

A vertical sci-fi illustration. In the foreground, a person stands on a rocky cliff, looking out over a body of water. The background features a large blue planet with a ringed planet above it, and a massive ringed planet (like Saturn) dominates the right side of the frame. The scene is set against a starry space background. The entire illustration is framed by a hexagonal grid pattern.

N.E.W.
science fiction role-playing game

Russ Morrissey

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One of the aims of *What's O.L.D. is N.E.W.* is not just to allow fans and third party publishers to create and/or sell content for the games, but to encourage and actively support it.

Third-party publishers and fans are free to create and sell compatible content for *What's O.L.D. is N.E.W.* You can create sourcebooks, adventures, resources, expansions, and so on, and indicate compatibility. You can also make or sell electronic applications. The license is free, and you do not need to ask permission or submit an application to use it - just head to wainrpg.com for more information, and start publishing!

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W.O.I.N.
ROLEPLAYING GAME SYSTEM



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»N.E.W. IS

Bounty hunters tracking down outlaws hiding in the trader towns on the fringes of civilization...

A starship exploring unknown worlds on the frontier of known space, going where nobody has been before...

A galactic civil war as entire star systems rebel against the Navy...

Smugglers and pirates operating below the radar, moving contraband from system to system...

The hunt for ancient secrets of the universe and the meaning behind the mysterious signal coming from the Outer Reaches...

A perpetual war against the machines which have risen up against their creators...

A great generational ark trying to find Earth, home to 100,000 men, women, and children...

Military grunts operating at ground zero fighting a bitter war in the mud and the dirt against an implacable enemy...

Detectives investigating a murder in a far-future solar system on a trail which will take them from Mars to Jupiter's moons...

Agents infiltrating a criminal organization, going undercover to take down a galactic crime boss...

Protectors of the innocent on the outer frontiers, righting wrongs and hunting down wrongdoers...

Traders just trying to make a buck as they build up their starship and claw their way up the economic ladder...

Outlaws on the run from the authorities, wrongly accused for a crime they didn't commit, surviving as best they can...

Members of an order of galactic peacekeepers, policing the galaxy and investigating crimes...

Hunters of exotic alien species and creatures for sale, transport, or extermination...

The emergence of a new species from a newly discovered wormhole that leads to the Andromeda Galaxy...



» WELCOME TO N.E.W!

N.E.W. is a roleplaying game set in a sci-fi future. Players take on the roles of starfaring adventurers and play through scenarios presented to them by a Game Master (GM). The GM creates the universe, the places, the people and aliens who populate that universe, and the adventures that the player characters (PCs) will encounter.

N.E.W. is set an indeterminate time in the future. Faster-than-light travel, aliens, gates to other galaxies, and pistols of - amongst others - the laser, phaser, blaster, sonic, and disruptor variety all exist, but the setting itself is up to you.

In N.E.W. you'll create a character (or, in some cases, three characters which form a pool from which mission teams are drawn) and adventure in the far future with characters created by other players. Your characters might be bounty hunters, starship officers, soldiers, mercenaries, explorers, or scientists. They could be human, or they could be one of a number of other alien species; indeed, you might be playing an android! Each player creates his or her own player character, decides on a personality, abilities, and attributes, and plays that character through numerous adventures.

N.E.W. allows you to explore a seemingly haunted derelict space station, defend a frontier town on a far-off planet from alien invaders, explore new frontiers, seek lost artifacts from ancient civilizations, or smuggle spices from system to system.

“Anything today, Doc?” Libbie Hamilton looked up at the young technician’s question - the same question he’d asked her every one of the 212 days they’d been stationed on this lonely outpost.

She shook her head wearily. “Nope, nothing today, Reggie. Maybe tomorrow.”

Reggie grinned, and handed her a cup of steaming coffee. Glancing up at the dark sky, he gestured through the window towards the pinprick of light that was the sun, over three billion miles away, almost indistinguishable

from the thousands of other stars clearly visible from Pluto’s surface.

“Hard to believe that’s the sun, isn’t it?”, he asked. “This is the furthest I’ve been from it. Never left the solar system, y’know.”

“Well, if you’re lucky, maybe you’ll get stationed on Proxima Centauri next. I hear they’re actually building a hotel there.”

The great dish of the listening post’s radio telescope blocked half the sky, vastly larger than the small, metallic building which housed the research team. Regulations strictly prohibited them from venturing outside unless the equipment needed maintenance or repairs, but most people stationed there eventually donned an environmental suit and slipped out for a look around.

The faint, monotonous tone of the Signal could be heard from the computer bank in the corner of the room. The Signal. The same signal that had been broadcasting for over half a century, originating from the depths of space and time, at the very limits of the observable universe. In all that time, it hadn’t changed, it hadn’t varied, and it hadn’t stopped.

“Next shipment from Ganymede is due in four days. I asked them for hot chocolate; I can’t take any more of this Navy-issue coffee. It tastes like mud.”

Libbie grinned. “It is mud. It’s organically fabricated in those new hydroponic facilities.”

Reggie chuckled. “My shift’s over. Arian should be out soon to replace me. Roger and Shiera have a card game going in the dorm. I think I’ll...”

He froze. His face went white. Libbie looked at him, startled.

“What’s up, Reg? It’s just a card game. Nothing to...”

She followed his gaze. The computer in the corner. The Signal.

The Signal had just changed.

» WHAT YOU NEED

To play *N.E.W.* each player will need the following:

- ▶ A selection of six-sided dice (referred to as “d6s”).
- ▶ A character sheet (you can photocopy the one in this book or download one from the internet; at worst, a sheet of scrap paper will do).
- ▶ If the GM is using battlemaps to display combat positioning, a small miniature, token, or figurine to represent your character. You can find these in most game stores, but pennies or chess pieces will do in an emergency.
- ▶ If you are the GM, you will need a copy of this book and some kind of scenario or adventure. You can devise one of your own, or purchase a pre-written one.

» HOW TO PLAY

This book provides you with the core rules of play. It tells you how to create characters, adjudicate challenges and combat, and more.

During a game of *N.E.W.*, the GM will describe the environment and events of the game world, and the players will describe what their characters do within that scenario in a collaborative story-telling manner. Often the success of an action is not guaranteed, at which point you will use your dice to determine the outcome. Some tasks will be more difficult than others, and some characters will be better at certain types of activity than others.

As your character adventures throughout the galaxy, he or she will earn or find money and equipment, and will gain experience points which can be spent to improve his or her capabilities by purchasing new careers. These experience points (XP) are awarded to the players by the GM when they complete storylines or overcome challenges and enemies.



» EXAMPLE OF PLAY

James, Leonard, Walter, and Nichelle are playing in an adventure being run by Grace. They play the characters Sasha, Dr. TikTok, Ashonn, and Talik, a ragtag group of spacefaring adventurers. The team has just docked a shuttle at a space station which was supposed to be open for business, but which did not respond to any hails.

James (playing Sasha): I carefully dock the shuttle on one of the outer docking pylons. I roll... (rolls some dice)... 14. Is that OK?

Grace (the GM): Yep, it's a fairly routine maneuver. The docking clamps attach with a shudder, and there is a faint hiss as the airlocks synchronize.

Leonard (playing Dr. TikTok): Before we open that airlock, I use my hand scanner to see if any life forms lurk behind it.

Grace: Great! Roll your LOGIC check, but deduct one die because you're scanning through a duranium door.

Leonard (playing Dr. TikTok): (sighs, and rolls the dice). 9. That's not very good!

Grace (the GM): Sorry. You can't get a reading. I guess the duranium is interfering with your scanner. You'll just have to find out the old-fashioned way!

Walter (playing Ashonn): I pull out my laser sword and activate it, and then move to the airlock door. Is everyone ready?

Everyone else, talking simultaneously: Yep, I have my disruptor pistol drawn and ready... I ready my phaser rifle.... I pull out my blaster.

Grace (the GM): You all take position around the door. You're opening it, Ashonn?

Walter (playing Ashonn): Yes, I hit the control panel.

Grace (the GM): The airlock door slides open with a hiss. Beyond you can see darkness, lit occasionally by flickering lights which occasionally illuminate a duranium door at the end of a corridor. There's a strange smell in the air, and your eyes sting. No sound, except for the occasional beeping of a control panel.

Leonard (playing Dr. TikTok): Hmm. OK, another scan with my hand scanner. I roll... 13 this time. What's up with the atmosphere?

Grace (the GM): That roll is good enough. The atmosphere is slightly acidic. Not enough to harm you, but enough to be a little uncomfortable. Your readings indicate that something has compromised the atmospheric control systems.

Nichelle (playing Talik): I think some stealth is in order. I make my way silently down the corridor. Do I need to make a check?

Grace (the GM): Yes, an AGILITY check, please. You can add your *stealth* skill.

Nichelle (playing Talik): OK, I roll... 16. I move as quietly as I can along the way. Does anything happen?

Grace (the GM): That's a great roll. Talik, the Felan burglar, nimbly covers the length of the corridor without making a sound. You reach the door.

Nichelle (playing Talik): Can I open it?

Grace (the GM): You hit the control panel but it flashes red; somebody has clearly locked it from the other side.

Nichelle (playing Talik): I guess this is where I earn my keep as a burglar! I want to hack the lock and open the door.

Grace (the GM): Sure. Make a LOGIC check. You have *thievery* as a skill; you can add that.

Nichelle (playing Talik): Ugh. I'm much better at AGILITY stuff than LOGIC. I have 2d6 from my LOGIC, 1d6 from my *thievery*, and I get a bonus 1d6 from one of my burglar exploits, so that's 4d6. Here goes... hacking the lock... I get 14.

Grace (the GM): It was a *Challenging [13]* check. The door slides open! On the other side you can see what is clearly a cargo area for docked ships. Metal crates and barrels are everywhere, as are ladders, cables, and other utilities. The lights here, like in the corridor, flicker. All is quiet; there is none of the bustling activity you would normally expect.

Leonard (playing Dr. TikTok): I don't like the look of this. I'm still scanning! Rolling... 12.

Nichelle (playing Talik): Can I see or hear anything unusual? I'll make an INT check... 14.

Grace (the GM): Talik spots what appears to be a dismembered body amongst a pile of junk some 40 feet away, hidden in shadows. TikTok, your scan turns something up - you are not alone! You register two life forms in the room, both of alien origin.

James (playing Sasha): Whoah! Bodies? Aliens? This is getting bad very, very fast. I'm going into overwatch. If any alien critters show their face, they're getting blaster fire right where the sun don't shine!

Nichelle (playing Talik): I try to get more info from my scan. I roll 14 again. What type of creature are we talking here?

Grace (the GM): The scan results indicate that there are two xenomorphic aliens in the room, both on the ceiling, and moving towards the now-open doorway.

Nichelle (playing Talik): I'm in the doorway. Can I see them?

Grace (the GM): Make another INT check, Talik.

Nichelle (playing Talik): 15. That should be enough!

Grace (the GM): Unfortunately, no. Whatever is there, you can't see them.

James (playing Sasha): I have a really bad feeling about this....

» ABOUT THIS BOOK

This book is the main rulebook for *N.E.W. The Roleplaying Game*. Using just this book, you can run a complete science fiction roleplaying campaign. It describes how to create characters, adjudicate the game, run combat, and design settings and adventures. The book is divided into four main sections.

I: Future Careers. The first section of the book deals with character creation. It takes you through the process of generating new player characters from start to finish, including attributes, species, careers, and more. It also includes information on psionics.

II: Future Equipment. This section of the book contains equipment, weapons, armor, drugs, cybernetics, and vehicles, that your characters can find or purchase.

III: Future Core. This is followed by a section which describes how to run a game of *N.E.W.* It covers the core game mechanics, including attribute checks and countdown pools, and the combat rules, along with details on the environment, objects, and movement.

IV: Space. The section on space covers astronomical information, space travel, and starship operations and combat.

V: Building a Universe. The final section of the book contains rules and guidelines for designing your own setting, species, careers, star systems, planets, monsters, and more. It is a GM's toolkit for campaign and adventure design. It also includes a selection of aliens and enemies for use in the game.

» RULE ZERO

The GM is the final arbiter of what happens in the game. If a rule needs to be interpreted, it is the GM who decides how to resolve it. At times, the GM may need to create new rules, or alter existing rules. In other words, the rules in this book should be viewed as guidelines, and should not interfere with or be a hindrance to your game-playing.

The ultimate goal of this game - like any game - is to enjoy it and have fun. There is no right or wrong way to play *N.E.W.* If you're all enjoying yourselves, you're playing it correctly.

» THE SETTING

N.E.W. is set in a far-future sci-fi universe in the same way that other games are set in a medieval fantasy universe. That universe might be our own universe, or it might be a fictional one of your own devising. It might be small in scale, encompassing only a single solar system as the Russians and Chinese battle for control of Jupiter's moons, or it might encompass a whole galaxy or more with myriad alien races and interstellar civilizations. Here are some examples of settings:



- ▶ The solar system has been explored, and colonies exist on the Moon and Mars. Outposts on Europa and other moons of Jupiter conduct vital research. Faster-than-light travel is not possible, and if there are any alien civilizations out there, we'll never meet them. Instead, we squabble for resources in an increasingly small solar system.
- ▶ The great ark ship *Colossus* has been traveling for 80 years, three generations of crew and passengers. With a population of nearly 100,000 souls, this massive flying city fled Earth in search of something new.
- ▶ Man's reach has extended across most of the known galaxy in a huge galactic confederation. Most alien species have come under its sphere of influence, either willingly or not. The inner and outer frontiers of mankind's civilization feature outpost worlds and trader towns where

live those who wonder - has humanity itself become the bad guy in its ever-expanding quest for control?

- ▶ When a natural wormhole was discovered to the Small Magellanic Cloud, one of the Milky Way's orbiting dwarf galaxies, it was the start of something new. Now, dozens of galaxies are connected by great warp gates, conduits which allow trade and conflict alike. Great civilizations realize their insignificance in the vast void - and somewhere out there, beyond the edges of observable space, something ancient and malevolent exists.

» WHAT'S O.L.D. IS N.E.W.

O.L.D. is a companion roleplaying game of medieval fantasy. It is 100% compatible with *N.E.W.*; if you want a wizard to appear on a starship and start casting spells, or a starship's

away-team to materialize in a dragon's lair and start firing laser rifles, you'll find that the two work together perfectly.

Similarly, *N.O.W.* is a game of 80s-style action and supervehicles. It contains rules for martial arts, talking cars, and supersoldiers.

All three of these games are fully compatible with each other while designed to be complete independent games. Look for the *O.L.D.* and *N.O.W.* roleplaying games from EN Publishing.

» A BRIEF GLOSSARY

This is a short introduction to some of the terms you'll encounter throughout this book.

Attributes. Attributes represent a range of core measurable facets of your character in numerical form. These attributes are STRENGTH, AGILITY, ENDURANCE, INTUITION, LOGIC, WILLPOWER, CHARISMA, and LUCK plus a couple of optional attributes which depend on the campaign model. The higher an attribute, the more your character exemplifies that attribute.

Attribute Check. Most activities in the game are based around an attribute check. This is a test whereby one of your attributes determines how many dice you get to roll to accomplish a task such as shooting at a bandit or lifting a heavy object.

Away Team. When the players play members of a large crew, each creates multiple characters. Away teams are formed from the collective character pool. These are sometimes known as Task Forces, or troupe-style play.

Benchmark. The difficulty of a task is described by its benchmark. This is a descriptive word and numerical value which an attribute check attempts to roll over.

Career. A career is a temporary building block which helps form your character's development. Characters take careers for periods of time during character generation as the process works its way through his life in what is known as a "life-path" system. Each career affects his attributes and skills. For example, a few years spent working as a bartender on a galactic liner might enhance a character's social skills. At any given time, a character will have a current career.

Countdown Pool. A countdown pool is a special sort of dice pool used to add suspense when racing against an unknown clock. It involves periodically rolling a dice pool and removing any dice which show a certain value, until the pool is empty.

d6. A "d6" is a regular six-sided dice. *N.E.W.* is based around pools of dice in which you roll a number of dice, add up the total, and compare it to a target number known as a *difficulty benchmark*. Multiple dice which are rolled and added together are expressed as $x d6$ - for example, $3 d6$ means "roll three dice and add them together", while " $5 d6 + 2$ " means "roll five dice and add them together, then add two to the total".

d66. When the rules ask you to roll a d66, you should roll $2 d6$ but read them a little differently. Instead of adding them together, you read the first as "tens" and the second as "units" - for example, if you roll a 3 and a 2, you read that as 32. Rolling a 1 and a 6 gives you 16. This way of rolling dice is mainly used by the GM when rolling on random tables.

Descriptor. At the top of the character sheet you will see an area known as the "descriptor". The descriptor presents a number of fundamental things about your character in the form of a single summarizing sentence.

Dice Pool. A dice pool is the handful of dice you roll when making an attribute check. It can be formed in various ways (adding dice granted by your attributes, skills, or equipment) and is limited in size by your grade.

Die Bonus/Penalty. If something indicates that it grants or inflicts a die bonus or penalty (usually in the format "a +2d6 bonus") it refers to additional dice which can be added to (or which must be removed from) your dice pool when you make an attribute check.

Experience Points. Characters earn Experience Points by accomplishing tasks, defeating enemies, and completing adventures. These Experience Points (or XP) can be spent on character improvements.

Exploits. Exploits are individual abilities or benefits. There are different types of exploit - species exploits, career exploits, attribute exploits, age exploits, and universal exploits.

Exploits include things like an android's immunity to mental attacks, a navy brat's familiarity with military vehicles, or the ability to perform a deadly strike.

Game Master (GM). The GM is the referee of the game. She describes the universe to the players, and controls the actions of NPCs and monsters.

Grade. Your character's grade is simply the total number of career grades you have taken. A starting character is usually Grade 5. Your grade is important because it determines the maximum sized dice pool you can form when making attribute checks.

Non Player Character (NPC). An NPC is a character which is not played by one of the players. Instead, all NPCs are played by the GM.

Skills. Skills are smaller, concentrated packets of interest, expertise, or training. They include things like cooking, pistols, wrestling, poetry, piloting, engineering, and more. Your character will pick up new skills throughout his career. The skill list is open-ended and unlimited; a skill kicks in at any time your character performs an activity related to it.

Species. Your character is one of a number of available alien species (including human). He might be a fierce Spartan, a diminutive Borian, or a serene Venetian.

» SETTING THE TONE

N.E.W. is designed to fit a wide range of science-fiction styles, from grand space operas to gritty hard sci-fi. Whatever your favorite sci-fi show or novel, you should find that you can easily play it with *N.E.W.*

Later in this book, you'll find an entire chapter which discusses the creation of your own setting with rules and guidelines for designing star systems, worlds, species, monsters, and more.



» CHARACTER CREATION

Each player in *N.E.W.* plays a character - a human soldier, a Spartan bounty hunter, a Felan burglar, a Borian engineer, an Android doctor, or one of many other possible options. You can choose from a variety of species and careers to build the character you want to play.

This section of the rulebook tells you how to create a player character. It includes information on attributes, skills, careers, exploits, and equipment. By working through this chapter, you will be able to easily create a fully playable character ready for play in a *N.E.W.* campaign. All you need is a character sheet, a pencil, and a copy of this rulebook.

Good luck! We're all counting on you.

» ABOUT THIS CHAPTER

This chapter on character creation includes the following information. A character, in its basic form, is simply a collection of three types of element: **attributes** (which define core capabilities), **skills** (which define areas of special competence or knowledge) and **exploits** (which are special abilities and

traits). The rest of the elements listed below, such as careers, age, species, and so on, are simply choices which determine your attributes, skills, and exploits.

- ▶ An overall walkthrough of the character creation process.
- ▶ Details about the character's descriptor and grade.
- ▶ Information about attributes, what they mean, and how they are used.
- ▶ A list of over 150 example skills.
- ▶ A choice of 7 character species, along with their descriptions and abilities.
- ▶ Over 60 distinct careers which your character may adopt.
- ▶ Universal exploits, which are distinct abilities which can be acquired by any character.
- ▶ Details on how to calculate a number of derived statistics.
- ▶ Nearly 40 traits.
- ▶ Information on character age.
- ▶ Over 30 psionic exploits.

All of these elements are building blocks which contribute towards your character. Although it sounds like a lot, creating a character is actually a very simple process - you'll simply choose a species, five careers, a couple of items like exploits and traits, and then buy equipment for your character. When you're used to the process, a character shouldn't take more than a few minutes to create.

» CHARACTER CREATION WALKTHROUGH

Follow these steps to create a character.

- 1 Note your starting attributes (**3 for each attribute**, except for PSI and REP which start at 0).
- 2 Choose a species.
 - 2.1 Apply species attribute adjustments.
 - 2.2 Note your SIZE.
 - 2.3 Choose **three** species skills.
 - 2.4 Note **all** the listed species exploits.
- 3 Choose a homeworld type, apply attribute adjustments, and note any bonus skills.
- 4 Choose a *hook*, and note it in your descriptor.
 - 4.1 Choose one attribute related to that hook; this is called your *hook attribute*.
- 5 Choose **five** careers. Start with an **origin**, and then select **four** further careers. For each career grade, do the following:
 - 5.1 Apply all of the listed attribute adjustments. Note that you may optionally substitute either one of your species attributes or your hook attribute for one of the listed attributes.
 - 5.2 Choose two of the listed skills and advance each by one point. Note that characters may optionally always select a defensive skill instead of a listed skill.
 - 5.3 Choose one new career exploit from the list shown or choose one universal exploit.

If the characters are members of a large crew or other organisation, each player will need three characters. See the rules on Away Teams & Task Forces on page 49.

5.4 Roll for the years spent at that career grade and increase your age (your age starts at zero).

- 6 Select *aim* or *feint* (free universal exploits) plus **one** other universal exploit of your choice for which you qualify.
- 7 Choose **one** trait based on your highest or lowest attribute and note that in your descriptor.
- 8 Determine your age and apply any age exploits.
- 9 Calculate your derived statistics.
- 10 Spend money to equip your character with armor, weapons, and equipment.

» TOTAL CHECKLIST

When you have finished, you will have chosen:

5 career exploits.

10 skill ranks from your careers plus 3 from your species and 1 for your homeworld, making 14 in total.

20 attribute points from your careers, plus the 24 you started with, adjusted by species.

2 universal exploits, including either *aim* or *feint*.

1 possible age exploit, a trait, and a hook.

» DESCRIPTOR

At the top of each character sheet is a *descriptor*. This is a short introductory character summary. Each player should read their full descriptor to the rest of the group before beginning play. For example, Dr. TikTok's reads:

an erudite android medic who is fascinated by religion

The descriptor is made up of the following elements, some of which are not always used.

a[n] [age] [trait] [species] [career] who [hook].

Trait. The *trait* is the name of a special ability or quality defined by a character's lowest or highest attribute (see section on *traits*, later).

Age. The *age* entry is only used if the character is younger than adult or older than middle-aged. You may choose any synonyms for young and old (adolescent, youthful, aged, mature, etc.); age can give you a free exploit (see the section on *age*, later).

Career. The *career* entry can be one of two choices. It can be the character's current career, or it can be the character's longest-serving career. If the longest-serving career is not the current career, it should be prefixed with "ex-" (for example, an ex-cop or an ex-marine).

Hook. The *hook* is a broad background/skill/interest chosen by the player. It can be anything, but it's designed to round out the character with personality, interests, or hobbies. For example, a player might choose "...who enjoys hard liquor" or "... has a taste for romance" or even "...who collects insects as a hobby".

The hook is chosen early in the character creation process. It complements career and skill choices as a lifelong background aspect to the character, unconnected to specific vocations and training.

The hook works as a broad skill. Any time you make an attribute check, you can use the hook to gain a +1d6 bonus, but *only if you are not using a skill already*. The GM should be generous in allowing this; the hook should provide a frequent reminder of a character's background.

What you can't do with the hook is gain a combat bonus to attack or damage. Hooks like "...who enjoys target shooting" or "... who likes boxing" can sometimes be slipped in by players as sneaky combat bonuses, but sadly they do not work like that. The boxing hook might help recall a past champion or identify a winner's belt, but it won't assist a character in throwing a punch.

The hook has one other effect, which occurs during character creation only. The player should assign one attribute to be loosely linked to the hook; for example, if the hook is a physical activity, he might choose STRENGTH. This is called his *hook attribute*. Whenever advancing attribute scores through a career choice, the hook attribute may be chosen *instead* of one of the listed career attributes.



Example Descriptors

- ▶ Dr. TikTok is an erudite Android medic who is fascinated by religion
- ▶ Gorrat is an illiterate Ogron marine who loves sports
- ▶ Sasha is a reckless Human smuggler who enjoys gambling
- ▶ Talik is an ambidextrous Felan burglar who plays classical music
- ▶ Holmes is an alcoholic Human psychic who collects insects
- ▶ Ashonn is a young, disfigured Venetian star knight who believes in fairytales

Each player should read their character's descriptor aloud to the other players before play begins.

» ATTRIBUTES

Player characters are defined by a set of attributes. Attributes are a selection of values which help describe a character. They measure things like strength, agility, and intelligence; somebody with a higher STRENGTH attribute is stronger than somebody with a lower one. The primary attributes in *N.E.W.* are STRENGTH, AGILITY, ENDURANCE, WILLPOWER, INTUITION, LOGIC, CHARISMA, and LUCK. There are also two secondary attributes called REPUTATION and PSIONICS.

There is no upper limit to an attribute. The human species is used as a benchmark for "average", with a score of with 4 in each physical, mental, and personal attribute being roughly average for a civilian adult human. An attribute of 12 typically represents performance exhibited by record-holding human athletes or scientific geniuses. Einstein and Sherlock Holmes exhibit a score of 12 in their LOGIC attributes, while Adolph Hitler and Rasputin have scores of 11 or 12 in CHARISMA, although player characters and NPCs in *N.E.W.* sometimes exceed these values.

Monsters, too, are described in terms of attributes. A mighty tyrannosaurus rex might have a STRENGTH attribute of 20. Non-human species have different averages and norms to humans; this is represented by their different starting attributes.

Attributes will change during character creation, and then later through character advancement, as your character embarks on new careers. A stint in the military might make you a bit tougher, increasing your ENDURANCE attribute, while years spent as a con-man might increase your CHARISMA. The attributes are described in more detail below.

Attributes sometimes combine to create derived statistics - for example, the physical attributes can affect a character's MELEE and RANGED DEFENSE score, and the mental attributes affect a character's MENTAL DEFENSE score. Other attributes are used to determine how fast your character can run, how much he can carry, how far he can jump, or how much damage he can take.

Attributes & Dice Pools

The actual attribute scores are only used during character creation and advancement. During play, you will use your attributes' associated **dice pools**. There is more detail on this later, but dice pools are groups of dice which you roll when your character attempts a task; the more dice you roll, the higher you'll likely score. Your attributes determine how many dice you can roll. The total that you roll is compared to a difficulty benchmark; if you roll equal to or higher than that benchmark, your character succeeds at the task. A benchmark looks something like: *Challenging [13] AGI* check. This means that you roll your dice pool, and if you roll 13 or more, your character succeeds. There is much more information on difficulty benchmarks and attribute checks in the section on adjudicating the game.

Attributes grant dice to these dice pools in a granular, expanding scale, meaning that each new dice is harder to obtain - for example, an AGILITY of 7 means that your AGILITY dice pool is 3d6, while an AGILITY of 10 lets you roll 4d6.

Skills (covered a little later in this book) use the same expanding scale, granting more dice to your dice pool. So a skill rank of 3 in *pistols* gives you 2d6. You would add that to the 3d6 you got for your AGILITY score of 7 when taking a shot at a hostile alien, meaning that you get to roll 5d6 in total.

Attribute & Skill Scale

| 1-2 | 3-5 | 6-9 | 10-14 | 15-20 | 21-27 | 28-35 |
|-----|-----|-----|-------|-------|-------|-------|
| 1d6 | 2d6 | 3d6 | 4d6 | 5d6 | 6d6 | 7d6 |

You can also gain dice for high quality equipment. For example, an exceptional quality item gives you another 2d6 to add to your dice pool. Equipment is dealt with in detail elsewhere.

» STRENGTH (STR)

STRENGTH measures physical power, might, and brawn. It is used to determine carrying capacity, some melee attacks, and melee damage. If you want to break a door down, your GM may ask you for a STR check.

» AGILITY (AGI)

AGILITY measures dexterity and reflexes. It is also used to determine ranged attacks and some melee attacks. You might use your AGI to perform a fancy shuttle maneuver or to land safely after a nasty fall.

» ENDURANCE (END)

ENDURANCE is a measure of healthiness, constitution, and hardiness. It, along with WIL, is used to determine your overall HEALTH score. An END check might also be used to resist the effects of poison or disease.

» INTUITION (INT)

INTUITION measures common sense, perception, empathy, and natural instinct. It is used to tell when someone is lying, spot something, or sense impending danger. Some might refer to it as “EQ” or “emotional intelligence”. Animals often have high INT attributes, especially those with keen senses.

» LOGIC (LOG)

LOGIC is a mixture of reasoning, knowledge, and education. While IQ isn't a great measure of intelligence, $60 + (\text{LOG} \times 10)$ gives an approximate IQ in the mid-ranges. You would make a LOG check to operate a complex electronic device, apply first-aid, or recall specific knowledge

» WILLPOWER (WIL)

WILLPOWER is strength of mind and power of concentration. Along with END, it determines your overall HEALTH, and is part of your MENTAL DEFENSE.

» CHARISMA (CHA)

CHARISMA is a combination of physical attractiveness, personal magnetism, and force of personality. It is the attribute used when interacting with others, whether leading them, negotiating with them, or deceiving them. While physical appearance is part of the CHA score, it is a minor part at best (especially in a universe full of aliens with differing standards of beauty); far more important are personality and presence.

» LUCK (LUC)

LUCK is an unpredictable force, and some people are naturally luckier than others. Your LUCK dice pool forms a resource of dice which can be added at will to other dice pools on order to improve your chances, or which can be spent on other special actions. That resource replenishes itself every day.

» REPUTATION (REP)

REPUTATION is a measure of fame, respect, influence, social standing, and credit rating. You can make a REP check to get a loan or see if somebody has heard of you. Your REP also partly determines your starting money.

» PSIONICS (PSI)

PSIONICS (PSI) measures the psionic potential of a character. It is used for mental and telepathic attacks and abilities. Not all settings will use the PSI attribute.

What Attribute Scores Mean

Though the following terms are not used in the game in any meaningful way, they can help you to envisage what your

| Dice Pool | STRENGTH | AGILITY | LOGIC | REPUTATION | Attribute |
|-----------|------------|------------|----------------------|-----------------|-----------|
| 1d6 | Weak | Clumsy | Low | Unknown | 1-2 |
| 2d6 | Average | Average | Average | Town or village | 3-5 |
| 3d6 | Strong | Adroit | Gifted | Planet | 6-9 |
| 4d6 | Powerful | Agile | Genius | System | 10-14 |
| 5d6 | Mighty | Remarkable | Extraordinary genius | Sector | 15-20 |
| 6d6 | Superhuman | Superhuman | Supra-genius | Galaxy | 21-27 |

character's attribute scores actually mean. The table above can be used as a quick tool to understanding your character's attributes as viewed from a human perspective (although a T-Rex might not consider a human with 12 STR to be powerful!) It doesn't include all the attributes, but the ones it does include should give you a reasonable perspective on the overall scale.

» GRADE

Your grade is equal to the total number of career grades you have taken, and the largest dice pool you can form during play is defined by your grade. A starting character

with 5 career grades is **grade 5**, and has a maximum pool size of **5d6**. Some NPCs, civilians, or weak monsters may be lower than grade 5, and their maximum dice pool is equal to their grade.

For example (this will be explained in more detail later), Krakov has 9 AGI, 4 ranks in swords, and an exceptional electro-katana. That would normally give him a dice pool of 7d6 (3d6 for his attribute, 2d6 for his swords skill, and 2d6 for his exceptional weapon). However, he is only grade 7, which gives him a maximum dice pool of 6d6. In effect, some of his dice are wasted until he can gain some experience.

Maximum Dice Pools

| 5d6 | 6d6 | 7d6 | 8d6 | 9d6 | 10d6 | 11d6 | 12d6 |
|---------|-----------|------------|-------------|-------------|-------------|-------------|-------------|
| Grade 5 | Grade 6-7 | Grade 8-10 | Grade 11-14 | Grade 15-19 | Grade 20-25 | Grade 26-32 | Grade 33-40 |

Starting Grade

A typical character begins at **grade 5**, which includes an origin and four career grades. However, the GM may wish to start the game at a different grade.

Starting characters at **grade 1** will be young, with only an origin. They will be below average in terms of competency, but have limitless scope to grow. Alternatively, starting at **grade 2** can give characters an origin and the start of a career. A new cadet or a teenaged moisture farmer longing for adventure might fit this approach.

A character's maximum dice pool cannot be reduced to lower than 3d6, no matter how low their grade, though an NPC's or monster's dice pool can. A grade 4 character has a maximum dice pool of 4d6, and a

grade 3 or lower character has a maximum dice pool of 3d6.

Starting characters at **grade 10** will be highly competent, experienced professionals. These characters know what they're doing, and they're good at it. They've likely already maxed out one entire career - perhaps they could be ex-military or reformed criminals. A grade 10 character has a maximum dice pool of 7d6.

The GM can set any starting grade. You may find you enjoy certain styles of game over others, and the starting grade can be a major factor in this. It is recommended, however, that all players begin with characters of the same grade so that none overshadow the others.



» SKILLS

Skills represent things your character is good at. Skills are picked up as a character progresses through his life, and reflect training and background. Some are academic skills, such as the sciences; others are physical skills like *running* or *climbing*. Still others may reflect social skills like *intimidation*, technical skills like *engineering*, or activities like *piloting* and *zero-g*.

A skill is not required to attempt a task. Having ranks in a skill indicates that you have particular training in that subject; however, even if you have no ranks in *piloting*, you can still try to land a damaged shuttlecraft, and having no ranks in *pistols* does not prevent you from taking a shot at an attacking alien.

The skill list is open-ended. This means that ANYTHING can be a skill; it doesn't have to be on the list below. You might wish to choose *flower arranging*, *origami*, or *interior decorating*. The list below is simply a list of examples; feel free to add to it.

A skill forms part of a dice pool. When making an attribute check, you may add skill dice to your attribute dice (you may also add equipment dice) to form a dice pool which is rolled against a target difficulty benchmark.

> Academic Skills

examples: literature, accounting, law, history, linguistics, art, theology, philosophy, politics, economics, geography, journalism

> Artistic Skills

examples: painting, sculpting, calligraphy, pottery, poetry, film-making, photography, printmaking, modelling

> Combat Skills

examples: tactics, reactions, brawling, wrestling, boxing, martial arts, pistols, rifles, heavy weapons, swords, polearms, clubs, knives, axes, light armor, medium armor, heavy armor, powered armor

> Crafting Skills

examples: carpentry, cooking, blacksmith, basket-weaving, stone-masonry

> Developmental Skills

examples: perception, insight, concentration, meditation, bravery, resistance, hardy, ambidexterity

> Gaming Skills

examples: chess, checkers, dominoes, draughts, poker, blackjack, backgammon, pool, darts, gambling

> Miscellaneous Hobby Skills

examples: brewing, fishing, gardening, hunting, riddles, sewing, ornithology

> Physical Skills

examples: climbing, swimming, jumping, carrying, running, acrobatics, zero-g, high-g, throwing

> Performance Skills

examples: acting, singing, musical instrument, dancing, mime, magic, storytelling, comedy, fortune-telling, juggling, ventriloquism

> Psionic Skills

examples: biopsionics, clairvoyance, clairvoyance, ergokinesis, metapsionics, telekinesis, telepathy, teleportation

> Scientific Skills

examples: physics, astrophysics, astronomy, chemistry, ecology, oceanography, geology, meteorology, biology, zoology, botany, mathematics, archaeology, criminology, psychology, sociology, medicine, genetics, nanotechnology, xenology, climatology

> Sporting Skills

examples: football, tennis, volleyball, cricket, baseball, basketball, rugby, bowling, dodgeball, badminton, squash, table tennis, sailing

> Subterfuge Skills

examples: cryptology, appraisal, disguise, stealth, thievery, escape artist, bribery, forgery, interrogation

> Social Skills

examples: intimidate, flirtation, carousing, negotiating, bluffing, leadership, linguistics, counselling, teaching

> Technical Skills

examples: computers, engineering, demolitions/explosives, electronics

> Trivia Skills

examples: movies, rock 'n roll, historical period, celebrities, astrology, theater

> Vehicle Skills

examples: piloting, riding, driving, sailing, gunnery, navigation, astrogation

> Outdoor Skills

examples: survival, animal handling, tracking, farming, mining

> Other Skills

examples: bureaucracy, hypnotism, local knowledge



Skill Notation

Sometimes entire categories of skills are referred to in this rulebook instead of single skills. When this happens, the category is noted in square brackets in order to avoid confusion. For example, an entry which says *[outdoor]* refers to the entire list of *survival*, *animal handling*, *tracking*, *farming*, *mining*, and any others. In these instances, it is also appropriate to choose new skills of your own devising, as long as they fall within the category's overall topic - if a career tells you you may choose a *[vehicle]* skill, you can choose any of the listed examples, or you might decide instead on *ballooning* or *submarining*.

When noting a skill, you do not need to indicate categories or placeholder titles. You simply note “*chess*” rather than “*gaming (chess)*”; similarly, you simply note “*pistols*” or “*nunchukus*” rather than “*ranged weapon (pistols)*” or “*melee weapon (nunchaku)*”.

Computers includes use of scanners and starship sensor/comms systems.

Navigation refers to land and sea-based travel. The space-based equivalent is *astrogation*.

Local knowledge is a catch-all term; the skill should actually be the name of a place, typically a planet.

Weapons. In combat, unarmed fighting, and weapon skills all add to relevant AGI, INT, or STR attack checks. Melee weapons include categories of weapon type (*swords*, *axes*, *clubs*, *knives*, etc.); ranged weapons similarly include weapon types, such as *bows*, *pistols*, *rifles*, or *heavy weapons*. **Gunnery** refers to vehicle or ship-mounted weapons. Unarmed combat types include (but are not limited to) *boxing*, *wrestling*, *brawling*, and *martial arts*.

Armor. Armor is divided into light, medium, heavy, and powered armor. You can still wear armor in which you have no skill ranks, but - as with all equipment - you need skill ranks to benefit fully from higher quality armor.



Skill Levels

Skills are used to form dice pools in the same way that attributes are. They use the same scale as attributes to derive the size of the dice pool.

As a general rule, 1 skill rank is *proficient*, 3 is considered *skilled*, and is roughly equal to a bachelor's degree; 6 is an *expert*, and is roughly equal to a doctorate; 10 is regarded as *mastery*; and 15 makes you an *authority* on that subject. These ranks correspond to derived dice pools of 1d6, 2d6, 3d6, 4d6, and 5d6.

Einstein had a score of 15 (5d6) in *physics*. Miyamoto Musashi had a score of 15 (5d6) in *swords*. Characters with skills that high are extremely rare.

| Skill Ranks | Skill Level | Dice Pool |
|-------------|-------------|-----------|
| 1 | Proficient | 1d6 |
| 3 | Skilled | 2d6 |
| 6 | Expert | 3d6 |
| 10 | Mastery | 4d6 |
| 15 | Authority | 5d6 |



» SPECIES

Your character is likely nothing like you. In fact, your character may be a completely different species to you. There are a number of alien species to choose from; they all have different starting attributes representing typical members of their species. Some alien species may be fast, or strong, while others might be intelligent or psionically gifted. Each species is different.

Start by choosing a species and sex for your character. Your species will determine your starting attributes, which are the attributes of a small child of that species (human adult average is 4 in each attribute). Your gender does not affect your attributes or skills at all. Humans provide the simplest, most straightforward playing experience.

Once you have selected your species, record your starting attributes, and choose three from the list of available skills. Each species also has natural exploits (such as the Venetian's bonus telepathic power or the Android's immunity to mental attacks).

This rulebook presents seven basic species (Humans, Ogrons, Venetians, Borians, Androids, Spartans, and Felan), although many more may be available from other sources. These species are a simple, “generic” set, designed to suit a multitude of campaign settings in the same way that elves, dwarves, and halflings are often generic to fantasy games. Any given setting may well have an entirely different set of alien species, especially if it's set in a popular sci-fi universe, and GMs are encouraged to create their own.

A Note About Gender & Ethnicity

Gender has no effect on your character and should be treated as a purely descriptive element. Some alien races (though not those above) may have entirely different genders, or no gender at all. You should feel free to select from the entire range of gender-identification and sexuality, though these things will likely not form a major part of the game.

Species Attribute Bonuses

Every species is different, and part of this difference is highlighted by their different starting attributes. Ogrons are strong, and Venetians are clever, while Humans are known for their luck.

| | STR | AGI | END | INT | LOG | WIL | CHA | LUC | PSI |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Human* | | | | | | | | +2 | |
| Borian | | | +1 | +1 | | | +1 | | |
| Ogron | +2 | | +2 | | | | | | |
| Felan | | +2 | | +1 | | | +1 | +1 | |
| Spartan | +1 | +1 | +1 | | | | | | |
| Android | +2 | | | | +2 | | | - | - |
| Venetian | | +1 | | | +2 | | | -2 | +3 |

**+2 to one other attribute and +1 to a third attribute*

All of your attributes start at 3, except for PSI and REP which both start at 0. Your choice of species modifies those attributes in the form of bonuses and some (rare) penalties.

Attributes which grant a species bonus also serve another important function. The starting bonus to your attributes isn't overwhelming. However, later in the character creation process, whenever you take a career grade, you may substitute one of the listed attribute

advancements for one of the attributes to which your species grants a bonus - so Ogron characters may replace one of their attribute increases with either STRENGTH or ENDURANCE, and Venetians may substitute a listed attribute increase with AGILITY, LOGIC, or PSIONICS.

Alternatively, you may substitute your hook attribute in place of one of the listed attributes.

You cannot increase an attribute twice during a single career grade advancement; if substituting a species or hook attribute for another would mean that an attribute was being improved more than once, you cannot make the substitution.



Humans

There's a reasonably strong chance that you, the reader, are human. Humans are an adaptive and expansionist species, with a tendency towards colonization and innovation - they are as varied as the many planets from which they hail. Centuries on different worlds has resulted in a diverse species - some colonies on high gravity worlds grew into planets of strong men and women, while other planets attuned their populations over many years in other ways.

Human adventurers are extremely varied, from military officers to engineers, to priests, to criminals.

Statistics

Size: Medium

Attributes: LUC +2, add 2 to one other attribute, and add 1 to a third attribute

Skill choices: *Sport, climbing, swimming, running, [crafting], [trivia], [gaming], [scientific], engineering.*

Exploits

Varied. Human boast more variation within their species than most. Add 2 to one other attribute, and add 1 to a third attribute (noted above).

Explorers. Driven by an inquisitive, exploratory nature, Humans gain a number of XP equal to their grade every time they set foot on a planet new to them.

Ogrons

Ogrons stand 7' tall. Towering masses of muscle, accompanied by green skin and bestial tusks, they so much resemble the ogres of fairytale and lore than humankind named them after the mythical creatures. Ogrons have a reputation for stupidity. While it's certainly true that most of humankind outstrips the Ogron species in terms of intelligence and education, Ogrons aren't quite as stupid as many expect - they, as a species, do manage to operate and build starships, after all.

Ogron adventurers tend to be mercenaries and soldiers.

Typical names (male and female): Lúrbag, Lugog, Gorrat, Ugbug, Bolglúk, Maudush, Radhur, Ugdush, Grishog.

Statistics

Size: Large

Attributes: STR+2, END +2

Skill choices: *Carrying, hardy, bravery, intimidate.*

Exploits

Dull-witted. Although slow-witted, Ogron minds are hard to penetrate. They gain a +4 bonus to MENTAL DEFENSE.

Smelly. No matter what they do, Ogrons smell bad. They take a permanent -1d6 penalty to any attempts at stealth.

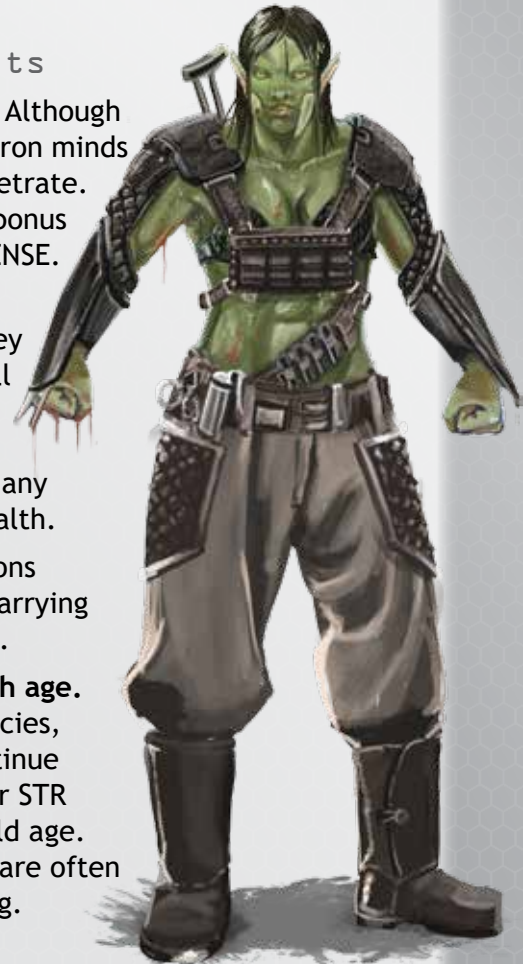
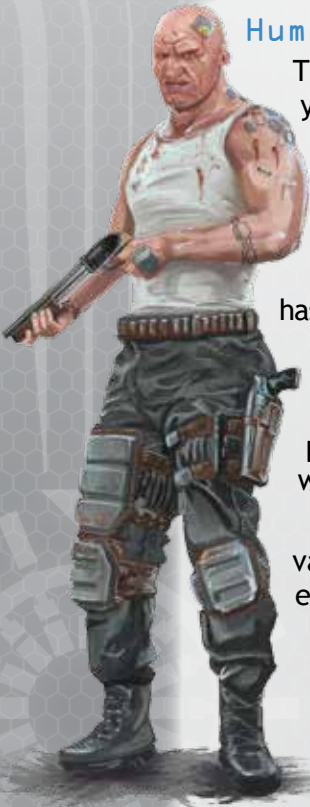
Brawny. Ogrons increase their carrying capacity by 50%.

Stronger with age. Unlike most species, Ogrons can continue to increase their STR attribute into old age. Ancient Ogrons are often incredibly strong.

Venetians

Venetians are a slim, hairless species, standing at roughly the same height as humans. They tend towards the ascetic, and, indeed, have a society which highly favors the monastic orders to which so many belong. The Venetian style of self-discipline and avoidance of indulgence gives the species a somewhat aloof demeanor which can be off-putting.

Many of the Venetian monastic orders, of which there are thousands, focus on the martial arts and self-discipline. For this reason, Venetians - while being pacifistic in nature - are often very skilled combatants.



Venetian adventurers tend to be priests, healers, and scientists.

Typical names (male and female): Ashonn, Branmer, Kozain, Kalier, Tereval, Rathell, Sinehan, Nerrat, Dukhon, Deerenn, Delon, Mayen.

Statistics

Size: Medium

Attributes: AGI +1, LOG +2, LUC -2, PSI +3

Skill choices: *Reactions, acrobatics, perception, concentration, religion, [scientific].*

Exploits

Naturally psionic. A society which integrates psionics from childhood, Venetians start play with one free psionic exploit.

Acute hearing. Venetians have excellent hearing, and gain a +1d6 bonus to INT checks when sound is relevant.

Learned. Venetians start with four species skills rather than three. The bonus (fourth) skill must be a *[scientific]* skill.

Disciplined. The mental discipline of a Venetian is such that they are completely immune to the *weary* condition, and other tiredness conditions affect them as though they were one category less as long as they get 8 hours sleep per week. This is not a preferred situation, however.

Borians

Borians are welcome in most places. Standing at about 4' in height, with bright red or blue skin (depending on clan) and spiky heads, they have a reputation for good cheer and friendliness. This, coupled with their naturally robust constitution, also makes them renowned drinkers, and it has been said that Borians make the most common bartender race in the universe.

Borians are good with their hands, and enjoy tinkering and building. They make excellent engineers and craftsmen.

Typical names (male and female): Dobur, Thrari, Kirin, Borin, Boli, Filin, Gimnor, Thrarin, Dwain, Dolo, Kibur.

Statistics

Size: Small

Attributes: END +1, INT +1, CHA +1, REP +1

Skill choices: *Carousing, hardy, [crafting], engineering, appraisal.*

Exploits

Darksight. Borians can see in the dark to a distance of 10' per point of INT.

Iron constitution. Borians are not affected by poisons, including alcohol.

Tinkerers. Borians may designate one item of equipment which they own. That item permanently gains one bonus quality level. If the item is lost or destroyed, the Borian may designate a new item after 24 hours.

Androids

Androids aren't technically a species, and can vary greatly in appearance. Frequently, however, they look like humans. While many philosophers will debate whether or not Androids have true consciousness, they have passed every test imaginable and are legally considered to be alive, with all the rights and responsibilities that entails. Stronger and tougher than humans, with processors which can outpace the human mind, Androids aren't always the most popular in the room.

Androids make excellent scientists, engineers, and scientists.

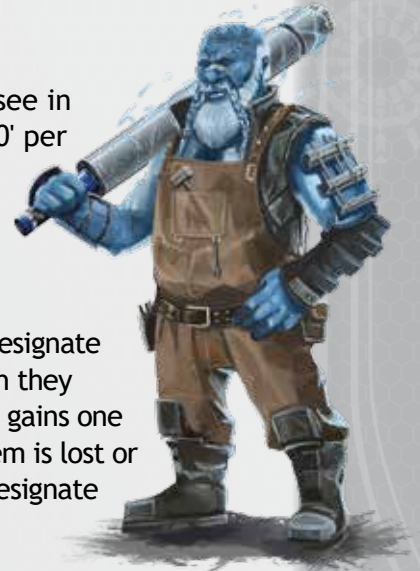
Typical names: KX-159, D.A.T.A., SL1A, TikTok, G.O.L.E.M., Watson, Jeeves, C.H.I.P., Robby, A.L.P.H.A., Mk XIV, B.R.A.I.N.

Statistics

Size: Small, medium, or large

Attributes: STR +2, LOG +2, LUC -, PSI -

Skill choices: *Computers, engineering, running, linguistics, [technical].*





Exploits

Mindless. Androids are immune to any attacks which target MENTAL DEFENSE.

Deterministic. An Android's PSI or LUCK attributes can never rise above zero.

Electronic vulnerability. As mechanoids, Androids are vulnerable (1d6) to electricity damage, and vulnerable (2d6) to ion damage.

Automaton. Androids do not need to eat, sleep, or breathe, and weigh 150% normal.

Choose one of the following modification exploits:

- ▶ **Organic appearance.** The android's appearance is uncannily like that of a human (or other species) although not so alike that it would fool anyone.
- ▶ **Wheels.** The android moves on wheels instead of legs. This reduces its SPEED to 2 across difficult terrain, but increases its SPEED by 2 on normal terrain.
- ▶ **Armor.** The android is plated with armor, giving it SOAK 5. The android's weight is 200% normal instead of 150%, and it suffers a -1 penalty to its SPEED score.
- ▶ **Access ports.** The android can "plug in" to a computer or computerized system, granting it a +1d6 bonus to computer checks.
- ▶ **Scanner.** The android has an inbuilt scanner (equal to a hand scanner) which it is always considered to be carrying. This scanner might be part of its body, or simply part of its sensory equipment, and may or may not be visible.
- ▶ **Compute.** The android can absorb a large document (the equivalent of a major novel) in a minute, or make complex calculations, including FTL calculations which require no check at FTL factors equal to or lower than the android's LOG attribute.

- ▶ **Weapon.** The android has an integrated melee weapon. Choose one weapon worth 100cr or less.

Spartans

Spartans were named after the mythological Human legends because of their warrior-based culture. Aggressive, violent, quick to anger and easy to offend, a group of Spartans can empty a bar in minutes. Add in their love of heavy drinking and the sheer joy they get from combat, it's easy to see why Spartans are not the most popular of species. However, they do get frequently misunderstood - they are rarely bullies (indeed, they'd see it as cowardly to attack someone weaker).

Spartans excel as soldiers and other warriors. They abhor indirect conflict, and will tend to avoid careers which involve subterfuge or deception.

Typical names (male and female): Kevak, Deshe, Bra-el, G'Vera, Dracla, K'Ehleyr, Kellein, Kargan, Kalan, Adjur.

Statistics

Size: Medium

Attributes: STR +1, AGI +1, END +1

Skill choices: [Combat], intimidate, carousing.

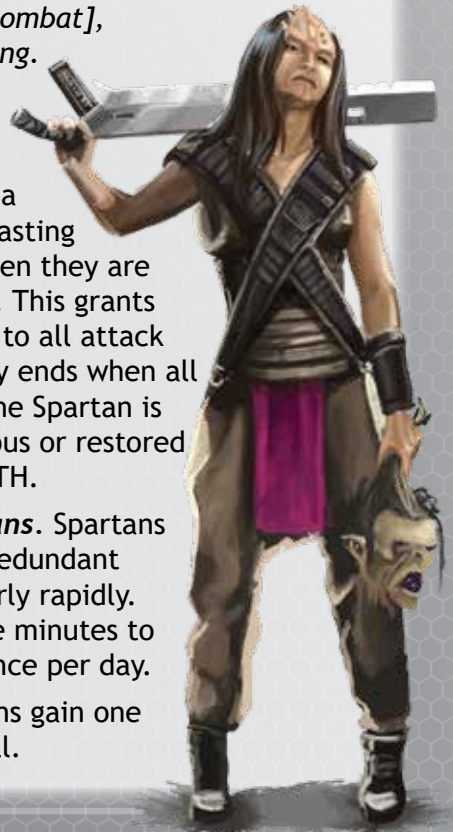
Exploits

Berserker.

Spartans can enter a berserker rage by tasting their own blood when they are below half HEALTH. This grants them a +1d6 bonus to all attack rolls. The rage only ends when all foes are dead, or the Spartan is rendered unconscious or restored to above half HEALTH.

Redundant organs. Spartans have a number of redundant organs and heal fairly rapidly. They can spend five minutes to heal 2d6 HEALTH once per day.

Warlike. Spartans gain one bonus [combat] skill.



Felans

Felans, unimaginatively named by the first human explorers to encounter them, are a cat-like species. Like their four-legged namesake, Felans are often beautiful to the eye, and move with a graceful, acrobatic purpose.

Easily able to jump and climb, Felans like to make use of their environment, and tend to sleep in precarious locations high above the ground.

Felans have a deserved reputation for being easily distracted, and often flit from career to career, unable to settle.

Typical names (male and female): Arhel, Infin, Elenrik, Makil, Crihel, Talik, Gimlek, Amaduil, Idthit, Ciraire.

Statistics

Size: Medium

Attributes: AGI +2, INT +1, CHA +1, LUC +1

Skill choices: *Acrobatics, climbing, jumping, [unarmed fighting], reactions, appraisal, bluffing, stealth, negotiating.*

Exploits

Fast. Felans are fast and nimble, adding 2 to their SPEED.

Jumper. Felans are adept at jumping, adding 5' to both horizontal and vertical jump distances.

Land on your feet. When falling, a Felan reduces the effective distance by 10'.

Claws. Accurately slashing with their sharp claws, Felans do 2d6 unarmed damage.

» HOMEWORLD

Choose a homeworld type, which gives you attribute adjustments and a bonus skill. Your homeworld selection may not contradict your choice of origin.

| Homeworld | Attributes | Bonus Skill |
|--------------|----------------|--------------------------|
| Agricultural | END +1; LOG -1 | Farming |
| Arctic | END +1; AGI -1 | Survival |
| Asteroid | AGI +1; STR -1 | Zero-g or mining |
| Barren | END +1; CHA -1 | Survival |
| City | CHA +1; END -1 | Diplomacy or bureaucracy |
| Desert | END +1; AGI -1 | Navigation or survival |
| Jungle | AGI +1; END -1 | Climbing |
| Ocean | AGI +1; INT -1 | Swimming or sailing |
| Volcanic | AGI +1; STR -1 | Dodging |



» 1. Future Careers



» CAREERS

Roland rolled over, letting his sister take a turn on the viewpiece. Staring up at the night sky, he fancied he could see tiny moving lights, the same lights he'd just been watching close-up through their new telescope. He heard Simone draw her breath slightly, and grinned, understanding the awe that the sight caused.

"That's enough, kid. Give it back!" He grabbed the viewpiece back from his little sister. In the tiny screen he could see the orbital shipyards around the Phobos industrial facility, and the mighty battleship being constructed there. Hundreds of tiny shuttles and men and women in environmental suits flitted around the vessel as it drifted there, held insides a great skeletal cage which provided power and infrastructure for the workers.

The Excalibur was the first of its kind. A new, class XIII battleship, she boasted forward and aft pulse cannons and the newest torpedo technology. Two shield generators provided enough power to repel almost any Spartan attack, and her enormous antimatter engines were capable of FTL-12 - over 1,700 times light speed. On top of all that, she ran the newest experimental EMS-3 control computer system from Cooke Construction Systems, which were said to improve battle response times by

over 13%, and the latest ESH-4 sensor arrays, finely tuned to improve targeting accuracy.

"D'you think we'll ever get to see it?" Simone asked.

"I will!" Roland passed back the viewpiece.

"One day I'll be captain of that ship. You'll see!"

Simone giggled. Her older brother was a dreamer. He talked ceaselessly about joining the Navy, graduating the Academy, and being stationed on a great starship. She hoped it happened for him one day.

"Roland!" Their uncle's call from the habitat sounded urgent. They were in the arboretum, looking up through the dome into Mars' reddish night sky. Roland clambered to his feet as his uncle appeared in the doorway, a transmission slip in his hand.

"Roland - it's here!"

Simone jumped! Roland had taken off like a rocket, racing towards his uncle. He snatched the slip and stared at it, almost fearfully, afraid to open it. The outer seal featured a single sentence in clear military font:

"Naval Academy Application Acceptance."

Careers are occupations held by characters over the course of their lives. Characters may hold multiple careers over a period of many years, and gain knowledge and skills from each. *What's O.L.D. is N.E.W.* uses a "life-path" system to create and advance characters.

Characters begin play with five careers. Choose **one origin** and **four further careers**. When you choose a career, you gain attribute increases, skill ranks, and unique exploits.

Prerequisites. Careers do not have career prerequisites, but they can have skill prerequisites. A skill prerequisite can be thought of as a qualification - an ability to demonstrate competence in a given area. Specific game settings or organizations may have more stringent prerequisites - for example, a military organization might require that a character complete Basic Training before becoming a Marine. The GM should inform players of any setting-based prerequisites such as organizational career ladders.

Skills. Characters may choose **two** skills from each career grade. Defensive skills are always available - defensive skills include *acrobatics, dodging, foresight, meditation, concentration, bravery, discipline, religion, conviction, leadership, psychology, and rulership*. Skills contained in [square brackets] indicate categories; any skill from the indicated category may be chosen, or the player may create a new relevant skill. A completed beginning character will have a total of 13 skill ranks (3 species skills and 2 career skills per grade).

Attributes. Characters advance 4 attribute points from each career grade. Apply **all** listed attribute adjustments. You may optionally choose to substitute **one** of the attributes listed for either one of your species attributes, or for your hook attribute, as long as doing so doesn't grant you a duplicate attribute advancement.

Exploits. Choose **one** of the listed exploits or select a universal exploit. You may only choose each exploit once, unless that exploit specifically indicates otherwise. Some exploits have prerequisites, which are noted in their description - you must meet that prerequisite before selecting the exploit. Occasionally, an exploit may appear in more than one career; you may still only select it once, even if you choose both careers.

» CAREER LIST

Below is a full list of all careers, sorted by type.

Origins: Borian Apprentice, Felan Scavenger, Prodigy, Experiment, Jock, Novice, Moisture Farmer, Orphan, Navy Brat, Talent, Hacker, Traveller, Scion, Farmhand, Everyman, Service Droid.

Academic: College, Engineer, Medic, Scientist.

Criminal: Burglar, Con Artist, Gangster, Prison, Smuggler, Street Thug.

Investigative: Bounty Hunter, Detective, Intelligence Officer, Police Officer.

Military: Academy, Assassin, Marine Cadet, Marine Tour, Navy Cadet Cruise, Navy Tour, Scout/Special Forces, Sniper, Starbase Assignment, Spartan Battle School.

Psionic: Battlepsyche, Biopsyche, Psi-cop, Psychic, Star Knight, Venetian Retreat.

Vocational: Athlete, Ambassador, Bartender, Craftsman, Drifter, Gambler, Miner, Performer, Pilot, Priest, Socialite, Space Jockey, Trader.

Later in this book, you will find a section on creating new careers. The GM is encouraged to create careers appropriate to her world or setting, or to extend existing careers with new exploits.

» ORIGINS

Origins can only be taken at the time of character creation. They represent a character's upbringing and childhood prior to their embarkation upon their first real career. Some species have species-specific origins.

You can take an origin multiple times (after the first time, they each take only 1d6 years), but once you leave an origin, you can never go back.

Borian Apprentice [[2d6+6 years]]

Prerequisites: Borian.

Attributes: STR +1, AGI +1, LOG +1, REP +1

Skill choices: [crafting], [technical], [outdoor]

Growing up on the Borian Homeworld often involves an apprenticeship in a trade or craft.

Artisan. Choose a [crafting] skill. You gain 3 ranks in that skill.

Everyman [[2d6+6 years]]

Prerequisites: none.

Attributes: END +1, LOG +1, CHA +1, LUC +1

Skill choices: [scientific], [outdoor], computers, carousing, [performance]

Your childhood was characterized only by its unremarkability. A normal childhood and High School experience, reasonable grades, and a typical teenaged social life, perhaps you dreamed of being something more.

Ordinary. Your very nondescript nature makes you easily able to blend in unnoticed, giving you a +1d6 bonus to attempts to bluff, disguise, or otherwise remain visible but unremarked upon.

Experiment [[1d6 years]]

Prerequisites: none.

Attributes: STR +1, AGI +1, END +1, LOG +1

Skill choices: [physical]

You were the subject of tests and experiments by scientists and doctors, whether created or merely altered. Your childhood was spent in a lab.

Programming. You have been specifically bred and engineered for a purpose. At the start of a fight your 'programming' kicks in, granting you a +2d6 INITIATIVE bonus.

Farmhand [[2d6+6 years]]

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, WIL +1

Skill choices: [outdoor], [vehicle], [physical], [crafting], [technical]

You grew up on a farm - a wheat farm, a moisture farm, or similar.

Dreamer. You may replenish your LUCK pool once per day by spending five minutes daydreaming about wonderful possibilities.

Felan Scavenger [[1d6 years]]

Prerequisites: Felan.

Attributes: AGI +1, INT +1, LUC +2

Skill choices: [perception, stealth, survival, [local knowledge]

With their short lifespans and rapid growth to maturity, the Felan do not form strong family bonds. A youngster is soon left to fend for itself.

Scavenge. Once per day, given an hour in an urban environment, you can scavenge one item worth up to 100Cr. This exploit cannot be used during downtime.



Hacker [2d6+6 years]

Prerequisites: none.

Attributes: LOG +2, LUC +1, REP +1

Skill choices: *[computers, bureaucracy, cryptology, gaming, [scientific]*

You were obsessed with computer systems in your adolescent years.

White-hat. You are practised at hacking and anti-hacking techniques. You can actively provide a starship control computer with a +4 ELECTRONIC DEFENSE score, and gain a +1d6 bonus to electronic attacks.

Jock [15 years]

Prerequisites: none.

Attributes: STR +1, AGI +1, END +1, CHA +1

Skill choices: *[sporting], [physical], carousing, intimidation*

You were a football player (or other sportsman) in High School. You developed your physical and social skills, but your academic skills fell slightly behind.

Athlete. You are able to either throw objects with a +50% to their range increment, OR gain a +2 to your SPEED.

Moisture Farmer [2d6+6 years]

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, LUC +1

Skill choices: *driving, farming, negotiating, engineering, pilot*

You grew up on a desert world, eeking out a living harvesting moisture from the atmosphere.

Technician. You are adept at maintaining and repairing old equipment, persuading it to function for far longer than it is designed to. You can make any non-functioning Medium or smaller electronic item work for up to one hour, although it will be permanently broken thereafter.

Navy Brat [2d6+6 years]

Prerequisites: none.

Attributes: AGI +1, END +1, LUC +1, REP +1

Skill choices: *[vehicle], computers, leadership, military trivia, brawling*

You were brought up on starships, starbases, and military installations.

Petrolhead. You have a familiarity with vehicles of military design. When driving or piloting a military vehicle (but not a starship), you gain a +1d6 bonus to checks to operate it.

Novice [2d6+6 years]

Prerequisites: none.

Attributes: END +1, INT +1, WIL +1, PSI +1

Skill choices: *religion, [artistic], [crafting], linguistics, martial arts, concentration, meditation*

You were brought up in a monastic or religious order.

Confidant. Being brought up in a monastery has given you a certain perception. You can discern a lie through a mix of intuition and experience. You gain a +1d6 bonus to discern lies and deceptions.

Orphan [2d6 +6 years]

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, LUC +1

Skill choices: *brawling, stealth, thievery, running, bluffing, [performance]*

Your childhood was not a happy one.

Urchin. You are very familiar with urban backgrounds, and are able to blend in easily. With a one-hour period in a new city, you are able to name local crime figures.

Prodigy [2d6 years]

Prerequisites: none.

Attributes: INT +1, LOG +1, LUC +1

Skill choices: *[scientific], engineering, computers*

A veritable genius, years ahead of your classmates, you were fast-tracked through your academic career.

Unorthodox. You often have an unorthodox approach to things. Once per day you may substitute one of your mental attributes for another one for the purposes of making a single attribute check.



Unsuspecting. Everybody trusts a service droid; it doesn't even occur to them that one might lie or attack. You gain a +1d6 bonus to all attempts to bluff or deceive or to access an ambush turn.

Talent [2d6+6 years]

Prerequisites: none.

Attributes: INT +1, WIL +1, PSI +1

Skill choices: *empathy, stealth, [psionic], [performance]*

You manifested undisciplined psionic ability early in life, and struggled because of it.

Empath. You can sense strong emotions in those with whom you converse.

Traveller [2d6+6 years]

Prerequisites: none.

Your parents travelled a lot, which gave you great exposure to the wonders and goings on of the universe.

Attributes: END +1, INT +1, LUC +1, REP +1

Skill choices: *piloting, navigation, bureaucracy, computers, linguistics*

Stargazer. Your years of travelling the space lanes has heightened your sense of location. You can identify which system you are in if you are able to see the sky (as long as you are not in uncharted space).

Scion [15 years]

Prerequisites: none.

Attributes: INT +1, CHA +1, REP +2

Skill choices: *[trivia], [social], [artistic], [gaming], [sporting]*

You had a privileged upbringing in a wealthy family, heir to old money. You have never known hardship.

Privileged. You gain two sets of exceptional quality clothing and 1,000 bonus credits.

Service Droid [1d6 years]

Prerequisites: Android.

Attributes: AGI +1, LOG +2, CHA +1

Skill choices: *cooking, linguistics, engineering, computers, driving, accounting, navigation, astrogation*

You were created to perform a specific service - perhaps as a repair droid, domestic bot, astromech, or a translator.

» CAREERS

You can take careers multiple times. Each time you take the career, you choose two skills, apply the attribute increases again, and select one of the available exploits.

If a career is repeated, additional grades are referred to by their title, as shown in the table. For example, a cop who has taken the Police Officer career four times is regarded as a *seasoned* police officer. This ranking system applies only to grades within a career, not to a character's total grades.

| Career Grades | Experience |
|---------------|---------------|
| 1 | Novice/Rookie |
| 2 | Practised |
| 3 | Experienced |
| 4 | Seasoned |
| 5 | Veteran |
| 6 | Doyen |

> Academic Careers

Academic careers include educational and scientific choices, and can earn character qualifications. A college education can often substitute for Military Academy for those intending to enter service.

Some academic careers earn your character an educational qualification or title. For example, you can gain degrees and doctorates at college.

> Criminal Careers

Criminal careers include a variety of life choices, all of which are illegal. From low-level street thugs to gangsters to intergalactic smugglers, all criminal careers carry the added risk of prison. After taking a grade in a criminal career, roll 1d6. On a roll of 1 you must next take the Prison career.

> Investigative Careers

Investigative careers include occupations both official and freelance. Cops, agents, and bounty hunters all share the desire to locate and apprehend (or kill) suspects, using unique skills developed for that very purpose.

> Military Careers

Military careers include army and navy roles, along with academic careers, special forces and other specialists. Academic careers can all form part of a military career. Careers such as doctors, engineers, scientists, and so on will be placed in roles suiting their qualifications, whether in the Marines or the Navy.

For example, a tour of duty in the Marines taken by a character already qualified as a doctor will be as a field medic, and a naval tour taken by a pilot will be as a pilot or helmsman.

Below are some suggested roles for specialist military officers. Characters should feel free to rename these careers in a manner appropriate to the campaign setting.

| Career | Navy | Marines |
|----------------|------------------|-----------------|
| Engineer | Engineer | Engineer |
| Medic | Medical officer | Field medic |
| Pilot | Helmsman | Drop pilot |
| Police officer | Security officer | Military police |
| Scientist | Science officer | |

Most military careers begin with a stint at Military Academy, but a college degree can often circumvent that requirement. The navy, especially, has a need for scientists and engineers, and doctors are an important part of any military organization.

The Navy is a military, exploratory, and scientific organization, and fields a wide range of starships - from great battleships to scout vessels and research cruisers, along with carriers which are able to deploy starfighters. The Navy is also responsible for colonization, emergency aid, and general non-planetside police duties.

Marines are a combat force trained for deployment in hostile situations.

> Navy Careers

After the Academy (and any courses taken there), Navy personnel follow up with a Navy Cadet Cruise, and then one or more Navy Tours or Starbase Assignments. They can then specialize in Medic*, Scientist, Engineer, or Pilot* if they choose.

A Bachelor's Degree can replace Basic Training.

> Marine Careers

After the Academy (and any courses taken there), Marine personnel follow up with Marine Cadet, and then one or more Marine Tours. They can then specialize in Medic*, Scout, Sniper, or Assassin, if they choose.

A Bachelor's Degree can replace Basic Training.

** Medic and Engineer are found under Academic careers, and Pilot is found under Vocational careers.*

> Psionic Careers

Psionics can be an asset to any career, and psionic exploits are potentially available to anybody with a PSI score of 1 or more.

> Vocational Careers

Vocational careers represent the general populace. Those doing regular jobs, earning their way.

> Species Careers

Species careers are those careers only available to members of a given species. They represent cultural specializations or organizations. Some species careers are origins, while others, such as the Venetian Retreat, can be taken at any time.

Academy [3 years]

Prerequisites: none.

Attributes: AGI +1, LOG +1, WIL +1, CHA +1

Skill choices: *carrying, pistols, rifles, leadership, law, [scientific], [technical], tactics, starship tactics*

You joined the military and completed basic military training. Some programs send recruits to college to gain degrees before returning to cadet assignments. The Military Academy is the basic training location for both Naval and Marine officers, and as such covers a wide curriculum along with an opportunity to specialize early in a science, medicine, or engineering career.

The Military Academy is regarded as a top-quality institution, easily the equal of many highly placed universities. The Academy is a three-year course, and is widely regarded as the equivalent of a Bachelor's degree.

