACE. The player then assigns skills exactly as before. This allows players to come from water worlds, asteroid belts, capital cities, hidden pirate bases and so on.

Life Events

The Game Master is free to stop right there and use Origins as a way to generate character homeworlds and give each character some unique skills. However, the true enjoyment of using Origins comes from using the Life Event tables.

To use the Life Event tables, simply continue in the character generation process by choosing a Career and assign skills as normal. The player also takes a Career template. Note that the skills listed for Career choices in M-SPACE are unchanged. However, Vacc Suit, Zero-G and Survival(Space) have been added to some templates. These are at the Game Master's option.

Each Origin template has a Life Event Table from 01-50. Each Career template has a Life Event Table from 51-00. Together, they form a unique Life Event Table for that character. With 24 Origins and 20 careers to choose from, that makes 480 unique character Life Event Table combinations. No two characters will ever be alike.

The player has 150 bonus skill points to assign. At this point, it is up to the GM as to how Origins is used. There are two methods presented here. The 15% method and the 10% method.

The player uses 90% from his bonus skill points. If using the 15% method, the player now gets 6 rolls on the life event table. If using the 10% method, he rolls 9 times.

Skills. Once the player starts rolling, the character may increase their skills. If the result says they increase a skill, it goes up either 15% or 10% depending upon which method they chose. If the result says they increase a skill they do not possess, they gain that skill at its starting value instead. This will allow characters to have more than the basic 3 Professional skills for Culture or Career. If an event says to increase an unspecified Professional skill, they must choose from those they already possess.

Passions. If an event causes a player to gain a Passion they already possess, then increase said Passion per the method chosen (15% or 10%).

Skill Checks. Some Life Events require the player to make a skill check. Quickly calculate what the character's current skill level is and then roll. The result of success or failure is outlined in the event description.

KayAnna chose a very different Origin than Conner. She decided her character Mae was born aboard a colony ship headed towards an uninhabited planet. She chose Hope for her Origin. Having assigned her cultural skills she then chose her Career. She decided that having grown up on the colony ship, Mae became a starship pilot. She notes that in addition to the skills for Starship Pilot listed in M-SPACE, her Career template lists three additional Professional skills she might choose from Survival (Space), Vacc Suit and Zero-G. She chooses her Professional skills and assigns her 100 points. She is now ready to assign her Bonus Skill Points.



KayAnna and Conner each choose to roll 6 times on their Life Event Tables using the 15% method. KayAnna goes first and rolls a 32. This result is listed under her Hope template as "The boredom of space is filled with study." Colonists are chosen from the best mankind has to offer, increase 2 Cultural Professional skills. She must choose from the Professional skills she took from her Origin template, Hope.

Her next roll is an 84. This result is listed on her Starship Pilot template: "Space combat! Roll Pilot skill. Success: Increase Combat Style (Gunnery) and gain an Enemy. Failure: Increase Mechanics and lose a Contact." She rolls her Pilot skill and makes it. She does not have the skill Combat Style (Gunnery) so she gains it instead of adding 15% to it. Now her character Mae has an enemy. The Game Master must decide who attacked the colony ship and why.

Then, KayAnna rolls for her third life event. She rolls 02. Consulting the Hope template she sees something terrible has happened to Mae: Your colony ship is raided by slavers! Discard this Origin template and replace it with either Ghoster's Rock (Increase Combat Style, you are forced into service for a pirate gang) or Penal Colony (Increase Brawn, you are sold into slavery, lose all starting money). Mae will never see her colony ship reach its destination.

Enemies, Allies and Contacts. Some Life Events cause the character to gain or lose Enemies, Allies, and Contacts. An enemy is someone the GM can build plots around. Who is the enemy? What will they do?

A contact can be someone who the character knows that can give the character information, help find things or most often, lead them into an adventure. A contact could be anything from a business acquaintance to a source of information.

An ally could be a best friend, spouse, parent, relative or child or even the crime lord that helped you to power. The player and Game Master should work together to flesh out enemies, allies, and contacts created during life events.

Sometimes the player will lose a Contact even when they have no Contacts yet. If so, the player still notes that a Contact was lost and remembers that for later background development.

Money. Some Life Events cause the character to gain or lose starting money. This is in addition to the money given as part of Starting Equipment on M-SPACE. If the character loses more money than he starts with, he is in debt to begin his adventuring career.

Switching Templates

Some Life Events call for the player to switch templates. Most often this is the Origins template, but a player may be required to switch his Career template. The latter happens if the player gets sent to the Penal Colony. While at the Penal Colony the player uses the Inmate Career template. Once the character escapes or is released, the player has the option to either go back to his old career or start a new life with a new career.

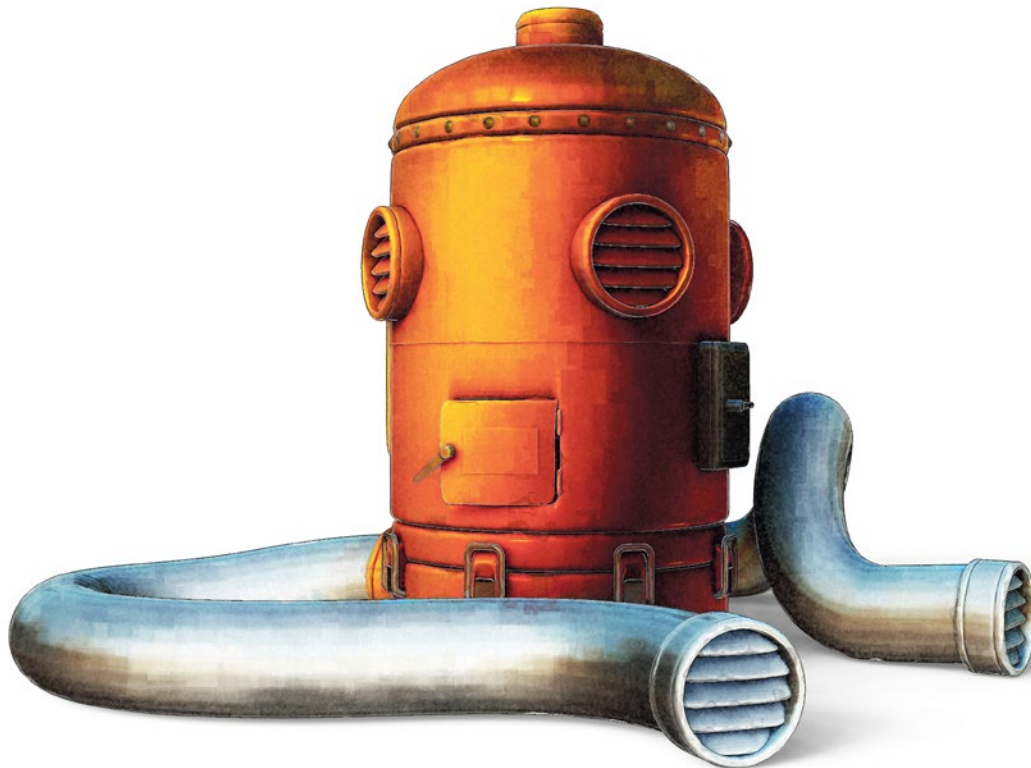
Note that when a template is switched, the player does not gain the listed standard and Professional skills for that template. He only has access to those skills during the first two steps of character generation, choosing a Culture and Career. However, the skills available on the Life Events Table for the new template will reflect the Origin or Career template. When instructed to learn a cultural Professional skill, use the list of skills from the current template. The same is true when learning Career Professional skills from a new Career template. This will allow characters to start with a wider array

of skills than would normally be available to them, along with a background story of how they came by them.

Penal Colony

This is a special Origins template. It can represent both a prison facility or a slave camp, or both. If this is a character's Origin, they may either be an Inmate or a Keeper. If the character was sent here due to a life event on another template, they are an Inmate. If they chose this location as their place of Origin, they can be a Keeper. The list of Career templates available if one is a Keeper is limited to Bounty Hunter, Detective, Official, Mercenary, Merchant, and Priest. Alternatively, one could choose to have been born an Inmate on the Penal Colony, meaning they were born a slave. Anyone who rolls their final Life Event and is still an Inmate on the Penal Colony is considered to have either escaped or been released to start their adventuring career. Alternately, if the GM and player wish, they could have been sold as a slave to another character.

KayAnna chooses to have Mae taken by pirates and replaces her Hope template with the Ghoster's Rock template. She is now a pilot in forced servitude to the pirates. She rolls three more times for life events. Her final roll is 42. Consulting the Ghoster's Rock Template, it reads "Gain a contact. Increase a Standard Skill." She must choose from the standard skills listed on the Ghoster's Rock template. Had she increased her choice of a Cultural Professional skill, it would have had to come from the Ghoster's Rock template as well. Finally, she has 60% to assign per the regular rules for Bonus skills. She assigns 15% to her new Combat Style (Gunnery) skill, Endurance, Evade, and Willpower.



Conner now begins rolling up the life events of his character Jeremiah, the smuggler. He survives a storm, spends a great deal of time at sea, delivers some valuable cargo and gains a lot of starting money, then on his fourth roll, he rolls a 93. "Run afoul of the law. Roll Conceal. Success: Increase Bureaucracy. Failure: Change Origin to Penal Colony and Career to Inmate. Lose 1d6x1000 Cr." Conner fails his Conceal roll, the authorities discover his illegal contraband and arrest him. He goes to jail as well as pays a steep fine.

For his fifth roll, Conner uses the Penal Colony and Inmate templates. He rolls a 98. "You manage to dig a tunnel and try to escape. Roll Willpower. Succeed: Exchange Origin and Career templates. Failure: Reroll all rolls of 86-90 from now on." Conner makes his Willpower roll and Jeremiah escapes the Penal Colony. He decides it's best to get off-world so he chooses a new Origin template. He goes back to his old ways of crime, however, and remains a smuggler.

He rolls a final time and then puts the remaining 60% into the skills of his choosing. His starting money ends up being his normal 2d6x1000 plus the money he gained smuggling, minus the 1d6x1000 he lost when he got arrested. A few poor rolls later, Jeremiah starts the game 1000Cr in debt.



Templates

Urban Origin: New Haven

This city is your standard Urban area.

Standard Skills: Conceal, Deceit, Drive (any), Influence, Insight, Locale, Willpower, pick one Combat Style

Professional Skills: (Choose 3) Art (any), Commerce, Craft (any), Courtesy, Language (any), Knowledge (any), Musicianship, Streetwise

Life Events

01. A stranger unlocks your psionic potential. Gain psionics. Roll Deceit. Success: Keep your new talents hidden. Failure: You must flee your home. Replace this Origin template with a new one. Gain Passion Distrust (Non-Psions).

02-03. A relative passes away and leaves you with an unknown artefact. What is it? A common cybernetic module? A robot? Perhaps it's Q Tech?

04-06. Criminals cross your path. Roll Influence. Success: Increase Streetwise. Failure: Increase Combat Style, gain an Enemy and Hate (Rival Gang).

07-10. You hit on an idea to make money. Increase in your choice of Craft (any), Commerce or Influence and gain 1d6x1000 Cr starting money. Gain a contact.

11-15. You had an exceptional tutor. Increase in your choice of Musicianship, Knowledge (any), or Art (any).

16-25. Economic bust. Hard times make for hard choices. Your choice: Increase Deceit and gain an Enemy or Increase Willpower and lose a Contact. Either way, lose 1000 Cr starting money.

26-35. Economic boom. Jobs are plentiful. Increase in one of your Cultural Professional skills and gain 1000 Cr starting money.

36-50. Gain a contact. Increase a Standard Skill.

Urban Origin: Atlantea

This is a domed city under the sea. It could be under an ocean, a large lake or a planet entirely covered by water.

Standard Skills: Swim, Boating, Influence, Insight, Locale, Pilot (Submersibles), Willpower and pick one Combat Style.

Professional Skills: (Choose 3) Commerce, Craft (any), Courtesy, Language(any), Knowledge(any), Musicianship, Seamanship, Streetwise.

Life Events

01-03. At the sea bottom you discover a lost ancient artefact. Where is it from? What does it do? This could be Q Tech, a rare cybernetic mod, or perhaps an ancient robot or an unknown artefact of the GMs choosing. Increase Pilot (Submersibles).

04-06. Caught in a storm! Roll Boating. Success: Increase Seamanship. Failure: Increase Swim.

07-10. You hit on an idea to make money. Increase in your choice of Craft (any), Commerce, Musicianship or Influence and gain 1d6x1000 Cr starting money. Gain a contact.

11-15. You spend much of your time at sea. Increase in your choice of Boating, Swim or Seamanship. Gain the Passion Love (Seafaring).

16-25. Hydroponics failure. Food shortages cause a crisis. Your choice: Increase Combat Style and gain an Enemy or Increase Willpower and lose 1000 Cr starting money.

26-35. Economic Boom. Jobs are plentiful. Increase in one of your Cultural Professional skills and gain 1000 Cr starting money.

36-50. Gain a contact. Increase a Standard Skill.

Urban Origin: Skyrise

This is a city floating in the clouds.

Standard Skills: Deceit, Influence, Insight, Locale, Willpower and pick one Combat Style. GM's option: Pilot (Flyer).

Professional Skills: (Choose 3) Computers, Courtesy, Pilot (Flyer), Commerce, Art (any), Musicianship, Language (any), Knowledge (any), Streetwise.

Life Events

01. An off-worlder unlocks your psionic potential. Gain psionics. Roll Deceit. Success: You keep your new talents hidden. Failure: You must flee. Change this template for another Origin template. Gain Passion Distrust (Non-Psions).

02-03. You come into some money and decide to buy the GM's choice of 4 cybernetic modules, a piece of Q Tech, a Robot or some other artefact of the GM's devising.

04-06. Criminals cross your path. Roll Influence. Success: Increase Streetwise. Failure: Increase Combat Style, an Enemy and Hate (Rival Gang).

07-10. You hit on an idea to make money. Increase in your choice of Computers, Art (any), Commerce, Musicianship or Influence and 1d6x1000 Cr starting money. Gain a contact.

11-15. You enjoy flying. Increase Pilot (Flyer) or, at the GM's option, Ride (Flyer).

16-25. Economic bust. Hard times make for hard choices. Your choice: Increase Deceit and gain an Enemy or Increase Willpower and lose a contact. Either way, lose 1000 Cr starting money.

26-35. Economic boom. Jobs are plentiful. Increase in one of your Cultural Professional skills and 1000 Cr starting money.

36-50. Gain a contact. Increase a Standard Skill.

Urban Origin: Sanction

Sin City. This place is run by crime lords.

Standard Skills: Conceal, Deceit, Locale, Evade, Influence, Insight, Stealth and pick one Combat Style.

Professional Skills: (Choose 3) Disguise, Computers, Forgery, Gambling, Lockpicking, Seduction, Sleight, Streetwise.

Life Events

01. A crime lord pays to unlock your psionic potential. Gain psionics and 1d6x1000 Cr starting money as you put your new talents to work. Gain a contact.

02-03. Roll your Lockpick, Deceit or Seduction. Success: Gain the GM's choice of cybernetics, Q Tech, robotics or an ancient artefact and gain an Enemy. Failure: Just gain an enemy.

04-06. Gang war! Roll Combat Style. Success: Increase Streetwise. Failure: Increase Evade. Gain Hate (Rival Gang)

07-10. You pull off a big heist. Gain 1d6x1000 Cr starting money. Increase your choice of Lockpicking, Disguise, Computers or Forgery. Gain Passion: Thrillseeker.

11-15. You spend time in jail, otherwise known as advanced training. Increase in Conceal, Gambling, Insight or a Combat Style. Gain a contact.

16-25. On the nut. Lose 1000 Cr starting money. You have to make a business decision: Increase Deceit and gain an enemy or increase Streetwise and lose a contact. Gain Passion Hate Authority.

26-35. Crime pays. Increase in one Cultural Professional skill and gain 1000 Cr.

36-50. Gain a contact. Increase a Standard Skill.

Urban Origin: Wellspring

A university town or other city of learning.

Standard Skills: Locale, Dance, Drive (any), Seduction, Insight, Perception, Sing, Willpower.

Professional Skills: (Choose 3) Acting, Knowledge (any), Science (any), Art (any), Computers, Culture, Electronics, Engineering, Language (any), Mechanics, Medicine, Musicianship, Oratory, Politics, Research, Teach.

Life Events

01. An instructor unlocks your psionic potential. Gain psionics.

02-03. On a research expedition you come into possession of an unknown artefact. Roll your Research skill. Success: Learn from the GM what the artefact is or something about its history. Failure: Learn nothing, but gain a jealous enemy who wants your artefact.

04-06. Hard class load. Roll research. Success: Gain one new Cultural Professional skill. Failure: Increase in an existing cultural Professional skill.

07-10. You use your talents to make extra money on the side. Increase in your choice of Musicianship, Sing or Art (any) and gain 1000Cr starting money.

11-15. You learn from an exceptional tutor. Increase Research and one Cultural Professional skill. Gain Passion: Loyalty (University).

16-25. Competition for grant money gets fierce. Your choice: Increase Seduction, lose no money and gain a contact or increase Insight, lose 1000Cr starting money and gain an ally.

26-35. You gain a job teaching or as a teacher's assistant. Increase Teach and gain 1000Cr starting money.

36-50. Gain a contact. Increase a Standard Skill.

Urban Origin: Olympus

This capital city could be anything from a provincial capital to the seat of government for an entire galactic empire.

Standard Skills: Deceit, Influence, Insight, Locale, Drive (any), Customs, Conceal, Willpower.