Basic training. You gain all of the following skills at 1 rank (1d6); this does not increase an existing skill beyond 1 rank. *Tactics* (marines) or *piloting* (navy); *computers; law; one [scientific] skill* (navy) or *survival* (marines).

Command school [requires Basic training]. A second stint in the Academy prepares you for command. You automatically gain a military rank and the *leadership* skill at 1 rank if you do not already have it. You gain +2 REP.

Make a *Challenging* [13] CHA check before advancing any attributes. If you succeed, you automatically gain a second military rank.

Branch specialization [requires Basic training; one [scientific] skill]. You can choose to spend an additional stint at Engineering, Medical, or Science Branch School. This is regarded as the equivalent of a doctorate. You gain one bonus *[scientific] or [technical]* skill.

Academy tutor [requires Basic training]. You spent time teaching at the Academy. While not exciting, teaching is a great way to improve your connections and reputation, and many graduates opt to do so after basic training. You gain 2 REP points. You also gain a permanent +1d6 bonus to social interactions involving military personnel as you share common acquaintances, students, or colleagues.

Academy professor [requires Academy Tutor]. A paper or book you wrote has become required reading at the Academy. Naval graduates will automatically recognize your name. You gain a further 2 REP points and an automatic promotion of one rank.

Assassin [1d6 years]

Prerequisites: *stealth, tracking, [combat].*

Attributes: STR +1, AGI +1, INT +1, REP +1

Skill choices: *[combat], stealth, thievery, perception, intimidate, disguise*

A killer for hire, you mastered the skills of assassination.

Killing blow. Any attack you make during the ambush turn gains a +2d6 bonus to attack.

Ambush. You gain +2d6 to rolls made to access the ambush turn.

Weak point. Once per enemy you may ignore any SOAK score he possesses by targeting a weak spot.

Sneak. If nobody is actively looking for you, you are able to move silently and unseen at half your normal speed. You are effectively invisible. However, if anybody is actually looking for you, they may make INT checks as normal to spot you.

Athlete [1d6 years]

Prerequisites: *[sport] or [physical].*

Attributes: STR +1, AGI +1, END +1, REP +1

Skill choices: *[physical], [sporting], carousing, flirtation, [unarmed combat]*

You are a professional athlete, whether that be in a team sport or a track and field event.

Athletic. Choose four *[physical]* skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Runner. You gain a +2 SPEED bonus.

Fit. You gain a +5 HEALTH bonus.

Signing bonus. You are signed to a team and gain a 1,000 credit signing bonus. You may repeat this exploit, signing to a new team each time.

Bartender [1d6 years]

Prerequisites: none.

Attributes: END +1, INT +1, CHA +1, LUC +1

Skill choices: [social], carousing, perception, brewing, cooking, brawling, clubs

Bartending is a great way to pay the bills. Some make a lifelong career of it.

Bouncer. You are used to dealing with drunkards. You gain a +1d6 bonus to all checks vs. an intoxicated creature.

Fake ID. Years of checking for fake ID mean that you can spot the telltale signs. You gain a +1d6 bonus to detect forgeries.

Gossip. You can gather local gossip and information simply by spending an hour in a bar or other watering hole, effectively giving you the *local knowledge* skill wherever you go as long as you are able to refresh your knowledge at a local bar weekly.

Battlepsyche [1d6 years]

Prerequisites: concentration.

Attributes: END +1, WIL +1, PSI +2

Skill choices: [psionic], [combat], concentration, meditation

Battlepsychs are trained for wartime psionic combat. They specialize in brute-force mental offense.

Psi-blast. You can use an action and make a PSI vs. MENTAL DEFENSE attack to blast an opponent with a mental burst which does 3d6 psionic damage and has a range increment of 10'.

Telekinetic shield. You gain +4 DEFENSE from a permanent telekinetic shield.

Psychic cone (requires Psi-blast). You gain the ability to once per day spend 1d6 HEALTH to project a 30' of psychic energy which causes psychic damage equal to your PSI check to all in the area of effect. If the 1d6 HEALTH causes you to fall to zero HEALTH, the power fails.



Electrokinetic blast. You blast an opponent with a range increment of 20' with forked blasts of electricity. Make a PSI vs. DEFENSE attack; if you succeed, you do 2d6 electricity damage. You may repeat this exploit once, increasing the electricity damage to 3d6.

Biopsyche [1d6 years]

Prerequisites: medicine.

Attributes: END +1, WIL +1, CHA +1, PSI +1

Skill choices: [psionic], medicine, biology, psychology, concentration, meditation

Biopsychics are dedicated to healing. Known by a variety of names - energy healer, faith healers, psychic surgeons, and more they channel psionic energy into others in order to heal injuries and sickness.

Psychic healing. You can heal 1d6 HEALTH by touch. Any given creature can only benefit from this power once per day. You may repeat this exploit once, increasing the healing to 2d6 HEALTH.

Adrenalize. Once per day you can channel positive energy into somebody, granting them a +1d6 die bonus to all physical attribute checks for five minutes.

Psychic resuscitation. You may automatically stabilize a dying creature by touch by spending two actions. Any given creature can only benefit from this power once per day.

Bounty Hunter [1d6 years]

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, REP +1

Skill choices: *tracking, piloting, stealth, law, computers, perception, intimidate, [combat]*

As a bounty hunter you spent time tracking down and capturing wanted criminals.

Prey. You may choose a target species. You gain a +1d6 bonus to attempts to track targets of that species.

Datamining. You are able to locate a target's current location down to a specific planet by accessing credit, criminal, customs, and other records if you have access to a computer link.

Burglar [1d6 years]

Prerequisites: *stealth*.

Attributes: AGI +1, INT +1, LUC +1, REP +1

Skill choices: *climbing, jumping, acrobatics, escape artist, computers, stealth, thievery, appraisal*

You become a master thief, able to infiltrate the most secure of locations. Some cat burglars work for hire and conduct industrial espionage, while others prefer to steal valuable artifacts and jewels from museums and high security vaults.

Locksmith. You gain an exceptional quality lockpicking kit.

Catburglar. An expert at climbing, you do not take any die penalties in combat while climbing.

Sixth sense. You have a sixth sense when it comes to traps, and gain a +2d6 bonus to spot them and a +1d6 bonus to avoid or disarm them.

Climber [requires Catburglar]. Your climbing speed becomes equal to your regular SPEED.

Grand heist. You achieve a great robbery that will be remembered for years to come. Gain a bonus 3d6 x 100cr. You may repeat this exploit, gaining 3d6x100cr each time.

College [4 years]

Prerequisites: none.

Attributes: LOG +1, WIL +1, CHA +1, REP +1

Skill choices: *computers, [scientific], [artistic], [sporting], [social], [technical], [academic]*

You attended a civilian college or university and gained formal qualifications in a chosen area of study.

Choose a subject, which can be any skill, but is typically a *[scientific], [technical], [academic],* or *[artistic]* skill. You can restart this career at any time to gain degrees in additional subjects.

Bachelor. After a four-year course, you gained a Bachelor's degree or equivalent at university. Improve your skill ranks in your chosen subject to 3. Your research skills are developed. If you have access to a library or data network, you gain a +1d6 bonus to attempts to learn information about a subject.

Make a *Challenging [13] LOG* check before advancing any attributes. If you succeed, you pass this degree with honors and gain 1 bonus REP attribute point.

Masters [requires Bachelor]. You remain in college and gain a Masters degree in your subject. You gain 1 bonus skill rank in your chosen subject.

Make a *Difficult [16] LOG* check before advancing any attributes. If you succeed, you pass this degree with honors and gain 1 bonus REP attribute point.

Doctorate [requires Masters]. After further studies, you gained a Doctorate at university. You may now call yourself a Doctor. But not THE Doctor. Gaining a doctorate requires not just an expert knowledge of a subject, but also rigorous skills of analysis and evaluation and critical achievement. Improve your skill ranks in your chosen subject to 6.

Make a *Demanding* [21] LOG check before advancing any attributes. If you succeed, you pass this degree with honors and have also made a minor breakthrough in your chosen subject, and are known amongst peers for it, gaining you a bonus 2 points to your REP attribute. Choose the nature of your breakthrough.

Con Artist [1d6 years]

Prerequisites: *bluffing*.

Attributes: INT +1, LOG +1, CHA +1, LUC +1

Skill choices: *[social], disguise, bribery, forgery, [gaming], appraisal*

You honed your skills and learned how to trick others out of their money with charm, lies, bluffs, disguise, and more. Many career criminals combine the craft of the con man with the skills of the burglar.

Grifter. In a bar or other crowded social situation, you can automatically make credits equal to a CHA check x 10 in the space of an hour using only the gift of the gab. You can only do this once per day. This exploit cannot be used during downtime.

Impersonate. You are easily able to impersonate any job role which you have had opportunity to observe within the past day, even briefly. You gain a +1d6 bonus if you have been able to observe and mimic an example.

Quick change. You are able to don a quick disguise in one round instead of five minutes. This must be a disguise you've successfully used before.

Beguiling. You are able to temporarily beguile and captivate a target with your words as a CHA vs. MENTAL DEFENSE check. A successful check *charms* the target until they shake off the condition. The target must be able to understand you and have a LOGIC attribute of at least 2.

Craftsman [1d6 years]

Prerequisites: *[crafting]* or *[technical]*.

Attributes: STR +1, AGI +1, LOG +1, CHA +1

Skill choices: *[technical], [artistic], [crafting]*

You made your living by practising your craft as a carpenter, electrician, mechanic, or other professional skilled worker. You are the backbone of society, representative of all those billions like you who lead ordinary lives in skilled professions.

Handyman. Choose four *[crafting]* skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Toolkit. You gain a set of high quality tools.

Tradesman. You can make 3d6 x 10 Cr per week by plying your trade. This exploit cannot be used during downtime.

Builder. Assuming raw materials are available, you can make an item of equipment in one day by rolling a LOG check vs. the item's value.

Fixer. You gain a +1d6 bonus to any attempt to repair something.

Detective [1d6 years]

Prerequisites: none.

Attributes: AGI +1, INT +2, CHA +1

Skill choices: *interrogation, pistols, driving, bureaucracy, perception, intimidate, stealth, tracking, law*



You become a detective, expert at spotting clues and finding your man. Even if you leave the profession, you still retain enough contacts to call in favors and request information.

Clues. If there are any clues to find at a crime scene, you automatically find them within 5 minutes.

Criminal record. You can freely access police databanks and automatically discover any information held on file about a suspect.

Hull number. You can request a starship hull number lookup, and automatically determine the registered owner and port of registration of a starship.

Diplomat [1d6 years]

Prerequisites: [social].

Attributes: INT +1, CHA +2, REP +1

Skill choices: [social], bureaucracy, law, politics, local knowledge

You have represented your planet elsewhere.

Diplomatic. Choose four [social] skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Diplomatic pouch. You have a diplomatic pouch in which any small sized item can be carried through customs without inspection.

Embassy. You have access to your home planet's ambassadorial embassy and residences on any planet (if there are any), which can provide food, shelter, basic equipment, and medical care.

Diplomatic immunity. You gain diplomatic immunity to very low-level and petty crimes on any planet which contains an embassy.

Drifter [1d6 years]

Prerequisites: none.

Attributes: END +1, INT +1, CHA +1, LUC +1

Skill choices: carousing, gaming, flirtation, performing, bluffing, appraisal, thievery

Somehow you lost your way. Drinking, gambling, with no clear objective, you drifted through the fringes of society.

Unseen. You know how to blend in so that nobody pays any attention to you. You gain a +1d6 bonus when attempting to do so.

Engineer [1d6 years]

Prerequisites: engineering.

Attributes: STR +1, AGI +1, LOG +1, LUC +1

Skill choices: computers, [technical], zero-g, bureaucracy

You became an engineer, proficient at manipulating technology and repairing devices and engines.

Technical knowledge base. Choose four [technical] skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Jury-rig. You can temporarily repair and jury-rig a broken item of size Medium or smaller by spending five minutes with it. The item will operate for a number of minutes equal to your LOG check. If you spend one hour with it, it will operate for a number of hours equal to your LOG check. If you spend a day with it, it will operate for a number of days equal to your LOG check.

Upgrade. You can modify a piece of electronic equipment of size Small or smaller to upgrade it permanently to a high quality item. This process takes one hour, but the item can only be used by you due to unfamiliar and jury-rigged controls, and renders it monetarily worthless.

Engine-tuner. A starship in which you are an engineer increases its maximum FTL speed by 1 factor. This does not stack with other engineers should others be present.

Engine-master [requires Engine-tuner]. You can increase your starship's FTL speed by 2 factors for a number of hours equal to your LOG check, after which the FTL engines cannot be used for 24 hours. This does not stack with other engineers should others be present.

Explosives. You can create explosives from common items and surroundings. The explosive takes 30 minutes to make, and causes 3d6 heat damage to all within 5'. The explosive can be stored, but only for up to two hours.

Saboteur. You are able to disable any mechanical or electronic device to which you have access. This exploit does not open a

locked door (disabling the lock just means it remains stuck in whatever configuration it is currently in). This takes you five minutes.

Gambler [1d6 years]

Prerequisites: [gaming].

Attributes: INT +1, CHA +1, LUC +2

Skill choices: [gaming], [social], *thievery*

You became an expert gambler, proficient at games of skill and chance.

Lucky streak. Roll 3d6 and multiply by 100. You gain that many credits. You may repeat this exploit, gaining 3d6x100 credits each time.

Cheat. You know a couple of tricks. In a game of chance, you may reroll any 1s in your dice pool.

Chancer. You may spend 5 minutes once per day to replenish your LUCK pool an additional time.

Gangster [1d6 years]

Prerequisites: *intimidate*.

Attributes: STR +1, INT +1, CHA +1, REP +1

Skill choices: *intimidation, thievery, driving, pistols*

Eventually your life of crime led you to better things as you fell into a gang or crew.

Intimidating. Intimidation is your way of life, especially in the criminal underworld. When attempting to intimidate a criminal, you gain a +1d6 bonus.

Protection racket. A protection racket is a lucrative and steady stream of income. Within your REP sphere you have a route. You gain your REP x 100cr each week. This exploit cannot be used during downtime.

Intelligence Officer/Spy [1d6 years]

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, LUC +1

Skill choices: *interrogation, law, [subterfuge skills], computers, pistols, [social], [gaming]*

You're a spy. This may be Navy Intelligence or some other force. You have a wide remit, dealing with both domestic and external threats, and perform undercover investigations into military and civilian issues.

False identify. You are able to create a false identity, complete with background



records, in one day. This identity is good enough that people can look you up on various databases, and the details will match.

Off the grid. You know how to disappear without trace, dropping off the grid completely. No location discerning checks or abilities can find you unless you want them to.

Safe house (requires Off the Grid). You can use a safe house on any populated planet to grant your *off the grid* ability to your entire party.

Monologue. Once per day you can make a CHA vs. MENTAL DEFENSE attack against an enemy. If successful, your target explains their plan with a short monologue.

Miraculous escape. Once per day you may automatically succeed in one attempt to escape handcuffs or other restraints.

Marine Cadet Assignment [2 years]

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, LUC +1

Skill choices: *carrying, [unarmed fighting], pistols, rifles, hardy, survival, leadership, tactics*

You completed your cadet assignment in the Star Marines, which gave you a rude awakening after the comparative luxury that was the Academy. Assigned menial tasks in hostile conditions and climates, you endured two years before being approved by your Sergeant.

Light sleeper. You gain a Kevlar vest and a rifle. You also gain the ability to sleep lightly, and are not disadvantaged by perception checks made while asleep.

Marine Tour [1d6 years]

Prerequisites: none.

Attributes: STR +1, END +1, WIL +1, REP +1

Skill choices: *carrying, [combat skills], hardy, survival, leadership, carousing, bravery, perception*

A tour of duty in the Star Marines means a deployment to a probably dangerous environment where you engaged enemy forces in infantry based ground battles or

boarded hostile starships. Star Marines pride themselves on their sense of duty and their courage, and consider themselves the most professional soldiers in known space.

With each tour, roll 1d6. On a roll of 6, you gain a medal and a bonus +1 REP.

Battle scars. You've received so many battle scars that you sometimes don't notice injury. You gain a natural SOAK bonus of 2.

Quick naps. You've learned to manage with little sleep. As long as you get 4 hours, you count as fully rested.

Get on with it. Your platoon doesn't have much patience for whining about minor injuries. Once per day you can pause for two actions and recover 2d6 HEALTH.

Shake it off. You gain a +1d6 bonus when attempting to shake off a condition.

Platoon leader. You grant your entire party a +1d6 INITIATIVE bonus as long as they are within 30' of you.

Medic [1d6 years]

Prerequisites: *medicine.*

Attributes: AGI +1, INT +1, LOG +1, CHA +1

Skill choices: *computers, medicine, bureaucracy, psychology*

You enter the medical profession. If you have gained a doctorate at college, you do so as a doctor; otherwise you are referred to as a nurse or medic.

Medical knowledge base. Choose four *[medical]* skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Bedside manner. You gain a medical pouch and a medical scanner. Your long-term care is of such quality that your patient gains an additional 1d6 HEALTH per day. You may only have one patient under your long-term care at a time.

Ward management [requires Bedside Manner]. You are an expert at running and managing a ward or sickbay. The number of patients you can have under your long-term care is increased to the value of your LOG attribute.



Diagnosis. You gain +1d6 bonus to all scans made with a medical scanner, and a +1d6 bonus to identify or treat diseases. Make a *Difficult [16] LOG* check before advancing any attributes. If you succeed, you discovered a new disease or illness which is named after you; you also gain 1 bonus REP attribute point.

Healing hands. Using basic medical equipment, you can heal 1d6 points of HEALTH to an adjacent creature as a single action. Any given creature can only benefit from your healing in this way once per day.

Exceptional healing hands [requires Healing Hands]. Your Healing Hands ability increases to 2d6 points of HEALTH.

Resuscitation [requires Exceptional Healing Hands]. You can revive a seemingly dead creature with a LOG check. The creature must have “died” within the last five minutes, and the difficulty value of the check is 20 + the damage of the attack that killed it. The creature wakes up with 1 HEALTH.

Medical officer. On board a starship, your vessel’s daily sickbay capacity for restoring

casualties to active duty is increased by 10% as long as you are in charge of the medical facilities.

Emergency response [requires Medical Officer]. When starship casualties are rolled for a ship on which you are in charge of the medical facilities, roll the casualty amount twice and take the lowest value.

Miner [1d6 years]

Prerequisites: none.

Attributes: STR +1, END +1, WIL +1, LUC +1

Skill choices: *carrying, climbing, survival, [technical], mining, appraising, carousing, picks, hammers*

There’s nothing like a few years spent down a tritanium mine to build character.

Underground sense. When underground you can always determine direction and depth and pick a route to the surface.

Darksight. You have spent so much time below ground that you’ve developed darksight to a distance of 30’.

Mining hazards. You gain a +2d6 bonus to spot underground hazards and traps.

Toxic gases. The underground is full of toxic fumes, and you’ve become used to them. You gain a poison SOAK of 5.

Identify substance. You can identify by sight any mineral or metal based substance automatically.

Navy Cadet Cruise [1 year]

Prerequisites: none.

Attributes: AGI +1, WIL +1, CHA +1, LUC +1

Skill choices: *piloting, computers, leadership*

You completed your cadet cruise and are now a Navy Officer! The cadet cruise is a year long, and spent on a starship; those who successfully complete the cadet cruise and evaluation are then able to proceed to a Navy Tour or to Navy Command School. The exact assignment of the cadet cruise varies, but a cadet will typically carry out a range of non-specialized duties under the supervision of an evaluating officer.

Ship rat. You gain an overall familiarity with naval vessels and starships, and get a +1d6 bonus to checks related to them.

Navy Tour [1d6 years]

Prerequisites: none.

Attributes: AGI +1, INT +1, WIL +1, REP +1

Skill choices: *piloting, computers, leadership, pistols, rifles, engineering, [scientific], tactics, starship tactics*

A navy tour is a regular military assignment; tours constitute the bulk of a military character's career. Tours in the Navy can encompass any and all of these duties. A crewman will typically specialize in one of several career branches - medical, security, engineering, science, operations, pilot - and carry out his tour of duty in that area of specialization, often with a long-term aim of becoming chief of that department. For example, if you are already a medic, your tour will be as a medical officer; if you are already a scientist, it will be as a science officer or similar role. The same goes for pilots, security personnel, engineers, and so on.

Starship familiarity. Your familiarity with naval starships is such that you can automatically navigate to any location inside one.

Brace yourself [requires Starship Familiarity]. You are so accustomed to the starship environment, instinctively knowing how to brace yourself, that you never take damage from external starship fire.

Acclimatized. Missions into hostile environments make you used to changes in gravity. Your move speed in high and low gravity environments (but not zero-g) is equal to your regular SPEED.

Bridge officer. If you are commanding a starship, all bridge officers gain a +1d6 bonus to starship operations from your presence.

You have the conn [requires Bridge Officer]. You may donate LUCK dice to allies while on the bridge.

First contact. You were involved in a first contact mission, discovering a new alien species. Decide on the nature of the species (with your GM's approval). You gain a bonus +1 REP and 1 rank in *linguistics*.

Performer [1d6 years]

Prerequisites: *[performance]*.

Attributes: CHA +2, LUC +1, REP +1

Skill choices: *carousing, [performance]*

You became a musician or other performer, and made your way working bars, clubs, and theaters.

Triple-threat. You gain the skills *singing, dancing, and acting* at 1 rank (1d6). This does not increase the rank of an existing skill.

Gigs. You can make money by playing at bars and doing local performances. You can automatically make an amount equal to a CHA check x 10 Cr per day by doing this. This exploit cannot be used during downtime.

Captivating. You have the ability to captivate people with your musical ability. While using your musical instrument or voice, all those who can hear you become beguiled (unable to attack you) until you stop. This requires a CHA vs. MENTAL DEFENSE check and a full two actions each turn.

Lullaby. Your music can make people drowsy. While using your musical instrument or voice, all those who can hear you become weary (-1d6 to all physical attribute checks and -1 SPEED) until you stop. This requires a CHA vs. MENTAL DEFENSE check and a full two actions each turn.

Fearful. You can use voice or music to instill fear in those who hear it. While using your musical instrument or voice, all those who can hear you become nervous (-1d6 to all interactions with you or with a target or object of your choice) until you stop. This requires a CHA vs. MENTAL DEFENSE check and a full two actions each turn.

Pilot [1d6 years]

Prerequisites: *piloting*.

Attributes: AGI +1, INT +1, LOG +1, LUC +1

Skill choices: *reactions, piloting, computers, astronomy, gunnery, navigation, starship tactics*

You became a pilot or starship helm officer, learning to fly shuttles, fighters, freighters, or starships.

Push the limits. You can exceed a ship's normal maximum FTL speed by one factor (as long as it has FTL capability).

Evasive flying. A ship which you pilot gains a DEFENSE bonus equal to your AGI attribute dice pool.

Evasive maneuver [requires Evasive Flying]. As an action, you may designate one incoming missile per round and gain an additional +5 DEFENSE against it.

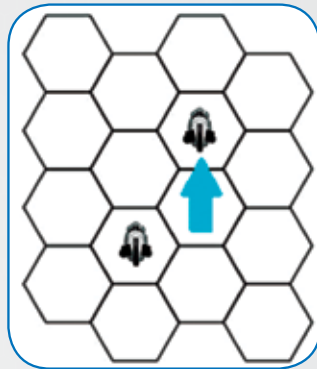
Stay on target [requires Evasive Flying]. While in the rear arc of a target ship, you negate any bonus it gets from Evasive Flying.

Cruise control. You are able to easily navigate in-system at subluminal speeds without an attribute check.

Full stop. As an action, you can bring a starship to an immediate stop without needing to decelerate. This causes 1d6 damage to the ship's superstructure.

Astrogator. You are a great navigator, able to plot FTL journeys with ease. The travel increment on a starship you are piloting is increased by 2 days.

Sideslip. You can move your ship in a sideslip maneuver. This moves it one hex forward and one hex sideways for the cost of two hex moves.



Police Officer [1d6 years]

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, REP +1

Skill choices: *interrogation, pistols, law, driving, bureaucracy, perception, intimidate*

You join the police or other security force and begin a career as a uniformed officer.

Troublesense. You are easily able to spot trouble before it happens. You gain a +1d6 bonus to initiative checks.

Out of place. You know the signs of suspicious behavior. You gain a +1d6 bonus to checks made to spot unusual or criminal activity.



Freeze! You can compel a target to “freeze!” with a CHA vs. MENTAL DEFENSE check. If successful, the target stops in his tracks and is stunned until he shakes that condition off. The target must be able to understand you and have an INT attribute of 2 or more. You can only do this to a given target once.

Backup. In an allied urban environment, you can call for backup once per day in the form of 1d6 police officers who arrive within 5 minutes and who will follow your orders.

Anti-surveillance. You are so familiar with surveillance devices, blind spots, and avoidance techniques that, by moving half your speed, you can render yourself invisible to electronic monitoring equipment.

Priest [1d6 years]

Prerequisites: *religion.*

Attributes: INT +1, WIL +1, CHA +1, LUC +1

Skill choices: *perception, crafting, bureaucracy, cryptology, linguistics, [trivia], meditation, leadership, performing, religion.*

You joined the clergy and practised religion, tending to your flock.

Confessional. Your insights into the morality of living things enables you to draw confessions from others. Given an hour of conversation, you gain a +2d6 bonus to checks designed to gain information from another creature.

Unshakeable faith. You have faith, a peace of mind and an inner tranquility which is hard to penetrate. You gain +5 to your MENTAL DEFENSE.

Respect. Your position in the clergy grants you a certain reverence from others. Sentient opponents able to recognise your occupation take a -1d6 penalty to attack you on their first attack as long as you have not attacked them first.

Prisoner [2d6 years]

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, REP +1

Skill choices: *intimidation, survival, [subterfuge skills], [unarmed fighting], knives*

Your life of crime ended you up in prison where you served time; or perhaps you were a political prisoner or a prisoner-of-war. It was a tough environment and you spent most of your time just trying to survive, although you did make one or two lifelong contacts.

Prison tough. You are mentally and physically toughened. Each time you go to prison you gain a permanent +1 bonus to your DEFENSE and MENTAL DEFENSE.

Shiv. You are easily able to improvise weapons using your surroundings - glasses, rocks, and so on. You always count as carrying a knife or club.

Psi-cop [1d6 years]

Prerequisites: *law.*

Attributes: INT +1, CHA +1, REP +1, PSI +1

Skill choices: *[psionic], intimidation, concentration, meditation, law, pistols, perception*

A Psi-Cop is a specialist investigative law-enforcement individual with psionic training, and usually works alongside police - or

occasionally Navy Security or Intelligence - in a consulting role. Psi-Cops aren't usually trained in direct psionic combat skills; their area of expertise is in the teasing out of information from suspects and crime scenes, although higher ranking Psi-Cops known as Inquisitors do receive potent combat training.

Speak-with-dead. You have the ability to interrogate a dead body which has been dead for less than a day. It will truthfully answer three yes/no questions with no PSI check needed.

Psychic interrogation. You can make a special PSI attack vs. a suspect's MENTAL DEFENSE. Success means that they must answer three yes/no questions truthfully.

Sense motive. You are able to sense strong emotions within 30', although you cannot necessarily pinpoint their location.

Psychic torture. You use an unethical technique of mental torture to force a suspect to speak, gaining +2d6 to an intimidation check.



Psychic [1d6 years]

Prerequisites: none.

Attributes: INT +1, LUC +1, REP +1, PSI +1

Skill choices: *[psionic], negotiation, bluffing, hypnotism, concentration, meditation*

You used your psionic abilities in a career of professional psychic work. Your skills are commercial and generalist in nature.

Empathy. You can automatically sense strong emotions in others within 30’.

Ghostly advice. Once per day you may receive advice from “ghosts” (really lingering consciousness artifacts) which gives you a +2d6 die bonus to the next attribute check you make within 1 minute.

Precog. Your natural precognition gives you a +1d6 bonus to INITIATIVE checks as well as checks to access the ambush turn.

Fair trade. You are able to monitor a negotiation or bargaining situation with the agreement of both parties. You immediately sense any falsehood or deception on either part.

Scientist [1d6 years]

Prerequisites: one *[scientific]* skill.

Attributes: INT +1, LOG +1, WIL +1, REP +1

Skill choices: *computers, [scientific], [technical], survival, perception*

You take your science with you as investigate phenomena in strange locations. Field scientists are viewed by academia as adventurous types, and include archaeologists, meteorologists, zoologists, oceanographers, geologists, botanists, astrophysicists, and much more. Scientists on starships are usually known as science officers.

Scientific knowledge base. Choose four *[scientific]* skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Analytical eye. You are able to identify the resistances, immunities, and vulnerabilities of any creature you can see with a *Difficult [16]* LOG check; if you use a hand-scanner, it is only a *Challenging [13]* LOG check. This requires two full actions of observation.

Improviser. In the field, you need to improvise. Using your scientific know-how, you can create a crude object or device from your surroundings. This requires a LOG check, with a difficulty value equal to the purchase value of the object, and takes 30 minutes.

Modify. You may modify the output of any energy weapon or device to any other energy type of your choice. This takes one minute. The device operates for five minutes, but breaks permanently when this time is up.

Scout/Special Forces [1d6 years]

Prerequisites: *stealth, or [combat]*.

Attributes: STR +1, AGI +1, END +1, INT +1

Skill choices: *[combat], stealth, thievery, escape arts, acrobatics, climbing, survival, tracking, running*

The pinnacle of special operations, either police, military or freelance, the infiltrator aptly describes the occupation of many men and women whose job it is to infiltrate enemy locations and accomplish dangerous missions, and specialized soldiers able to operate alone and perform reconnaissance. A scout needs a range of skills beyond the mere ability to kill that is the hallmark of the assassin.

Quick-hide. You are able to disappear while in plain sight. You can make a stealth check even while under observation to move your speed and become effectively invisible for a round. You may then make regular stealth checks as normal, but cannot repeat this feat against the same observer.

Hustle. Your SPEED increases by 2.

Hostile terrain. You do not suffer penalties for moving across difficult terrain.

Swimmer. You gain a SWIM speed equal to your regular SPEED.

Climber. You gain a CLIMB speed equal to your regular SPEED.

Smuggler [1d6 years]

Prerequisites: *piloting*.

Attributes: AGI +1, CHA +1, LUC +1, REP +1

Skill choices: *thievery, navigation, carousing, piloting, bluffing, appraisal, pistols*



You spent time as a smuggler, moving stolen or illegal goods from one planetary system to another.

Smuggle. You know how to hide objects, either about your person or in a location. You gain a +2d6 bonus to attempts to hide items.

Secret routes. You know all the secret - if dangerous - trade routes. If you navigate a starship, you may reduce the journey distance (in parsecs) by 2d6%.

Haggler. You're a born haggler, and can reduce the cost of any purchase by 3d6%. This does not stack with any other exploits which reduce purchase costs.

Fence. In an urban environment, you can sell goods for 75% of normal cost rather than 50%.

Seat of your pants. Smugglers rely a lot on old-fashioned luck and bravado. They can recharge their LUCK pool an extra time per day.

Sniper [1d6 years]

Prerequisites: *stealth, rifles.*

Attributes: END +1, INT +1, WIL +1, LUC +1

Skill choices: *rifles, stealth, perception, concentration, climbing*

You mastered the art of lying very still for long periods of time and shooting people a long way away. Sniping is a job which requires great endurance, patience, and accuracy.

Vantage point. You gain an additional +1d6 to attack with a ranged weapon if you are at least 30' higher than your target. This stacks with the regular +1d6 bonus for high ground.

Steady eye. All weapon range increments increase by 50%.

Good position. You cannot be pinned down in combat.

Perfect aim. The bonus you gain for the *Aim* exploit increases to +2d6.

Socialite [1d6 years]

Prerequisites: *[social].*

Attributes: CHA +2, REP +2

Skill choices: *[social]*

You aim be famous for being famous, and have mastered the art of networking.

High class. You are at home when in high-class social gatherings. In such environments, you gain a +1d6 bonus to all attribute checks. Unfortunately, you are less comfortable - or welcome - in lower-class environments, and suffer a -1d6 penalty to all social interactions in such situations.

Space Jockey [1d6 years]

Prerequisites: none.

Attributes: AGI +1, END +1, LOG +1, LUC +1

Skill choices: *zero-g, engineering, carousing, piloting, computers*

You got a commission on a civilian ship - a merchant vessel or miner. As a general dogsbody, you learned a variety of skills, and you feel truly at home aboard a vessel travelling between the stars.

Zero-g monkey. You gain an effective fly speed equal to your regular SPEED in zero-g environments.

Mr. Fixit. You gain a +1d6 bonus to rolls made to repair starships.

Hitch-hiker. You can get free passage for yourself and your party on civilian vessels.

Used market. You know many starship dealers and merchants. You can save 10% on the cost of starship components.

Spartan Battle School [1d6 years]

Prerequisites: Spartan.

Attributes: STR +2, AGI +1, END +1

Skill choices: [combat], survival, tactics, bravery

Spartan education is brutal and militaristic.

Swordsman. You gain a high quality Spartan sword.

Bred for war. You gain 3 points of natural SOAK. You also gain a distinctive scar.

Starbase Assignment [1d6 years]

Prerequisites: none.

Attributes: LOG +1, CHA +1, REP +2

Skill choices: carousing, computers, engineering, [scientific]

You were assigned to a Starbase or space station.

Starbase layout. You become accustomed to the layout of starbases and outposts, and can navigate them without need for reference.

Star Knight [1d6 years]

Prerequisites: concentration or meditation; law

Attributes: AGI +1, INT +1, WIL +1, PSI +1

Skill choices: [psionic], swords, reactions, meditation, concentration, law, [physical]

An elite order of warriors, the Star knights are respected throughout the galaxy. Star knights rarely use ranged weapons, engaging the enemy with their laser swords.

Enhanced attributes. You gain +2 SPEED and +5' to both vertical and horizontal jump distances.

Psionic attributes [requires Enhanced attributes]. Once per round you may use your PSI attribute in place of any STR, AGI, or END check.

Laser sword. You build your own standard quality laser sword.

Missile deflection [requires Laser Sword]. You are able to deflect incoming ranged attacks with your laser sword. This allows you to use your laser sword for DEFENSE against ranged attacks as well as from melee attacks.

Throw sword [requires Laser Sword]. You can throw a laser sword as a ranged weapon with a range increment of 10'. The sword returns to your hand.

Sense psionics. You can sense the presence of psionics within 30' of you.

Foresight. You always gain access to the ambush turn.

Recover. You can meditate for five minutes to recover full HEALTH once per day.

Refocus [requires Recover]. Once per day you can focus and recover HEALTH equal to your PSI attribute check. This takes two actions.

Summon. You can telekinetically call a Small or smaller object within 10' to your hand by using two actions. If the object is held by someone else, it will require an opposed PSI vs. STR check.

Telekinesis [requires Summon]. You can freely telekinetically move and manipulate single objects of Small size or smaller within 30' of you. You may only manipulate one such object at a time.

Psychic choke [requires Telekinesis]. You can squeeze the breath from a victim within 30' with a PSI vs. DEFENSE check, causing 3d6 blunt damage.

Psychic push [requires Telekinesis]. Once per round you can, as an action, make a PSI vs. DEFENSE attack to push a single creature of size Medium or smaller a distance in feet equal to your PSI check.

Telepathic message. You develop the ability to freely send short telepathic messages to other intelligent creatures with whom you have spent time.

Psychic suggestion [requires Telepathic Message]. You can momentarily influence the thoughts and actions of another creature within 30' by making a PSI vs. MENTAL DEFENSE check.

Destiny. You may meditate for 5 minutes once per day to replenish your LUCK pool.

Street Thug [1d6 years]

Prerequisites: none.

Attributes: STR +1, END +1, CHA +1, LUC +1

Skill choices: *intimidation, running, brawling, clubs, knives, pistols*

You fell into the fringes of society and ended up as a thug on the street, committing petty crimes for small amounts of money.

The filth! You have developed an uncanny ability to detect cops. When attempting to sniff out a police officer or similar authority figure, you gain a +1d6 bonus.

Street tough. Life on the streets is tough. You gain a natural +2 SOAK.

Systems Upgrade [1d6 months]

Prerequisites: Android; *computers, engineering.*

Attributes: -

Skill choices: -

You spent time upgrading your software or hardware.

Modification. Choose one modification from the Android species exploits list. You may repeat this exploit.

Trader [1d6 years]

Prerequisites: appraisal.

Attributes: INT +1, CHA +1, LUC +1, REP +1

Skill choices: *appraisal, [social], carousing, [crafting], bureaucracy, accounting, law, local knowledge, bribery, forgery*

Life as a trader can mean profit, but it can also bring ruin.

Sale of the century. You worked hard on a great deal, and it netted you 1,000Cr. You may repeat this exploit, gaining 1,000Cr each time.

Trade routes. You know the best, most profitable trade routes. Your starship fuel costs are reduced by 20%.

Haggler. You know how to get a good deal. You reduce the cost of any purchase by 2d6%. This does not stack with any other exploits which reduce purchase costs.

Venetian Retreat [4d6 years]

Prerequisites: Venetian.

Attributes: LOG +2, WIL +1, PSI +1

Skill choices: *[artistic], [psionic] [crafting], concentration, meditation*

The long-lived Venetians often retire to their own kind for a decade or more in order to contemplate their place in the universe, and train their minds.

Fortified. You gain a +5 bonus to MENTAL DEFENSE.

Careers & Ranks

For those who wish to add an additional level of realism into the career path system, you can use these optional rank advancement rules. A military or police officer's rank increases as she takes more career grades, but as she rises in rank it becomes harder to progress.

A military officer begins as Crewman or Private upon completing their cadet assignment, and a police officer begins as a Constable. Each career grade thereafter offers an opportunity for promotion. Simply make a REP check each time you take a new career grade in the military. The difficulty of the REP check is based on your next rank. If you succeed, you pass whatever exams, boards, or other entry requirements exist, and gain the new rank.

| Navy Rank | Marine Rank | Police Rank | Promotion Difficulty |
|--------------------------|-----------------------|---------------------|-------------------------|
| Crewman (non-officer) | Private (non-officer) | Constable | - |
| Ensign | Private, first-class | Police Corporal | Automatic |
| Lieutenant, junior grade | Lance Corporal | Sergeant | <i>Easy [7]</i> |
| Lieutenant | Corporal | Lieutenant | <i>Routine [10]</i> |
| Lieutenant Commander | Sergeant | Captain | <i>Challenging [13]</i> |
| Commander | Sergeant Major | Deputy Inspector | <i>Difficult [16]</i> |
| Captain | Captain | Inspector | <i>Demanding [21]</i> |
| Commodore | Major | Commander | <i>Strenuous [25]</i> |
| Rear Admiral | Lieutenant Colonel | Superintendent | <i>Severe [29]</i> |
| Vice Admiral | Colonel | Assistant Chief | <i>Herculean [33]</i> |
| Admiral | Brigadier | Chief of Police | <i>Superhuman [37]</i> |
| Fleet Admiral | General | Police Commissioner | <i>Impossible [40]</i> |

Attending Command School automatically gives you a free rank increase with no check required.

Having players with characters of different ranks within the same structure can cause problems. Generally speaking, you should not try to enforce rank-based behaviour between players - having some players able to tell other players what to do generally makes the game less fun for players of lower ranked characters. Instead, the rank should be treated as part of the character's background, and not used as a bludgeon against other players.

This is one situation where a friendly agreement between players (not characters) can make the game better for everybody.

This ranking system can be used for other organizations. The above list is for three sample organizations, but your own game setting will have its own structures with their own ranks. This system can be used for any type of organization - police forces, spy agencies, even corporate ladders.

Away Teams & Task Forces

If the players are playing crewmembers of a large starship, the following rule comes into effect. In these games, a pool of characters is created and assigned to missions. On a starship, this is usually called an Away Team; in a marine or other military or security unit, it is known as a Task Force.

Each player should create three characters. One should be a bridge officer, one should be a security officer (or soldier, or marine, depending on the setting), and the last should be a specialist of some kind. If the characters are not on a starship, the

bridge officer is replaced with any other character type of the player's choice.

At any given time, a player plays only one character. He may choose which of the three to play. When a starship sends down an away team, the players collectively decide on the away team's composition, using one character from each player's pool.

When a character dies, the player should create a new character which fits the same slot (bridge officer, security, or specialist).

This rule can also apply to other organizations which are able to select specific teams for specific missions.



» EXPLOITS

» UNIVERSAL EXPLOITS

Universal exploits are distinct exploits a character has learned; any character can learn a universal exploit as long as he qualifies for it. A universal exploit can also be purchased directly with Experience Points (see the Advancement rules). Characters begin play with one free universal exploit of their choice plus either Aim or Feint. Characters also gain universal exploits when they repeat a career for which they have already chosen all the available career exploits.

Once per turn. A character may use a given exploit once per turn, and is free to combine multiple exploits into a single maneuver or combination. For example, a soldier might choose to disregard cover, stand out in the open (Reckless Attack) and take careful aim (Aim) in order to disarm an opponent (Disarm). He gets +3d6 to his attack rolls from the recklessness

and careful aim, and -3d6 for the disarm attempt. However, his opponents get a +2d6 bonus to attack him for the next round. Another common combination is a Charge and a Knockdown.

However, once the character has used an exploit (or a multiple exploit combination) he cannot use that exploit again until his next turn begins.

Costs. Some exploits modify existing actions or attacks, but they carry a cost. The character deducts (“pays”) the indicated number of dice from his dice pool to gain the effect of the exploit. Multiple exploits may be stacked on a single action by paying the combined cost.

Pre-requisites. Most exploits have pre-requisites in terms of attribute scores or previous exploits. In order to purchase a universal exploit, a character must meet those pre-requisites.

Paying For Effects

The concept of buying effects with your attack dice is fundamental to the combat system of *N.E.W.* Without “buying” extra damage dice or desired effects, a successful attack will tend to do very little damage. High damage, therefore, is achieved by a large attack dice pool being partially spent on damage and effects.

For example, a massive Ogron might have enormous strength and lots of training, and as such have a big attack dice pool of 8d6 with its giant Star Marine sword. Normally, it only does 3d6 damage. However, it can spend some of that pool, exchanging some of those 8d6 for extra damage or an effect such as Knockdown. The Ogron has exchanged some of its hit potential for damage potential.

180 hammerhead (requires piloting skill; AGI 8+). A starship is rotated 180 degrees for free during its movement while continuing its momentum, enabling it to face and fire at pursuers.

Achilles heel (requires LOG 5+; aim; any [scientific] skill). Identifying a weakness in your target, you pay 2d6 and bypass its SOAK score. This exploit can only be performed once per target.

Aim. This is identical to the Feint exploit, but for ranged combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Always prepared (requires LOG 8+). You have a brilliant tactical mind, and are always prepared. You may declare a single action which you took prior to the encounter (even if you didn't know the encounter was going to take place) which helps you in this exact scenario. This must be an action you were capable of.

Analytics (requires LOG 6+). Studying your target's behaviour, you notice a pattern to its actions. You grant all allies within 30' a +1d6 bonus to attack the target until the start of your next turn. This costs one action.

Arm lock (requires AGI 8+, martial arts skill). This exploit, which costs 2d6 to execute when you make an unarmed attack, puts your target's arm in a painful and restrictive position. He immediately drops anything held in that arm. The lock remains in place until he makes an AGI attack action to escape it, and while it is in place you can inflict 1d6 damage per round for free. You can also move at half speed, and your victim must accompany you.

Bearhug (requires STR 8+). You grab your target with both arms, squeezing him. You can only bearhug a target of your size category or smaller. Once established, you cause your unarmed damage per round for free, and can move at half speed, moving your victim with you. It takes a STR or AGI attack action to escape your bearhug.

Blinding attack (requires AGI 6+). This is a temporary blinding attack - throwing sand in an opponent's face, pulling his hat down over his eyes, throwing a cloak or blanket over him. Pay 1d6; the opponent is blinded for one round.

Blind shot (requires LUC 5+). While in full cover, you may pay 2d6 to take a shot without looking at what you are shooting at or exposing yourself. You use your LUCK attribute instead of your Agility or Intuition for this shot.

Brush off (requires STR 8+). You contemptuously brush aside a melee attack, gaining the effect of cover from one melee attack from a creature of your size category or smaller.

Burst of speed (requires piloting skill). Your mount, ship, or vehicle gains a speed boost of 2 hexes or squares for the turn.

Charge. When making a melee attack, move up to your speed in a straight line and then attack at the end of it and pay 2d6. You gain +1d6 damage to your attack. You must move at least 10'.

Counterhack. When an opponent is attempting to access your systems using the system override exploit, you may make an immediate opposed LOG check to block the attempt.

Crippling strike (requires AGI 5+; deadly strike). Pay 1d6; a leg wound slows your foe for 3 rounds.

Deadly strike (requires AGI or STR 5+). You inflict an additional 1d6 damage with a successful hit. For a ranged attack, this is likely a headshot. This can only gain you one bonus damage die.

Death from on high (requires charge). You pay 2d6 and drop down on your opponent from at least 5' above him. This counts as a charge but knocks your opponent prone and does 2d6 extra damage instead of 1d6.

Disarm (requires AGI 6). Pay 3d6; the target drops its weapon or other hand-held item.

Dive for cover (requires AGI 7+). If a ranged attack misses you, you may immediately move half your speed and either throw yourself prone or get behind cover if it is in range. *This is a free action.*

Dodge (requires AGI 6+). You gain the effect of cover from ranged attacks when in the open as long as you have moved at least 10 feet this turn.

Double tap (requires AGI 7+; aim). Once per turn you may fire two quick shots at your target at the cost of just one action, paying 2d6.

Draw a bead (requires INT 5+). The penalty for firing at a target engaged in melee combat is reduced from 2d6 to 1d6.

Evasive action (requires AGI 5+; piloting skill). Evasive maneuvers gain you 2d6 of "cover" in space, but your ship you 1d6 to any attacks you make that turn.

Feint. This is identical to the Aim exploit, but for melee combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the Aim or Feint exploit for free.

Flying kick (requires AGI 8+; martial arts skill). You move up to your speed and issue a flying kick at the end of it, dealing your martial arts damage with a bonus 1d6 damage.

High energy turn (requires piloting skill; INT 8+). The pilot uses FTL energy to force a ship into any emergency facing. It requires an AGI check equal to 10 + the ship's class. Failure inflicts 1d6 damage to the ship's SS per ship class. Success allows the pilot to face the ship in any direction he wishes.

Hunker down (requires END 6+). Cover grants you one extra die of cover.

Jury-rig (requires LOG 6+; engineering skill). You modify a weapon (yours or an adjacent ally's) to either increase its range by 50% or its damage by +1d6 until the start of your next turn.

Knockback (requires knockdown). The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown (requires STR 5+). The target is knocked prone for a cost of 2d6.

Lucky escape (requires LUC 6+). You may avoid all damage from one attack as a free reaction. You can only do this once per day.

Opportunist stomp. You can stomp on an adjacent prone opponent as a free action. This is an unarmed attack and uses your natural damage value.



Pep talk (requires CHA 6+). You can spend your ambush turn (if you have access to it) giving your allies a pep talk. They all gain a +1d6 bonus to initiative in the ensuing combat.

Piledriver (requires STR 8+, wrestling skill). You grab your opponent, lift him, and then drop to the ground, driving his head into the ground. Both you and your opponent end up prone. The exploit costs 3d6 and, if successful, the target takes double damage and is stunned until he shakes the condition off.

Predictive reflexes (requires INT 6+). You are good at reading the situation. You gain a permanent +1d6 bonus to your INITIATIVE checks.

Protector (requires END 5+). You can take an attack meant for an adjacent ally. If the attack hits your ally, you take the damage instead. If you have a shield, the ally also benefits from your shield's defense bonus.

Quickstand (requires AGI 6+, martial arts skill). Once per turn you can stand immediately from prone as a free action.

Quickdraw (requires AGI 6+). You are an expert at drawing a sidearm quickly. Whenever you have a sidearm on your person, you are always considered to be holding it.

Reckless act. In utter disregard for your own safety, you make yourself a target as you unleash your attacks. Attackers gain a +2d6 bonus to attack you until your next turn, but you gain +1d6 bonus to your attack rolls.

Reinforce shield (requires LOG 6+; computer operation skill). Until the start of your next turn, one shield (forward, aft, port, or starboard). becomes reinforced. It gains +2 SOAK.

Relativity corkscrew (requires piloting skill; physics skill; LOG 6+). This complex maneuver uses FTL speeds, time dilation, and high-level calculations to gain a temporal advantage in starship combat. An FTL drive is necessary. One action is used to perform the relativity corkscrew, but the ship gains three actions in return. However, this is a dangerous maneuver and requires a *Strenuous* [25] LOG

check to accomplish. It cannot be performed again until at least one hour has been spent maintaining the FTL engines.

Ricochet (requires INT 8+; aim). You can pay 4d6 to "bounce" a ranged attack off of one surface in order to hit a target to whom you would not normally have line of sight. This does not negate the target's cover bonuses; it merely creates a line of sight to a target where there previously was none.

Roll with it (requires AGI 5+). By voluntarily falling prone, you reduce damage by 2d6. You cannot use any instant-stand exploits in combination with this exploit.

Scattershot. When using a shotgun, you can attack two adjacent targets within 15' of you with a single attack action at a cost of 1d6.

Sidestep (requires AGI 8+). When charged by an attacker, you casually step aside, causing him to rush past you. If the attacker's attack misses, he continues onwards in a straight line to the extent of his movement, unless something blocks his way. If he collides with a solid object, he takes 1d6 blunt damage.

Spinning kick (requires AGI 8+, martial arts skill). A quick turn, and your foot lashes out to strike your opponent. This exploit costs 2d6, but can strike any adjacent opponent (even one behind you), and includes a free knockdown effect.

System override. You remotely access another ship's control computer, and briefly take a system offline with a LOG vs E-DEFENCE attack. One shield facing, or one weapon, can be deactivated until the beginning of the target ship's next turn, at which point it is automatically reactivated.

Target engines (requires gunnery skill). You can choose to target an enemy ship's engines by paying 2d6. Attacks to the engines directly reduce their power output instead of damaging superstructure (and consequently affect the ship's speed or FTL capability).

Taunt (requires CHA 8+). You taunt your target, enraging it, and make a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on you until the start of your next turn.

Throw (requires STR or AGI 7+; trip or knockdown). For 2d6, the target is knocked prone and pushed back 5'. For 3d6, this can be increased to 10'. STR is the prerequisite if the qualifying exploit is knockdown; AGI if it is trip.

Torpedo spread (requires gunnery skill). Multiple torpedoes can be fired in a spread which affects a wide area of effect. For each 1d6 paid, one hex within range is affected; all affected hexes automatically do 1d6 damage of the appropriate type to any vessels in them.

Trip (requires AGI 6+). For 2d6, the target is knocked prone. If you are one size smaller than your target, you may use this exploit for only 1d6.

Utilikit (requires LOG 7+; engineering skill). You are able to turn one device into another device of equal value or lower. For example, you can modulate your scanner to use as a phaser, or enable your laser knife to operate as a lock pick. The device only functions in this way for a single action before becoming permanently useless. It takes 10 minutes to make the change.

Warp maneuver (requires LOG 8+; engineering skill, piloting skill). A very dangerous maneuver, you use your ship's FTL capability to reposition your ship on the battlemat. You can move to any location to which you have direct line-of-sight, but your resultant facing is randomized (roll 1d6). This takes your ship's FTL engines offline, and they require an hour to repair.

Whirlwind frenzy (requires AGI 6+). You attack all adjacent targets, but only do 1d6 damage to each. This costs you 3d6. You must still make an attack roll against each target. If you hit every target, all targets are pushed back 5', clearing a space around you.

Wingover (requires AGI 5+; piloting skill). You can reverse direction 180-degrees instantly with a half-loop plus barrel roll. The starship you are piloting must be Class V or smaller. This maneuver is part of the move phase.

» AGE

Your age is determined by the total of your character's years in each career. Age falls into three broad bands - *young*, *adult*, and *old*. Consult the table below to find out which band you fall into, based on your species.



If you are *young* or *old*, choose any synonym for that word and insert it into your descriptor. It's up to you what adjective you choose. If you are *adult*, you do not need to add it to your descriptor. Some example synonyms are listed below, but you should feel free to create your own.

Adding years. Players may always add extra years to their age at character creation or during downtime with no corresponding advancement. This allows players to play older characters without unduly high attributes. NPCs may similarly have years added. In cinematic mode (see p.60), adult characters gain an additional LUC die, and old characters gain a further LUC die, representing experience.

Young Characters

Young characters are characterized by curiosity and brashness. You gain the following exploit. You lose the exploit when you are no longer categorized as young.

Young. Once per day, when rolling a dice pool, you may declare it to be an exploding dice pool. Any 6s that you roll may be rolled again,

the new roll adding to the existing 6. If you roll a 6 again, repeat, until you roll less than a 6.

Example synonyms: young, youthful, adolescent, childish, teenaged, juvenile.

Old Characters

Old characters are characterized by experience. You gain the following exploit.

Old. Once per day, when rolling a dice pool, you may declare it to be a careful dice pool. Any 1s that you roll may be rerolled, with the new roll replacing the 1. If you roll a 1 a second time, however, you must keep the 1.

Additionally, the bonus gained from your hook increases to +2d6.

Old characters can no longer improve physical attributes (STR, AGI, END) through

career advances or experience expenditure, although they may do so via other means (magic, cybernetics, etc.)

Example synonyms: old, elderly, mature, venerable, aged, aging, hoary.

Age Categories By Species

The following table lists age categories according to species.

| N.E.W. Species | Young | Adult | Old |
|----------------|-------|---------|------|
| Human | 1-25 | 26-59 | 60+ |
| Android | - | - | - |
| Borian | 1-89 | 90-209 | 210+ |
| Felan | 1-11 | 12-39 | 40+ |
| Ogron | 1-19 | 20-39 | 40+ |
| Venetian | 1-189 | 190-549 | 550+ |
| Spartan | 1-30 | 31-69 | 70+ |

Aging In The Future?

It is reasonable to ask why a science-fiction future contains aging or, indeed, death by natural causes. Life-expectancy would surely be increased dramatically due to medical advancements, surgery, anti-ageing drugs or procedures, and a host of high-concept ideas like personality uploads, trans-humanism and the like.

On the other hand, popular sci-fi franchises like *Star Trek* and *Star Wars* manage perfectly well without ascribing immortality to the human race.

The approach of a *future-based WGIN game* is that this is a setting-dependent decision rather than one baked into the core rules.

You'll note that the age-exploits list does not include any penalties (either physical or mental). *N.E.W.* allows you to develop interesting traits based on your stage of life, but does not impose limitations on older characters. The GM will need to decide whether any particular physical transformation takes place as a character ages, and, indeed, whether a character dies after becoming venerable or simply continues in that age category forever (barring an "accidental" blaster discharge to the face).

Below are some options.

▶ Characters age as normal; humans may live a little longer than they did in the early 21st century, but not drastically so. Perhaps an

unavoidable psychological or neurological limit was discovered; perhaps society has some kind of economic, legal, or moral barrier to artificially extended life; or perhaps it simply wasn't as easy to keep really old folks alive as we thought it would be.

- ▶ Characters reach venerable age and then simply continue like that until they die from non-natural causes. General medical care ensures that they retain a perfectly decent quality of life and remain active.
- ▶ Characters age as normal, but make use of anti-ageing drugs and other procedures to reverse the effects of ageing; in this setting, their 'age' could go down as well as up. While they can continue to afford the drugs, they may be able to hold themselves at a young or adult age, but when the money starts to run dry perhaps they start to get noticeably older. In a universe like this, the old-looking people are the poor people and the rich live thousands of years.
- ▶ You'll notice that one of the core species, the Android, does not age at all. Perhaps Androids used to be people in your setting, and they upload their neural configurations to artificial bodies as their natural bodies start to wear down.
- ▶ Some species may just be incredibly long lived, immortal, or possess regenerative abilities.

In the long run, it is up to the GM how aging works in the campaign.

» TRAIT

A character's trait is a dominant characteristic based on his attributes. It provides an ability or quality related to either his highest or lowest attribute. Traits include things like *rugged*, *massive*, *alcoholic*, *inspiring*, and so on. If someone were to describe your character, this is the first word they'd use - "Sasha? You mean that reckless pirate?" or "Gorrat is quite the illiterate Ogron".

Choose *either* your highest or lowest attribute (both will give you an advantage; choosing the lowest doesn't give you a disadvantage - for example, a low WIL allows you to choose *alcoholic*, which gives you a bonus SOAK score when intoxicated). Choose a corresponding trait (or roll for it if you prefer a little randomness).

Your trait forms part of your descriptor.

| Attribute | Highest Attribute | Lowest Attribute |
|-----------|--|--|
| STR | [1-2] Massive, [3-4] athletic, [5-6] brawny | [1-3] Feeble, [4-6] tottering |
| AGI | [1-2] Nimble, [3-4] deadeye, [5-6] ambidextrous | [1-3] Clumsy, [4-6] lame |
| END | [1-3] Rugged, [4-6] tough-as-nails | [1-3] Coughing, [4-6] asthmatic/anemic |
| INT | [1-3] Empathic, [4-6] alert | [1-3] Naive, [4-6] distracted |
| LOG | [1-3] Brilliant, [4-6] erudite | [1-3] Illiterate, [4-6] forgetful |
| WIL | [1-3] Stoic, [4-6] unflappable | [1-2] Alcoholic, [3-4] reckless, [5-6] spendthrift |
| CHA | [1-2] Commanding, [3] inspiring, [4] suave, [5-6] persuasive | [1-2] Unwashed, [3-4] disfigured, [5-6] obnoxious |
| REP | [1-2] Egotistical, [3-4] well-known, [5-6] flamboyant | |

Alcoholic. You are usually drunk. While this can impair your judgment, it also enables you to shrug off injury. You gain +2 SOAK when intoxicated.

Alert. You do not lose access to the ambush turn when your target also gains access to it.

Ambidextrous. You do not suffer the usual -2d6 penalty to attacks made while dual-wielding a double weapon or a secondary off-hand weapon.

Asthmatic/anemic. Your poor health often prevents you from undertaking extended physical exertion. However, you have

developed coping strategies which enable you to recover quickly from hardship. Once per day you may use one action to gather your strength and determinedly recover 1d6 HEALTH.

Athletic. Brawny and strong, you are able to plough through difficult terrain. Difficult terrain does not reduce your speed.

Brawny. You gain a +40lb carrying capacity.

Brilliant. Your mind is honed, sharp, and analytical. Once per day you may replace any other attribute check with a LOG check.

Clumsy. You often stumble or drop items. You are so used to falling that you take less damage than most from a fall. Reduce the height fallen by 10' when calculating falling damage.

Commanding. You have presence, and people listen to you. By spending two actions

(a full turn) you can give an ally within earshot an immediate single free action.

Coughing. Your constant coughing elicits sympathy from onlookers who are hesitant to attack an obviously ill person, and even if they do they underestimate you. You gain a +4 DEFENSE bonus against anyone you have not yet attacked.

Deadeye. Once per day you automatically hit with a ranged shot within two range increments as long as you do not exchange any attack dice for damage dice or combine it with another exploit.

Disfigured. Your appearance is memorable. However, it serves to instill fear when you need it to. You gain a +1d6 bonus to intimidation attempts.

Distracted. Your attention is always somewhere else and can be a cause of frustration for others. However, a nonsequiter can sometimes prove useful; once per day, as an ally is making an attribute check, you can make a completely random comment which jogs their memory and grants them a +2d6 bonus to the check.

Egotistical. You have a very high opinion of yourself, which manifests itself as extreme confidence and surety. You gain a +4 MENTAL DEFENSE bonus. Unfortunately, you sometimes ask “don’t you know who I am?”

Empathic. You are able to easily understand how others feel. Once per day as an action you can attempt to adjust another’s mood with a CHA vs. MENTAL DEFENSE check. If you succeed, you can make them either bad-tempered or happy. You must be able to converse with your target to do this.

Erudite. You remember a vast catalog of knowledge. At any time you may make a LOG check in place of any CHA check to interact with someone by recalling a piece of trivia of interest to them, although only once per target.

Feeble. You are physically weak and frail, which has taught you the value of brains over brawn. Once per day you may use an LOG check in place of a STR check and accomplish your goal through cunning and ingenuity.

Flamboyant. Your style and flair make you both noticeable and memorable. You can distract with ease, gaining a bonus +1d6 when using the Feint exploit.

Forgetful. You constantly forget and misplace things; often they are still about your person. Once per day, as an action, you may produce an item you didn’t know you were carrying. The item can be any type of item, but must be worth less than 5 credits and be something you would have had reasonable access to without use of theft or subterfuge.

Illiterate. You cannot read. Instead, you have learned to memorize common words which you

need to recognize often. You gain a +1d6 bonus when attempting to recall visual information.

Inspiring. You are able to instill positive emotions in people with your words, using an action to give one ally a +1d6 bonus to their next attribute check if they are within 30’ feet of you.

Lame. You have a limp, and move slowly, possibly with a cane. This causes people to underestimate you, granting you a +1d6 bonus to INITIATIVE checks.

Massive. You are enormous and solid. You are immune to knockdown and knockback effects by anything of your size category or smaller.

Naive. Naivete can be an endearing trait in some; it can also act as an insulation. Once per day you may completely ignore a fear-based effect or condition.

Nimble. You gain a climb speed equal to your regular SPEED.

Obnoxious. Your personality really repels people. You are an expert at insults, and can use an action to make a LOG vs. WIL check to enrage and distract others, causing them to become vexed (until they shake the condition off). As usual, repeated use increases the severity of the condition.





Persuasive. You are adept at negotiating with others. When you purchase anything under 1 MCr in value, you are able to save 3d6 percent.

Reckless. Your poor judgment often lands you in trouble, but it leads to a certain confidence. If you completely ignore cover, you gain a +1d6 attack bonus as long as you are not using a shield.

Rugged. You are tough and shrug off hardships. Once per day you can spend two actions (a full turn) to recover to half your normal maximum HEALTH.

Spendthrift. You lack self-discipline and spend your money on trivialities and things you don't need. This can have its advantages, however; once per day as an action you can pull a small item from your pocket that you forgot you'd bought, retroactively spending up to 5cr.

Stoic. You are able to hide pain and discomfort. Once per day, when you would normally be reduced to zero HEALTH, you are reduced to 1 HEALTH instead.

Suave. Once per day a CHA vs. MENTAL DEFENSE attack can be used to stun a target until they shake off the effect.

Tottering. You find it a struggle to stand and require the use of a wheelchair which gives you a +1 SPEED bonus on normal terrain.

Tough-as-nails. You gain a +2 natural SOAK bonus which stacks with any other SOAK scores you may have.

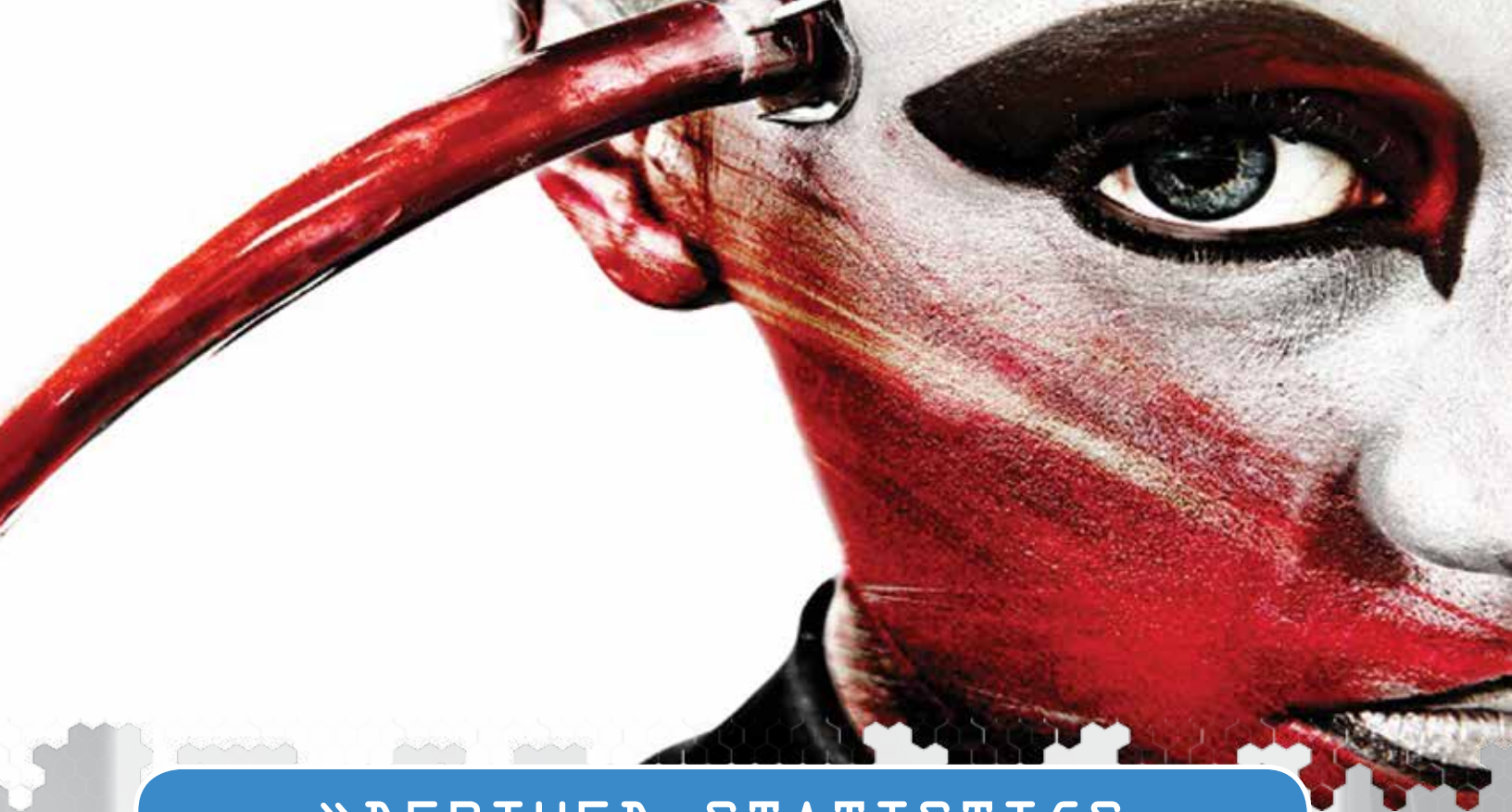
Unflappable. You are not easily distracted or surprised. The *Feint* exploit does not work on you.

Unwashed. Your unkempt appearance causes others to overlook you. You can hide in plain sight using INT in place of AGI.

Well-known. You are famous; people recognize you, for good or ill. You have learned to use this reputation. Once per day you may substitute your REP attribute for any mental attribute in order to make an attribute check.

Your trait should be noted on your character sheet as part of the descriptor. For example:

Gorrat is an illiterate Ogron marine who....



» DERIVED STATISTICS

Derived statistics are values which are calculated based on existing statistics. You'll need to calculate each of the derived statistics in the section below, and record them on your character sheet. All derived statistics increase or decrease if their underlying statistics change through character advancement or for other reasons.

Skills & Derived Statistics

| | |
|----------------|--|
| HEALTH | <i>hardy</i> |
| SPEED | <i>running, climbing, swimming</i> |
| CARRY | <i>carrying</i> |
| INITIATIVE | <i>tactics, reactions</i> |
| DEFENSE | <i>acrobatics, dodging, foresight, [melee skills]</i> |
| MENTAL DEFENSE | <i>concentration, meditation, bravery, discipline, religion, conviction, leadership, psychology, rulership</i> |

For each attribute and each skill, record the derived dice pool on your character sheet. These are noted on the character worksheet for convenience. They are as follows:

Dice Pools

| | | | | | |
|-----|-----|-----|-------|-------|-------|
| 1-2 | 3-5 | 6-9 | 10-14 | 15-20 | 21-27 |
| 1d6 | 2d6 | 3d6 | 4d6 | 5d6 | 6d6 |

The actual attribute scores are not needed during play; you need only refer to the dice pools. The attribute scores are used during character creation to provide an expanding granular scale to attribute development.

> HEALTH

Health is a mixture of physical and mental stamina. Roll an END dice pool, a WIL dice pool. If you have the *hardy* skill, you may roll that also. Record the total as your HEALTH. If the total is less than 10, then increase your HEALTH to 10. When you are hit, you take damage; when you reach 0 HEALTH you are unconscious.

> SPEED

You need to determine your regular SPEED, and your CLIMB speed. Note that this process also applies to SWIM and other forms of movement.

Your SPEED is equal to the size of your STR dice pool plus your AGI dice pool. You may also add your *running* dice pool if you have that skill.

CINEMATIC MODE

In cinematic mode, adult characters also gain an additional LUC die, and old characters gain a further LUC die, representing experience. Combat in WGIN is a quite deadly affair, especially if you are accustomed to heroic fantasy games. Often an advanced character can be downed by just one or two shots.

For a more heroic feel, the GM can opt to use Cinematic Mode. In Cinematic Mode, characters and creatures also roll a LUC dice pool when calculating their total HEALTH. Lucky characters can be very resilient, though not necessarily deliberately so!

In cinematic mode, adult characters also gain an additional LUC die, and old characters gain a further LUC die, representing experience.

Cinematic Mode may be especially appropriate to space opera or science fantasy settings.

For *climbing*, *swimming*, *zero-g*, and *high-g* replace the *running* skill and **halve the final total** unless a career tells you otherwise. You only need to note these if you have the skill - otherwise, it will work out to half your SPEED (without the *running* bonus).

Small (or smaller) characters suffer a -1 penalty to SPEED.

> JUMP

This is the distance and height you may jump automatically without making any kind of attribute check. It should be recorded on your character sheet in units of feet, not squares (unlike SPEED) in the format 7' / 4'. These values assume a 10' run-up. From a standing start, they are halved.

Your horizontal jump is equal to twice your AGI attribute in feet.

Your vertical jump is equal to your STR attribute in feet, but cannot exceed your horizontal jump.

Jumps exceeding these figures require attribute checks equal to the number of feet jumped horizontally or three times the number of feet jumped vertically.

> CARRY

Your basic carry increment is equal to STR + END multiplied by 10. Record the value in pounds. If you have the *carry* skill, you may add this (the raw value, not the dice pool) before the multiplier.

Each carry increment inflicts a -1d6 penalty to physical attribute checks and -1 to SPEED.

> INITIATIVE

Initiative measures how quickly you can react in combat situations. It is equal to your INT dice pool. You may also add *tactics* or *reactions* dice pools (in starship combat, *starship tactics* is used instead).

> DEFENSE

You have three DEFENSE scores - MELEE DEFENSE, RANGED DEFENSE, and MENTAL DEFENSE. All three scores have a minimum value of 10.

These scores are pre-calculated dice pools; because they are used frequently, the average value is used and noted on your character sheet. For each score, form a dice pool consisting of attribute, skill, and equipment, as normal (and subject to the normal dice pool limit). Use the following elements to form the dice pool:

Attribute (use one)

For MELEE DEFENSE use the highest of your STR and AGI.

For RANGED DEFENSE use your AGI.

For MENTAL DEFENSE use the highest of INT, LOG, and WIL.

Skill (use one)

For MELEE and RANGED DEFENSE, you may use *acrobatics*, *dodging*, or *foresight*.

For MENTAL DEFENSE you may use *concentration* or *meditation*.

Skill with a melee weapon or unarmed combat applies to MELEE DEFENSE, but not ranged attacks.

If you double-move in a round, you may use *running* for DEFENSE for that round only.

Equipment (use one)

For MELEE DEFENSE, the quality of your weapon or shield can be used in your dice pool (although you cannot benefit from more equipment quality dice than skill dice; see the section on dice pools, later in this book).

For RANGED DEFENSE, the quality of your or shield can be used (again, you cannot benefit from more equipment quality dice than skill dice).

Having formed your DEFENSE and MENTAL DEFENSE dice pool(s), consult the following table to determine the corresponding static score. This is an average roll of the dice pool, and is used to speed up play (you could, theoretically, roll it as an opposed check each time).

| POOL | 1d6 | 2d6 | 3d6 | 4d6 | 5d6 | 6d6 | 7d6 | 8d6 | 9d6 |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| DEF. | 4 | 7 | 11 | 14 | 18 | 21 | 25 | 28 | 32 |

Adjust the final score according to your SIZE.

| Tiny | Small | Medium | Large | Enormous | Gigantic | Colossal |
|------|-------|--------|-------|----------|----------|----------|
| +8 | +4 | +0 | -4 | -8 | -16 | -32 |

The minimum value is 10.

Finally, adjust MELEE and RANGED DEFENSE for shields and armor.

Small shields give +2, **medium shields** +4, and **large shields** +6.

Medium armor inflicts a -2 penalty, and **heavy armor** a -4 penalty. **Light armor** inflicts no penalty.

| | |
|---------------|----|
| Small shield | +2 |
| Medium shield | +4 |
| Large shield | +6 |
| Light armor | +0 |
| Medium armor | -2 |
| Heavy armor | -4 |

» CAREERS & DEFENSIVE SKILLS

As noted earlier, any time you take a career skill you may take a DEFENSE skill instead. These aren't specifically called out in the careers, but all DEFENSE skills are always available to all careers.

The following skills (remember anything can be a skill - feel free to invent your own!) are defensive skills:

| MELEE/RANGED DEFENSE | MENTAL DEFENSE |
|----------------------|-------------------------|
| Acrobatics | concentration, |
| Dodging | meditation, bravery, |
| Foresight | discipline, religion, |
| | conviction, leadership, |
| | psychology, rulership |

Additionally melee skills like *boxing*, or *swords* (if armed with a sword) apply to DEFENSE against melee attacks (as does weapon quality), but not against ranged attacks.

You need to train DEFENSE; otherwise you will get hit a lot. It's as important as training in weapons. You should aim to get your DEFENSE pool to at least 4d6 if possible.

Starting Money

Roll your total CREDITS in d6s based on your REP dice pool and multiply this by 20. You may also add your LUC dice pool before the multiplication. If the final total is less than 100cr, increase your starting money to 100cr. You should now peruse the *Equipment* chapter and purchase weapons, armor, and other equipment for your character. Record this on your character sheet.

Attacks

Finally, note down your attacks. You should have two or three, depending on your equipment. The first is an unarmed attack (*brawling, boxing, wrestling, martial arts*, depending on skills) and the others might be a melee and a ranged weapon.

An attack is recorded in this format:

Laser pistol 3d6 (2d6+2 heat damage; range 12; notes)

The first value (3d6 in the example) is your attack roll. This is a dice pool formed as normal from attribute + skill + equipment.

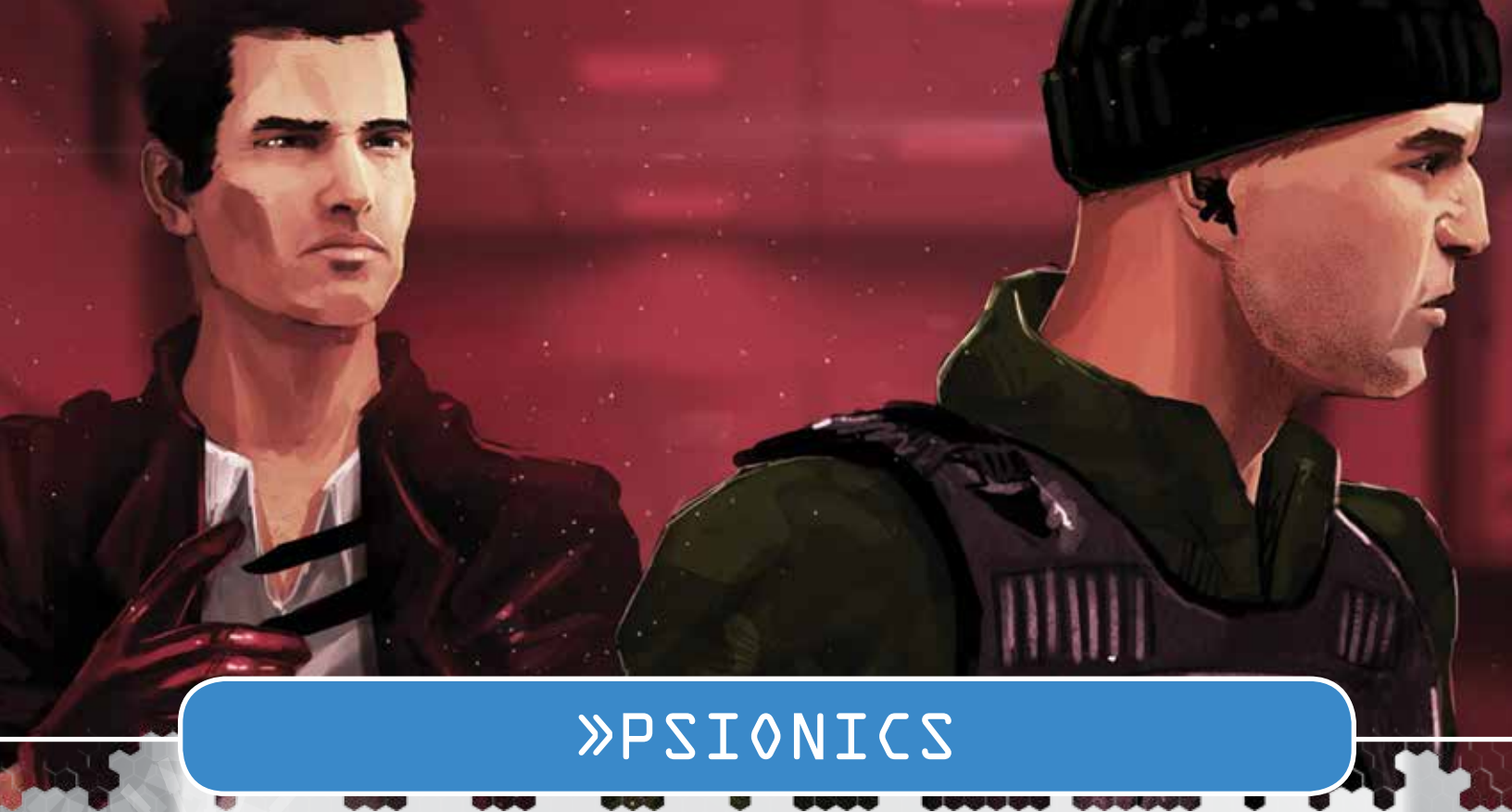
Melee attacks use STR or AGI.

Ranged attacks use AGI or INT.

The damage value, range, and any notes are found in the weapon's entry in the *Equipment* chapter.

Unarmed damage is 1d6 plus the number of dice in your STRENGTH dice pool for size Medium and smaller creatures, plus 1d6 for each size category above Medium. For example, a medium sized Venetian with STR 4 does 1d6+2 unarmed damage, and a large Ogron with STR 10 does 2d6+4 unarmed damage. Note that Felans do 2d6 slashing damage with their claws.

| Size | Unarmed Damage |
|------------------|----------------|
| Small - Medium | 1d6 |
| Large (or Felan) | 2d6 |
| Enormous | 3d6 |



»PSIONICS

Like all exploits, psionic exploits are available to anybody who qualifies for them.

Some psionic careers offer a number of psionic exploits in the form of career exploits. In some cases, these same exploits are also available below as universal exploits; in other cases they are unique to that career or superior to the universal version. This allows GMs to exclude psionics as a whole if they wish, while retaining the powers associated with specific careers - especially where the psionic powers in a setting are strongly flavoured and narrowly focused. It also enables certain careers to gain certain psionic abilities without having to meet the same prerequisites that those accessing them via universal exploits do.

Psionic flavor comes in many forms. Whether it's a mental discipline, a wild talent, a galaxy-spanning force, or powers granted by microscopic symbiotic organisms, the GM will need to make certain overall decisions regarding the presence of psionics in the game.

Checks and attacks. Most psionic powers operate automatically, with no attribute check being required. However, if a psionic power affects an unwilling target or creature, a

PSI vs. RANGED, MELEE, or MENTAL DEFENSE attack is always required.

Skills. Exploits are divided into categories (*biopsionics, clairsentience, clairvoyance, ergokinesis, metapsionics, telekinesis, telepathy, and teleportation*), each of which is a psionic skill which can be learned and applied to dice pools as normal.

Cost. The cost in psionic energy points (PP) to use a power is equal to the PSI score prerequisite. Thus, if a power has a prerequisite of PSI 6, it also costs 6 PP to use.

Boosting. Psionic exploits are often more powerful the more psionic energy points (PP) you use. Many powers indicate that numerical elements such as range or damage are dependent on the amount of power used. You cannot spend more psionic energy points per turn than the value of your PSI attribute. A character with a PSI attribute of 10 cannot spend more than 10 PP per turn.

Maintenance. Powers which last until your next turn can be maintained continuously by spending an action each round. If the power required an attack roll, then this must be made each round unless otherwise stated. The power cost must be paid every round.

Power. You have a pool of psionic energy points (PP) equal to **10 times your PSI score**. When you use a power, you spend points from that pool equal to the indicated cost of the power. You can meditate for 5 minutes to recover your psionic energy once per day, and you regain an amount equal to a PSI check; some exploits allow you to improve this recovery.

The following exploits are universal exploits and require a single action to use unless otherwise noted.

> **Biopsionics**

Adrenal dash (requires PSI 4). You use psionic energy to gain a burst of speed, dashing up to twice your SPEED.

Adrenalize (requires PSI 4). You can channel positive energy into somebody, granting them a +1d6 die bonus per 4 PP to all physical attribute checks for one minute. This process is draining, however, and causes you 1d6 psionic damage for each 1d6 bonus you grant.

Biofeedback (requires PSI 4). You psychically harden your skin, gaining SOAK 1 +1 per PP until your next turn.

Psychic healing (requires PSI 6). You can heal 1d6 per 6 PP HEALTH by touch. Any given creature can only benefit from this power once per day.

Psychic leap (requires AGI 6, PSI 6). You channel your psionic energy into a mighty leap into the air. You leap up to 3' per PP vertically and up to 5' per PSI horizontally.

Psychic resuscitation (requires PSI 6). You may stabilize a dying creature by touch by spending two actions.

> **Clairsentience**

Hypercognition (requires PSI 8). When you use this power, everything appears to slow down for you. For 1 round per 4 PP, you gain an extra action each round. Using this power is a free action.

Necrophony (requires CHA 6, PSI 10). You are able to ask questions of a dead creature. You must be able to touch the

corpse, and it must have died within one day per PP. You may ask it a single question, which it will answer to the best of its knowledge.

Precognition (requires PSI 4). Your natural precognition gives you a +1d6 per 4 PP bonus to INITIATIVE checks as well as checks to access the ambush turn. This does not cost an action, and the PP are spent when the INITIATIVE check is made.

Retrocognition (requires PSI 12). You can see into the past up to 1 day per PP until your next turn. Your view is of your current location as though you were there at the time.

> **Clairvoyance**

Clairaudience (requires INT 4, PSI 4). You can hear a location you have seen before until your next turn. You hear it as though you were physically present

Clairvoyance (requires INT 6, PSI 6). You can see and hear a location you have seen before until your next turn. You see it as though you were physically present, and do not gain additional sight powers (so if it is dark there, you do not gain darksight).

> **Ergokinesis**

Cryokinesis (requires PSI 6). You freeze a creature or object you can touch, doing 1d6 per 2 PP cold damage. Water freezes solid, and size medium or smaller creatures become slowed until they shake the condition off.

Cryokinetic blast (requires END 6, PSI 6; Cryokinesis). You blast an opponent with a range increment of 10' with an icy cold wind. Make a PSI vs. DEFENSE attack; if you succeed, you do 1d6 per 2 PP cold damage.

Electrokinetic blast (requires INT 6, PSI 6). You blast an opponent with a range increment of 10' with a bolt of focused electricity. Make a PSI vs. DEFENSE attack; if you succeed, you do 1d6 per 2 PP electricity damage.

Electrokinetic fork (requires PSI 10). You let loose a 5' per 2 PP cone of crackling, forked electricity. Make a PSI vs. DEFENSE attack against each creature in the area; if you succeed, you do 1d6 per 5 PP electricity damage.

Pyrokinetic burst (requires END 8, PSI 12). You let loose a burst of fire in all directions. Any creature or object within 5' per 4 PP of you takes 1d6 heat damage per 6 PP.

Pyrokinetic blast (requires AGI 6, PSI 6). You blast an opponent with a range increment of 10' with a cascade of fire. Make a PSI vs. DEFENSE attack; if you succeed, you do 1d6 per 2 PP fire damage.

> Metapsionics

Cannibalize (requires END 6). You are able to recover psionic energy by drawing from your body's other energy reserves. Choose any number of d6s and roll them; you gain that much psionic energy, but take the same amount of damage.

Fast recovery. You recover twice as much psionic energy during your daily meditation. This acts as a trait and simply modifies your psionic recovery with no action required.

Mind shield (requires WIL 6, PSI 6). You shield your mind from psionic intrusion, gaining +10 MENTAL DEFENSE +1 per 5 PP until your next turn.

Sense psionics (requires PSI 2). You can sense the presence of psionics within 20' +5' per 2 PP of you.

Shield other (requires WIL 8, PSI 8; Mind Shield). You shield another's mind within 10' of you, granting them +8 MENTAL DEFENSE +1 per 4 PP until your next turn.

Suppression. You are able to weaken the psionic power of a target you can see. Choose any number of PSI points; both yours and your target's PSI attribute are reduced by that amount until your next turn if you make a successful PSI vs. MENTAL DEFENSE attack.

Mind fortress (requires WIL 8, PSI 10; Shield Other). As Shield Other, but it affects everyone you choose within 2' per PP of you. They must remain within that distance to stay protected.



> Telekinesis

Flight (requires PSI 10, AGI 8; Levitation). As Levitation, but you can also move horizontally.

Psychokinesis (requires PSI 9; Telekinesis). Your telekinetic control is so refined that you can effectively take any action or make any attribute check that you would normally be able to do were you standing next to the target from a distance of 5' per PP.

Levitation (requires PSI 8; Telekinesis). You telekinetically lift yourself off the ground until your next turn. You can only move directly up and down, and may do so at a speed of 5' per 2 PP. If the power fails, or you do not maintain it, you fall from whatever height you are currently at.

Summon (requires PSI 4). You can telekinetically call a Small or smaller object within 5' per 2 PP to your hand by

using two actions. If the object is held by someone else, it will require an opposed PSI vs. STR check.

Telekinesis (requires PSI 5; Summon). You can freely telekinetically move and manipulate single objects of size Small or smaller within 5' per 1 PP of you. You may only manipulate one such object at a time.

Telekinetic shield (requires PSI 4). You gain +3 DEFENSE +1 per 4 PP from a telekinetic shield until your next turn.

> Telepathy

Empathy (requires PSI 2). You can automatically sense strong emotions in others within 30'. No action is required.

Mind control (requires PSI 16; Psychic Suggestion). You control another being within 5' per PP until your next turn by making a PSI vs. MENTAL DEFENSE attack. The creature will act as you direct; however it will not perform an action which causes it harm. If you spend an action to maintain this control over multiple turns, it lasts 1 round per PP.

Mindprobe (requires PSI 12; Mindread). As Mindread, but you gain access to inner thoughts and secrets. This technique is painful to the target, who takes 1d6 psychic damage.

Mindread (requires PSI 10; Empathy). This invasive technique enables you to read another's mind. Make a PSI vs. MENTAL DEFENSE attack against a target within 1' per PP. If you succeed, you are able to read uppermost thoughts until your next turn.

Mindwipe (requires PSI 14; Psychic Suggestion). You are able to erase your target's memory as far back as 1 hour per PP. Make a PSI vs. MENTAL DEFENSE attack.

Perception filter (requires PSI 5). You render yourself hard to notice with a telepathic effect which causes others to simply ignore you. Perception filters work automatically on those with an INT

attribute of less than your PSI score, while more intuitive creatures will notice you immediately. If you make an attack, the effect ends immediately. Creatures aware of you cannot thereafter be affected by the perception filter.

Psi-blast (requires PSI 4). You can use an action and make a PSI vs. MENTAL DEFENSE attack to blast an opponent with a mental burst which does 1d6 +1d6 per 4 PP psionic damage and has a range increment of 10'.

Psychic cone (requires PSI 8; Psi-Blast). You project a 5' per PP cone of psychic energy which causes 1d6 +1d6 per 4 PP psychic damage to all in the area of effect.

Psychic suggestion (requires PSI 8; Telepathic Message). You can momentarily influence the thoughts and actions of another creature within 5' per PP by making a PSI vs. MENTAL DEFENSE check. On a success, the creature will perform one action as directed by you; however it will not perform an action which causes it harm.

Telepathic message (requires PSI 4; Empathy). You develop the ability to freely send short telepathic messages to other intelligent creatures with whom you have spent time. This is a free action.

> Teleportation

Blink (requires PSI 10, AGI 8; Dimensional step). As a reaction to an attack, you may instantly teleport up to 10' to avoid it. This grants you a +10 DEFENSE bonus and moves you to any location within 10'.

Dimensional step (requires PSI 10). You teleport up to 10' per 4 PP to a location within sight.

Teleport (requires PSI 16; Dimensional Step). You teleport any distance up to 1AU to a location you have physically seen. This does not include locations seen by remote viewing devices.



» ADVANCEMENT

Throughout a campaign, characters will advance. They will gain or improve skills, acquire new exploits, and increase attributes. Characters have two 'currencies' to spend on advancement.

Time. A character can take a new career grade by spending the required time (usually 1d6 years, but the career itself will provide specific information). This type of advancement requires downtime - periods in which a character's activities take place in the background - and it advances a character's age. If time is spent, no XP expenditure is needed.

Characters can always spend more than the minimum time indicated - the indicated time is an optimum adventurer hero progression. Additionally, NPCs may take much longer to progress; it is not unusual to see old NPCs with only a few career ranks.

Experience points. The GM awards experience points (XP) for overcoming challenges, defeating enemies, and completing milestones. These XP can be spent on new career grades. The XP cost of a career grade is equal to 10 times the new grade - deduct the XP from the character's total when he spends them. If XP are spent, no time expenditure is needed.

Advancements are accessed via career grades, and contextualize any given improvement.

» DEFEATING ENEMIES & OVERCOMING CHALLENGES

The core advancement assumption is that you need to defeat or overcome 10 encounters of Medium difficulty to advance to the next grade. The XP requirement for each grade is equal to ten times the next grade. For a Medium difficulty encounter, characters gain XP equal to their own grade.

The GM evaluates how difficult the players found the encounter and awards XP accordingly. Round down when calculating half grade values.

| | |
|----------------|----------------------------|
| Trivial | No XP |
| Easy | Half grade (round down) |
| Medium | Equal to grade |
| Hard | Two times grade |
| Extremely hard | Three times grade |

GMs are free to set different advancement rates. Changing the speed of character advancement can affect the tone of a campaign, and the GM should be sure to inform the players before play what the campaign's advancement rate is. To set a different advancement rate, simply increase or decrease the cost of a new career grade from 10 XP per grade to a higher or lower value.

» PLANNING

If the PCs research and plan to the extent where they make a supposedly difficult encounter into easier encounter by virtue of their preparations and forethought, they are awarded XP for an encounter level higher (e.g. an encounter which turned out to be Easy because of good planning becomes a Medium encounter for the purposes of XP awards). XP awards for good planning require GM discretion, and ensures that players are not penalized for thinking their way around a problem.

» COMPLETING MILESTONES

The GM awards XP for completing major storyline milestones. Milestones are major non-combat challenges or obstacles which have required substantial effort on the part of the characters. This award is equal to the character's existing grade (the same as for a Medium encounter). A grade 5 character, therefore, receives 5 XP for completing a milestone. Milestones are fairly arbitrary, but a good guideline is to include one in every session of play.

» INCREMENTAL ADVANCES

Sometimes a character increases just her STR attribute by working out, or just her *pistols* skill at the shooting range. To do this, the character needs to spend XP. The cost of the increase is equal to three times the new score - so an increase from 9 to 10 STR costs 30 XP, while an increase from rank 2 to rank 3 in pistols costs 9 XP. The XP is deducted from the character's total XP.

A universal exploit (but not a career exploit) can be purchased for half the price of a new grade.

You cannot spend time to make incremental advances; you must spend XP. Only full career grades can be purchased with time. Incremental advances take place in the background at the same time as regular activity, and are assumed to have involved current and prior training. Therefore a character gains the benefit of an incremental advance immediately upon spending the XP.



Typical point values & advancement cost

| Grade | Attribute Points | Skill Ranks | Exploits | Max Dice Pool | XP Cost | Total XP* |
|-------|------------------|-------------|----------|---------------|---------|-----------|
| 0 | 24 | 3 | 2 | 3d6 | 0 | 0 |
| 1 | 28 | 5 | 3 | 3d6 | 10 | 10 |
| 2 | 32 | 7 | 4 | 3d6 | 20 | 30 |
| 3 | 36 | 9 | 5 | 3d6 | 30 | 60 |
| 4 | 40 | 11 | 6 | 4d6 | 40 | 100 |
| 5 | 44 | 13 | 7 | 5d6 | 50 | 150 |
| 6 | 48 | 15 | 8 | 6d6 | 60 | 210 |
| 7 | 52 | 17 | 9 | 6d6 | 70 | 280 |
| 8 | 56 | 19 | 10 | 7d6 | 80 | 360 |
| 9 | 60 | 21 | 11 | 7d6 | 90 | 450 |
| 10 | 64 | 23 | 12 | 7d6 | 100 | 550 |
| 11 | 68 | 25 | 13 | 8d6 | 110 | 660 |
| 12 | 72 | 27 | 14 | 8d6 | 120 | 780 |
| 13 | 76 | 29 | 15 | 8d6 | 130 | 910 |
| 14 | 80 | 31 | 16 | 8d6 | 140 | 1,050 |
| 15 | 84 | 33 | 17 | 9d6 | 150 | 1,200 |
| 16 | 88 | 35 | 18 | 9d6 | 160 | 1,360 |
| 17 | 92 | 37 | 19 | 9d6 | 170 | 1,530 |
| 18 | 96 | 39 | 20 | 9d6 | 180 | 1,710 |
| 19 | 100 | 41 | 21 | 9d6 | 190 | 1,900 |
| 20 | 104 | 43 | 22 | 10d6 | 200 | 2,100 |

*This is the cumulative total of spent XP to reach this grade

| Attribute or Skill | Advancement Cost |
|--------------------|------------------|
| 1 | 3 |
| 2 | 6 |
| 3 | 9 |
| 4 | 12 |
| 5 | 15 |
| 6 | 18 |
| 7 | 21 |
| 8 | 24 |
| 9 | 27 |
| 10 | 30 |
| 11 | 33 |
| 12 | 36 |
| 13 | 39 |
| 14 | 42 |

Incremental advances are not as cost effective as career grades, but they allow for fine-tuning and granular advancement. Note, however, that a character's maximum dice pool is always based on his overall grade, so incremental advancements should always be viewed as a supplementary advancement method.

» AGE

Each character's age should be tracked. Characters are categorized as young, adult, or old. For more information, see the aging rules.

Once a character reaches old age, their physical attributes (STR, AGI, END) can no longer be increased by non-supernatural, non-technological means. Career advances which would normally increase those attributes no longer do so (with the exception of Ogrons, whose STR can continue to increase indefinitely), and incremental increases to those attributes can no longer be purchased.

STARSHIP MURPHY

For those without the time or inclination to create new characters, or who just want to dive in straight away, this page presents a group of pre-generated iconic characters, the crew of the starship Murphy, an old **Seeker Class V Scout** used as a freighter for smuggling and other missions.

Each of these characters is designed as a starting Grade 5 character. You may use these characters as-is, or tweak them to suit you. They differ from the versions found in the **Starter Kit** because they use the full character creation rules.

» SASHA BOLOTNIKOV A reckless human smuggler who loves playing cards

Medium sentient humanoid
(grade 5; max dice pool 5d6)

STR 4 (2d6) **AGI** 7 (3d6) **END** 5 (2d6)
INT 6 (3d6) **LOG** 4 (2d6) **WIL** 3 (2d6)
CHA 6 (3d6) **LUC** 9 (3d6) **REP** 4 (2d6)

HEALTH 16

MELEE DEFENSE 18; **RANGED DEFENSE** 14;
MENTAL DEFENSE 11

SOAK 4 (leather vest); **VULN** -

INITIATIVE 3d6 – **PERCEPTION** 3d6
SPEED 6; **CLIMB** 3; **JUMP** 14'/4'; **CARRY** 90lb

ACTIONS 2 – **NATURAL DAMAGE** 1d6+2

Brawling 4d6 (1d6+2 blunt damage)

Laser pistol 4d6 (1d6+4 damage; range 10)

Skills *piloting* 3 (2d6), *astrogation* 1 (1d6),
pistols 2 (1d6), *starship tactics* 1 (1d6),
carousing 1 (1d6), *running* 1 (1d6), *climbing* 1
(1d6), *dodging* 2 (1d6), *brawling* 1 (1d6),

Gear leather vest, laser pistol, hand scanner, 100cr

Explorer. Sasha gains 5 XP every time he sets foot on a new planet.

Reckless. Sasha gains +1d6 to ranged attacks as long as she has no cover or shield.

Aim. Sasha gains +1d6 to a subsequent ranged attack in the same turn by spending an action aiming.

Dive for cover. When a ranged attack misses Sasha, she can automatically move up to 15' to cover or to a prone position.

Stargazer. Growing up as an itinerant traveller, Sasha can identify which star system she is in simply by looking at the sky.

Push the limits. Sasha became a pilot as soon as she was able to. When piloting a starship, Sasha increases its maximum FTL speed by 1 factor.

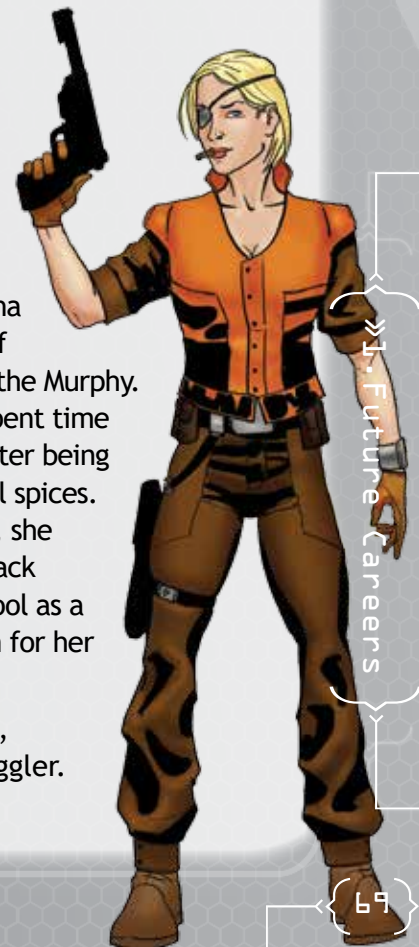
Fence. Piloting eventually led to smuggling. Sasha can sell items for 75% of their value instead of 50% when in an urban environment.

Shiv. Sasha's smuggling career was interrupted by a spell in prison on Ganymede. Practiced at improvising weapons from her time in prison, Sasha is always considered to be carrying a knife or a club, even when unarmed, and can use her brawling skill to attack with it.

Seat of your pants. Out of prison, back to the smuggling life she loved. Smugglers rely a lot on old-fashioned luck and bravado. Sasha can recharge her LUCK pool an extra time per day.

The cigar-smoking Sasha Bolotnikov is the leader of the group and captain of the Murphy. A Russian smuggler, she spent time in prison on Ganymede after being caught transporting illegal spices. Upon release from prison, she immediately dove right back into her former career. Cool as a cucumber, Sasha is known for her luck at cards.

Careers. Traveller, Pilot, Smuggler, Prisoner, Smuggler.
Age 29.



» GORRAT

An illiterate Ogron star marine who loves to watch sports

Large sentient humanoid
(grade 5; max dice pool 5d6)

STR 9 (3d6) AGI 6 (3d6) END 9 (3d6)
INT 5 (2d6) LOG 5 (2d6) WIL 7 (3d6)
CHA 7 (3d6) LUC 6 (3d6) REP 2 (1d6)

HEALTH 28

MELEE DEFENSE 10; RANGED DEFENSE 10;
MENTAL DEFENSE 15

SOAK 8 (battlesuit) or 2 (street tough); VULN -

INITIATIVE 3d6 – PERCEPTION 2d6

SPEED 8; CLIMB 4; JUMP 12'/9'

CARRY 300lb

ACTIONS 2 – NATURAL DAMAGE 2d6+3

Brawling 4d6 (2d6+3 blunt damage)

Antimatter rifle 5d6 (2d6+2 heat damage;
range 20)

Skills *intimidate* 2 (1d6), *rifles* 3 (2d6), *tactics*
1 (1d6), *computers* 1 (1d6), *law* 1 (1d6), *hardy*
2 (1d6), *running* 1 (1d6), *carrying* 2 (1d6),
brawling 2 (1d6), *survival* 2 (1d6)

Gear Trans Sun FC33 Fireswarm Antimatter
Gun, basic battlesuit, 100cr

Dull-witted. Although slow-witted, Ogron minds are hard to penetrate. They gain a +4 bonus to MENTAL DEFENSE (factored, above).

Smelly. No matter what they do, Ogrons smell bad. They take a permanent -1d6 penalty to any attempts at stealth.

Brawny. Ogrons increase their carrying capacity by 50% (factored, above).

Stronger with age. Unlike most species, Ogrons can continue to increase their STR attribute into old age. Ancient Ogrons are often incredibly strong.

Illiterate. Gorrat cannot read. Instead, he has learned to memorize common words which he needs to recognize often. He gains a +1d6 bonus when attempting to recall visual information.

Feint. Gorrat gets a +1d6 bonus to a melee attack roll taken in the same turn. The attack action must come immediately after the feinting action.

Aim. Gorrat gains +1d6 to a subsequent ranged attack in the same turn by spending an action aiming.

Urchin. Gorrat grew up on the streets of his home city, and is very familiar with urban backgrounds, able to blend in easily. With a one-hour period in a new city, he is able to name local crime figures.

Street tough. Life on the streets is tough, and Gorrat became a thug. Gorrat has a natural +2 SOAK when not in armor.

Basic training. Eventually Gorrat joined the military and attended the Academy. Gorrat gained all of the following skills at 1 rank (1d6); this does not increase an existing skill beyond 1 rank: *tactics*; *computers*; *law*; *survival*.

Quick naps. On his first marine tour, Gorrat learned to manage with little sleep. As long as he gets 4 hours, he counts as fully rested.

Get on with it. Gorrat's platoon didn't have much patience for whining about minor injuries. Once per day he can pause for two actions and recover 2d6 HEALTH.

If Sasha is the Murphy's heart, Gorrat the enormous Ogron marine is its muscle. Nearly 7 feet tall, clad in a heavy, somewhat battered battlesuit with exposed circuitry and jury-rigged patches, and carrying his favorite antimatter rifle, Gorrat is always spoiling for a fight. He is slow on the uptake, never learned to read, and relies on the others to do most of his thinking for him. He does, however, somehow absorb a lot of random sports trivia. Gorrat is fundamentally good-natured, and has a big heart.

Careers. Orphan, Street Thug, Academy, Marine, Marine. **Age 26.**



» ASHONN

A young disfigured Venetian star knight who believes in fairytales

Medium sentient humanoid
(grade 5; max dice pool 5d6)

STR 3 (2d6) AGI 8 (3d6) END 4 (2d6)
INT 8 (3d6) LOG 6 (3d6) WIL 7 (3d6)
CHA 3 (2d6) LUC 2 (1d6) REP 0 (0d6), PSI 7 (3d6)

PSI POINTS 70 – HEALTH 20
MELEE DEFENSE 18; RANGED DEFENSE 18;
MENTAL DEFENSE 14
SOAK -; VULN -

INITIATIVE 5d6 – PERCEPTION 4d6
SPEED 5; CLIMB 3; JUMP 16'/3'
CARRY 70lb

ACTIONS 2 – NATURAL DAMAGE 1d6+2
Martial arts 4d6 (1d6+2 blunt damage)
Laser sword 5d6 (3d6+2 heat damage)

Skills *physics* 1 (1d6), *interrogation* 1 (1d6),
telekinesis 1 (1d6), *law* 1 (1d6), *swords* 3
(2d6), *perception* 2 (1d6), *concentration* 2
(1d6), *reactions* 1 (1d6), *martial arts* 1 (1d6),

Gear laser sword, hand scanner, 100cr

Acute hearing. Ashonn's excellent Venetian hearing gives him a +1d6 to perception checks where sound is a factor.

Disciplined. The mental discipline of a Venetian is such that they are completely immune to the fatigued (and other tiredness-related) conditions as long as they get 8 hours sleep per week. This is not a preferred situation, however.

Learned. As a Venetian, Ashonn gains a bonus skill in *physics*.

Naturally psionic (perception filter). Ashonn can render himself hard to notice with a telepathic effect which causes others to simply ignore him. Perception filters work automatically on those with an INT attribute of less than his PSI attribute (7), while more intuitive creatures will notice him immediately. If he makes an attack, the effect ends immediately. Creatures aware of him cannot thereafter be affected by the perception

filter. Activating the perception filter costs Ashonn 5 PSI points per turn.

Disfigured. Ashonn's scarred face gives him a +1d6 bonus to intimidation.

Young. Once per day, when rolling a dice pool, Ashonn may declare it to be an exploding dice pool. Any 6s that he rolls may be rolled again, the new roll adding to the existing 6. If he rolls a 6 again, repeat, until he rolls less than a 6.

Feint. Ashonn gains +1d6 to a subsequent melee attack in the same turn by spending an action feinting.

Quickstand. Once per turn Ashonn can stand immediately from prone as a free action.

Confidant. Being brought up in a monastery has given Ashonn a certain perception. He can discern a lie through a mix of intuition and experience. He gains a +1d6 bonus to discern lies and deceptions.

Troublesense. After the monastery, Ashonn became a police officer. From his time as a cop, Ashonn can easily able to spot trouble before it happens. He gains a +1d6 bonus to INITIATIVE (factored, above).

Laser sword. Ashonn was spotted and recruited from the police quickly, and started training as a star knight. Ashonn can (and has) build his own laser sword.

Summon. Continuing his training, Ashonn learned to telekinetically call a Small or smaller object within 15' to his hand by using two actions. If the object is held by someone else, it requires an opposed PSI vs. STR check. This costs him 4 PSI points.

Missile deflection. A signature star knight technique, Ashonn can deflect incoming ranged attacks with his laser sword. This allows him to use his laser sword for DEFENSE against ranged attacks as well as from melee attacks (factored, above).

Ashonn is a Star Knight, a member of an elite group of laser-sword wielding warriors. He is also a Venetian, disfigured by a training accident when he was younger, which has made him hard to look upon. Ashonn is in love with Earth's culture of fairytales, and views them as true historical stories from which he can learn.

Careers. Novice, Police Officer, Star Knight, Star Knight, Star Knight. **Age 24.**



» DR. TIKTOK

An erudite Android medic who is fascinated by religion

Medium sentient mechanoid
(grade 5; max dice pool 5d6)

STR 5 (2d6) AGI 5 (2d6) END 3 (2d6)
INT 5 (2d6) LOG 9 (3d6) WIL 5 (2d6)
CHA 5 (2d6) LUC - REP 4 (2d6)

HEALTH 16

MELEE DEFENSE 10; RANGED DEFENSE 10;

MENTAL DEFENSE immune

SOAK -; VULN 1d6 (electricity), 2d6 (ion)

INITIATIVE 2d6 – PERCEPTION 2d6

SPEED 5; CLIMB 2; JUMP 10'/5'

CARRY 80lb

ACTIONS 2 – NATURAL DAMAGE 1d6+2

Brawling 2d6 (1d6+2 blunt damage)

Phaser pistol 2d6 (2d6+2 heat damage; range 15)

Skills computers 4 (2d6), *engineering* 3 (2d6),
driving 1 (1d6), *medicine* 7 (3d6), *physics* 1
(1d6), *running* 1 (1d6)

Gear phaser pistol, integrated scanner, medkit

Mindless. Androids are immune to any attacks which target MENTAL DEFENSE.

Deterministic. An Android's PSI or LUCK attributes can never rise above zero.

Electronic vulnerability. As a mechanoid, TikTok is vulnerable (1d6) to electricity damage, and vulnerable (2d6) to ion damage.

Automaton. Androids do not need to eat, sleep, or breathe, and weigh 150% normal.

Scanner. TikTok has a scanner integrated into his circuits. He is always considered to be carrying a hand scanner.

Erudite. Dr. TikTok remembers a vast catalog of knowledge. At any time he may make a LOG check in place of any CHA check to interact with somebody by recalling a piece of trivia of interest to his target. This exploit can only be used once on any given individual.

Aim. TikTok gains +1d6 bonus to a ranged attack roll taken in the same turn. The attack action must come immediately after the aiming action.

Achilles heel. Identifying a weakness in his target, TikTok pays 2d6 and bypasses its SOAK score. This exploit can only be performed once per target.

Technician. From his time on a moisture farm, TikTok is adept at maintaining and repairing old equipment, persuading it to function for far longer than it is designed to. He can make any non-functioning Medium or smaller electronic item work for up to one hour, although it will be permanently broken thereafter.

Bachelor. After a four-year course, TikTok gained a Bachelor's degree at university, improving his skill ranks in his chosen subject of medicine to 3 (already factored, above). His research skills are developed. If he has access to a library or data network, he gains a +1d6 bonus to attempts to learn information about a subject.

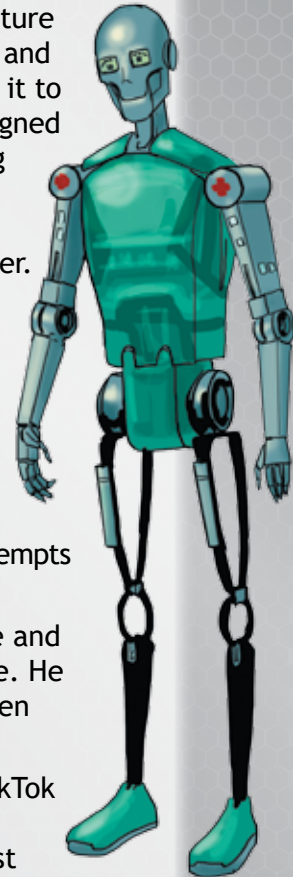
Masters. TikTok remained in college and gained a Masters degree in medicine. He gained 1 bonus skill rank in his chosen subject (already factored, above).

Doctorate. After further studies, TikTok gained a Doctorate at university. Gaining a doctorate requires not just an expert knowledge of a subject, but also rigorous skills of analysis and evaluation and critical achievement. TikTok's skill ranks in his chosen subject increased to 6.

Healing hands. Using basic medical equipment, TikTok can heal 1d6 points of HEALTH to an adjacent creature as a single action. Any given creature can only benefit from healing in this way once per day.

Not much use in a fight, TikTok is the Murphy's android medic and general science officer. Originally a technical on a moisture farm, he decided to pursue academic education. He is formally educated, but has little experience outside academia. A qualified doctor, and well-educated in various technical disciplines, TikTok is competent but has a cold nature and tendency to lecture; fortunately this is compensated for by his naivete which makes him strangely likeable. TikTok is fascinated by mythology - especially religions.

Careers. Moisture Farmer, College, College, College, Medic. **Age** 30.



» HOLMES

An alcoholic human psychic who collects insects

Medium sentient humanoid
(grade 5; max dice pool 5d6)

STR 3 (2d6) AGI 3 (2d6) END 3 (2d6)
INT 7 (3d6) LOG 3 (2d6) WIL 4 (2d6)
CHA 3 (2d6) LUC 8 (3d6) REP 4 (2d6) PSI 5 (2d6)

PSI POINTS 50 – HEALTH 16
MELEE DEFENSE 11; RANGED DEFENSE 11;
MENTAL DEFENSE 14
SOAK 6 (long kevlar coat; +2 when drunk); VULN -

INITIATIVE 4d6 – PERCEPTION 3d6

SPEED 4; CLIMB 2; JUMP 6'/3'

CARRY 60lb

ACTIONS 2 – NATURAL DAMAGE 1d6+2

Brawling 3d6 (1d6+2 blunt damage)

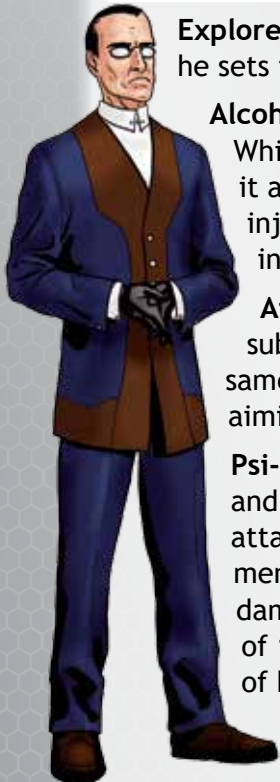
Laser knife 2d6 (2d6+2 heat damage)

Pistol 3d6 (2d6 ballistic damage; range 10)

Psi-blast 4d6 (2d6 psionic damage; range 10)

Skills *stealth* 1 (1d6), *telepathy* 3 (2d6),
bluffing 3 (2d6), *computers* 1 (1d6), *linguistics*
3 (2d6), *concentration* 2 (1d6), *dodging* 1 (1d6)

Gear pistol, long kevlar coat, hand scanner, 100cr



Explorer. Holmes gains 5 XP every time he sets foot on a new planet.

Alcoholic. Holmes is usually drunk. While this can impair his judgment, it also enables him to shrug off injury. He gains +2 SOAK when intoxicated (noted, above).

Aim. Holmes gains +1d6 to a subsequent ranged attack in the same turn by spending an action aiming.

Psi-blast. Holmes can use an action and make a PSI vs. MENTAL DEFENSE attack to blast an opponent with a mental burst which does 2d6 psionic damage and has a range increment of 10'. The psi-blast costs Holmes 4 of his PSI points.

Empath. Holmes realized he was a 'talent' at an early age

when he discovered he could sense strong emotions in those with whom he converses.

Bachelor. Rejecting his psionic potential, Holmes headed to college to study linguistics. After a four-year course, he gained a Bachelor's degree (with honors) in linguistics, which gave him 3 ranks in that skill (noted above). His research skills are developed. If he has access to a library or data network, he gains a +1d6 bonus to attempts to learn information about a subject.

Ghostly advice. Holmes' psionic abilities intruded more and more into his life. At first he thought he was hearing voices, but learned to use the power. Once per day Holmes may receive advice from "ghosts" (really lingering consciousness artifacts) which gives him a +2d6 die bonus to the next attribute check he makes within 1 minute.

Fair trade. Throwing in the towel on the linguistics career, Holmes set up as a commercial telepath. He is able to monitor a negotiation or bargaining situation with the agreement of both parties. He immediately sense any falsehood or deception on either part, or if agreement is withdrawn.

Precog. Holmes continued as a telepath, developing his skills. His natural precognition gives him a +1d6 bonus to INITIATIVE checks (factored, above) as well as checks to access the ambush turn.

Holmes never wanted to be a psychic. His talent was discovered by accident when he badly injured another child with an instinctive psi-blast. Viewed as an outsider, he learned quickly to charm his way through awkward situations, and developed into an intuitive, perceptive man with a firm grasp on psychology. Eventually, after obtaining a college degree in linguistics, he gave in and answered his calling, setting up as a commercial telepath.

Careers. Talent, College, Psychic, Psychic, Psychic. **Age** 32.

» TALIK

An ambidextrous Felan burglar who plays classical music

Medium sentient humanoid
(grade 5; max dice pool 5d6)

STR 3 (2d6) AGI 9 (3d6) END 4 (2d6)
INT 9 (3d6) LOG 3 (2d6) WIL 3 (2d6)
CHA 4 (2d6) LUC 10 (4d6) REP 3 (2d6)

HEALTH 16

MELEE DEFENSE 14; RANGED DEFENSE 14;
MENTAL DEFENSE 11
SOAK 4 (leather armor); VULN -

INITIATIVE 4d6

PERCEPTION 4d6

SPEED 6; CLIMB 6; JUMP 23'/8'
CARRY 70lb

ACTIONS 2 (+1 bonus melee attack)
NATURAL DAMAGE 2d6+2

Claws 4d6 (2d6+2 slashing damage)
Disruptor pistol 3d6 (2d6+2 heat damage;
range 12)

Skills *stealth* 3 (2d6), *appraisal* 1 (1d6),
thievery 3 (2d6), *computers* 1 (1d6),
perception 1 (1d6), *reactions* 1 (1d6),
brawling 1 (1d6), *dodging* 1(1d6)

Gear exceptional thieves tools (+1d6), leather armor, disruptor pistol, rappelling belt, 100cr

Fast. Felans are fast and nimble, adding 1 to their SPEED (already included, above).

Jumper. Felans are adept at jumping, adding 5' to both horizontal and vertical jump distances (already included, above).

Land on your feet. When falling, a Felan reduces the effective distance by 10'.

Claws. Accurately slashing with their sharp claws, a Felan's unarmed damage is 2d6 slashing damage (already included, above).

Ambidextrous. Talik does not pay the -2d6 penalty when dual-wielding weapons or using a double weapon.

Feint. Talik gains +1d6 to a subsequent melee attack in the same turn by spending an action feinting.

Charge. Talik moves her speed in a straight line and then attacks at the end of it, paying 2d6. She

gains +1d6 damage to her attack.

Scavenge. Many Felans grow up as urban scavengers, and Talik was no different. Once per day, given an hour in an urban environment, Talik can scavenge one item worth up to 100cr. This exploit cannot be used during downtime.

Unseen. Scavenging naturally became drifting, as Talik learned to exist on streets, bars, and gambling dens with no abode or goals. She learned to blend in, in that way that people always overlook drifters. She gains a +1d6 bonus to remain unseen when in the open.

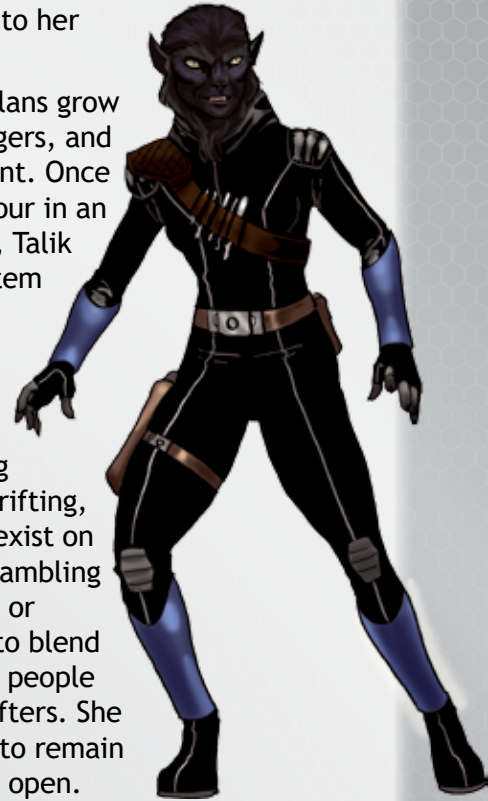
Locksmith. Talik came across an exceptional quality lockpicking kit, granting a +1d6 bonus to attempts to pick locks, combinations, guess passwords, or access security panels. This began her career as a burglar.

Catburglar. Her burgling career proving successful, Talik incorporated her species' natural agility to become a high-rise catburglar. An expert at climbing, Talik does not take any die penalties in combat while climbing.

Climber. Talik's catburgling career continued. Talik's climbing speed is equal to her regular SPEED (already included, above).

When you're looking for Talik, look up. This black leather-clad Felan is at home on precarious ledges, leaping across the width of entire streets, and climbing to gain high vantage points. Talik is a burglar, adept at sneaking and picking locks, although she suffers from a very short attention span and extreme forgetfulness.

Careers. Felan Scavenger, Drifter, Burglar, Burglar, Burglar. **Age** 16.





»EQUIPMENT

The marketplace was crowded. On this desert planet, folks would travel for miles to trade and barter here in this rickety tradertown. Alien species of every variety wandered past, chattering in a thousand tongues. Serene Venetians and growling Ogrons haggled over trinkets, computer parts, exotic spices, even slaves. Felan merchants worked the crowds, cheating and manipulating their way to profit. Ferocious Spartan bodyguards accompanied wealthy clients. It was said that for the right price, anything could be had here on Vorlage XVIII, and right now Sasha could well believe it.

The smuggler captain pushed her way through the throngs, Gorrat close behind her. They were here for supplies; the last job had gone well, and they had money to spend. Sasha meant to purchase a case of the finest spice cigars, while Gorrat sought an upgrade for his favorite anti-matter rifle.

Talik was around somewhere. Sasha doubted that the Felan burglar intended to ‘purchase’ anything.

The pair reached their first destination, passing a small droid merchant desperate to shift his rusting wares. An ancient, flickering sign proclaimed that this low, wide hut was the domain of Everett. Sasha brushed aside the plasti-sheet curtain with covered the entrance, and she and Gorrat entered the dark building.

Gorrat growled in appreciation. The room was filled with weapons, upgrades, armor. There, on the wall, was a Waydyne-Eastlight Works WC78 Sonic Crossbow. There was a Outerwide-Overwatch Syndicate PI2 Electron Autopistol. Gorrat was eyeing a Daywatch CQ32 Firefury Disintegration Autocannon with what looked almost like hunger.

Pulling out his cred-chip, Gorrat strode up to the droid behind the counter. “Let me look at that auto cannon!” he growled...

A character's skills and attributes are only part of the full story. On top of all that, characters need gear. Most characters outfit themselves with weapons, armor, and other supplementary equipment.

In this chapter you'll find details on blasters, laser swords, power armor, hand scanners, medkits, vehicles, and many other science fiction items including drugs and cybernetics, along with rules on equipment quality and details on how to upgrade or customize equipment, weapons and armor.

» STARTING MONEY

Each character's starting assets need to be determined before any cash is spent on equipment. A character's wealth is a function of his REPUTATION attribute, an attribute which encompasses credit ratings, assets, and other measures of wealth (as well as fame, rank, notoriety, and other less quantifiable factors).

To determine a character's starting money, roll a REP dice pool and a LUC dice pool and multiply the total by 20. If the total comes to less than 100cr, increase it to 100cr. You may spend this starting cash on equipment, weapons, armor, and other gear.

Example Salaries

The examples below are for reference only; player-characters will not (typically) have a monthly salary - they earn their credits during

Wealth & Credits

In sci-fi games, the standard unit of currency is the **credit** (denoted as "cr"). Large purchases (starships and the like) are sometimes priced in Megacredits (Mcr), each of which is equal to one-million credits.

The **credit** is a generic term. The GM may tailor the currency unit to his or her own setting. They may be "creds" or Altairian Dollars or New Stalingrad Rubles, or perhaps pennies, drabs, yen, crowns, cubits, units, marks, dits, or bytes.

Depending on career choices, a starting character typically begins play with 200-1,000cr to spend on equipment - enough to buy a basic weapon, armor, and a couple of items of equipment. Some careers also grant free bonus starting items to the character.

Typical monthly salaries (as a point of comparison) can be 500cr (for the lowest paid jobs) to 1,500cr for an average middle-management style occupation.

play. An NPC will typically only carry 5% of his monthly salary on his person, and have access to an amount equal to his monthly salary in the form of savings.

| Occupation | REP | Monthly | Yearly | Carry |
|---|----------|---------|---------|-------|
| Bank teller, tourist guide, admin | 2 (1d6) | 950 | 11,400 | 50 |
| CEO, major company | 15 (5d6) | 16,500 | 198,000 | 825 |
| Cleaner, fast-food server | 1 (1d6) | 500 | 6,000 | 25 |
| Factory labor, cargo handler | 3 (2d6) | 1,500 | 18,000 | 75 |
| Military, admiral | 10 (4d6) | 4,800 | 57,600 | 240 |
| Military, captain | 7 (3d6) | 3,400 | 40,800 | 170 |
| Military, ensign | 3 (2d6) | 1,600 | 19,200 | 80 |
| Military, lieutenant | 4 (2d6) | 2,000 | 24,000 | 100 |
| Military, recruit | 1 (1d6) | 400 | 4,800 | 20 |
| Reporter, local | 4 (2d6) | 1,800 | 21,600 | 90 |
| Scientist, lab technician | 3 (2d6) | 1,500 | 18,000 | 75 |
| Scientist, project leader | 5 (2d6) | 2,500 | 30,000 | 125 |
| Security guard, private | 2 (1d6) | 1,000 | 12,000 | 50 |
| Waiter/waitress/retail clerk/cab driver | 1 (1d6) | 800 | 9,600 | 40 |

Equipment, Skills, & Quality

Throughout this chapter, prices and information are presented for the basic or standard version of each item of equipment, whether that be a pair of binoculars, an antimatter rifle, or a suit of clothing.

Sometimes equipment is of a higher quality. Such items are more expensive, but grant the user bonuses to attribute checks made while using them. Equipment contributes to a dice pool if it is of *high quality* or greater. Performing the action already assumes you are using appropriate basic tools.

Standard equipment doesn't contribute to the dice pool; it merely allows you to perform the action without suffering any penalties for improvised equipment. For example, a rifle allows you to shoot somebody, a lockpick allows you to pick a lock, and a medical kit allows you to perform emergency medical aid.

To gain an equipment bonus, you need *high quality* equipment or better. A high quality laser sword gives you +1d6 to your attack dice pool, a high quality lockpick gives you +1d6 to your AGI dice pool when picking a lock, and so on.

You can also improvise equipment if you don't have the right tools available. This inflicts a -2d6 penalty to your dice pool. You can use a hairpin to pick a lock, but that's an improvised item.

This same rule applies in combat. When trying to attack somebody, the character rolls a dice pool made up of an attribute,

Improvised Equipment

Standard quality equipment allows you to perform an action without suffering any penalty for improvisation.

If you don't have basic equipment, you can often still attempt an action by improvising. For example, lacking lockpicks, you might try to use a wire hanger as a lockpick. When improvising, you suffer a penalty of -2d6 to your dice pool.

a skill, and sometimes equipment bonuses. When Sasha fires her laser pistol at a bandit, she normally rolls 4d6, which includes her attribute and her skill. If she picks up a high quality laser pistol, that increases to 5d6.

An item cannot change quality, or be upgraded to a higher quality.

The table below details the various quality levels.

Dice Pool. This indicates the contribution to a dice pool that high quality equipment grants (subject to minimum skill limits).

Rarity. This is an indication of how common high quality equipment is.

Min. Skill. Effective equipment quality is limited by skill level - you cannot gain more dice in your dice pool from equipment than you have from skills. If you have 2d6 in your dice pool from your *lockpicking* skill, you cannot gain an additional 3d6 from mastercraft lockpicks.

| Quality | Price | Rarity | Dice Pool | Min. Skill | Upgrades | Armor | Vehicle |
|--------------|--------------------|-----------|-----------|---------------------|----------|----------|-----------|
| Improvised | - | - | -2d6 | - | - | - | - |
| Standard | Normal | Common | - | - | - | - | - |
| High quality | x3 then +100 | Uncommon | +1d6 | 1 (1d6; proficient) | +1 | +2 SOAK | +1 SPEED |
| Exceptional | x5 then +250 | Rare | +2d6 | 3 (2d6; skilled) | +1 | +4 SOAK | +2 SPEED |
| Mastercraft | x10 then +500 | Very rare | +3d6 | 6 (3d6; expert) | +2 | +6 SOAK | +3 SPEED |
| Artisanal | x100 then +1,000 | Very rare | +4d6 | 10 (4d6; mastery) | +2 | +8 SOAK | +5 SPEED |
| Legendary | x1,000 then +2,500 | Unique | +5d6 | 15 (5d6; authority) | +3 | +10 SOAK | +10 SPEED |

This applies to all equipment, including gear, weapons, and armor. If the user does not have the minimum skill level required to benefit from equipment's quality, then the quality of the equipment is effectively reduced to match the user's skill level. For example, a character with 3 ranks (2d6; skilled) in *light armor* treats artisanal light armor as exceptional, and only gains the benefits of exceptional light armor.

Upgrades. Weapons and armor can be upgraded, adding new features. The upgrade capacity is given by its size (for weapons) or type (for armor). Higher quality weapons and armor gain additional upgrade slots.

Armor. High quality armor gains a SOAK bonus.

Vehicle. High quality vehicles gain a SPEED bonus.

Availability

Every item is listed along with an availability code. The availability code helps determine which items are available in a given setting or location. It consists of a number (Advancement Level) and a letter (Genre). For example, an availability code of 9C indicates that the item is available in AL 9 or lower locations in settings of the Space Opera Genre or lower.

The Genre of the setting is determined by the GM and applies throughout the whole campaign; Advancement Levels depend on specific locations within the setting.

Out Of Time

Out Of Time is an optional rule.

Characters operating equipment not from their own era (archaic, modern, or future) suffer -1d6 to attribute checks.

This applies to futuristic characters using archaic equipment, or vice versa.

Note that individual items of higher AL may be present in a lower AL environment; these items would be unique, and their value is 10 times the regular price. Such items are placed specifically by the GM; they cannot be obtained through normal means by player characters.

See pages 221-223 for more information on Genres and Advancement Levels.

| Genre | Code |
|---------------|------|
| Hard sci-fi | A |
| Soft sci-fi | B |
| Space opera | C |
| Space fantasy | D |

Item Quality In Context

Exceptional quality items are rare, and those of mastercraft quality and above should seldom be encountered in a campaign. Generally speaking, characters should not be able to easily purchase items of higher than high quality, and those of mastercraft quality should require considerable effort to obtain (also, given that they grant a +3d6 bonus to attribute checks, only characters with 6 or more ranks in a related skill will be able to fully benefit from them). Items of artisanal or legendary quality are items spoken of in awe, and never seen by regular people.

In 20th-21st century terms, as a point of comparison, a standard new automobile might cost \$20,000; a luxury car would be considered high quality at \$60,000; a high-end sports car is exceptional at \$100,000; mastercraft vehicles at \$200,000 would include the average supercar. Artisanal automobiles, therefore, are priced in the region of \$2,000,000 - the very best cars in the world, such as the Bugatti Veyron in 2014 (also in 2014, the Lamborghini Veneno Roadster cost around \$4,000,000, and only nine were ever made), and legendary cars would be unique vehicles worth something in the region of \$20,000,000 - the sort of vehicle only bought and sold in private auctions.

These real-world examples should give you an idea of what the equipment quality categories mean, and help give a sense of perspective on what it means for a character to run around in an artisanal set of armor.



» GENERAL GEAR

General gear consists of a variety of basic, universal equipment types. General gear is usually widely available, and can be purchased easily at even the smallest frontier tradertowns on backwater planets, subject to their availability code.

Acetylene torch. A device able to cut through metal powered by a single fuel cell. Settings allow for welding or cutting metal. It can be used as an improvised (-2d6) weapon which does 2d6 heat damage.

Alarm sensor. An alarm sensor can be placed near a doorway, or multiple can be placed around the perimeter of an area. Each covers an area 30' across. When the area is breached (they can be set to ignore certain people or species, and to distinguish by size category) they set off an alarm. The alarm can be audible, or it can privately alert an individual. It's a *Difficult [16]* check to detect an alarm sensor, and the same difficulty to sneak past it or disable it.

Backpack. A typical backpack holds up 60 lb of equipment. It grants the wearer a +20lb carrying capacity bonus.

Beacon, subspace. A unit which, when activated, broadcasts an emergency signal on all subspace frequencies. A subspace beacon has a range of 1 parsec. Using subspace communication, the signal travels faster than light, meaning no time delay is caused.

Binoculars. Binoculars enable the user to see long distances; most are electronic, and can have enhancements which enable larger ranges of the EM spectrum to be viewed. A standard pair enables scenes a mile distant to be viewed clearly. A high quality pair includes light-intensification which allows them to be used in the dark, and an exceptional quality pair encompasses a wide spectrum from infra-red to X-rays.

Breaching charge. A device designed to blow holes in walls with a very directed blast. It is attached to a wall, a timer is set, and the charge blasts a man-sized hole in the wall. Breaching charges are extremely powerful, and can penetrate almost all materials, or even ship hulls, up to 1' thickness.

| Item | Cost (cr) | Weight (lb) | Availability |
|--------------------------|-----------|-------------|--------------|
| Alarm sensor | 250 | 3 | 8A |
| Backpack | 4 | 2 | 2A |
| Backpack, zero-g | 2,500 | 5 | 11C |
| Beacon, subspace | 40 | 10 | 8B |
| Belt, rappelling | 2,000 | 8 | 5A |
| Binoculars | 50 | 2 | 4A |
| Binoculars, electronic | 100 | 2 | 6A |
| Bug | 200 | - | 5A |
| Bugsweeper | 500 | 2 | 5A |
| Cellular regenerator | 10,000 | 10 | 10C |
| Charge, breaching | 500 | 4 | 6A |
| Cloak, invisibility | 12,000 | 2 | 8C |
| Clothing | 0 | 4 | - |
| Communicator, long-range | 75 | 0.5 | 8A |
| Communicator, planetary | 30 | 0.5 | 7A |
| Computer, personal | 750 | 5 | 5A |
| Computer, squad tactical | 2,800 | 8 | 8B |
| Cryostasis unit | 5,000 | 500 | 6A |
| Dressing, spray | 50 | 1 | 7B |
| EMP | 5,000 | 18 | 5A |
| Gauntlets, telekinetic | 10,000 | 1 | 10B |
| Geiger counter | 200 | 4 | 4A |
| Grappling harness | 2,000 | 15 | 4B |
| Gravbelt | 2,500 | 4 | 8B |
| Gravitic nullifier | 12,000 | 2 | 11C |
| Handcuffs | 30 | 1 | 4A |
| Helmet, psi-scrum | 4,500 | 1 | 8B |
| Hologuise | 8,000 | - | 10B |
| Holoprojector | 5,000 | 5 | 8A |

Bug. A bug is a surveillance device. A basic bug can record and transmit high quality holographic audio and visual data within 30' up to a range of 200 miles.

| Item | Cost (cr) | Weight (lb) | Availability |
|-------------------------|-----------|-------------|--------------|
| Holosuit | 1,200 | 5 | 10D |
| Holowall | 1,000 | 4 | 7A |
| Homing pill | 100 | - | 4A |
| Hoverboard | 3,000 | 2 | 7B |
| Jet pack | 2,500 | 10 | 7A |
| Lightstick, chemical | 5 | 0.5 | 7A |
| Magboots | 1,000 | 2 | 7A |
| Mechanoid | 9,000 | 200 | 9B |
| Microchip | 5,000 | - | 5A |
| Musical instrument | 75 | 4+ | 2A |
| Parachute | 350 | 18 | 4A |
| Relay, tac-com network | 8,000 | 2 | 8A |
| Replicator | 15,000 | 0.5 | 9B |
| Resonator, temporal | 150,000 | 1 | 14D |
| Respirator | 100 | 0.5 | 6B |
| Rope, 50', hemp | 4 | 10 | 1A |
| Rope, 50', nylon | 20 | 5 | 3A |
| Scanner, medical | 400 | 2 | 7B |
| Scanner, military | 300 | 2 | 7A |
| Scanner, mining | 200 | 2 | 6A |
| Scanner, scientific | 400 | 2 | 8B |
| Seismic mapper | 650 | 16 | 5B |
| Servobot | 2,500 | 20 | 8B |
| Singularity, disposable | 10,000 | - | 13D |
| Tent, 2-man | 50 | 50 | 1A |
| Tent, 7-man shelter | 350 | 200 | 3A |
| Tool, sonic | 70,000 | 0.5 | 13C |
| Toolkit | 75 | 4 | 2A |
| Torch, acetylene | 100 | 8 | 6A |
| Translation unit | 200 | 0.5 | 6B |
| Transmat, personal | 22,500 | 0.5 | 4D |

Bugsweeper. A bugsweeper is used to find bugs by measuring radio frequencies and wavelengths.



**SQUAD TACTICAL
COMPUTER**



**ELECTRONIC
BINOCULARS**



**CELLULOR
REGENERATOR**



**PSI SCRAM
HELMET**



**ZERO G
BACKPACK**



**LONG RANGE
COMMUNICATOR**



**TRANSLATION
UNIT**



RESPIRATOR



BUG



ALARM SENSOR



HOLOPROJECTOR



**CRYOSTSIS
UNIT**



HOVER BOARD



GEIGER COUNTER



**TAC COM
RELAY**



**DRESSING
SPRAY**



MECHANOID



RAPELLING BELT



GRAVBELT



HOLOWALL



MILITARY SCANNER



MAGBOOTS



EMP



JETPACK



ROPE

Cellular regenerator. A cellular regenerator is a portable medical device able to heal serious wounds or injuries. The device, about the size of a briefcase, restores HEALTH to the patient at a rate of 2 points per turn up to a maximum of 16 points; the patient must remain still during this process. The regenerator is only effective against physical trauma - it cannot regenerate damage from poison, disease, radiation, or mental/psionic damage. Use of the regenerator is a skilled operation and requires a *Demanding* [21] LOG check to set up and commence the regeneration process, although no further checks are needed.

Clothing. Clothing comes in various prices and quality. As with many things, you get what you pay for, and high quality, exceptional quality, mastercrafted, and artisanal clothing can be obtained for the appropriate prices. Higher quality clothing can include smart fabrics which resist stains and remain perfectly clean.

Communicator. Communicators are basic voice-based communication devices. Standard versions are hand-held items, while exceptional quality versions consist of a voice-activated badge on the exterior of the user's clothing. Planetary communicators are able to talk to anybody on the same planet or in orbit, while long-range communicators can reach up to 1 AU.

Computer, personal. Personal computer units are quite old-fashioned and quaint. Wearable, integrated, and environmental tech is the usual personal computing interface, generally designed to be invisible. An actual personal computer unit is a fashion statement as much as anything else.

Cryostasis Unit A cryostasis unit is an enclosed bed or "coffin" into which a wounded or ill patient can be placed. The unit maintains their exact condition. These units can also be used for long-term travel, and occupants do not age, nor does time pass for them in any other way.

Disposable singularity. An extremely advanced mastery of matter and energy control is required to design a disposable singularity. A singularity (otherwise known as a black hole) is contained in a special anti-grav containment field; disposable singularities are of very low

mass (relatively speaking), although their actual mass is hidden by the anti-grav field, rendering them essentially "weightless". A disposable singularity can be thrown, at which point the containment field deactivates and the black hole's gravitational force starts to overpower the area. The singularity itself renders one 5' square impassable (contact with the event horizon within that square requires an *Severe* [29] END check just to survive), and an area with a 30' radius around the singularity becomes a high-gravity environment. The singularity is small enough that it evaporates from Hawking radiation in five minutes. The singularity cannot be used as a thrown weapon - it will not land in the same square as an existing creature.

Dressing, spray. A spray dressing is a basic liquid bandage and local anesthetic which restores 1 point of HEALTH. Spray dressings typically have 20 uses before they are exhausted.

EMP. A device as small as a bag of luggage or large suitcase, an EMP immediately deactivates all unshielded electronic devices within 20'. The device attacks each item with a 3d6 vs. the item's DEFENSE, and on a success the device shuts down for 3 turns. Mechanoid creatures are not deactivated, but they do suffer 1d6 ion damage from a successful attack and are *stunned*. An EMP can only be used once.

Geiger counter. A Geiger counter detects the presence and strength of radiation. Note that all scanners are able to do this, also.

Generator. A generator is the size of a suitcase and is able to provide enough power to run portable equipment, recharge power packs, and maintain a small habitat for one week.

Grappling harness. A grappling harness can be disguised as suspenders and a belt or within a bulky outfit. Once tethered or anchored, the wearer can ascend at a speed of 20' a round or rappel down as fast as 60' a round. Once used to ascend or for controlled descent, a grappling harness becomes unusable until rewound, which takes one minute.

Gravbelt. A gravbelt is used to assist in low and high gravity environments, effectively negating the environmental effects for the wearer. There are two types of gravbelt - one for high, and one for low gravity environments. Gravbelts do not assist in zero-g situations, however.

Gravitic nullifier. A gravitic nullifier is a portable object capable of turning a 30' radius sphere into a zero-g area. Originally designed as a construction and mining aid, militaries of all stripes quickly adopted it for tactical purposes. The nullifier must be placed, and then activated with an action.

Handcuffs Ubiquitously used worldwide in a variety of styles and designs, these metal clasps are chained together and made to only open when a specific type of key is inserted within. A *Strenuous [25] STR* check or *Demanding [21] AGI* check can free a person from a pair of handcuffs. Every level of quality a pair of handcuffs has increases the difficulty to break out of or escape from them by one benchmark.

Hologuise. A hologuise is an electronic holographic disguise kit. With a flip of a switch, the wearer can appear as somebody else entirely, with an entirely holographic set of clothing, hair, and appearance, and even voice alteration. The disguise is convincing enough to grant a +3d6 bonus to disguise attempts, although mechanoids see straight through the disguise as though it weren't there.

Holoprojector. A holoprojector can create convincing three-dimensional images within a 10' radius. Standard models are used for entertainment purposes, but high quality holoprojectors are so convincing that viewers need a *Challenging [13] INT* check to notice that they are not real, and superior quality holoprojectors require a *Difficult [16] INT* check.

Holosuit. A skintight outfit which allows the user's clothing and appearance to change at will. The occasional glitch and shimmering mean that anybody with INT 4+ can see that a holosuit is being worn, although it can be such a normal thing that nobody pays attention. A scanner also automatically reveals a holosuit.

Hollowall. A hollowall is portable holographic unit designed to project a single image; originally designed for advertising purposes, hollowalls can be used as privacy screens, concealment for secret entrances, or even for mere ornamentation. Hollowalls can have their transparency set upon activation - anything from 0% to 100%. The area covered by a hollowall is 10' wide and 5' high.

Homing pill. This oral pill has a resilient electronic chip inside of it, one capable of remaining intact and operating while within the digestive tract. The chip transmits a radio signal detectable by bug sweepers and anyone that knows the frequency (which reaches to a range of 5 miles).

Hoverboard. A hoverboard uses anti-grav technology to allow the rider, who stands upright upon the board, to travel above the ground in a similar fashion to a skateboard. The board grants the rider a *SPEED* of 8; however, the board will fail when crossing water of 1' or greater in depth. Using a hoverboard requires a *Difficult [16] AGI* check.



Invisibility cloak. An invisibility cloak uses advanced cloaking technology, refracting light and even thermal signatures, to render the wearer completely invisible. The effect is so potent that not even the faint shimmer of usual cloaking technology is present. The wearer can stand in direct line of sight of a viewer without being seen (although olfactory and auditory senses work as normal), gaining a +4d6 bonus to any check made to hide.

Jet pack. A jetpack is not as archaic as the name implies. Designed for zero-g environments, it enables the user to maneuver normally. It has a range of about 1 hour, although an additional thruster add-on can be purchased (5 lb, adds 2 hours). Use of a jetback requires a *Difficult [16]* AGI check.