Professional Skills: (Choose 3) Politics, Bureaucracy, Commerce, Oratory, Courtesy, Acting, Language (any)

Life Events

01-03. A stranger offers to unlock your psionic potential in exchange for you promoting his secret agenda. If you accept, gain psionics and increase Influence. If you decline, increase Willpower and gain a psionic enemy.

04-06. War is declared! Roll Influence. Success: Increase Politics. Failure: Increase Bureaucracy.

07-10. You rise in power. Increase in your choice of Politics, Oratory, Influence or Commerce. Also, gain 1d6x10,000 Cr starting money. Gain Passion: Love Power.

11-15. You work for a person of great wealth. Increase in your choice of Courtesy, Bureaucracy, Commerce or Influence. Gain a wealthy ally, the Passion Loyalty (Ally) and if the GM chooses, a cybernetic module.

16-25. Political revolution. Heads in high places start rolling and only the strong survive. Your choice: Increase Deceit and gain a powerful enemy or increase Insight and lose a contact. Either way, gain 1000Cr. (one man's crisis is another man's opportunity).

26-35. Business as usual. Gain 1000Cr and increase any one Cultural Professional skill.

36-50. Gain a contact. Increase a Standard Skill.

Urban Origin: Burrex

This could be a city beneath the earth or a hollowed-out planet.

Standard Skills: Athletics, Brawn, Endurance, Influence, Insight, Locale, Conceal and pick one Combat Style.

Professional Skills: (Choose 3) Bureaucracy, Commerce, Craft (any), Demolitions, Engineering, Streetwise, Knowledge (any), Mechanics.

Life Events

01-03. Deep in the earth, you uncover an ancient artefact of unknown power. This could be anything of the GMs choosing. Rare cybernetics, Q Tech, robotics or something completely alien.

04-06. Earthquake! Roll Brawn. Success: Increase Engineering and gain an ally. Failure: Increase Endurance and gain the Passion Cleithrophobia.

07-10. You hit on an idea to make money. Increase your choice of Bureaucracy, Craft, Commerce or Influence and 1d6x1000 Cr starting money. Gain a contact.

11-15. You journey deep beneath the earth. Increase your choice of Athletics, Brawn, Endurance or Knowledge (Geology).

16-25. Trade embargo threatens the city. Food supplies run low. Lose 1000Cr starting money. Your choice: Increase combat style and gain an enemy or increase Streetwise and gain a contact.

26-35. New trade routes established. Increase in any one Cultural Professional skill. Gain 1000Cr starting money.

36-50. Gain a contact. Increase a Standard Skill.

Urban Origin: Panopolis

This is a continent- or planet-spanning city.

Standard Skills: Drive (any), Insight, Locale, Influence, Willpower, Deceit, Perception and pick one Combat Style.

Professional Skills: (Choose 2 and gain Streetwise) Art (any), Commerce, Craft (any), Language (any), Knowledge (any), Science (any), Musicianship, Bureaucracy, Computers, Medicine, Electronics, Engineering.

Life Events

01. A stranger unlocks your psionic potential. Gain psionics. Roll Deceit. Success: Keep your new talents hidden. Failure: You must flee your home. Replace this Origin template with a new one. Gain Passion: Distrust (Non-Psions).

02-03. Your section of the city is engulfed in a violent uprising. Roll Perception. Success: Find an ancient artefact during the chaos and plundering. Failure: Increase Combat Style during the chaos and plundering. Gain Passion: Hate Authority.

04-06. Natural disaster strikes your section of the city. Roll your Locale. Success: You escape the area. Increase Drive. Failure: You survive by your wits. Increase Willpower.

07-10. You hit on an idea to make money. Increase in your choice of Craft (any), Commerce, Computers, Art (any) or Influence and 1d6x1000 Cr starting money. Gain a contact.

11-15. A corporate official takes a liking to you. Gain a contact and increase your choice of Commerce, Bureaucracy, Knowledge (any) or Science (any).

16-25. Economic bust. Hard times make for hard choices. Your choice: Increase Deceit and gain an enemy or increase Willpower and lose a Contact. Either way, lose 1000 Cr starting money.

26-35. Economic boom. Jobs are plentiful. Increase in one of your Cultural Professional skills and 1000 Cr starting money.

36-50. Gain a contact. Increase a Standard Skill.

Orbital Origin: Ghoster's Rock

A hidden pirate base or gang hideout. It could be an asteroid, a starbase or a moon.

Standard Skills: Conceal, Deceit, Evade, Insight, Influence, Locale, Stealth, and pick one Combat Style.

Professional Skills: (Choose 3) Forgery, Lockpicking, Sleight, Gambling, Streetwise, Survival (Space), Vacc Suit.

Life Events

01. Born with psionics, you fought for your place among the pirates. Gain psionics and increase a Combat Style.

02-03. A pirate ship returns laden with treasure. Roll Stealth. Success: Gain the GMs choice of cybernetics or Q Tech and increase Conceal. Failure: Increase Deceit.

04-06. Rival pirates feud. Gain Hate (Rival Pirates). Roll Combat Style. Success: Increase Influence. Failure: Increase Evade.

07-10. The pirate's life for you! Increase in your choice of Gambling, Forgery, Lockpicking or Sleight. Gain 1d6x1000Cr starting money.

11-15. Go exploring for hidden pirate loot. Increase in your choice of Vacc Suit, Survival (Space), Locale or Zero-G.

16-25. No honour among thieves. Lose 1000Cr. Increase Streetwise and gain an enemy or increase Deceit and lose a contact.

26-35. Money is flowing in. Gain 1000Cr. Increase in any one Cultural Professional skill.

36-50. Gain a contact. Increase a Standard Skill.



Orbital Origin: The Belt

Life on an asteroid belt.

Standard Skills: Conceal, Deceit, Influence, Insight, Locale, Willpower, First Aid and the Combat Style (Unarmed).

Professional Skills: (Choose 3) Pilot (any), Commerce, Comms, Knowledge (Geology), Knowledge (Mining), Mechanics, Electronics, Vacc Suit, Zero-G, Survival (Space).

Life Events

01-03. While slagging rock you find an ancient artefact. This can be anything of the GMs devising.

04-06. Raiders! Gain Hate (Raiders). Roll Combat Style. Success: Increase Zero-G. Failure: Increase First Aid.

07-10. Someone hit the motherlode! Gain 4000Cr. Increase in your choice of Commerce, Knowledge (Geology), Knowledge (Mining) or Conceal.

11-15. An old belter takes you under his wing. Learn your choice of Pilot (any), Electronics, Mechanics or Comms.

16-25. Corporate policies cause a worker revolt. Lose 1000Cr. Increase Combat Style and gain a contact or increase Commerce, gain an ally and gain the Passion Loyalty (Ally)

26-35. The ore must flow. Increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Orbital Origin: Lunopolis

A moon base or hollowed-out asteroid.

Standard Skills: Athletics, Brawn, Conceal, Endurance, First Aid, Locale, Willpower and pick one Combat Style.

Professional Skills: (Choose 3) Commerce, Demolitions, Electronics, Engineering, Mechanics, Survival (Space), Vacc Suit, Zero-G

Life Events

01-03. You find an ancient artefact buried on the moon/asteroid. This could be anything of the GMs choosing.

04-06. Meteor shower! Roll Vacc Suit or Survival (Space). Success: Increase Mechanics. Fail: Increase Zero-G.

07-10. You take a dangerous job that pays really well. Gain 4000Cr. Increase in one of Mechanics, Zero-G, Vacc Suit or Survival (Space)

11-15. A boss takes a liking to you. Increase in one of Commerce, Engineering, Mechanics or Electronics. Gain a contact.

16-25. Trade embargo. Food supplies run dangerously low. Lose 1000Cr. Your choice: Increase combat style and gain an enemy or increase Conceal and lose a contact.

26-35. Peace and prosperity. Increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Orbital Origin: Space Station Alpha

Your basic orbital starbase.

Standard Skills: Conceal, Deceit, Influence, Insight, Locale, Willpower, First Aid and pick one Combat Style.

Professional Skills: (Choose 3) Electronics, Knowledge (any), Language (any), Pilot (any), Mechanics, Sensors, Comms, Vacc Suit, Survival (Space), Zero-G.

Life Events

01. A stranger unlocks your psionic potential. Gain psionics. Roll Deceit. Success: Keep your new talents hidden. Failure: You must flee your home. Replace this Origin template with a new one. Gain Passion: Distrust (Non-Psions).

02-03. Raiders board the station! Gain Passion Hate (Raiders). Roll Combat Style. Success: While repelling the invaders you plunder advanced technology. The GMs choice of cybernetics, Q Tech, robotics or something completely alien. Failure: You increase First Aid.

04-06. Meteor shower! Roll Vacc Suit or Survival (Space). Success: Increase Mechanics. Fail: Increase Zero-G.

07-10. You take on a dangerous mission for hazard pay. Increase in your choice of Pilot (any), Vacc Suit, Survival (Space), Mechanics or Electronics.

11-15. You work the shuttlecraft supply runs. Increase in your choice of Pilot (Starship), Conceal, Electronics or Mechanics.**16-25.** Trade embargo. Supplies run low. Your choice: Increase Influence and gain a contact or increase Deceit and lose a contact.

26-35. Peace and prosperity. Increase in any one Cultural Professional skill.

36-50. Gain a contact. Increase a Standard Skill.

Orbital Origin: Star City

This metropolis orbits a planet or a gas giant.

Standard Skills: Conceal, Deceit, Influence, Insight, Locale, Willpower, Drive (Anti-grav) and pick one Combat Style.

Professional Skills: (Choose 3) Art (any), Commerce, Computers, Electronics, Knowledge (any), Science (any), Pilot (any), Vacc Suit, Survival (Space).

Life Events

01. A stranger unlocks your psionic potential. Gain psionics. Roll Deceit. Success: Keep your new talents hidden. Failure: You must flee your home. Replace this Origin template with a new one. Gain the Passion Distrust Non-Psions.

02-03. A family member passes away and leaves you enough money to buy the GMs choice of cybernetics, Q Tech or robotics.

04-06. Blackout! Power and gravity fail a portion of the city. Roll Willpower. Success: increase Zero-G Failure: Increase Survival (Space)

07-10. You hit on an idea to make money. Increase in your choice of Art (any), Computers, Commerce or Influence and gain 1d6x1000 Cr starting money. Gain a contact.

11-15. You find a gifted tutor. Increase in one of Pilot (any), Mechanics, Electronics or Science (any).

16-25. Economic bust. Hard times make for hard choices. Your choice: Increase Deceit and gain an Enemy or increase Willpower and lose a Contact. Either way, lose 1000 Cr starting money.

26-35. Economic boom. Jobs are plentiful. Increase in one of your Cultural Professional skills and gain 1000 Cr starting money.

36-50. Gain a contact. Increase a Standard Skill.

Orbital Origin: The Facility

A research station where experiments too dangerous, unethical or illegal to attempt near authorities take place regularly.

Standard Skills: Conceal, Deceit, Influence, Insight, Locale, Willpower, First Aid and Perception.

Professional Skills: (Choose 3) Comms, Computers, Electronics, Mechanics, Pilot (Shuttle), Medicine, Science (any), Sensors, Vacc Suit, Survival (Space).

Life Events

01. You are made an involuntary test subject, but you escape. Gain psionics, increase unarmed and Pilot (Shuttle). Discard this Origin for a new Origin template. Gain Passion Hate (Persons or organisation responsible).

02-03. You volunteer for an experiment. An ancient artefact or new technology is implanted into your body. You and the GM must hash out the details.

04-06. An experiment gets loose and must be found and blown out the airlock! Roll Locale. Success: increase Vacc Suit or Survival (Space). Failure: Increase Medicine.

07-10. You help make a scientific breakthrough. Increase in one of Science (Genetics), Science (Biology), Science (Physiology) or Medicine. Gain 3d6x1000Cr starting money.

11-15. A coworker takes you under his wing. Increase in one of Comms, Computers, Electronics or Mechanics.

16-25. Budget cuts. Whose projects get canceled? Your choice: Increase Influence and gain an enemy or increase Deceit and lose a contact. Either way, lose 1000Cr.

26-35. The Facility gains an MBO contract (Military Black Op). Increase in any one Cultural Professional skill and 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Orbital Origin: Hope

This colony ship is on its way to an uninhabited world. Only the best and brightest were chosen for this mission.

Standard Skills: Brawn, Dance, Sing, Influence, Insight, Willpower, First Aid.

Professional Skills: (Choose 4) Astrogation, Comms, Computers, Electronics, Engineering, Pilot (Starship), Pilot (Shuttle), Mechanics, Sensors, Vacc Suit, Survival (Space), Zero-G.

Life Events

01-03. Your colony ship is raided by slavers! Gain Passion Hate (Slavers). Discard this Origin template and replace it with either Ghoster's Rock (increase Combat Style, you are forced into service for a pirate gang) or Penal Colony (increase Brawn, you are sold into slavery, lose all starting money and replace your career template with Inmate).

04-06. The ship suffers a near catastrophe! Maybe a reactor blew or life support failed in the cryo chambers. Roll Willpower. Success: Increase Vacc Suit and Mechanics. Failure: Increase Survival (Space). Fortunately, the crisis was averted.

07-10. You are assigned to look for a better site to colonise. Increase Sensors and then roll Sensors. Success: Increase Astrogation and replace this Origin with the Home Origin template. Failure: Continue toward your original destination.

11-15. You are assigned ship repair duty. Increase in your choice of Vacc Suit, Survival (Space), Mechanics, Electronics.

16-25. Hydroponics failure. The captain must choose who to space so the others can live. Increase Influence and gain an Enemy or increase Insight, gain the Passion Hate (Captain) and lose a contact.

26-35. The boredom of space is filled with study. Colonists are chosen from the best mankind has to offer, increase 2 Cultural Professional skills.

36-50. Plenty of time, nothing but work to do. Increase 2 Standard Skills. Gain a contact.

Orbital Origin: Delta 7

A naval or scout base, possibly diplomatic station or of some military value.

Standard Skills: Conceal, Deceit, Influence, Insight, Locale, Willpower, First Aid and pick one Combat Style.

Professional Skills: (Choose 3) Pilot (any), Commerce, Comms, Politics, Electronics, Mechanics, Bureaucracy, Language (any), Sensors, Survival (Space), Vacc Suit, Zero-G.



Life Events

01. A stranger unlocks your psionic potential. Gain psionics. Roll Deceit. Success: Keep your new talents hidden. Failure: You must flee your home. Military Intelligence agencies will be seeking you. Gain an Enemy. Gain the Passion Distrust Military. Replace this Origin template with a new one.

02-03. A space hand dies in a mysterious shootout. You find a strange artefact or advanced technology on him. Do you hand it over to authorities or try to keep it? If you hand it over you are implicated in a murder investigation. Roll Influence. Success: Get a pat on the head and sent on your way. Failure: Lose 1d6x1000Cr starting money on legal services to clear your name. If you try to keep the artefact roll Conceal. Success: You have an ancient artefact of unknown purpose or advanced technology of the GMs choosing. Failure: Go to prison. Lose all starting money and replace this Origin template with the Penal Colony template. Replace your career template with the Inmate template. Gain Hate (Authority).

04-06. The base is under attack! Gain Passion Hate (Attackers). Roll Combat Style. Success: Increase Zero-G. Failure: Increase First Aid.

07-10. You take advantage of an opportunity. Gain 1d6x1,000Cr. Increase to either Commerce, Influence, Deceit or Bureaucracy.

11-15. Get in good with an Administrator. Gain a Contact and increase in one of Mechanics, Electronics, Sensors or Pilot (any). Gain Passion Loyalty (Administrator).

16-25. Intrigue and skullduggery abound. Increase Insight and gain an enemy or increase Politics and gain a contact.

26-35. Peace and quiet. Increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Rural Origin: Jonestown

This is your basic rural community.

Standard Skills: Athletics, Brawn, Drive, Endurance, First Aid, Locale, Perception, Ride and pick one Combat Style.

Professional Skills: (Choose 3) Craft (any), Mechanics, Knowledge (any), Musicianship, Navigate, Survival, Track

Life Events

01. A stranger unlocks your psionic potential. Gain psionics. Roll Deceit. Success: Keep your new talents hidden. Failure: You must flee your home. Replace this Origin template with a new one. Gain Passion Distrust Non-Psions.

02-03. A family member passes away, leaving you a family heirloom. Is it a personal force shield? An advanced rifle? An exotic technological device?

04-06. The perimeter defence grid goes down, letting predators inside the community. Roll Athletics. Success: Increase Mechanics. Failure: Increase Combat Style.

07-10. You hit on an idea to make some extra money at the fair. Increase in one of Athletics, Brawn, Craft (any) or Musicianship. Gain 1000Cr.

11-15. Go hunting. Increase in one of Track, Survival, Drive, Ride or Navigation.

16-25. The town gets caught in the middle of a war zone. Lose 1000Cr. Your choice: Increase a Combat Style, gain the Passion Hate (Invaders) and gain an enemy or Increase First Aid, gain the Passion Loyalty (Ally) and gain an Ally.

26-35. Work is plentiful. Increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Rural Origin: Jaffa

A desert community. It could be anything from a village of desert people to a den of scum and villainy. Survival is difficult and causing trouble is always avoided.

Standard Skills: Brawn, Drive, Endurance, Customs, First Aid, Locale, Perception, Ride and pick one Combat Style.

Professional Skills: (Choose 3) Mechanics, Comms, Gambling, Knowledge (any), Navigate, Track, Survival (Desert), Pilot (Flyer).

Life Events

01. A stranger unlocks your psionic potential. Gain psionics.

02-03. You find a strange artefact in the desert sands. It may be anything of the GMs choosing. Cybernetics, a wandering robot, Q Tech or something alien.

04-06. Caught in a sand storm! Roll Drive or Ride. Success: Increase Navigation. Failure: Increase Survival(Desert).

07-10. You take advantage of an unexpected opportunity. Increase in one of Pilot(Flyer), Gambling, Track or Brawn. Gain 3000Cr.

11-15. Take your speeder out to shoot dirt bats. Increase in your choice of Combat(Gunnery), Drive (Speeder), Perception or Navigation.

16-25. Raiders attack! Gain the Passion Hate (Raiders). Lose 1000Cr. Your choice: Increase a Combat Style and gain an enemy or increase First Aid and gain a contact.

26-35. You found some good hard work. Increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Rural Origin: Warehouse 68

This is a floating algae farm in the middle of a lake, ocean or Waterworld. Visitors are almost unheard of.

Standard Skills: Brawn, Boating, Endurance, Locale, Pilot (Submersibles), Swim, Willpower and pick one Combat Style.

Professional Skills: (Choose 3) Knowledge (Agriculture), Science (Botany), Commerce, Mechanics, Seamanship, Survival (Sea), Electronics, Navigation.

Life Events

01-03. Sea creature attacks! You distinguish yourself defeating it. Increase in each of Combat Style, Boating, Swim, and Seamanship. Also, gain a 2000Cr reward.

04-06. Storms at sea. Roll Boating. Success: Increase Seamanship. Failure: Increase Swim.

07-10. You increase labour efficiency. Gain 2000Cr reward and increase in one of Commerce, Knowledge (Agriculture) or Science (Botany)

11-15. You like to explore when you can. Increase in your choice of Boating, Seamanship, Navigation or Pilot (Submersibles). Increase in Swim. Gain Passion: Explorer.

16-25. Corporate layoffs. Lose 1000Cr. Live off the sea until things pick up again. Increase Survival (Sea).

26-35. There's plenty to keep everyone busy. Increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase in a Standard Skill.

Rural Origin: Ironden

This could be anything from a small underground group of survivors to a mining colony.

Standard Skills: Athletics, Brawn, Conceal, Endurance, First Aid, Locale, Perception and pick one Combat Style.

Professional Skills: (Choose 3) Knowledge (Mining or Geology), Engineering, Demolitions, Mechanics, Electronics, Commerce, Craft (any), Survive (Underground).

Life Events

01-03. Find a buried artefact. Nobody knows what it could be (except the GM).

04-06. Cave in! Roll Endurance. Success: Increase Brawn. Failure: Increase First Aid. Gain Passion: Cleithrophobia.

07-10. It's the motherlode! Gain 1d6x10,000Cr and increase in one of Knowledge (Mining), Knowledge(Geology), Commerce or Demolitions. Gain the Passion Greed.

11-15. You work hard in this place. Increase in one of Mechanics, Electronics, Knowledge (Geology) or Engineering.

16-25. The vein ran dry. Lose 1000Cr. Increase Conceal.

26-35. The ore must flow. Increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Rural Origin: Mosek Uhn

A primitive jungle village or a hidden rebel base.

Standard Skills: Athletics, Brawn, Boating, Dance, Evade, Locale, Perception, Swim, First Aid and pick one Combat Style.

Professional Skills: (Choose 3) Acrobatics, Craft (any), Knowledge (any), Language (any), Survival (Rainforest), Musicianship, Navigation.

Life Events

01. An old hermit who lives nearby unlocks your psionic potential. Gain psionics. Increase Influence (the locals are impressed).

02-03. Deep in the jungle, you find a lost ancient artefact. You and the GM should devise what it is.

04-06. King of the forest. Survive a beast attack. Roll Combat Style. Success: Increase Acrobatics. Failure: Increase First Aid.

07-10. You like to explore. Increase in one of Navigation, Survival (Rainforest), Swim or Boating. Gain the Passion Explorer.

11-15. You excel at the tribal festivals. Increase in your choice of Acrobatics, Athletics, Dance or Musicianship.

16-25. Tribal Warfare. Gain Hate (Tribe). Your choice: Increase Combat Style and gain an enemy or Increase Evade and lose a contact.

26-35. Peace and harmony with nature. Gain Loyalty (Homeworld). Increase in any one Cultural Professional skill.

36-50. Gain a contact. Increase a Standard Skill.

Rural Origin: Home

This is a new colony on a strange, unexplored world.

Standard Skills: Athletics, Brawn, Drive, First Aid, Locale, Perception, Willpower and pick one Combat Style

Professional Skills: (Choose 4) Commerce, Knowledge (Agriculture), Comms, Craft (any), Mechanics, Electronics, Medicine, Engineering, Navigation, Survival (any).

Life Events

01-03. Signs of an ancient civilisation are found. Gain an alien artefact of the GMs devising.

04-06. It's a harsh new world. Roll Athletics. Success: Increase Survival (any). Failure: Increase First Aid.

07-10. You hit on an idea to improve living conditions. Increase in either Engineering, Craft (any), Commerce or Knowledge (Agriculture).

11-15. You are picked to lead an exploration team. Increase in either Locale, Navigation, Survival (any) or a Combat Style.

16-25. Crop failure! Desperate times require desperate measures. Either increase a Combat Style and gain an Enemy or increase Willpower and lose a contact.

26-35. The colony flourishes. Increase in any two Cultural Professional skills. Gain the Passion Loyalty (Colony).

36-50. Gain a contact. Increase a Standard Skill.

Rural Origin: Penal Colony

This remote location either houses prisoners or slaves – or both. If you choose this for your starting culture, your career choices are limited to Inmate (born slave), or Keeper (Bounty Hunter, Detective, Official, Mercenary, Merchant, or Priest.) This Life Event Table has two sets of results, one for Inmates and one for Keepers.

Standard Skills: Brawn, Conceal, Deceit, Endurance, Unarmed, Locale, Insight, Stealth, Willpower.

Professional Skills: (Choose 3) Gambling, Knowledge (Geology), Knowledge (Mining), Knowledge (Agriculture), Sleight, Track, Survival (any).

Life Events

01-03. Prison break! Inmates roll Stealth. Success: Escape this place. Replace this Origin template with a new Origin and replace the Inmate career with a new career of your choice. Failure: Get hard labor. Increase Brawn. Keepers roll Insight. Success: Capture escapees. Increase Track. Gain 3000Cr. Failure: Find out they escaped after it's too late.

04-06. Raiders attempt to break out prisoners. Inmates roll Unarmed. Success: Replace this Origin template with a new Origin and replace the Inmate career with a new

career of your choice. Failure: Hard labor. Increase Brawn. Keepers roll Combat Style. Gain the Passion Hate (Raiders). Success: Repel the raid. Increase Insight. Failure: Give chase to the escapees. Increase Track.

07-10. Inmates increase in one of Gambling, Conceal, Sleight or Deceit. Keepers Increase in one of Gambling, Knowledge (Geology), Knowledge (Mining) or Knowledge (Agriculture).

11-15. Inmate: You are released. Replace this Origin template with a new Origin and replace the Inmate career with a new career of your choice. Keeper: Gain a contact. Increase one of Insight, Deceit, Stealth or Willpower.

16-25. Hostage crisis! Inmates and Keepers must choose: Increase Deceit and gain an enemy or increase Willpower and lose a contact. Keepers gain the Passion Hate Criminals.

26-35. Hard labor. Inmates increase Brawn. Gain the Passion Hate (Authority). Keepers increase in any one Cultural Professional skill and gain 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.



Rural Origin: Archangel

This could be a polar research station or a base on an ice planet.

Standard Skills: Athletics, Brawn, Endurance, Willpower, Locale, Drive (Crawler), Insight, First Aid.

Professional Skills: (Choose 3) Gambling, Pilot (Flyer), Navigation, Knowledge (Mining), Mechanics, Electronics, Survival (Cold), Comms.

Life Events

01. A horrifying creature destroys the community. You alone survive. Increase in Athletics, Brawn, Survival (Cold) and one Combat Style. Discard this Origin and choose a new one. Gain the Passion Hate (Creature).

02-03. Buried beneath the ice you discover an ancient crashed starship. Gain an alien artefact of the GMs devising.

04-06. Blizzard! Roll Endurance. Success: Increase Survival (Cold). Failure: Increase First Aid.

07-10. Too much time on your hands. Increase Gambling, then roll Gambling. Success: Gain 2000Cr. Failure: Lose 2000Cr.

11-15. There's lots of work to be done. Increase in either Mechanics, Electronics, Comms or Knowledge (Mining).

16-25. The resupply craft never arrived. Desperate times require desperate measures. Either Increase in one Combat Style and gain an enemy or increase Willpower and lose a contact.

26-35. Just another day choosing between moose burger or caribou dog. Increase in any one Cultural Professional skill and 1000Cr.

36-50. Gain a contact. Increase a Standard Skill.

Career Life Event Tables

Some Careers list additional Professional skills that are available such as Survival (Space) and the optional Professional skills of Vacc Suit and Zero-G. The GM may ignore the optional skills if they so desire. Alternatively, they may give out one of those skills in addition to the normal 3 skills available.

Agent

51-65. You are assigned to counter-intel duties. Increase in either Insight or Streetwise.

66-75. Infiltrate a crime organisation, foreign nation or rival corporation. Increase in any Career Professional skill.

76-85. An operation goes sour. To protect your cover you must either increase Deceit and lose a contact or increase a Combat Style and gain an Enemy.

86-90. You are assigned to advanced training. Increase in either Streetwise, Stealth, Disguise or Sleight. Gain the Passion Loyalty (Organisation).

91-94. You expose a mole within the organisation. Gain 1d6x-1000Cr starting money and increase in either Insight, Perception, Track or Streetwise.

95-97. Assassins! Role Stealth. Success: Increase Disguise. Failure: Increase a Combat Style.

98-99. You are given a cybernetic implant(s) to help you carry out your missions. This can be Q Tech at the Game Master's option.

00. You are trained in psionics. Gain a psionic talent.

Belter

Additional Professional skills: Vacc Suit, Survival (Space).

51-65. You contract to a mining ship. Increase in either Mechanics, Gambling, Demolitions or Knowledge (Mining). Gain a contact.

66-75. Strike a rich vein. Increase in any one career Professional skill. Gain 1000Cr.

76-85. Vein runs dry. Lose 1000Cr. During tough times, the beltters band together. Either increase Science (Geology) and gain a contact or increase Brawn and gain an ally.

86-90. Pirates raid! Gain the Passion Hate (Pirate Gang). Increase in both Pilot (Starship or Shuttlecraft) and one Combat Style. Lose 2000Cr.

91-94. Rich strike! Gain 1d6x1000Cr and increase in either Science (Geology), Knowledge (Mining), Demolitions or Commerce.

95-97. Meteor shower! Roll Willpower. Success: Increase Vacc Suit. Failure: Increase Survival (Space or Underground).

98-99. Workers rebellion! Increase in Demolitions, Pilot (any), Commerce AND Willpower. Gain the Passion Hate (Corporation).

00. Motherlode! You hit a vein so rich you were able to buy your own mining ship. Gain the Passion Greed.

Bounty Hunter

Additional Professional skills: Vacc Suit, Zero-G, Survival (Space), Sensors.

51-65. You establish an intelligence network. Gain a contact and increase in either Bureaucracy, Streetwise, Culture (any) or Commerce.

66-75. Bring in a bounty. Gain 2000Cr and increase in one Career Professional skill.

76-85. Run into an ambush. Roll Perception. Success: Increase to a Combat Style and gain an Enemy. Failure: Increase Evade, gain the Passion Hate (Criminals) and lose a contact.

86-90. Bring in a big bounty. Gain 1d6x10,000Cr and increase in either Streetwise, Track, Stealth or Perception.

91-94. The hunter becomes the hunted. Increase in either Pilot (any), Combat Style (Gunnery), Sensors or Combat Style (any)

95-97. The job takes you to some strange places. Increase in either Bureaucracy, Culture (any), Streetwise or Survival (any)

98-99. A bounty you bring in has some interesting loot. Gain an advanced weapon or an implant of the GM's choice.

00. You bring in a famous criminal and get to claim their starship. Gain a starship size 10 or less and gain an Enemy.



Colonist

51-65. Planetary exploration. Gain a contact and increase in either Navigation, Survival (any), Locale or Athletics.

66-75. Everyone pitches in as a team. Increase in any one Career Professional skill.

76-85. Tough times come and go. Tough people last it out. Either increase Track and gain a contact or increase Survival (any), gain the Passion Loyalty (Ally) and gain an ally.

86-90. Making a better life for everyone. Increase in either Commerce, Knowledge (Agriculture), Craft (any) or Pilot (any).

91-94. You encounter predatory alien creatures. Increase to one Combat Style and increase Track.

95-97. Harvest fails. Increase Knowledge (Agriculture) or Survival (any). Gain an ally.

98-00. The colony declares independence. Increase in each of Combat Style (any), Pilot (any), Commerce and Mechanics.

Criminal

51-65. Work for a crime lord. Increase in either Combat Style (any), Stealth, Lockpicking or Streetwise. Gain a contact.

66-75. Crime pays. Gain 2000Cr. Increase in a Career Professional skill.

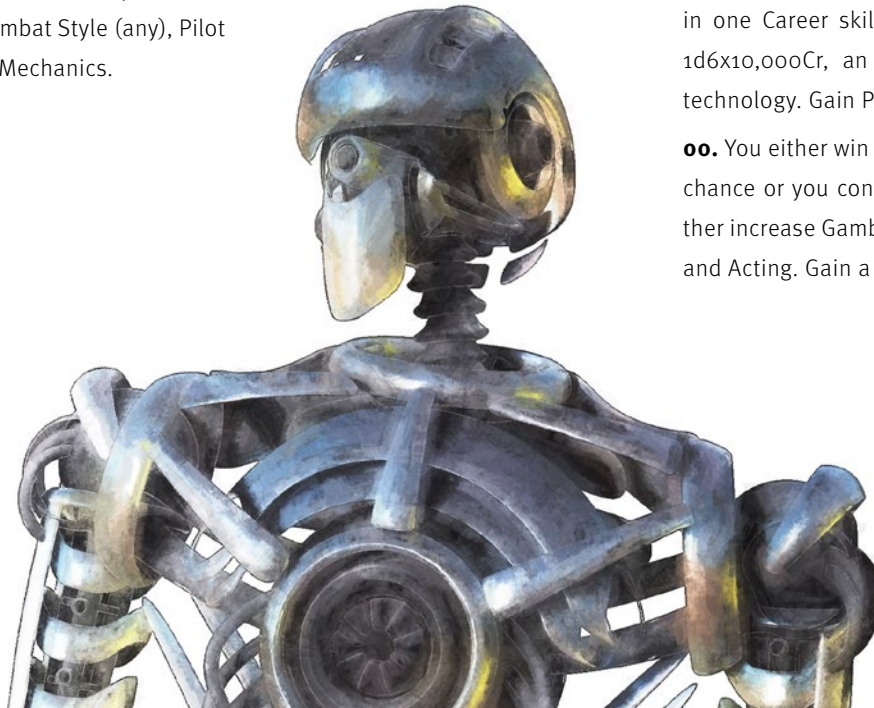
76-85. No honour among thieves. Roll Insight. Success: Increase Deceit and gain 1000Cr. Failure: Increase Streetwise and lose 1000Cr.

86-90. You make a big score. Gain 2d6x1000Cr and Increase in either Acting, Commerce, Gambling or Lockpicking.

91-97. You get snitched out. Gain the Passion Hate (Snitch). One of your contacts becomes an enemy. Lose all your starting money. Discard your Origin for Penal Colony. Discard your Career for Inmate.

98-99. Pull off a legendary heist! Increase in one Career skill. Gain your choice of 1d6x10,000Cr, an artefact or advanced technology. Gain Passion Thrillseeker.

00. You either win a starship in a game of chance or you con someone out of it. Either increase Gambling or increase Deceit and Acting. Gain a starship size 9 or less.



Detective

51-65. Get law enforcement training. Increase in one Career Professional skill.

66-75. Solve a minor crime. Increase in either Research, Streetwise, Bureaucracy, or a Combat Style.

76-85. Go deep cover. Gain a contact. Increase in Disguise and Streetwise.

86-90. Solve a major crime. Get promoted or rewarded. Gain 2000Cr. Increase in either Influence, Insight or Research. Gain an ally.

91-94. Foil a major criminal conspiracy. Gain an enemy. Increase in Research and Streetwise.

95-97. Drug bust! Roll Streetwise. Success: Increase Disguise. Failure: Increase a Combat Style.

98-99. A criminal tries to bribe you. Do you take the bribe and gain an advanced technology or refuse the bribe, gain the Passion Upholds the Law and increase Influence and Bureaucracy?

00. Impound Rights. Your investigation sends a crime lord to prison for life. By law, his personal starship is now yours. Gain an enemy and a starship size 9 or less.

Diplomat

51-65. Sent as an ambassador to a foreign power. Replace your current Origin with a new one. Increase in one Career Professional skill.

66-75. Successful negotiations. Increase in either Oratory, Courtesy, Bureaucracy or Politics.

76-85. Talks break down. Either increase Influence and gain a contact or increase Deceit and gain an enemy.

86-90. You get sent on a secret mission. Replace your current Origin with a new one. Increase in either Deceit, Culture (any), Language (any) or Perception.