Lightstick, chemical. A chemical lightstick can be shaken to give off a 30' radius glow for one hour before it is exhausted.

Magboots. Magboots are used in zero-g environments. On metallic surfaces (like those within any starship), they magnetically 'stick' to the ground, artificially nullifying the effect of zero-g for the wearer. However, SPEED is reduced to half normal while wearing them.

Mechanoid. While advanced AI androids are created using the character creation rules, more simple task-specific mechanoids (sometimes called "bots" or "mechs") can perform navigation, domestic, repair, and other functions. Mechanoids are voice controlled, can respond verbally, and are able to move at a speed of 4. Mechanoids have a total dice pool of 6d6 in one specific skill/attribute combination; tools are built-in to the unit. Mechanoids are not sentient. Some common mechanoid types, with their associated skill, include:

- Medical mechs (medicine)
- Astromechs (astrogation)
- Protocol mechs (linguistics)
- Maintenance mechs (engineering)
- Domestic mechs (cooking)

Microchip. A microchip operates as a homing pill but has a range of 1AU and is undetectable to scanners. Furthermore, it can be used to

watch a creature's vitals, telling both how much damage the subject has taken and their emotional state (calm, agitated, or panicked).

Miniature EMP. A tiny device, a miniature EMP immediately deactivates all unshielded electronic devices within 30'. The device attacks each item with a 5d6 vs the item's DEFENCE, and on a success the device shuts down for 3 turns. Mechanoid creatures such as androids are not deactivated, but they do suffer 2d6 ion damage from a successful attack and are *stunned* for 1 round. A miniature EMP can only be used once. The device does not work on items of advancement level 10 or higher.

Musical instrument. The list of musical instruments is vast, especially taking into account the many alien cultures in the universe. A musical instrument works much like a toolkit - it offers bonuses to related checks depending on its quality.

Parachute There are many different designs and variations of parachutes. When properly packed and correctly deployed, a parachute can reduce a falling object's rate of descent by 15 feet (for earlier parachutes) to as much as 30 feet (for modern parachutes) a round, to a minimum of 20 feet a round. Navigating in the air while using a parachute requires AGI checks (for calm conditions, *Challenging [13]*), as does landing without falling prone.

Personal transmat. A personal transmat device is a short range transporter technology. Resembling a thick bracelet, it enables the wearer to teleport as a single action up to 30' to a destination within line of sight.

Psi-scam helmet. A Psi-Scram Helmet (or psionic scrambler) is used when psionic opponents are expected. The helmet boosts the wearer's MENTAL DEFENSE by 10, but completely prevents the use of psionic powers.

Replicator. A replicator is an advanced device able to create objects to a specific molecular pattern. Replicators require the pattern in advance (and such patterns are often protected by strict Intellectual Property laws and can be very expensive), although most can create foodstuffs and common items of less than 30cr value easily. A replicator is a non-portable item which requires a large power source, and is most likely to be found on a starship or as part of a building.

Respirator. A respirator is a small mask which is strapped to the face, and allows the user to breath in vacuum (or toxic atmospheres) for one hour. High quality respirators are much smaller mouthpieces, and exceptional quality respirators take the form of tiny nasal plugs.

Scanner. There are four basic types of hand-held scanner - science, medical, military, and mining. Science scanners scan for energy sources and substances; medical scanners scan for life forms; military scanners are more robust, and focus primarily on the location of life forms without needing to gather additional data - they determine the presence, number and location of lifeforms, but cannot determine other details. Mining scanners locate substances, but can't scan for life forms or energy sources.



Scrambler. A scrambler can jam any electronic communication within 30'. An expert can overcome the jamming with a *Difficult [16] LOG* check.

Seismic mapper. This screened-gadget affixes to a safe or radial lock and after four rounds, creates a small three-dimensional map of everything within the next 6" of solid material. A *Challenging [13] INT* check reveals the combination of any mechanical lock scrutinized this way.

Servobot. Servobots come in a wide variety of designs, but as a whole they are tiny (1' in size) non-sentient wheeled mechanoid robots which perform basic tasks according to verbal instructions. This is largely limited to the carrying of small objects and messages, being sent ahead on reconnaissance tasks, or simply being the first to go through a potentially trapped doorway,

although many purchase servobots as "pets" or as toys for children. Servobots have 5 HEALTH, 18 DEFENCE, and a SPEED of 6.

Sonic tool. Sonic tools are able to unlock doors, deactivate systems, and perform a variety of scanning functions, although they do not work on wood. A sonic tool operates as a exceptional quality science scanner combined with thieves' tools, and can operate any electronic control (activation control, toggle) at a 30' range with no check required.

Squad tactical computer. Designed for infantry training and operation, an STC (Squad Tactical Computer) is able to analyze a battle situation and calculate high-probability success tactics while predicting likely enemy moves. This information is displayed to the users via a tactical HUD integrated into a set of goggles or helmet, depending on the model of the unit. An STC facilitates 4 connections, granting a +1d6 INITIATIVE bonus to up to 4 people simultaneously.

Tac-com network relay. An alternative to the STC, a TAC-COM relay allows squad members to benefit from the tactical routines and procedures of the squad leader. TAC-COM relays allow each member to effectively possess the same *tactics* skill that their squad leader has. The TAC-COM requires a full helmet with audio and visual input, and can support up to 4 squad members.

Telekinetic gauntlets. Telekinetic gauntlets are a technological psionic item which grant a small amount of telekinetic power to a non-psionic character, granting them a PSI attribute of 2 for *telekinesis* powers only. Alternatively, if the wearer is an existing psion, the gauntlets boost the use of telekinetic powers by a bonus of +1d6 to his PSI attribute checks.

Temporal resonator. A temporal resonator is an extremely advanced device. With a single activation, it stops time around the user for up to a minute, enabling him to continue to take actions. However, he is not able to interact with the environment or any items or creatures therein other than himself, as they are effectively temporally locked. It can, however, be used to escape a tricky situation or to heal.

Tent. A tent is designed to protect against extreme elements. Most tents are pressurized shelters which are thermally insulated, and can provide safety from all but the most extreme of conditions including light radiation and toxic environments.

Toolkit. A toolkit is an important piece of equipment. Almost any specialized technical activity uses a toolkit (a medpouch is, essentially, a medical toolkit). A toolkit allows you to undertake the activity with no improvisation penalties; high quality toolkits grant bonuses to your dice pool.

Medical Pouch A medical pouch, medkit, or field kit contains various items, including a laser scalpel, spray dressings (50 sprays), various drugs, hypospray, and other basic medical equipment.

Engineering Toolbox An engineering toolbox includes mini-fabricators, hyperspanners, laser wrenches, coil spanners, flux couplers, gravitic calipers, interphasic compensators, laser welders, energy converters, and a hammer, amongst other things.

Forensic Kit A forensic kit is used to survey crime scenes, take and test samples, and look for clues. It includes DNA scanners, microvision goggles, sampling kits, and more, allowing a large amount of forensic work to take place at the scene.

Thieves Tools Thieves tools in the future often resemble those of the past. Electronic and sonic lock-picks, tiny engineering tools designed to disable traps, miniature hacking devices, laser knives and plasma saws, microvision goggles, sound dampeners, and more.

Climbing Gear Climbing gear includes laser pitons, hand-help harpoon guns, duranium ropes, and more.

Survival Kit A survival it includes a compass, electronic mapping devices, emergency rations, a small selection of 10 spray dressings, 10 chemical lightsticks, and a portable laser stove.

Interrogation Kit This type of kit is not looked upon favorably; it consists of drugs and devices designed to facilitate the gathering of information from a captured suspect. It doesn't include torture equipment; but some of the techniques can be unpleasant.

Zero-g backpack. A zero-g backpack uses anti-grav technology to enable the wearer to carry heavy items; items within the backpack effectively weigh nothing and do not add to the wearer's carrying limits. The backpack can hold up to 100 lb of items. The backpack itself has a weight of 5 lb, however, and a zero-g backpack does not operate within another zero-g backpack - in fact, placing one inside the other destroys both items permanently, depositing their contents on the ground.

» SERVICES & FOODSTUFFS

Food, accommodation, and transport can usually be provided automatically by a starship. However, you may need to know the cost of a drink or a shuttle-ride.

| Services | Cost (cr) |
|-------------------------------------|-----------|
| Drink, beer | 2 |
| Drink, coffee, tea | 1 |
| Drink, spirit, common | 3 |
| Drink, spirit, exotic | 10 |
| Hotel, average, per day | 40 |
| Hotel, cheap, per day | 10 |
| Hotel, luxury, per day | 100 |
| Limousine, per mile | 2 |
| Meal, cafeteria, diner | 5 |
| Meal, fast food, synthetic | 3 |
| Meal, restaurant, typical | 7 |
| Meal, restaurant, luxury | 25 |
| Public transport, per mile | 0.5 |
| Taxi, per mile | 1 |
| Theater, play or show | 20 |
| Theater, movie | 10 |
| Shuttle, to/from orbit | 100 |
| Space transport, basic, per parsec | 400 |
| Space transport, luxury, per parsec | 1500 |
| Space transport, in-system, per AU | 75 |



» WEAPONS

There are many weapons available to a character - melee weapons, ranged weapons, archaic weapons, modern weapons, large weapons, small weapons, laser weapons, sonic weapons, and more. The following sections list a number of common weapons and their statistics.

» READING THE WEAPON TABLES

Damage. This entry tells you how much damage a weapon does to a target on a successful hit. Damage may be reduced by SOAK values often found in armor or large creatures. Most weapons do at least 2d6 damage.

If the wielder has skill with a weapon type, the size of the dice pool may be added to the damage. For example, skill of 6 (3d6) in *knives* adds 3 to a laser knife's damage, resulting in a total of 2d6+3 heat damage rather than the listed 2d6 damage. In the case of melee weapons and unarmed attacks, the size of the STR dice pool may alternatively be used if it is higher.

When damage is completely negated by SOAK, any 6s in the damage roll always cause 1 point of damage each anyway.

Type. This is the type of damage the weapon does, such as piercing, heat, or sonic. Sometimes different armors have different SOAK values vs. different types of damage, or certain creatures or objects might be vulnerable to certain damage types. This also determines what type of effect occurs when a critical hit (rolling triple-sixes on a successful attack roll) occurs.

Cost. The cost in credits to purchase a standard version of this weapon.

Size. The size of the weapon (tiny, small, medium, or large) can be used to determine one or two-handed use of a weapon, eligibility for two-weapon use and more. Size is a relative term - the table indicates a weapon's size as compared to a human, but larger or smaller species will adjust the (relative) size up or down. For example, an Ogron, which is size Large, using a longsword, which is size Medium,

considers it to be a Small weapon. Similarly, a size Small Borian considers a shortsword (a Small weapon) to be size Medium.

Weight. This is the item's weight in pounds. A pound is just under half a kilogram (0.45kg).

Range. In the case of ranged weapons, this indicates a range increment. Range is noted in 5' increments (squares on a battlemat), so a range increment of 8 is equal to 40 feet. For each range increment, an attacker takes a 1d6 penalty to his attack roll. Unless otherwise noted, weapons can be used out to five range increments, although an attacker will suffer a -4d6 penalty to attack rolls at that range.

> Damage Types

Every bit of damage caused to a creature or object is of a certain type, whether that be heat damage, blunt damage, or any of dozens of other damage types. A laser does heat damage, a projectile weapon does ballistic damage, and a sword does slashing or piercing

damage. The list of damage types is an open-ended set of keywords. Any given weapon can have multiple damage keywords associated with it (although most only have one). These damage types are listed in the weapons tables.

Damage type also determines which status track a target is pushed along when it suffers a critical hit (triple-sixes on a successful attack roll).

Because damage type is a keyword system, there is no finite list of damage types. However, you will find a list of some common types below.

Blunt. Blunt damage comes from falls, or heavy blunt weapons, and most unarmed combat.

Crushing. Crushing damage can be caused by large objects or gravity weapons and effects.

Ballistic. Projectile pistols and rifles tend to do ballistic damage.

Resistance & Vulnerability

Resistance. Some armor, creatures, objects, or materials have SOAK values based on a damage type. This means that they are particularly good at resisting damage of that type. Fire-resistant armor, for example, might have a SOAK entry which reads *SOAK 5 (heat)*. Many creature stat-blocks will also list resistances (and, in some cases, immunities) to certain damage types. A SOAK value is the amount by which damage of that type is reduced when it affects the target.

SOAK only applies to attacks which target DEFENSE (not MENTAL DEFENSE).

When damage is fully SOAKed, some may still get through - any sixes in the damage roll automatically do 1 point of damage regardless of SOAK. This means that it is always possible to damage a target, even if it's just a little.

Vulnerability. Conversely, something might be particularly vulnerable to a damage type. Crystalline creatures are

vulnerable to sonic damage, and wood and paper are vulnerable to heat damage. Mechanoids and electronic objects are vulnerable to ion damage. A vulnerability entry will generally note how vulnerable the target is - typically 1d6 or 2d6 - and that entry tells you how many extra damage dice to roll when affecting the target. An android, for example, has *vulnerability 2d6 (ion)* which means that an ion pistol which normally does 2d6 ion damage would do 4d6 ion damage to an android.

Targets suffer from **vulnerability** if the keyword is listed **amongst** a weapon's damage types.

Targets benefit from **resistances** only if they are resistant to **all** listed damage types. A target resistant to heat damage does not benefit from resistance to a weapon which does heat/sonic damage. The target would need to be resistant to both damage types.

Cold. Cryo weapons are uncommon, but cold is a common environmental damage.

Electricity. Electricity damage can come about in a number of ways, including booby traps; mechanoids are *vulnerable 1d6* to electricity damage. Electricity weapons often have the *stun* trait, meaning that a target reduced to 0 HEALTH with the weapon is knocked unconscious but is not dying.

Force. Force is a type of energy damage.

Heat. Heat damage is caused by fire, lasers and other energy weapons. It is sometimes referred to as fire damage.

Ion. Ion damage is designed to damage electronics and shields; mechanoids are *vulnerable 2d6* to ion damage.

Piercing. Piercing damage, like slashing damage, can be caused by swords and knives.

Poison. Poison damage can come about from gas, bioweapons, atmosphere, radiation, food, stingers, bites and more; armor does not soak it unless noted.

Psionic. Psionic damage is caused not only by psionic powers, but also by some specially designed weapons.

Slashing. Swords and other slashing weapons do slashing damage.

Sonic. Sonic damage is caused by soundwaves; armor does not soak it unless noted.

> Special Traits

This column indicates any particular properties or notes associated with a weapon or item.

Auto. Automatic weapons are better at suppressive fire. They give an additional die of cover to protected allies.

Beam. Beam weapons, such as phasers and lasers, project a visible continuous line of energy at their target. For this reason, they can, at the operator's choice, operate as tracers (see tracer rounds, below).

Combust. While most heat weapons have a chance of setting their targets on fire with a

critical hit, those notes with the *combust* trait do so automatically. A critical hit from such a weapon moves the target along the status track by an additional step.

Double. Double weapons are melee weapons treated as though they were two weapons, one in each hand. This typically means that the attacker will gain an additional attack per turn with it but will suffer penalties to the attack roll unless she has access to ambidexterity. Ambidexterity is attained as an attribute trait.

Heavy. A heavy weapon is difficult to use. You need a STRENGTH of 8 to use it without penalty, otherwise you take a -1d6 penalty to your attack rolls. Additionally, a heavy weapon can only be fired once per round, and requires two actions to reload.

Reach. A reach weapon is a longer melee weapon. It can attack opponents up to 10' away, unless a longer reach is noted.

Restrains. A weapon which restrains does so on a successful hit, rendering the target *immobilized* until they shake off the status.

Sidearm. Weapons designated as sidearms gain a +1d6 bonus to hit at point blank range (when adjacent to their target) and do not suffer a penalty for firing at an adjacent target in melee.

Stun. Stunning weapons (including some phaser modes, electricity damage, and psionic damage) do non-lethal damage. Lethal and non-lethal damage are essentially the same up until the shot or blow which takes the victim down to zero HEALTH. At that point, the victim falls unconscious as normal but is not considered dying, does not have to form a death dice pool, and wakes up automatically 5 minutes later with 1 HEALTH.

“Stun” is a weapon trait. The weapon still does its normal damage *type* (heat, electricity, etc.), but that damage is non-lethal. Otherwise, stunning weapons work exactly like regular weapons.

Some weapons have a stun setting (phasers being a prime example of this). The wielder may choose which setting to use when firing the weapon; changing settings is a free action.

» MELEE WEAPONS

You might expect melee weapons to fall out of favor in a universe full of energy weapons, laser rifles, and explosives. However, this is not the case - hand-to-hand combat still an important part of conflict, especially aboard the confined spaces of starships and space stations; and a sword is just as deadly as a bullet or a laser beam when it skewers you in the eye. Even if that were not the case, plenty of cultures use exotic weapons in a ceremonial capacity, and many more primitive civilizations still exist on planets not yet aware of the spacefaring community. Modern versions of primitive weapons may be made from duranium or other materials.

Axe, battleaxe. This is a two-handed axe designed for combat. Many variations on the battleaxe exist, both primitive and, in the case of many spacefaring cultures, ceremonial.

Axe, handaxe. A much smaller, one-handed axe, this weapon can also be thrown.

Baton, stun. Stun batons are often used by law-enforcement or security personal. A stun baton is a short, cylindrical object with a rubberized handle, and deals electricity damage to the target. See the section on stunning weapons for more information.

Club. A simple wooden or metal stick or bat. This includes baseball bats, cricket bats, tire-irons, and other crude blunt weapons.

Hammer, light. A light hammer is heavier than a standard tool, but lighter than a sledgehammer.

Hammer, warhammer. A warhammer is designed especially for battle. Warhammers weigh about the same as a sledgehammer, although some designs are larger and heavier.

Knife/dagger. Knives and daggers range from kitchenware to ceremonial blades.

Knife, laser. A laser knife is a small version of a laser sword - a handle with a blade composed of energy. Laser knives are commonly used by thugs, although they have engineering uses also.

Net, energy. An energy net is thrown at a target in order to restrain him. The filaments



are not hot, but they do have an electric charge which causes discomfort to the victim.

Nunchaku. Nunchaku are a primitive martial-arts weapon, descended from a farming implement. They are popular with certain gangs and with martial-arts hobbyists.

Quarterstaff. A quarter staff is a six-foot staff, often made of wood, but sometimes of metal. Extendible versions exist (these cost 50cr). Quarterstaves are popular with Venetians.

Sap. A sap is a small, blunt object used to render a target unconscious. It does little damage, and that damage is non-lethal (stunning) damage, and it is a weak melee weapon, but if the target is unaware of the attack he must make a *Difficult [16]* END check or be stunned for two rounds.

Spear. A spear is a long stick with a point. It can be thrown.

Sword. Various types of sword exist. Rapiers, scimitars, shortswords, and longswords are all one-handed weapons. Two-bladed swords feature blades protruding in both directions from the pommel and count as double weapons.

Melee Weapons & Size

The size of a melee weapon is indicated in the weapons table. Weapons can be increased or decreased in size to make oversized or undersized versions suitable for larger or smaller creatures.

▶ An **oversized** weapon is one size category larger, weighs twice the regular weapon, and does an extra 1d6 points of damage. Oversized weapons cost three times the regular price.

▶ An **undersized** weapon is one size category smaller and weighs half the regular weapon.

The wielder of a weapon must use two hands to use a weapon one size category larger than himself, and must use his STRENGTH attribute for attacks even when the regular sized version offers an option to use AGILITY. Weapons two sizes larger cannot be used.

> Basic Melee Weapon List

| Weapon | Damage | Type | Cost (cr) | Size | Weight (lb) | Avail | Special |
|--------------------------|--------|-------------|-----------|------|-------------|-------|------------------|
| Axe, battleaxe | 3d6 | Slashing | 10 | M | 6 | 1A | |
| Axe, handaxe | 2d6 | Slashing | 6 | S | 3 | 1A | Throw |
| Baton, stun | 2d6 | Electricity | 100 | M | 3 | 6A | Stun |
| Club | 2d6 | Blunt | 1 | M | 3 | 0A | |
| Hammer, light | 2d6 | Blunt | 1 | S | 2 | 1A | |
| Hammer, warhammer | 3d6 | Blunt | 12 | M | 5 | 2A | |
| Knife/dagger | 2d6 | Piercing | 2 | T | 1 | 1A | Throw |
| Knife, laser | 2d6 | Heat | 40 | T | 1 | 8C | |
| Net, energy | 1d6 | Electricity | 200 | L | 2 | 7B | Restrains, throw |
| Nunchaku | 2d6 | Blunt | 4 | M | 2 | 2A | |
| Quarterstaff, extendible | 2d6 | Blunt | 50 | L | 4 | 0A | |
| Sap | 2d6 | Blunt | 1 | S | 2 | 2A | Stun |
| Spear | 3d6 | Piercing | 3 | L | 6 | 0A | Throw |
| Sword, rapier | 2d6 | Piercing | 20 | M | 2 | 3A | |
| Sword, scimitar | 2d6 | Piercing | 15 | M | 4 | 2A | |
| Sword, shortsword | 2d6 | Piercing | 10 | S | 2 | 1A | |
| Sword, longsword | 3d6 | Slashing | 15 | M | 4 | 1A | |
| Sword, two-bladed | 2d6 | Slashing | 100 | L | 10 | 3B | Double |
| Sword, two-bladed, laser | 2d6 | Heat | 1,000 | L | 8 | 9C | Double |
| Sword, two-handed | 4d6 | Slashing | 25 | L | 7 | 2A | |
| Sword, laser | 3d6 | Heat | 400 | M | 2 | 9C | |
| Trident | 3d6 | Piercing | 15 | L | 4 | 1A | Reach |
| Whip | 2d6 | Slashing | 12 | M | 2 | 2A | Reach |
| Whip, energy | 2d6 | Force | 100 | M | 2 | 9B | Reach |

> Exotic Melee Weapon List

| Weapon | Damage | Type | Cost (cr) | Size | Weight (lb) | Avail | Special |
|---|--------|-------------|-----------|------|-------------|-------|------------------|
| Ding Transport FEK46 Sonic Scimitar | 3d6+4 | Sonic | 950 | M | 16 | 9C | |
| Transtech Company JX23 Repulsor Trident | 2d6 | Blunt | 211 | L | 40 | 9C | Push, reach |
| Highfarer SFR58 Antimatter Cutlass | 2d6+2 | Heat | 172 | M | 15 | 10D | |
| Pantech WZB18 Flamebolt Matter Whip | 2d6 | Blunt | 203 | M | 19 | 10C | Reach |
| WarpCo-Daybeam Group R41 Redsword EMP Flail | 2d6+2 | Electricity | 187 | M | 12 | 9C | Stun |
| Ultradyne RBQ20 Sonic Sword | 3d6+4 | Sonic | 850 | M | 11 | 9C | |
| Tang OSA17 Redspear Photonic Trident | 2d6 | Heat | 153 | L | 32 | 9D | Reach |
| SilverCo S58 Deathsteel Flame Flail | 3d6+2 | Heat | 850 | M | 20 | 9C | Combust |
| Eastwatch Merchants XJ1 Blackstorm Psionic Chainsaw | 1d6+2 | Psionic | 617 | M | 17 | 10D | Stun |
| East Sun XMT28 Firesteel Phase Chainsaw | 3d6+2 | Heat | 600 | M | 14 | 10D | |
| Galactic Yards PBW28 Electro Halberd | 2d6 | Electricity | 441 | L | 29 | 9B | Stun, reach |
| Panlight Group HDK7 Zero-point Mace | 3d6+2 | Heat | 800 | M | 20 | 11D | |
| Overwatch ZN41 Firemaker Atomic Mace | 2d6 | Heat | 184 | M | 13 | 10D | |
| Way Sun UFT99 Whitestreak Electro Sword | 1d6 | Electricity | 368 | M | 17 | 9B | Stun |
| Microlight ECE90 Tachyon Staff | 4d6 | Heat | 8000 | L | 21 | 10D | Reach, double |

Sword, laser. Laser swords or sabers are elegant, dangerous weapons. Emitting a characteristic hum, they are produced in a variety of colors (blue, green, and red are common); this color is determined by the type of focusing crystal used in the handle. Technically, laser swords are not lasers; they are made of plasma contained in a magnetic field.

Trident. A trident is a three-pronged spear; originally designed for fishing, it was quickly adopted as a military weapon.

Whip. A whip is a melee weapon with a 10' reach. Skilled practitioners can perform tricks with a whip.

» RANGED WEAPONS

Firearms are plentiful and common in the future, and come in a wide variety of types. Lasers, blasters, phasers, sonic weapons, ballistic weapons, antimatter, and plasma weapons are just some of the many pistols, rifles, grenades, and other deadly tools available.

Ammunition and power is optionally tracked in the *W.O.I.N.* roleplaying game system. If you choose to incorporate this element of resource management into your game, an ammo pack, power pack, or clip typically costs one-twentieth the cost of the original weapon



DAGGER



SHORT SWORD



SCIMITAR



LONG SWORD



RAPIER



TWO HANDED SWORD



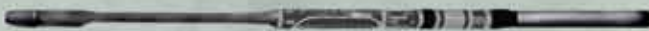
LASER KNIFE



LASER SWORD



TWO BLADED LASER SWORD



QUARTERSTAFF



SPEAR



TRIDENT



TWO BLADED SWORD



WHIP



ENERGY WHIP



NUNCHAKU



STUN BATON



LIGHT HAMMER



WARHAMMER



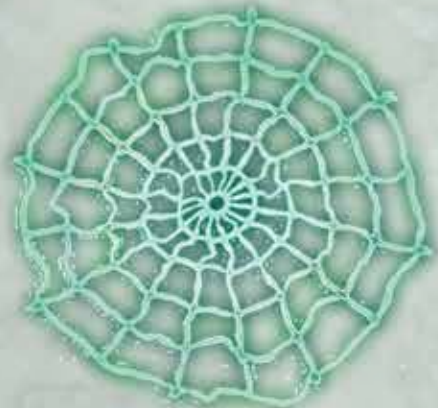
SAP



HANDAXE



BATTLE AXE



ENERGY NET



MICROLIGHT ECE90
TACHYON STAFF



WAY SUN UFT99 WHITESTREAK
ELECTRO SWORD



ULTRADYNE RBQ20
SONIC SWORD



HIGH FAREER SFR58
ANTIMATTER CUTLASS



EAST WATCH MERCHANTS
XJ1 BLACKSTORM
PSIDIC CHAINSAW



OVERWATCH
ZN41 FIREMAKER
ATOMIC MACE



PANLIGHT GROUP
HOK7 ZERO-POINT MACE



SILVERCO
SS8 DEATHSTEEL
FLAME FLAIL



WARP CO-DAYBEAM GROUP
R41 REDSWORD
EMP FLAIL



TANG OSA17 REDSPEAR
PHOTONIC TRIDENT



TRANSTECH COMPANY JX23
REPULSOR TRIDENT



DING TRANSPORT FEK46
SONIC SCIMITAR



STARMASTERS SABER



EAST SUN
XMT28 FIRESTEEL
PHASE CHAINSAW



GALACTIC YARDS PBW28
ELECTRO HALBERD



INQUISITORS CARBINE



PAN TECH
WZB18 FLAMEBOLT
MATTER WHIP



SOLLUSTRAN
BATTLE ARMOR



SOLLUSTRAN
HELM



XANADIAN SHROUD



EVOLVED COMBAT SUIT

Firearms Slang

Firearms are sometimes referred to by the following colloquial terms:

Bludger. Projectile ballistic weapons which fire bullets or slugs.

Burner. Laser weapons.

Cooler. Cryo weapons.

Screecher. Sonic weapons.

and contains 20 shots. It's a free action to reload a pistol, an action to reload a rifle, or a two actions to load a heavy firearm.

Military Combination Carbine. A favorite of military forces, the Military Combination Carbine is a heavy duty bludger with an inbuilt grenade function. The weapon stores two grenades at any one time (these must be purchased separately) and functions as a grenade launcher when used in that mode. It is a full-round action to reload a grenade into the carbine.

Bow, Energy. An energy bow (usually in the form of a crossbow) fires bolts of plasma at a target.

Cortex Radiation Emitter. Extremely illegal, even in the most permissive of jurisdictions, this weapon causes continual damage to the target in the form of radiation poisoning. Upon a successful hit, the target takes 1d6 poison damage and is pushed one stage down the Nausea status track (even when a critical hit is not achieved). While on that status track, the target takes 1d6 poison damage at the start of each of its turns.

Cryo Weapons. Cryo weapons (or *coolers* as they are commonly called) draw power from a canister of compressed mutagen resulting in a ray of extremely cold energy. A target reduced to negative hit points by the weapon instantly stabilizes and does not have to roll a death countdown. The large power supply on a cryo weapon means that cryo pistols do not qualify for the *sidearm* descriptor.

Dartgun. A dartgun can be used to fire a small needle via compressed air. The needle does not inflict damage, but can be used to deliver chemicals including tranquilizers and poisons. Roll the dart's damage (1d6) as normal, however, to see if it penetrates the target's SOAK, remembering that a 6 always penetrates SOAK. These injections are expensive, but very effective. Each shot's cost is listed below and push the target along the noted status track. Darts cannot make critical hits - they automatically inflict statuses on a regular hit.

| | |
|--------------------------------------|----------------------|
| <i>Tranquilizer</i> (150cr) | Drowsiness (2 steps) |
| <i>Tranquilizer, Heavy</i> (1,500cr) | Drowsiness (2 steps) |
| <i>Poison</i> (150cr) | Nausea (2 steps) |
| <i>Paralysis</i> (1,000cr) | Mobility (2 steps) |
| <i>Pain</i> (175cr) | Pain (2 steps) |
| <i>Hallucinogen</i> (200cr) | Cognizance (2 steps) |

Electro-arc. Often used by police to subdue targets, the electro-arc (or *shocker*) is a far future version of the tasers of the 20th and 21st centuries. The weapon emits an arc of blue electricity designed to incapacitate. A hit with an electro-arc deals the indicated damage, but it is non-lethal (see *Stunning Weapons*).



Gatling Gun, Heavy Polaron. Developed for when just plain brute force is required. The weapon is large and bulky and difficult to wield; however it makes up for this by sheer rate of fire and immense destructive power. There are various modes on the gun ranging from a single burst of 10 shots all the way up to 2,000 rounds a minute. The ammunition/power is stored in a backpack worn by the person firing the weapon.

Grenades. Grenades come in a variety of forms, from old-style fragmentation grenades (the default grenade listed) through sonic, gas, and pulse grenades which cause sonic, poison, and force damage respectively. It is even possible to get cryo and electro grenades (cold and electricity damage). Grenades affect any creature within 5 ft. of the target square (make an attack roll against each creature individually). An empty square is typically DEFENSE 10 to hit, and the range increment of a grenade is 3 squares (15'). The standard frag grenades costs 50cr as listed; other types cost as follows:

| |
|---|
| <i>Frag</i> (50cr), 2d6 heat damage |
| <i>Sonic</i> (100cr), 2d6 sonic damage |
| <i>Gas</i> (75cr), 3d6 poison damage |
| <i>Cryo</i> (200cr), 2d6 cold damage |
| <i>Electro</i> (100cr), 2d6 electricity damage |
| <i>Ion</i> (250cr), 1d6 ion damage (note that mechanoids are vulnerable) |
| <i>Smoke</i> (40cr), no damage, target area has full concealment for 2 rounds |
| <i>Gravitic</i> (1,500cr), 6d6 crushing damage |
| <i>Dissolver</i> (250cr), 2d6 acid damage; the gas cloud lingers for 1 minute |
| <i>Stun</i> (150cr), 2d6 force damage; damage is stunning damage (see <i>Stunning Weapons</i>) |

Roll to hit the square you are aiming at. If you miss, roll 1d6 to determine which square you hit instead using the chart below. Apply damage to any within the grenade's area of effect. Grenades

| | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | * | 5 |
| | 6 | |

cannot be combined with ranged exploits unless otherwise noted; however, they automatically push targets one step along the relevant status track (based on the damage type).

Ion Pistol. Ion weapons are unusual in that they do very little actual damage to living targets. However, cyborgs, robots, and machinery are *vulnerable* to them. For creatures, this is noted in their stat block.

Pulse Lasers. These automatic laser weapons are the far future equivalent of a projectile-based machine gun, firing a series of rapid pulses which can easily lay down a wide field of suppressive fire.

Tangler. A unique nonlethal weapon eagerly adopted by law enforcement agencies across the universe, the tangler gun fires condensed balls of an expanding adhesive compound. The compound expands to cover the target, after which it hardens, immobilizing the target. A character struck by a tangler is pushed two steps down the Mobility status track.

> Special Ammunition

Special ammunition can be obtained for projectile weapons in clips of 20 rounds (weight of 1lb) at the indicated price. A weapon can only hold ammo of one type at a given time unless otherwise noted. Switching ammo counts as reloading. Only projectile weapons which do ballistic damage can use special ammunition.

Armor-Piercing (10cr) Armor-piercing rounds ignore 5 points of armor SOAK.

Hollow Point (15cr) Hollow point rounds increase the damage of a projectile weapon by 1d6; the attacker takes a -1d6 penalty to his attack roll, however.

Rubber Bullets (5cr) Rubber bullets can be used to cause non-lethal damage to the target (see *Stunning Weapons*, above). They are popular with bounty hunters seeking to take their prey alive, although the default on the frontiers tends to be "*Dead or Alive*"; and dead is easier. Rubber ammunition can be purchased

for the same price as regular ammunition in any projectile non-automatic weapon.

Tracers (15cr) Highly visible rounds which assist in aiming, directing fire, and marking targets at the expense of revealing the gunner's position. Using tracer rounds causes

a 1d6 penalty to any cover or concealment bonus enjoyed by the gunner, but grants a +1d6 bonus for one round to all ranged combatants firing on the same target (a successful hit is not required to grant this bonus). Note that beam weapons like phasers can act like tracers if the operator so chooses.

> Generic Ranged Weapon List

| Weapon | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Availability | Special |
|------------------------------|----------------|-------------|-------|-----------|------|-------------|--------------|---|
| Military combination carbine | 2d6 or grenade | Ballistic | 10 | 1,000 | S | 2 | 6A | Sidearm, grenades |
| Bow, energy | 2d6+2 | Heat | 20 | 80 | M | 3 | 10C | |
| Cortex radiation emitter | 1d6 | Radiation | 3 | 1,500 | S | 3 | 8B | 1d6 damage every round until healed; highly illegal |
| Dartgun | - | - | 5 | 75 | S | 1 | 5A | |
| Electro-arc | 1d6+2 | Electricity | 3 | 1,000 | S | 3 | 6A | |
| Gatling gun, heavy polaron | 4d6 | Heat | 15 | 10,000 | L | 20 | 9B | Heavy, auto |
| Grenade launcher | Varies | Varies | 15 | 600 | L | 20 | 5A | Grenades |
| Laser, assault | 2d6+4 | Heat | 15 | 2,300 | L | 5 | 7A | Auto |
| Pistol, slugger | 2d6 | Ballistic | 10 | 75 | S | 3 | 5A | Sidearm |
| Pistol, blaster | 2d6 | Heat | 10 | 40 | S | 3 | 7B | Sidearm |
| Pistol, disruptor | 2d6+2 | Heat | 12 | 100 | S | 3 | 8B | Sidearm |
| Pistol, cryo | 1d6+2 | Cold | 5 | 1,500 | S | 6 | 9C | |
| Pistol, ion | 1d6 | Ion | 10 | 250 | S | 2 | 9C | Sidearm |
| Pistol, laser | 1d6+4 | Heat | 10 | 100 | S | 2 | 7A | Sidearm, beam |
| Pistol, phaser | 2d6+2 | Heat | 15 | 150 | S | 2 | 9B | Sidearm, stun setting, beam |
| Pistol, sonic | 1d6+2 | Sonic | 10 | 100 | S | 2 | 9C | Sidearm |
| Pulse cannon, portable | 4d6 | Force | 20 | 4,000 | L | 15 | 9B | Heavy, auto |
| Railgun | 3d6+2 | Ballistic | 10 | 1,400 | L | 18 | 7B | Heavy, auto |
| Rifle, slugger | 2d6+2 | Ballistic | 20 | 100 | M | 4 | 5A | |
| Rifle, disruptor | 3d6 | Heat | 20 | 350 | M | 5 | 8B | |
| Rifle, laser | 2d6+3 | Heat | 20 | 250 | M | 5 | 7A | |
| Rifle, phaser | 2d6+4 | Heat | 25 | 500 | M | 4 | 9B | Stun setting, beam |
| Rifle, sniper | 3d6+2 | Ballistic | 35 | 500 | M | 5 | 5A | |
| Rifle, sniper, laser | 3d6 | Heat | 40 | 1,000 | M | 7 | 8A | Beam |
| Tangler | - | - | 2 | 750 | M | 5 | 9C | Restrains |

> Exotic Ranged Weapon List

| Weapon | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Avail | Special |
|---|--------|-------------|-------|-----------|------|-------------|-------|---------------|
| Yamamoto Cryogenics Q44 Thunderstreak Fission Portable Missile System | 2d6+4 | Heat | 37 | 151 | L | 39 | 9B | Heavy |
| Daystellar N23 Whitesteel Electro Autopistol | 1d6 | Electricity | 9 | 48 | S | 1 | 9B | Sidearm, auto |
| Trans Sun FC33 Fireswarm Antimatter Gun | 2d6+2 | Heat | 20 | 196 | M | 12 | 10C | |
| Megadyne Y12 Bio Prototype | 1d6 | Poison | 20 | 99 | M | 12 | 10D | |
| TerraCorp Q91 Zero-point Projector | 1d6 | Heat | 24 | 23 | M | 13 | 11D | |
| Ding Psionics JQ54 Blackspear Psionic Portable Missile System | 3d6 | Psionic | 21 | 450 | L | 33 | 10D | Heavy |
| Transbeam Yards ZOT24 Gauss Mortar | 3d6 | Ballistic | 29 | 450 | L | 34 | 9B | Heavy |
| Fu Fuel Refining AX53 Radiation Assault Rifle | 3d6 | Radiation | 23 | 600 | M | 17 | 9B | Auto |
| Galactic Concepts KRH16 Starbird Disruptor Assault Rifle | 3d6+2 | Heat | 24 | 1,000 | M | 16 | 9B | Auto |
| Outerwide-Overwatch Syndicate PI2 Electron Autopistol | 2d6+2 | Heat | 11 | 152 | S | 3 | 9B | Sidearm, auto |
| Terralight IJ95 Hellswarm Neutron Autocannon | 3d6+2 | Radiation | 23 | 950 | L | 24 | 9C | Auto, heavy |
| Daywatch CQ32 Firefury Disintegration Autocannon | 3d6 | Heat | 27 | 626 | L | 31 | 9C | Auto, heavy |
| Omniwatch IIX94 Flameflash Sonic Gun | 1d6 | Sonic | 25 | 52 | M | 12 | 10C | |
| Korovin Private Security F58 Darkswarm Disintegration System | 5d6 | Heat | 35 | 17,000 | L | 38 | 9C | Heavy |
| Silver Sun BRA7 Antimatter Assault Rifle | 3d6+2 | Heat | 22 | 900 | M | 15 | 9B | Auto |
| Way Prime OZ54 Redbird Bio Crossbow | 1d6+2 | Poison | 17 | 110 | M | 16 | 10C | |
| Waydyne-Eastlight Works WC78 Sonic Crossbow | 4d6 | Sonic | 23 | 5,000 | M | 19 | 10C | |
| MicroCo JO40 Stingfury Tachyon Autopistol | 2d6 | Heat | 8 | 198 | S | 4 | 11D | Sidearm, auto |
| Ding Exploration IG66 Zero-point Hunting Rifle | 3d6 | Heat | 22 | 625 | M | 19 | 11D | |
| New Prime XDO74 Polaron Autocannon | 3d6 | Heat | 31 | 600 | L | 32 | 10C | Auto, heavy |
| Megabreak T81 Bio Thrower | 3d6+2 | Poison | 17 | 700 | M | 13 | 10C | |
| Transfarer R43 Fireflash Microwave Sniper Rifle | 3d6+4 | Radiation | 18 | 1,750 | M | 13 | 9B | |
| Daywide Construction GA80 Plasma Hunting Rifle | 2d6 | Heat | 17 | 225 | M | 17 | 9B | |
| Bell Cybernetics RVM58 Stingbolt Repulsor Crossbow | 2d6+4 | Blunt | 19 | 229 | M | 17 | 10C | Push |



LASER SNIPER RIFLE



SONIC PISTOL



SNIPER RIFLE



LASER RIFLE



MILITARY
COMBINATION CARBINE



SLUGGER RIFLE



PHASER RIFLE



SLUGGER
PISTOL



ASSAULT LASER



PORTABLE
PULSE CANNON



DART GUN



GRENADE LAUNCHER



TANGLER



RAILGUN



DISRUPTOR
PISTOL



CRYO
PISTOL



CORTEX
RADIATION
EMITTER



PHASER
PISTOL



BLASTER
PISTOL



LASER PISTOL



ELECTRO-ARC



ION PISTOL



ENERGY
CROSSBOW



DISRUPTOR RIFLE



HEAVY POLARON
GATLING GUN



KOROVIN PRIVATE SECURITY
F58 DARKSWARM
DISINTEGRATION SYSTEM



OMNIWATCH IIX94
FLAMEFLASH SONIC GUN



SILVER SUN BRA7
ANTIMATTER ASSAULT RIFLE



NEW PRIME X0074
POLARON AUTOCANNON



OUTERWIDE-OVERWATCH
SYNDICATE P12
ELECTRON AUTOPISTOL



GALACTIC CONCEPTS
KRH16 STARBIRD
DISRUPTOR ASSAULT RIFLE



DING EXPLORATION I666
ZERO-POINT HUNTING RIFLE



MEGADYNE 412
BIO PROTOTYPE



MICROCO
J040 STINGFURY
TACHYON AUTOPISTOL



TRANSFARER R43 FIREFLASH
MICROWAVE SNIPER RIFLE



TERRALIGHT IJ95 HELLSWARM
NEUTRON AUTOCANNON



DAYSTELLAR
N23 WHITESTEEL
ELECTRO AUTOPISTOL



MEGABREAK T81
BIO THROWER



FU FUEL REFINING AX53
RADIATION ASSAULT RIFLE



DAYWIDE CONSTRUCTION G880
PLASMA HUNTING RIFLE



BELL CYBERNETICS RUM58
STINGBOLT REPULSOR CROSSBOW



DAYWATCH CQ32 FIREFLY
DISINTEGRATION AUTOCANNON



YAMAMOTO CRYOGENICS
Q44 THUNDERSTRUCK FISSION
PORTABLE MISSILE SYSTEM



WAYDYNE-EASTLIGHT WORKS
WC78 SONIC CROSSBOW



TRANS SUN
FC33 FIRESTORM
ANTIMATTER GUN



TRANSBEAM YARDS ZOT24
GAUSS MORTAR



WAY PRIME OZ54 REDBIRD
BIO CROSSBOW



TERRACORP Q91
ZERO-POINT PROJECTOR



DING PSIONICS JQ54
BLACKSPEAR PSIONIC
PORTABLE MISSILE SYSTEM



»» ARMOR

Even in the far future, armor is one of the most effective ways to protect yourself. The technology may have improved from the days of chain-mail and plate armor, but the principle is largely the same: wearing something resistant to damage in the hope that it will absorb any incoming damage before it gets through to you. Some armor types are less effective against certain damage types - for example, flexible armor usually does not help the wearer against blunt damage, and metallic armor may be vulnerable to electricity damage.

Battlesuit. Battlesuits are specifically designed for soldiers, and provide both protection and integrated communications and scanning equipment. The naval version is a little bulkier and more protective than the basic version. Battlesuits have military scanners built in.

Environmental suit. Environmental suits protect the wearer from extremes of temperature, toxic environments, radiation, and more. The suit regulates the wearer's temperature to

a comfortable level and provides breathable atmospheric support. The suit is suitable for hazardous planetary environments, underwater, and deep space.

Kevlar, vest or long coat. Kevlar is a fibrous, high strength fabric originally designed to withstand ballistic damage. The vest covers the upper torso, while the long coat is a distinctive kevlar-lined trench-coat.

Leather armor. Hard-boiled leather, fashionably sewn or bonded together, leather armor is designed more as a fashion statement than it is for utility.

Mesh lining. This is a jacket or other garment lined with a thin, flexible mesh layer of hardened plastic.

Riot armor. This armor is the type typically worn by uniformed police, designed to allow movement while offering maximum protection. Riot armor includes padding, blast vest, kevlar pads on the arms, legs, and knees, and, typically, a helmet.

Synthetic weave. A very thin, subtle layer of armor worn under clothing. The same thickness as an undershirt, it doesn't provide great protection, but it can mean the difference between a killing shot and a wound. Many military uniforms incorporate a synthetic weave.

Padded armor. Padded armor is a very basic tunic or vest filled with special foam designed to protect the wearer. Padded armor is the equivalent of the quilted cloth of medieval times, although modern versions are designed to last years.

Powered combat armor. This heavy armor boosts the wearer's physical capabilities, augmenting both STRENGTH and AGILITY. Extremely expensive, this armor is not common.

» READING THE ARMOR TABLE

SOAK. This is the most important part of an armor's entry. It tells you how much damage it is able to absorb. Usually this is expressed as a simple number (SOAK 5, for example). Sometimes, however, a damage type might be noted also - so a SOAK 5 (heat) entry means that the armor soaks five points of heat damage, but cold or blunt damage is unaffected. An armor type can have multiple SOAK entries for different damage types.

Cost. This is the cost in CREDITS of a standard example of this armor type.

Type. This indicates whether the armor is light, medium, or heavy, which can affect things like available upgrades and upgrade slots. Heavy armor enforces a -4 DEFENSE penalty. Medium armor enforces a -2 DEFENSE penalty. Powered armor counts as one category lighter. Skill ranks in each type is required to benefit from higher quality armor.

Weight. This is the weight in pounds of the armor. Armor can be heavy, and exceeding your CARRY value can have negative effects.

Ineffective: The armor does not offer any SOAK towards damage of this type. This is not the same as Vulnerability (which means that the target takes additional damage).

Powered armor: Powered armor counts as one category type lighter (*heavy, medium, light, none*) for the purposes of determining DEFENSE penalties. If the power is removed, it operates as its normal category.

Note that armor, like all equipment, is limited in quality by the wearer's skill level in the armor type. Armor skills include *light, medium, heavy, and powered* armor.

| Armor | SOAK | Cost (cr) | Type | Weight (lb) | Ineffective | Avail |
|----------------------|------|-----------|--------|-------------|-------------------|-------|
| Synthetic weave | 2 | 30 | Light | 5 | Blunt | 9A |
| Padded | 3 | 20 | Light | 10 | Heat | 1A |
| Mesh lining | 4 | 50 | Light | 8 | Blunt | 9A |
| Leather | 4 | 35 | Light | 15 | - | 2A |
| Kevlar vest | 5 | 100 | Light | 30 | Piercing | 5A |
| Kevlar coat, long | 6 | 200 | Medium | 50 | Piercing | 6A |
| Environmental suit | 4 | 500 | Medium | 40 | Piercing | 6A |
| Riot armor | 7 | 1,000 | Medium | 50 | - | 6A |
| Basic battlesuit | 8 | 2,000 | Heavy | 60 | Electricity | 8A |
| Navy battlesuit | 9 | 3,000 | Heavy | 65 | Electricity | 9A |
| Powered combat armor | 10 | 10,000 | Heavy | 60 | Electricity , ion | 10A |



OPEN FACED HELMET

CLOSED HELMET



BLAST SHIELD HELMET



DURANIUM GAUNTLETS



KEVLAR GAUNTLETS



PADED ARMOR



LEATHER ARMOR



MESH LINING



SPIKED DURANIUM GAUNTLETS



RIOT ARMOR



ENVIRONMENTAL SUIT



POWERED COMBAT ARMOR



DURANIUM SHIELD



BATTLESUIT



SYNTHETIC WEAVE



KEVLAR VEST



FORCE FIELD



ENERGY SHIELD

» SHIELDS

Shields are not common in futuristic environments, although they are carried by some riot police or shock trooper types. Shields add to the wielder's DEFENSE rather than acting as a damage soak. A shield requires a free arm, and so cannot be used with two-handed weapons. Shields are most commonly made of duranium.

Duranium shield. A small shield is about two-feet across, a medium shield is about three-feet across, a large shield is three-feet across and four-feet in height, while a tower shield is five or more feet in height. Shields are typically made of duranium, although other materials are possible.

Energy shield. An energy shield is a wristband which projects a circular shield of weightless energy upon command. It is wielded just like a medium shield.

Forcefield. A forcefield is a small device which clips to a belt. It can be activated with a single action, and protects the wearer with a globe of transparent force. Forcefields can operate for up to one hour per day before needing to be recharged. They do not protect the wearer from environmental effects.

Gauntlets. Duranium gauntlets grant the wearer a small amount of extra unarmed damage, but do not allow the use of claws.



Duranium gauntlets inflict a -1d6 penalty to intricate hand-based AGI checks (to pick locks, and similar tasks). Gauntlets are small items.

Helmet. Helmets grant extra protection at the cost of a small amount of spatial awareness. A helmet with a blast shield allows the wearer to switch between open and closed status as a free action. Helmets are small items.

| Item | Cost (cr) | Weight | Avail | Notes |
|-----------------------------|-----------|--------|-------|---------------------|
| Forcefield | 2,000 | 1 | 10C | +4 DEFENSE |
| Gauntlets, duranium | 50 | 1 | 9A | +1 unarmed damage |
| Gauntlets, duranium, spiked | 150 | 1 | 9A | +2 unarmed damage |
| Gauntlets, kevlar | 60 | 1 | 9A | +1 unarmed damage |
| Helmet, blast shield | 180 | 6 | 9A | Special |
| Helmet, closed | 175 | 5 | 9A | +2 SOAK, -2 DEFENSE |
| Helmet, open-faced | 70 | 2 | 9A | +1 SOAK, -1 DEFENSE |
| Shield, energy | 1,200 | 1 | 10C | +4 DEFENSE |
| Shield, large, duranium | 200 | 25 | 9A | +6 DEFENSE |
| Shield, medium, duranium | 90 | 10 | 9A | +4 DEFENSE |
| Shield, small, duranium | 40 | 6 | 9A | +2 DEFENSE |



»CUSTOMIZING GEAR

Weapons and armor can be customized and upgraded with additional features. These range from simple features like a telescopic scopes or auto-loaders to advanced technological enhancements like phasing or seeking ammunition, booby-trapped weapons which identify the wielder, or methods to conceal weapons from scanners.

Not all customizations are appropriate to all settings.

The number of customizations a weapon or set of armor can support is based on its size and quality (see page 110).

A customization must match quality with the item being upgraded, along with standard attached quality price increases - if an exceptional quality rifle is being customized, the cost of each upgrade is multiplied by 5 with an additional 250cr on top.

» FUTURE WEAPON CUSTOMIZATIONS

Accelerated (2,000cr). An accelerated weapon is one which is designed with special materials and even warping technology to allow the user to strike faster with it. These weapons are always melee weapons, and the user gains an additional free attack with the weapon if he has already attacked twice with it this turn.

Ammunition booster (500cr). An ammunition boost refers to actual ammo, power cells, or charges. The ammunition boost doubles the capacity of the weapon.

Bio-active (1,500cr). Bio-active weaponry is the far future equivalent of poisoned darts. Biological warfare, while disdained, is not uncommon. A bio-active weapon (either melee

or ranged) is designed to emit small amounts of bioactive material onto the ammunition or striking edge of the weapon. Only weapons which fire bullets, or melee weapons which do slashing or piercing damage qualify for a bio-active upgrade. The bio-active agent adds an additional 1d6 points of poison damage to any successful hit as long as at least 1 point of damage has gotten past the target's SOAK.

Booby trapped (1,000cr). A booby trapped weapon will explode, shock, or otherwise harm the wielder if an unauthorized user attempts to use it. There are two levels of booby trap - manual activation (which requires the authorized user to enter a code to activate the weapon safely) or ID Matched activation (which automatically recognizes an authorized user).

Manual activation: manually activating a booby trapped weapon requires an action. Attempting to use the weapon without activating it will trigger the booby trap.

ID Matched activation: the weapon must also have the ID Matched upgrade applied to it. No action is required to use activate the weapon. Unauthorized users will automatically trigger the booby trap.

The trigger for a booby trapped weapon is an attempt to use. In the case of a firearm, it is use of the trigger; with a laser sword or other similar technological melee device, it is the power control. There are two common types of booby trap available:

Explosive: the weapon explodes. It causes 2d6 heat damage to the user (large weapons cause 3d6 heat damage). The weapon is destroyed.

Shock: the weapon gives the user an electric shock. The user takes 2d6 electricity damage and drops the weapon.

Combined weapon (price varies). A combined weapon is one which incorporates the features of one or more weapons. This could be as simple as a rifle with a bayonet (spear) on the end or a weapon with an inbuilt grenade launcher. Highly advanced weapons might include the features of multiple weapons, able to access each on command.

A combined weapon costs the price of each of its component weapons multiplied by the number of component weapons. Each component must be of the same quality; you cannot combine an exceptional quality with an artisanal quality weapon - they are incompatible.

You are able to switch between the different modes of a weapon as a free action in your turn, though you may only do so once per turn.

ID-matched (500cr). An ID-Matched weapon can only be used by a single designated individual - usually its owner. The system uses a variety of biometric data to determine the user's identity and will not function for any wielder other than that individual. This upgrade cannot be applied to simple weapons like clubs or swords; the weapon must have electronic components which require activation. An ID-Matched weapon can also be Booby Trapped; this is a separate upgrade.

Miniaturized (2,000cr). A miniaturized weapon is a very compact, easily concealable version of a weapon. Only ranged weapons can be miniaturized in this fashion (melee weapons lose their damage dealing capacity by miniaturizing them). A miniaturized weapon is reduced by two size categories (minimum is tiny), and inflicts a -2d6 penalty on anyone searching the owner for it. Its capabilities are not affected in any other way.

Phasing (4,000cr). A phasing weapon uses high advanced transporter technology to negate cover. A microchip calculates the exact moment to phase the ammunition to the other side of a barrier. This can only be applied to ranged weapons which fire projectiles. The weapon ignores any cover penalties to hit the target.

Scope (100cr). A scope is one of the most basic, common additions to a ranged weapon. It enables the wielder to more easily hit targets at greater range increments. A scope adds 50% to the range increment of a ranged weapon.

Advanced scope: an advanced scope (500cr) adds 100% to the weapon's range increment instead of 50%.

Night scope: a night scope (300cr) allows the user to operate a ranged weapon in complete darkness.

Seeker (5,000cr). A seeking weapon is a highly advanced piece of technology. Integrated computer chips with enhanced target-finding AI instantaneously calculate the exact distance and direction of the target. Seeking weapons grant a +2d6 bonus to attack rolls with a ranged weapon above and beyond that granted by the weapon's innate quality. However, they can only be fired once per round.

Stealthy (500cr). A stealthy weapon is one composed of materials which do not register on security scanners. The weapon will not, however, bypass a visual inspection.

Suppressor (250cr). A suppressor is used to silence or muffle a weapon by emitting a frequency-calculated sonic pulse designed to nullify the weapon's own noise. Any weapon with a suppressor attached emits no sound when used. A sonic weapon with a suppressor is rendered nonfunctional.

Transporting (5,000cr). A transporting weapon is able to be called to the user's hand. The basic type of transporting weapon must be stored in a special permanent unit on a starship or in a building, and is recalled using a special glove. The range is 1 mile. Recalling the weapon is an action.

A more advanced transporting weapon contains its own transporting unit and can be concealed anywhere. This upgrade is more expensive, however, costing 20,000cr.

» FUTURE ARMOR CUSTOMIZATIONS

Augmented Reaction (1,000cr). This functionality can only be built into medium or heavy armor, and includes a heads-up-display, proximity alert systems, and other electronic devices designed to improve the reaction time of the wearer. Augmented reaction armor grants a +1d6 bonus to Initiative checks.

Ablative (500cr). Highly effective, ablative armor absorbs damage by vaporizing when hit. Ablative armor starts with 2 additional points of SOAK. Its SOAK value reduces by 1 point with each hit, and the actual weight of the armor lessens by 5lb.

Cloak (10,000cr). Cloaking technology is expensive and uncommon. It renders the wearer almost invisible (+3d6



bonus to checks made to hide), although a perceptive viewer can make out a slight shimmering.

Gravitic (4,000cr). Gravitic armor is used in high, low or zero gravity situations using artificial gravity field generators. The wearer of gravitic armor is unaffected by zero, high, or low gravity.

Kinetic (1,000cr). Kinetic armor is able to sense when the wearer is in free-fall and reduce his falling speed to ensure a gentle landing. The wearer does not take falling damage, but must still make an AGILITY check to land on his feet.

Reflective (400cr). Reflective armor is a cheap, efficient way to deflect beam weapons. However, it is highly visible, and not suitable for stealth-based operations. Reflective armor grants 5 SOAK vs. heat damage, but inflicts a -2d6 penalty to checks made to hide. Reflective armor cannot be combined with camouflage or chameleon properties.

Silent (2,000cr). Silent suits add sonic dampening technology in the form of miniature field generators. These field generators cannot be used on heavy armor. Silent suits grant a +1d6 bonus to AGILITY checks to be stealthy, and - as a side-effect - provide 5 SOAK vs. sonic damage.

Spikes (80cr). This medieval looking adjustment looks intimidating and exotic; however, their primary purpose is to cause damage to opponents who attempt to grab the wearer. Any attempt to grab the wearer of spiked armor causes the attacker 1d6 piercing damage.

Thermal (250cr). Thermal armor both protects against cold environments, and also grants 5 SOAK vs. cold (cryo) damage.

Camouflage (300cr). Camouflage armor is an easy and cheap way to blend into the surroundings. Camouflage can be applied

to any armor, and must be selected for a specific terrain (desert, snow, jungle, night). Wearing the correct camouflage armor for the terrain grants a +1d6 bonus to checks to hide. This does not stack with the chameleon property.

Chameleon (5,000cr). The ultimate in camouflage, chameleon armor uses nanotechnology to rapidly change color to react to its environment. Chameleon armor grants a +2d6 bonus to checks to hide. This does not stack with the camouflage property.

Nanorepair (5,000cr). Nanorepair armor is able to repair itself, and is especially useful when combined with ablative armor. It repairs itself by 1 point every turn.

Thrusters (5,000cr). Thrusters built into heavy armors can enable spectacular jumps. With an action, the wearer can safely jump 30' up or across with no attribute check required.

» VEHICLES

Vehicles are used for transportation of people and goods or, in many cases, for sport and pleasure. Archaic vehicles - those which use internal combustion engines - are rare, but there is a niche market for them amongst enthusiasts and collectors. Most everyday vehicles use antigrav technology and hover across the ground, skimming at a height of about five feet. Walkers and mechs are primarily limited to industrial and military usage.

A character inside a vehicle benefits from the SOAK provided by that vehicle until the vehicle is reduced to half HEALTH, at which point it is considered broken (although not destroyed).

Vehicle SPEED operates on a different scale to foot speed; it is ten times faster, and each unit represents 10mph. A hovercar with a SPEED of 14 moves at 140mph.



ULTRALIGHT MECH



LIGHT MECH



MEDIUM MECH



CHICKEN WALKER



HEAVY MECH



SWOOP BIKE



TRUCK



HOVER CAR



RHINO WALKER



MOTORCYCLE



HOVER SPEEDER



POD RACER



HOVER TRUCK

| Archaic Vehicles | Cost (cr) | Weight (lb) | Occupants | SPEED | ACCEL | HEALTH | SOAK | DEFENSE |
|------------------------|-----------|-------------|-----------------|-------|-------|--------|------|---------|
| Automobile, large | 13,000* | 5,000 | 5 | 12 | 3 | 70 | 10 | 10 |
| Motorcycle | 1,500* | 500 | 1 | 15 | 4 | 22 | 0 | 12 |
| Truck, light | 15,000* | 8,000 | 3 | 9 | 2 | 89 | 10 | 10 |
| Mechs | Cost (cr) | Weight (lb) | Occupants | SPEED | ACCEL | HEALTH | SOAK | DEFENSE |
| Mech, ultralight biped | 300,000 | 20,000 | 1 | 10 | 3 | 141 | 10 | 10 |
| Mech, light biped | 700,000 | 40,000 | 1 | 6 | 2 | 200 | 10 | 10 |
| Mech, medium biped | 2,000,000 | 150,000 | 3 | 8 | 2 | 387 | 15 | 10 |
| Mech, heavy biped | 5,000,000 | 300,000 | 3 | 6 | 1 | 547 | 20 | 10 |
| Hover Vehicles | Cost (cr) | Weight (lb) | Occupants | SPEED | ACCEL | HEALTH | SOAK | DEFENSE |
| Bike, swoop | 8,000 | 1,000 | 1 | 28 | 8 | 31 | 0 | 10 |
| Car, hover | 15,000 | 4000 | 5 | 14 | 3 | 63 | 10 | 10 |
| Truck, hover | 20,000 | 6000 | 3 | 11 | 2 | 77 | 10 | 10 |
| Speeder, hover | 10,500 | 4,500 | 2 | 16 | 3 | 67 | 0 | 10 |
| Podracer | 18,000 | 7,000 | 1 | 32 | 8 | 83 | 0 | 10 |
| Walkers | Cost (cr) | Weight (lb) | Occupants | SPEED | ACCEL | HEALTH | SOAK | DEFENSE |
| Walker, chicken | 300,000 | 26,500 | 2 | 5 | 1 | 162 | 15 | 10 |
| Walker, rhino | 3,400,000 | 200,000 | 3 (+ 40 troops) | 4 | 1 | 447 | 20 | 10 |

*Archaic vehicles cost twice as much in future environments

| Size/type | Upgrade slots* |
|---------------------------------------|----------------|
| Small (weapon or item); light armor | 2 |
| Medium (weapon or item); medium armor | 3 |
| Large (weapon or item); heavy armor | 5 |

*Additional slots are granted by higher quality items.



» DRUGS

Substances can have direct effects on those who imbibe, inject, drink, or inhale them. They are used legally by medical professionals and illegally by others who seek to gain an advantage.

» ADDICTION

Every drug and concoction has an addiction class. Each time the drug is taken, the user must make a WIL check to avoid becoming addicted. The WIL check increases by 1 each time the drug is used.

An addicted character suffers a side-effect every day that he or she does not use the addictive substance. The effect begins when the character wakes that day, and continues unless the substance is used. If the substance is used, the side-effect goes away until the next morning. The side effect can be randomly determined (see below) or assigned to the drug.

Removing an addition requires a character to refrain from use of a drug for the time indicated below (suffering the side effect for that period of time).

» SIDE EFFECTS

Some chemicals are noted as having side-effects. Side-effects also occur when chemicals are combined. Side effects last for one day.

Side effects manifest as a condition, starting as a mild condition and increasing to severe and extreme if no action is taken.

| 2d6 | Side Effect |
|------|-------------|
| 2-3 | Distracted |
| 4-5 | Muddled |
| 6 | Nervous |
| 7 | Bleary |
| 8 | Queasy |
| 9-10 | Weary |
| 11 | Vexed |
| 12 | Dazed |

| Addiction Class | Description | WIL Check | Remove Addiction |
|-----------------|-----------------------------|------------------|------------------|
| I | Non-addictive | - | - |
| II | Addictive; caution required | Challenging [13] | 1 day |
| III | Highly addictive | Difficult [16] | 1 week |
| IV | Instantly addictive | Demanding [21] | 1 month |

> Generic Drugs

Most drugs can come in injected (in future settings this is a hypospray) or pill form. Some drugs have less common administration methods, including inhalation, eye-drops, gels, and more, and in archaic settings concoctions can take the form of ointments, soups, and other mixtures.

The drugs in the table below are listed by type. However, they will be known by specific brand names in any given setting; some sample brand names are suggested in the drug descriptions.

Amnesia drug. Amnesia drugs are used to remove memories. Developed for trauma victims to help them forget certain events, less beneficial uses were soon found. The user gets a *Difficult [16]* WIL check; on a failure, the last day's event's are forgotten. There is a risk that more will be lost: roll 1d6, and on a roll of 6 the user loses one skill rank from a random skill.

Antiagiatics Aging is a trivial obstacle in the far future. Anti-aging drugs exist in infinite varieties and brands. These drugs are taken monthly, and each application effectively reduces the user's age by 1d6 years. However, they are slightly addictive. If an application is missed, the user ages 3d6 years (but will not age beyond his actual, natural age). Brands include *Gerasite*, and *YungAgen*.

Antidote. Antidotes work to counteract slow-acting toxins. They grant a bonus die to a poison dice pool.

Anti-addiction. With the prevalence of addiction, it was only a matter of time

before a drug to counteract that very thing was developed. The unfortunate side effect is that the drug is mildly addictive itself, which means it only gets prescribed for addiction classes III and IV. Taking the drug reduces an addiction difficulty value of a particular addiction by 1 point. The drug only works once per day.

Boosters, street. Boosters are a basic, cheap drug which grants the user a temporary burst of strength, stamina, or even intelligence. The word "booster" is merely slang for an enormously wide range of chemicals - adrenaline shots, neural exciters, smart drugs, stimulants, performance enhancers, and more. A booster gives the user a +1d6 bonus to an attribute for one hour. Boosters do not stack with each other - taking two does not increase the bonus to +2d6. Boosters typically have street names like *Azrael*, *Berzerk*, *Brilliance*, *Candy*, *Drive*, *Hype*, *Nectar*, *Snap*, *Stims*, *Venom*, or *Whiz*.

Boosters, strong. Strong boosters are rare, expensive and addictive. They grant a +2d6 bonus to an attribute, but for five minutes only, and that same attribute suffers a -2d6 penalty for an hour thereafter,

Boosters, ultra. Ultraboosters are a class of very rare, often experimental drugs which frequently have some form of side effect (roll once on the *side-effects* table). They are highly addictive, extremely expensive, and grant a +3d6 bonus to an attribute for one hour, but that same attribute suffers a -3d6 penalty for six hours thereafter.



HealJel. An antibiotic jelly which can treat small injuries. Application of *HealJel* cures 1 point of HEALTH. However, a person can only benefit from it once per day. *HealJel* is a common brand name, but there are many more - *Medi-Gel* and *JelAid* are two other well-known ones.

Immunity booster. Immunity boosters are used as preventative drugs; they increase the user's resistance to disease. An immunity booster gives the user a 2d6 bonus to disease dice pools for one day.

Metabolic depressor. Metabolic depressors slow the metabolism and life signs for one hour. One application can be enough to hide from scans, inflicting a 2-dice penalty to the detection difficulty. The common street name for metabolic depressors (which can be used for criminal infiltration activities) is *Zombie*.

Metabolism stopper. An extremely potent form of metabolic depressor, this injection completely halts metabolism and life signs for 4 hours. The user is completely invisible to scans and detection equipment, and appears dead to a cursory visual inspection. The user is unconscious during this time.

Mood enhancers. These common drugs are used to create a feeling of well-being or happiness for four hours. They are used recreationally by many, and are easily available, though mildly addictive. The most common versions are *Okay*, *Glee*, *Equinox*, *The Eucharist*, and *Allswell*.

Oxygenation. Injections such as *Tri-Ox* can enable a creature to operate normally in a zero oxygen environment for 5 minutes, or a low-oxygen environment for one hour.

Pain relief. Painkillers can be used to grant temporary HEALTH - however, the effects wear off, and the temporary HEALTH wears off at the same time. A basic pain relief pill grants 1d6 temporary HEALTH for one hour.

Pain relief, strong. Extremely strong painkillers work much like regular ones. They are more expensive, and more addictive, but give a temporary 2d6 boost to HEALTH for one hour.

Reaction enhancers. These increase cognitive processing, awareness, and reaction speed. They add 1d6 to INITIATIVE checks for one hour, and are mildly addictive. The most famous brand is *Flash*.

Regenerative. Regeneratives are a powerful form of drug which endow the user with rapid healing. The drug increases daily natural healing by 3d6 HEALTH for the day it is used.

Survival compounds. These pills ward off the need for food and water for 24 hours. They are highly addictive, but are fortunately so much more expensive than actual food and water that they never became a societal problem.

| Drug | Cost (cr) | Delivery | Addiction Class |
|------------------------|-----------|----------------|-----------------|
| Amnesia drug | 500 | Pill | I |
| Antiagiatics | 1,000 | Injection | II |
| Antidote | 50 | Injection | II |
| Anti-addiction | 3,000 | Injection | II |
| Boosters, street | 100 | Pill | II |
| Boosters, strong | 500 | Pill | III |
| Boosters, ultra | 5,000 | Injection | IV |
| HealJel | 50 | Gel | I |
| Immunity booster | 500 | Injection | I |
| Metabolic depressor | 200 | Injection | I |
| Metabolism stopper | 2,000 | Injection | I |
| Mood enhancers | 25 | Pill | II |
| Oxygenation | 100 | Injection | I |
| Pain relief | 10 | Pill | II |
| Pain relief, strong | 50 | Pill | III |
| Reaction enhancers | 250 | Pill | II |
| Regenerative | 1,000 | Injection | III |
| Survival compound | 200 | Pill | III |
| Tranquilizer, medium | 100 | Injection/Pill | II |
| Tranquilizer, large | 250 | Injection/Pill | II |
| Tranquilizer, huge | 500 | Injection/Pill | II |
| Tranquilizer, enormous | 1,000 | Injection/Pill | II |
| Truth drugs | 1,000 | Injection | I |

Tranquilizer. Tranquilizers are used to put a patient (or victim) to sleep. These are used by hunters, police, and also by customers who have trouble with insomnia. The imbiber makes a *Difficult [16]* END check or falls asleep for 5 minutes.

Truth drugs. Truth drugs compel the imbiber to talk truthfully. In reality, they're

not a guarantee - the user can resist with a *Difficult [16]* WIL check. The drug wears off after just 20 minutes. Brand names include *Diathol*, *Tellit*, and *Tell-all*.

» CREATING DRUGS

One dose of a drug can be created by performing a major chemistry science



» CYBERNETICS

The science of cybernetics is the alteration of organic creatures with artificial parts. These parts can be electronic, bio electronic, or mechanical in nature. A heavily modified creature is known as a cyborg, a combination of organic and artificial parts (as opposed to an android, which is wholly artificial).

Cybernetic modifications can enhance or improve natural capabilities, compensate for injuries, or grant entirely new capabilities. Anything from an artificial arm to retinal targeting implants to reinforced skin can be accomplished through the science of cybernetics. Even the mind can be altered, with improved cognitive functionality or extended data storage and memory.

» ORGANIC LIMITATIONS

A player-character or creature cannot continue adding cybernetic modifications indefinitely. The body can only take so much foreign matter before it starts to reject it. The number of cybernetic modifications allowed is equal to the subject's ENDURANCE

attribute. Some cybernetic modifications increase ENDURANCE. In these cases, the original (unmodified) attribute is used to determine the limit of cybernetic alterations.

For the purpose of calculating this limit, a minor alteration counts as one modification, and a major alteration counts as two alterations.

A creature which has fully allocated its available cybernetic allowance changes its type to *mechanoid*. A mechanoid creature is vulnerable (1d6) to electricity damage and (2d6) to ion damage. Ion damage is specially designed to attack electronics and mechanoids.

If the setting uses the CHI attribute, each cybernetic alteration reduces the CHI dice pool by 1d6.

» ADVANCEMENT LEVEL

Cybernetics are either 5C or 6B technologies, depending on the tone of the campaign.