91-94. You are instrumental in ending a conflict. Gain an ally, gain the Passion Loyalty (Ally) and increase in one Career Professional skill.

95-97. You are taken hostage. Increase Insight. If you have already discarded your starting Origin, place it back. You are freed and returned home. Gain the Passion Hate (Kidnappers) or the Passion Loyalty (Kidnappers).

98-00. Your ruler gives you advanced technology to assist you in your duties. This could be Q Tech, cybernetics, a robot or something of your GM's devising. Gain the Passion Loyalty (Homeworld or Ruler).

Gambler

Special : After each Life Event roll Gambling. Success: Gain 1000Cr. Failure: Lose 1000Cr.

51-65. You gotta make a buck. Increase in either Commerce, Gambling, Streetwise or Sleight

66-75. Lady Luck smiles on you. Gain the Passion Gambling Addict. Gain 1000Cr and Increase in one Career Professional skill.

76-85. Your luck runs dry. Find another place to game. Lose 1000Cr and roll Willpower. Success: Increase Research. Failure: Lose another 1000Cr and increase Bureaucracy.

86-90. You know when to hold 'em. Gain 1d6x1000Cr. Choose to either increase Sleight and gain an enemy or increase Gambling and gain a contact.

91-94. You should have known when to fold 'em. Increase in either Athletics, Perception, Locale or Streetwise. Roll Sleight or lose 1d6x1000Cr.

95-97. Time to pay up. Increase in either Acting or Gambling then roll that skill. Success: You avoid disaster. Failure: Go to debtor's prison. Lose all starting money. Discard your Origin and replace it with Penal Colony. Discard this Career and replace it with Inmate.

98-99. You win a huge hand. Gain 30,000Cr and an artefact or advanced technology. Gain the Passion Gambling Addict.

00. Winner winner, stardust dinner! You win a starship size 9 or less. Gain an enemy.

Journalist

51-65. Work hard at improving your craft. Increase in one Career Professional skill.

66-75. You get published! Increase in either Research, Oratory, Politics or Bureaucracy. Gain 1000Cr.

76-85. Competition to break a story is fierce. Either increase Streetwise and gain a contact or increase Deceit and gain an enemy.

86-90. You break a major story. Gain an ally. Gain the Passion Loyalty (Ally) Gain 2000Cr. Increase Influence.

91-94. You expose a government cover-up. Gain an enemy and an ally. Gain Loyalty (Ally). Increase in one Career Professional skill. Roll Influence. Success: You avoid retaliation. Failure: You become a political prisoner. Replace your Origin with Penal Colony. Replace this career with Inmate. Lose all starting money.

95-97. Somebody wants you to stop nosing around. Roll Research. Success: Increase Streetwise. Failure: Increase Insight.

98-99. You blow the lid off a story that causes civil unrest. Increase Politics, Bureaucracy, Oratory and Influence.

00. You win the highest award for journalistic excellence. Gain an ally, a contact, increase Influence and gain 5000Cr. Gain the Passion Loyalty (Ally).

Engineer

Additional Professional skills: Vacc Suit, Survival (Space).

51-65. Work your way up the ladder. Increase in either Engineering, Mechanics, Electronics or Computers.

66-75. Make a little money on the side. Gain 1000Cr and Increase in either Commerce, Craft (any), Influence or Gambling.

76-85. Get laid off. Lose 1000Cr and either increase Brawn and gain a contact or increase Streetwise and lose a contact.

86-90. You help design state of the art technology. Increase Engineering, or at the GMs discretion: Science (Cybernetics), Science (Q Tech) or Science (Robotics). Gain 3000Cr.

91-94. Major engine failure. Roll Engineering. Success: Increase Mechanics. Failure: Increase Vacc Suit or Survival (Space).

95-97. Pirates attack the ship you're on. Gain the Passion Hate (Pirate Gang). Increase to either Mechanics or Electronics.

98-00. Help reverse engineer alien technology. Increase in three Career Professional skills.

Medic

51-65. Get advanced medical training. Increase in one career Professional skill or First Aid.

66-75. Make a little money on the side. Gain 1000Cr. Increase in either Commerce, Craft (any), Influence or Research.

76-85. Disaster relief. Gain a contact and increase in either First Aid, Medicine, Knowledge (any) or Science (Astrobiology).

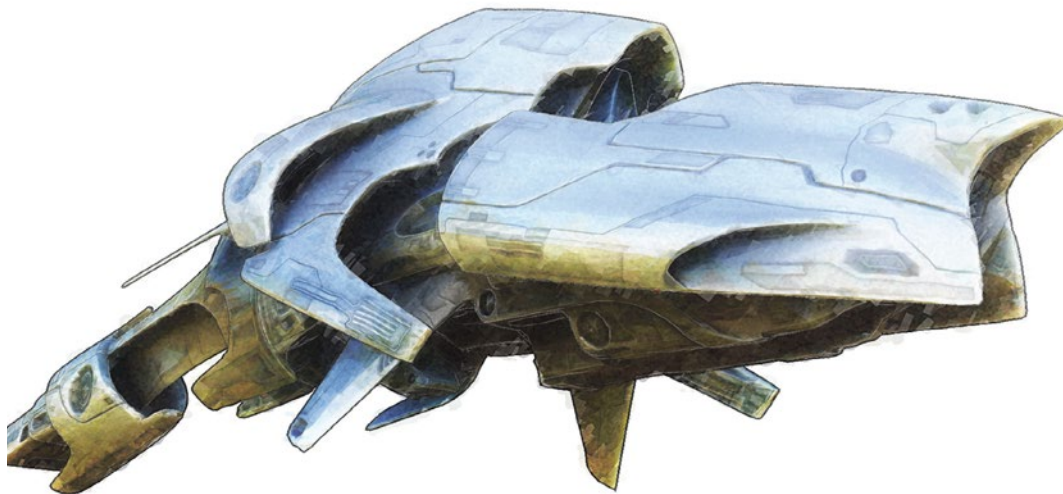
86-90. Save the life of a powerful person. Gain an ally. Increase Medicine.

91-94. Quarantine! Roll Research. Success: Increase in either Science (any), Knowledge (any) or Medicine. Failure: Increase First Aid.

95-97. Win an award in medical science. Gain a contact and increase Influence.

98-99. Get assigned to work on a top-secret project. Increase Medicine, Knowledge (Biology), Science (Astrobiology) and Science (Cybernetics).

00. A medical breakthrough makes you rich enough to afford your own medical lab.



Mercenary

Additional Professional skills: Survival (Space), Vacc Suit, Zero-G.

51-65. Get advanced military training. Increase in either Knowledge (Strategy and Tactics), Combat Style (any), Combat Style (Gunnery), or Unarmed.

66-75. Tour of Duty. Gain 1000Cr. Increase to one Career Professional skill. Replace your current Origin with another for the next Life Event roll, then return to this Origin.

76-85. You win some, you lose some. Gain 1000Cr. Roll a Combat Style. Success: Increase Knowledge (Strategy and Tactics). Failure: Increase Survival (any).

86-90. Advanced Boot Camp. Increase in either Athletics, Brawn, Endurance or Survival (any).

91-94. You save your unit. You get a promotion or reward. Gain 4000Cr. Increase to one Career Combat Style (including Unarmed or Gunnery)

95-97. Civilians get massacred. If you blow the whistle, increase Oratory, gain an enemy and choose a new Career Life Event template as your mercenary career is over. Gain the Passion Hate (Military responsible). If you remain quiet, get assigned to a boring desk job until the incident blows over and increase Gambling. Gain the Passion Loyalty (Unit).

98-99. Your unit is given cybernetic upgrades. Gain a cybernetic module or Q Tech of the GMs choosing. Gain the Passion Loyalty (Unit).

00. You plunder the battlefield. Gain advanced armour and weaponry.

Merchant

51-65. Ply your craft. Increase in one Career Professional skill or Influence.

66-75. Get a lucrative trade contract. Gain 2000Cr and increase in either Commerce, Influence, Bureaucracy or Streetwise.

76-85. You get robbed! Gain the Passion Hate Criminals. Lose 2000Cr. Increase Insight.

86-90. You open a new trade route. Increase in either Pilot (any), Astrogation, Commerce or Bureaucracy.

91-94. Do you make a shady deal? Either increase Deceit and gain an enemy or increase Streetwise and gain a contact. Either way, gain 3000Cr.

95-97. Pirates attack! Gain the Passion Hate (Pirate Gang). Increase Pilot (any) or Astrogation. Roll Deceit. Success: Lose 1000Cr. Failure: Lose 3000Cr.

98-99. Hard work pays off. Gain 20% ownership in a merchant starship size 9 or less each time you roll this result.

00. Shrewd bargaining makes you rich. Gain full ownership of your own merchant starship size 9 or less.

Official

51-65. Working your way to the top. Increase in one Career Professional skill.

66-75. Graft and corruption a.k.a. business as usual. Gain 3000Cr. and increase in either Bureaucracy, Deceit, Commerce or Politics.

76-85. Your faction falls out of favour. You have to survive the shifting tides of power. Lose 3000Cr greasing wheels. Roll Politics. Success: Increase Influence and gain an ally. Failure: Increase Willpower and lose a contact.

86-90. You gain a position of moderate power. Gain 1d6x1000Cr. Increase in either Influence, Bureaucracy, Politics or Courtesy.

91-94. War ravages your land. Increase in either Oratory, Insight, Knowledge (any) or Influence. Gain the Passion Loyalty (Homeland).

95-97. You gain a position of great power. Gain 1d6x1000Cr. Increase Influence and increase one Career Professional skill.

98-00. You rise to the top of the political food chain in your Origin. Gain estates and properties appropriate to your station. Gain the Passion Lust for Power.

Priest

51-65. Spread the word to the masses. Increase in a Career Professional skill.

66-75. Take a sacred pilgrimage or perform a holy ritual. Increase in either Research, Influence, Willpower or Courtesy. Gain the Passion Devotion (Religion).

76-85. Scandal rocks the church! Either increase Politics and gain a contact or increase Deceit and gain an ally and the Passion Loyalty (Ally).

86-90. Your following grows. Gain 2000Cr and Increase in either Knowledge (any), Culture (any), Bureaucracy or Oratory.

91-94. You convert a wealthy patron. Gain 6000Cr. Increase in either Bureaucracy or Politics.

95-97. The masses suffer a crisis of faith. Roll Oratory. Success: Increase Influence. Failure: Replace your current Origins with a new one as you are tarred, feathered and driven out. Increase Insight and gain the Passion Hate (Original Origin).

98-99. You write a book (on theology, philosophy or self-help). Gain 1d6x10,000Cr. Increase Research or Influence.

00. Your religion is exposed as a fraud. You must replace your Origin and Career. Lose all starting money.



Scholar

51-65. You study at the local learning institute. Increase in a Career Professional skill.

66-75. You get paid to teach. Gain 1000Cr and increase Teach. Increase in either Research, Knowledge (Primary) or Knowledge (Secondary).

76-85. You have the opportunity to steal a rivals research. Either increase Influence and gain an enemy or increase Willpower.

86-90. You make an amazing discovery. Increase in either Research, Knowledge (Primary), Knowledge (Secondary) or Insight.

91-94. Your expertise gets you a speaking tour. Gain 2000Cr and increase Oratory and Teach.

95-97. Anti-Intellectuals rise to power. You protect your knowledge from those who would keep the masses ignorant. Increase to Perception and Insight. Gain the Passion Hate (Fascists).

98-99. Your research leads you to unexpected wealth. At GM's discretion, you discover an item pertinent to your area of expertise, Q Tech or the location of a lost treasure. Alternatively, you could purchase cybernetic mods or robotics.

00. You discover something that could shake the foundations of society and change life as people know it. Powerful enemies want you dead and the secret buried with you. Replace this Origin with another and replace your Career with another. What is this secret?

Scout

Additional Professional skills: Vacc Suit, Zero-G, Survival (Space).

51-65. Survey or explore the galaxy. Increase in one Career Professional skill. Replace your current Origin with a new one. Gain the Passion Explorer.

66-75. Take advanced training. Increase in either Astrogation, Combat Style (Gunnery), Pilot (Starship) or Sensors.

76-85. In space, no one can hear your blasters. Gain the Passion Hate (Enemy). Roll Perception. Success: Increase one Combat Style and gain an enemy. Failure: Increase Medicine and lose a contact.

86-90. Explore weird new worlds. Increase in either Athletics, Swim, Navigation or Survival (any). Replace your current Origin with a new one. Gain the Passion Explorer.

91-94. Meet exotic cultures. Increase in either Stealth, Culture (any), Track or one Combat Style. Gain a contact.

95-97. Pirates attack your ship. Increase in Pilot (Starship), Sensors, Comms AND Combat Style (Gunnery). Gain the Passion Hate (Pirate Gang).

98-99. Discover lost civilisations. Gain an ancient artefact or alien technology of the GMs devising.

00. Find a derelict ship and claim it as your own. Gain a starship size 9 or less.

Smuggler

Additional Professional skills: Vacc Suit, Zero-G, Survival (Space).

51-65. Work the trade routes. Increase a Career Professional skill. Gain a contact.

66-75. Crime pays. Increase in either Conceal, Deceit, Streetwise or a Combat Style. Gain 4000Cr.

76-85. Didn't anyone tell you smuggling was dangerous? Either dump your cargo or try to smuggle it right under the authorities' noses. Dump and run: Lose 5000Cr. Gain the Passion Hate (Law Enforcement). Try to smuggle it right under their noses: Roll Conceal. Success: Increase Deceit and Conceal. Failure: Discard your Origin and replace it with Penal Colony. Replace your Career with Inmate. Lose 7000Cr. Gain the Passion Hate (Law Enforcement).

86-90. Extra valuable cargo. Gain 1d6x1000Cr. Increase in either Commerce, Conceal, Deceit or Streetwise.

91-94. Everybody wants a cut. Bribe the authorities. Increase in either Commerce, Bureaucracy, Streetwise or Customs (any). Gain a contact.

95-97. Pirates attack! Increase in Pilot (any), Sensors, Combat Style (Gunnery) and Astrogation. Gain the Passion Hate (Pirate Gang).

98-99. You smuggle mercenaries into a hostile area. Gain an ally. Gain the Passion Loyalty (Ally). Gain a technological upgrade to one of your personal belongings of GM's choosing. This could be cybernetics, a personal force field or a better weapon for example.

00. Mutiny! You defend your captain or lead the mutineers. Roll your Influence. Success: Lead the mutiny and capture the ship. Gain a size 10 or less Starship. Failure: Betray the mutineers and protect your captain. Increase a Combat Style and Deceit.

Starship Pilot

Additional Professional skills: Survival (Space), Vacc Suit, Zero-G.

51-65. You find work on a starship. Increase in one Career Professional skill. Discard your current Origin and replace it with another.

66-75. You take advanced training. Increase in either Pilot (any), Astrogation, Sensors or Comms.

76-85. Space combat! Gain the Passion Hate (Enemy). Gain an enemy. Roll Pilot (Starship). Success: Increase Combat Style (Gunnery). Failure: Increase Mechanics and lose a contact.

86-90. You visit strange new worlds. Increase Streetwise. Gain a contact. Discard your current Origin and replace it with another.

91-94. You meet exotic cultures. You can either Increase Culture (any) and gain a contact or increase Combat Style (Gunnery) and gain an enemy.

95-97. Repel boarders! Gain the Passion Hate (Boarders). Increase Zero-G, Vacc Suit and Survival (Space) at GMs discretion. Increase a Combat Style.

98-99. You take part in a major space battle. Gain the Passion Hate (Enemy). Gain an Enemy. Increase in Pilot (Starship), Combat Style (Gunnery), Mechanics AND Sensors.

00. You gain a starship size 10 or less. Did you find it floating dead in space? Did you claim it in battle? Did you take it in a mutiny?

Thief

51-65. Staying alive. Increase in a Career Professional skill. Gain a contact.

66-75. Commit a burglary. Increase in either Stealth, Lock-picking, Sleight or Electronics. Gain 1000Cr.

76-85. No honour among thieves. Either increase a Combat Style and gain an enemy or increase Deceit and lose a contact.

86-90. Pull off a con job. Increase Acting and Disguise. Gain 3000Cr.

91-94. Crime doesn't pay. Roll Disguise, Deceit or Streetwise. Success: Avoid arrest. Failure: Replace the current Origin with Penal Colony and replace your Career with Inmate. Lose all starting money.

95-97. Crime does pay. Gain 1d6x1000Cr. Increase in two of the following skills: Commerce, Streetwise, Perception, Combat Style.

98-99. You steal something of the GM's choosing. This could be Q Tech, robotics, cybernetics, advanced technology, advanced weaponry or stealth technology.

00. You pull off a legendary heist. Gain the Passion Thrillseeker. Gain 1d6x100,000Cr. If a later Life Event should cause you to lose all starting money, roll Conceal. Success: You retain the money you gained on this heist hidden away somewhere. Failure: A contact becomes an enemy and steals this money. Gain the Passion Hate (Ex-Contact).

Inmate

This career template is only used while in the Penal Colony.

51-65. Typical daily routine. Increase Gambling, Survival (Prison), Conceal or Unarmed. Gain a contact.

66-75. Get light duty. Increase in either Insight, Willpower, First Aid or Locale.

76-85. Hard labor. Increase Brawn.

86-90. You served your time or somehow managed to win your freedom. Replace Penal Colony with another Origin. Replace Inmate with your old Career or a new one.

91-94. Inmate uprising. Increase Unarmed. Roll Stealth. Success: Escape in the chaos. See Life Event 86-90. Failure: Get caught trying to escape. From now on, all rolls of 86-90 become 76-85 instead.

95-97. Good behaviour earns you advanced training. Increase in either Electronics, Mechanics, Computers or Medicine.

98-99. You manage to dig a tunnel and try to escape. Roll Willpower. Success: See Life Event result 86-90. Failure: Get caught trying to escape. From now on, re-roll all rolls of 86-90 on this Life Event table.

00. You become King Rat. Increase Commerce. All rolls to escape from the Penal Colony from now on are made at Easy and ignore the effects of failure. Change all rolls of 76-85 on this table to 66-75.



COMPUTERS AND HACKING

Computers are everywhere in science fiction. But their roles vary widely. In some settings, computers take centre stage, in others they work silently in the background. The M-SPACE core rules took the latter approach, mostly hiding those machines from sight. Here, computers are brought into a bit more focus.

Computers

In most sci-fi, computers control all technical devices. Most of the time they just work. But at times, PCs want to manipulate a computer beyond what is considered regular usage.

For everyday tasks, the players do not make any skill rolls. But when by-passing security, searching for hidden information or trying to manipulate a system, the Computers skill is used. In some cases, Electronics, Mechanics, Sensors or Science (Robotics) might be used as well.

Most computers are defined by two stats:

- » **INT Rating. 1-25+.** The complexity of the computer. The value is roughly equivalent to the INT characteristic.

- » **Security Level.** Contains two values: Level and Difficulty. Level is measured between 1 and 20+. Difficulty is measured as a percentage. The Security Level is written as 5/30%. Modules add extra functionality to a computer. A security system might have a few Sensor Modules, while a personal digital assistant might have a Skill Pack with Knowledge (Psychology), Insight and Bureaucracy. Unlike robots, Modules can be distributed over large areas, as long as communications are good – and uninterrupted.

The size of the computer itself will rarely matter, but generally an INT Rating of 5 requires a minimum of 1 Module. This is guideline, however, not a hard and fast rule.

For computers that take on wider roles in a scenario – similar to an NPC – the GM can create a full character. Use the rules on robots, ignore the bodywork and combine Modules to increase the systems' abilities.

INT Rating & Built-In Abilities

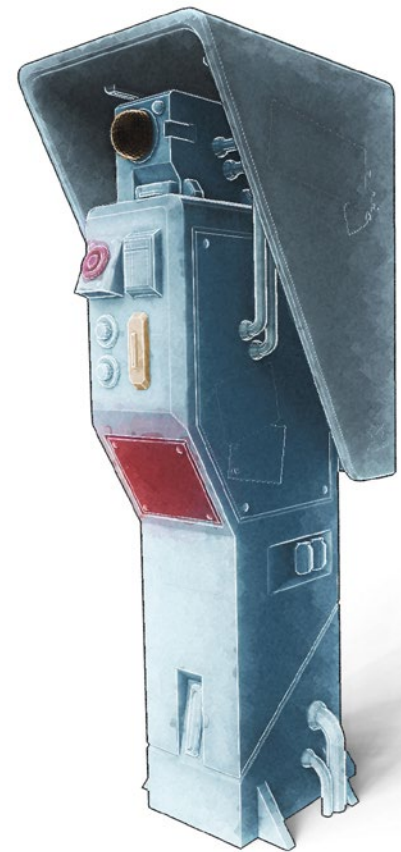
INT 5 Limited. Regular computers with limited AI. Might understand spoken commands (if Language skill is added), but has no social abilities unless they have Knowledge (Psychology). Some only have Language (Code). Used in homes, vehicles, warehouses, shops, industries. Cost: 200 Cr

INT 10 Regular AI. A regular computer with AI. Handles regular language and social interaction. Might be sentient. Used in starships, corporations, complex manufacturing and small space stations. Cost: 5000 Cr

INT 15 Sentient Expert. A computer at this level is a perceptive and well-trained machine used for complex tasks. Used by governments, universities, large corporations, armed forces, security companies and space stations. Cost: 20 000 Cr

INT 20 Super-Computer. Rare research or military super-computers. Built to order for unique clients. Cost: 50 000 Cr

INT 25 Rogue AI. At this level, a computer has evolved beyond human understanding. A machine like this cannot be built, but sometimes evolves from a super-computer left unmanaged. Cost: - The INT Rating also represents the maximum number of Skill Switch Modules a computer can hold (see page 32).



* = High Security: Energy reactors, financial services, medical services, insurance companies, civilian starships.

Condition (Optional)

Just like any other technology, computers degrade over time. This is measured by Condition and range from zero to -100. A pristine computer has Condition zero, while a research system in a bombed facility might have Condition -40. Any skill rolls to access the computer are lowered by the same amount.

Legacy Systems

In some high-tech settings, the PCs might deal with outdated computer systems or have to go beyond modern additions into an ancient core.

For every system generation back in time, Computer skill rolls are one Difficulty Grade harder. The negative modifier can be mitigated with Knowledge or Language skills related to the old systems.

Security Level

There are five basic Security Levels.

Level 0. Difficulty 0%. Home.

Level 5. Difficulty 30%. Commercial, Research.

Level 10. Difficulty 50%. High Security*, Law Enforcement.

Level 15. Difficulty 70%. Military.

Level 20. Difficulty 90%. Extreme security.

To run a security system, the computer's INT Rating must be equal to or higher than the Security Level.

Sub-Systems

Sometimes, the GM might want to divide computer systems into various sub-systems. Each of the parts run specific tasks and can have a separate Security Level and even a dedicated computer running it.

This way, some sub-systems can be easy to hack into, while others can be more secure. Various clues or degrees of control can be accessed through the different sub-systems, allowing the GM to reveal information in several steps depending on the PC's actions and skill rolls.

Sub-systems can be compromised in many ways. A hacker might shut them down, feed them incorrect data, overload them or adjust settings slightly to make them less efficient. The GM should reward creative players and help them reach their goals – as long as they are reasonably realistic.

In general, a sub-system compromised by a PC will be detected within 1d6 minutes in high security systems, 1d6 hours for normal security and 1d6 days in low security settings.

Life Support. Facilities in inhospitable environments - everything from arctic habitats to space stations - need a dedicated sub-system for air circulation, purification and storage.

Power Grid. This sub-system controls electricity distribution, power plants and back-up power.

Communications. All communications are handled by this sub-system.

Security & Surveillance. This system runs any surveillance equipment, alarms, ID checks and lock-down procedures.

Engines. For computers controlling starships or vehicles, a separate subsystem handles propulsion. It is often tightly integrated with the Power Grid.

Machinery & Robotic Controls. This sub-system controls any machines, conveyors, cranes, robots and elevators.

Weapon Systems. Controls any weapons, targeting apps and associated bay doors.

Core. The core contains the processors and components needed for the AI's actual intelligence. If the core is damaged or shut down, the computer will stop working.

Personality Subroutine. In most AIs, the personality is embedded in the core. But some models house them in a separate sub-system. This way, a malign personality can be shut down without compromising the computer.

SysInfo. The SysInfo subsystem includes a complete list of all the various parts of the entire system. It may also include blueprints and can be used to get the unique ID on a piece of tech.

Customer Data. For businesses, information on customers is stored here. The amount of detail will vary, from an anonymous payment code to full-blown identities and preferences.

Financial Data. Stores any economic information about a company or person.

Research Data. Universities, R&D departments and research facilities often put their research data on separate systems.

Positional Data. Contains not only the movements of ships or vehicles, but sometimes even individuals and robots.

Personal Logs. This can be anything from a captain's log to a personal diary.

Vault. A digital vault holding extra secure file storage.

Alien Computers

Depending on the setting, all computers might run the same basic systems or each species have developed their own. Most settings end up somewhere in between, with allies adopting similar systems for practical reasons, while outlier species might run their own. To use truly alien systems, use Strangeness as a negative modifier for all Computer rolls.

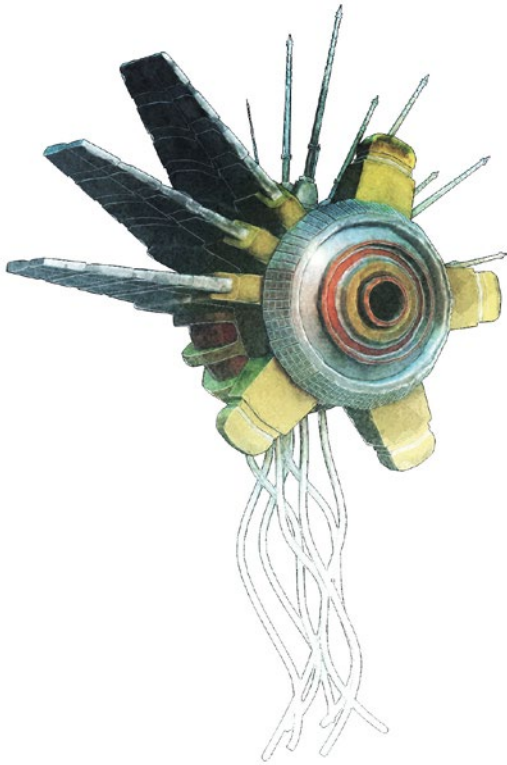
Sample Computers

Standard Security. INT Rating 5. Security Level 5/30%. Modules: Sensor (Sight, Hearing) 4, Skill Switch (Perception 50%).

High Security. INT Rating 15. Security Level 15/75%. Modules: Sensor (Sight, Hearing) 4, Weapon (Damage 2d6) 2, Targeting (+20%) 2, ID Scanner 1, Skill Switches (Perception 75%, Insight 50%, Blaster 50%) 1.

Life Support. INT Rating 10. Security Rating 10/50%. Modules: Filter 1 per person, Sensor (Smell) 1, SysRepair 1.

Military Cybernetic Research. INT Rating 15. Security Level 15/70%. Modules: ID Scanner 1, Compartment (Vault) 10, Skill Switches (Language 75%, Knowledge (Psychology) 50%, Research 30%).



Hacking

Most high-tech systems are possible to hack into. While regular computers might be the most common targets, any robots, vehicles, starships, cybernetic implants or doors are viable as well. Some settings will allow everything to be hacked, while others will be more restrictive. The GM has the final say on how far-reaching the Computers skill should be.

Opposed Rolls

For less important system hacks, use Opposed Rolls. Pitch the character's Computers skill against the difficulty percentage of the Security Level. Highest successful roll wins.

If the character wins, they have breached security. In many cases, the PC will get access to the systems or files they were looking for. For complex setups, important sub-systems or if the PCs don't know exactly what they are looking for, a regular Computers or Research roll might be needed.

If the system wins, security holds. The character can either accept the defeat or ask the GM to enter an Extended Conflict.

If a hacker do not want the intrusion to be noticed, their Computer skill roll is at -20%, -40% or -60%, depending on how stealthy they want to be (or use a Cloak for the same effect without the penalty, see page 84).

Extended Conflict: Hacking

Skill: Computers vs. Difficulty

Pool: The average of INT and POW vs. Security Level.

Round length: 1 Round.

Reduce Security Level by 1d6 for every successful roll. Failure reduces the attacker's Pool by 1d6. A fumble reveals the hacker's identity and location. Or, if the opponent wants, it doubles damage instead. A critical always delivers double damage.

If the system being hacked is reduced to zero, the hacker has breached security. Depending on the situation, they might need further skill rolls (Computers or Research) to find what they are looking for. If the hacker's Conflict Pool is reduced to zero first,

security holds and the hacker is out of options. No new attacks by the same hacker are possible in 1d6 days.

Defending a System

If a hacker wants to protect a system during an ongoing attack, use the following rules:

- » Add one fifth of the defender's INT+POW/2 to the Security Level.
- » Add one fifth of the defender's Computer skill to the system's Difficulty.

Taking a system completely offline is sometimes possible - and will stop any ongoing attacks - but the interconnectedness of most systems is often so extensive that it is impossible, or the side-effects might be too severe.

Hacking Cybernetic Implants

Mods, like most advanced tech, are vulnerable to hacking. The regular rules for hacking are used, but mods in general have high security levels.

The default Security Level is 15/70%. This includes all PC mods, unless the player and GM agree on something else. Classified mods might have a higher default Security Level, for example. To increase the Security Level of a new mod, the cost will increase by 50%. Mods installed by sloppy biohackers will sometimes be more vulnerable. Security Levels of 5/30% or 10/50% are not unheard of, especially for low-level thugs. A skilled hacker will naturally take advantage of this.

When security is breached, a regular Computers or Science (Cybernetics) roll is needed to affect one mod. Examples of Hacking operations include shutting down a mod, trigger a weapon that is retracted or open a compartment to allow attacks to bypass armour.

Hacking Robots

For regular robots and androids, Hacking affects Modules just as for cybernetic implants.

To remove an unwanted mod, like Linkage or Objective, the hacker must first bypass security. With an additional Computers roll, the Module can be safely extracted. A robot cannot perform this operation on itself.

For simple robots, the level of control goes deeper. If security can be bypassed, a hacker will be able to shut down or hijack the machine. How difficult these actions

Revealing a Hacked System

To find out if a system is compromised, make a Computers roll. If the intrusion was performed stealthily, apply the same Difficulty Level to the skill roll that the intruder used.

Hacking Starships & Vehicles

Hacking a vehicle is similar to hacking other tech. To hack into a starship during flight, a tracking device must first be attached. It can be slipped onto a ship beforehand or fired as a torpedo (doing zero damage). Once tracking has been established, a hacker can try to access the ship's systems as for a normal computer.

are depends on the situation. A cleaning robot without an important part to play in a scenario might only require a successful Computers roll to hijack. A well-armed security bot guarding a crime lord, on the other hand, would probably require an Extended Conflict to shut down.



Hacker Gear

Scrambler. Scrambles the attacker's identity and location. With this box activated, fumbles only deal double damage. 5000 Cr. Classified.

Entanglement. With Entanglement enabled, any damage received in an Extended Conflict is soaked up by contingency systems. -1 damage per 5000 Cr. Rare.

SwarmBots. SwarmBots increase the strength of a hacker by recruiting more systems. They can be used in offensive or defensive mode, but only one mode at a time. Skill roll at +/-1% per 1000 Cr. Classified.

Impersonator. An Impersonator lures the attacker deeper into a system to reveal their identity. In the round when an Impersonator is activated, make an opposed roll as normal. If the defender wins, the attacker's true identity and location is revealed. If the attacker wins, they break free from the trap and the conflict continues as before. An Impersonator can only be employed once in an Extended Conflict. Cost: 5000 Cr. Rare.

Cloak. With a Cloak activated during an intrusion, the attacker works in stealth mode. Any tracks left by the intruder are harder to find. When looking for signs of infiltration, apply -20% to any Computers roll. Cost: 5000 Cr per -20%. Classified.

COMBAT

Most of the combat rules in M-SPACE work as normal for robots and cybernetic characters. Read below for updated rules on Special Effects and Combat Actions.

Special Effects

Slash Mod. With this new Special Effect, on a critical, the attacker can specifically target a single mod, regardless of its location, as long as they know where it is placed. If the damage roll is equal to or higher than the location's Hit Points, the mod is non-functional until repaired. The Hit Location only takes 1 Hit Point damage. Can be used both by melee and ranged weapons. Updated Special Effects:

Bash. Hardware robots can use Bash unarmed. The opponent is knocked back 1 metre for every 2 points of damage done.

Bleed. Robots and prosthetics do not suffer from Bleed.

Bypass Armour. Internal armour cannot be bypassed.

Drop Foe. A character with the Surge mod activated will only be incapacitated for 1 Round.

Damage Weapon. Anyone with arms (or, rarely, legs) reinforced with Armour and Structural Integrity can use Damage Weapon when unarmed.

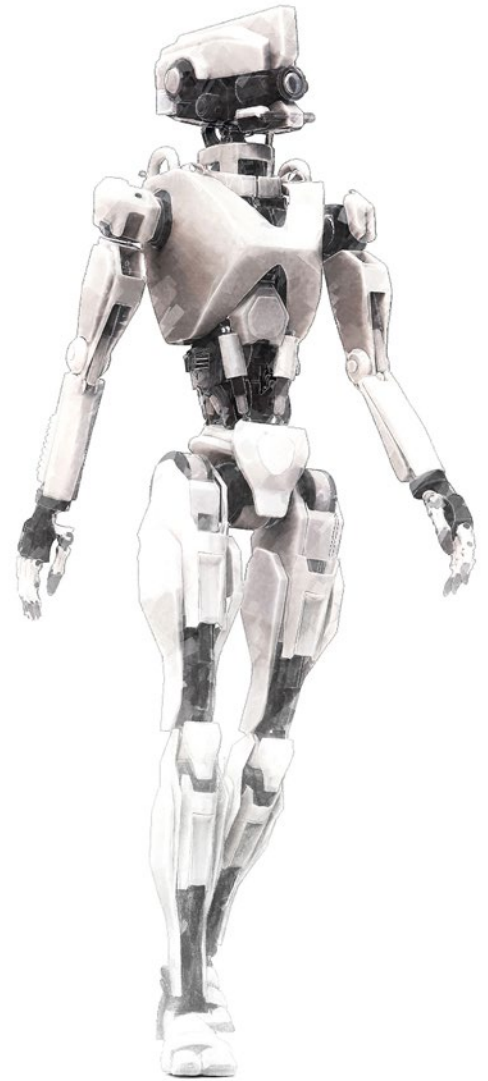
Sunder. Does not affect internal armour.

Unarmed Parry. With arms upgraded with Armour and Structural Integrity, a character can parry without a weapon or shield. Reach: S.