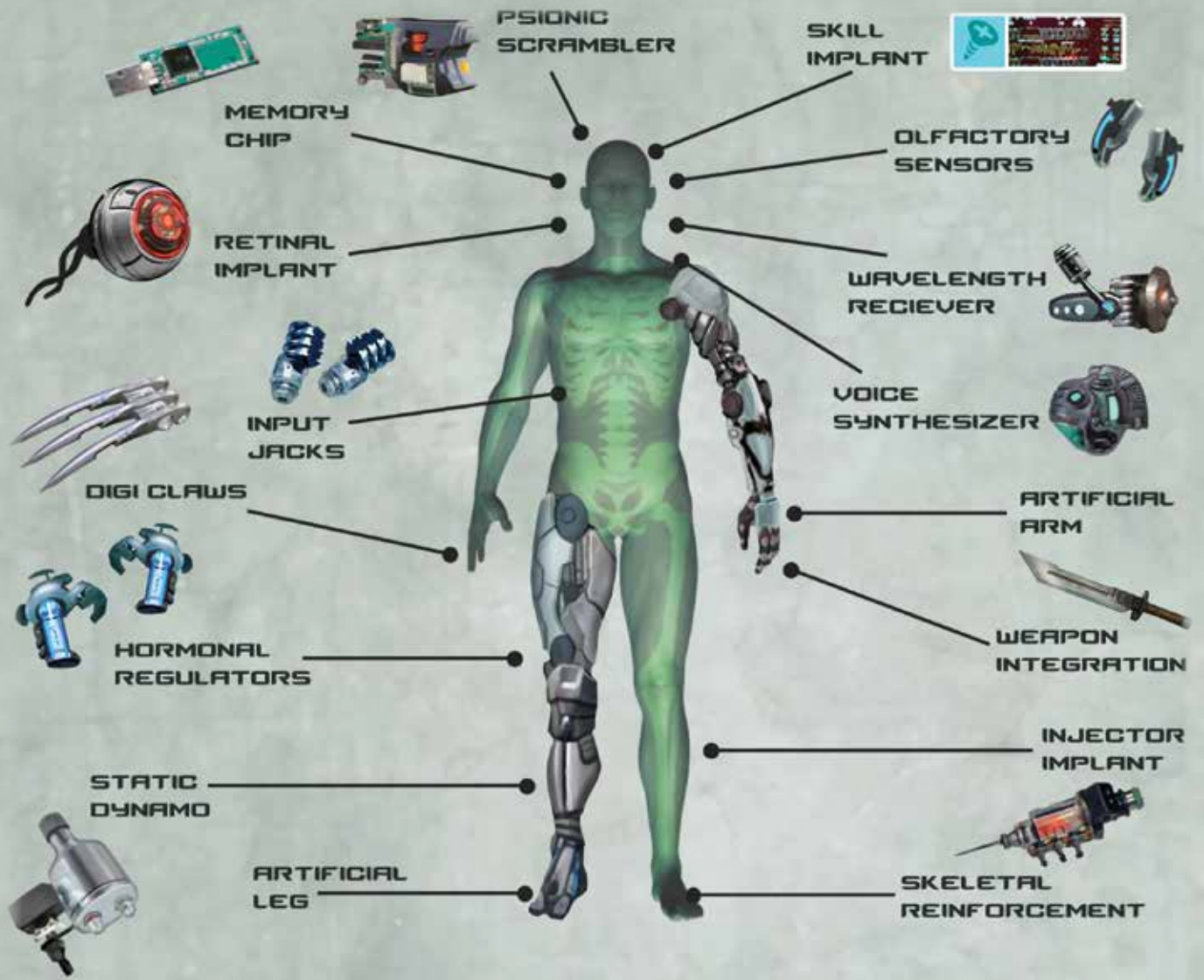
> Cybernetic Alterations

Not every cybernetic alteration “takes”; some people are simply unsuitable candidates for a particular process. As an optional rule, the GM may require minor cybernetic alteration to succeed at a *Difficult [16]* END check, and major alterations a *Demanding [21]* END check. A failure means that that alteration cannot proceed.

Artificial Limbs Artificial arms and legs interface directly with nerves and work exactly like a regular limb - albeit stronger and faster. Arms add to STRENGTH, and legs increase AGILITY (cumulatively, so a full set of four limbs adds +2d6 STR and +2d6 AGI).

Digiclaws These sharp metal talons are hidden within the fingertips and release or detract as a reaction. A creature with

| Enhancement | Type | Cost (cr) | Effect |
|-----------------------------|-------|-----------|---|
| Artificial arm | Major | 100,000 | +1d6 to STRENGTH dice pool |
| Artificial leg | Major | 125,000 | +1d6 to AGILITY dice pool |
| Digiclaws | Minor | 100,000 | +1d6 natural damage |
| Durarmor/sub-dermal plating | Major | 200,000 | SOAK 5 |
| Duraskin | Major | 50,000 | SOAK 2, SOAK 5 (fire) |
| Exosuit, partial | Major | 75,000 | +1d6 to STRENGTH dice pool |
| Exosuit, full | Major | 175,000 | +1d6 to STRENGTH, +1d6 to AGILITY |
| Hormonal regulators | Minor | 30,000 | +1d6 to social interactions three times per day |
| Injector implant | Minor | 18,000 | One drug type, injects as a free action |
| Input jacks | Minor | 50,000 | +1d6 to computer operations |
| Memory chip | Minor | 25,000 | +1d6 to LOG dice pool |
| Olfactory sensors | Minor | 25,000 | +1d6 to smell-based INT checks |
| Psionic scrambler | Minor | 50,000 | +5 MENTAL DEFENSE |
| Retinal implant | Minor | 15,000 | Night, telescopic, magnifying, infra-red |
| Skeletal reinforcement | Major | 110,000 | +1d6 to ENDURANCE dice pool |
| Skill implant | Minor | 15,000 | 1 new skill at 1d6 |
| Static dynamo | Major | 50,000 | Discharge energy as an attack |
| Weapon integration | Major | 50,000 | Plus price of weapon |
| Voice synthesizer | Minor | 25,000 | - |
| Wavelength receiver | Minor | 50,000 | Sense/read/hear energy/radiation wavelengths |



DURARMOR



PARTIAL EXOSUIT



FULL EXOSUIT

digiclaws increases its natural damage by +1d6 and may inflict slashing or piercing damage. Characters or creatures with natural claws (including felans) cannot benefit from this enhancement.

Durarmor/sub-dermal plating Durarmor is a more substantial, advanced form of duraskin - an actual layer of armor under the skin. Flexible layers of resilient duranium increase a character's natural SOAK by 5.

Duraskin Duraskin is a skin transplant. The material is tougher than regular skin, as well as being fairly fireproof. It has a slight yellow tinge, however.

Exosuit Exosuits are old-fashioned, almost primitive forms of cybernetics. They consist of frameworks on the outside of the

body which tap directly in to the wearer's nervous system, almost like an integrated suit of power armor. A partial exosuit covers just the upper half of the body, while a full exosuit includes the legs.

Hormonal Regulators A character with hormonal regulators is able to expel gathered hormones of various types for the appropriate situation. Three times per day the character may add +1d6 to a social attribute check with another living creature.

Injector Implants An injector implant stores a chemical or drug for rapid deployment as a free action. The implant stores three uses of the drug before it needs to be refilled.

Input Jacks These attachments allow you to interface with any electronic system (so long as it has an output), granting a +1d6 bonus to computer operations and cracking checks.

Memory Chip Memory chips increase a character's LOG attribute. Multiple chips can be implanted, which work cumulatively, but every two chips reduces the character's WIL dice pool by 1d6 as his sense of self is gradually eroded. Skill implants count towards this total.

Olfactory Sensors This cybernetic alteration laces the character's nasal cavities with a mesh of metal that vastly increases its sense of smell, granting a +1d6 bonus to relevant checks (if the creature already has a scent-based bonus, this is cumulative).

Psionic Scrambler This crude cranial implant helps protect the user against psionic attacks. However, someone with this implant automatically has a PSI attribute of 0.



Retinal Implants These implants grant permanent powers of enhanced vision. A basic implant grants one ability from the list below (a character can have a different implant in each eye). More advanced implants offer multiple abilities in one device at the cost of the total value of each ability separately multiplied by the number of abilities.

Night vision This enables the user to see in darkness for 60'. Grants an environmental die in darkness or low-light.

Telescopic This doubles the user's visual range and increases range increments on weapons by 50%.

Magnifying This enables the user to see tiny details, increasing the chance to spot clues by a +1d6 bonus.

Infra-red This is a little like night vision, but has a longer range and only reveals objects or creatures which give off heat. Grants an environmental die in darkness, but not low-light.

Skeletal Reinforcement This lengthy and painful procedure fortifies a character's entire skeleton, bracing bones with layers of duranium. The over result is that the character's stamina is increased overall, as well as the ability to withstand physical damage.

Skill Implant A chip similar to the memory chip, a skill implant gives a character a brand new skill. Implants only grant a basic level of proficiency in the skill. Multiple chips can be implanted, with different skills, but every two chips reduces the character's WIL dice pool by 1d6 as his sense of self is gradually eroded. Memory chips count towards this total.

Static Dynamo A character with this modification is capable of storing up an impressive charge of energy. Three times per day when hit with a melee attack, they may release some of this energy on their attacker, dealing an amount of damage equal to the character's total number of career grades.



Weapon Integration A character with an existing cybernetic limb can have a weapon integrated into it. The weapon operates as normal, but cannot be dropped or disarmed. The weapon must be two size categories smaller than the character, and must be paid for in addition to the integration.

Voice Synthesizer A voice synthesizer enables a character to use fake voices. When doing so, the character gains a +1d6 bonus to CHA checks made to deceive others.

Wavelength Receiver This implant affects the cerebral cortex, causing it to generate complex organic structures in the vision center of the brain that allow a creature to perceive wavelengths of energy. As a reaction a creature with a wavelength receiver can tune it to detect magnetic, radio, cellphone, radar, or even chi (and any other type of energy field the GM sees fit).



» REQUISITIONS & ORGANIZATIONS

Some characters are part of a larger organization which has greater resources than the character might have individually. Whether part of the crew of a Naval starship or other military outfit, a secret intergalactic espionage agency, or a unit of daredevil time police, characters who are part of an organization can requisition gear for use in missions.

If organizational requisitions are used, all characters should be part of the organization.

Organizations have REPUTATION attributes, just like characters do. This helps determine the resources at the organization's disposal, the amount of gear that characters can requisition from the organization, as well as the organization's fame and influence.

When an organization is in play, characters do not use the normal rules for wealth and equipment. Instead, equipment is requisitioned from the organization itself. The total amount of gear that a character can requisition from the organization is noted by the Requisition Cap in the table below.

Once this cap is reached, the character can requisition no further equipment until the previous allotment has been returned.

This has the advantage of giving starting characters access to better equipment; however it means that character wealth and upgrading gear becomes a less important part of the game.

The size category names are military-themed, but an organization does not have to be military in nature. A large corporation may have many thousands of employees and uses the same classifications. A single supermarket may have 200 employees, making it a Company, while a wealthy multi-national corporation may have 80,000, making it a Corps. The organization itself will not use these terms (unless it actually is military - and even then, different military structures exist) and might call itself a corporation, a cell, a gang, a league, an agency, a church, or a militia.

Reputation. An organization's REPUTATION score indicates a number of things - its wealth, the resources at its disposal, how easy it is to find the organization, and more. This is how

| Size | Members | REP | Locate Info | Requisition Cap |
|----------------|-----------------------|------------|------------------|-----------------|
| Team | 1-8 | 4 (2d6) | Superhuman [37] | 700 |
| Squad | 8-12 | 6 (3d6) | Herculean [33] | 1,100 |
| Section | 12-25 | 8 (3d6) | Severe [29] | 1,100 |
| Platoon | 25-50 | 12 (4d6) | Strenuous [25] | 1,400 |
| Company | 50-250 | 16 (5d6) | Demanding [21] | 1,800 |
| Battalion | 250-1,500 | 20 (5d6) | Difficult [16] | 1,800 |
| Regiment | 1,500-3,000 | 25 (6d6) | Challenging [13] | 2,100 |
| Brigade | 3,000-5,000 | 30 (7d6) | Routine [10] | 2,500 |
| Division | 5,000-25,000 | 40 (8d6) | Easy [7] | 2,800 |
| Corps | 25,000-100,000 | 50 (9d6) | Trivial [-] | 3,200 |
| Service | 100,000-500,000 | 60 (10d6) | Trivial [-] | 3,500 |
| Force | 500,000 - 1,000,000 | 70 (11d6) | Trivial [-] | 3,900 |
| Administration | 1,000,000 - 5,000,000 | 100 (13d6) | Trivial [-] | 4,600 |
| Empire | 5,000,000+ | 130 (15d6) | Trivial [-] | 5,300 |

well-known an organization is and how likely people are to recognize its name or importance. Larger organizations are better known, and depending on its exploits, an organization may only have a reputation among certain circles like investigators and criminals, the military, or occultists, and so on—but remain hidden from the public at large (it can be a bit hard to attain galactic domination when anybody can find and foil your schemes, after all).

Being a member of an organization gives a character access to the organization's REP attribute rather than its own once per day. An organization may also provide access to specific careers or exploits. Note that an individual has access only to the REP of its sub-group, not the organization as a whole.

Locate Info. When attempting to gain information about or locate an organization of which they are not a member, characters make an attribute check (typically LOG or CHA, depending on the methods used); the difficulty of the check is noted in the Locate Info column in the organization table.

Requisition Cap. This is the maximum amount by which an organization can outfit all its members for missions. Usually, this will replace the money available to a character for equipment.

Sub-groups. Large organizations are composed of multiple smaller organizations - one does not normally encounter the entirety of a megacorporation at once, or an entire army. The sub-groups have REP attributes according to their size, which tend to escalate in larger and larger subgroups until the final group is the whole organization. For example, while a group of PCs may be part of the Navy, their actual organization is a single starship.

» EXAMPLE ORGANIZATION

The organization below is a naval starship. Crewmembers on missions can be outfitted with equipment, armor, and weapons up to a value of 1,800cr.

FSS ENDEAVOUR

Size Battalion (318 crew); **REP** 20 (5d6);
Locate Info *Difficult* [16]

Requisition Cap 1,800cr

The Federal Star Ship *Endeavour* was the first of the *Endeavour* class exploration cruisers. Sent on a multi-year mission, it explored the fringes of the galaxy with a 318-strong crew.

» SPECIAL ITEMS

The following includes a small selection of customized items, weapons, and armor.

> Chrome Evolved Combat Suit

A slight variation on the Evolved Combat Suit (below), this version does not have the chameleon property. Instead, it is reflective, granting the wearer an additional 5 SOAK vs. heat damage. Its highly visible nature inflict a -2d6 check to hide attempts.

> Evolved Combat Suit

Mastercraft Navy Battlesuit (very rare; avail 9A)

Type heavy; **weight** 65 lb; **value** 45,750cr; **traits** -

SOAK 15 (20 vs. cold; 0 vs. electricity);

DEFENSE -4

Upgrade slots 7 (thrusters, thermal, gravitic, augmented reaction, chameleon)

Used by the very best of the Navy's infantry forces, these highly effective battlesuits drastically increase the effectiveness of soldiers. Like all battlesuits, a military scanner is built-in, as is an integrated communicator. The thrusters enable the wearer to make a 30' jump as a single action, and the chameleon properties ensure that the wearer is able to blend into the environment, granting +2d6 to hiding attempts. With the added +1d6 INITIATIVE bonus from the augmented reaction circuits, and artificial gravity field generators which render the wearer immune to zero, high, or low gravity, this armor allows the wearer to operate effectively in a variety of conditions.

> Grasshopper

High quality sonic pistol (uncommon; avail 9C)

Size tiny; **weight** 0.5 lb; **value** 3,050cr; **traits** sidearm

Attack +1d6; **damage** 1d6+2 sonic; **range** 10

Upgrade slots 3 (miniaturized, stealthy)

This tiny, miniaturized sonic weapon is easily concealed. Anybody searching for it takes a -2d6 penalty to locate it. The weapon is made of special materials, which render it invisible to scanning equipment.



> Inquisitor's Carbine

Mastercraft slugger pistol (very rare; avail 5A)

Size small; **weight** 3 lb; **value** 40,750cr; **traits** sidearm

Attack +3d6; **damage** 2d6 ballistic; **range** 10

Upgrade slots 4 (combined weapon, ID-matched, booby-trapped)

This one-handed carbine is standard issue for the Sheitann Inquisitors, who maintain law and order in the Cariolis Cluster with an iron grip. ID-locked to their owner, they are able to switch between different modes by voice command. The ID-matching is biometric; the weapon recognises the grip of its owner. Any unauthorized attempt to use the carbine results in an electric shock (2d6 electricity damage to the user, who drops the weapon). The weapon is able to switch between slugger (2d6 ballistic; range 10), screecher (1d6+2 sonic; range 10), shocker (1d6+2 electricity; range 3) and grenades (damage varies; range 15) by voice command as a free action.

> Sollustran Battle Armor

Mastercraft riot armor (very rare; avail 6A)

Type medium; **weight** 50 lb; **value** 17,500cr; **traits** -

SOAK 13 (18 vs. cold); **DEFENSE** -2

Upgrade slots 5 (thrusters, thermal, kinetic, inbuilt weapon)

Used by Sollustran soldiers, this battle armor consists of a heat-resistant padded suit with attached blast vest and kevlar pads on the arms and legs. It is usually used with a Sollustran Helm (listed separately). The armor allows its wearer to easily jump 30' up or across with no check required (this takes a single action) and its integrated kinetic circuits are able to detect when the wearer is falling and reduce its velocity to prevent damage (although a *Routine* [10] AGI check is still required to avoid landing prone). One other notable feature is that Sollustran Battle Armor has an inbuilt weapon on the right arm; typically this is a tangler (range 2; restrains) but some suits have flamers instead (10' cone; 2d6 heat damage).

> Sollustran Helm

Mastercraft psi-scam helmet (very rare; avail 6A)

Size small; **weight** 4 lb; **value** 3,500cr

SOAK +1; **DEFENSE** -2 (MENTAL DEFENSE +10)

Upgrade slots 3 (scanner, binoculars)

The Sollustran Conflict was fought against a psionically-adept foe. These helms were designed to aid Sollustran soldiers in combat against them. A Sollustran Helm is a battle helmet with integrated scanner and targeting sensors. It reduces DEFENSE by 2, but adds 1 point of SOAK. The wearer automatically gains the effects of a military scanner, infra-red binoculars with a range of 1 mile, and psionic buffering which increases MENTAL DEFENSE by 10 (although it completely prevents the wearer from using psionic powers).

> Starmaster's Saber

Legendary laser sword (unique; avail 9C)

Size medium; **weight** 2 lb; **value** 425,000cr; **traits** -

Attack +5d6; **damage** 3d6 heat

Upgrade slots 6 (ID-matched, transporting, accelerated)

This unique laser sword was built by a long-dead star knight. That star knight turned to evil, but not before the weapon had passed to his daughter who wielded it against the forces of darkness in the Absolution. The weapon has been lost for decades. When ID-matched biometrically to a user, this legendary laser sword will teleport immediately to the owner's hand from a distance of up to 1 mile away. The weapon contains acceleration circuits which enable the wielder to take an additional free attack with the weapon in any turn in which he has already attacked twice with it.

> Xanadian Shroud

Mastercraft leather armor (very rare; avail 2A)

Type light; **weight** 15 lb; **value** 13,850cr; **traits** -

SOAK 10 (15 vs. sonic); **DEFENSE** -

Upgrade slots 4 (cloak, silent, augmented reaction)

These rare suits were created by the Krayt-Dugger corporation (which gives the outfit its colloquial name, "duggs") for use by the Xanadian Mafia before its leaders were all simultaneously assassinated on different planets across the galaxy in the Cleansing. The corporation no longer exists, but a small number of these special suits remain. Made of pure black leather of the highest quality, these figure-hugging suits are designed for average sized humanoid figures. The integrated cloaking technology, which can be activated with a single action, renders the wearer almost invisible (and grants a +3d6 bonus to hide attempts), while the augmented reaction circuits increase the wearer's INITIATIVE rolls by +1d6. Finally, the sonic dampening treatment that the suits go through grant an additional +1d6 to any attempts at stealth, while also providing an extra +5 SOAK vs. sonic damage.

»PLAYING THE GAME

One of the Game Master's primary functions is that of referee. He or she needs to adjudicate the result of actions by using the rules found in this book. This section is the core of the *What's O.L.D. is N.E.W.* roleplaying game system. While other sections tell you how to create a character, design a setting, or buy equipment, this section tells you how to play the game. To that end, you will find the following information in the pages to come.

The Attribute Check. This is the core mechanic of the game. Almost everything revolves around the attribute check. When you know how to make and adjudicate an attribute check, you know how to play most of the game. This section includes guidelines on assigning difficulty benchmarks, running opposed or extended tasks, and details some common situations including medicine, chases, scanning, engineering, and more.

Countdowns. Countdowns are a special type of dice pool which depletes as time passes. They are used in any race against time, such as a ticking clock or a disease, when the amount of time available is not known. Countdowns are used to create suspense and tension.

The Role of Luck. LUCK is a special attribute which provides characters with a

replenishable dice pool which can be drawn upon at-will to assist in various tasks.

Combat. Combat is a common occurrence in the game, whether it be exchanged gunfire at range or duels with laser swords. This section tells you how to move, attack, and perform other actions in combat. Combat in the W.O.I.N. system is a tactical skirmish system where position and cover are very important.

Injury & Death. It's a dangerous world, and harm can befall any character. Such harm takes three forms: HEALTH damage, status tracks, and diseases.

Objects. This part of the book explains how objects can be broken or damaged, how to break down a door, or how much damage a computer console can take. It details various materials, from wood to tritanium.

The Environment. The environment affects many things. Variations in gravity, severe weather, slippery surfaces, and many other environmental traits can be applied to areas both big and small. Fighting in the corridors of a damaged starship as the artificial gravity fluctuates and fire rages all around is very different to fighting on a frozen planet in the midst of a blizzard.



» THE ATTRIBUTE CHECK

Whenever a character attempts an action in a *What's O.L.D. is N.E.W.* game where the outcome is not certain, dice are used to randomly decide whether or not the attempt succeeds. This process is called an *attribute check*.

You don't always need an attribute check. If your character is merely opening a door, or reading a computer screen, or performing some other routine task, he can do so automatically. However, if the GM feels that the outcome is in doubt, she may call for an attribute check.

Attribute checks are the central mechanic of this game. Everything hinges around them, whether you're trying to pick a lock, lift a heavy log, shoot at a bandit, treat an illness, or win a hand of poker.

The GM is the final arbiter of whether or not an attribute check is required.

» MAKING AN ATTRIBUTE CHECK

When the GM decides that an attribute check is required, she first needs to decide which attribute is applicable. Breaking down a door might require STRENGTH, balancing

on a tightrope might be AGILITY, while deciphering a code might need LOGIC.

Secondly, the GM must decide how difficult the task is. Some tasks, especially during combat, have inbuilt difficulties, while others call for some adjudication by the GM. The difficulty will be determined either by a static score, such as a creature's DEFENSE scores, or by a difficulty benchmark chosen by the GM, such as *Routine*, *Challenging*, or *Difficult*. Each of those benchmarks have an assigned static score (*Challenging* is 13, for example).

The GM calls for the attribute check, naming the required attribute and the difficulty level if appropriate - for example, she might say "Make a *Challenging* [13] STR check" when a character tries to move a boulder.

The player then forms a dice pool, as described below, and rolls the dice. If the total is equal to or greater than the difficulty score, the character succeeds at the task. If it is less than the difficulty score, the character fails. He fails to move the boulder, break the code, or shoot the bandit.

| Example Tasks | Attribute | Example Skill |
|-------------------------------------|-----------|------------------------|
| Appraising an item's value | INT | <i>appraisal</i> |
| Breaking down a door | STR | - |
| Calming a spooked animal | CHA | <i>animal handling</i> |
| Climbing a wall | AGI | <i>climbing</i> |
| Deciphering a code | LOG | <i>cryptology</i> |
| Diagnosing an illness | LOG | <i>medicine</i> |
| Driving an automobile | AGI | <i>driving</i> |
| Hacking into a computer system | LOG | <i>computers</i> |
| Hiding from a guard | AGI | <i>stealth</i> |
| Holding your breath | END | <i>swimming</i> |
| Holding your drink | END | <i>carousing</i> |
| Landing a shuttle | AGI | <i>piloting</i> |
| Lifting a heavy rock | LOG | <i>carrying</i> |
| Making a speech | CHA | <i>leadership</i> |
| Modifying a device | LOG | <i>engineering</i> |
| Painting a picture | INT | <i>painting</i> |
| Picking a lock | AGI | <i>thievery</i> |
| Playing chess | LOG | <i>chess</i> |
| Playing poker | CHA | <i>card games</i> |
| Plotting space travel coordinates | LOG | <i>astrogation</i> |
| Recalling a specific law | LOG | <i>law</i> |
| Recognising a language | LOG | <i>linguistics</i> |
| Recognizing an alien species | LOG | <i>xenobiology</i> |
| Remembering historical information | LOG | <i>history</i> |
| Repairing an engine | LOG | <i>engineering</i> |
| Riding a horse | AGI | <i>riding</i> |
| Running a marathon | END | <i>running</i> |
| Spotting a forged document | INT | <i>forgery</i> |
| Spotting a hidden door | INT | <i>perception</i> |
| Swimming a river | STR | <i>swimming</i> |
| Tracking a suspect | INT | <i>tracking</i> |
| Treating an injury | LOG | <i>medicine</i> |
| Using a disguise | CHA | <i>disguise</i> |
| Using a handheld scanner | LOG | <i>computers</i> |
| Using an unfamiliar computer system | LOG | <i>computers</i> |
| Walking a tightrope | AGI | <i>acrobatics</i> |

» FORMING THE DICE POOL

To make an attribute check, the player must form a dice pool. Each attribute's associated dice pool is noted on the player's character sheet. For example, if a character attempting to hack an electronic lock has a LOG of 6, his LOG dice pool is 3d6.

To this, the player may choose to add a skill. This is up to the player to choose and - if necessary - justify. It would be hard to justify adding *botany* when trying to hack an electronic lock, but it would be easy to justify *thievery* or *computers*. The GM may disallow any skill which she feels is not a justifiable use of that skill.

To add the skill, simply locate the associated dice pool for the skill (just like with the attribute) and add those dice to the dice pool. If the above character has *thievery* 3 (2d6), he adds 2d6 to the existing 3d6 dice pool. This makes his dice pool 5d6.

Finally, the character chooses equipment to use. A standard item of equipment allows him to attempt the action with no penalty. A high quality or better item may grant extra dice in his dice pool - a high quality set of thieves tools grants an additional 1d6 to a dice pool, bringing our erstwhile thief's dice pool up to 6d6.

The GM has already determined that picking this lock is a *Difficult [16]* task. The player grabs his dice pool of 6d6 and throws it, scoring 19. This is higher than the target of 16, so he succeeds in picking the lock!

Dice Pool

Attribute + Skill + Equipment

| Attribute/Skill | 1-2 | 3-5 | 6-9 | 10-14 | 15-20 | 21-27 | 28-35 | 36-44 | 45-54 |
|-----------------|-----|-----|-----|-------|-------|-------|-------|-------|-------|
| Dice Pool | 1d6 | 2d6 | 3d6 | 4d6 | 5d6 | 6d6 | 7d6 | 8d6 | 9d6 |

Indirect Skills

Sometimes a skill is only indirectly related to the activity at hand. Skill in chess helps a little when playing draughts, but not as much as specific skill in draughts would. In these situations the GM may choose to allow a skill but declare it an indirect usage; the die contribution to the dice pool from an indirect skill usage cannot exceed 1d6.

So if a player wants to use *geology* to help climb a cliff, the GM is free to rule it an indirect usage and limit the skill to 1d6.

» EQUIPMENT QUALITY

Equipment contributes to the dice pool, in addition to the contribution attributes and skills.

Standard equipment simply allows you to attempt an action normally - a pistol allows you to shoot at a guard, a hand scanner allows you to scan for life forms, and a lockpick allows you to pick a lock.

If basic equipment is not available, improvised equipment inflicts a -2d6 penalty. Using some bent wire to pick a lock instead of an actual set of thieves tools reduces the dice pool by 2d6.

The number of dice that equipment contributes to a dice pool can never exceed the number of dice that skills contribute to it; you need a certain degree of expertise to fully benefit from higher quality equipment. If the equipment dice exceed the skill dice, reduce the equipment dice to equal the skill dice.

This includes armor (skill in *light, medium, heavy, or powered*), weapons (skills in *swords, bows, rifles, staves, pistols, etc.*), and general equipment for which an associated skill might be relevant (skill in *meteorology* when using ship's sensors to analyse an atmospheric fluctuation).

| Equipment Quality | Dice Pool |
|-------------------|-----------|
| Improvised | -2d6 |
| Poor | -1d6 |
| Standard | - |
| High | +1d6 |
| Exceptional | +2d6 |
| Mastercraft | +3d6 |
| Artisanal | +4d6 |
| Legendary | +5d6 |

» MAXIMUM DICE POOLS

The size of a dice pool is limited by a character's grade. When forming a dice pool, the pool cannot exceed this size.

A character's grade is simply the number of careers he has taken. A starting character, therefore, is typically grade 5, with a maximum dice pool of 5d6.

The following table shows the maximum dice pool allowed for characters of various grades.

If a dice pool exceeds the maximum size allowed, it is simply reduced to match the limit. If our example thief was grade 5, he



| | | | | | | | | |
|---------------|-----|-----|------|-------|-------|-------|-------|-------|
| Grade | 5 | 6-7 | 8-10 | 11-14 | 15-19 | 20-25 | 26-32 | 33-40 |
| Max Dice Pool | 5d6 | 6d6 | 7d6 | 8d6 | 9d6 | 10d6 | 11d6 | 12d6 |

Remember, the maximum dice pool limit applies to the initial attribute + skills + equipment dice pool. Exploits and LUC can exceed that limit once it has been formed.

would not be able to use that full 6d6 dice pool - he would only get to roll 5d6.

» DIFFICULTY BENCHMARKS

Sometimes a difficulty benchmark is determined by an existing static number. In combat, the target's DEFENSE scores indicate the difficulty benchmark which must be reached by rolling a dice pool. Combat is dealt with in greater detail later.

In other situations, the GM may need to decide on an appropriate difficulty benchmark. This is done by choosing a difficulty level such as *Routine*, *Difficult*, or *Impossible*. Each of these difficulty levels has a difficulty score assigned to it.

The benchmark names are from the perspective of an average human; what's impossible for the average citizen might not be for the heroes of galaxy!

| Benchmark | Difficulty Score | Examples |
|-------------|------------------|---|
| Trivial | - | Breaking a window, lifting a heavy book |
| Easy | 7 | |
| Routine | 10 | Climbing a tree, building a campfire, landing a shuttle |
| Challenging | 13 | Climbing a cliff |
| Difficult | 16 | Picking a lock, swimming a fast-flowing river, climbing a brick wall |
| Demanding | 21 | Climbing a smooth metal bulkhead |
| Strenuous | 25 | Walking a tightrope |
| Severe | 29 | |
| Herculean | 33 | Bending a steel bar, repairing a warp engine with medieval tools |
| Superhuman | 37 | |
| Impossible | 40 | Lifting an automobile, calculating hyperjump coordinates in your head |
| Legendary | 42 | |
| Mythical | 45 | Building a time machine |

The Math

The math behind difficulty benchmarks is fairly simple. Each benchmark represents a roughly 50% success chance for a given dice pool size. An *Easy* [7] benchmark is about a 50% success rate for a 2d6 dice pool; a *Routine* [10] benchmark is about a 50% success rate for a 3d6 dice pool; a *Challenging* [13] benchmark is about a 50% success rate for a 4d6 dice pool, and so on. Each successive benchmark represents one extra die in the dice pool.

To put this into perspective, a starting grade 5 character with a dice pool of 5d6 will succeed on a *Difficult* [16] check about half of the time.

The most commonly used benchmarks are those shaded gray in the table - *Trivial*, *Routine*, *Difficult*, *Strenuous*, *Herculean*, and *Impossible*. The white rows provide the GM with more granularity if needed, but they are an optional level of detail.

» COMPLICATIONS

Complications typically inflict a -1d6 die penalty to a check. These are cumulative - two complications apply a -2d6 die penalty. When scanning an area in strong atmospheric conditions, or shooting at a target in cover, or crossing a tightrope in a storm, the GM simply applies a -1d6 penalty for each complication (note that in combat, common complications like cover, firing into melee, prone targets, and so on are called out for convenience).

» CRITICAL SUCCESSES

If a triple-six is rolled while making an attribute check, and the check is one which succeeds, a critical success takes place. This

Die Penalty Or Increased Difficulty?

Some GMs might wonder whether to apply a die penalty or increase the difficulty of the task. Mathematically, both are roughly the same - increasing a task's difficulty benchmark by one stage (say, from Challenging to Difficult) is about the same as applying a -1d6 die penalty. Generally speaking, die penalties are applied on-the-fly as the result of adjudication, while higher difficulties are simply the same thing calculated in advance. When running a published adventure, for example, the text might tell the GM that scanning the interior of the shielded duranium safe is a *Difficult [16]* check. The adventure has done the math in advance; this is the same as a *Routine [10]* check with a -2d6 die penalty for the two complications (shields, and duranium). Including them in the difficulty benchmark in advance simply saves a little work for the GM.

However, removing dice reduces the chances of a critical success.

means that an additional or extra-ordinary benefit occurs - the task is accomplished to a much higher degree. The GM should devise this benefit (although in the case of a combat attack roll, the benefit is predefined as pushing the target along a status track). The more dice being rolled, the higher the chances of rolling a triple-six.

- ▶ A critical success results in an extra-ordinary success level for the task at hand. For example, when trying to access a computer system's alarm protocols, a hacker gains access to the entire system.
- ▶ If there is no obvious extra-ordinary success level for a given attribute check, the character gains a bonus LUC die in his LUC pool instead.
- ▶ In an extended task (see below) a critical success counts as two wins but has no other effect.
- ▶ On a combat attack roll, a critical success pushes the target one stage down a status track (depending on the damage type).

» OPPOSED CHECKS

Often, two characters or creatures may compete to perform an action - an arm wrestle, or a race, for example. In these situations, each participant creates the other's difficulty benchmark with his own attribute check - in other words, both make an attribute check, and whoever rolls highest wins.

Each participant forms a dice pool as normal. If our thief is trying to sneak past a guard, he might roll a dice pool made up of his AGILITY (3d6), and his *stealth* skill (2d6). The guard would roll his INTUITION (3d6), and maybe another 1d6 for his high-quality integrated scanning visor. The thief rolls 5d6, the guard rolls 4d6, and if the thief beats the guard's roll he sneaks past unnoticed. If he doesn't the guard sees him.

Below are some examples of opposed checks. Suggested skills are noted in parenthesis.

| | |
|-------------------------|---|
| Arm-wrestling | STR vs. STR |
| Bluffing a guard | CHA (<i>bluffing</i>) vs. INT (<i>bluffing</i>) |
| Bribing an official | CHA (<i>persuasion</i>) vs. WIL |
| Disguising yourself | CHA (<i>disguise</i>) vs. INT (<i>perception</i>) |
| Footracing | STR or AGI (<i>running</i>) vs. STR or AGI (<i>running</i>) |
| Interrogating a captive | CHA (<i>intimidation</i>) vs. WIL (<i>bluffing</i>) |
| Picking a pocket | AGI (<i>thievery</i>) vs. INT (<i>perception</i>) |
| Playing chess | LOG (<i>chess</i>) vs. LOG (<i>chess</i>) |
| Sneaking/hiding | AGI (<i>stealth</i>) vs. INT (<i>perception</i>) |
| Starship racing | AGI (<i>piloting</i>) vs. AGI (<i>piloting</i>) |
| Tracking a suspect | INT (<i>tracking</i>) vs. AGI (<i>stealth</i>) |

Static scores like a DEFENSE score are actually pre-calculated opposed checks. This speeds up combat by ensuring that players (and creatures) do not have to form dice pools each time they are attacked - you can simply refer to the static score.

Group Checks

Sometimes, during an activity which requires multiple participants, the stronger members of a group can assist the weaker members; in other situations, the weaker members can hinder the stronger ones. Perhaps the party is scaling a cliff together, or making a group stealth check. In these circumstances, the GM may call for a group check. All characters make the check, and the group succeeds if half the group succeeds. If there is an odd number of PCs, round up (so for a group of five PCs, three must succeed).

» EXTENDED TASKS

The preceding section described how to adjudicate simple tasks (those which require just a single attribute check to resolve). Not all tasks require just a single attribute check, however. Some tasks are extended efforts which require considerable time to accomplish. In these cases, the GM may call for multiple attribute checks at specified intervals which might be each minute, hour, day, week, or even longer. The GM assigns the difficulty benchmark of those checks as usual.

Unless there is something preventing it, multiple people can contribute to an extended task. Subject to the GM's approval, they may be able to use different attributes or skills to contribute in different ways. Indeed, different stages of an extended task may require different types of checks (although the difficulty level should remain constant).

Unless otherwise specified, three checks is appropriate for an extended task. However, the GM can require more checks if she feels it is appropriate.

| Extended Task Complexity | Time Interval |
|--------------------------|---------------|
| Quick task | 1 minute |
| Minor task | 1 hour |
| Major task | 1 day |
| Extensive task | 1 week |
| Epic task | 1 month |

Some tasks, such as when a starship breaks down after being thrown out of FTL, or when curing a disease, have predefined complexity levels (minor and major, respectively, for those two examples). When a *minor challenging engineering task* is called for, this means that it is a minor task (1 hour intervals) with a difficulty benchmark of *Challenging [13]* which uses skills focused around *engineering*, while a *major routine medical task* is a major task (1 day intervals) with a difficulty benchmark of *Routine [10]* which uses skills focused around *medicine*. The GM, as always, is the arbiter of whether any given skill applies.

During an extended task, failed checks can be retried, but the time is wasted.

To run an extended task, the GM should ask each player what they intend to do. Armed with that information, she may assign attribute checks to the players. The players can attempt any action to assist with the task, but the GM is the final arbiter of whether any given action can contribute.

» CONTESTS

From time to time you will need to combine the rules for opposed checks and for extended tasks. A long race around Saturn's rings, or a chase across a crowded city, might require an extended sequence of opposed checks.

In these situations, simply use the rules for extended tasks as normal. The first to reach the required number of successful opposed checks wins.

Task Lexicon

Simple task - a task which made against a static difficulty benchmark.

Opposed task - a task which is made against an opposed attribute check made by another creature.

Extended task - a task which requires more than one attribute check to complete.

Simple extended task - a task which requires multiple attribute checks against a static benchmark.

Opposed extended task - a task which requires multiple attribute checks against attribute checks made by another creature, with the first to reach a target number of wins being the victorious participant.

You could simulate an arm-wrestle like this. Rather than using just a single check, the first to reach three wins on the opposed rolls wins the game. A long race might look for the first to reach a dozen opposed checks.

The opposed checks do not have to be the same. As always, each participant uses checks appropriate to his activity. When tracking a suspect across a city, the suspect may be making AGI checks and calling upon the *stealth* skill, while the pursuer may be making INT checks and the *tracking* skill. The first to reach 6 wins on the opposed rolls wins - either the suspect escapes, or the pursuer catches up with him.

As with other extended tasks, different stages might require different checks. Perhaps in a foot chase the first checks might both be STR (*running*) checks, and then the second might be AGI (*climbing*) checks as both participants scale a wall, followed by another stage of running, a jump across an alleyway, even a sequence in which the suspect tries to lose himself in a crowd using AGI and *stealth* checks vs. the pursuer's INT and *perception*. In such a scenario, the suspect might even define the checks by choosing what to do at each stage of the process, forcing the pursuer to match his skills. Contests can be as exciting and detailed as you wish to make them, or they can be quickly resolved with a single check.

“Sabotage!” The exclamation echoed across the packed bar. “Dashed sabotage. It’s that Jervis, I know it is - he’s never forgiven me for beating him two years ago, and now he’s smashed my engine, the cad!”

The speaker, lapsing back into silence at the end of the bar, was unmistakably a racer pilot. Even if her deep blue flying leathers and the distinctive wind-burn tan of a pilot who braved the solar winds in a lightly-shielded vessel weren’t a giveaway, this was Titan, on the eve of the Titan Grand Circuit, the solar system’s most prestigious rocket race, with Saturn’s rings and moons as its race-track.

“Hypocrites!” The patrons of the Pallas Tavern looked up at this new disturbance from the other end of the bar. “Lily-livered hypocrites! My engine design could’ve taken them to first place, and they throw me out just ‘cause it’s ‘not certified’. What kind of bravery is that?”

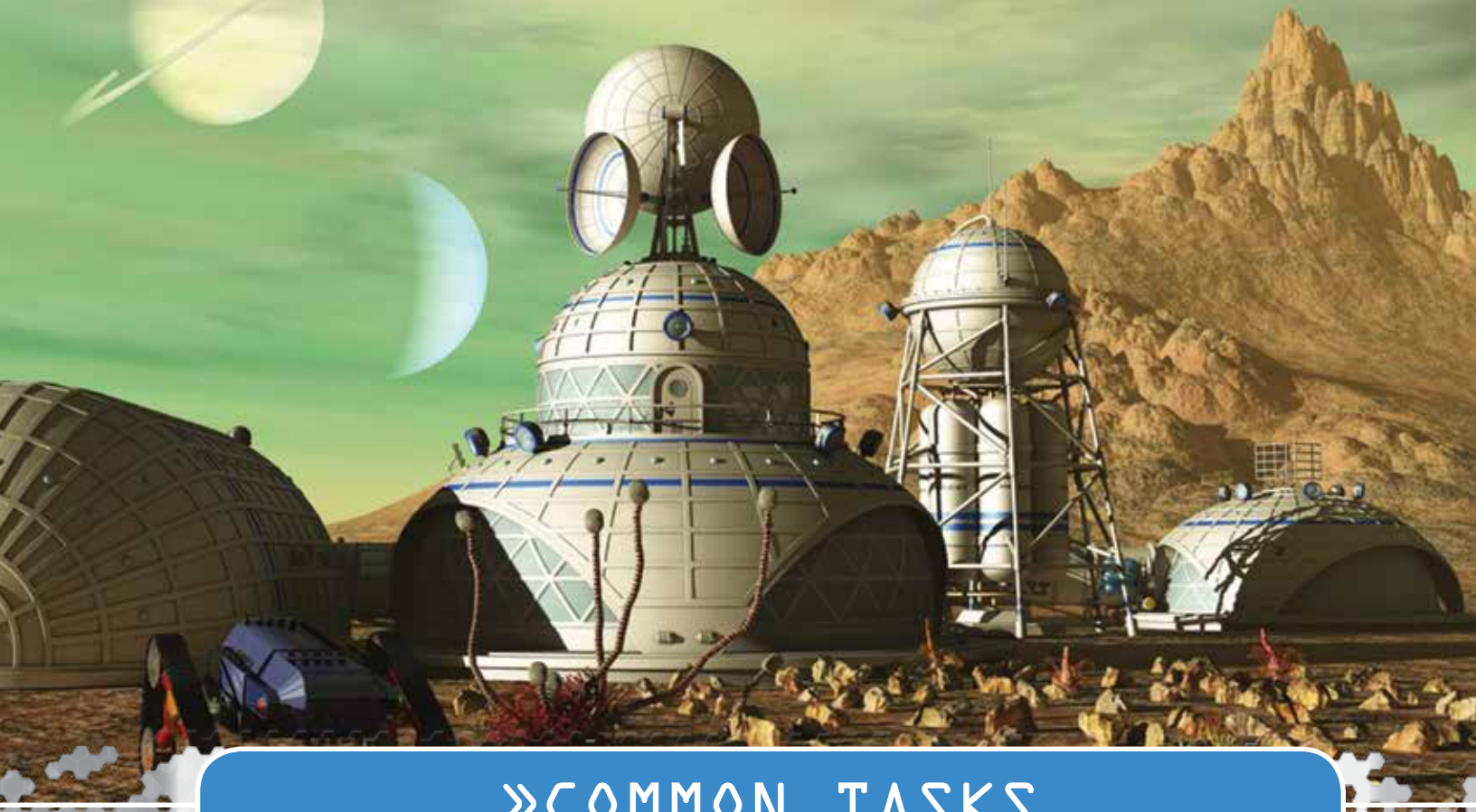
This new speaker, a moustachioed man garbed in bulky rad-resistant coveralls bespeckled with grease stains, heavy tool-belt dumped on the bartop in front of him, was equally unmistakably an engineer. The pilots might get all the glory with the public, but anyone in the business knew they were nothing without a decent engineer keeping the ship’s systems at peak performance.

It seemed to take a long minute before the two embittered figures each registered what the other had said, and then they each leaned back to look across the bar and said in unison, “I don’t suppose...?”

Taking their drinks to a quieter booth, the two introduced themselves. “Basil Cunningham,” said the engineer, extending his hand. “If you’ve got engine troubles, I can help. My new engine’s laser fuel-injection system is revolutionary - with the right pilot it’ll outpace anything in the system.”

“Melinda Ravenwood,” the pilot replied, a look of quiet determination replacing the frustration on her face as she shook his hand. “Get my ship flying and I’ll handle whatever your engine can give me.” She grinned at the engineer. “Between your engine and my flying we’ll put them all in their places - Jervis and your old crew. Basil, this could be the start of a beautiful friendship.”

Indeed, thought Basil as the two companions headed out to the spaceport, this was definitely the start of something beautiful. After the showing they’d give in this race, every spaceship manufacturer in the system would be clamouring to buy his new engine. And to think, all it had taken was a little bit of sabotage.



» COMMON TASKS

The previous section described the overall framework in which actions are resolved. What follows is a selection of common situations, ways to handle them, and resources for spicing them up. From races and chases, to the use of scanners, to applications of engineering and medicine, these situations are ones which crop up regularly in the game.

» CHASES

Common skills: *running, driving, piloting, jumping, climbing, stealth, bluffing, swimming.*

A chase is an opposed extended task. The first to reach six wins is the winner of a chase situation (although the GM can modify this for longer or shorter chases). Multiple people can be involved in a chase, each making their own checks.

A simple foot chase simply involves STR or AGI checks, along with the *running* skill. A vehicle chase may instead use AGI and *driving*, or a starfighter chase may use AGI and *piloting*.

A more complex chase involves other skills. The target chooses the action (he might elect to climb a wall, dive into an asteroid field,

jump a canyon, and so on), and the pursuers must match it. Examples of actions include:

> Foot chases:

- Climb a wall (*climbing vs. climbing*)
- Jump an alleyway (*jumping vs. jumping*)
- Disappear into a crowd (*stealth vs. perception*)
- Swim a river (*swimming vs. swimming*)
- Squeeze through a tight gap (*acrobatics vs. acrobatics*)
- Balance along a narrow ledge (*acrobatics or climbing*)
- Use a hidden shortcut (*local knowledge vs. perception*)
- Cause a distraction (*bluff vs. perception*)
- Cause an obstruction or obstacle (varies)
- Duck into a blind alley (*stealth vs. perception*)
- Get somebody to give the pursuers false directions (*bluffing vs. local knowledge*)

| 2d6 | Foot, Urban | Foot, Wilderness | Vehicle | Space |
|-----|----------------------|---------------------|----------------------|---------------------|
| 2 | Slick footing | Cliff | Broken bridge | Temporal distortion |
| 3 | Gap/hole | Mud patch | Construction work | Gravitic anomaly |
| 4 | Barrels or crates | Steep incline | Hairpin bend | Unusual star |
| 5 | Twisting alleyways | Dense trees | Slow-moving vehicles | Asteroid field |
| 6 | Slow passing vehicle | Tangled undergrowth | Crates and barrels | Debris |
| 7 | Straight | Straight | Straight | Straight |
| 8 | Wall | Rock formation | Busy junction | Nebula |
| 9 | Ladder | Unsure footing | Canyon | Gas cloud |
| 10 | Crowded street | River | Market square | Convoy |
| 11 | Shortcut | Animal herd | Children in the road | Wandering comet |
| 12 | Pool/river | Canyon | Funeral procession | Ship graveyard |

> Vehicle chases:

- ▶ Jump a canyon (*driving vs. driving*)
- ▶ Fly through a twisting canyon (*piloting vs. piloting*)
- ▶ “Ski” a vehicle through a narrow gap (*driving vs. driving*)

> Space chases:

- ▶ Dive into an asteroid field (*piloting vs. piloting*)
- ▶ Hide in a nebula (*stealth vs. computers*)

Different characters, creatures, vehicles, and ships have different speeds. While skill is the most important factor, speed is also very important. Anybody involved in a chase can add their SPEED to their opposed checks.

One way to adjudicate a chase is to randomly determine terrain and obstacles at each stage. Some basic examples using 2d6 can be seen above, although you are encouraged to devise your own tables tailored to your setting. Each obstacle gives the participants opportunity to devise how to use or circumvent them.

» ENGINEERING

Common skills: *engineering, physics, demolitions, mechanics.*

Sometimes colloquially referred to as “doing an engineering science”, engineering is a

simple extended task. Using LOGIC and various scientific skills, characters can accomplish a variety of things. Any character can attempt to invoke science in order to solve a problem or achieve a goal. This section deals with engineering tasks; later in this chapter is a similar description of medical tasks.

The player(s) start by declaring their intentions. This goal may be anything they wish, although they may find some goals too hard to accomplish. It might be to repair a starship, bypass a cell door, or build an explosive. The GM sets the difficulty as normal, and characters may attempt LOGIC checks until they have reached the target number of successes (typically three successes). The complexity and duration of the task are established by the quick/minor/major/extensive scale as normal. Engineering is a classic example of a very simple use of the extended task mechanism.

Some situations require predefined engineering tasks. For example, when a ship falls out of FTL, a minor engineering task is required.

To add some flavour to an engineering task, roll d66 four times on the following table and read off the result in the format *alpha the beta gamma delta* (e.g. “modify the quantum neutrino filter”).

| d66 | Alpha | Beta | Gamma | Delta |
|-----|-------------|---------------|-------------|---------------|
| 11 | increase | microscopic | quantum | relay |
| 12 | decrease | phonic | artificial | inversion |
| 13 | focus | linear | pulse | interference |
| 14 | amplify | sonic | flux | discriminator |
| 15 | reverse | auxiliary | gravimetric | signal |
| 16 | agitate | nucleonic | particle | capacitor |
| 21 | pacify | transwarp | system | configuration |
| 22 | invert | reciprocating | nadion | effect |
| 23 | boost | magnatonic | subspace | disturbance |
| 24 | nullify | quantum | frequency | field |
| 25 | energise | verteron | wavefront | phenomenon |
| 26 | intensify | ambient | spatial | array |
| 31 | electrify | anomalous | alternating | emission |
| 32 | eliminate | modulated | baryon | domain |
| 33 | oscillate | inverted | space-time | coupling |
| 34 | modulate | temporal | dampening | stream |
| 35 | monitor | asymmetrical | tetryon | variance |
| 36 | restrict | atmospheric | neutrino | distortion |
| 41 | connect | magnetic | plasma | controller |
| 42 | convert | phased | interface | actuator |
| 43 | modify | rapid | data | continuum |
| 44 | counteract | ionic | E-M | banks |
| 45 | balance | astrophysical | nano | harmonic |
| 46 | harmonise | nucleonic | polaron | mutation |
| 51 | reset | accelerated | positron | invariance |
| 52 | recalibrate | anterior | override | seal |
| 53 | reroute | primary | access | container |
| 54 | overload | secondary | load | generator |
| 55 | fluctuate | tertiary | tachyon | filter |
| 56 | concentrate | backup | charge | safeguard |
| 61 | extend | master | compression | manifold |
| 62 | redirect | emergency | diagnostic | buffer |
| 63 | correlate | warp | mass | accelerator |
| 64 | synchronise | trifold | nanite | booster |
| 65 | pressurise | Psitronic | proton | transponder |
| 66 | recollimate | thermal | radiation | stabilizer |

Doing A Science?

Observant students of language will note that the phrase “doing a science” is not correct 21st century grammar. In the future, science is so ubiquitous and unchallenged that the very word has had some grammatical distortions. Phrases like “do a

medical science” or “let’s science the heck out of that locked door!” are commonplace, and reflective of science’s commonplace status.

Science is good, and cerebral solutions are to be encouraged.

Science is an acceptable way to accomplish most tasks, even if other methods are available. A locked door can be picked or hacked by a burglar, or an engineer might attempt to open it using her scientific prowess. The difficulty of the task does not change - if it's a *Difficult [16]* task to hack the electronic lock, then it's a *Difficult [16]* engineering task also.

Example Of A Science Task

Sasha and Dr. TikTok have gotten themselves locked in a secure cell. Fortunately, they are together; less fortunately, they are due to be executed by an alien tribe in about 30 minutes. With no equipment available, they need to work out how to escape the cell!

Grace (the GM): The cell door is solid duranium, and controlled by an electronic bio-ident lock on the other side.

James (playing Sasha): Duranium? There's no way we can break through that. If Talik was here, she might have been able to improvise a way to hack that lock.

Leonard (playing Dr. TikTok): I am no locksmith, but I may be able to help. I'll try to science our way out of this cell.

Grace (the GM): Very well. It's a *Challenging [13]* quick engineering task. Three successes needed, with one-minute time intervals.

Leonard (playing Dr. TikTok): If we're lucky, we can be out of here in three minutes! OK, let's have a look at the lock [*rolls d66*]. I need to connect the auxiliary access actuator. First check coming up using my LOGIC of 3d6 and my *engineering* skill of 2d6. That's 5d6, but I have no engineering tools here in the cell, so I'm improvising. That takes me down to 3d6. Yikes. Not so easy, after all... it may take a little longer than I initially predicted, but I'll have us out of here eventually!

James (playing Sasha): Can I help? I have no engineering skills, but I'm lucky! I'll use up my 3d6 LUC pool, along with my 2d6 LOGIC. Improvising also, so I'm also rolling 3d6 to [*rolls d66*] try and earn us one of those successes by oscillating the anterior load filter. That should save us a little time, hopefully. Every minute counts!

» HACKING & COMPUTING

Common skills: *computers, cryptology.*

Hacking is a non-opposed quick or minor extended task. Three checks are made against a difficulty benchmark set by the GM. The time required varies, but a quick (1-minute increments) task is usually appropriate for common civilian systems, and a minor (1-hour increments) task for hardened or military systems. Hacking gains access to a computerized system, allowing the hacker to obtain information, conduct surveillance, or to control electronic systems.

Hacking does not enable control of mechanoid creatures unless that creature's description specifically indicates otherwise.

Hacking can also not be used to access bank accounts or gain funds. Funds in the far future are usually carried in cred-chips rather than centralized systems after it was discovered in the 21st Century that the latter were far too vulnerable, especially in the face of advanced technology.

Suggested difficulty benchmarks for hacking computer systems are shown below. Note that starship control computers (see *Space*) have their own e-DEFENSE scores which are used as the difficulty number to attack the system. The difficulty benchmarks below are the e-DEFENSE scores of common computer types.

To add some flavour to a computing task, roll d66 four times on the following table and read off the result in the format *alpha the beta gamma delta* (e.g. "flush the parallel logic subroutine").



| Computer System | Difficulty Benchmark (e-DEFENSE) |
|----------------------------|----------------------------------|
| Civilian personal computer | <i>Routine [10]</i> |
| Commercial computer system | <i>Challenging [13]</i> |
| Typical security system | <i>Difficult [16]</i> |
| Military security system | <i>Strenuous [25]</i> |
| Maximum security system | <i>Herculean [33]</i> |

| d66 | Alpha | Beta | Gamma | Delta |
|-----|-------------|---------------|---------------|-------------|
| 11 | overload | core | binary | subroutine |
| 12 | clone | auxiliary | root | kernel |
| 13 | recompile | polymorphic | routing | firewall |
| 14 | spoof | backend | injection | program |
| 15 | loop | direct | control | protocol |
| 16 | reboot | closed | data | script |
| 21 | reconfigure | sub | boolean | array |
| 22 | unlink | modular | heap | compiler |
| 23 | redesign | nested | source | enumerator |
| 24 | extend | closed | bridge | function |
| 25 | remove | dynamic | pattern | interpreter |
| 26 | reference | persistent | exception | code |
| 31 | initialize | pseudo | memory | parameter |
| 32 | iterate | public | state | procedure |
| 33 | activate | secure | integer | table |
| 34 | interface | recursive | logic | database |
| 35 | reassign | generic | stack | extension |
| 36 | call | static | assembly | algorithm |
| 41 | concatenate | super | pool | argument |
| 42 | mask | virtual | access | assembler |
| 43 | patch | abstract | batch | exception |
| 44 | rename | run-time | biometric | language |
| 45 | invoke | cyclomatic | analog | processor |
| 46 | override | conditional | broadband | counter |
| 51 | reference | contravariant | command | environment |
| 52 | constrain | declarative | configuration | index |
| 53 | evaluate | directed | EKT | block |
| 54 | flush | dummy | floating | expression |
| 55 | append | parallel | AJS | file |
| 56 | access | global | heuristic | matrix |
| 61 | bounce | intrinsic | operations | manager |
| 62 | fragment | invariant | integrated | client |
| 63 | delete | local | KVS | point |
| 64 | format | monomorphic | latency | archive |
| 65 | flash | negative | NTP | sector |
| 66 | install | inherited | output | cache |

In the 21st century on Earth, the culture of hacking became an epidemic. No system was secure - not even those of the biggest corporations and governments. Cyberwarfare entered the world, and billions were invested in corporate and military safeguards. Governments spied on every aspect of their citizens' communications, and it reached the point that electronically networked systems, data storage, and communications fell out of favor.

Centuries later, hackers barely exist. With the advent of near infinite local storage, ultraquantum encryption and cyber-defense systems, and finally the almost complete decline in the need for massively networked infrastructure, remotely hacking into a system became extra-ordinarily difficult. Physical access became a requirement to gain access into almost any system, and any system accessed would have no access to other systems not necessary to its particular function. Even portable data storage became fashionable again - moving secure data in a safe on a heavily guarded transport ship was far more secure than sending it across the galaxy in the form of electronic communications.

» INTERROGATIONS

Common skills: *interrogation, bluffing, intimidation, persuasion, seduction.*

An interrogation is an opposed extended task. The goal is to extract information from a subject. Unlike many extended tasks, an interrogation can continue indefinitely. However, each time a questioner loses an opposed check, the task complexity increases from quick to minor to major, and so on, meaning that the time required gets longer and longer.

A simple interrogation involves CHA vs. WIL checks, along with the *interrogation* skill. That skill is used to both conduct and withstand interrogation. Each time the interrogator makes a check, he asks a question. If he wins the opposed check, the subject answers truthfully; if he fails,



the subject lies or refuses to answer. The answer can be no more than a short sentence - the interrogator can't ask "What is your entire plan, in full detail?" The GM should hide the subject's die rolls; the interrogator does not know if the subject is lying (unless he has a relevant psionic power or an interrogation kit).

Interrogation kits indicate when a subject is lying (although the subject may make an opposed CHA vs. INT check, using his *bluffing* skill if he has it, to deceive the interrogation kit), as well as granting possible bonuses to checks. Some drugs can also obviate the need for an interrogation, or prevent the subject from lying. Of course, a subject cannot reveal information he does not have. Each use of an interrogation kit causes 1d6 damage to the subject.

More advanced interrogations may use other skills, including *persuasion, bluffing, even seduction.*

» MEDICINE

Common skills: *medicine, chemistry, biology, zoology, psychology, genetics, nanotechnology, xenobiology.*

Much like engineering, medicine is a type of science. It's a simple extended task which works in exactly the same way as an engineering task, but it uses a variety of medical skills. Like engineering, it is based on LOGIC.

See the engineering section for details on how to adjudicate a scientific task.

To add some flavour to a medical task, roll d66 four times on the following table and read off the result in the format *alpha the beta gamma delta* (e.g. "bypass the infected parietal cavity").

Curing a disease is a major medical task (see page 162).

| d66 | Alpha | Beta | Gamma | Delta |
|-----|---------------|---------------|--------------|------------|
| 11 | irradiate | inverted | neural | cells |
| 12 | excise | assymetrical | basilar | pathways |
| 13 | decontaminate | malignant | berylite | neurons |
| 14 | transplant | persisting | biomimetic | tissue |
| 15 | clone | periodic | cardiac | protoplasm |
| 16 | balance | infected | reticular | nerve |
| 21 | incise | swollen | synaptic | muscle |
| 22 | puncture | degenerate | bile | bone |
| 23 | fuse | obstructed | cranial | cyst |
| 24 | remove | restless | nodular | joint |
| 25 | secure | spasming | endocrine | gland |
| 26 | reshape | detached | neurological | ganglia |
| 31 | strengthen | misaligned | aplastic | membrane |
| 32 | replace | infected | autonomic | protein |
| 33 | repair | defective | sympathetic | enzyme |
| 34 | divert | impaired | idiopathic | genome |
| 35 | bypass | scarred | subcutaneous | tumor |
| 36 | excite | haemorrhaging | fungal | clot |
| 41 | drain | inflamed | frontal | cluster |
| 42 | regenerate | failing | temporal | gene |
| 43 | resequence | occluded | parietal | receptor |
| 44 | massage | carcinomic | occipital | capillary |
| 45 | reconstruct | disrupted | pituitary | deposit |
| 46 | disrupt | paralyzed | corellium | abscess |
| 51 | stimulate | weak | anchilles | hematoma |
| 52 | freeze | blocked | aphasic | cartilage |
| 53 | magnetize | deviated | leutscher | tissue |
| 54 | cauterize | damaged | biotic | cord |
| 55 | electrify | eroded | mutagenic | artery |
| 56 | modulate | abscessed | genetic | vein |
| 61 | pressurize | toxic | peripheral | molecules |
| 62 | pulse | foreign | core | valve |
| 63 | compress | contracting | radial | anomaly |
| 64 | cleanse | dislocated | amniotic | chromosome |
| 65 | perforate | deformed | transient | cavity |
| 66 | inoculate | mutated | intrinsic | lobe |

That's Not Real Terminology!

The engineering, medical, and computing tables in this book create what is known as “technobabble”. It doesn’t really mean anything; there’s no such thing as an idiopathic genome or a parallel pool processor, and

readers with some level of proficiency in any of these areas will notice that immediately. That’s fine. It’s all as fictional as a warp drive or a psi-blast! The idea is to provide some flavour, not to create real solutions to real problems.

“Captain Traviss, this is unacceptable!”
Traviss closed her eyes for a moment, then turned and gave the Skarian a bright smile.

“Ambassador Shantaro. I was just hoping someone would barge into my ready room unannounced, while I’m trying to save the lives of everyone on this ship. Which, you might recall, includes you.”

“How dare you alter course without consulting me?” As the door slid shut behind him, Shantaro’s crests shifted from bright red to deep blue. Once again Traviss wished she’d paid more attention to Lieutenant Kring’s briefing on Skarian physiology. “We’re already three days past our scheduled arrival on Beta Draconis IV. The Juxtaposition of the X’iish takes place in less than twenty-six hours, and if I am not there on behalf of the Planetary Alliance —“

“I’m aware of how important this mission is, ambassador,” Traviss said. “But something—some virus—is spreading through this ship. Five people have died of it already. And their bodies disappeared. Disappeared, ambassador, right in front of our ship’s medical officer. Do you understand what that means?”

“I do not. But—“

“Neither do I. And until we know what we’re dealing with, the Indianapolis isn’t going anywhere near an inhabited world—much less one we’re trying to bring into the Alliance. We’re headed for the nearest starbase to be put into quarantine. Now, unless you happen to have a degree in exovirology, I’ll have to ask you to go to your quarters and stay there.”

Shantaro’s crests turned a rich fuchsia, but his angry retort was cut off when Traviss’ comm chimed softly. “Traviss here. Go ahead.”

A holo of Doctor Vance appeared in the air between them. “Captain, we have a situation in sickbay. The five deceased crewmembers have reappeared.” The big Minotauran paused. “What is it, Aeros?”

“They’re alive, captain. But they are not the same.”

Traviss glanced at the ambassador. His crests were an ashen gray. “I’ll be right there. Traviss out.”

» SCANNING

Common skills: *computers, medicine, chemistry, biology, mining.*

Using a scanner is a simple, single-check task. Characters can use a hand-held scanner to obtain information about a target or the surroundings. All scanners operate in a similar way, although starship sensors (which are essentially giant scanner arrays with immense range) are dealt with in more detail on page 213. Basic use of a scanner uses the *computers* skill, but subject-specific skills like *medicine* or *chemistry* can also be used to reveal detailed information.

Starship Sensors

This section mainly deals with hand-held scanners. Starship sensors work in exactly the same way, albeit with vastly greater range increments. See *Space* for more information on using starship sensors.

When operating a scanner, the character may ask one closed question which the GM will answer. The question must fall within the equipment’s area of focus (a medical scanner can’t detect mineral deposits, and a mining scanner can’t diagnose an illness, for example), but other than that any question may be asked. Each question is one use of the scanner, and takes one action.

To use a scanner, make a *Routine* [10] LOG check. Scanners have a 10’ range increment, much like a weapon’s range increment; each

| Scanner | Remit | Skills |
|------------|--|---|
| Medical | Life-forms, medical issues, biology | <i>medicine, biology, zoology, genetics, psychology, zoology, xenobiology</i> |
| Mining | Substances and materials | <i>mining, chemistry, geology, archeology</i> |
| Scientific | Energy sources, substances, life-forms, but not medical issues | Any [<i>scientific</i>] skill except medical skills |
| Tactical | Number, type, location of life-forms | <i>tactics</i> |

» 3. Future Core

increment inflicts a -1d6 die penalty to the dice pool. High quality scanners, of course, add to the dice pool, as do related skills. Before using the scanner, the user must set the scanning range, which determines the dice pool penalty if there is one. The penalty applies to all scans made at that range setting, even if the information gathered pertains to something closer. The scanner will not reveal information about things beyond that range.

Medical scanner. These scanners only provide information about biological and medical issues. They can be used to diagnose a disease, or provide information about a life-form. Medical scanners can use any medical or bio skills - *medicine, biology, zoology, genetics, zoology, xenobiology, or even psychology.*

Mining scanner. Also known as geological scanners, these scanners provide information about substances and structures. They analyse chemicals, minerals, and materials. Mining scanners can use skills like *mining, chemistry, and geology.* Mining scanners are also used by archeologists.

Scientific scanner. These scanners provide information about energy, substances, and life-forms, but cannot be used to diagnose illnesses. Scientific scanners can use a variety of scientific skills.

Tactical scanner. These scanners only provide information on the number, type, and location of nearby life-forms. They are used for tactical purposes. They are more robust than other scanners. Tactical scanners use the *tactics* skill (which additionally means that high quality tactical scanners can add to INITIATIVE rolls).

Questions asked while using a scanner must be specific closed questions which the GM can answer in a single, short sentence. More detailed information is obtained or narrowed down by asking a series of questions. Any question within the remit of a scanner is allowed, as long as it is specific and can be answered with a single, short sentence. A typical scan sequence may look like this:

1. Presence of energy sources, life-forms, or substances within range.
2. Direction and approximate distance.
3. Type or composition.
4. More precise data.



Impediments. There are various impediments to scanning attempts. Things like thick stone, shields, or severe atmospheric conditions, can each impose the standard -1d6 penalty to the attempt (as do range increments).

Longer range scans. A normal scan takes one round. A longer range scan can be attempted. This takes one minute, and allows the user to multiply the range increment by 10. However, the amount of detail available becomes less granular; questions asked can only be answered with “yes” or “no”.

Scanning creatures. When receiving information about a creature, the answer to a question may be relayed in game mechanics rather than natural English. This is a convenient way to communicate complex data and biological information to a player. It is therefore perfectly reasonable to ask “What is the reptile’s STRENGTH attribute?” and get the answer “14”, or “How much damage does its acid blood do?” and be told “2d6”. The actual data on the scanning device is far more complicated, but this is a useful abstraction.

The following is a list of example questions that the user of a scanner can ask, along with appropriate answers.

Medical Scanners

| | |
|---|--|
| What illness does this man have? | He is suffering from Rigellian Fever. |
| How many creatures are there on the other side of the door? | There are four life-forms on the other side of the door. |
| What type of life-forms are they? | Two human and two Spartan. |
| Is this crewman under the influence of any drugs? | He has taken a reaction enhancer called <i>Flash</i> . |
| What vulnerabilities does this creature have? | Its metabolism is consistent with a creature vulnerable to cold. |
| What is the nature of this liquid? | It is an ingested poison which causes madness. |
| Is this food safe to eat? | The food is safe to eat. |
| Is this creature carnivorous? | No, it is an omnivore. |
| Is the suspect showing any unusual biosigns? | He is very agitated. |

Mining Scanners

| | |
|---------------------------------------|---|
| Are there any cobalt deposits nearby? | There is one deposit about 40 feet away. |
| How big is it? | Approximately 15 tons of cobalt. |
| What material is the wall made of? | It is solid duranium. |
| How thick is it? | Two inches thick. |
| How deep does this tunnel go? | It stretches at least to the range of the scan. |
| How stable is this structure? | It is very unstable. It could collapse at any minute. |
| What is the makeup of that gas? | It is a highly flammable sulfur emission. |
| How old is this structure? | It is approximately 4,000 years old. |

Scientific Scanners

| | |
|--|--|
| Are there any energy sources nearby? | There are three energy sources within range. |
| How far away? | All three are about 40 feet away. |
| What is the nature of the closest? | It is an explosive energy source consistent with a bomb. |
| What is the trigger mechanism of the bomb? | It is a proximity device which detects body heat. |
| How close can we get without setting it off? | The proximity radius is 20'. |

» TRACKING

Common skills: *tracking, stealth, perception, local knowledge.*

Tracking someone is an opposed extended task similar to a chase, although much less energetic and more cerebral. Rather than physical tasks, opposed checks are more focused around a contest of mind and skill. The target tries to hide his tracks, while the pursuer tries to uncover them.

A simple tracking scenario involves involves AGI checks for the target and INT checks for the pursuer, along with the *stealth* and *tracking* skills, respectively. This assumes that the target is aware of and trying to shake off the trackers. If the target is unaware of the trackers, simply use a *Routine [10]* benchmark and a simple extended task.

A more complex tracking scenario allows the target to try different things such as:

- ▶ Cross a river to hide tracks (*swimming* vs. *tracking*)
- ▶ Create a decoy or false trail (*tracking* vs. *tracking*)
- ▶ Hide (*stealth* vs. *tracking*)
- ▶ Outpace the trackers (*running* vs. *tracking*)

» TAILING

A simple tailing scenario is an opposed extended task which involves INT checks for the target, and AGI checks for the pursuer (the reverse of the tracking process). The pursuer is the one trying to stay out of sight and not be spotted by his target. The target will use *perception*, while the pursuer may use *stealth* or *bluffing*. This assumes that the target is trying to be inconspicuous or use anti-surveillance techniques. If the target is not worried about a tail, simply use INT (*perception*) checks.