The mods Structural Integrity, Enhance and Armour cannot be damaged with Special Effects. The Modules Linkage and Robotic Laws (and sometimes Objective) will often be placed deep within a robot's body and will not easily be damaged. If you want, use the rules for Core Mods to simulate this.

Combat Actions

Activating a mod, like retracting a weapon or opening a compartment, is a free action.



SCENARIO: ESCAPE ON MOSEK UHN

Key Points

- » *Investigating the Facility. The PCs encounter the strange life forms inhabiting the Facility.*
- » *The PCs discover the truth and realize Emergant Corp cannot let them live.*
- » *The PCs escape the Facility and make their way to the village of Tanra.*
- » *The PCs must convince the villagers of Tanra to help them escape.*
- » *The PCs are chased to the Mosek Uhn starport.*

Held captive by the slaver/pirate syndicate Emergant Corp (EC), the PCs are forced laborers for mining operations on Mosek Uhn. When the mine shaft they're working in exposes an underground complex with alien lifeforms, the PCs are considered expendable and sent in to determine the threat level.

Things aren't really what they seem, however. Will this be their opportunity to Escape on Mosek Uhn?

This is a short adventure meant to provide an origin story for how the PCs were first brought together. Some PCs may have been enslaved by the EC for years, whereas others may have only just been captured in a recent raid. If your group has been playing together for some time, then explain to the players that their PCs were captured in a raid by pirates. This may seem forced, but it is important that the PCs are captives of the EC when the adventure begins. After all, the point of this adventure is that the PCs escape their enslavement while discovering a secret that could bring down the EC or at least provide a recurrent enemy for the PCs to deal with in the future.

NPCs

Captain Brown

The leader of the EC slave ship Raven. He is tasked with overseeing the reclamation of Project Leverage. His orders are clear: retrieve the weaponized life forms. Make certain none of them escape the Facility. Let no one escape with knowledge of Project Leverage.

Plik

A slave his entire life, Plik knows to do as he's told. He's seen first hand the casual cruelty and indifference to life the pirates have for their slaves.

Darlak Bin

Headmaster of the village of Tanra. He has always suspected EC pirates were involved with the nearby Facility and quickly realizes his little village is in way over its head.

Damien Rose

Also known as Test Subject 539. He is the reason for the disaster that befell the Facility. He controls the Xenogens and their Hybrids with his cybernetic implants. He's been trapped here for over a month and isn't entirely sane. He do everything in his power to unleash the horrors in the Facility upon the members of Emergant Corp.

Dr. Sindal Djawadi

The doctor is a native of Mosek Uhn, from the nearby village of Tanra. He had done some cybernetic work for the EC and knows a little bit about the layout, though not what lies past the cybernetics lab. He has no idea what was really been going on inside the facility or he'd never have been involved. Nor did he know who his employers really were. Now EC is forcing him to go back and investigate the facility. They told him if he swears to secrecy they'll let him live, but he doesn't believe them for an instant.

Background

Emergant Corp is a pirate syndicate run out of Ghoster's Rock. They specialize in raiding for slaves. They use their ill gotten gains to buy off politicians and government



Captain Brown

Areas to be Covered

- » *The Facility*
- » *The jungles of Mosek Uhn*
- » *The village of Tanra*
- » *Mosek Uhn Starport*



Plik

officials. The EC's reach spans this entire sector of space. They are a shadowy group of criminals who manage to terrorize the local space lanes with impunity. Their greed knows no bounds and if the authorities they've bought off knew what the pirates true aspirations were, no amount of money could stave off retribution.

Project Leverage

Two decades ago, EC began building a secret research facility on the jungle world of Mosek Uhn. The Facility, as it was called, was hidden deep under a mountain far from civilized lands. For the past 10 years, the Facility has carried out illegal experimental research to create a weaponized life form that the EC could unleash upon unsuspecting planets and then gouge the planetary governments when selling them the technology necessary to fight the infestation.

Creating the weaponized life form proved less of a hurdle than expected. Their genetics department quickly created a life form they dubbed the Xenogens. However, developing the technology to control the Xenogens proved far more difficult. They experimented with cybernetic implants that would give them a means of mind control. Their human test subjects failed to achieve even the smallest success, however, because the Xenogens were too aggressive and violent for a human mind to control.

Then they had a breakthrough: they spliced DNA from their creation onto a human test subject, altering his mental and emotional make up. For the experiment they chose one of their mercenary soldiers, Damien Rose, a man who had displayed a natural penchant for violence. The result was an unqualified success. In fact, they were too successful. Damien, enraged at what they had done to him, turned the creatures on their makers. Emergency protocols kicked in, shutting The Facility down, sealing their scientists inside and burying the entrance in order to keep the creatures from escaping into the wild.

When communications with the Facility went dark, the EC sent one of their most trusted officers, Captain Ezekial Brown of the EC starship Raven, to conduct mining operations. His orders: Capture as many the Xenogens as possible. Kill what he cannot capture. Allow no one to find out that the EC is behind the appearance of this new life form. To that end, Captain Brown informs the crew that they are merely engaged in a mining operation and when the facility is uncovered he pretends that it is an alien

base and that the Xenogens are an alien life form. Anyone who figures out the truth dies with the knowledge.

Captain Brown has abducted a doctor from the nearby village of Tanra whom he knows worked on some minor cybernetic projects for the Facility. He sends the doctor in with the PCs, who are deemed expendable, to report on what he finds inside. He sends two guards to make sure no one tries to escape. He intends to kill anyone who comes back alive. Meanwhile, he begins making plans to wipe out the village in case anyone suspects the true nature of the Facility.

Events and Locations

Into the Facility

The PCs are gathered together at the mineshaft entrance. It is assumed that they do not know each other. Have each player introduce their character. If the players are using the pregenerated characters, the party also includes Dr. Djawadi, the slave Plik and the guard Jeeter Ens. If the players are using their own characters, the party includes the other guard, Mogavi.

Each slave, including the doctor, finds themselves standing next to a cryochamber that is floating about a foot off the ground, its anti-grav device humming softly. The chambers are empty.

Captain Brown stands before them with a half dozen pirate bodyguards. He looks the model military officer. He stands ramrod straight, his face stern as he addresses the two guards, ignoring the PCs.

Inform the PCs that they've been captives long enough to know that asking questions or speaking directly to the Captain get them tortured, or worse, vaporized.

“As you may know, we have made an unexpected discovery during our mining operation. We’ve uncovered an alien structure of unknown purpose beneath this mountain. We sent in our probes and they detected alien life forms. However, we do not know the nature of these life forms so we are sending you in with the good doctor to investigate and find out: are these intelligent life forms? Do they pose a danger to our operations? What is the purpose of this facility?”



Dr. Sindal Djawadi

He motions to the floating cryochambers.

“Subdue the life forms if possible. But you have permission to kill them if necessary. Either way, place them in these chambers and send them out to us one at a time. Once we have collected them, we send the chamber back in. Collect as many as you can.”

He looks carefully at the two guards.

“I want you men on your toes. Therefore, I am sending these slaves with you to tend to the cryochambers so you don’t have to. Try to keep our property in one piece won’t you? And make sure no harm comes to the good doctor. He is to ensure that there are no biological dangers we should be aware of so do not send out anything that doesn’t have the docs stamp of approval, understood? We have line the shaft with charges. Should these things prove dangerous and you lose containment, well, you’ll be sealed inside. Emergant Corp not be responsible for unleashing an alien life form on an unsuspecting planet.”

Then he adds, almost as if an after thought,

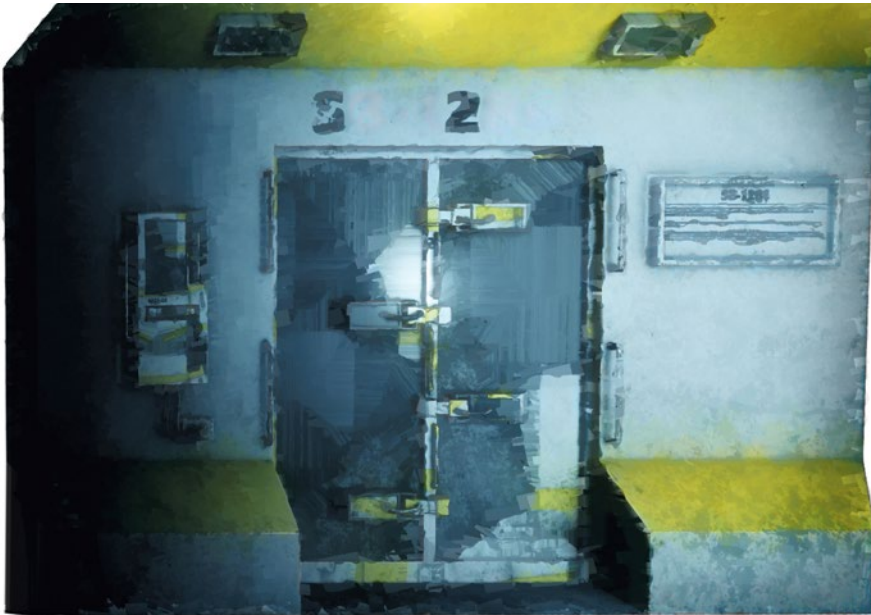
“Oh, and if any of these slaves try to escape,” he stares intently at the PCs for the first time, “Kill them.”

An Insight roll reveals that the doctor looks troubled. He knows more than the Captain is letting on.

With that the party begins its descent into the mineshaft. Now is a good time to explain to the players that their characters have been implanted with a subdermal tracking device. Even if they wanted to escape, the slavers would simply follow the signal and pick them back up again. However, anyone with Communications skill or Electronics can rightly deduce that the trackers signal is too weak to reach the Raven from deep inside the mountain. Explain that the device cannot be simply cut out. It requires a Medicine roll to remove it.

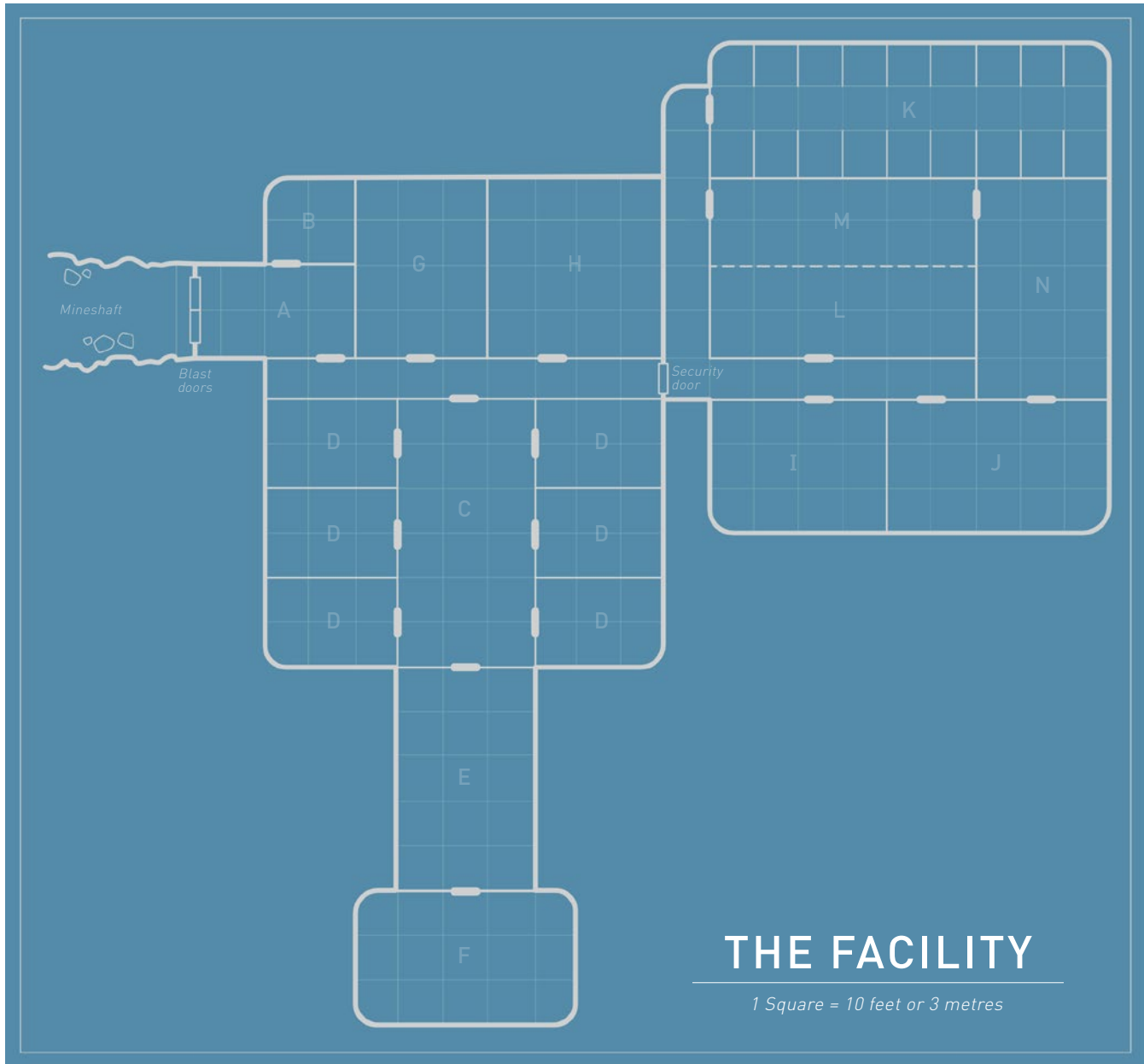
The mineshaft is nearly level, descending almost imperceptibly for a mile to the facility’s closed blast doors. Doctor Djawadi knows the access code. Thus, it immediately

becomes apparent to both guards – and the PCs – that they’ve been lied to. This is no alien facility. The doctor ignores the guards’ comments, entering in the access code and warning them to take up defensive positions. No Insight roll is necessary to realize the doctor is terrified, his hands tremble so badly he can barely punch in the numbers. If pressed, he admits he once worked inside the facility, that it is a research station. He only did some minor cybernetic work and has no idea what purpose it was going to be put to use for.



The blast doors at the bottom of the mine leads to the facility.

The facility is divided into two sections, Low Level Security Clearance and High Level Security Clearance. The doctor only had a low level clearance and has no idea what went on in the high level section. An Influence roll gets him to admit he’s being coerced into helping and that he thinks the alleged “life forms” are probably some sort of experiment gone wrong. “For all I know, they’re using us for guinea pigs to see if a virus strikes us down the moment we walk in.”



Low Level Security Clearance Section

A. Security Station. Ten feet beyond the blast doors is the security gate. It is wide open and the PCs can walk straight into the Security Station. The power generators are still running, but only the red emergency lights are working. There are two doors, one to the left leads to B, the Security office and armory. The one to the right is another security gate, this one made of glass. It has been shattered and broken glass lays scattered on the Security Station floor next to a heavy blaster. Dried blood is everywhere, as if a huge fight happened here. Nowhere, however, are there any bodies. Beyond the shattered security gate in the hallway lay three light blasters and a force sword. The guards make sure to keep all weaponry they find.

At this point Jeeter orders the PCs to lead point. Obstinate PCs may hesitate to obey. If they are too insubordinate, Plik, knowing the guards will kill the slaves without hesitation, steps forward and volunteers to go in front. If a PC insists they be given a weapon, Jeeter sneers and says "Here's your weapon!" then gives them the butt of his rifle to their head. If Mogave is an NPC, he keeps Jeeter from harming the Captains property should things get too confrontational.

B. Guard Room and Armory. The door to this room is locked. If the lock cannot be picked, attempt a contest of Brawn. Any PC with a strength of at least 14 may make an opposed Brawn roll vs the Doors Brawn of 80%. If a second PC attempts to help, their successful Brawn roll increases the main PCs attempt by one level of success. The door was designed to be difficult to knock down so no more than two PCs may attempt at any one time. Beyond the door is a gruesome sight: A dead security guard who blew his brains out with a Heavy Blaster. Other than the heavy blaster at his side, the rest of the armory has already been emptied.

C. Common Area. The common area for the scientists stationed here. A few tables. The knocked over chairs tell of a hasty departure by the inhabitants.

D. Scientists Quarters. Each section holds beds for up to four scientists and assorted personal belongings. No logs or journals were allowed and there is nothing here to indicate what happened to the researchers stationed here. No sign of the inhabitants, which were obviously human.

Map of The Facility

- A. Security Station.*
- B. Guard Room and Armoury.*
- C. Common Area.*
- D. Scientist Quarters.*
- E. Dining Area.*
- F. Kitchen.*
- G. Offices.*
- H. Cybernetics Lab.*
- I. Conference Room.*
- J. Genetics Lab.*
- K. Holding Cells.*
- L. Observation Room.*
- M. Testing Room.*
- N. Habitat Room.*

E. The Dining Area. It too shows signs of a hasty departure. Moldy food remains on the tables. Chairs are hastily cast aside. But no bodies are to be found anywhere. However, a successful Perception roll indicates that one table has been kept clean. Jeeter urges Plik towards the kitchen and sends him in ahead.

"Plik, scope it out and don't get any ideas about that knife rack." Plik nods and opens the door to the kitchen on the far end of the dining room. As Plik goes in, Jeeter holds the door open, covering him. "Check that freezer room." Jeeter orders and Plik obediently enters the freezer room. Suddenly, two pincers jut down from the ceiling, impaling Jeeter in the chest. His blaster fires spasmodically as he is lifted off the ground, blood spouting from his mouth. And then, as he goes limp, a tentacle thrusts down into Jeeters throat, depositing something into his body. Plik starts screaming in terror.

The Xenogen attacks anyone who attacks it next. Otherwise, it attacks Plik, who immediately slams the freezer door shut. This only slows it one round as it uses one of its tentacles to open the freezer door and enter.

5 rounds after dying, Jeeter will rise again as a Hybrid.

F. The Kitchen. The kitchen has seen recent use and clean dishes are stacked near the sink. The ovens are clean and so are the floors. There is a large freezer room at the opposite end of the kitchen. There are many knives stored in knife holders.

G. Offices. These rooms contain all the computer files associated with Project Leverage, though actual technical plans have been erased by Damien himself so that no one else can use them to replicate what the scientists did to him. There are detailed biological information about the Xenogens and the Hybrids. There is enough here to prove the purpose of this research station was the creation of a weaponized life form that could be controlled by Emergant Corp for the purpose of planetary blackmail. If these files can reach the public, even Emergant Corps extensive network of bribed officials could not save them.

H. Cybernetics Lab. Damien has destroyed all the laser printers and other hardware used to create his cybernetic implants. All the software has been deleted. There is enough medical equipment remaining for a doctor to remove the PCs tracking devices.

A Xenogen-Human hybrid is a viscious creature. The human host is quickly morphed into a monster driven by hate.





Damien Rose

High Level Security Clearance Section

This section of the Facility is separated from the other by a thick metal security door. The doctor has been given the security clearance to access this area, however. Upon reaching the end of the hall, they find the clearance code has been erased and the door is unlocked.

I. Conference Room. Much of this room has been destroyed. However, there are still video files on one computer that show an observation room where experiments on the other side of a glass wall were recorded. Hundreds of experiments with human test subjects attempting to exert mental control over the Xenogens and failing. The last file, Test Subject 539, has been deleted.

J. Genetics Lab. A security door restricts access to this room. Damien hasn't found the code to this room and the one given to the doctor is still valid. Inside is the laboratory where the Xenogens were designed and created.

When the creatures escaped containment, the scientists here evacuated immediately, leaving their work where it lay. A dissected hybrid lies rotting on one table. The smell of rotting flesh causes everyone to make Endurance checks or they gag and can't enter the room. Those that do enter the room and gaze upon the rotting corpse must make another Endurance check or vomit. Jars filled with Xenogens in various stages of development line the shelves.

At the far end of the room is another door that is securely sealed. Even the doctor has no means to open it. A window looks into the room beyond, however, and the PCs can clearly see prison bars and a gate. If the PCs have not encountered Damien yet, then beyond the bars they see a half dozen of the Xenogens and over a dozen hybrids – what became of the scientists of this research facility.

A Perception check notices that there is an open door on the far side of that room. No sooner do the PCs look into the room, however, than one of the Xenogens slams into the barred door trying to get at them, then all of them rush out of the room through the door on the far side. Moments later, the PCs hear a human bellow in rage. Damien is now aware that there are intruders.

The Xenogens race to the Genetics Lab. Hopefully, the PCs have locked the door before they arrive. In any event, two rounds later, Damien arrives and calls off the monsters. From a position of safety, he converses with the PCs. See Speaking to Damien below.

K. Holding Cells. Here is where the scientists kept their test subjects and it is where Damien Rose has made his quarters. If the PCs find him there, he mentally commands his creatures to come to his aid. See Speaking with Damien below.

L. Observation Room. This room is separated from the Testing Room by a blast proof window. Here the scientists would observe their test subjects attempts at controlling the Xenogens. It was in this room that the videos were shot that the PCs find in the Conference Room.

M. Testing Room. In this room the human test subjects were brought together with the Xenogens to attempt mental control over them. Until Test Subject 539, this generally ended badly for the test subject.

N. Habitat Room. This room is where the Xenogens were kept. Now 6 of them live here with over a half dozen hybrids. Waiting to obey Damiens command.

Speaking to Damien

Damien has been with EC long enough to know how they operate and he is expecting them to send in a small exploratory force initially. However, he did not know that the tunnel beyond the blast doors had been collapsed and as the weeks went by he came to believe EC wasn't coming. So the appearance of the PC's group a month later takes him by surprise.

Damien was always a violent, aggressive person. That's why EC chose him for this experiment. Now that he has spliced DNA from the hyper aggressive Xenogens, however, his mind has become more cunning, his rage has become more focused.

Paradoxically, his rage is so intense that he has become clear minded in his murderous intent. He can, however, lose control in an instant and viciously attack. How Damien reacts to the PCs depends upon the circumstances of their initial encounter. If he's alone he acts ecstatic that a rescue team has finally arrived. He has an elaborate

Mosek Uhn

Planet: *Large. Gravity 1.1. Two small moons. 1st planet from the star.*

Star System: *Yellow star (Mosek), 5 planets, one gas giant.*

Tech Level: *3-6 (varies by village - 11 at starport).*

Atmosphere: *Earth-like.*

Starport: *One large starport with emergency facilities.*

Population Density: *Low. Villages scattered throughout the jungles with one high-density city centered around the starport.*

Foreign Policy: *The City Council's influence only extends to the city's borders. Villages are fiercely independent. The Council concerns itself keeping order and making sure that export of the exotic plant species found only here is uninterrupted.*

Special Features: *Mosek Uhn is a jungle planet. The many exotic species of plants found here that have various medicinal uses are the planet's primary export. It's strange beasts are also prized throughout the galaxy.*

story of how he survived in his cell the whole time, sneaking out when he dared to get food in the kitchen. What he is really doing, however, is stalling while he telepathically commands the Xenogens to come and give him the advantage. At that point, he demands they hand over their weapons or his creatures overwhelm them. He points out that if they kill him, no one will be able to control the Xenogens. If he's aware of the PC's presence, he mentally commands the Xenogens to cut off the PCs escape route before demanding their surrender.

Whether they surrender or not, he tries to reason with them rather than outright kill them. He points out that EC cannot let them leave with the knowledge of what happened here. He tries to recruit them to his side. If the PCs don't side with him, they have no option but to try to survive the creature's onslaught. Let the PCs try to come up with a plan to escape and not be killed by Damien and his minions. Once Damien sees they have cryo tanks, he comes up with a plan of his own. Put a hybrid and one of the Xenogens in each cryo tank, but don't turn it on. Then bring back Damien as a prisoner. Once they are safely out of the mine shaft and the ship's doors open to admit them, he sets the monsters upon the crew. The PCs are free to escape in the confusion.

If the PCs agree to ally with Damien, he gives them back their weapons and allows them to arm themselves from the weapons he took out of the armory and stashed in one of the test subject cells. He has two Blaster Carbines and a Light Blaster. He keeps a Heavy Blaster for himself.

Whatever plan the PCs decide upon, at this point they are either allied with Damien or they've all probably died.

Back at the Raven, a half dozen armed and armored mercenary soldiers await them. Captain Brown is observing everything from the safety of his bridge. He is pleased that Damien has been captured and eagerly orders them onto the ship. With the hated pirates so near, Damien's rage overcomes his patience and he releases his creatures. The soldiers open fire, but are quickly overwhelmed and turned to Hybrids themselves. Describe the horror of the scene as the PCs race to the landing bay doors:

"You rush to the landing bay doors, Damien and his nightmarish companions ahead of you. Suddenly, the ship's turret pivots and one of you yells "Take cov-



Tanra will offer a moment of relief after the terror-filled Facility. But not for long.

er!” You barely dive out of the way as a blast of white light blinds you and the shock wave of the blast knocks you off your feet. You don’t know how long you lie there dazed, your ears ringing in eerie silence, but as you slowly rise to your feet you see Damien and three of the Xenogens slip into the Raven as the door closes behind them. The ship lifts off. Your hearing starts to return as you realize you and your friends aren’t the only survivors.”

The PCs are left behind to fend off 4 Hybrids.

After they deal with the hybrids, they hear an explosion and looking up they see the Raven, falling out of the sky, smoke trailing behind it. It crashes several miles away. Doctor Djawadi informs the PCs that he knows the way to his village of Tanra and is willing to lead everyone there.

The Jungle of Mosek Uhn

The PCs are not chased through the jungle on their way to Tanra. The crew of the Raven have their hands full. That is not to say that the journey is uneventful. At some point, the PCs stop to rest and catch their breath. Only the normal noises of a jungle environment. Then silence. Have the PCs roll their Perception to see if they notice

Map of Tanra

1. Community House.
2. Headmaster's Home.
3. Djawadi's Home.
4. Storage.



The headmaster of Tanra.

the sudden silence. Dr. Djawadi survived a Reptore attack years ago. He senses it is another one approaching and tells the PCs. He is correct. A few seconds later, the Reptore attacks. See page 206 of the M-Space rulebook for stats and data on Reptores. The Reptore, ironically, goes after the doctor. If the doctor dies, the PCs likely become lost in the jungle. Unarmed PCs can grab up improvised clubs and large stones off the jungle floor.

If the doctor dies, then finding their way to Tanra becomes an extended contest. Finding a village with only a general idea of its direction in a dense jungle is a daunting proposition. Give it a Conflict Pool of 20. Allow each PC to roll either his INT + POW or his Navigation skill every 3 hours. Success reduces the CP by 1d6.

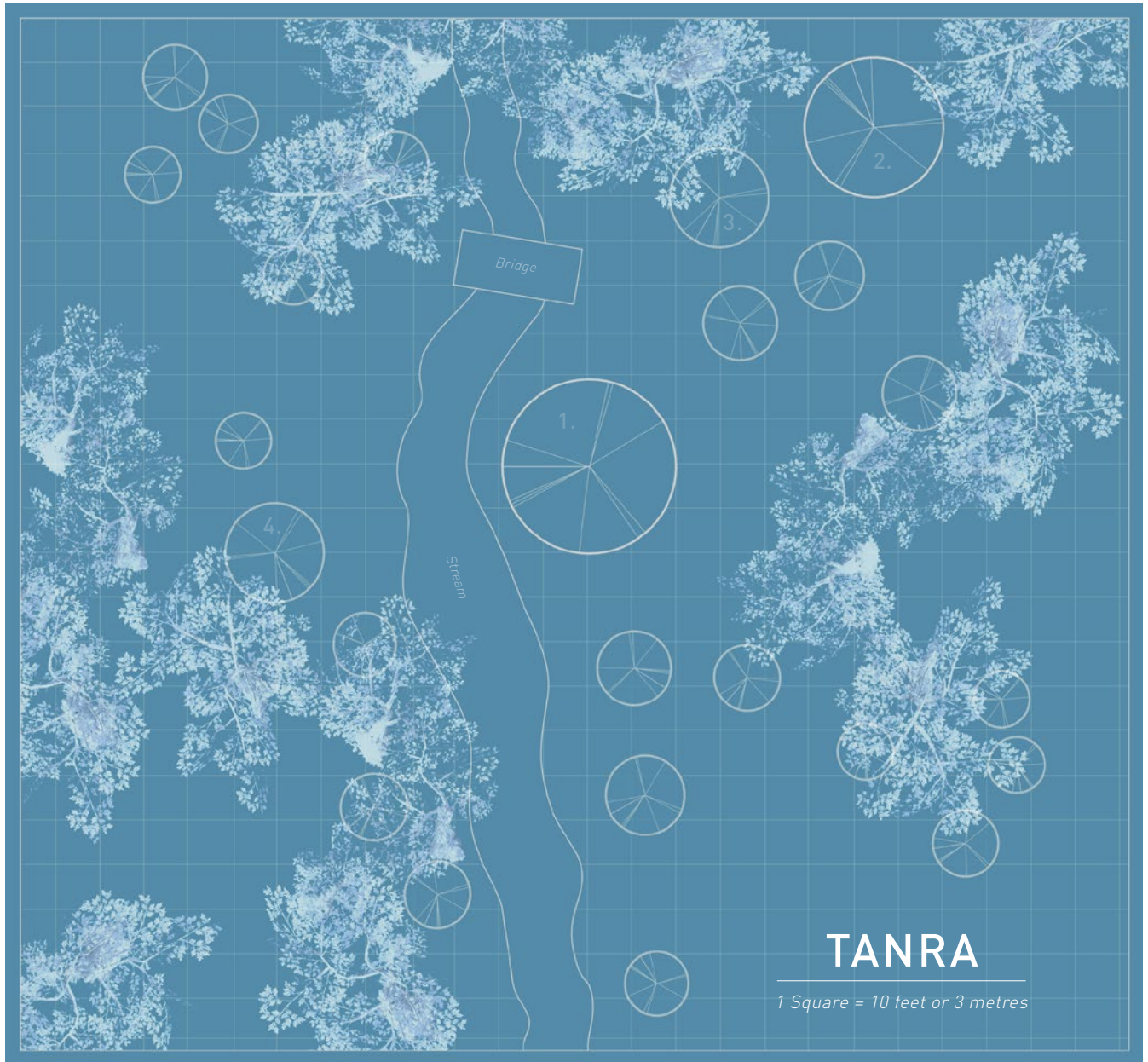
After three hours, Captain Brown and his remaining crew set out after them. Damien and the Xenogens have been defeated, but at great cost. The soldiers became hybrids and stormed the ship. The slaves rebelled but they too were destroyed by the Xenogens. The crew lost control of everything except the bridge. In the end, the engine room exploded when an engineer purposefully caused a runaway reaction rather than be turned into a hybrid. This killed everyone but Brown and his last dozen men holed up in the bridge. Amazingly, Captain Brown was able to crash land the Raven, but it is beyond repair. Brown wants revenge and he also has to make sure nobody lives to tell the tale of what was really going on at the Facility. He and his men arrive in Tanra in 6 hours. See Tanra below for what happens should they reach the village before the PCs.

This area is Reptore territory and there is a 10% chance per 3 hours in the jungle that the PCs encounter another one. If the Doctor survives the attack, then he can take them directly to Tanra in 3 hours. There are no further jungle encounters.

Tanra

If the PCs reach Tanra before Brown does, they can try to get passage to the Mosek Uhn starport. However, that is two days journey and the PCs don't know that the Raven is damaged beyond repair. If the doctor is with them, their wild tale is believed.

Fearing EC raiders, the village is torn between handing them over to the EC and helping them to escape. Treat this as an extended contest. The Conflict Pool is the villagers fear of EC at 12 vs the PC with the highest POW + CHA. Each side rolls opposed Influence. The villagers in favor of handing them over to EC have an Influence of 40%. Each



TANRA

1 Square = 10 feet or 3 metres

The Truck

SPEED 7 (80 km/h)

HANDLING 7

SIZE 10

Hit Points 10

Standard truck engine: TR70

Passenger and driver capacity: 8

When half its hit points are lost, roll for Damage and malfunction on page 183 of the M-SPACE rulebook.

Brown's ATV

SPEED 10 (160 km/h)

HANDLING 10

SIZE 10

Hit Points 10

Excellent ATV engine TR100.

Passenger and driver capacity: 6

When half its hit points are lost, roll for Damage and malfunction on page 183 of the M-SPACE rulebook.

success does 1d6 to the opposing argument. Pointing out that EC can't risk letting the villagers live automatically halves the villagers Conflict Pool.

If the doctor died, however, the villagers mistrust outsiders and don't buy their wild story unless shown evidence. If shown evidence, then the Conflict Pool is 18 to convince them not to hand the PCs over to the EC. Pointing out the danger the village faces in this case could backfire upon the PCs. Instead of halving the villagers Conflict Pool, the villagers may well decide it's better to kill the PCs and hide their bodies. Let the PC who pointed out that the villagers are also in danger make an Influence roll.

Success halves the villagers pool. Failure means that should they lose the extended contest, instead of handing them over to EC, the villagers attempt to kill them all and hide the bodies. Describe the villagers mounting fear. Insight rolls alert the PCs to their danger.

If the PCs enlist the villagers aid, the headmaster takes them to their community house where they have communications equipment. He offers to send word ahead to the starport, which is also the capital of Mosek Uhn, to let them know what has happened and to request assistance.

If the PCs agree to message ahead, Captain Browns men jam village communications. Brown, now aware that the PCs have reached Tanra and the secret is in danger of going viral, moves to wipe out the village and take the fastest vehicles he can find to chase down the PCs. See *The Chase*, below.

If the PCs do not agree to message ahead, Captain Brown arrives in Tanra few hours later, is slowed even further interrogating the villagers before wiping them out and then takes the fastest vehicle he can find to chase down the PCs as above.

In any event, the headmaster gives them a truck large enough to hold all of them.

If Brown and his men reach Tanra before the PCs do, they massacre the village. Finding no sign of the PCs, Brown leaves half his men behind in case the PCs arrive and half take fast vehicles down the only road out of Tanra. Use Jeeter Ens' stats for the soldiers.

When the PCs arrive make Perception rolls to notice that the village seems abandoned. Hard success spots EC soldiers in defensive position. If the PCs manage to

steal a vehicle, the soldiers radio Captain Brown who returns immediately, meeting them on the road. See *The Chase*, below.

The Chase

The PCs should find themselves on a dirt road with two days journey ahead of them to Mosek Uhn. If they left Tarna before Brown arrived, they have about a three hour head start. If Brown already set off down the road in search of them he could be hours or even days ahead of them, depending on how long it took the PCs to find their way to Tanra.

Either way, the PCs face three encounters along the way, each one delaying the PCs if they are being chased, allowing Brown to catch up to them, or each one an obstacle they meet before Brown returns and cuts them off.

The hairpin turn. With the jungle limiting their view of the road ahead, this hairpin turn suddenly looms up unexpectedly. The driver must make their Drive skill or veer off the road, sideswiping a tree. A random PC takes 2d4 damage to a random hit location. The truck takes 1d4 hit points damage.