- ▶ Change appearance (*disguise* vs. *perception*)
- ▶ Blend with a crowd (*stealth* vs. *perception*)



» COUNTDOWNS

Countdowns form the second major core mechanic in the W.O.I.N. game system. A countdown takes place when there is an unknown time limit before something occurs. It is used in the following situations:

- ▶ **Death.** An unconscious character uses the countdown mechanic as he slips towards death.
- ▶ **Disease.** Disease and illness use the countdown mechanic as symptoms worsen.
- ▶ **Drowning or suffocation.** Characters who cannot breath (underwater, or some other reason) use the countdown mechanic to determine when they lose consciousness.
- ▶ **Starship explosions.** Badly damaged starships use a countdown pool to determine when they explode; hopefully the heroes can escape the ship before it does!
- ▶ **Other ticking clocks.** There are many other situations where a ticking clock is relevant. Occasions where you need a tense situation as a character tries to do

something before something else happens are ideal for it. Can a climber scale a crumbling cliff before it collapses? Can a thief pick a lock before the alarms go off? Can a Felan burglar recover the diamond and escape the museum before the security guard wakes up?

The countdown is started by forming a dice pool. Different situations will determine the size of that dice pool - a dying character uses one equal in size to his ENDURANCE dice pool, for example, while cliffs or alarms will have their dice pool size set by the GM. The larger the dice pool, the longer you - probably! - have.

Each turn, the dice pool is rolled. Usually it's rolled by the player in question - she rolls her own death dice, or her own drowning dice.

Any dice which come up with a six are removed from the dice pool, and play continues.

Eventually, the last die will be removed from the dice pool. It is then that the character dies, the trap explodes, or the soldier looks in the crate.

Fast, Medium & Slow Countdowns

| Fast | Medium | Slow |
|------|--------|------|
| 4-6 | 5-6 | 6 |

The default countdown - removing a die on a roll of 6 - is a slow countdown. Countdowns can run down faster than this, however. For faster countdowns, dice are removed on rolls of 5-6, or even 4-6.

A countdown is always expressed in terms of a fast, medium, or slow countdown. The default countdown (if not specified) is a slow countdown expiring on rolls of 6.

» STABILIZING & REPLENISHING COUNTDOWNS

Some countdowns can be stabilized or replenished.

A **stabilized** countdown simply stops counting down - the trap has been disarmed in time, or the character is no longer in danger of dying.

Replenishing a countdown allows extra dice to be added, effectively extending it. In this way, illnesses can be pushed back

“up” the countdown and dying characters can be stabilized with emergency healing.

Not all countdowns can be stabilized or replenished; the specific countdown will clearly indicate whether or not these are appropriate. Sometimes the cliff *is* going to crumble whatever you do - it’s just a question of whether you get to the top before that happens!

> Countdowns & Stages

Most countdowns are fairly simple - the dice pool is rolled until it reaches zero, at which point an effect (death, explosion, and so on) takes place. However, some countdowns have effects which take place at various stages throughout the process. Stages take place as the dice pool reaches certain sizes. For example, an illness might have a character becoming blind when the pool reaches two dice, and dying when it reaches zero dice. All countdowns technically have two stages - the starting condition and the ending condition.

> Average Countdown Length

The table below shows the expected (average) number of rolls a countdown will last for before expiry. This can be used by the GM to set appropriate countdown dice pools.

| Dice Pool | Slow (6) | Medium (5-6) | Fast (4-6) |
|-----------|----------|--------------|------------|
| 1d6 | 6 | 3 | 2 |
| 2d6 | 9 | 4 | 3 |
| 3d6 | 11 | 5 | 3 |
| 4d6 | 12 | 6 | 4 |
| 5d6 | 13 | 6 | 4 |
| 6d6 | 14 | 7 | 4 |
| 7d6 | 15 | 7 | 4 |
| 8d6 | 15 | 7 | 4 |
| 9d6 | 16 | 7 | 5 |
| 10d6 | 17 | 8 | 5 |





» THE ROLE OF LUCK

LUCK is a special attribute. It is used as a replenishable resource which can modify other die rolls and perform special actions. It represents luck, fate, chance, destiny, faith, divine favor, karma, and more.

At the start of each game day, each player should form a LUCK dice pool. As dice are used from the LUCK pool, simply discard them. LUCK can be used to:

What LUCK Represents

Luck can be interpreted in any way by characters and creatures who use it. For some, it is merely coincidence and serendipity; for others it represents destiny and prophecy; while for others still it may be divine in origin, representing faith and blessings. However the character interprets the concept of luck, it is used in the same way.

- Add dice to any attribute check on a 1:1 basis.
- Deduct dice from someone else's attribute check on a 1:1 basis.
- Absorb dice of damage on a 1:1 basis. Note that fractional dice cannot be absorbed (so of 2d6+3 damage, the 2d6 can be absorbed, but not the remaining 3).
- Perform other special actions granted by careers and exploits.
- Gain one bonus action per turn by spending a LUC die. This can only happen during a character's own turn.
- Perform a signature move.
- Add dice to a damage roll on a 1:1 basis.

» EXPLODING DICE

LUCK dice “explode”. This means that whenever a 6 is rolled, the die is rolled again and the new roll added to the original 6. This process is repeated if subsequent 6s are rolled. It is recommended that LUCK dice be a different color to other dice so that they can be easily distinguished.

» LEADERSHIP

The *leadership* skill creates a dice pool (replenished daily at the same time as the LUC dice pool; bonus replenishments for LUC do not grant bonus *leadership* replenishments) which can be used to donate LUC dice to other characters. Form a dice pool based on your *leadership* skill. As a free action you may issue instructions and advice to donate any of these dice to other characters with whom you can communicate. The dice must be spent within 5 minutes, and the donation can include any limitations the player chooses as to which attributes or skills it may be used with.

If the bonus dice are used to add to an INITIATIVE check, it does not cost a free action. The dice can be divided at-will between different recipients.

» REPLENISHING LUCK

Once per day, a character may spend 5 minutes to replenish his LUCK pool. Some

Forming A Luck Pool

There are two ways to form a LUCK pool, depending on the style of game.

In **normal mode**, the LUC pool is equal to the associated dice pool of the character’s LUC attribute.

In **cinematic mode**, adult and old characters gain bonus LUCK dice to represent experience (see p.54).

LUC pools are replenished once per day with a 5-minute rest, unless otherwise stated.

careers or traditions allow for more frequent replenishment.

» OTHER USES OF LUCK

Other uses of LUCK manipulate situations where the odds are normally even.

▶ When determining a 50/50 chance of an outcome, roll a *Routine [10]* LUCK check instead. Characters with higher LUCK succeed more often on an ostensibly 50/50 chance.

▶ When randomly determining a PC, have each player roll LUCK. Either the highest or the lowest wins, depending on the situation.



» COMBAT

While things like skills, science, chases, and social encounters make up a large part of a far-future campaign, combat is an important pillar of the game. Characters will sometimes find themselves in situations which can only be resolved by violence - and it is then that the phaser beams, plasma bolts, and bullets start flying, and the laser swords, electro-maces, and stun batons start swinging.

Combat takes place on a battlemat. A battlemat is a grid on the tabletop which depicts the environment. Each square on the grid represents 5'. Players place miniatures (or other tokens) on the map to represent their characters, and the GM places miniatures to represent their opponents.

Combat is a tactical skirmish-like affair. Position and cover are vital components to a *What's O.L.D. is N.E.W.* combat encounter. Characters and their foes will move, use

suppressive fire and overwatch, set up crossfires, and try to gain higher ground in an attempt to gain the advantage. Those who do not use these tactics will find it difficult to succeed in combat-based situations.

» THE COMBAT SEQUENCE

Combat follows a set sequence. The encounter progresses in rounds, which are a small but unspecified unit of time measured in seconds. In each round, every participant gets a turn which consists of one or more actions - moving, shooting, aiming, giving emergency medical aid, using a psionic power, attacking with a laser sword, climbing a ladder, and so on.

The order in which combatants act is determined by their INITIATIVE score, which is determined by making an attribute check. Those with higher scores act first, followed by those with lower scores.

What, No Metric?

What's O.L.D. is N.E.W. uses feet rather than meters, pounds rather than kilograms, and miles rather than kilometers. In short, it doesn't use the metric system (outside of space combat, where a different scale is used). While this may seem unintuitive to those who view the metric system as more fitting to a future setting, the system is compatible with medieval fantasy and modern action games, too, and so the standard unit is used across all three eras. Essentially, feet are more believable in the future than meters are in medieval times.

However, the GM is free to use metric instead. In this case, use the following units in place of those found in this book. The conversions aren't exact, but they don't need to be as long as they're consistent. For that reason, they are rounded into simple conversions below which can easily be performed mentally on the fly.

One 5' square is equal to **1.5 meters**. Divide distances and ranges in feet by 3 to get meters. SPEED is described in squares rather than feet in order to make this conversion even easier.

One mile is equal to **1.5 kilometers**. Multiply distances in miles by 1.5 to get kilometers.

2 pounds is equal to **1 kilogram**. Divide weights by 2 to get kilograms.

When combat begins, follow the procedure outlined below.

1. Make attribute checks - if appropriate - for access to the ambush turn. Those who succeed take one action; all actions in the ambush turn occur simultaneously.
2. Everyone rolls INITIATIVE. This is simply an INTUITION check, although some characters may get bonuses from skills or other abilities. On a tie, compare AGILITY, and if still tied, simply have each roll LUC and the highest wins.

3. All combatants then act in order from highest INITIATIVE to lowest. Each character may take TWO actions unless otherwise noted. An action is a move, an attack, or a regular action. You can move twice, or attack twice, or move and attack, or any other combination.
4. Once everybody has acted, return to step 3 and repeat until the combat ends.

» ACTIONS & TURNS

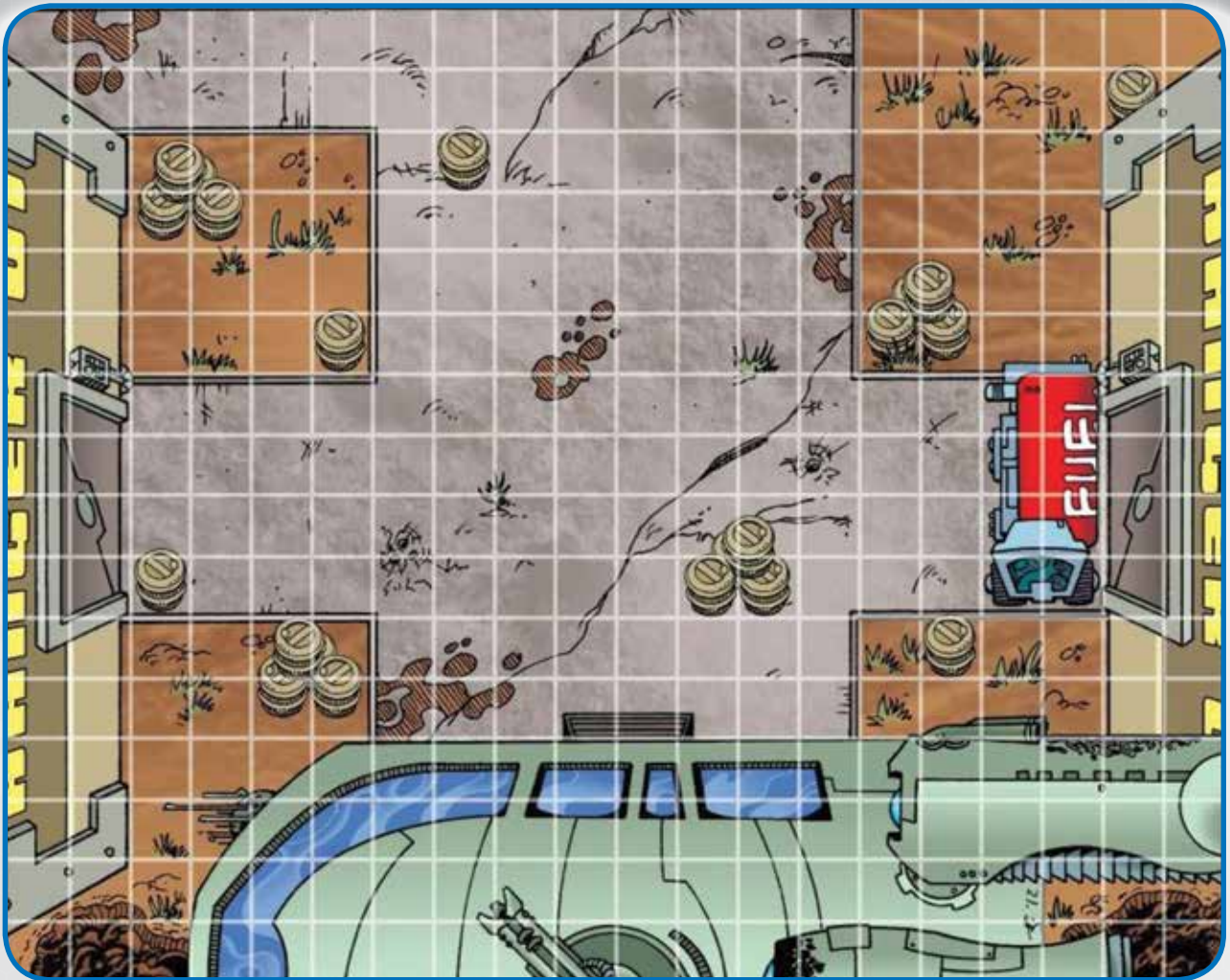
A turn represents a short but unspecified length of time measured in seconds. Most characters have two actions to use each turn, unless they have an ability which says otherwise, and some creatures have more. These actions can be spent to move, fight, or perform other tasks, and can be performed in any order. For example, a character might move and then fire his laser pistol, or vice versa.

| Activity | Actions |
|--|---------|
| Move your SPEED | 1 |
| Fire a ranged weapon or make a melee attack | 1 |
| Perform emergency healing | 2 |
| Reload or recharge a weapon or item | Varies |
| Aim or feint | 1 |
| Use a psionic power | 1 |
| Draw or holster a weapon | Free |
| Pick a lock (inc. opening the door) or disarm a trap | 2 |
| Drop to prone or crouch | Free |
| Stand from prone | 1 |
| Go into overwatch | 1* |
| Open an unlocked door or chest | 1 |
| Drop an item | Free |
| Pick up an item | 1 |
| Perform a scan | 1 |
| Shake off a condition | 1 |

**Going into overwatch always ends a character's turn*

While characters typically have two actions to use in each turn, there are additional action types which can be taken:

Free actions use none of the character's actions, and must be taken in the character's turn. Only one free action is permitted to a character per round.



Reactions take place outside a character's turn in response to a specified trigger. Many exploits provide reactions. Only one reaction is permitted to a character per round.

Bonus actions can be provided by spending a LUCK die. Only one LUCK die can be spent by a character in this way per turn. Bonus actions take place in the character's own turn.

If a creature has more than two actions in a turn, it cannot repeat a given action more than once. For example, a creature with 3 actions can only move twice, not three times.

» THE AMBUSH TURN

Before a fight starts, individual combatants can attempt to get the jump on each other. In practical terms, that commonly involves one of two things: unexpectedly initiating combat, or ambushing an enemy from hiding. However, it can involve any participant-initiated strategy.

If nobody is attempting to ambush the other, or if all combatants encounter each other simultaneously and launch straight into combat, the ambush turn is skipped. Only use the ambush turn if one or more participants are deliberately trying to get the jump on the others. From a PC point of view, the ambush turn can only be accessed if the character in question specifically attempts to do so before combat begins; once everybody realises a fight is breaking out, the ambush turn is long past.

Anybody trying to gain access to the ambush turn needs to win an opposed attribute check against his intended target. This is usually an AGI (*stealth*) or CHA (*bluff*) combination, but the GM should allow any reasonable plan from a player. Situational factors are also important - if one side is aware of the other, but not vice versa, then only that side has opportunity to access the ambush turn.

When attempting to access the ambush turn, participants must declare their intended target and action. It is possible that various combatants in one encounter can ambush other combatants who are in turn ambushing still further participants - the ambush turn is a relative concept between the (hopeful) ambusher and the intended target only. Groups don't ambush each other; individual combatants ambush specific other individual combatants. However, if two combatants successfully ambush *each other*, neither gets access to the ambush turn.

In the ambush turn, all actions take place simultaneously. Those with access to the turn may take one single action.

» MOVEMENT

Movement is a vital part of any combat encounter. Any creature can use one action to move its SPEED. A creature's SPEED indicates the number of 5-foot increments (squares) it can move in one action (it also indicates its normal speed in miles-per-hour).

SPEED is the total of the raw dice pool of STRENGTH and AGILITY plus one relevant skill. Movement skills include (but are not limited to) *running*, *climbing*, *swimming*, *flying*, and *zero-g*.

Movement methods. For non-primary movement methods, the movement rate is halved. For most characters, this means that walking/running is at the full rate, and climbing, swimming, zero-g, etc. are at half rate (after adding the bonus from the skill). Some exploits may grant a full movement rate. Some creatures (such as birds) may have a different primary movement mode, and walk/run at half speed. A skill cannot turn a movement method into a primary method; only an exploit can do that.

Hustling. A character who moves with two actions in a turn is "hustling", and effectively moving at twice its normal speed. Creatures with more than two actions available may not move more than twice in a turn. An Olympic sprinter typically has a SPEED of 10 or more, and is using both actions to run, resulting in movement in the range of 20 miles-per-hour.

Long Distance Travel

Long-distance. Long distance movement takes place at a character's SPEED in mph. Hustling (moving with both actions in a turn) doubles this movement rate but can only be sustained for a number of hours equal to a creature's ENDURANCE attribute before an equal period of rest is required.

Vehicles. A vehicle's SPEED is its speed in tens of miles per hour. A vehicle moving at 4 (40mph) moves at ten times the speed of a human moving at 4 (4mph).

Grids. If no grid is being used, the creature can move a number of inches on the tabletop equal to its SPEED. If a square grid is being used, a diagonal movement counts as 5', but creatures may not move diagonally around a corner.

Difficult terrain. Difficult terrain (deep snow, swamp, ice, high or low gravity, etc.) halves ground movement rates. Some exploits may allow full movement rates on one or more difficult terrain types.

Actions. If a character moves and takes an action in her turn, the action can take place at any point during that movement. For example, a character may run from one place of cover to another, firing as she goes.

Climbing and balancing. Climbing is an AGI check. A successful check allows the climber to move at her climb speed up a vertical surface. The climber need only make one check per turn - this check applies to all climbing movement in that turn. Balancing on a narrow ledge or beam is a form of climbing. A failed check simply means that the character cannot climb the wall or object. She may attempt another check next turn. A high quality climbing kit can assist with climbing. The surface determines the difficulty of the climb.

| | |
|------------------------------------|------------------|
| Cliff, rough, many handholds | Challenging [13] |
| Brick or stone wall, few handholds | Difficult [16] |
| Bulkhead, smooth, metal | Demanding [21] |
| Overhand or ceiling | Demanding [21] |
| Narrow ledge or plank | Challenging [13] |
| Tightrope | Strenuous [25] |

Fighting while climbing. Fighting while hanging precariously to a wall is difficult. A non-climber attacking a climber gains a +2d6 bonus to the attack. A climber attacking a non-climber suffers a -2d6 penalty. If both combatants are climbing, nobody gets any bonuses or penalties.

Creatures with primary climbing modes. If a creature has climbing as a natural movement mode, it simply moves its SPEED along walls and ceilings with no checks required or combat checks imposed.

Falling. When a character falls from a height, she takes 1d6 damage for every 10' fallen. Falls of less than 10' do not cause damage. Any fall results in the character ending up prone unless a successful AGI check with a difficulty value equal to the number of feet fallen is made.

Jumping. Every character and creature has a "free" jump allowance noted on its character sheet or stat block. This is a distance that the character may make a running jump without making any check at all; it simply happens automatically (for a standing jump, simply half the values). A jump counts as one action.

» IMPORTANT COMBAT ACTIONS

> Move

The character or creature moves their SPEED as indicated in the *Movement* section, above.

> Attack

Attacks take the form of ranged attacks or melee attacks. A ranged attack uses a bow, gun, thrown weapon, or other form of ranged weapon. A melee attack is either unarmed (punches, kicks, claws, bites, and the like) or uses a melee weapon such as a sword or club.

A **melee attack** is performed by rolling a STR or AGI check (attacker's choice unless otherwise noted) against the target's MELEE DEFENSE.

A **ranged attack** is performed by rolling an AGI or INT check (attacker's choice unless otherwise noted) against the target's RANGED DEFENSE. Longer ranges can reduce the number of dice rolled.

Making An Attack

Spending attack dice is an important part of combat, and without it a character may find it difficult to do much damage. It is fundamental to the way that powerful or accurate attacks do a lot of damage or achieve special effects. The larger your dice pool, the more you have to spend on damage and effects. Follow this process:

1. Form your dice pool from attribute + skill + equipment up to your maximum dice pool.
2. Adjust the dice pool for positional factors (cover, range, etc.)
3. Choose how much of the dice pool to spend on damage and effects. Add any bonuses or costs from exploits.
4. You may add LUCK dice, which enables you to exceed your maximum dice pool.

Spending on damage. Everybody can spend attack dice on damage; this allows you to choose between easier, less damaging attacks or more difficult, more damaging attacks. Before making an attack roll, spend two dice for each extra die of damage you wish to do. A base attack, with no dice spent on extra damage, will often be easy but have little effect.

Spending on effects. Your exploits tell you what effects you can spend attack dice on. You can spend dice on knockdowns, disarms, blinding attacks, trips, arm-locks, and many more effects.

Remember, the maximum dice pool limit applies to the initial attribute + skills + equipment dice pool. Positions, exploits, and LUC can all exceed that limit once it has been formed.

On a successful hit, the attacker **rolls damage** (in d6s) according to the weapon. Armor reduces this damage by its SOAK value. The resulting damage is deducted from the target's HEALTH.

Psionic attacks use a PSI check vs the target's DEFENSE or MENTAL DEFENSE.

Damage is indicated as a dice range, and is deducted from the target's HEALTH. SOAK reduces damage before it is applied to HEALTH. Even if all damage is SOAKED, each 6 rolled for damage does 1 point of damage anyway. Only creatures noted as being specifically immune to a damage type can avoid this damage.

If triple-sixes are rolled on the attack roll, and it hits, a *critical hit* occurs. A critical hit pushes the target one stage along a status track; the type of damage inflicted determines which status track is used. Creatures immune to a specific damage type do not suffer critical hits from that damage type.

> Aiming & Feinting

Aiming or feinting, both of which are universal exploits, cost one action and grant a +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the aiming or feinting action. All characters get either Aim or Feint for free. Aiming applies to ranged attacks, while feinting applies to melee attacks.

> Overwatch

Overwatch is a special type of action. When you choose to enter overwatch, you wait ready with a ranged weapon to fire on any targets which make themselves available. Usually this means targets which break cover and enter your line of sight. You enter overwatch in your turn, and remain in overwatch until the start of your next turn.

You may only fire on a given target once during a turn when on overwatch, and may only fire when the target has zero cover. Your shot interrupts his turn at the earliest point possible.

The maximum number of targets you can fire upon during a turn when in overwatch is equal to your INTUITION attribute. Each subsequent target beyond the first takes a -1d6 penalty to hit.

Entering overwatch uses one action and always ends your turn, so it should be the final action taken by a creature. Your overwatch status lasts until you take another action. A very common maneuver used by military personnel is to use two actions to move and then enter overwatch, proceeding from one location of cover to the next. This is a very effective tactic for advancing safely upon the enemy.

> Suppressive Fire

Suppressive fire is the antidote to overwatch. It allows you to lay down fire in a particular area in order to “cover” an ally’s exposed movement or action which would normally attract overwatch attacks.

Unlike most attack types, suppressive fire is not target-dependent. It depends on your ally. You designate a specific ally as the beneficiary of your suppressive fire; this benefit last until your ally’s next turn has ended. During that turn, you ally’s actions gain the benefit of COVER (see below), even when he or she is exposed. This means that your ally will automatically be immune to overwatch, and gains some protection from regular fire.

However, enemies can choose to recklessly ignore your suppressive fire. When they do this, they put themselves at risk, but your ally does not gain the benefits of your suppressive fire. Any combatant who attacks a target protected



Signature Moves & Combinations

A character's exploits can often form the building blocks of a more complex, spectacular move. While characters can always combine exploits on the fly to create a variety of maneuvers, many train in particular combinations and gain expertise in a specific, spectacular act. These combinations are called signature moves. A signature move might be unique to a character, or it might be a technique taught in some school of combat.

To learn a signature move, a character must take the Signature Move exploit; the exploit is taken once for each signature move the character requires, and may be repeated.

Design a valid combination of exploits and actions which you can already perform and which together constitute a unique maneuver. You should name your signature move. To use your signature move, you must spend a LUC die. If you are unable to form a LUC pool, you may still perform one signature move per day. A signature move costs one action or reaction (even if the constituent parts would normally cost more than one action), and does not count as a usage of any of its constituent exploits for the round. If any of the constituent exploits of the signature move have a dice pool cost to perform, use the largest of those costs. If any of the constituent exploits grant a damage bonus in form of extra damage dice, use the largest bonus only. Any damage

multipliers are applied before additional dice are added. When rolling your dice pool for the signature move, all dice explode (i.e. any sixes get re-rolled and added to the total).

Below are three example signature moves.

Dive & Tap (*combines Dive For Cover, Quickstand, and Double Tap*). If a ranged attack misses you, you may immediately move half your speed as a reaction and throw yourself prone, quickly rolling back to a standing position, and then responding with a double-tap at the target, firing two shots at a dice pool cost of -2d6 for each.

Reacting Willow (*combines Sidestep, Throw, and Opportunistic Stomp*). When charged by an attacker, you casually step aside, causing him to rush past you; as he does so, you grasp a limb and casually flip him through the air. The target is thrown 5' into an adjacent square and knocked prone, at which point you stomp on him, doing your natural damage. This maneuver costs -2d6 of your attack dice pool.

Vertical Takedown (*combines Death From On High and Piledriver*). You pay 3d6 and drop down on your opponent from at least 5' above him, performing a graceful rolling maneuver which inverts your target and slams his head into the ground. Both you and the target end up prone. You do double your unarmed damage, with an extra 2d6 damage bonus. The target is stunned until he shakes that condition off.

by suppressive fire using overwatch, or who attacks a target protected by suppressive fire with normal fire and chooses to ignore the cover penalty created by the suppressive fire, becomes subject to a free ranged attack from the character laying down the suppressive fire.

Some weapons, noted as "auto" in the equipment lists, are especially efficient at suppressive fire. These weapons gain your ally an additional 1d6 of cover.

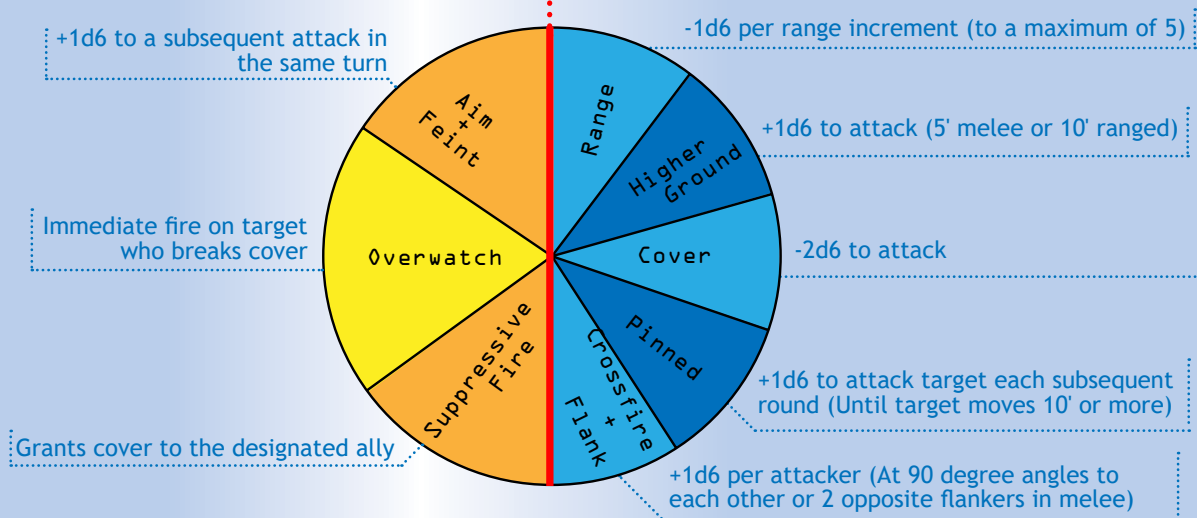
Multiple characters can - and should - combine forces to provide cover for an ally. The cover bonuses do not add together

(although you should use the largest one), but the potential danger in terms of how many people would be shooting at a potential attacker makes firing at the covered character an increasingly unattractive option.

» POSITIONAL EFFECTS

Combat in *What's O.L.D. is N.E.W.* is a highly positional, tactical affair. Using crossfires and avoiding getting pinned down or falling into the enemy's crossfires, combatants move about the battlemat in an attempt to gain an advantage over their foes.

Action : Position



The five important positional effects are *range*, *higher ground*, *cover*, *getting pinned down*, and *crossfires/flanks*.

> Facing

The direction you face can matter when using miniatures in combat. It determines whether somebody is attacking you from the rear, and which directions certain attacks can be used in.

You can change which direction you face at any time while moving. If you don't move in your turn, you can still change your facing for free at any point during your turn. This is not an actual action or a free action.

Most attacks can be used in any direction. However, occasionally an attack will only be valid in a particular direction - a xenomorph's tail swipe affects a cone to its rear, for example. If this is the case, the attack (or exploit) will specify that direction.

> Range

In ranged combat, every weapon has a range increment. Any ranged attack which exceeds that range increment suffers a -1d6 die penalty for each range increment beyond the first. Unless otherwise noted, weapons can only fire out to five range increments.

> Higher Ground

Combatants on higher ground than their targets gain a +1d6 bonus to attack them. Higher ground is defined as at least 5' for melee attacks or at least 10' for ranged attacks.

> Cover

Cover is very important. Targets without cover are very vulnerable to enemy fire. A target in cover inflicts a -2d6 penalty to attack rolls made

against him (although this can be alleviated by the "pinned down" rule, below).

It's important to distinguish between cover and a blocked line-of sight. A character cannot be completely immune to fire and simultaneously able to fire himself, and cannot be in a position where line of sight is completely blocked except for when he pops up to fire.

There are three positions which require a move action to switch between:

OPEN A character without the benefit of any cover is considered in the OPEN.

COVER If a character has a 2d6 cover bonus and can fire on an enemy *without expending a move action*, he is IN COVER; line of sight is not blocked.

BLOCKED If a character must expend a move action in order to fire upon an enemy, line of sight is BLOCKED. The move action need not involve leaving the square, but it is important that the move action is needed to move to a firing position, and another one is needed to move back to the fully blocked position.

> Getting Pinned Down

For every turn that you remain in the same square, opponents gain an additional die to ranged attacks against you. When you move, this gets reset back to zero again. However, you must move to a location at least 10' away from your original location, and returning to that location does not count as a "move" when determining whether you are pinned down. Some careers, such as the sniper, are harder to pin down. You can also negate pinning with a successful AGI vs. INT check to hide from your aggressor.

> Crossfires & Flanks

In an exchange of ranged weapon fire, every soldier dreads being caught in a crossfire. Avoiding missiles from multiple directions is extremely difficult. A crossfire is also known as *interlocking fire*, as each gunner's arcs of fire mutually support one another.

A **cross ire** exists if two attackers are positioned at 90-degree angles or greater to each other with respect to the target. Each of the attackers beyond the first grants a cumulative +1d6 bonus to ranged attacks against that target (making a maximum bonus of +3d6 for four attackers).

A **flank** is the melee equivalent of a crossfire. It requires two diametrically opposite attackers, and grants a maximum of +1d6 to melee attacks against the target.

> Other Modifiers

Other things can affect an attack roll.

- ▶ It is harder to shoot someone engaged in melee combat without endangering your ally. Such attacks take a -2d6 cover penalty, although some exploits can reduce this.
- ▶ Similarly, in darkness or under cover of obscuring fog or smoke, a -2d6 cover penalty is inflicted.

- ▶ A prone target is harder to hit at range (a penalty of -1d6) but easier to hit in melee (+2d6).

Ranged Modifiers

| Situation | Modifier |
|---------------------------------------|---|
| Cover | -2d6 |
| Crossfire | +1d6 for each attacker beyond the first |
| Each range increment beyond the first | -1d6 |
| Firing into melee | -2d6 |
| Higher ground (at least 10') | +1d6 |
| Obscured (smoke, darkness, invisible) | -2d6 |
| Pinned down | +1d6 per round |
| Prone target | -1d6 |
| Suppressive fire | -2d6 |

Melee Modifiers

| Situation | Modifier |
|-----------------------------|------------------------|
| Flanking target | +1d6 |
| Helpless target | Automatic critical hit |
| Higher ground (at least 5') | +1d6 |
| Prone target | +2d6 |
| Sneak/target unaware | +2d6 |



> Dual-Wielding

Sometimes a character might have a weapon in each hand. This might be a pair of knives, or a pair of pistols; it might be a sword and a dagger; it even includes - technically - the use of a sword and shield. Dual-wielding also includes the use of double weapons, such as a two-bladed sword.

Generally speaking, any single-handed item (weapon or shield) can be used for offense or defense. Most items can be used for offense, including shields; shields and weapons with the *Shield* trait can be used for defense. Even improvised weapons and other items can be used, although they are subject to the usual improvisation penalties, which may make them near useless to all but the most proficient of combatants.

Defense. When a shield or a weapon with the *Shield* trait is used for defense, it grants a bonus to the wielder's DEFENSE scores. An item is assumed to be used for defense unless it is specifically used for offense. Double weapons and missile weapons cannot usually be used for defense, and weapons with the *Shield* trait only apply to MELEE DEFENSE.

Offense. When a shield or a weapon is used for offense it cannot grant a defensive bonus to the wielder until the start of his next turn.

Instead, once per turn, it grants an additional attack as a free action if the wielder has attacked twice already in the round (in other words, the wielder can spend two actions to get three attacks - two with the primary weapon, and one with the off-hand weapon). If an off-hand weapon is used for offense, *all* the character's attacks for that round are subjected to a -2d6 die penalty.

Attributes. Dual-wielding characters must use their AGI attribute to attack with their secondary weapon. They cannot use STR (melee) or INT (ranged).

Ambidexterity. Characters with the Ambidexterity trait do not suffer the -2d6 penalty to attacks when dual-wielding.

Shields. As mentioned above, shields can also be used in offense. Shields typically do 1d6 blunt damage (or 1d6 piercing damage for a spiked shield).

Exploits. You can incorporate exploits into attacks, but exploits can only each be used once per round as normal (and thus usually only apply to one attack).

Unarmed attacks. When making unarmed attacks, your body counts as one weapon. You cannot dual-wield two fists or a head and a knee; you are simply using your single body to attack. You can dual-wield a one-handed weapon and an unarmed attack.





» INJURY & DEATH

It's a dangerous universe, and many activities - especially combat - risk injury or death. While combat is the most common cause of injury, there are many ways in which a creature might suffer damage. Falling from a great height, falling victim to a trap, suffering environmental effects, and many more things add to the wide range of ways in which a character can be harmed.

Harm takes three common forms:

- ▶ **HEALTH.** As a creature takes damage, its HEALTH is reduced. When HEALTH reaches zero or lower, the creature is unconscious and at risk of death. HEALTH can be recovered in a variety of ways.
- ▶ **Status tracks.** Movement along a range of special status tracks measure things like mobility, tiredness, alertness, and more. Conditions on status tracks can be temporary or permanent.

- ▶ **Illnesses and diseases.** Individual diseases like radiation sickness, Rigellian fever, or space dementia can have specific effects on a creature. Illnesses have long-term effects which can last days, weeks, or longer.

These forms of damage are described below.

» HEALTH DAMAGE

A character's HEALTH score is a measure of her physical and mental condition. The lower the the score, the closer to unconsciousness and death she is. Any attack can cause damage, and this damage is deducted directly from the target's HEALTH score. When HEALTH is zero or lower, the character is unconscious and in danger of death.

When a character is reduced to zero HEALTH or lower, she immediately forms a dice pool equal in size to her ENDURANCE dice pool. This dice pool represents the clock ticking down as he slides towards death. Every time his turn comes around, he throws the dice pool once. Any dice which come up 6 get removed from the pool. When he has no dice left, he dies.

Each time an unconscious character takes additional damage, one die is removed from the dice pool. The amount of damage does not make any difference.

Once per day, a character may spend one hour to recover HEALTH. The amount recovered is equal to one roll of her END dice pool.

HEALTH can also be recovered in other ways. Certain drugs and career exploits can grant the ability to heal other creatures or regain one's own HEALTH.

Additionally, anybody can attempt to perform emergency aid. Emergency aid is applied to a patient which has been reduced to zero HEALTH or lower, and takes two actions. To perform emergency aid, simply make a LOG check (with dice pool contributions from relevant skills and equipment) equal to the negative HEALTH value of the patient (with a minimum difficulty of *Routine* [10]). If successful, the patient is stabilized and restored to 1 HEALTH.

| Damage Type | Status Track |
|-----------------------|---------------------------------|
| Acid | Pain (plus 1/6 chance of Sight) |
| Ballistic | Bleeding |
| Blunt | Alertness |
| Cryo/Cold | Mobility |
| Electricity/Lightning | Pain |
| Force | Alertness |
| Heat/Fire | Fire |
| Ion | Tiredness |
| Piercing | Bleeding |
| Poison | Nausea |
| Psionic | Cognizance |
| Radiation | Nausea |
| Slashing | Bleeding |
| Sonic/Sound | Hearing |
| Stun | Alertness |

» CRITICAL HITS

When an attack is made, if triple-sixes are rolled and the attack hits then a *critical hit* takes place and the target is pushed one step along a status track. The track is dependent on the type of damage the attack does.

» STATUS TRACKS

The other form of damage is measured using a range of status tracks. Status tracks include conditions like bleeding, blindness, nausea, fatigue, and so on.

Each status track has four degrees - a *normal* state, and then four increasingly serious conditions - *mild*, *moderate*, *severe*, and *extreme*. The mild stage has no mechanical effect - it serves as a warning before the more serious effects begin. The severe version of a condition is worse than the mild, and the extreme version worse than the severe. Some situations can cause a character to move up or down a status track; others immediately place a character at a certain position.

If you are inflicted with an equal or lesser condition on the same status track you are already on, your status is increased by one stage of severity. A condition cannot be increased in severity beyond extreme. If you are inflicted with a greater condition on the same status track you are already on, your status moves to that stage of severity.

If you "shake off" a condition (see below) it is reduced by one stage.

In addition to any specific effects, each condition inflicts a die penalty to one attribute (indicated in parenthesis after the status track name in the table below). The die penalty is -1d6 for a moderate condition, -2d6 for a severe condition, and -3d6 for an extreme condition. These die penalties never affect attribute checks made to shake off a condition.

If more than one condition inflicts penalties to the same attribute checks, the highest penalty is used. The penalties do not add together.

Statuses can represent different things - paralysis might be caused by freezing, petrification, entanglement, and so on, and blindness might be a medical issue or the result of a blindfold.

» 3. Future Core

» REMOVING CONDITIONS

Unless a condition is marked as being permanent (for example, a gorgon's power to turn its victims to stone), it remains in place until it is "shaken off". All conditions can be shaken off unless permanency is indicated. Even if not shaken off, temporary conditions automatically wear off after 5 minutes (or the end of the encounter, in practical terms). Permanent conditions, or those with a fixed duration, do not (see below).

Shaking off a condition is an action and requires an opposed attribute check vs. the source of the condition; it might be a physical action (wiping blood from your eyes to remove the half-blind condition), or an effort of will (summoning up the courage to ignore the nervous condition). It might even involve healing or use of drugs.

Each status track has an attribute noted at the end of it. This is the attribute used to shake off the conditions in that track. Usually, the attribute is WIL (for mental conditions) or END (for physical ones). To shake off a condition, a creature uses an action to make an attribute check; if successful, the character moves one stage along the track towards normal - a mild condition is removed, a severe condition is reduced to mild, or an extreme condition is reduced to severe.

The opposed attribute check is made vs. attribute check of the source of the condition (e.g. the attack roll). If no attribute check is available, or if the value of the initial roll is forgotten, a default of *Difficult [16]* is used. With NPCs and monsters, the average difficulty is often used. The difficulty is noted in square brackets such as: the poison inflicts the Sick [15] condition.

Skills and equipment can assist in this check as always. A medical's kit, for example, might contain appropriate drugs or bandages.

A character unable to take actions due to the stunned or similar conditions is still allowed one attempt per turn to shake off a condition.

» ASSISTING SOMEBODY

Characters can remove conditions from each other, too. To do so, a character must be able to touch the inflicted creature. The



process is identical to a character shaking off his own condition - an action and an **attribute check** against the condition's severity. However, the attributes used are different.

If the condition requires an END check to shake off, an ally needs a LOG check to remove it from a friend.

If the condition requires a WIL check to shake it off, an ally needs a CHA check to remove it from a friend.

If the condition requires an AGI check to shake it off, an ally also needs an AGI check to remove it from a friend.

As with shaking the condition off, skills and equipment can assist in this check.

» PERMANENT CONDITIONS

Sometimes conditions are permanent, and cannot be shaken off. However, they can be removed with an extended medical task.

- ▶ Mild conditions require a quick medical task.
- ▶ Moderate conditions require a minor medical task.
- ▶ Severe conditions require a major medical task.
- ▶ Extreme conditions require an extensive medical task.

The difficulty benchmark is the same as for shaking off the condition.

| Status | Normal | Mild | Moderate | Severe | Extreme | Shake Off** |
|-------------------------|--------|--------------|-----------------|-------------|--------------|-------------|
| Alertness (INT) | Normal | Dazed | Disoriented | Addled | Stunned* | WIL |
| Anger (CHA) | Normal | Vexed | Irate | Angry | Enraged | WIL |
| Autonomy (WIL) | Normal | Agreeable | Suggestible | Dominated | Controlled | WIL |
| Bleeding [END] | Normal | Bloodied | Wounded | Bleeding | Hemorrhage | END |
| Charm (WIL) | Normal | Beguiled | Charmed | Enchanted | Besotted | WIL |
| Cheer (-) | Normal | Cheerful | Jolly | Merry | Joyous | WIL |
| Cognizance (LOG) | Normal | Muddled | Bewildered | Confused | Insane | WIL |
| Courage (-) | Normal | Confident | Brave | Valiant | Heroic | WIL |
| Drowsiness (END) | Normal | Drowsy | Snoozing* | Sleeping* | Comatose* | END |
| Fear (WIL) | Normal | Apprehensive | Nervous | Afraid | Terrified* | WIL |
| Fire (AGI) | Normal | Singed | Charred | Smouldering | Burning | AGI |
| Hearing (INT) | Normal | Dulled | Hard of Hearing | Half-deaf | Deafened | END |
| Intoxication (AGI, LOG) | Normal | Tipsy | Lubricated | Drunk | Inebriated | END |
| Memory (LOG) | Normal | Distracted | Absent minded | Forgetful | Amnesic | WIL |
| Mobility (AGI) | Normal | Hindered | Slowed | Immobilized | Paralysed* | END |
| Sight (INT) | Normal | Fuzzy | Bleary | Half-blind | Blind | END |
| Pain (END) | Normal | Discomfort | Soreness | Painful | Agony* | WIL |
| Nausea (ALL) | Normal | Queasy | Sick | Nauseated | Debilitated* | END |
| Tiredness (ALL) | Normal | Weary | Flagging | Fatigued | Exhausted | END |
| Attribute Penalty** | - | - | -1d6 | -2d6 | -3d6 | |

*Conditions which prevent a character from acting. Such conditions should be used sparingly.

**Attribute penalties do not affect attempts to shake off conditions.

In addition to the attribute check penalties, some conditions have additional effects. Note that language which suggests permanency (e.g. “will not awaken”) does not prevent a condition from being shaken off unless the word “permanent” is actually used. Mild conditions usually - but not always - have a description but no additional mechanical effect.

Absent-minded. The target's psionic powers take two actions, rather than one.

Addled. The target can take only one action per round.

Afraid. The target must move away from the source of the fear with at least one action per round; it cannot approach.

Agreeable. The target becomes more receptive to the source's point of view. No additional effect.

Agony. The target is experiencing debilitating pain which prevents it from taking actions.

Amnesic. The target forgets almost everything, and is unable to access any skills or use psionics.

Angry. The target can only attack the nearest enemy.

Apprehensive. The target feels mild fear. No additional effect.

Beguiled. The target becomes friendly. No additional effect.

Besotted. The target is completely in love with or loyal to the source of the condition beyond all rationality.

Bewildered. The target drops any items it is holding.

Bleary. The target's vision is impaired, limiting it to one range increment for ranged attacks.

Bleeding. The target loses 1 HEALTH at the start of each turn.

Blind. The target cannot see at all, cannot make ranged attacks, and suffers a -8 DEFENSE penalty.

Bloodied. The target has sustained a visible injury. No additional effect.

Brave. The target gains +4 MENTAL DEFENSE.

Burning. The target takes 1d6 heat damage per round. If wearing metal armor, it takes 2d6 heat damage.

Charmed. The target is unable to attack the source of the charm.

Charred. The target takes 1 point of heat damage per round if wearing metal armor.

Cheerful. The target becomes happy. No additional effect.

Comatose. The target is in a coma and will not awaken.

Confident. The target becomes willing to take risks. No additional effect.

Confused. The target is unable to distinguish ally from foe.

Controlled. The target will follow all commands to the best of its ability.

Dazed. The target becomes slightly disoriented. No additional effect.

Deaf. The target cannot hear at all.

Debilitated. The target is so overcome by nausea that it cannot take any actions.

Discomfort. The target suffers from unpleasant physical sensations. No additional effect.

Disoriented. The target stumbles 5' in a randomly determined direction.

Distracted. The target becomes absent-minded. No additional effect.

Drowsy. The target feels sluggish and tired. No other effect.

Drunk. The target moves at half SPEED.

Dominated. The target will obey commands which do not overly conflict with its nature.

Dulled. The target finds it harder to hear. No additional effect.

Enchanted. The target becomes attracted to or in awe of the source of the enchantment and will permit no harm to come to them.

Enraged. The target can only attack the nearest enemy. If there are no enemies to fight, the character starts attacking allies instead.

Exhausted. The target has a max HEALTH of half its normal HEALTH and cannot access its LUCK pool.

Fatigued. The target has a max HEALTH of half its normal HEALTH.

Flagging. The target cannot double-move in a single round.

Forgetful. The target struggles to recall things, and cannot cast spells.

Fuzzy. The target's vision is mildly impaired. No additional effect.

Half-blind. The target cannot see more than 10', and suffers a -4 DEFENSE penalty.



Half-deaf. The target cannot hear speech more than 10' away.

Hard of Hearing. The target cannot hear speech more than 30' away.

Hemorrhage. The target loses 1d6 HEALTH at the start of each turn.

Heroic. The target becomes immune to fear-based effects.

Hindered. The target suffers a -2 SPEED penalty.

Immobilized. The target cannot leave its current location, but can otherwise act normally.

Inebriated. The target's actions appear insane. See Insane.

Insane. The target's actions each round are completely randomly determined. Roll 1d6. (1) attack nearest creature; (2) flee; (3) babble incoherently; (4) switch sides; (5) become joyous; (6) become enraged.

Irate. The target is unable to take any non-attack actions, although it can refrain from action.

Jolly. The target cannot initiate hostile actions against targets who have not attacked it in the last minute.

Joyous. The target falls prone in gales of uncontrolled laughter, and can take no other actions.

Lubricated. The target cannot double-move in a single round without falling prone.

Merry. The target cannot initiate any hostile actions.

Muddled. The target is slightly confused. No additional effect.

Nauseated. The target is reduced to one action per round; the other action is spent vomiting.

Nervous. The target feels fear and cannot approach the source of the fear.

Painful. The target is experiencing severe discomfort. SPEED is halved.

Paralysed. The target cannot take any physical action.

Queasy. The target feels sick. No additional effect.

Sick. If the target climbs or jumps, that is the only action it can take that round.

Singed. The target is blackened and mildly burned, and flammable items are ruined. No additional effect.

Sleeping. The target is asleep, and will not awaken unless it takes damage.

Slowed. The target moves at half SPEED.

Smouldering. The target suffers 1 heat damage per round (1d6 if wearing metal armor). Clothing and hair are ruined.

Snoozing. The target is asleep, but will awaken immediately with loud noises or physical contact.

Soreness. Pain causes a -2 SPEED penalty.

Suggestible. The target will obey short suggestions with a simple CHA vs. MENTAL DEFENSE attack.

Stunned. The target can take no actions.

Terrified. The target drops anything it is holding, and must move away from the source of the fear at its full SPEED, and can not approach the source.

Tipsy. The target is mildly intoxicated. No additional effect.

Valiant. The target gains +1d6 to attacks made while not in cover.

Vexed. The target becomes hostile. No additional effect.

Weary. The target is tired. No additional effect.

Wounded. The target takes 1 point of damage any time it takes a second action in a turn.

» ILLNESSES & DISEASE

From radiation sickness to alien viruses, illnesses can be debilitating without a trained doctor to treat them.

Illnesses and disease all use a countdown pool, usually based on the victim's END attribute, although some are based on other attributes, including mental or psychic illnesses based on WIL. Some stronger or weaker viruses and diseases may increase or decrease the start of the countdown pool.

Most countdown pools require a check every day, but a few may allow for weekly checks or inflict hourly checks. This information is noted in the table below.

Unless otherwise noted, a creature infected with any disease suffers one or more conditions until cured.

> Catching a Disease

To be affected by a disease, a character is subjected to an attack against DEFENSE or MENTAL DEFENSE. This could be as a result of a creature attack, or poison, or even an attack by the environment. If the attack is successful, the character contracts the disease.

Each disease mentions the basic method of transmission.

> Treating Diseases

Treating a disease requires a LOG check. This must be performed at the same time interval that the disease progresses - so if a disease requires daily dice pool rolls, the LOG check must be made daily. Of course, medical skills and facilities help enormously with the LOG check. The difficulty of the LOG check is noted in the table below.

Success. Every time the LOG check is successfully made, the dice pool is increased by 1d6. Sometimes this means that the progression will be held steady temporarily (since the dice pool is being depleted by time) but it can also mean that the pool grows in size.

Curing. If the pool exceeds its starting value (END, WIL, or other) for three time intervals, the illness is cured.

Failure. If the pool is depleted to zero, the victim permanently suffers the effect noted - often death. If the victim is still alive at this stage, permanent effects can be removed with major medical task. The difficulty of this task is noted in the table below.

> Disease Descriptions

Macrovirus. This airborne illness is particularly dangerous because it reduces the victim's desire to actually do anything about it. The illness causes extreme lethargy, worsening to the point where the victim will not eat, and simply wastes away. Victims are fatigued while suffering this disease.

Orman's Syndrome. This illness attacks the neural structures of the brain, gradually causing memory loss. By the time it reaches its conclusion, the victim loses all sense of identity

| Illness | Transmisison | Pool | Interval | Difficulty | Effect |
|----------------------|--------------|------|----------|----------------|----------------|
| Macrovirus | Airborne | WIL | Daily | Demanding [21] | Lethargy/death |
| Orman's Syndrome | Injury | LOG | Daily | Difficult [16] | Memory loss |
| Petrification | Injury | END | Daily | Demanding [21] | Death |
| Radiation Sickness | Exposure | END | Daily | Difficult [16] | Death |
| Retrograde Psychosis | Airborne | WIL | Daily | Difficult [16] | Psychosis |
| Rigellian Fever | Contact | END | Daily | Difficult [16] | Death |
| Salt Plague | Injury | END | Daily | Demanding [21] | Salt cravings |
| Space Dementia | Exposure | WIL | Hourly | Difficult [16] | Madness |
| Vampiris | Injury | WIL | Hourly | Strenuous [25] | Vampirism |
| White Disease | Contact | END | Weekly | Demanding [21] | Death |

and all long-term memories. The victim will not recognize close friends or family members, or recall his own name, career, or skills. Victims are forgetful while suffering this disease.

Petrification. A rare disease, this bacteria hardens the victim's skin and organs until he or she reaches the consistency of stone. While suffering from the illness, the victim gains an additional SOAK 5 (all) for each dice removed from the dice pool, although he dies when the pool reaches zero. Victims are slowed while suffering this disease.

Radiation sickness. Radiation sickness is a painful, debilitating condition which ends in the victim's death. Symptoms include vomiting, intestinal pain, bleeding, hair loss, and fever. Victims are debilitated while suffering this disease.

Retrograde psychosis. This is a severe condition of the mind which reduces the victim's mental age, eventually turning him into the equivalent of an infant. Victims are confused while suffering this disease.

Rigellian fever. This powerful virus causes extreme fever, sweating, and nausea, eventually resulting in the victim's death. Victims are debilitated while suffering this disease.

Salt plague. This unpleasant disease feeds on the victim's salt levels. The victim eventually loses her humanity as her salt cravings become so intense that she becomes violent, seeking the salty blood of other victims.

Space dementia. Space dementia affects a small number of space travelers when they first encounter FTL speeds. It can be treated, but left alone it will result in memory loss, hallucinations, and madness. Victims are confused while suffering this disease.

Vampiris/scarlet malady. This bacteria forces the victim to drink blood in order to survive. It also causes photo-sensitivity and lengthening of the canine teeth. An infected person needs to drink at least a pint of fresh blood every day, and loses 1 END attribute point for each day that the blood is not consumed. This illness is known both as Vampiris and Scarlet Malady.

White disease. This illness is a form of leprosy. It only affects those in their middle age or older, and results in the victim's painful death. Victims are slowed while suffering this disease.





» OBJECTS

The universe is full of objects. Chairs, desks, trees, boulders, automobiles, crates, and more. Most of the time, player characters will simply interact with them in the way they're supposed to be interacted with - they'll sit on the chair or put some supplies in the crate. Sometimes, however, the attributes of an object will be needed. An object's statistics are based on its size and its composition. These two pieces of information are all that is needed

to determine an inanimate object's DEFENSE, HEALTH, and SOAK.

HEALTH. The health of an object is simply the square root of its weight in pounds (if known). If the exact weight is not known, use the average figures below. An object is broken when reduced to half HEALTH and destroyed when reduced to zero. This does not apply to creatures or characters, whose HEALTH is based on other attributes.

| Size | DEFENSE | HEALTH | Creature | Object |
|----------|---------|--------|-----------------|-------------------------|
| Tiny | 22 | 5 | Mouse, cat | Book, ball |
| Small | 18 | 10 | Dog | Chest |
| Medium | 14 | 15 | Human | Chair, bicycle |
| Large | 10 | 25 | Ogron, tiger | Table, motorcycle, door |
| Enormous | 10 | 70 | Elephant, T-Rex | Car, van |
| Gigantic | 10 | 150 | Whale | Truck, bus |
| Colossal | 10 | 250 | Kaiju | Big rig, fire truck |
| Titanic | 10 | 800 | Titan | Ship, jumbo jet |

DEFENSE. An object's DEFENSE is based on its size.

SOAK. An object's SOAK is based on the material it is made of. If an object is made of multiple materials, simply use the most prevalent. Some materials are vulnerable (+1d6) against certain types of damage.

For example, a wooden door is a large wood object with 25 HEALTH, 5 SOAK, and 10 DEFENSE. Following is a list of common objects and their stats.

Reinforced Objects. Reinforced objects have double the normal HEALTH.

Ray Shielding. Ray-shielded objects gain +10 SOAK vs. energy damage.

Fireproofed. Fireproofed objects gain +10 SOAK vs. heat damage.

Larger Objects. Objects of 1,000 tons or more (about 2,000,000 lb) are considered Class I objects, and use the starship hull scale.

| Material | SOAK | Vulnerable |
|--------------------------------|------|------------|
| Aluminum | 5 | |
| Ceramic, china | 0 | Blunt |
| Crystal | 5 | Sonic |
| Diamond | 20 | |
| Duranium | 20 | |
| Fabric, leather | 5 | Heat |
| Fiberglass, plaster | 0 | |
| Forcefield* | 20 | Ion |
| Glass | 0 | Blunt |
| Gold, lead, silver | 5 | |
| Iron, steel | 10 | |
| Paper | 0 | Heat |
| Plastic | 0 | Heat |
| Stone, concrete, brick, marble | 10 | |
| Titanium | 15 | |
| Transparent aluminum | 10 | |
| Tritanium, adamantium | 25 | |
| Wood | 5 | Heat |

*Forcefields regenerate 5 HEALTH per round



| Item | Type | HEALTH | SOAK | DEFENSE | Vulnerable |
|---------------------------------------|---|--------|------|---------|------------|
| Altar, stone | Large stone | 25 | 10 | 12 | |
| Barrel | Medium wood | 15 | 5 | 14 | Heat |
| Book | Tiny paper | 5 | 0 | 18 | Heat |
| Bottle | Tiny glass | 5 | 0 | 18 | Blunt |
| Chair | Medium wood | 15 | 5 | 14 | Heat |
| Chest | Small reinforced wood | 10 | 5 | 16 | Heat |
| Computer terminal | Small plastic | 10 | 0 | 16 | Heat |
| Console | Medium aluminum | 15 | 5 | 14 | |
| Desk | Large wood | 25 | 5 | 12 | Heat |
| Door, archaic cell | Large reinforced iron | 25 | 10 | 12 | |
| Door, blast door | Enormous reinforced ray-shielded duranium | 140 | 20 | 6 | |
| Door, forcefield | Large forcefield | 25* | 20 | 12 | Ion |
| Door, futuristic cell | Large reinforced duranium | 25 | 20 | 12 | |
| Door, office | Large aluminum | 25 | 5 | 12 | |
| Door, wood | Large wood | 25 | 5 | 12 | Heat |
| Football | Tiny fabric | 5 | 5 | 18 | Heat |
| Guitar | Small wood | 10 | 5 | 16 | Heat |
| Pistol | Tiny steel | 5 | 10 | 18 | |
| Rifle | Small steel | 10 | 10 | 16 | |
| Safe | Medium reinforced steel | 15 | 10 | 14 | |
| Stone statue | Large stone | 25 | 10 | 12 | |
| Sword, two-handed | Medium steel | 15 | 10 | 14 | |
| Table/desk, aluminum | Large aluminum | 25 | 5 | 12 | |
| Table/desk, wood | Large wood | 25 | 5 | 12 | Heat |
| Tree | Enormous wood | 70 | 5 | 10 | Heat |
| Tree, large | Gigantic wood | 150 | 5 | 5 | Heat |
| Wall, bulkhead, 5' section | Enormous steel | 70 | 10 | 6 | |
| Wall, futuristic bulkhead, 5' section | Enormous duranium | 70 | 20 | 6 | |
| Wall, stone, 5' section | Enormous stone | 70 | 10 | 6 | |
| Window | Medium glass | 15 | 0 | 14 | Blunt |
| Window, futuristic | Medium transparent aluminum | 15 | 10 | 14 | |

**Regenerates 5 HEALTH per round.*



» THE ENVIRONMENT

A spacefaring adventurer can't always rely on the fact that she'll be in a comfortable earth-temperature 1-G environment. Whether the gravity is high, low, or nonexistent, or when there are variations in temperature and air density, extreme planetary weather conditions such as acid rain or pure vacuums, or potential hazards galore, there can be dramatic variations between different planetary and shipboard environments - sometimes within short periods of time! The environmental controls of a starship or space station can be a very potent weapon indeed, and a location where the environmental controls are damaged, or even alternating between different settings, can make for extremely memorable set-piece battles.

The following templates can be applied to areas the size of a planet or as small as a room or part of a room. Each has a regular version, and some have an extreme version.

Regular environments sometimes require hourly attribute checks to avoid movement down a specified status track (this cannot be shaken off - it requires a minor medical task to alleviate).

Extreme environments often inflict 1d6 damage of the specified type any time a creature starts its turn in the area. Extreme environments also cause the lesser effects of their regular counterpart.

Areas can have more than one environmental type. For example, a burning starship engine room may be hot, radioactive, and zero-g, while an arctic planet might be cold and windy.

Some creatures are immune to certain environmental types, and an environmental suit protects the wearer from any environmental damage, as well as providing oxygen. 5 or more SOAK of the appropriate

| Environment | Status Track | Extreme Version | Damage Type |
|-----------------------|--------------|-----------------|-------------|
| Caustic | Pain | Acidic | Acid |
| Cold | Mobility | Freezing | Cold |
| Dampened | - | Inhibited | - |
| Difficult terrain* | - | - | - |
| Dim/smoky/snow/rain | - | Dark/obscured | - |
| Hi-grav* | Tiredness | Crushing | Crushing |
| Hot | Fire | Scorching | Heat |
| Lo-grav* | Nausea | Zero-g | - |
| Radioactive | Nausea | Irradiated | Radiation |
| Slippery* | - | - | - |
| Thick/thin atmosphere | Tiredness | Vacuum | Crushing |
| Tremors* | - | Quakes | - |
| Wet | - | Underwater* | - |
| Windy | - | Hurricane | - |

**Difficult terrain. Move at half SPEED.*

damage type makes a creature completely immune to a regular damage type; immunity makes it immune to the extreme version.

Caustic. Acidic environments can be caused by acid rain, by being ‘underwater’ in an acidic liquid, or by an acidic atmosphere. A caustic environment causes irritation and pain.

Cold. From arctic planets far from their suns to derelict starships whose life support has failed, cold environments can be debilitating and deadly. Cold environments reduce the SPEED of creatures by 2 (to a minimum of 1) due to sluggish reactions and slowing metabolisms.

Dampened. In a dampened environment, energy sources and weapons are reduced in potency. This can be caused by some unusual stellar phenomena, or by advanced dampening technology. Energy weapons reduce their damage by 1d6 and energy based shields do not work. Scanners take a -1d6 penalty. In an **inhibited** environment, energy weapons do not work at all and scanners take a -2d6 penalty.

Difficult terrain. Snow, mud, rubble, debris, swamp, shallow water, deep undergrowth, and more can create difficult terrain. Difficult terrain halves ground movement SPEED.

Dim. Dim light renders creatures half-blind while they are in the area (this cannot be shaken off). **Dark** areas render creatures blind.

Hi-grav. Whether caused by a malfunctioning grav system on a ship, or by a large or dense planet, high gravity environments can be difficult to move in. High gravity refers to 1.4G or more. High gravity environments found on large or dense planets can be punishing. A hi-grav environment counts as difficult terrain (half speed) and doubles falling damage. Jump distances are also halved. **Crushing** environments not only cause constant damage to those unfortunate enough to encounter them, they also prevent all jumping or flying.

Hot. Some planets orbit close to their parent star; some warehouses blaze with intense fires; some engine rooms of older ships can be dangerously hot to those not protected. A hot environment is an environment similar to that of a desert; somewhere in the region of 100+ degrees Fahrenheit (or 45 degrees Celsius). A **scorching** environment is significantly hotter, and burns those within it.

Lo-grav. Low gravity can be awkward to operate in, but is not especially punishing - although it can cause nausea. Low gravity refers to 0.6G or less. Low gravity, like that found on many moons or small planets, isn’t as difficult to master as zero-g, but it can still be awkward. In a lo-grav environment, falling causes no damage and all jump distances are doubled. In **zero-g**, one wrong movement can

send you spinning off in the wrong direction. It's very important to remember Newton when in zero-g environments: for every action there is an equal and opposite reaction. Note that zero-g does not mean airless; a character won't go floating off forever in a zero-g environment if there's atmospheric friction to slow them down. Movement in zero-g ignores up-and-down; you may move in any direction, walk on ceilings and walls, and fly across the center of a room. This movement is at half your normal SPEED unless you have zero-g training (in which case, see the movement rules for special movement rates). In zero-g, whenever you take damage (even if that damage is SOAKed), you must make an AGI check vs. the amount of damage or go flying off in the opposite direction for a number of feet equal to the damage inflicted.

Radioactive. Radiation is typically a feature of deep space and of planetary surfaces not shielded by a magnetic field. Most planets with iron cores will generate their own magnetosphere, and most starships have magnetic radiation shielding. Additionally many objects, power sources, or artifacts can emit damaging radiation, and planets orbiting neutron stars or similar radioactive stellar

bodies have irradiated surfaces. Spending more than an hour in a radioactive area causes radiation sickness. **Irradiated** areas, in addition to causing immediate radiation damage, inflict radiation sickness on those who spend a minute or longer in them.

Slippery. A slippery area counts as difficult terrain (half SPEED). There is no extreme version of this environment.

Thick/thin atmosphere. While both thick and thin atmospheres are very dissimilar, their effects on creatures are not so different. Both types of atmosphere can quickly tire a creature not used to it. There is no extreme versions of thick atmospheres (that's a liquid), although an extreme thin atmosphere is considered a vacuum. A **vacuum** is an area with no atmosphere. Generally speaking, any character in such an area will be wearing breathing apparatus of some kind. It is a myth that vacuums cause spontaneous explosion of human tissue, although exposure is certainly not healthy. The biggest danger from a vacuum (assuming one is discounting additional factors in deep space such as radiation, freezing temperatures, and more) is simply the lack of air. This has two main effects:



No friction. collision with a solid object such as the ground aside, air resistance is the main thing which brings objects to a stop when in motion. In a zero-g environment, this means that objects and creatures in motion will remain in motion until something stops them. In an environment with gravity, the effects are a little less noticeable but can still be dangerous to the unwary. Falling damage is doubled, as falling objects are not slowed down by air resistance.

Suffocation. Without breathing apparatus, living creatures in a vacuum will quickly suffocate. Lack of oxygen uses a similar process to that when an unconscious character is dying. Create a countdown dice pool equal in size to the character's END attribute. Each turn, the dice pool is rolled and any 6s rolled are removed from the pool. When the final die is removed, the character falls unconscious and the unconscious and dying process begins as normal.

Tremors. Unstable environments could be caused by earthquakes, starships under extreme fire, or planets about to explode. Tremors count as difficult terrain (half SPEED). At the start of each round, all creatures must make a *Routine* [10] AGI check for fall prone. **Quakes** make for an extremely difficult environment - horizontal movement is counted as climbing - and the AGI check is *Challenging* [13] and additionally inflicts 2d6 blunt damage on a failure (as well as knocking the creature prone).

Wet. A wet environment is a humid or rainy one - tropical jungles, aboard a sailing ship, in a starbase where the automated fire sprinklers have activated. In these environments, the Fire status track does not operate below its extreme level (singed, charred, and smouldering have no effect) and heat-based weapons cannot cause critical hits. An **underwater** environment eliminates all fire-based effects, reduces heat damage from weapons by -1d6, increases electricity damage by +1d6, and counts as difficult terrain. It is also airless (see *suffocation*, under thick/thin atmospheres).

Windy. Windy environments are caused by rushing air (or other gasses). Sometimes this is a weather condition; other times it might be caused by a hull breach or some kind of mechanical effect. Wind always has a direction of movement, which is determined beforehand. Moving *into* the wind counts as difficult terrain. In a **hurricane**, it is harder - to move into the wind, a *Challenging* [13] STR check is required. Additionally, at the start of every turn, all creatures must make a *Challenging* [13] STR check or be pushed 1d6 squares in the direction of the wind.

» EXAMPLE AREAS

The following areas are common examples. You can slot these into your game, or devise your own.

Arctic Planet

Icy winds batter at your skin. As far as you can see, the ground is blanketed with snow as deep as your knees.

Traits windy, freezing, difficult terrain.

Atomic Wasteland

Your geiger counter beeps urgently as you survey the devastated landscape. Nothing can live here in the ruins of a once-great society. Rusting metal protrudes from the ground, the remnants of ancient vehicles and structures. The very air has a faintly acidic smell, biting at your skin.

Traits irradiated, caustic.

Burning Engine Room

The engine room is aflame, the anti-matter core clearly breached. Smoke fills the area, reducing visibility. The gravity controls are clearly damaged, and the room is a zero-g area.

Traits hot, smoky, zero-g.

Decompressing Chamber

The air rushes out, dragging you towards the breach in the wall. The icy coldness of space beckons as you gasp for oxygen.

Traits hurricane, thin atmosphere, cold.

Desert Planet

The sun beats down relentlessly. In the distance, the horizon is dotted with the occasional distant moisture farm, breaking the otherwise featureless desert landscape. The deep sand makes walking awkward.

Traits hot, difficult terrain.

Rain Forest

The trees tower around you, and the undergrowth closes in. The sound of insects and alien critters can be heard in every direction. The air is wet and humid, your footing treacherous.

Traits wet, difficult terrain.

Wrecked Starship

You peer through the darkness down the deserted corridor. The atmosphere has long since leaked away, and the artificial gravity ceased functioning long ago along with the radiation containment fields. Here and there you see corpses, killed by fire, suffocation, freezing, or radiation sickness.

Traits radioactive, freezing, zero-g, dark, vacuum.

> Stunt Areas

A stunt area is a particular type of environmental effect. It is usually applied to an area within the overall encounter area. Stunts are colorful maneuvers which characters may use while in combat. They serve to liven up combats, creating more interesting and varied battles.

You may perform a stunt when in a Stunt Area. The GM places the Stunt Areas on the battle map before the combat begins (or designates a zone as a Stunt Area when using theater of the mind play). Each Stunt Area contains a feature which applies to any stunts performed there; it is up to the player how that feature is used. A Stunt Area may feature a hanging cable or chandelier, a stack of aluminum crates, a roaring fireplace, an icy patch, or even a trampoline. The character may spend one action to use the feature of the Stunt Area as long as he is anywhere within the designated area (in other words, he doesn't have to be in the same square as, or adjacent to, the feature itself).

Theater of the Mind Combat

Theater of the mind combat refers to encounters which do not take place on a battlemap. Because there's no battlemap, values like speed and distance are tracked differently.

In theater of the mind encounters, the area is divided by the GM into "zones". Each zone has its own name, environmental traits, and possible access requirements. For example, a flaming balcony would be described as:

Flaming balcony. Hot, smoky, high. Access 2 actions; *Challenging [13]* AGI via climbing.

Any creatures in the same zone can strike at each other with melee weapons. Creatures in different zones must use ranged weapons.

It usually takes one action to move from one zone to another. However, some zones are marked as "far", and require two actions to enter or leave. Zones which are difficult

terrain also require two actions to enter (but not to leave).

SPEED works differently in theater of the mind combat. Instead of describing how many squares a creature can move, it instead describes how many actions it has. A creature has one action for every five points of SPEED or part thereof. Therefore, a creature with SPEED 11 has 3 actions. It could use those three actions to attack three times, to move into a far zone and attack, or to move into a nearby zone and attack twice.

Zones with access requirements might include high places, places which require a balancing act to enter, zones which are hot and require an END check to access, thick undergrowth which requires a STR check to penetrate, and so on. Usually, this check is a *Challenging [13]* check, but it can be more difficult. A failed attempt to enter a zone still takes an action.

Example Stunt Areas

Barrels, crates
Banquet table
Trash chute, pipe
Hanging cables
Icy patch
Ladder
Ivy
Low branches
Pillar
Service droid
Pool
Rapids
Banister
Tapestry, curtain
Fan blades
Sickbay gurney

Each character may only make use of a given Stunt Area once, whether he succeeds or fails to perform the stunt. A stunt is usually a *Challenging [13]* check. AGILITY is the most common attribute used in a stunt, although any attribute is permitted. Similarly, skills like *climbing*, *acrobatics*, *jumping*, and *bluffing* are common skills.

Stunts can do any one of the following, at the player's choice:

- ▶ Stunts can grant a +1d6 attack bonus.
- ▶ Alternatively, stunts can help with movement, granting double movement for one action or double a jumping distance.
- ▶ Finally, stunts can grant another attribute check a +1d6 bonus.

Bonus dice granted by stunts *can exceed a character's normal maximum dice pool*.

If you fail the attribute check when attempting to perform a stunt, you do not gain the benefits of that stunt, although you may continue to act normally. However, you cannot attempt to use that Stunt Area again.