Potholes. This road is never repaired. The ride is bumpy and the PCs are in a hurry. But some potholes are worse than others. The Driver must roll Drive or hit a bad one. The truck takes 1d4 damage. If this reduces the trucks hit points to half or less, roll on the Malfunction table, but replace uncontrolled spin with suspension damage, speed halved.

Large animal crossing. This creature is the size of a rhino. The driver must roll his Drive to swerve and avoid it. Otherwise, the truck takes 2d6 damage and automatically rolls on the Malfunction table. Each PC takes 2d4 damage to a random hit location.

The truck carries tools and some spare parts. If it breaks down, a Mechanics roll can repair 1d6 damage. This requires one hour per point of damage repaired. Only one Mechanics roll can be attempted the entire journey.

If the truck makes it through all three obstacles without breaking down long enough for Brown to catch them and it does not lose any speed, then the PCs reach the starport ahead of him. If the truck loses any speed or breaks down, then Brown catches up to them.

Note: if Brown set off down the road ahead of the PCs he automatically comes upon them from the direction they are headed as he returns to Tanra. If that happens there is a chase.

In a chase, refer to M-Space, page 48. There is an additional rule to this chase – subtract the slower vehicles speed each round from the faster vehicles. This amount is applied as additional damage to the slower vehicles damage pool. Brown has a pool of 10. The PCs pool is nominally 7, but may be lower from previous damage.

Bosnik Solari's Spy Drone

SIZ 6

INT 10

Hit Points 4

Armour Points 4

Security Level 5/30%

Modules: Float 1, Comms 1, Skill Switch (Perception 70%,) 1. ID Scanner 1, Improved Sight: Zoom 1, Improved Hearing: Long range (50 metres) 1,

Objective: Local monitoring, identify subjects.

Catching Up

When Brown catches up to the PCs, he has five men with him. Use Jeeter Ens stats for them. This could turn into a firefight, but there are alternatives to conflict. The encounter starts with a Perception check. Success warns the PCs that Brown is coming soon enough for them to try to pull over and hide their truck in the jungle. A Conceal check successfully hides the truck in the dense jungle and covers their tracks leading off the road. Brown passes them by unnoticed. If this happens, the chase is over and the rest of the PCs journey to Mosek Uhn starport is uneventful. If they fail to conceal their truck, however, Brown finds them.

The PCs might decide to set up an ambush. If so, make an opposed Stealth Check vs Brown's Perception skill. If anyone makes a Strategy and Tactics roll, add 20% to the Stealth skill of the person planning the ambush.

If Brown finds them or they don't see him coming until it is too late, they can still avoid a conflict. They can point out to the pirate captain that Emergant Corp would pay good money to keep Project Leverage a secret. If they can convince Brown to side with them and blackmail Emergant Corp they can avoid a shootout. Brown's anger at losing his beloved starship doesn't blind him to the reality he needs a new ship or his days as a captain are over. His love of power outweighs his loyalty to Emergant Corp and so he hears out their offer.

Consider this an extended conflict. Brown must roll his loyalty to Emergant Corp vs the PC with the highest Influence or Deceit. The contest pool is POW + INT for each. Carry out the contest as an ongoing conversation.

Brown starts off with *"Alright. I'm listening."* The PC makes his pitch. Roll. If Brown wins, he makes an observation such as *"I'd be a fool to cross Emergant Corp. I value my skin over any riches."* Should the PC win that roll, he might remark, *"It's daring, I'll give you that, but Emergant Corp put a price on our heads if we get away with it."* Then keep going from there.

If the PCs win the contest and his greed outweighs his loyalty, he simply asks them *"I like your idea, but what's to stop me from just killing you and taking the data for myself?"* If the PCs can prove to him that they are able to destroy the data before he can forcibly take it from them, he proposes the following terms: The PCs freedom in

exchange for the incriminating evidence. How this exchange can be carried out is up to the PCs and the GM.

Brown attempts to betray them if possible. He blames them for the destruction of the Raven. If the PCs don't agree to those terms, they may come up with terms of their own. Perhaps a partnership. Brown won't trust them, but if they're lying just to escape, he may believe their offer with successful Deceit rolls. He expects them to betray him just as he intends to betray them. Depending on the roleplay, additional extended contests may ensue.

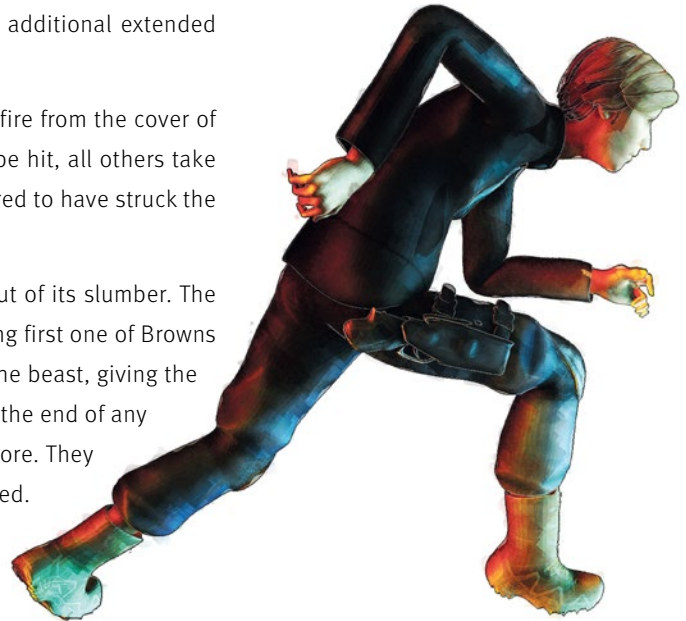
If the PCs can't talk their way out of a conflict, both sides open fire from the cover of their respective vehicles. Only those shooting each round can be hit, all others take cover. Hits to anywhere besides the head and arms are considered to have struck the vehicle instead.

The sudden eruption of blaster fire startles a nearby Reptore out of its slumber. The beast strikes from its hiding place with complete surprise, ripping first one of Browns men apart, then another. The pirates turn their attention upon the beast, giving the PCs clear shots at them. The Reptore kills a pirate a round. If, at the end of any round there are three or less pirates, one of them kills the Reptore. They then surrender to the PCs if they are outnumbered and outgunned.

Mosek Uhn Starport

Whether the PCs find themselves in league with pirates or they survived a shoot out, two days later the PCs arrive at Mosek Uhn starport. With the destruction of the Raven, Emergant Corp has no idea what has transpired but expects the worst. Facial recognition drones surreptitiously scout out the area, looking for known crew members or slaves. This includes Captain Brown, any of his men, Plik, Mogavi and if using the pregenerated characters, Mae, Anna and Mac. If any of these characters are with the party, then EC is alerted to their presence.

However, EC currently only has one agent at the Mosek Uhn starport, Bosnik Solari. If Brown is with the party, Bosnik immediately surmises that his old enemy is up to no good and has possibly betrayed Emergant Corp. He does not report his find. Instead, he plots to find out what they are up to and if possible, kill Brown. To this end, he



sends a stealth drone to listen into their conversations. Only a Formidable Perception check detects the low hum of the drone hovering 50 meters away. It is invisible to the naked eye, but Browns cybernetic eye makes out a slight heat signature.

Bosnik never makes a direct confrontation. Thus, no stats are provided for him. Instead, he pays corrupt government officials to do his dirty work. They are sent to intercept the group and do a spot search. If they find the incriminating evidence, they arrest everyone and seize the data. Later, they hand the data over to Bosnik who in turn blackmails EC. Brown dies in his cell. The PCs are sent free. Bosnik needs the EC to realize that the information has gotten out and attempts to frame the PCs as the blackmailers. But that is a tale for another adventure.

If the PCs are on their own, then Bosnik is less interested. He reports to Emergant Corp that he observed escaped slaves seeking transport off world. He has his facial recognition drones follow the PCs wherever they go and reports which starship they left on. Again, this is an opportunity for further adventures.

As for the PCs, they find themselves in a large starport with no money, no food but what they managed to bring with them and no means to pay to get off world. They do, however, have data that incriminates Emergant Corp of crimes most foul. They might upload the data to social media, reach out to a news organization, or simply keep the info to themselves as insurance should they ever run into the pirate syndicate again. Or perhaps they actually do intend to blackmail cold blooded killers. In any event, they need money and a ship out of there. This is the perfect opportunity to introduce them to whatever adventure the GM has planned next.

Captain Brown

STR	14
CON	18
SIZ	16
DEX	15
INT	16
POW	17
CHA	17

Move 6 m
 Action Pt 2
 Initiative +16
 HP 17
 Armor 8 (Light Combat)
 PP 17
 Dmg Mod +1d2
 Healing Rate 3

1d20	Location	AP/HP
1-3	Right Leg	8/7
4-6	Left Leg	8/7
7-9	Abdomen	8/8
10-12	Chest	8/9
13-15	Right Arm	8/6
16-18	Left Arm	8/6
19-20	Head	8/7

Description: Tall, imposing and stern, the Captain of the Raven projects the aura of a disciplined military officer, not a thieving pirate. He's been a space pirate his entire life. Along the way he's acquired a couple enemies, including one who took his eye, Bosnik Solari. His cybernetic replacement more than compensates for his loss, however.

Emergant Corp sent Captain Brown because he is trusted, loyal and one of their best. He knows that despite all that, if he fails this mission his life is forfeit.

He has one true love – his starship.

Skills: Athletics 29%, Astrogation 42%, Brawn 30%, Conceal 42% Deceit 43%, En-

durance 66%, Evade 65%, First Aid 31%, Forgery 56%, Influence 74%, Insight 73%, Mechanics 31%, Perception 43%, Pilot (Starship) 56%, Sensors 43%Stealth 36%, Streetwise 44%, Survival (Space) 60%, Willpower 59%.

Combat Style: Pirate 69% Unarmed 29%, Gunnery 59%.

Weapons: Force Sword, 2d8. Reach: L. Heavy Blaster, 1d10. 7/25/50. Load 3.

Passions: Loves (the Raven) 74%, Loyalty (Emergant Corp) 64%, Hates (Bosnik Solari) 54%.

Luck Points: 3

Dr. Sindal Djawadi

STR	11
CON	15
SIZ	15
DEX	16
INT	16
POW	14
CHA	14

Move	6 m
Action Pt	2
Initiative	+16
HP	15
Armor	-
PP	14
Dmg Mod	+1d2
Healing Rate	3

1d20	Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Description: Dr. Djawadi has lived his entire life on Mosek Uhn in the nearby village of Tanra. He carries the grisly scar he gained from an attack by a dreaded Rep-tore. He likes to show it to off worlders to scare them. He also enjoys playing the piano. He, alone of the player characters, knows the true nature of the underground facility because he worked at what was known simply as The Facility for a short time, implanting experimental cybernetics into the creatures created there. He thought he'd put that part of his life behind him but now Emergant Corp is forcing him to return and report back on the situation.

Had he known for whom he was working for all those years ago, he'd have never taken the job. His guilt drives him to find a way to destroy the creatures even if it means his own death. He'd prefer that no one else die for his mistakes. He does not

share his knowledge with the others unless forced to.

Skills: Athletics 32%, Brawn 31%, Conceal 30%, Deceit 30%, Endurance 45%, Evade 57%, First Aid 92%, Influence 33%, Insight 40%, Medicine 75%, Musicianship 40%, Navigation 40%, Perception 45%, Research 30%, Science (Physiology 47%), Science (Astrobiology) 72%, Science (Biology) 32%, Science (Cybernetics) 47%, Stealth 32%, Survival Jungle 39%, Unarmed 27%, Willpower 58%.

Combat Style: Jungle Fighting 52%.

Weapons: None, but possesses a tranquilizer in his medkit that can incapacitate a human. It has 10 doses. It works on hybrids.

Passions: Loves (His wife Maya) 68, Loyalty (To his village, Tanra) 50, Hates (Emergant Corp) 60.

Luck Points: 3

Damien Rose

STR	11
CON	11
SIZ	13
DEX	13
INT	15
POW	18
CHA	11

Move	6 m
Action Pt	2
Initiative	+14
HP	12
Armor	6 (Biomesh)
PP	18
Dmg Mod	-
Healing Rate	2

1d20	Location	AP/HP
1-3	Right Leg	6/5
4-6	Left Leg	6/5
7-9	Abdomen	6/6
10-12	Chest	6/7
13-15	Right Arm	6/4
16-18	Left Arm	6/4
19-20	Head	6/5

Description: Damien was a mercenary who was sent to the Facility as a test subject. All they told him is he would be in command of a powerful weapon. He was the first successful test subject.

He was able to use his cybernetic implants to control the Xenogens with his mental commands. However, this turned out to be the research teams greatest triumph and worst nightmare because the close mental contact with the Xenogens drove him partially mad.

During a test, he was able to turn the Xenogens upon their creators. Before he could escape, however, the computers fail-safe blew up the only exit, sealing everyone inside. Damien took his revenge upon the research team and has survived off of the facility supplies ever since. He has been waiting for Emergant Corp to return to recover their investment.

He can be reasoned with so long as any plan includes him killing as many EC members as possible.

Skills: Athletics 34%, Brawn 34%, Computers 55%, Conceal 56% Deceit 66%, Electronics 38%, Endurance 47%, Evade 51%, First Aid 38%, Gambling 40%, Influence 27%, Insight 43%, Mechanics 38%, Perception 43%, Stealth 28%, Knowledge (Strategy and Tactics) 43%, Survival Space 39%, Unarmed 49%, Willpower 61%.

Combat Style: Mercenary 49%.

Weapons: Heavy Blaster, 1d10. Range: 7/25/50. Load 3.

Force Sword, 2d8. Reach: L

Passions: Hates (Emergant Corp) 93%.

Luck Points: 3

Cybernetic Implant: Allows Damien to control the Xenogens and Hybrids. He must concentrate to the exclusion of all else to do so. After each round he must make an Endurance check or lose a level of fatigue.

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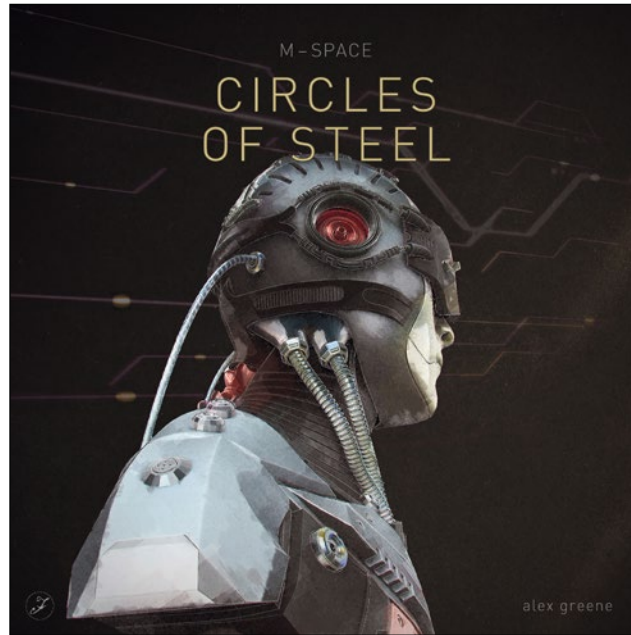
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M - SPACE MOD

player

name
 species
 home world

 culture

 career
 age

str
con
siz
dex
int
pow
cha

action points
 damage modifier
 exp modifier
 healing rate
 initiative
 luck points
 move rate
 wealth

standard %
 athletics ^{str+dex}
 boating ^{str+con}
 brawn ^{str+siz}
 conceal ^{dex+pow}
 customs ^{int x2}
 dance ^{dex+cha}
 deceit ^{int+cha}
 drive ^{dex+pow}
 endurance ^{con x2}
 evade ^{dex x2}
 first aid ^{dex+int}
 influence ^{cha x2}
 insight ^{int+pow}
 locale ^{int x2}
 native tongue ^{int+cha}
 perception ^{int+pow}
 ride ^{dex+pow}
 sing ^{pow+cha}
 stealth ^{dex+int}
 swim ^{str+con}
 willpower ^{pow x2}

professional %
 acting ^{cha x2}
 acrobatics ^{str+dex}
 art ^{pow+cha}
 astrology ^{int x2}
 bureaucracy ^{int x2}
 commerce ^{pow+cha}
 comms ^{int x2}
 computers ^{int x2}
 courtesy ^{int+cha}
 craft ^{dex+int}
 culture ^{int x2}

 demolitions ^{int+pow}
 disguise ^{int+cha}
 electronics ^{dex+int}
 engineering ^{int x2}
 forgery ^{dex+int}
 gambling ^{int+pow}
 knowledge ^{int x2}

 language ^{int+cha}

professional %
 lockpicking ^{dex x2}
 mechanics ^{dex+int}
 medicine ^{int+pow}
 musicianship ^{dex+cha}
 navigation ^{int+pow}
 oratory ^{pow+cha}
 pilot ^{dex+int}
 starship

 politics ^{int+cha}
 research ^{int+pow}
 science ^{int x2}
 astronomy
 astrobiology
 cybernetics
 robotics
 seamanship ^{int+con}
 seduction ^{int+cha}
 sensors ^{int+pow}
 sleight ^{dex+cha}
 streetwise ^{pow+cha}
 survival ^{con+pow}
 teach ^{int+cha}
 track ^{int+con}

M - SPACE MOD

player

name
 species
 home world

 culture

 career
 age

str
con
siz
dex
int
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