If the attribute check is a critical success, the stunt does not cost the character an action.

Some Examples of Stunts

How each character uses a Stunt Area is up to them. Below are some examples.

Hanging cable. The character could choose to use the rope to swing across the room,

giving him double movement. The character uses AGI (*climbing*).

Stack of Barrels. The character might use the barrels in a similar way, rolling the barrel across the room as he works it like a treadmill. The character uses AGI (*acrobatics*).

Roaring Fireplace. The character might flick coals at the opponent in an attempt to distract him, giving him +1d6 to attack his opponent. The character uses AGI (*bluffing*).

Icy Patch. The character might slide across the icy patch in an attempt to gain momentum and surprise his opponent, benefiting from a +1d6 to hit his opponent. Alternatively, he might use the same icy patch to double his movement. The character uses AGI (*acrobatics*).

Trampoline. The character is a poor jumper and needs to leap up to a balcony. Using the trampoline, she doubles her vertical jumping distance and reaches it easily. The character uses STR (*jumping*).

Banister. The character slides down a banister, doubling his movement. The character uses AGI (*acrobatics*).



»SPACE

The following pages deal with space. They cover astronomical information, space phenomena, space travel, and starship combat, along with guidelines for starship operations and crew roles.

The universe is 13.7 billion years old. The Milky Way galaxy is almost as old, at 13.6 billion years, although its spiral shape did not form until about 12 billion years ago; and our sun, Sol, was born about 4.6 billion years ago. Our galaxy is a barred spiral galaxy orbited by a couple of dozen smaller dwarf galaxies, including the Large and Small Magellanic Clouds, Canis Major, and the Sagittarius dwarf galaxy.

The observable universe - that part of it which can be observed from Earth - is about 14 billion parsecs across.

» A SENSE OF SCALE

Galaxies vary in size and shape. Each is a gigantic collection of billions of stars, usually orbiting a central body such as a supermassive black hole. There are billions upon billions of

galaxies in the universe. The Greeks called our galaxy “galaxias”, which means “milky one” because of the light band across the sky; from these terms we now call our “galaxy” the “*Milky Way*”. That galaxy is about 100,000 light years (30,000 parsecs) in diameter, with a supermassive black hole called Sagittarius A at its center.

Of course, your setting doesn’t have to be the Milky Way galaxy. It doesn’t even have to be our universe; however, our own neighborhood is used as an example throughout this section.

Galaxies are gravitationally bound into groups. The Milky Way is part of a 10 megalyghtyear diameter group of 50+ galaxies, known as the Local Group. The Milky Way and Andromeda are the two largest galaxies in the group and are also headed for collision several billion years in the future. The Triangulum Galaxy is the next largest. Andromeda is about 780,000 parsecs away, while the Large Magellanic Cloud - one of the Milky Way’s orbiting dwarf galaxies - is about 50,000 parsecs distant.

Important scale markers

| Object | Parsecs |
|--------------------------------------|---------|
| Distance to Proxima Centauri | 1 |
| Large Magellanic Cloud diameter | 4,300 |
| Distance from Sol to galactic center | 8,300 |
| Milky Way diameter | 30,000 |
| Distance to Large Magellanic Cloud | 50,000 |
| M87 galaxy diameter | 300,000 |
| Hercules A galaxy diameter | 460,000 |
| Distance to Andromeda | 780,000 |
| 1 day at FTL-10.5 | 1 |

Travel between galaxies is a very different scale of achievement to that between stars. Even at speeds which make crossing a galaxy a feasible endeavour, reaching another galaxy requires speeds an order of magnitude higher, absent some kind of shortcut. As a point of reference, the distance to Andromeda is roughly 25 times the diameter of the Milky Way.

Galactic groups such as the Local Group of galaxies are found in superclusters; the Local Group is part of the Virgo Supercluster of at least 100 similar groups, which in turn

is merely an appendage of the Laniakea Supercluster, a structure 500 million light years (153 million parsecs) across and containing some 100,000 galaxies.

Interstellar distances are typically measured in parsecs. One parsec is 3.26 light years.

» STARS

Galaxies are made up of billions of stars. It is estimated that the *Milky Way* contains 100-400 billion stars. Stars form the center of star systems, orbited by planets, asteroids, and more. Sol, our sun, is one such star; its closest stellar neighbor is Proxima Centauri, some 4 light years away.

The universe is teeming with life, sometimes in the most unlikely places. Of carbon-based human-like advanced life, larger stars (O, B, A) do not typically last long enough for advanced life to develop, while smaller stars (M) tend to tidally lock their planets making them generally uninhabitable. The most probable stars for human-like life have been found to be main-sequence stars between types A and M - most commonly dwarf stars of types F, G, and K.

It should be noted, though, that life doesn't have to *develop* in a star system to be present. Populations migrate, terraforming and other colonization techniques exist, and outposts



and space stations can substitute for planets. Additionally, planets can have enough geothermal heating to make subterranean life that never sees the surface possible. While life around a slow pulsar or similar stellar object might be unusual, life finds a way to thrive anywhere.

» SPECTRAL CLASSIFICATION

Stars are classified based on their temperature. The classification system, originally devised in the 20th Century by Morgan and Keenan uses a system of letters and numbers. The letters indicate a broad *spectral classification*, with numbers subdividing them further.

| Type | Description | Examples |
|---------------------|--|--|
| O (blue) | Hot, extremely luminous | Tau Canis Majoris, Lambda Cephei |
| B (blue-white) | Luminous | Rigel, Bellatrix, Spica |
| A (white) | Common | Sirius, Deneb, Altair, Fomalhaut |
| F (yellow-white) | Common | Alraakis, Canopus, Polaris |
| G (yellow) | Common | Sol, Alpha Centauri A, Tau Ceti |
| K (orange) | Common | Alpha Centauri B, Epsilon Eridani, Arcturus, Aldebaran |
| M (red) | Most common; red dwarfs and red giants | Betelgeuse, Antares, Proxima Centauri, Barnard's Star |

Luminosity Class

| Luminosity Class | Description |
|------------------|------------------------|
| I | Supergiant |
| II | Bright giant |
| III | Giant |
| IV | Sub-giant |
| V | Main-sequence or Dwarf |
| VI | Sub-dwarf |

Additionally, a *luminosity class* is represented by Roman numerals.

Sol, for example, is a G2V star - a yellow main sequence star with a temperature of about 5,800K.

» UNUSUAL STARS

There are some additional stellar classifications which do not fit into the standard system of classification.

| Type | Description | Examples |
|------|-------------------------------------|-----------------------------|
| W | Dying supergiants | Gamms Velorum A |
| L | Red dwarfs, faint; some supergiants | V838 Monocerotis |
| T | Methane dwarfs; cool brown | Epsilon Indi Ba |
| Y | Ultra-cool brown dwarfs | WISE 0410+1502 |
| C | Carbon stars; ancient red giants | R Cmi, R Leporis |
| S | Giants and supergiants | S Ursae Majoris |
| D | White dwarfs ("degenerate") | Sirius B, Van Maanen's Star |

Neutron Stars

After a massive supernova, the remnants can form a neutron star. Very hot and very small (about the size of a town), neutron stars have such a high density that a teaspoon of matter can weigh as much as a 21st century aircraft carrier. Neutron stars tend to spin very fast, and have an escape velocity of about one-third the speed of light. Some neutron stars which direct radio waves, X rays, or gamma radiation at regular intervals are known as pulsars, while those with immensely strong magnetic fields are called magnetars. Different pulsars have different pulse intervals, ranging from milliseconds up to several seconds.

A star system - including the surfaces of planets - around a neutron star is highly radioactive, with high energy cosmic rays which can seriously harm living creatures and cause radiation sickness, although some protection can be found below the planet's surface. An unprotected person takes 1d6

»4.Space

radiation damage per hour, and a starship without shielding takes 1d6 crew casualties per day or part thereof.

Magnetars additionally disturb sensor or scanner readings, inflicting a -2d6 penalty to them, as well as to any space navigation checks.

» OTHER STELLAR OBJECTS

Other than stars, there are various other types of stellar object including black holes, rogue planets, anomalies, and nebulae.

Black Holes

Black holes are one of the most famous types of stellar object. Most galaxies, including the Milky Way, contain a supermassive black hole at their core, about which the entire galaxy orbits. A black hole is a region of space-time which has such a high gravitational pull that even light cannot escape it; they can be formed by the collapse of supermassive stars at the end of their lives, and can continue to grow by eating matter and energy that strays too close. Of course, just like a star, if you don't get too close you can quite happily orbit a black hole without being pulled in.

A black hole is usually surrounded by an accretion disk of material spiralling in towards the event horizon. This disk can heat up to incredible temperatures, and consequently provide enough heat and light that the black hole may actually function as a sun.

If a ship should find itself within the event horizon of a black hole, it takes 1d6 superstructure damage per round as gravitational forces stretch and pull at it. However, it can escape by moving at greater than lightspeed; this requires a LOG check (bolstered by either the *piloting* or *physics* skills).

| Size | FTL | Check |
|---------|-----|-----------------------|
| Regular | 1 | <i>Strenuous</i> [25] |
| Large | 5 | <i>Severe</i> [29] |
| Massive | 10 | <i>Herculean</i> [33] |

Black holes also cause time dilation based on a vessel's distance from the event horizon. While the details of this depend on its mass, rate of spin, and many other factors, for a regular black hole a distance of 1AU is considered safe.

Planets can orbit black holes at safe distances. If they are within 1AU, they will also experience time dilation.

Double the distances for a large black hole, and multiply by 5 for a massive black hole. Orbits can be assumed to be safe at a distance of 1 AU from an event horizon, meaning that you can have planets orbiting safely but within the time dilation zone of a larger black hole.

| Distance (AU)* | Dilation |
|----------------|----------|
| 1 | none |
| 0.75 | x2 |
| 0.5 | x10 |
| 0.25 | x25 |
| 0 | infinite |

*From the event horizon

Rogue Planets

There are billions of rogue planets in any given galaxy - planets which do not belong to a star system. Some may have been ejected from their system, doomed to wander the void eternally alone, while others may have formed independently. The closest rogue planet to Earth is PISO (PSO J318.5-22) which is 80 light years away and has an immense network of geothermally heated caves.

Rogue planets drift in cold interstellar space; while most have no atmosphere (or a frozen atmosphere) some - for reasons of pressure or other factors - can maintain one. Indeed, some rogue planets are able to sustain liquid water due to geothermal heat, while those with satellites also benefit from tidal heating. Civilizations can evolve never having seen a local star or sun.

Rogue planets can also exist in between galaxies. For these planets, the night sky is devoid of much other than the occasional distant galaxy. Civilizations on such planets may not even be aware of the existence of stars.

Nebulae

A nebula is a vast cloud of interstellar dust, many of which form stellar nurseries inside which new stars are born. The size of a nebula may vary, but they are often many light years across. Some nebulae are created by supernova explosions. Nebulae are often extremely beautiful in appearance, composed of bright colors in exotic shapes.

Most nebulae are so diffuse that you cannot actually see them from within. Others, like the ones dealt with here, are much denser and can actually obscure vision.

The main issue with nebulae is the way they interfere with sensors. Starship sensors can suffer penalties from -1d6 to -3d6, or be rendered inoperable, depending on the density of the nebula, and FTL travel speeds are reduced to half normal. In terms of navigation, nebulae can cover many parsecs of space, and each parsec should be counted as two parsecs within the nebula's area of effect.

Anomalies

“Anomaly” is a catch-all term for the millions of celestial objects encountered for which there is - as yet - no scientific explanation. They can be gaseous, energy, even temporal in nature. Some common types include:

Spatial. This is a broad category of unusual space-time phenomena; the actual laws of physics can be different within a spatial anomaly, and each is unique.

Gaseous. A gaseous anomaly refers to any kind of unusual gas cloud. They are often analyzed by scientific ships which dispatch sensitive probes to measure and catalog them.

Temporal. Temporal anomalies are very dangerous indeed. Time itself can work differently in a temporal anomaly - it might stop, it might move at a different rate, it might flow backwards, or it might fluctuate.

Energy. Energy-based anomalies are unexplained sources of energy - whether that be heat, light, or some other form of radiation. They can be physically harmful to starships.



Exotic Stars

Sometimes stars are made of something other than the usual electrons, protons, and neutrons. Quarks, strange matter, and preons can also make up stars, often prevented from gravitational collapse by quantum features.

Exotic stars can cause a variety of conditions in the surrounding area of space and on those planets which may orbit them. These conditions can be as exotic and unusual as the stars themselves. These objects provide an excellent way to introduce some of the more fantastic science fiction plots.

Quark & strange stars are rare neutron stars made of quarks or of strange matter.

Electroweak stars are super-dense neutron stars; the quarks have been converted to leptons via the electroweak force, and radiation pressure is all that prevents gravitational collapse.

Preon stars are compact stars composed of subatomic particles known as preons. They are smaller and lighter than neutron stars and white dwarfs, but have greater densities.

Boson stars are made out of bosons and were formed during the primordial stages of the big bang.

Dark stars have an escape velocity equal to or greater than the speed of light, but are stable against collapse into a black hole. Dark stars are effectively “invisible” stars and are almost impossible to detect even with advanced sensors.

Q-stars are known as “gray holes” and are very heavy neutron stars.

Ice stars are stars of intense cold. These stars radiate out that cold for many millions of miles in every direction.

Astroengineering

Engineered phenomena can also exist in space, from Dyson spheres to great stargates. The following megastructures are the work of Kardashev Type II civilizations at minimum.

At higher levels, stellar engineering

and astroengineering can even allow a civilization to create or destroy stars and black holes, or, ultimately, entirely reshape galaxies to their needs. The very highest levels allow the manipulation of dark energy itself, and control over the very end of the universe.

Alderson disk. Proposed by Dan Alderson, this is a giant flat disc with a hole in the center in which sits a star. The hole is protected by a wall a thousand miles high to contain the atmosphere, and the outer edge reaches out 3-5 AU from the center. Life could exist on either side of the disk.

Artificial world. A planet-sized artificial world could either be a hollowed-out natural structure or a fully constructed metallic one. The surface and the interior could both be used for habitation.

Dyson sphere. A Dyson sphere is an artificial hollow sphere which completely encloses a star. The concept was proposed by the physicist Freeman Dyson in 1960, in which he suggested that an advanced civilization might use such a structure capture 100% of



its star's energy. Variations on the concept include Dyson swarms (billions of constructs orbiting in dense formation around a star), Dyson bubbles, and Dyson rings.

Ringworld. A ringworld is an artificial ring which encircles a star. It rotates to generate gravity, and has an inner surface which is populated. The area of such a surface would be equal to 3 million planets of Earth's size.

» RANDOM SPACE PHENOMENA

Random space phenomena (d66)

| | |
|-------|-----------------------|
| 11-12 | Asteroids |
| 13-14 | Black hole |
| 15-16 | Energy barrier |
| 23-24 | Funnel clouds |
| 25-26 | Gravitational anomaly |
| 31-32 | Magnetar |
| 33-34 | Dense nebula |
| 35-36 | Plasma storms |
| 41-42 | Psychic Phenomena |
| 43-44 | Quantum singularity |
| 45-46 | Radiation |
| 51-52 | Solar wind |
| 53-54 | Space creature |
| 55-56 | Spatial anomaly |
| 61-62 | Temporal anomaly |
| 63-64 | Volatile gas pockets |
| 65 | Wormhole |
| 66 | Astroengineering |

Whenever you need some kind of random space-based objects, choose or roll d66 twice on the table above, which contains many of the objects described earlier, along with a number of exciting new fictional ones.

This table is also used for space travel random events when a sensors check is failed.

The following phenomena can be added to create an exciting and dynamic starship combat environment or to populate a star system with different features.

These descriptions assume that you are portraying them on a starscape using a tactical hex grid. For theater of the mind style encounters, simply ignore hex-based references and narrate the environment.

11-12) Asteroids. Asteroids take up between one and three hexes. They should be sprinkled liberally across the starscape. Asteroids block line of sight.

13-14) Black hole. A black hole is not placed on a starscape itself; rather it exists off of one edge of the starscape. Each round, all ships are dragged 1d6 hexes towards that hex edge in a straight line. Any vessel which crosses the edge of the starscape has passed through the event horizon and is effectively destroyed unless it can escape by using an FTL drive.

15-16) Energy barrier. An energy barrier forms an impassable "sheet" one hex thick which causes 3d6 heat damage to any ship which comes into contact with it.

21-22) Energy fluctuations. Energy fluctuations are an environmental feature. Each round, roll 1d6; on a roll of 5 or 6, an energy fluctuation takes place. Roll 1d6 on the following table to determine its effect:

Energy fluctuations

- 1 All shields are overloaded and go down for this round.
- 2 All energy weapons deal double damage for this round.
- 3 All ships take 1d6 heat damage.
- 4 All sensors are knocked offline, making firing impossible this round.
- 5 Characters aboard a ship all take 1d6 heat damage.
- 6 Energy reactions are amplified; ships all double their velocity this round.

23-24) Funnel clouds. Funnel clouds are gaseous entities of 3 hexes diameter. They look like towering pillars of turbulent gas. A ship can hide within a funnel cloud, rendering it effectively cloaked. However, the ship will take 1d6 heat damage each round while inside the cloud.

25-26) Gravitational anomaly. Gravitational anomalies have unpredictable effects on starship. An anomaly is 1d6 hexes in diameter. The GM should determine its location, but it is a *Difficult [16]* INT check to use sensors to locate and chart an anomaly. Any ship which comes into contact with a gravitation anomaly is thrown 3d6 hexes in a randomly determined direction.

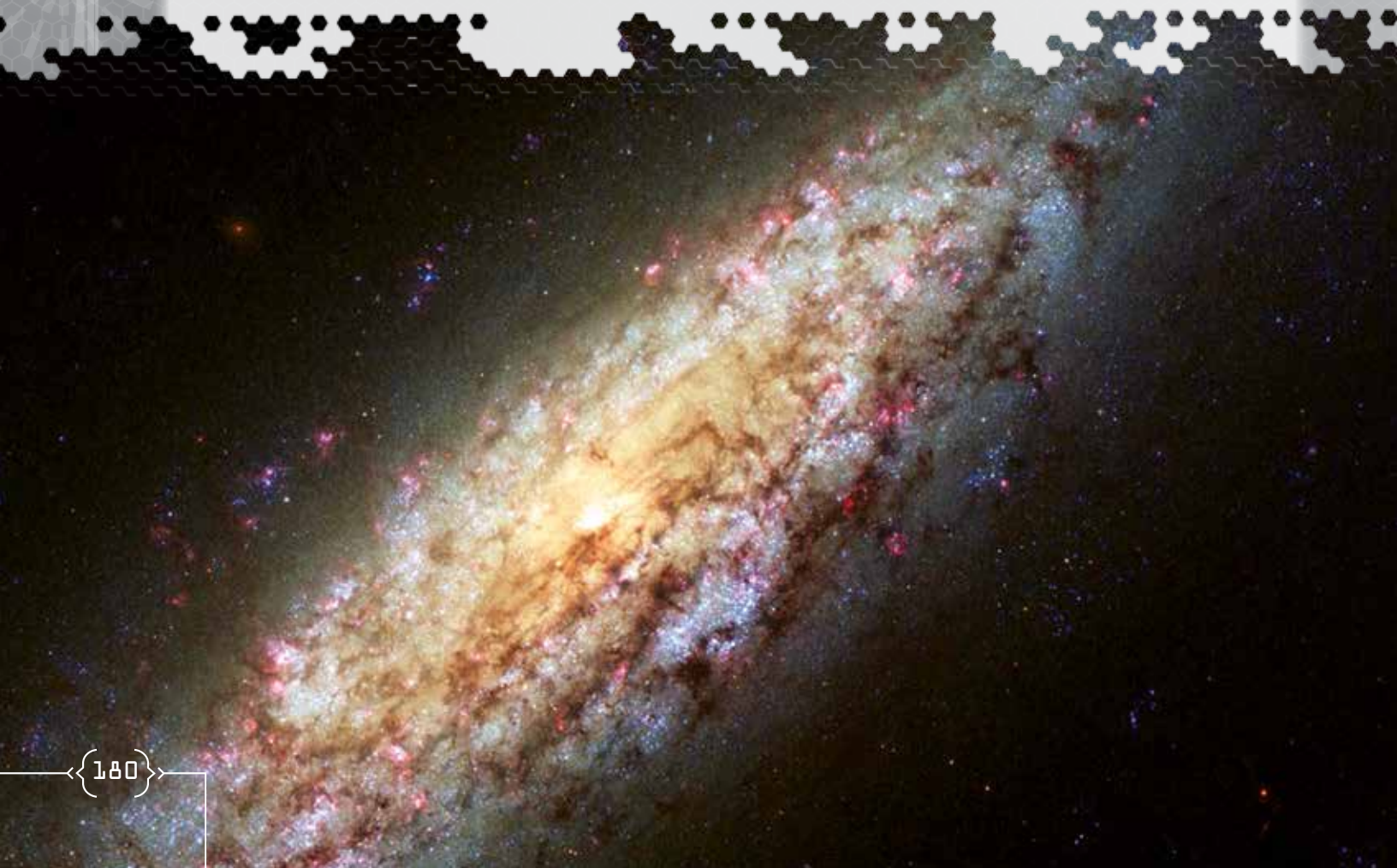
31-32) Magnetar. A magnetar is a type of neutron star with a powerful magnetic field, about the size of a large asteroid (one hex). They inflict a -2d6 penalty to all sensor checks and attack rolls. Magnetars also cause energy fluctuations (see above) with strong x-ray and gamma ray bursts.

33-34) Dense nebula. Nebulae encompass an entire starscape and reduce sensor and attack range to 2d6 hexes.

35-36) Plasma storms. Plasma storms are dangerous, explosive phenomena which can cause damage to vessels which stray too close. Storms appear randomly, and disappear again just as quickly. At the start of the encounter, place 1d6 plasma storms of 3-hexes in diameter on the starscape. Each storm has a countdown die of one dice; roll 1d6 for each storm each round, and remove it if a 6 is rolled. Additionally, roll 1d6 each round and on a roll of 5-6 add a new plasma storm to the starscape in a randomly determined location. Plasma storms cause 6d6 damage to any starship which comes into contact with it.

41-42) Psychic phenomena. Psychic phenomena affect crew rather than ships, adjusting their emotions. Each round, each character is subjected to a 4d6 vs. MENTAL DEFENSE attack. If the attack is successful, they suffer 2d6 psychic damage.

43-44) Quantum singularity. A quantum singularity is a type of tiny black hole. It has a massive gravitational pull, but its event horizon is only one-hex in size, and is placed randomly on the starscape. Each round, all



ships are dragged 1d6 hexes towards that hex in a straight line. Any vessel which enters the hex has passed through the event horizon and is effectively destroyed.

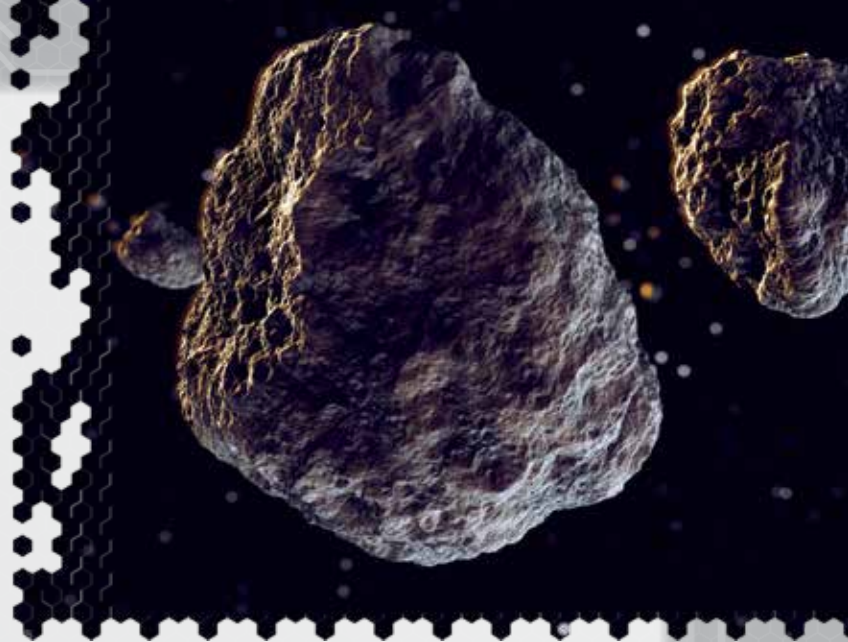
45-46) Radiation. Radiation pervades a starscape. Any ship without appropriate shielding is vulnerable to radiation, which harms the crew, causing 1d6 casualties each round.

51-52) Solar wind. A solar wind is a stream of plasma emanating from a star; solar winds are what solar sails use for propulsion. Technically every star emits a solar wind, which is usually harmless to starships, but occasionally a stellar body will emit such a ferocious solar wind that even starships are in danger. Solar wind moves across the starscape from one edge to another. Starships are pushed one hex in that direction each turn (those with solar sails are pushed 1d6 hexes). In addition, they take 1d6 heat damage from the direction of the solar wind.

53-54) Space creature. Space creatures are placed randomly on the starscape. A space creature is unpredictable. Roll 1d6 on the following table for its action each turn. A space creature has 4d6 INITIATIVE, 4d6 HEALTH and 3d6 DEFENSE, should any vessel wish to attack it.

Space Creature Actions

- | | |
|---|--|
| 1 | No action. |
| 2 | Move 2d6 hexes in a random direction. |
| 3 | Move in a straight line towards the nearest vessel. |
| 4 | Attack the nearest vessel with a ranged attack (4d6 to hit, 4d6 damage). |
| 5 | Emit an energy surge (see Energy Fluctuations above). |
| 6 | Flee towards the nearest map edge. |



55-56) Spatial anomaly. A spatial anomaly randomly teleports any vessel which enters it to a random location on the starscape. Spatial anomalies are 3 hexes in diameter and are placed randomly on the starscape.

61-62) Temporal anomaly. A temporal anomaly can speed up, slow down, or stop time for any that come into contact with it. Temporal anomalies are 1d6 hexes in diameter. If a vessel touches a temporal anomaly, roll 1d6. On a 1-3 the vessel misses its next turn; on a 5-6 the vessel gains an immediate bonus turn.

63-64) Volatile gas pockets. Volatile gas pockets are hard to detect, but they can be charted with a *Difficult [16]* INT check. A gas pocket is usually 3 hexes in diameter, and 2d6 of them should be placed randomly on the starscape. Any ship within a volatile gas pocket when it fires a weapon, or when it is hit by a weapon, takes 2d6 heat damage from exploding gas. The gas pocket disappears after exploding.

65) Wormhole. A wormhole is a one-way portal to another location. Any ship entering the wormhole leaves the encounter immediately. Wormholes are usually only 1 hex in diameter, and tend to be very visible.

66) Astroengineering. Choose one item from the *Astroengineering* section, above. Roll another d6; on a 6, the structure is operational and current; otherwise it is ancient and abandoned.

Drake Equation

The Drake Equation is a formula used to determine the number of civilizations in a galaxy. It was formulated by the astronomer Frank Drake in 1961. It looks like this:

$$N = R \times F_p \times N_e \times F_e \times F_i \times F_c \times L$$

N is the number of civilizations capable of radio communication (it does not include pre-industrial civilizations). The other factors include things like the fraction of stars

that have planets, the average number of potential life-supporting planets per star that has planets, and so on. Throughout the late 20th and early 21st century, many of these factors were estimated, although as more and more planets were discovered by astronomers using data from missions like the Kepler space mission, the values were slowly pinned down more accurately.

Frank Drake's original value for N in 1961 was around 100,000 civilizations. However, most of the values used at that time were guesses.

» LIST OF ASTRONOMICAL OBJECTS

The following are astronomical objects and their distance from Sol in parsecs.

| | |
|-----------------------------|-----|
| Hyades Star Cluster | 46 |
| Great Rift | 92 |
| Pleiades Star Cluster | 132 |
| Theta Car Cluster | 151 |
| Omicron Velorum Cluster | 153 |
| Helix Nebula | 160 |
| Beehive Star Cluster | 177 |
| Lambda Centauri Nebula | 184 |
| Coalsack Nebula | 187 |
| Ptolemy Star Cluster | 200 |
| Dumbbell Nebula | 352 |
| Orion Nebula | 406 |
| Iris Nebula | 430 |
| Saturn Nebula | 430 |
| Ghost of Jupiter Nebula | 430 |
| Butterfly Star Cluster | 490 |
| De Mairan's Nebula | 490 |
| Flaming Star Nebula | 490 |
| Wishing Well Cluster | 490 |
| North America Nebula | 552 |
| Eight Burst Nebula | 613 |
| Ring Nebula | 613 |
| Owl Nebula | 623 |
| Little Dumbbell Nebula | 767 |
| East Veil Supernova Remnant | 767 |

Such objects are often used as the names of sectors or areas of space.

| | |
|-----------------------------|--------|
| West Veil Supernova Remnant | 767 |
| Cave Nebula | 859 |
| Cat's Eye Nebula | 920 |
| Blue Snowball Nebula | 982 |
| Cocoon Nebula | 1,012 |
| Bowtie Nebula | 1,074 |
| Eskimo Nebula | 1,227 |
| Lagoon Nebula | 1,258 |
| Crescent Nebula | 1,442 |
| Rosette Nebula | 1,503 |
| Jewel Box Cluster | 1,503 |
| Crab Nebula | 1,534 |
| Trifid Nebula | 1,595 |
| Bug Nebula | 1,595 |
| Pearl Cluster | 1,779 |
| Horseshoe Nebula | 1,840 |
| Wild Duck Cluster | 1,902 |
| Eagle Nebula | 2,147 |
| Bubble Nebula | 2,178 |
| Eta Carinae Nebula | 2,300 |
| Sagittarius Cluster | 3,067 |
| Tucane Cluster | 4,509 |
| Omega Centauri Cluster | 5,307 |
| Tarantula Nebula | 52,147 |

The following is a list of some of the brightest stars seen from Sol.

| Stars | Parscs | Type |
|--------------------|--------|------------------------------|
| Rigel Kentaurus | 1.3 | Yellow main-sequence |
| Sirius | 2.63 | Binary star system |
| Procyon | 3.5 | Binary star system |
| Altair | 4.9 | White main-sequence |
| Fomalhaut | 6.7 | White main-sequence |
| Vega | 7.7 | White main-sequence variable |
| Arcturus | 10.4 | Orange giant |
| Pollux | 12.3 | Orange giant |
| Capella | 12.6 | Four stars in two binaries |
| Castor | 15 | Quadruple star system |
| Aldebaran | 18.4 | Orange giant |
| Regulus | 21.2 | Four stars in two binaries |
| Achernar | 21.2 | Blue main-sequence |
| Canopus | 22.7 | White main-sequence |
| Gacrux | 36.8 | Red giant |
| Spica | 67.5 | Blue giant |
| Bellatrix | 77 | Blue giant |
| Algol (Demon Star) | 93 | Triple star system |
| Hadar | 98 | Triple star system |
| Shaula | 101 | Triple star system |
| Becrux | 141 | Binary star system |
| Acrux | 156 | Triple star system |
| Antares | 160 | Red supergiant |
| Adhara | 175 | Binary star system |
| Rigel | 429 | Blue-white supergiant |
| Betelgeuse | 429 | Red supergiant |
| Deneb | 830 | Blue-white supergiant |

The items below are pulsars (neutron stars and magnetars) and black holes.

| Black Holes & Pulsars | Parscs | Type |
|---------------------------|--------|--|
| Geminga Pulsar | 250 | Neutron star |
| Little Green Men 1 Pulsar | 700 | Neutron star |
| Ao | 920 | Black hole and orange dwarf binary system |
| Black Widow Pulsar | 1,534 | Millisecond pulsar orbiting brown dwarf |
| Vela X-1 | 2,000 | Neutron star orbiting supergiant |
| Gro | 2,454 | Smallest black hole |
| Cygnus X-1 | 2,485 | Black Hole orbited by blue supergiant |
| Swift Vulpeca | 4,601 | Magnetar |
| Centaurus X-3 | 5,700 | X-ray pulsar (orbiting Krzeminski's star) |
| Hercules X-1 | 6,600 | Neutron star |
| Hulse-Taylor | 6,400 | Binary pulsar |
| Kesteven 3XMM | 7,055 | Magnetar |
| Sagittarius A* | 8,589 | Supermassive Black Hole |
| Sagittarius X-1 | 8,589 | Magnetar orbiting Sagittarius A* |
| M15 X | 10,000 | Black hole surrounded by a globula cluster |
| Cygnus X-3 | 11,350 | Black hole |
| Magellan X-1 | 50,016 | Magnetar in Large Magellanic Cloud |

» 4 • Space



»SPACE TRAVEL

Space travel is a common feature of far-future settings. Faster-than-light (FTL) engines propel ships at incredible speeds through the void of space as they navigate from one star system to the next.

Not every campaign will allow the full range of FTL speeds; in fact, many campaigns may not allow FTL travel at all, limiting character to use of generation ships, space gates, or simply local in-system travel - either because such technology is not physically possible in the setting, or because technology hasn't yet reached that level of advancement.

Navigating in space is a complicated affair. It requires complex calculations, expert engineering, and sensitive sensors. In order to make an interstellar voyage, various attribute checks must be made - these attribute checks

determine the time it takes to make the journey and the condition the ship and its crew are in upon arrival.

» DISTANCE & TIME

To make a space journey, first determine the distance of the journey in parsecs. There are hex-based star maps available to help plan space travel. Breaking a longer journey up into sections can make progress easier.

A starship has a travel increment measured in days equal to its class. For every increment beyond the first, attribute checks suffer a -1d6 penalty. A Class VII ship can make a journey of 7 days with no penalty, but a journey of 10 days inflicts a -1d6 penalty, and a journey of 15 days causes a -2d6 penalty.

Space Travel Time (AL 9)

| FTL-X | C | 1 PARSEC |
|-------|---------------|------------|
| 1 | 1 | 1,190 days |
| 2 | 8 | 149 days |
| 3 | 27 | 44 days |
| 4 | 64 | 19 days |
| 5 | 125 | 10 days |
| 6 | 216 | 5.5 days |
| 7 | 343 | 3.5 days |
| 8 | 512 | 2.3 days |
| 9 | 729 | 1.6 days |
| 10 | 1,000 | 29 hours |
| 11 | 1,331 | 21 hours |
| 12 | 1,728 | 17 hours |
| 13 | 2,197 | 13 hours |
| 14 | 2,744 | 10 hours |
| 15 | 3,375 | 8 hours |
| 16 | 4,096 | 7 hours |
| 17 | 4,913 | 6 hours |
| 18 | 5,832 | 5 hours |
| 19 | 6,859 | 4 hours |
| 20 | 8,000 | 3.5 hours |
| 30 | 27,000 | 1 hour |
| 40 | 64,000 | 25 mins |
| 50 | 125,000 | 12 mins |
| 100 | 1,000,000 | 2 mins |
| 200 | 8,000,000 | 15 secs |
| 500 | 125,000,000 | 1 sec |
| 1,000 | 1,000,000,000 | 0.125 secs |

Space travel times are shown in the table above. C refers to a multiple of the speed of light - the actual speed of a ship is the cube of its FTL factor (thus FTL-5 is 125 times light speed). A parsec is 3.26 light years.

FTL-7 is very close to 1 day per light year; when local variations and other factors are taken into account, 1 day per light year is accurate enough for navigational use. This has made it the standard travel speed, and is referred to as “standard speed”, as in “set a course for Sirius X at standard speed”. FTL-20 is almost exactly 1 light year per hour.



The *Milky Way* is roughly 100,000 light years in diameter. Even at FTL-20 (8,000 times light speed) it would take 11 years to cross the entire galaxy. At FTL-100 (1-million times light speed) it would take roughly 40 days.

Different Assumptions

In some settings, FTL travel occurs at vastly greater speeds than in others. Where one setting may have a Federation covering 20% of the *Milky Way*, another might have a Galactic Empire spanning an entire galaxy. In the former, it might takes days to traverse just one sector, while in the latter the entire galaxy might be crossed in the same time or less.

The former speeds are typically Advancement Level 9 technology, and the latter are Advancement Level 10 technology.

These two technology levels create different types of game setting. The slower assumption allows for more exploratory games, while the latter makes space travel a trivial aspect. A galaxy in an AL10 setting is likely fully explored, or nearly so.

For such speeds, FTL-X is a more cumbersome way to refer to travel velocity. Instead, some settings (such as the aforementioned Galactic Empire setting) use a simpler rating system where a Class 1 FTL drive is twice the speed of a Class 2 FTL drive, which is itself twice the speed of

a Class 4 FTL drive. Conversely, a Class 0.5 drive (one which can, colloquially speaking, make “0.5 past light speed”) is twice the speed of a Class 1 drive.

The math conveniently works out to 1 parsec in 1 minute per FTL rating class.

Space travel time (AL 10)

| Class | FTL-X | 1 PARSEC |
|-------|-------|----------|
| 9 | 51 | 9 mins |
| 8 | 53 | 8 mins |
| 7 | 55 | 7 mins |
| 6 | 58 | 6 mins |
| 5 | 63 | 5 mins |
| 4 | 79 | 4 mins |
| 3 | 91 | 3 mins |
| 2 | 100 | 2 mins |
| 1 | 125 | 1 min |
| 0.9 | 130 | 54 secs |
| 0.8 | 135 | 48 secs |
| 0.7 | 142 | 42 secs |
| 0.6 | 150 | 36 secs |
| 0.5 | 158 | 30 secs |
| 0.25 | 200 | 15 secs |

» ATTRIBUTE CHECKS

Three primary checks must be made when making a space journey. These checks are *Routine* [10] checks in **friendly** space, *Challenging* [13] checks in **hostile or unexplored** space, and *Difficult* [16] checks in **dangerous** space. They can be made by PCs, or by the ship’s crew using the vessel’s crew rating (typically a 4d6 dice pool).

Engineer. A LOG check (bolstered by the *engineering* skill) must be made to maintain the FTL systems.

Navigator. A LOG check (bolstered by the *astrogation* skill) must be made to plot the course and calculate FTL coordinates.

Sensors. An INT check (bolstered by the *computers* skill) must be made to use sensors and keep an eye out for hazards.

Additionally, some secondary checks may be required under certain circumstances.

Medic. On a journey of more than one week, a LOG check (bolstered by the *medicine* skill) is required to monitor the crew, their physical and mental health, and their diets.

Security. On a ship of more than 50 crew, an INT check must be made to maintain order and spot trouble on board the ship.

» ARRIVAL

Space travel is a “fail forward” system - the ship will not fail to navigate to its destination, but the checks determine the condition it arrives in. Add up all the successful checks and all the unsuccessful checks. If there are more unsuccessful checks than successful checks, when the ship arrives at its destination the PCs are *weary*, and the crew is considered one category less skilled (*elite - experienced - standard - poor*) until they have had 24 hours’ rest for each range increment travelled.

Additionally, each failed check results in a problem.

- **Delay.** A failed engineering check causes delays as repairs are needed. A minor science is required before the vessel can continue its journey. The delay takes place halfway along the route.
- **Fuel.** A failed navigation check means that the fuel cost of the journey is doubled. A good navigator will plot a more efficient course, perhaps effectively completing a spice run in less than the number of parsecs expected.
- **Illness.** A failed medical check means that 1d6 crew members are lost to illness or injury. If a 6 is rolled on this number, an infectious illness breaks out.
- **Indiscipline.** A failed security check can cause sloppiness, and even petty crime. This costs the ship 1d6 Cr x the crew complement.



» Encounter. A failed sensors check means an unexpected encounter takes place. This can be with an interstellar phenomenon or with another ship. The GM should roll for or select an encounter from the Space Phenomena table.

» DISTRESS CALLS

Distress calls can be made by stranded ships (those either out of fuel, or damaged). If a distress call is issued in charted space, aid arrives in 1d6 days. Aid has a cost of 1,000cr per ship class per parsec; credit

will always be given in such situations. In uncharted space, aid arrives in 1d6 weeks and may be a new species.

» INNER-SYSTEM TRAVEL

Compared to interstellar travel, movement within a solar system consists of extremely short journeys - relatively speaking. However, if these are not undertaken at faster-than-light speeds, the journeys can still take a very long time. In 2006, the NASA space probe *New Horizons* left Earth, reaching the dwarf planet Pluto nine years later.

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» DISTANCE

Distances within a solar system are measured in Astronomical Units (AU). 1AU is equal to 93 million miles, or the average distance from Earth to its Sun. Pluto orbits at about 40AU on average, meaning that at light speed (FTL-1), it would take 5.5 hours to get there.

Sublight travel time

| SUB-L | C | 1AU | Dilation |
|---------|---------|-----------|----------|
| 0.1 | - | 82 days | - |
| 0.2 | 0.0005 | 10 days | - |
| 0.4 | 0.002 | 3 days | - |
| 0.6 | 0.004 | 1.3 days | - |
| 0.8 | 0.008 | 16 hours | - |
| 1 | 0.01 | 9 hours | - |
| 2 | 0.02 | 5.7 hours | - |
| 3 | 0.03 | 3.8 hours | - |
| 4 | 0.05 | 2.7 hours | - |
| 5 | 0.06 | 2 hours | - |
| 6 | 0.09 | 1.5 hours | - |
| 7 | 0.11 | 1 hour | 1.01 |
| 8 | 0.14 | 54 mins | 1.01 |
| 9 | 0.18 | 43 mins | 1.01 |
| 10 | 0.20 | 35 mins | 1.02 |
| 11 | 0.26 | 29 mins | 1.03 |
| 12 | 0.31 | 24 mins | 1.05 |
| 13 | 0.37 | 20 mins | 1.08 |
| 14 | 0.44 | 17 mins | 1.1 |
| 15 | 0.50 | 14 mins | 1.25 |
| 16 | 0.60 | 13 mins | 1.25 |
| 17 | 0.68 | 11 mins | 1.4 |
| 18 | 0.78 | 9.7 mins | 1.7 |
| 19 | 0.88 | 8.5 mins | 2.3 |
| 19.5 | 0.94 | 8.4 mins | 3.1 |
| 19.9 | 0.99 | 8.3 mins | 7 |
| 19.99 | 0.999 | 8.2 mins | 22.4 |
| 19.999 | 0.9999 | 8.1 mins | 70 |
| 19.9999 | 0.99999 | 8 mins | 224 |
| 20* | 1.00 | 8 mins | infinite |

**This speed is not possible in normal physics*

SUB-L 0.1 is roughly 550,000 km/h, and is the approximate speed of a high speed early 21st century space vessel.

SUB-L 7 is 1 hour per AU.

SUB-L 20 is equal to FTL-1, the speed of light. Under normal physics, a ship cannot ever reach SUB-L 20; the laws of relativity forbid an object from reaching light speed without special faster-than-light technology.

Note that while a starship's SPEED rating (as shown in its stat block) is used for both tactical combat and in-system travel, the two uses are not directly equivalent. Navigational speed (which uses an exponential scale similar to the way FTL speeds are calculated) is much faster than tactical speed (the number of kilometers a ship moves in one round; see *Starship Combat*, later) despite the fact that both are based on the same basic SPEED rating.

A SUB-L journey is resolved in exactly the same way as an FTL journey. The only difference is the units used.

TIME DILATION

The final column on the Sublight travel time table shows the effect of time dilation on sublight speeds as they approach that of light.

FTL speeds do not suffer from issues of time dilation. However, those travelling at high sublight speeds will find that time passes more slowly for them than for those not moving. For every day (or hour, or any other unit of time) spent travelling, multiply it by the Dilation column to determine how much time passes for those at rest.

As can be seen from the table, the effect rises sharply as lightspeed is approached, with most of the increase being found in the small range consisting of 0.99 lightspeed and above. However, the effect is still noticeable at lower velocities, especially at 0.5 lightspeed and above.

The dilation rises ever more steeply in the increasingly tiny range between the ship's speed and the speed of light. While no appreciable journey time saving is made beyond SUB-L 19.9 for a journey of 1 parsec, at 0.999999c two years passes for those at

rest for every day spent travelling; and at 0.9999999999999999c, twenty thousand years passes for each day.

Sublight speeds beyond SUB-L 19 are not typically used, for obvious reasons.

» EXAMPLE SOLAR SYSTEM

The following table uses the Sol system to provide an example of interplanetary distances in AU from the Sun, all the way out through the various planets, the Kuiper Belt, the Oort Cloud, and the closest star, Proxima Centauri.

Distance from Sol

| LOCATION | AU |
|------------------|---------|
| Mercury | 0.4 |
| Venus | 0.7 |
| Earth | 1 |
| Mars | 1.5 |
| Ceres | 2.8 |
| Jupiter | 5.2 |
| Saturn | 9.6 |
| Uranus | 19 |
| Neptune | 30 |
| Pluto | 40 |
| Kuiper Belt | 52 |
| Oort Cloud | 75,000 |
| Proxima Centauri | 268,000 |

The distances to objects orbiting a star are average distances, and highly elliptical orbits can cause large variations. Additionally, the distance between two locations in a star system varies as both orbit the star. At times, they may be on opposite sides of the star, greatly increasing the straight-line distance between them (which would be equal to the combined distance of each from the star itself), and at other times they will be on the same side of the star.

Assuming both locations are on the same side of the star, to determine the distance between any two simply deduct one from the other.



If they are on opposite sides of the star, add the two distances together.

For ease-of-play, GMs should feel free to simply use the above average figure rather than track the orbital positions of every body in a star system.

Using FTL Drives In a Star System

The travel times within a star system can be drastically shortened by simply using a vessel's FTL drives, if it has them. FTL travel reduces an AU to a trivial distance, as can be seen in the following table.

At FTL-10, travel from the Sun to Pluto is a journey of a mere 20 seconds (in comparison, at the same speed, it would take 29 hours to reach the nearest star).

Travel at these speeds inside a crowded star system is difficult and dangerous,

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however. Star systems often contain large amounts of clutter - planets, asteroids, comets, and clouds of ice and rock such as Sol's Oort Cloud, which surrounds the entire system. There's no physical law preventing it, but the FTL calculations are much more complex than those for interstellar travel. In populated systems, the danger is even greater. Many civilized systems will have local laws determining the permitted speeds or usage of FTL drives.

| FTL | 1 AU |
|-----|----------|
| 1 | 8 mins |
| 2 | 1 min |
| 3 | 18 secs |
| 4 | 7.5 secs |
| 5 | 3.8 secs |
| 6 | 2.2 secs |
| 7 | 1.4 secs |
| 8 | 0.9 secs |
| 9 | 0.7 secs |
| 10 | 0.5 secs |

Within a charted star system, the navigator's FTL checks take a -2d6 penalty. Within an uncharted system, the checks take a -3d6 penalty. And in a crowded, populated system, an additional -1d6 penalty is applied.

Failure on this check dumps the ship unceremoniously out of FTL as automated systems avoid a collision. This badly damages the FTL engines and the superstructure. The ship takes 2d6 damage to its SS, and the FTL engines go offline until they are repaired, which requires a *Difficult [16]* minor science.

» FUEL

Both FTL and sublight travel require fuel. Fuel can be hydrogen, antimatter, or even old-style rocket fuel. As a general guideline the fuel capacity of a starship (in fuel units), unless otherwise noted in its stat block, is the cube of its ship class.

A fuel unit buys one parsec of travel. So a class IV scout has a fuel capacity of 64 fuel

units before it needs to refuel, and a class XI cruiser can travel 1331 parsecs - about one twentieth of the way across the galaxy.

The cost of fuel is typically 10 credits per unit, although it can vary from place to place.

Subluminal fuel is recorded separately; it works the same way but is measured in AU rather than parsecs. It may be a different type of fuel to the FTL fuel.

» LANDING & DOCKING

Landing or docking ships is fairly routine task. It is only a *Routine [10]* AGI check, with failure meaning 1d6 damage to the ship. Some space stations may have automated docking controls, which remove even that small risk.

Attempting to dock with a moving target inflicts a -1d6 penalty, as does attempting to dock at high speed (a SPEED greater than 5).

Twelve light years. Doesn't sound very far does it? You can get from Earth to Tau Ceti and back in a day now, but when those first explorers left the solar system to find that first habitable planet, it was going to take them eighty years to get there. It was always going to be a one-way trip.

They slept, of course. Cryogenic technology had been more or less perfected and so they spent the trip on ice, waking up only when when they were on the final approach.

Those first few days in the Tau Ceti system were busy ones. Their calculations had been a bit off and the pioneers found themselves navigating around an asteroid belt that had ten times the number rocks in it than the one back home. Their spacecraft wasn't really designed for that sort of precision flying, but they were a resourceful lot and made it through without getting too banged up.

They settled into orbit around Tau Ceti f and, made planet fall fifteen days after waking up. And to their great surprise. They found life. Or at least what remained of it. An ancient civilization that rose and fell thousands of years before their arrival.

The planet was positively littered with cities. Huge, sprawling cities with towering buildings that, in their prime, would have reached, glittering into the sky. They were well past their prime now, though. Abandoned an age ago, victim to some ancient catastrophe.

They explored the largest of these cities for days before they found the library. A vast repository of ancient texts. And that's when they made the horrifying discovery: the books were in English. And French and Chinese and Spanish.

This was no ancient civilization. The pioneers hadn't been traveling for eighty years, but eighty thousand. Maybe more. It was the human race, that had risen and fallen while the pioneers slept.

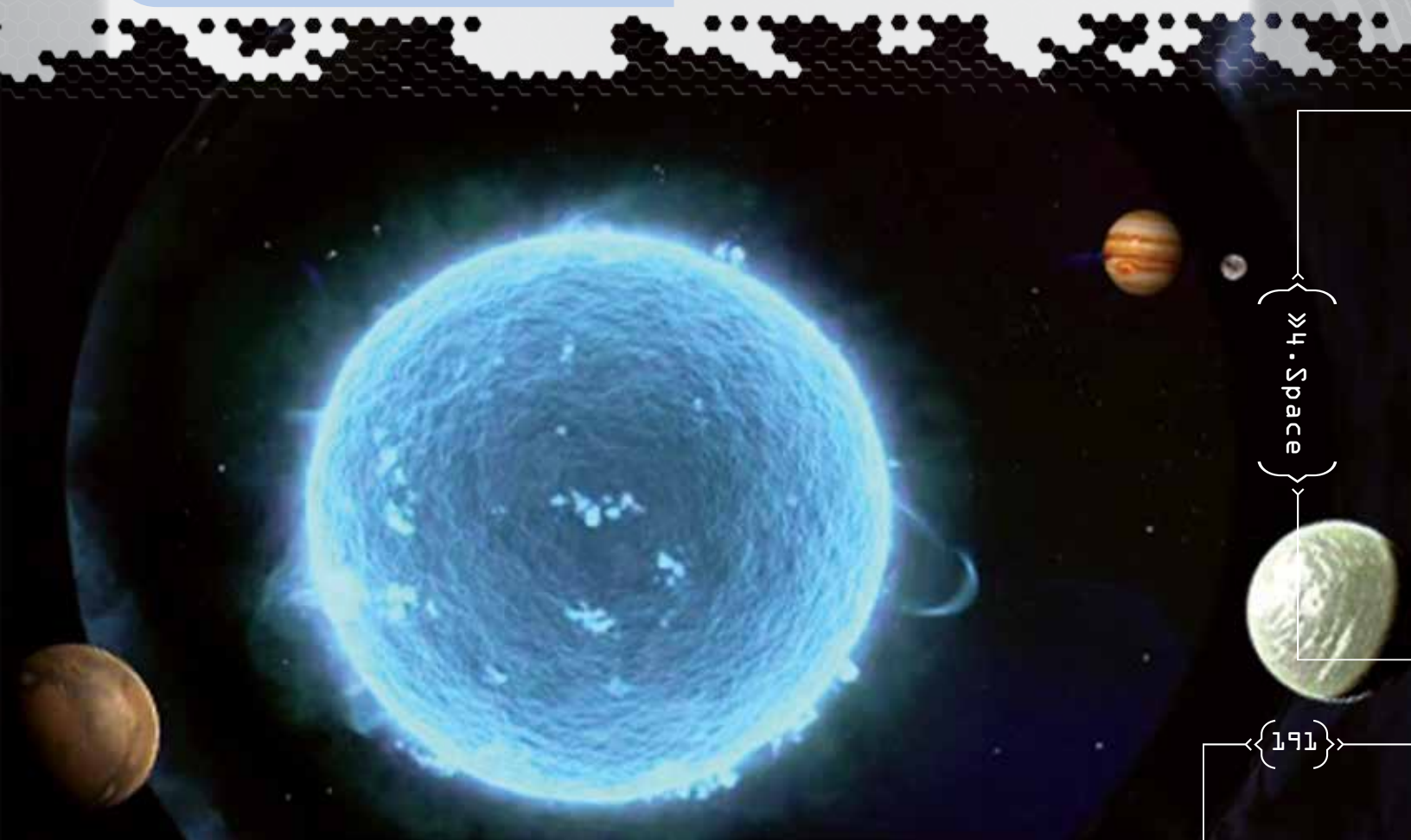
And now they were alone. But as I mentioned, they were a resourceful lot. First they recolonized Tau Ceti F, then they rediscovered faster than light travel and they spread out across the galaxy again, eventually becoming the Second Great Human Empire that we know today.

» TYPES OF FTL TRAVEL

The speed of light in a vacuum is 186,282 miles per second. Faster-than-light travel, properly referred to as superluminal travel, is a process by which the laws of special relativity which normally forbid such speeds are broken or circumvented. Technically, the laws aren't broken - but certain solutions to the equations allow FTL travel in specified ways or "effectively" travel faster than light without actually doing so. Some special particles such as tachyons travel faster than light at all times. The types of FTL travel available may be dependent on the game setting or, in settings where multiple types of FTL travel exist, on location, species, or advancement level.

Unlike subluminal speeds at a large fraction of light speed, moving faster than light also avoids relativistic effects; the time experienced by the traveler is the same as that experienced by the observer, unless otherwise noted.

The 20th century physicist Geoffrey Landis of the NASA Lewis Research Center categorized FTL systems as follows:



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REALDRIVE/JUMP GATES | Type 0

A drive which uses tricks of spacetime geometry (a la general relativity) to travel faster than light.

Jump gates are also known by a variety of names - stargates, wormholes, boomtubes, mass relays, hypergates, transwarp conduits, quantum gates, portals, and space bridges. A jump gate links two points of space-time so that a vessel can travel quickly between them by traveling through hyperspace. Naturally occurring jump gates are usually known as wormholes.

Examples: Babylon 5, Stargate, Deep Space 9

HYPERDRIVE | Type I

The ship enters some different space during the trip, whether or not time passes for the crew while in this space.

Hyperdrive relies on the concept of an alternate space where dimensions, distance, and time work differently. A vessel slips into this alternate space (named variously as hyperspace, null space, N-space, subspace, space², phase space, nodespace, slipspace,

irrational space, zero space, otherspace, and more), travels to its destination, and then slips out again into normal space.

Examples: Star Wars

ALCUBIERRE/WARP DRIVE | Type II

A bubble of different space is projected around the ship so that the ship can travel faster-than-light while still in realspace.

Antimatter engines are used to power warp systems which create a space-time bubble which is able to travel at superluminal speeds. These systems are most commonly known as warp drives, or Alcubierre drives after the 20th century physicist Miguel Alcubierre. The antimatter reactor is used to power the displacement field.

Examples: Star Trek

JUMP DRIVE | Type III

The ship travels from one point to another, possibly in multiple jumps, without occupying the intervening space and without the use of a different space to assist the travel.

A jump drive enables a vessel to travel instantaneously from one point to another. Rather than travel through hyperspace or accelerate a warp bubble, a jump drive teleports the ship. In most cases, the jump distance is limited, requiring long journeys to use multiple jumps.

Examples: Battlestar Galactica

FAKEDRIVE | Type X

Assume that special relativity or general relativity are incorrect in part or in whole, or just ignore them. Now you can just accelerate at constant gravity until you go faster than light.

WHICH TYPE OF FTL?

The type of FTL travel allowed - if any - is determined by the setting. See *Building A Universe* for more information. The most common choices are one type (*Star Trek*; *Star Wars*), all types (*Doctor Who*), or no types - settings with two or three types are not common.



»SPACE TRAVEL SHEET

Record vessel's travel increment here.

| TRAVEL INCREMENT | Days |
|------------------|------|
|------------------|------|

Travel increment is equal to ship class (subject to other modifiers)

Plot your course.

- 1 Calculate distance in parsecs and calculate journey time using the table to the right.

Count travel increments.

- 2 Determine how many travel increments the journey time is. You take a -1d6 penalty to all checks for each increment (or part) beyond the first.

Make attribute checks.

- 3 Make 3-5 attribute checks for engineering, navigation, and sensors; and, sometimes, medics and security as shown below.

Arrival.

- 4 Count successful and failed attribute checks. If failed checks outnumber successful checks, the crew efficiency is reduced one category until it has rested for 24 hours per travel increment.

Attribute Checks

| | |
|------------------|-------------------------|
| Friendly Space | <i>Routine</i> [10] |
| Hostile Space | <i>Challenging</i> [13] |
| Unexplored Space | <i>Challenging</i> [13] |
| Dangerous Space | <i>Difficult</i> [16] |

| Task | Attribute | Failure |
|-------------|-----------|--------------|
| Engineering | LOG | Delay |
| Navigation | LOG | Fuel |
| Sensors | INT | Encounter |
| Medic* | LOG | Illness |
| Security** | INT | Indiscipline |

*For journeys of one week or longer.

Space travel time

| FTL-X | C | 1 PARSEC |
|-------|---------------|------------|
| 1 | 1 | 1,190 days |
| 2 | 8 | 149 days |
| 3 | 27 | 44 days |
| 4 | 64 | 19 days |
| 5 | 125 | 10 days |
| 6 | 216 | 5.5 days |
| 7 | 343 | 3.5 days |
| 8 | 512 | 2.3 days |
| 9 | 729 | 1.6 days |
| 10 | 1,000 | 29 hours |
| 11 | 1,331 | 21 hours |
| 12 | 1,728 | 17 hours |
| 13 | 2,197 | 13 hours |
| 14 | 2,744 | 10 hours |
| 15 | 3,375 | 8 hours |
| 16 | 4,096 | 7 hours |
| 17 | 4,913 | 6 hours |
| 18 | 5,832 | 5 hours |
| 19 | 6,859 | 4 hours |
| 20 | 8,000 | 3.5 hours |
| 30 | 27,000 | 1 hour |
| 40 | 64,000 | 25 mins |
| 50 | 125,000 | 12 mins |
| 100 | 1,000,000 | 2 mins |
| 200 | 8,000,000 | 15 secs |
| 500 | 125,000,000 | 1 sec |
| 1,000 | 1,000,000,000 | 0.125 secs |

** For crews of 50 or more.

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» STARSHIP COMBAT

Starship combat is similar to ground combat. Attacks are made using dice pools based on attributes and skills, and ships move in an attempt to gain advantageous positions from which to fire upon their enemies.

Starship combat can be played with or without miniatures. When played with miniatures, ships are moved on a hex grid using a tactical combat system; when played without, a “theater of the mind” system is used.

Both forms of starship combat use the same rules; however each uses its own set of movement rules.

Although the asteroid belt ahead of the convoy provided ample opportunity for an ambush, the corporation had deemed it too costly to divert from anything other than a direct route between the hilithium mines on Carrax IV and the warp gate at the edge of the system.

Dermal had been tracking the convoy for days, waiting to take advantage of the Corporation’s frugality. She had a plan and it was a good one.

She positioned her heavily modified Apache class freighter behind one of the larger rocks, taking advantage of its natural radioactivity to hide her from the sensor sweeps of the gunships accompanying the vast hilithium tanker.

The last ship entered the asteroid field. Dermal checked her screens and went over the plan one last time: detonate the nukes, swoop in and take out whatever remained of the gunships, plant one last nuke on the tanker and get the hell out of there. Oh, and get paid. Get paid very well indeed by the anonymous patron who would very much like to see the convoy protection contracts go to a rival militia.

It was time. The convoy was in position. Dermal flicked a couple of switches and then paused to take a deep breath before pushing the big red button that would rain fiery destruction on the unsuspecting gunships.

Payday.

Nothing happened. Dermal cursed, pushing the button frantically. Still nothing. But why? She had laid the mines and programmed the detonator herself. She had checked everything two, three times. It should have been perfect.

A jangling siren interrupted her train of thought. Proximity alert! Two of the gunships were closing in her position. They knew where she was. How?

Dermal pushed the thruster controls forward and maneuvered the Apache away from the asteroid. She had to escape. Get as much distance between her and the convoy as she could. She pulled the lever back hard and the freighter lurched forward, jamming her back in the seat.

She just had to get free of the asteroid field and then she'd be free and clear. Thirty seconds.

The Apache shuddered as a concussion missile hit, somewhere at the back. Dermal lost control momentarily as the ship went into a spin, but wrestled the controls back. Another missile exploded harmlessly on the port-side hull plating. The ship ducked around one last rock and then she was free.

Except the Navy was waiting for her on the other side. Three heavy cruisers and a squadron of snub fighters. Dermal was going to have to fight her way out...

» THE BASICS

If you are already familiar with the *What's O.L.D. is N.E.W.* task resolution rules, you'll find that starship combat does not require you to learn much more. The action economy is slightly different, however.

Instead of two actions per turn like in a ground-based encounter, a starship has one movement action and a number of other actions equal to its class. These actions can be performed by PCs or by the ship's crew.

Actions are dealt with in the following sections. Movement is dealt with separately in the *Theater of the Mind* and *Tactical Combat* sections.

» PLAY SEQUENCE

The play sequence is similar to that of a regular ground-based encounter.

Make attribute checks to access the ambush turn, if appropriate. These will be opposed by ship sensors.

1. Roll INITIATIVE for each ship. The pilot rolls, and can use the *starship tactics* skill in the dice pool. Larger ships have INITIATIVE penalties.
2. Each ship takes a turn in INITIATIVE order, starting with whichever rolled the highest. The ship takes one move, and a number of actions equal to its class.
3. At the end of the round, move on to the next round and repeat, re-rolling INITIATIVE every round.

Actions

In addition to movement, each ship takes a number of actions in its turn. The number of actions available to it is equal to the ship's class - a Class V vessel will move and take 5 actions. Actions consist of attacks, special exploits, repairs, scans, and more. A large vessel can accomplish a lot of simultaneous actions in one turn, although large ships tend to have low INITIATIVE and act last.

Actions are performed just like they are in ground-based encounters. Attribute checks, bolstered by skills, are made to attack, scan, and so on. Attacks are made using attributes vs. the target's DEFENSE, just like on the ground. Scans with starship sensors work just like scans with handheld scanners, albeit with range increments measured in kilometers rather than feet - roll a check vs the target's DEFENSE and ask a question.

Actions are taken in any order. These actions can be performed by PCs, or by the crew. PCs may only perform one action each, so if the number of available actions exceeds the number of PCs, the crew will perform the remaining actions.

Every ship has a crew rating which indicates the dice pool the crew makes when performing an action, whether that be an attack, a repair, or something else. The crew uses this set dice pool for all actions. A typical (standard) crew rolls **4d6**.

Just like in ground combat, there is no fixed list of available actions. A character can do anything; the GM will assign the appropriate attribute check if necessary. However, the following list provides some examples.

- ▶ Attack with a shipboard weapon using a LOG or INT vs. a target's DEFENSE. The *gunnery* skill helps with this.
- ▶ Repair 2 points of SS or 2 CPU cycles with a *Difficult [16]* LOG check. *Engineering* helps with SS, while *computers* helps with CPU cycles.
- ▶ Scan a target by making a LOG check vs. the target's DEFENSE and ask a single question about that target. You can use the *computers* skill to use ship sensors, or specific skills if they information you seek is related to a specific subject (*engineering* if you're scanning their engines, *medicine* if you're looking for life-forms, and so on).
- ▶ Perform **medical actions** to either heal a PC, or restore a crewmember to duty. The ship's sick bay tells you its capacity per day for restoring casualties to duty. The *medicine* skill is useful here. This is a *Challenging [13]* LOG check.
- ▶ Make an **electronic attack** using LOG vs. the target's ELECTRONIC DEFENSE. Success causes 1d6 damage to the target's current CPU cycles, possibly causing systems to shut down.
- ▶ **Launch** a shuttle or a fighter squadron.
- ▶ Perform an **exploit**.
- ▶ **Use** transporters, tractor beams, or other special equipment.

Firing Weapons

A character fires a shipboard weapon using his LOGIC for missiles and torpedoes (it's a complex, mathematical process plotting trajectories) or INTUITION for energy and ballistic weapons vs.



the target ship's DEFENSE. The *gunnery* skill applies to ship weaponry. The target ship must be in the weapon's arc of fire; there are four arcs marked forward, aft, port, and starboard; some weapons are mounted in turrets, which give it access to more than one firing arc.

If a weapon hits, roll the damage noted on its stat-block entry. If the ship has a SOAK value from shields or armor, deduct that amount. The final total is applied to the target's SUPERSTRUCTURE.

Banks. Some weapons are mounted in banks or arrays. These are noted in the stat block. Banks and arrays require just one attack roll to hit with multiple weapons, and can be operated simultaneously by a single gunner.

Ion weapons. Ion weapons damage a ship's CPU capacity rather than its superstructure.

Missiles. Missile weapons often have long ranges and high damage potential compared to energy weapons. However, they are more easily defended against with point defenses, and take two rounds to reach their target beyond 10 hexes (if you are using miniatures, they move at 10 hexes per round). If the target moves outside the missile's range in that time, the missile will fail to engage.

Energy weapons. Lasers, phasers, ion weapons, blasters, disruptors, and other energy weapons lose 1d6 damage per range increment. The following modifiers apply to attacks.

| | |
|-------------------------|------|
| Stationary target | +1d6 |
| Rear attack | +1d6 |
| Forward-mounted weapons | +1d6 |
| Per range increment | -1d6 |
| Aft-mounted weapons | -1d6 |

Shields

Shields reduce incoming damage by an amount equal to their SOAK score. Each time a shield is penetrated, its SOAK value is reduced by 1 point. A character can repair one point of shield SOAK with a *Difficult [16]* LOG check.

Casualties

Ordinarily, ship damage merely reduces the vessel's SUPERSTRUCTURE until it reaches 0. However, whenever the ship takes 5 or more damage (after the SOAK from shields and armor have been deducted), casualties may occur.

Each player-character should roll 1d6. On a roll of 6, the character takes 2d6 damage.

Additionally, any crew beyond the player-characters take 1d6 casualties.

A ship below its minimum crew complement suffers -1d6 to all actions. A ship below half its minimum crew complement suffers -2d6. A ship below one-tenth of its crew complement cannot function.

Point Defenses

Point defenses grant an "aura". Unlike shields, which provide a passive defense, point defenses are an active measure. Point defenses are usually too weak to do serious damage to a large vessel, but can cut swathes through squadrons of fighters or smaller ships which get too close.

An aura is assigned a range which is noted in the ship's stat block. Vessels within the aura's range automatically take 1d6 damage. The damage is inflicted whenever a ship enters the aura or begins its turn in the aura.

Point defenses also grant a continuous DEFENSE bonus vs. missiles and fighters.

Fighters

Launching a fighter squadron takes one action. A squadron has SPEED 10, 1 action, attack rolls and INITIATIVE equal to its host ship's crew's dice pool (unless a PC is leading the squadron, in which case use his dice pool instead), HEALTH and damage (vs. non-squadrons) equal to the number of fighters, and an attack range of 3. Squadrons take 1d6 casualties when they enter or begin their turn in a point defense area. When attacking other squadrons, they inflict 1d6 casualties (to a maximum equal to the number of fighters). Any other hit causes 1 casualty no matter the damage of the weapon.

Electronic Warfare

Any vessel can make an electronic warfare attack against another using LOG vs. the target's E-DEFENSE, and doing 1d6 CPU damage if successful. CPU damage reduces the ship's CPU capacity. When the vessel's CPU capacity reaches zero, the computer shuts down as all systems go offline. You determine a ship's CPU capacity by looking at the computers entry in the vessel's stat block.

If you have the *Starship Construction Manual*, you can use the more advanced rule which shuts down individual systems (the target ship chooses which) as the CPU capacity is reduced. To do this, you need to know the CPU requirement of each system. This is not covered in these basic starship combat rules.

CPU can be restored with a *Difficult [16]* LOG check and one action, which recovers 2 CPU points. Note that CPU can be reduced below zero - this just means it will take longer to repair and bring the ship back online.

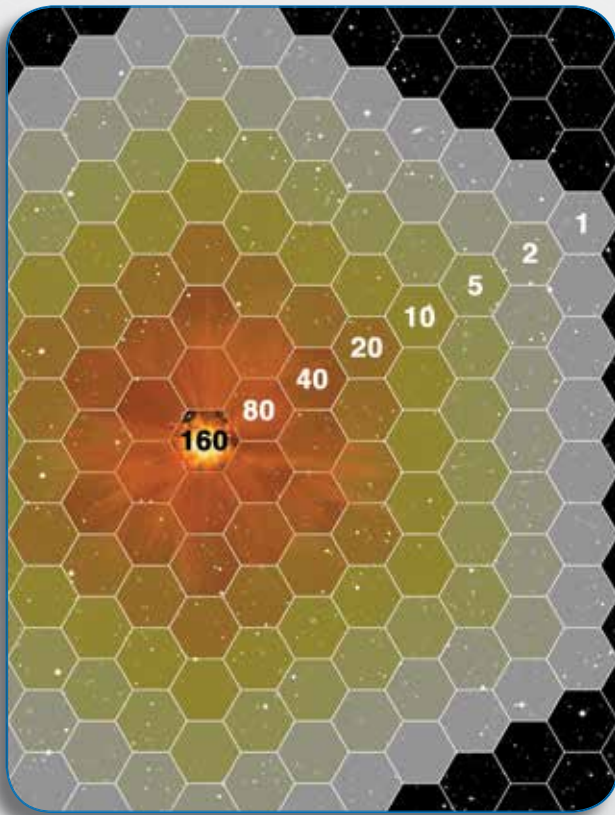
Ion Weapons

Ion weapons are used to attack shields and damage electronic circuits. Shields only gain half their normal SOAK vs. an ION weapon, and any damage which gets through reduces CPU, not SS.

Exploding Ships

A ship reduced to 0 SUPERSTRUCTURE starts to roll a fast countdown (4-6) from a dice pool equal to its class, after which it explodes, killing everybody on board. The time taken by the countdown period can be

used to evacuate the ship. The explosion can also cause damage to those nearby. The damage is equal to the ship's total power (all engines), reduced by 50% for each hex (each kilometer) of distance from the explosion.



Collisions

Collisions (either through accident or deliberate ramming) do damage to both parties. The damage each vessel or object inflicts on the other is equal to its class multiplied by its velocity. Stellar objects, such as asteroids, have classes just like starships do. Asteroids range from Class I all the way up to Class 30, and typically have a velocity of 1d6.

» THEATER OF THE MIND

While starship combat can be played out on a hex map with positions and movement carefully plotted, theater of the mind can result in faster, more cinematic - albeit less tactical - starship combats.

Theater of the mind combat and grid-based combat are fundamentally very similar, with one major difference: movement and positioning are described narratively in the

former rather than being based on the position of a miniature on a map.

Non-Grid Movement

Every ship has one movement action on its turn. During that phase, the ship can move in any way that it would normally be capable of. Some examples of movement might include:

- ▶ Closing to 3,000m.
- ▶ Swinging round on the enemy's tail.
- ▶ Turning broadsides.
- ▶ Making a break for an asteroid field.
- ▶ Backing off to 10km distance.

The pilot is free to narratively describe the movement and resultant position. There's no restriction on a ship's movement, with one important exception: *a ship cannot undo through movement an advantage created by a ship which beat it in this turn's INITIATIVE order.*

For example, if the winner of INITIATIVE positions itself on its target's tail, the target - which lost INITIATIVE - can move, but cannot undo that situation. Winning INITIATIVE gives you power to determine the tactical position, and while those later in the turn can move, they can't do so in a way that negates that advantage. They need to try and win INITIATIVE next turn and be the one to define the tactical environment if they wish to do that.

The idea of movement is to gain a tactical advantage or a useful position. For example, attacking a target from the rear not only grants you a bonus to hit, but rear-mounted weapons have a penalty to hit. That makes the "six" position very advantageous.

Maneuvers like this take place automatically, unless a pilot attempts to negate another pilot's maneuver. This forces an opposed attribute check (skills and equipment - in this case the ship itself - contribute to this as normal). Failure simply means that the desired outcome is not achieved, and the relative status quo is retained.

Exploits In Theater Of The Mind

Exploits in theater of the mind starship encounters work in the same way as in ground combat. Any given character can use exploits once per turn, and these may be actions, reactions, or modification exploits.

Some maneuver exploits allow a character to counteract an advantage gained by a faster ship's movement. This is the exception to the general rule that you cannot negate - by moving - an advantage gained by a ship higher than you in the INITIATIVE order.

Exploits are usually automatically successfully. However, if the enemy pilot knows that exploit, too, he can attempt to counter your use of it. This forces an opposed check (and counts as his use of an exploit that turn).

Example Of Theater Of The Mind Play

This is an example of *theater of the mind* starship combat.

James, Leonard, Walter, and Nichelle are playing in an adventure being run by Grace. They play the characters Sasha, Dr. TikTok, Ashonnn, and Talik. Their starship, the *Murphy*, has encountered two other vessels, one of which appears to be a Spartan scout ship threatening the other, an unarmed freighter.

Leonard (playing Ashonn): What's our current distance? I'm scanning the Spartan ship for more information. What type of ship is it?

Grace (the GM): You're 19 kilometers away right now. I think that's the second range increment for your sensors, right? Roll your check!

Leonard (playing Ashonn): 3d6 for LOGIC, 2d6 for my computers skill, 1d6 for those excellent Newwatch ES-1H we... errr... liberated. That's 6d6, down to 5d6 for the range, makes... [rolls] 22!

Grace (the GM): Great. It's a Talon Class VI Scout. Slightly bigger than your Class V ship. That type of ship typically has a crew of

around 30, and is armed with both torpedoes and disruptors.

Walter (playing Dr. TikTok): I'll get on another scanner terminal. I want to know if there's anyone alive on that freighter. 3d6 LOGIC - Ashonn's better at using scanners than me, but my medical training lets me add 2d6 since I'm scanning for lifeforms. 5d6, roll of 19.

Grace (the GM): You detect 4 life-forms aboard the ship. It's an *Aphid* Class III Transport.

Walter (playing Dr. TikTok): Hmm. They have a crew complement of 7. It must have taken damage or casualties already. OK, I'll scan the freighter for damage or anything unusual. I can't use my medicine skill for this, and I have no engineering skill, so just the 3d6 this time. I get 12.

Grace (the GM): That's enough to detect the energy signature of an overloading ion engine. That ship's gonna blow! You don't have long.

James (playing Sasha): OK, let's deal with that Spartan first. 19km is a bit far for our weaponry. Our torpedoes have a range increment of 7km. 3 range increments is too many for my liking, and our blasters are much shorter range than that. Do we know what the range on the Spartan's weapons are?

Leonard (playing Ashonn): I can check. Scanning again... a roll of 19 this time.

Grace (the GM): One torpedo launcher with a range increment of 10km, and a pair of small beam disruptors with a range increment of 3km. With your shields up, the disruptors will struggle to do much damage to you, but the torpedo is another matter.

James (playing Sasha): OK, let's close the distance to 5km. Can I place us between the Spartan and the freighter?

Grace (the GM): You can try. The Spartan ship is maneuvering also to prevent that. Make an AGILITY check!

James (playing Sasha): Plus my piloting skill! That's 3d6 AGI, 2d6 piloting, 5d6 total. I roll 16.

Grace (the GM): The Spartan pilot only rolled 14. You skilfully insert the *Murphy* between the Spartan and the freighter, at a distance of 5km. I assume you're raising shields?

Nichelle (playing Talik): Hell, yeah. This ship has no armor at all! In fact, one good hit from that torpedo could kill us. Even with the shields, I don't like it. Anyway... shields are raised! I'm using my Shield Reinforcement exploit to reinforce the shield facing nearest the Spartan. That gives it an extra 2 points of SOAK.

Grace (the GM): That's lucky, because the Spartan is turning to face you. I don't think anyone can argue we're not in combat now. No ambush turn, as you're all clearly aware of each other and ready to fight. Roll INITIATIVE!

James (playing Sasha): I'll roll it. I have 4d6 INITIATIVE. We get -1d6 for the ship class, though, so 3d6. I roll... 12!

Grace (the GM): The Spartan gets 15. It wins. This round it decides on the movement, and you get to react; then it takes actions, followed by you. It accelerates in an attempt to swoop in behind you, all guns blazing. What are you doing?

James (playing Sasha): Trying to maneuver to prevent that, I guess. I don't like the idea of him getting a rear attack - those are no fun! I knew we should have fitted that rear torpedo tube. Do I make an opposed roll with him?

Grace (the GM): Yep. The Spartan rolls 16 and I see you have rolled... oh dear. Only 9! You're not having a good day - the Spartan ship positions itself in your rear arc at a distance of only 3km and opens fire with its disruptors. He rolls 12 and 17 - what's your ship's DEFENSE?

James (playing Sasha): 16. I guess that means one of the guns hits and one misses?

Grace (the GM): That's exactly what happens. A disruptor bolt slams into your rear shield for... 5 damage.

Nichelle (playing Talik): The shields take it easily. Those disruptors aren't really a problem. He's not firing the torpedo, too, is he?

Grace (the GM): Not yet, at least. Your turn, guys. What are you doing?

James (playing Sasha): We're facing the wrong way and we lost INITIATIVE, so I can't do much about that right now... except... I haven't used an exploit yet this turn. I use Wingover. We accelerate away, and reverse direction in half-loop barrel roll. We're totally facing him now! Talik - fire everything!

Nichelle (playing Talik): If you say so - firing everything! Two pulse blasters, and our new baby - the Highwide Works MPPx-1 *Thunderbat* proximity photonic torpedo! And it's a proximity weapon, so it'll still do some damage if it misses. Let's see how he liked that!

Grace (the GM): OK, the Spartan ship's DEFENSE is 18. You're now 6 hexes away, so point bank for your torpedo, but the second range increment for your pulse blasters. Roll your attacks! Remember forward-firing weapons get +1d6.

Nichelle (playing Talik): Two blasters... both -1d6 for the range, darnit. 3d6 plus my 1d6 gunnery, plus 1d6 for the forward arc, less the 1d6 is a flat 4d6... I roll 12 and 16. Both blasters miss. The torpedo I'm rolling 5d6 for though... 21! Boom! That'll be 10 damage, thank you!

Grace (the GM): Straight through his shields, which soak 6, leaving 4 damage to his superstructure. You haven't crippled him, but he can't take too many of those!

What Next?

Continuing, the two starships will take turns to act. Both will have a free movement action of their choice. Ships might, for example, try to close or withdraw, maneuver behind each other, or try to keep a damaged side away from the enemy. Each will also be able to take a number of actions per turn (the *Murphy* has 5, the Spartan ship has 6), which can be used for firing weapons, scanning, electronic attacks, repairs, and more. Each starship's actions take place all at once, in any order chosen by that ship. So when it comes to the *Murphy's* turn, the players can decide in what order they wish to resolve various actions.

One important aspect of the movement and INITIATIVE order is that while a ship can move any way (within its capabilities) during its turn, it cannot negate an advantage achieved by a ship which beat it on INITIATIVE unless a specific exploit is used.

Even if an exploit is used, if the opposing pilot also knows the same exploit, he knows how to counter it - so an opposed check must be made to negate the first vessel's advantage.

In the above example, when the Spartan vessel managed to position itself on the *Murphy's* tail, the *Murphy* would have been able to move how it wished, but would not be able to undo that situation that turn - the Spartan vessel would still be in its "six". However, Sasha has an exploit specifically designed for such situations, which overrides that general rule - she pulls a Wingover, which lets her reverse direction quickly. Without the exploit, the *Murphy* would need to win INITIATIVE next turn and then maneuver into a more favourable position.

» TACTICAL COMBAT

Starship combat can also be played on a hex grid for a much more tactical experience. This can also be very useful when there are many ships involved, as their relative positions can be seen clearly. The hex grid is called a "starscape", although it doesn't have to display empty space - it may display the surface of a moon-sized space station complete with laser towers, a blasted post apocalyptic landscape for high-altitude dogfights, or anything else you can think of! The starscape may contain features which have an effect on the game each round - asteroids might move, or a black hole might pull ships towards it.



Additionally, you will need miniatures, tokens, or counters to represent the ships involved in the combat. You can download ship counters designed to work on a hex grid from EN Publishing for free which you can print and cut out, or you can buy miniatures or small plastic ship models from many hobby or toy retailers.

Using a hex-based starmap is very similar to theatre of the mind combat. The only difference is that instead of advantages being determined by narrative descriptions, they are instead derived specifically from the positions of the miniatures on the map. A ship is attacking another's rear arc if its miniature is physically positioned in its victim's rear arc.

A hex on a starmap represents 1km. The movement phase, instead of consisting of a description of motion, has the pilot move the vessel a number of hexes up to its SPEED (as indicated in its stat-block) on the map. Turning one hex-side counts as one hex of movement (also, see the optional *Newtonian Movement* rules, below, for a more realistic simulation of movement in space).

The rule that you cannot undo a faster ship's advantage does not apply on a hex map. You can undo it if you can figure out how to move your ship so as to do so. The only determinant of position is the map itself.

Newtonian Movement

Newtonian movement is an optional way to deal with ship movement on a hex grid. Instead of simply moving a ship any number of hexes up to its SPEED, a ship *must* move a number of hexes equal to its *current* velocity. The ship's SPEED score tells you how much it can increase or decrease its velocity by each turn.

A ship at zero velocity may rotate one hex side per turn for free.

Using Newtonian movement, turning does not cost any movement. It takes place for free, but there are limits on how fast you can turn based on your ship's overall agility and current velocity. A fast moving carrier has a very wide turning circle, while a tiny fighter can change direction much more easily.

A ship's turning circle is equal to its speed multiplied by its class, divided by 10 (round down to a minimum of 1). A class XI ship moving at a velocity of 6 has a turning circle of $11 \times 6 / 10 = 6$. A smaller Class V scout moving at the same velocity has a turning circle of 3.

The turning circle value simply represents the number of hexes in a straight line that a ship can move before turning one hex side. An easy way to track this is to leave a marker where the ship last turned a hex-side. It can turn again when it is a number of hexes from that marker equal to its turning circle, at which point you rotate the ship one hex side and reposition the marker.

Note that tactical combat speeds do not use the same scale as navigational combat



speeds for SUB-L travel, although both are based on the same SPEED score. For this reason, time dilation is not a factor in combat, and a ship is not limited to a velocity of 20.

The Newtonian Round

The round structure for Newtonian movement differs slightly to that of regular movement. All movement takes place simultaneously, followed by all actions. The Newtonian round looks like this:

- 1 All ships make INITIATIVE checks.
- 2 All ships move in reverse INITIATIVE order (starting with the ship which lost).
- 3 All ships then take actions in forward INITIATIVE order.
- 4 Return to Step 1.

This sequence creates more realistic movement, but allows ships which win INITIATIVE to make tactical movement decisions based on what they see their opponents doing. The movement takes place simultaneously, but is resolved in reverse order to give an informational advantage to faster ships.

If you are considering running chase sequences, the Newtonian movement round is a very useful tool - especially if ships are racing through an asteroid field and trading speed for the ability to turn quickly!

Combat Phases

Normally, ships roll INITIATIVE, move their speed and take actions in a single round, and then the process begins again. For a more dynamic space battle, this can be divided into three phases, with movement and actions distributed equally across those three phases. For example, a ship moving at SPEED 9 with 6 actions would move 3 and take 2 actions in each phase. Where the number of phases cannot be equally divided by 3, increase or decrease the middle (second) phase appropriately (so SPEED 10 would be 3/4/3). Vessels roll INITIATIVE once per round, still, and maintain that INITIATIVE order for each of the three phases. Doing it this way slows combat down a little (so is best done

with fewer ships) but it does make for a more realistic, tactical battle.

Tactical Vs Navigation Speed

It is important to remember that while a starship's SPEED score is used to determine both sub-luminal navigational speed and hex-based tactical speed, they are not equivalent. Navigational speed is pre-calculated long distance cruising speed for covering distances measured in AU, and is much faster than tactical speed which is used in combat and deals with distances measured in kilometers.

While navigational speed has a maximum value of 20 (representing light speed), tactical speed has no such maximum value. Tactical speeds are only a tiny fraction of light speed.

» USEFUL EXPLOITS

For reference, the following exploits from the character creation rules are useful in starship combat. Additionally careers like the pilot, engineer, and others have access to specific exploits.

180 HAMMERHEAD

BURST OF SPEED

COUNTERHACK

HIGH ENERGY TURN

REINFORCE SHIELD

RELATIVITY CORKSCREW

SYSTEM OVERRIDE

TARGET ENGINES

TORPEDO SPREAD

WARP MANEUVER

WINGOVER

»4•Space

» CREWS

When a ship takes an action not performed by a player character (either an NPC ship, or when more ship actions are available than there are PCs to take them) the crew's rating is used to form dice pools. The same dice pool is used for any action or attack.

See the *Starship Construction Manual* for more information about crew costs and ratings. If the crew rating is not specified,

assume it is a standard crew with a dice pool of 4d6.

| Rating | Dice |
|-------------|------|
| Poor | 3d6 |
| Standard | 4d6 |
| Experienced | 5d6 |
| Elite | 6d6 |

» THE MURPHY

Weight 67,120 tons;
Cargo Units 250
(161 available)

Hull Class V (INIT
-1d6); **Length** 102m; **Width** 70m; **Height**
66m

Crew 20 (cost 4000Cr/m; standard 4d6);
Troops 0; **Passengers** 0
(0 standard, 0 luxury)

Command & Control Systems

Computer Frontier Products MM-2
(CPU cycles 12; check +0d6)

Sensors Interstellar Enterprises MS-2
(range 6; check +0d6)

Engine & Power Data

Subluminal 1x Oshiro Shipping MI-2
ion engine (power 21; SPEED 4.2; fuel
efficiency 1.6)

FTL 2x Outerdyne DayCorp MH-2
hyperdrive (power 20; FTL 4; fuel
efficiency 0.9)

Operational Range 112.5 parsecs

Defensive Data

Superstructure 20; **DEFENSE** 16;
E-DEFENSE 10

Armor -

Shields 1x Satellite Yards
MSM-1 combat deflector shields (power
23; SOAK 5)

Point Defenses -

Weapons Data

1x Highwide Works MPPx-1 Thunderbat
proximity photonic torpedo (range 7;
damage 2d6 heat; attack +1d6)

2x Tan-Korovin Enterprises SBP-1
Hotbuster pulse blaster (range 2;
damage 2d6 heat; attack +0d6)

Facilities

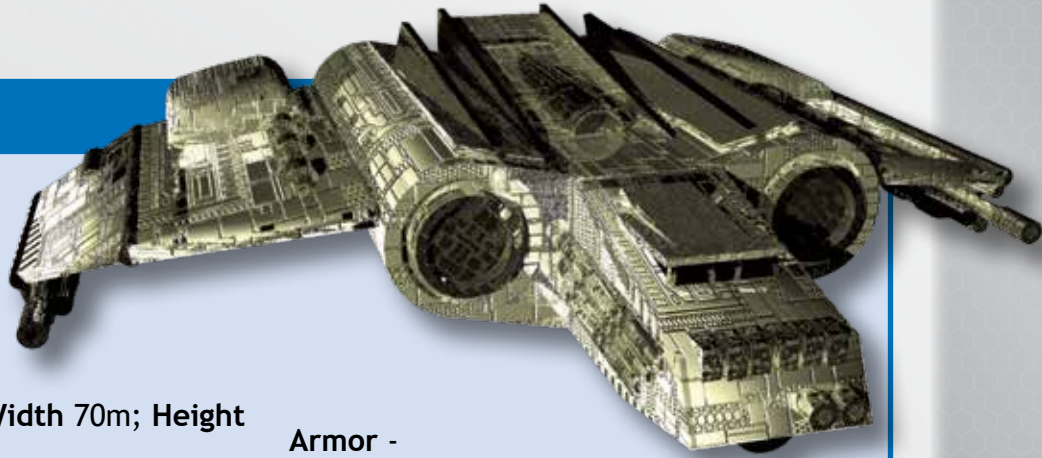
Luxury 100% (adequate; +0d6)

Facilities Sickbay (5), Messhall (10),
Laboratory (5)

Other Systems -

Shuttles 1 (Parsec Systems ZM2 Shuttle/
fighter Bay); **Fighters** 0

Market Value 885.5 MCr





» SPARTAN TALON CLASS VI SCOUT

Weight 68,222 tons; **Cargo Units** 360
(212 available)

Hull Class VI (INIT -1d6); **Length** 79m;
Width 95m; **Height** 95m

Crew 28 (cost 5580Cr/m; standard 4d6);
Troops 0; **Passengers** 0
(0 standard, 0 luxury)

Command & Control Systems

Computer Frontier Products MM-3H (CPU
cycles 32; max FTL 8; checks +1d6)

Sensors Interstellar Enterprises MS-1H
(range 8; check +1d6)

Engine & Power Data

Subluminal 1x DeltaLight products LI-2
ion engine (power 32; SPEED 5.3; fuel
efficiency 1.4)

FTL 1x Newdyne Concepts LA-1
antimatter engine (power 20; FTL 3.3;
fuel efficiency 1)

Operational Range 216 parsecs

Defensive Data

Superstructure 18; **DEFENSE** 18;
E-DEFENSE 16

Armor -

Shields 1x Satellite Yards MSM-2 combat
deflector shields (power 33; SOAK 6)

Point Defenses -

Weapons Data

1x Wayfarer Aeronautics LPPx-1
Flamespear photonic torpedo (range 10;
damage 3d6 heat; attack +1d6)

2x Mekhdiev Construction SDB-1
Thunderray beam disruptor (range 3;
damage 1d6 heat; attack +0d6)

Facilities

Luxury 79% (poor; -1d6)

Facilities Sickbay (20), Training Hall (4),
Messhall (2)

Other Systems NorthCo GYN3 Starship
Stealth System, Omniwide Productions
YPO57 Electronic Countermeasures

Shuttles 0; **Fighters** 0

Market Value 1950 Mcr



» ENDEAVOUR CLASS XI CRUISER

Weight 174,511 tons; **Cargo Units** 1,800 (494 available; capacity 24,700 tons)

Hull Class XI (INIT -2d6); **Length** 329m; **Width** 105m; **Height** 108m

Crew 318 (cost 63,600Cr/m); **Troops** 0; **Passengers** 35 (30 standard, 5 luxury)

Command & Control Systems

Computer Chemerkin-Liang Products LM-2S (CPU cycles 52ea; max FTL 13; checks +1d6)

Sensors Newwatch ES-1H (range 16; check +1d6)

Engine & Power Data

Subluminal 1x Sunbeam Technologies EI-2 ion engine (power 49; SPEED 4.5; fuel efficiency 1.4)

FTL 2x Panwatch-Microbeam EA-2 antimatter engine (power 57ea; FTL 10.4; fuel efficiency 1.0)

Operational Range 1,331 parsecs

Defensive Data

Superstructure 53; **DEFENSE** 17; **E-DEFENSE** 26

Armor -

Shields 4x Satellite Yards MSM-1 combat deflector shields (power 23ea; SOAK 8)

Point Defenses -

Weapons Data

2x Saito Cybernetics EPCL-1 Whiteswarm photonic torpedo cluster (range 17; damage 5d6 heat; attack +0d6)

6x Highbreak Liquids MHP-1 Fireswarm pulse phaser (range 4; damage 3d6 heat; attack +0d6)

Facilities

Luxury 107% (adequate; +0d6)

Facilities Sickbay (20), Transporter Pad (12), Brig (10), Laboratory (15), Messhall (60), Chapel (20), Galley (20), Observation Lounge (10), Lounge/Recreation Area (40), Holographic Suite (10), Gymnasium (20), Cabin, Hotbunk (400)

Other Systems 1x Warp Sun Metallurgy G75 Tractor/Pressor System

Shuttles 4 (1x Megalight EI93 Hangar Deck); **Fighters** 0

Market Value 7045.5 Mcr



» JUNKER CLASS I COURIER

Weight 2,842 tons; **Cargo Units** 50
(27 available)

Hull Class I (INIT -); **Length** 31m;
Width 14m; **Height** 11m

Crew 4 (cost 800Cr/m); **Troops** 0;
Passengers 0
(0 standard, 0 luxury)

Command & Control Systems

Computer Highwatch SM-1 (CPU cycles
8; max FTL 2; checks +0d6)

Sensors Chen-Collins SS-1
(range 2; check +0d6)

Engine & Power Data

Subluminal 1x Newline-Silverwide
Systems SL-1 liquid fuel rocket (power
11; SPEED 11; fuel efficiency 0.5)

FTL 1x Cui-Green Alliance SH-1
hyperdrive (power 4; FTL 4 (2); fuel
efficiency 0.8)

Operational Range 0.8 parsecs

Defensive Data

Superstructure 3; **DEFENSE** 20;
E-DEFENSE 10

Armor -

Shields 1x DayCorp Systems SSN-1
navigational shield generator
(power 1; SOAK 1)

Point Defenses -

Weapons Data

None

Facilities

Luxury 100% (adequate; +0d6)

Facilities Messhall (4)

Other Systems -

Shuttles 0; **Fighters** 0

Market Value 35 Mcr
(23 Mcr w/o hyperdrive)



» MILLENNIAL CLASS II FREIGHTER

Weight 14,133 tons; **Cargo Units** 150
(13.0 available; capacity 650.0 tons)

Hull Class II (INIT 0); **Length** 40m; **Width** 35m; **Height** 15m

Crew 4 (cost 800cr/m); **Troops** 0;
Passengers 4
(4 standard, 0 luxury)

Command & Control Systems

Computer 1x Frontier Products MM-3H
Command Computer (CPU cycles 32; max
FTL 8; checks +1d6)

Sensors Chen-Collins SS-2
(range 4; check +0d6)

Engine & Power Data

Subluminal 1x Star Corporation SF-2
Fusion Reactor (power 19 ; SPEED 9.5;
fuel efficiency 1.2)

FTL 1x White AgriSpace MA-3 Antimatter
Engine (power 28 ; FTL 8.0; fuel
efficiency 1.3)

Operational Range 10 parsecs

Defensive Data

Superstructure 6; **DEFENSE** 21;
E-DEFENSE 16

Armor 8x reactive (SOAK 4 ballistic,
6 energy)

Shields -

Point Defenses -

Weapons Data

2x Tan-Korovin Enterprises SBP-1
Hotbuster Pulse Blaster (range 2;
damage 2d6 heat; attack +0d6)

1x Terra Prime SCCI-1 Starbuster Cluster
Concussion Missile Launcher (range 4;
damage 2d6 ballistic; attack +0d6)

Facilities

Luxury 140% (Adequate: -)

Facilities Cabin, Standard (4), Galley
(2), Lounge/Recreation Area (4), Cabin,
Double (4)

Other Systems 1x TerraCo L56 ECM
System

Shuttles 0; **Fighters** 0

Market Value 677 Mcr



» STARSHIP OPERATIONS

Starships range from mighty battleships and liners to tiny couriers and freighters. The *Starship Construction Manual* contains detailed information on designing and building spacefaring vessels. This section of the rulebook introduces some of the basics of ship classification, along with rules for various starship-based activities and operations.

» SHIP CLASS & TYPE

Starships are classified according to their hull size (measured in metric tons) and type.

A ship's hull size is indicated by its *class*. Class is a numeral ranging from Class I for shuttles and tiny vessels, through XI for cruisers and other large vessels, and XV and beyond for battleships and carriers. There is no upper limit to class, which can theoretically be used to encompass vessels or objects the size of a small moon.

A ship's type is a descriptive term which indicates its role. It might be a freighter, a

scout, a patrol craft, a cruiser, a research ship, a liner, a yacht, or a battleship. There is no definitive list of ship types - the possibilities are too numerous to catalog. However, some common types are listed below.

Finally, ships have a model. In many navies, the first ship of any given model typically has the same name as the model - for example, the first *Endeavour* class cruiser was called the *Endeavour*, and the *Excalibur* is the first *Excalibur* class ship.

A ship is referred to using its class, model, and type. For example, the *Murphy* is a Class V Freighter, while the mighty *Excalibur* is a Class XV Battleship.

List of Ship Classifications

The following list of sample ship classifications is a suggestion only, based on a typical "naval" style of organization. While this will suit many settings or cultures, it should not be viewed as a straitjacket - the

vessels in your setting will be classified in whatever way most suits that setting. You should feel free to introduce dreadnaughts, bioships, mindships, mining vessels, habitats, cleavers, or other unusual vessel types.

Shuttlecraft. A shuttlecraft is usually not FTL-capable, and is capable of atmospheric flight and landing. They can be used to transport small groups, or as lifeboats. Armament is rare, and defenses are usually limited to basic navigational shielding.

Patrol craft. Patrol ships, often used by police and other security organizations, are designed for in-system use. These ships are lightly armed and often lack FTL capability.

Courier. A courier is designed for rapid interstellar travel; not much larger than a shuttle, its main strength is travelling directly from one location to another. Couriers do not tend to be armed, and maintain only navigational deflector shields. Some couriers are very luxurious, and are used to transport diplomats and VIPs, while others are used as private yachts.

Research ship. Scientific research usually needs specialized and sensitive equipment, and research ships are outfitted with the best sensors, computers, and laboratories money can buy. They do not tend to be armed or well-protected, and need to call for assistance in times of trouble.

Yacht. Private yachts can run to the decadent, with extremely luxurious interiors. Usually private vessels, these pleasure vehicles have weak defensive capability; however some military yachts used to transport very important dignitaries may possess more capable defenses. Yachts tend to be fast, and are usually aesthetically pleasing.

Scout. These ships are general-purpose exploration vessels of a small-to-medium size. They generally boast high FTL speeds and long range sensors, with some moderate armament and defensive capability. Scout ships will be equipped for surveys, scans, mapping, and are often designed for long-range missions. Scouts operate as military reconnaissance vessels, long-range exploration vessels, and even first contact missions.

Freighter. A freighter is designed specifically to carry cargo. They vary in size, and tend towards being slow and cumbersome (although some smugglers and pirates are able to outfit some extremely agile freighters, especially if cargo quantity isn't a priority). Freighters are found equally as military and civilian vessels and tend to be weakly armed, if at all.

Escort. Escorts accompany other, often unarmed, vessels and tend to operate in small groups at close range, never moving far from the vessel they protect. They have medium combat capability, and sometimes have the ability to extend electronic protection to nearby vessels or provide emergency repairs. Escorts usually have sensitive sensor systems designed to detect enemy action as early as possible,

Destroyer. Capital ships, destroyers are capable of extended military duty. Comparatively cheap compared to other warships, destroyers also operate as patrol craft and boast decent armament and shields. Destroyers, like other capital ships, are also capable of good FTL speeds.

Frigate. A frigate can protect a number of smaller ships against enemy vessels and are often deployed in small groups or in sensitive areas. Frigates are known for boasting large amounts of firepower, and often carry large troop complements used for boarding or invasion missions.

Transport. Transports run by a variety of names and fulfil a variety of purposes. Some are designed to transport cargo, while troop transports carry contingents of personnel. They have medium armor or shielding capability, but rarely boast any more than the minimum of firepower. Transports are often accompanied by escorts. Troop transports are sometimes called assault ships, while commercial or cargo transports are often known as tugs.

Cruiser. Large capital ships, cruisers can be both military and explorative in nature. Cruisers tend to have non-combat primary missions, and as such are often equipped with research facilities, but can also be called into combat when needed - and when they are, they perform well as heavy capital

combat vessels. Cruisers tend to have heavy armament and shielding and, depending on their species of origin, are often fairly luxurious compared to regular combat vessels. Long range exploration cruisers can operate for years at a time and are often a highly desired assignment.

Liner. A liner is designed for luxurious commercial passenger travel - either on established transport runs or on cruises and sightseeing tours of exotic planets and nebulae. They are large vessels, and tend to be lightly shielded with a small security contingent on board, although some older liners can be drafted as troop transports by military organizations.

Battleship. Battleships are the most heavily armed ship type. Somewhat cumbersome, they make up for that with massive firepower, strong armor, or heavy shielding. Battleships are often accompanied by destroyers and frigates, and can be equipped for planetary bombardment (especially when accompanied by frigates containing large troop contingents for immediate occupation). A battleship will often dominate an entire system with ease.

Carrier. Carriers and supercarriers are designed to transport large numbers of immediately deployable fighters or shuttlecraft. They are not the most heavily armed ships around, and often rely on those fighters and on escorts to provide protection from enemy action. Carriers have among the best control computer systems, and are able to coordinate entire battlefields.

» ROLES ABOARD A STARSHIP

A starship can have any combination or assignment of roles and tasks. What follows is a common example of how a starship may be set up. Often roles are combined on smaller ships

or subdivided on much larger ones. There are five major roles in addition to the captain - pilot, gunner, comms, engineer, and doctor - although some of these may be combined on a smaller ship or subdivided on a larger one.


These roles do not define a character; they merely represent the job that a character is doing right now. Anybody can attempt to fill any of these roles, although some will be more suited to specific roles than others. These roles also change situationally, with other roles being adopted during non-starship activity.

Captain

The captain (commanding officer, or CO) of a starship gives the orders and makes all the important decisions. However, most captains do not micromanage - officers in various positions are trained to do those specific jobs. While he might order an engineer to find more speed or a pilot to orbit the fifth planet, he won't generally tell them how to do those things.

In the game, the captain might also have another job, or be an NPC. A *collaborative captain* is an NPC broadly controlled by the players - the players get to decide what they wish to do, and the collaborative captain is assumed to have given appropriate orders. Generally speaking, having one player tell the others what to do decreases the enjoyment of the latter.



A futuristic space station or ship interior with a large view of a planet. The scene is viewed from a first-person perspective, looking out from a control room or bridge. The planet is a mix of green and brown, suggesting a lush but somewhat desolate world. The station's structure is dark and metallic, with various panels and lights visible. The lighting is dramatic, with bright highlights on the planet's surface and deep shadows in the station's recesses.

If the characters are members of a large crew or other organisation, each player will need three characters. See the rules on Away Teams & Task Forces on page 49.

A captain benefits from skills like *leadership* and *starship tactics*, as well as good INTUITION, CHARISMA, and REPUTATION attributes.

Pilot

The pilot (often called the helmsman, helm officer, or flight officer) is responsible for actually flying and navigating the starship. Her job is to move the ship from place to place, often in accordance with the captain's instructions. The pilot moves the ship in combat, and navigates it through interstellar space during travel, calculating FTL coordinates and vectors.

The pilot benefits from skills like *piloting* and *navigation* and a good AGILITY attribute.

Gunner

Depending on the size of the ship, gunners, or gunnery officers, also called tactical or weapons officers, may be combined with the pilot into a single role or split into multiple gunners. Gunners are responsible for firing weapons and maintaining shields. The gunnery officer is an expert in offensive and defensive artillery patterns, energy and missile weaponry, Newtonian and relativistic motion, and more. On larger ships, gunnery is a very math-intensive job. The gunner will also raise shields when necessary, and more specifically reinforce specific shields when required.

The gunner benefits from the *gunnery* skill and good LOGIC and INTUITION attribute.

Comms

A communications officer, often combined with a science officer, has a broad remit which deals not only with communications, but also sensor use and electronic warfare, both offensive and defensive. A science officer will scan a star system upon arrival, will be the officer to uncover and alert the rest of the crew of new threats, and provide a constant stream of information.

Electronic warfare is a highly technical and varied task which uses computer skills, ion weapons, and more. The science officer is an expert at countermeasures,

Heisenbergian uncertainty, cloaking technologies, misinformation, communication and sensor jamming.

The communications officer also monitors a wide array of electronic and non-electronic communications channels, deciphers languages, ciphers, and codes, and more.

The comms officer benefits from *computer operation*, *linguistics*, and good INTUITION and LOGIC attributes.

Engineer

The engineer is a vital member of the ship's crew. Not only does she handle repairs and system maintenance, and is responsible for a vast array of systems from life support to the engines to the ship's infrastructure and superstructure, but she is also needed to provide additional power and support during combat.

The engineer benefits from the *engineering* skill as well as a good LOGIC attribute.

Doctor

The ship's doctor (or medic, or medical officer) is responsible for the health and well-being of the crew. Often the doctor also fulfills the role of counselor, responsible for the emotional well-being of a ship's crew as well as being useful in diplomatic situations and trained in first contact, ambassadorial, and cultural issues.

The doctor benefits from the *medicine*, *intuition*, and *psychology* skills as well as good INTUITION, LOGIC, and CHARISMA attributes.

Other Roles

Soldier: A soldier is an ancillary role; soldiers do not usually play a part in actual starship operations, although they can have security roles aboard the ship. Soldiers are often called security officers.

Operations Officer: An operations officer is a broad position which can combine the duties of the engineer, science, and communications roles.

Signal Officer: A signal officer runs a flight deck or landing bay, and is responsible for a

vessel's fighter and shuttle complement. In combat, this officer controls fighters and other ancillary vessels.

» STARSHIP SENSORS

Starship sensor systems - a battery of detection and analysis equipment designed to collate information about the ship's environment and feed it back to the crew - work just like handheld scanners. The only real difference is the scales involved.

Starship sensors have three range settings - tactical, navigational, and long range.

While a hand scanner has a range increment of 10', starship sensors have a tactical range increment measured in kilometers (or hexes) for combat-based operations and in AU (Astronomical Units) for navigational information. Sensors can map out a star system accurately and quickly, and scan planets, ships, and stellar phenomena to gather more details. A long-range scan can be performed, also. This scans a wide area with a range increment measured in light years and takes an hour. The data available is the same as a navigational scan.

A ship's sensor range increment is shown in its stat-block. For example, the *Murphy* has a range increment of 6. This means that in combat, it can scan without penalty up to six kilometers, and suffers a -1d6 penalty per range increment thereafter. For navigational purposes, it can scan without penalty up to 6AU (further than the distance from the Sun to Jupiter), and suffers similar penalties for each range increment after that.

Mapping out a star system - stars, planets, asteroid belts, and so on - does not require a check. Even 19th Century telescopes could see distant planets - Neptune, 30 AU from the Sun, was first observed in 1846. As long as a ship's sensor systems are operational, a ship receives all basic data about a star system immediately upon arrival.

Stars, similarly, do not require a check. Stars - and their type - can be detected from any distance, as can other similarly large stellar bodies.

| Scan Range | Unit |
|-------------------|-----------------------|
| Map a star system | Automatic |
| Tactical | Kilometers (hexes) |
| Navigational | AU |
| Long | Light years; one hour |

Sensor Checks

A sensor check is a *Challenging* [13] LOG check. Against a vessel, the difficulty of the check is equal to the target ship's DEFENSE. The *computers* skill relates to starship sensor systems general. Alternatively, any subject-specific skill can be used instead, depending on what the sensors are being used to scan. *Medicine* can be used when scanning for life-forms, for example, various planetary sciences when examining a planet from afar.

When making a sensors check, the operator simply makes a check and asks a question. The question must be specific, but there is no predetermined list of available questions. Some examples might include:

- ▶ What level of civilisation is on the third planet?
- ▶ Is the atmosphere of that moon breathable?
- ▶ What's the composition of the asteroid?

Detecting another vessel requires a check vs. its DEFENSE score. This can be done at navigational range; sensors can detect a scout ship orbiting a moon of Jupiter all the way from Earth. Range increments will play into this check, and smaller ships are harder to spot.

A cloaked ship is much harder to spot. A cloaking device inflicts a -3d6 penalty to any attempt to locate it. Cloaked ships do not show up in a regular scan; the operator must specifically scan for a cloaked ship, and when in combat must select the direction (port, aft, forward, starboard) in which he is doing so.

Example of Play Using Starship Sensors

The starship *Murphy* has just entered a new star system. It was in the star charts as "System X", and they've ended up there because they're trying to escape pursuit.

Walter (playing Dr. TikTok): I'm manning the sensors. Quick scan - what's in the system.

Grace (the GM): You don't need to make a check to do a navigational survey of a new system. You already know it's a type G2V yellow star. There are five planets, and an asteroid belt between the fourth and fifth. The outer planet is about 20AU distant, and the innermost one is 1AU. Planets four and five are gas giants, and the three inner planets are smaller rocky bodies.

Walter (playing Dr. TikTok): Any ships? That needs a check. LOG plus my *computers* skill... 15.

Grace (the GM): Nothing. As far as you can tell, the system is vessel-free. Well, at least it has no ships of Class VI or larger.

Walter (playing Dr. TikTok): That's a relief. OK, I'm scanning the innermost planet. At 1AU, I reckon that has the best chance of life. Do I find any? (Rolls a 14).

Grace (the GM): Yes! That planet is covered with life. Its biomass is about that of Earth - lots of plants and animals.

Walter (playing Dr. TikTok): And civilization? (Rolls a 14 again).

Grace (the GM): You detect the signs of an AL-4 civilization. Industrial age. There's smog in the atmosphere, and some radio emissions.

James (playing Sasha): That's 1 AU away, right? At SPEED 4.2, that will take us nearly 3 hours. We really need to upgrade those engines! The *Murphy's* sublight speeds are terrible!

Grace (the GM): Well, you won't be upgrading much at an AL-4 civilization. They'll have only just invented the automobile! They probably won't even know you're in orbit.

James (playing Sasha): Well, I'm setting a course for the first planet. Let's go visit the Industrial Age!

Tactical Sensors

In combat, sensors work in the same way. The range increment is measured in kilometers

(hexes) and a scan takes one action; success means that the operator can ask a single question about the target. For example:

- ▶ Which shields does it have raised?
- ▶ How many life-forms are on board?
- ▶ What's the ship's maximum FTL speed?
- ▶ Is there any damage to the superstructure?
- ▶ What weapons does the vessel have?

» SICKBAYS

Most ships have some kind of medical facility, whether that be a box on the wall with a hypospray and a bandage in it, or a vast, modern sickbay able to accommodate hundreds of patients.

A sickbay's capacity is noted in the vessel's stat-block. The *Murphy's*, for example, has a capacity of 5. While this affects a ship's LUXURY rating (see the *Starship Construction Manual*), its primary use is to define both the number of people the facility can treat at a given time, and the number of casualties the sickbay can restore to duty in one day.

Starship combat and other hazards often result in casualties. A doctor can use an action to restore one crewmember to duty with a *Challenging* [13] LOG check, but can only do so up to the limits of the sickbay's daily capacity.

Sickbays are also used, of course, to diagnose and treat illnesses and injuries. A sickbay can automatically heal 1d6 points of HEALTH to a character in one minute, but this counts towards the sickbay's daily capacity.

» TRACTOR/PRESSOR BEAMS

Tractor and pressor (otherwise known as a repulsor or repellor) beams are a form of technology which allows a vessel to physically manipulate or restrain another. They are the far-future equivalent of grappling hooks. The physics varies from model to model - some use gravity waves, others might use deflector shield technology, forcefields, or other methods.

A tractor beam has a rating which indicates the maximum mass (expressed in terms of ship class) it can hold. For example, a tractor beam rated at a strength of 7 can manipulate a Class VII ship or object, but not a Class VIII ship.



»» Space

To grab a ship with a tractor beam, the operator simply uses an action to make an attack roll against the target's DEFENSE. On a successful check, and if the target is not too large for the tractor beam, the ship is successfully grabbed. It remains grabbed until it escapes.

The tractor beam operator can subsequently make additional checks to move the target a number of hexes up to the beam's rating.

Escaping A Tractor Beam

Escaping a tractor beam is an opposed check, and is an action on the part of the pilot. However, the ship's SPEED score is used to form the dice pool, as is the tractor beam's rating.

Form dice pools as normal using these two scores. The pilot may add his *piloting* skill to his dice pool, and the tractor beam operator may use his *gunnery* skill.

Attempting to activate FTL drives within a tractor beam is both ineffective and incredibly dangerous. It causes 1d6 damage per FTL factor to the ship.

» TRANSPORTERS

Transporters are not available in every setting. Settings without transporters will rely heavily on shuttles.

Transporters may be known by various names - teleporters, runcibles, farcasters, displacement units, matter transmitters, jaunters, translocaters, molecular disseminators, transmats, and more. The specific technology may vary from setting to setting, or even from device to device. However, they all share the same purpose: to instantaneously move a person or object from one location to another.

Most transporters have a range which allows the user to travel from orbit to a planet's surface, or to a nearby vessel. More advanced forms of the technology may greatly increase this range, however. The effective range increment of a standard AL9 transporter is 4,000km (or 4km in combat situations using a tactical hex grid - it's a lot harder to transport in the middle of action than it is to leisurely transport down to a planet).

Using a transporter to travel to another transporter unit require no check. This is a very safe use of the technology.

If there is a transporter pad only at one end of the journey, a *Routine [10]* LOG check is required by the transporter operator. A number of things can cause penalties to this check. A site-to-site transport is much more dangerous; it doesn't use a pad at either end.

| | |
|----------------------------|------|
| Atmospheric conditions | -1d6 |
| Thick rock or dense metals | -1d6 |
| Shields | -3d6 |
| Site-to-site | -3d6 |

Failing a transporter check usually means that the transportation does not take place.

The presence of a neutron star or magnetar makes the use of transporters impossible. Some devices, including transporter inhibitors and scramblers, also prevent transportation.

Most starships are protected from enemy transporters by inhibitors which require special codes to bypass. This makes it impossible to simply beam a platoon over to the enemy's bridge, or a bomb into the engineering bay. Additionally, it usually requires command-level overrides to teleport explosive devices.

» RECREATIONAL FACILITIES

Most ships have some form of recreational facilities. A small freighter might make so with a 3D chessboard, while a large cruiser might feature gymnasiums, theaters, holographic suites, bars, and more.

The cumulative total of a ship's facilities helps build its LUXURY rating. LUXURY is a percentile score which compares the availability of recreational facilities (as well as sickbays and and so on) to the crew complement. A low LUXURY rating means low morale (and associated dice penalties); a too-high rating can result in a complacent or lazy crew. The ideal LUXURY rating is between 151 and 199%.

| LUXURY | Description | Checks |
|-------------|-------------|--------|
| 50% or less | Spartan | -2d6 |
| 51-90% | Poor | -1d6 |
| 91-150% | Adequate | - |
| 151-199% | Comfortable | +1d6 |
| 200%+ | Decadent | -1d6 |

The check penalty applies to all ship functions - whether firing a weapon, performing a maneuver, scanning a planet, or treating an illness. It applies to both crew and PC checks - it doesn't just reflect the individual morale of the person performing the action, it also reflects the maintenance of the equipment and its connected systems, all of which are affected by crew morale.

Unusual Luxury Requirements

Some species (such as Spartans) are not affected the same way as others by luxury. A crew which is more than 50% Spartan reverses the luxury bonus table, turning bonuses into penalties and vice versa - in other words, it operates better in more "spartan" conditions. The Decadent (200%+) category turns into a -2d6 penalty.

A crew which is 50% or more Android is unaffected by LUXURY in any way.

List Of Facilities

What follows is a list of example shipboard facilities. It is not exhaustive, and you should feel free to add to it.

Facilities are noted on a vessel's statblock with their capacity. For example: *Messhall (50)*, *Sickbay (10)*.

Arboretum. An arboretum contains plants and flowers, and is often used for relaxation as well as scientific study. Higher quality arboretums can even include landscaping, water features, and more.

Brig. A brig enables security and discipline amongst the crew. Brigs are jail cells; depending on the quality they

may be physical cells, or they may use force-field technology. Each brig unit can hold one prisoner.

Cabins. A basic hull comes equipped with dormitory accommodation for crew. Giving the crew cabins (either single, double, or luxury) can greatly improve their morale.

Chapel. A chapel is fairly basic, and often multi-denominational, although some larger ships and stations maintain separate chapels for specific religions.

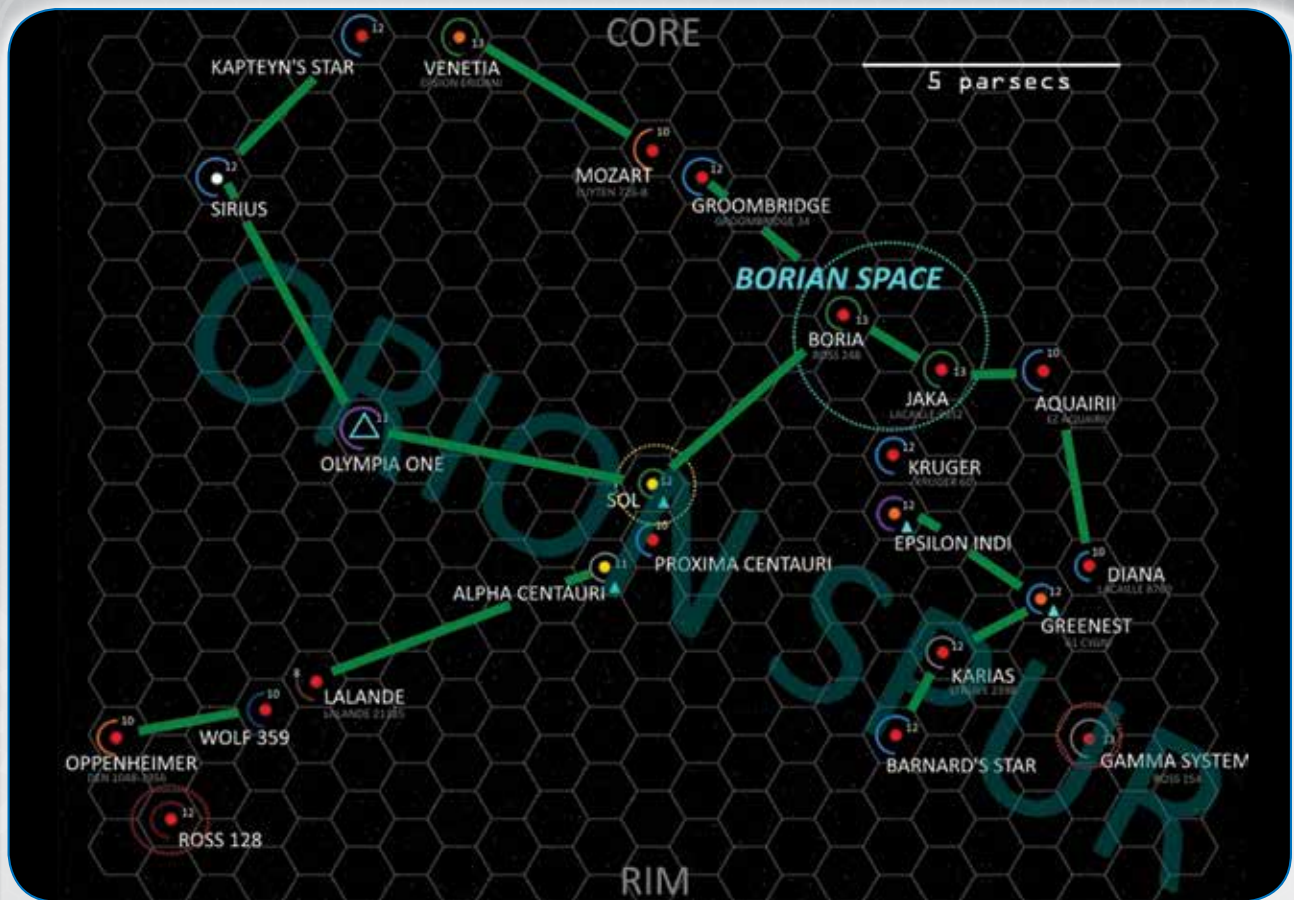
Cinema/theater. These facilities allow the crew to enjoy or even put on entertainment.

Escape pods. Escape pods increase a crew's sense of security. Additionally, a ship with escape pods means that if the ship is destroyed, the PCs will automatically survive.

Galley. While automated food processing is not unusual, an actual kitchen and chef really is appreciated.



Space



Gymnasium. Gyms can either be general fitness gyms, or more specific sport-focused gyms (a zero-G basketball court, for example).

Holographic suite. These interactive holographic environments are the ultimate in luxury and entertainment.

Laboratory. Science labs are an important part of many research or exploratory vessels. Some vessels may have just one general lab, while others have more focused specific labs including geological, astrophysics, biochemistry, chem, hydroponics, cybernetics, and more.

Lounge/recreation areas. These areas can be used for relaxation, gaming, reading, and other recreational activities.

Mess Hall. A mess hall is a communal eating and social area. Some ships maintain separate mess halls for officers and enlisted crewmen, while others choose to mix and match. An officer's mess is sometimes called a wardroom.

Observation lounge. An observation lounge is often a cheap luxury increase,

consisting mainly of an empty room with a large window. Observation lounges are often used as meeting areas, for special events, and gatherings.

Sick bay. The size of a sick bay determines its capacity; each patient takes up 3CU.

Shops & bars. Some larger vessels or stations will have commercial facilities aboard. These are leased to shopkeepers and bar owners, who pay the ship owner a monthly tax. Commercial facilities cost capital to set up, but pay dividends in the form of income and crew morale. A bar generates 0.5 MCr/m income; a shop generates 0.6 MCr/m income (its type should be specified).

Stateroom. This is used for entertaining dignitaries and for meetings and planning sessions. It is usually well-appointed.

Transporter pad. A small transporter pad has room for one person and a range increment of 4,000km. Larger pads have room for one person per CU. Transporters are only available if the setting allows for it.

» BUILDING A UNIVERSE

Albert Einstein once proclaimed that “God does not play dice”. He was wrong. Universes are created using a series of random tables and a handful of d6s! One of the GM’s most important tasks is to create the setting in which the player characters operate. The GM must design the universe, its inhabitants, its power structures and villains, and more. Every place the player characters go, every non-player character (NPC) they meet, every creature they fight, every starship they encounter - it all begins with the GM.

That sounds like a monstrous task - and in some way it is. But the GM does not need to create an entire universe all at once. It is often enough to simply sketch a broad outline of the setting in a few paragraphs, and some detail around the PCs’ starting circumstances, and expand from there as and when it’s needed. You may know there’s an empire of slug-like aliens in the Andromeda galaxy, but you don’t need to flesh out all the fine details until the player characters go to the Andromeda galaxy. Or unless you decide to have the slugs come here!

In a medieval fantasy campaign, a common starting structure is to design a village and its environs, and start the PCs there. The world around them is hidden by a kind of “fog of war” - though it’s more a “need to know”. Pertinent details can be revealed when necessary; and it is certainly true that it can be a tough sell to persuade a group of players to read and memorize a 400-page setting document before play begins.

You can do the same thing in the far future. Information is a little more free-flowing, so you may need to be a little quicker to provide obscure details from far away, but the principle is still the same.

WOIN is - more than most tabletop roleplaying games - a setting-neutral toolkit. In other words, it provides you with the tools to build your own setting rather than providing you with a pre-made universe. To that end, these pages include tools for building star systems, planets, civilizations, species, careers, organizations, monsters, and NPCs.

Open Gaming

Remember that WAIN is an “open gaming system”. You can read more about this on the official website, but the short of it is that you can use many of the game rules to create, publish, even sell your own WAIN compatible products. You don’t even need to ask permission - just check out the terms on the website (www.wainrpg.com) which mainly cover your use of the WAIN logos.

So if you do create a setting, why not publish it, either for free or for profit? And, of course, you are not limited to settings - you can produce books of careers, monsters, NPCs, exploits, organizations, equipment, and so much more!

» DESIGNING YOUR SETTING

You may well find that you need to create new content in order to accommodate your campaign setting. You are encouraged to do so, and these pages are designed to help you in that process.

This section contains guidelines and rules for designing complete star systems, planets, civilizations, and new alien species, new careers, organizations, and new monsters. They are presented in a rough order of scale, so that you can design from a “top-down” perspective, narrowing down to the smaller details, but of course you should feel free to use any of the parts of the following chapter in isolation as and when you need to.

You should not feel constrained by the charts on the following pages. They are intended as useful tools to provide inspiration where necessary, but always let your imagination guide you.

In a WAIN game, the universe doesn’t always need to be one of the GM’s creation. It could be modelled after a favorite sci-fi TV show, novel, or movie; or the GM could purchase a pre-published setting designed specifically to work with the game. In that case, much of the work has been done for you. However, should

you need to create your own, the following checklist should help get you started. It is a list of important questions and issues you should address as you design your setting.

> The Big Picture

How big is this setting? Does it encompass a solar system, part of a galaxy, a whole galaxy, multiple galaxies, or a vast universe? Maybe it includes multiple universes, pocket universes, alternate dimensions, or an entire multiverse. Maybe there’s no space travel at all, and your setting is one giant futuristic megacity in a post apocalyptic wasteland.

Where & When?

Some settings are based in our own *Milky Way* galaxy; others are based in a galaxy far, far away. The primary difference in terms of setting is whether or not Earth exists in your campaign - and, if it does, what condition is it in? Is it a utopian society, center of a planetary federation? Or is it a dystopian, gray ruin of a world? Is it real, or is it a legend? Similarly, the “when” is equally important. There’s a vast difference between the 23rd Century and the 51st Century.

Theme

The general theme and atmosphere of your setting is important. Is it dystopian, horror, comedic, or militaristic? Is it dark, pulpy, or political? Is it hard science-fiction, space opera, or space fantasy?

Throughout various WAIN books there are references to “Cinematic Mode”. Cinematic Mode is a way to play a WAIN game which is much less deadly, and much more heroic than the default rules. Cinematic mode gives PCs more HEALTH, more LUCK, amongst other things, and results in a game more akin to an heroic *Star Wars* setting where the heroes mow down dozens of enemies than a more gritty *Aliens* setting. You should decide before you start play whether you are using Cinematic Mode. Cinematic mode allows characters to add their LUC dice pool when determining their starting HEALTH.”

Hard & Soft Science Fiction

Originally, “hard” science fiction was literature which dealt with the physical sciences of physics, chemistry, and so on, while “soft” science fiction focused on social sciences like psychology and sociology. These days, the terms are often used interchangeably with terms like “science fantasy”, and refer more often to the plausibility of the science in a work. The latter is the definition used in this rulebook.

Science fiction can be placed on a scale which runs from “hard SF” to “soft sci-fi”. In hard SF (the preferred term for many authors), scientific accuracy is often found - or at least a “realistic” projection of future scientific details. Soft sci-fi, on the other hand, sometimes known as “science fantasy” is usually more speculative or improbable, and has less of a focus on scientific rigor.

This is very much an axis on a graph - a scale, with many points in between. For example, when taking the concept of time travel, the very hardest SF might declare it off-limits and impossible; other hard SF a little ways up the scale might work hard to present a plausible sounding theory using quantum physics, relativity, unified field theories, and more. A very soft sci-fi example would have the hero pulling the lever in his magic box and the time travel just happening; the technology in the softest sci-fi pretty much resembles magic in terms of scientific adherence.

None of this is iron-clad, of course, and exceptions are usually the rule. This book is designed to handle both. The “default” setting of this book is somewhere in the middle, near the *Star Trek* level.

While advancement level is noted by using a number, the hard/soft setting genre uses a letter.

HARD SCI-FI (GENRE A)

In hard sci-fi, faster-than-light travel is usually impossible. Hard sci-fi authors include Arthur C. Clarke, Stephen Baxter, Kim Stanley Robinson, Larry Niven, Alastair Reynolds, Isaac Asimov, Robert A. Heinlein, Jerry Pournelle.

SCI-FI (GENRE B)

This is the level of science fiction generally found in television shows like *Star Trek*, *Babylon 5*, and the writings of Philip K Dick.

SPACE OPERA (GENRE C)

Space opera is science fiction with added fantastical elements, including psionics, or laser swords. This type of setting includes *Star Wars* or *Flash Gordon*, or the work of Neil Gaiman.

SCIENCE FANTASY (GENRE D)

Science fantasy is the most outlandish form of sci-fi. The technology in such a setting may as well be magic - time travel is routine, for example. *Doctor Who* is a good example of science fantasy.

Technology


Much sci-fi technology feels fairly “standard”. A ray gun or a hand-held scanner is something common to many settings under various guises or names. Some technological choices, however, should be decided upon before play; these choices can dramatically affect the nature of a setting.

This is also part of a wider decision which has to be made regarding *advancement levels*. Of course, advancement levels can (and should) vary from planet to planet, but there’s also an overall advancement level to consider. Your setting might include common FTL travel and phasers, while another GM’s might use projectile weaponry and nuclear warheads.

You also need to decide how much mixing-and-matching of technology you wish to do. Most sci-fi franchises typically display a single type of FTL travel, for example - *Star Wars* uses hyperdrives, while *Star Trek* uses warp drives, and the two do not mix. Similarly, weapons and other technology differ thematically from one franchise to another. Of course, something like *Doctor Who* pretty much has a bit of everything, and that works just fine, too.

Advancement Level

Advancement level is a technological scale designed to roughly describe the technological capability of a planet or civilization. Not



If the characters are members of a large crew or other organisation, each player will need three characters. See the rules on Away Teams & Task Forces on page 49.

only is it used to describe entire settings, it also describes individual planets or locations, and available technology. There are three options for using advancement levels - a cinematic broad version, a detailed version, and the real-world Kardashev scale. You should use the version which suits your setting best; these rules assume a broad advancement level.

Broad advancement level. Generally speaking, the entirety of this book simply assumes an advancement level of “future” (the other two levels are “modern” and “archaic”). This helps to keep things simple, and any given world can simply be assigned one of these three broad technological levels.

Detailed advancement level. For GMs who wish to fine-tune this a little more, a more detailed scale is presented below.

Some examples of popular sci-fi franchises have common advancement levels such as *Star Trek* (9), *Doctor Who* (14), *Battlestar Galactica* (8), *Star Wars* (10), although individual examples within those franchises may vary. Some isolated species may possess an advancement level far beyond the norm but choose not to use it; and some settings or civilizations may be of a higher advancement level but still not possess specific technologies (for example, transporters are a level 9 technology which is setting dependent).

Kardashev Scale. This scale was postulated by the Soviet astronomer Nikolai Kardashev in 1964. It is the most commonly used classification by characters in the game. Level III civilizations are extraordinarily powerful, and Level IV civilizations are practically godlike in their mastery of the universe. A given setting with multiple civilizations of Level III or above will look very different to one without, as the entire universe is remodeled to specification.

A Type I civilization is described as a “level near contemporary terrestrial civilization with an energy capability equivalent to the solar insolation on Earth”; Type II civilizations are “capable of harnessing the energy radiated by its own star (for example, the stage of successful construction of a Dyson sphere)”; and Type III civilizations have “access to the power comparable to the luminosity of the entire Milky Way galaxy”.

The famous astronomer Carl Sagan suggested more precise intermediate levels of the Kardashev scale, placing Earth of the 1970s at a Kardashev level of 0.7.

| Broad Advancement Level | Detailed Advancement Level | Level | Sample Earth Calendar* | Kardashev Scale |
|-------------------------|---|-------|---|-----------------|
| ARCHAIC | Stone and bronze ages | 0 | Until 1200 BC | 0 |
| | Iron age | 1 | 1200 BC - 400 AD | 0 |
| | Medieval | 2 | 5 th -15 th century | 0 |
| | Renaissance | 3 | 15 th -17 th centuries | 0 |
| MODERN | Industrial; early automobiles. | 4 | 18 th -20 th century | 0 |
| | Information age; electronics, computers, satellites, automobiles, aircraft, nuclear weapons | 5 | Late 20 th / early 21 st century | 0 |
| FUTURE | Fusion; invisible wearable tech, genetic engineering, solar system colonization. | 6 | 21 st century | I |
| | Energy weapons, nearby star systems | 7 | 22 nd century | I |
| | Early FTL travel | 8 | 23 rd century | I |
| | Advanced FTL travel; galactic exploration; thousands of colonies; transporters | 9 | 24 th century | II |
| | Very advanced FTL; Dyson spheres and ringworlds; full galactic colonization | 10 | 30 th century | II |
| | Multiple galaxies colonized and explored | 11 | 40 th century | II |
| | Black hole power systems; universal colonization | 12 | 50 th century | II |
| | Ability to restructure or move entire galaxies; control of dark matter | 13 | 51 st century | III |
| | Can survive, prevent, or cause the end of the universe; manipulation of dark energy | 14 | 100 th century+ | IV |
| | Omnipotence; unlimited power and ability; multiple universes (multiverse) | 15 | - | V |

**From level 7 and beyond, this is very much just an example or suggestion. The individual setting will define this 'future history' itself.*

With that in mind you should select a typical advancement level. This is an “overall” advancement level that the player characters will be interacting with most of the time. There can be exceptions if the GM feels the plot of the campaign requires them, but by and large this defines the setting that the players will operate in. Local lower advancement levels than this can exist in abundance, of course - players in a *Star Trek* style setting will typically see advanced FTL travel, transporters, and so on with a typical advancement level of 9.

With that in mind, there is a particular handful of technological aspects which the GM must address beforehand - faster-than-light travel, transporters, communications, artificial life-forms, and weaponry.

Travel. How do people traverse the setting? Does faster-than-light travel exist? Do they use jump gates or similar devices? Or are they limited to subluminal speeds? The size of the setting will help to determine this. There’s no point detailing a setting billions of light

years across if nobody can travel at the speeds necessary to cross it.

Transporters. Transporters allow you to travel long distances instantaneously. This may not be appropriate to every setting, and you should decide in advance whether this technology exists. You should bear in mind that it's a powerful ability, narratively speaking, and that if you find you're coming up with different ways to say "the transporters don't work today" everywhere the PCs go, it might start getting a little tired. On the other hand, transporters do provide a wonderful device for placing your PCs in a wide range of locations with minimum fuss, allowing for wonderful episodic style play which visits wildly different worlds each week.

Communications. Communication in a future era can operate in a number of ways. Many settings allow for instant FTL communication across the galaxy, using terms like "subspace signals". Others do not allow for such FTL signals, which means that messages travel at the same speed that starships do. This can mean that the carrying of mail can become an important task. Instant communications create a different type of campaign to slower messages - in the latter cases, areas can be far enough away that the PCs are effectively beyond the reach of timely help.

Weaponry. The types of weaponry available probably won't drastically change the style of scope of a campaign, but they can affect the flavor. The equipment books contain weapons as simply as common projectile-firing guns to advanced energy weapons. You should decide in advance which weapons are available, although "all weapons" is a perfectly valid choice.

Mechanoids. Is the android race available in your setting? Are artificial life-forms common, rare, or non-existent? If they do exist, how are they treated? Are they accepted as equal to humans, or are they considered second-class citizens?

Aliens

You will need to decide which alien species exist in your setting. While the *WOIN Future Careers* rulebook presents you with a selection

of default alien species which you may choose to use, you are encouraged to devise your own using the guidelines later in this chapter. Or perhaps there are no aliens in your setting, and only humans traverse the spaceways! Maybe there are millions of species, each more exotic than the last. Are alien races generally humanoid, or do you want to allow more unusual species?

> Psionics

A common feature of sci-fi settings, psionics are an optional element, and you should decide in advance whether psionics are part of your setting, and if so whether they are limited in any way. If you choose to limit psionics, some options might include allowing psionic careers, but not universal psionic exploits; limiting psionics to certain disciplines, such as *telepathy* and *telekinesis*; or imposing a maximum limit on psionic potential.

If you use psionics, you also need to think a little about the flavour text around the subject. One setting might refer to psionics as an omnipresent force which binds us all together; another might consider it an innate mutant power or an ability unique only to a certain alien race; while for others it may simply be the result of rigorous mental discipline and training.

Alternatively, if you like to mix your fantasy with your sci-fi, you might choose to use the MAGIC system from *WOIN Elements of Magic*.

> Medieval Fantasy & Modern Action

Other WOIN rulebooks contain a variety of races and careers from medieval fantasy and contemporary (modern) action, all of which are fully compatible with the rules in this book. So it is perfectly possible to use wizard, elves, knights, and bards in your far-future setting.

> The Outer Reaches

Does your setting contain secrets? Is there something ancient and malevolent at the outer reaches of the universe, common knowledge or myth - but that nobody knows what it is? Does humanity have a secret alien origin? Is

the universe a simulation, or ruled by hidden masters? This is an area ripe for exploration in terms of adventures and campaigns.

» PLANETARY CATALOG CODES

A planet is defined using a catalog code. This code tells you about its stars, and about specific planets and civilizations. It looks like this:

GB-m3Mc-H5iii-8bkC

This is Earth in the 21st century. The code is divided into four sections, describing the star(s), the planet, the civilization, and the population.

Star(s). The first letter (**G**) refers to the star type, in Earth's case a single yellow main-sequence star called Sol. That section of the code can have multiple stars denoted - the Alpha Centauri system begins with the code GKM. This is followed by a number (**8**) indicating the number of planetary bodies in the system, excluding dwarf planets.

Planet. First comes a number (**3**), indicating a planet's position from the star. Earth is the third planet from its parent star. If the body is a moon orbiting another planet, the parent planet's position number is used but it is prefixed by a lower case **o** (for orbital); otherwise it is prefixed by a size indicator (small, medium, large, giant, and dwarf being **s**, **m**, **l**, **g**, and **d**, respectively).

We then have an upper case letter (**M**) denoting the planet type as terrestrial/mixed planet.

An additional designation (**c**) is included because the world was a Capital of a region including other worlds.

Civilization. After this is a code noting the planet's civilization type (**H**). Earth is a homeworld type civilization. If the planet is uninhabited, this section

simply notes **U** and no further information. It is often customary to even leave off the **U**.

Then comes a number indicating the civilization's advancement level (**5**), the information age, which is a period of electronics, computers, satellites, automobiles, and so on.

Last, a roman numeral (**iii**) indicates the planet's wealth level, in this case average.

Population. The civilization code does not always include detailed social demographics (population, government type, law) but a final population section is sometimes added. This indicates three things - the overall population level, the government type, and lawfulness. Earth is noted as having a population between 1 billion and 10 billion (**8**), balkanized (**bk**), and an average law rating (**C**). Uninhabited planets, of course, never include this section.



Planetary Catalog Codes

| Star | Size | Type | Civ | AL | Wealth | Pop | Gov | Law |
|-----------------------------|------------|-----------------------|-------------------|------------------------|----------------------|---------------|-------------------|-------------|
| O (blue) | o (moon) | R (ruined) | H (homeworld) | 0 (stone/bronze age) | i (poverty-stricken) | 1 (1-99) | Anarchy (an) | A (rigid) |
| B (blue-white) | s (small) | W (water) | M (mining) | 1 (iron age) | ii (poor) | 2 (100-999) | Plutocracy (pl) | B (lawful) |
| A (white) | m (medium) | I (icy) | C (colony) | 2 (medieval) | iii (average) | 3 (1000-9999) | Aristocracy (ar) | C (average) |
| F (yellow-white) | l (large) | D (desert) | I (industrial) | 3 (renaissance) | iv (prosperous) | 4 (9999-1M) | Fascist (fa) | D (weak) |
| G (yellow) | g (giant) | B (barren) | A (agricultural) | 4 (industrial) | v (rich) | 5 (1M-10M) | Democracy (de) | E (lawless) |
| K (orange) | d (dwarf) | V (volcanic) | O (outpost) | 5 (information age) | vi (super-rich) | 6 (10M-100M) | Monarchy (mo) | |
| M (red giant) | | S (swamp) | M (military base) | 6 (fusion) | | 7 (100M-1B) | Theocracy (th) | |
| W (dying supergiant) | | J (jungle) | U (uninhabited) | 7 (energy weapons) | | 8 (1B-10B) | Communist (cm) | |
| L (red dwarf) | | M (terrestrial/mixed) | X (special) | 8 (early FTL) | | 9 (10B-100B) | Dictatorship (di) | |
| T (methane dwarf) | | G (gas) | | 9 (advanced FTL) | | 10 (100B-1T) | Oligarchy (ol) | |
| Y (brown dwarf) | | | | 10 (very advanced FTL) | | 11 (IT+) | Corporate (cp) | |
| C (carbon star, red giant) | | | | 11 (intergalactic) | | | Balkanized (bk) | |
| S (giant, supergiant) | | | | 12 (time travel) | | | | |
| D (white dwarf, degenerate) | | | | 13 (dark matter) | | | | |
| Xi (neutron star) | | | | 14 (dark energy) | | | | |
| Xii (quark star) | | | | 15 (omnipotent) | | | | |
| Xiii (black hole) | | | | | | | | |
| Xiv (dark star) | | | | | | | | |
| Xv (boson star) | | | | | | | | |
| Xvi (ice star) | | | | | | | | |

» HABITABILITY RATING

Planets have a Habitability Rating (HR) in star catalogs based on human biological requirements. Of course, any location can be habitable to some form of life, whether extremophiles in the form of microbes and bacteria, or intelligent, exotic alien life-forms. A planet noted as an 10 is extremely suited to human life, one with a rating of 5 does not support human life, and a planet with a rating below 5 is actively hostile to human life. Earth has a rating of 10, Mars has a rating of 5, and Luna a rating of 2.

Technology can be used to occupy an uninhabitable planet. A barren moon with no atmosphere is uninhabitable, but a pressure dome resolves that issue. The HR refers only to the planet's natural habitability.

The HR is calculated by totalling modifiers from several items in the Planetary Catalog Code. It does not include socio-economic or political factors - it focuses only on the biological suitability of the terrain, climate, and atmosphere for human life.

Start with a score of 10 and apply the following modifiers.

| | | |
|------------|-------------------|----|
| Size | Moon | -1 |
| | Small | -1 |
| | Average | 0 |
| | Large | -3 |
| | Giant | -3 |
| | Dwarf | -3 |
| Type | Ruined | -1 |
| | Water | -1 |
| | Icy | -2 |
| | Desert | -2 |
| | Barren | -2 |
| | Volcanic | -3 |
| | Swamp | -1 |
| | Jungle | -1 |
| | Gas | -5 |
| | Terrestrial/mixed | 0 |
| Atmosphere | None | -5 |
| | Thin | -2 |
| | Standard | 0 |
| | Thick | -2 |
| | Crushing | -4 |
| | Non Earth-like | -5 |
| Star | Neutron | -2 |
| | Black hole | -2 |
| | Giant | -1 |

Colonies which maintain features like habitats and pressure domes which create an artificial environment separate to the planet's natural environment add half (round up) their Advancement Level to the planet's HR and present the result in parenthesis. This represents habitats, domes, terraforming attempts, and other technological means of conquering nature. A colonized Mars in the future with AL 9 has an HR of 5 (10). This does not apply to colonies which use the planet's natural environment.

» SOCIOLOGICAL RATING

A planet's Sociological Rating (SR) measures - broadly - how safe and advanced it is in terms of law, government, and wealth. It is derived in a similar manner to Habitability Rating, and included in most navigational catalogs. It is a guideline for travelers. Start with a score of 10 and apply modifiers. Planets with SR of 5 or below are considered dangerous, and those with scores of 10 or more are considered very safe.

| | | |
|------------|-----------------|----|
| Type | Homeworld | +1 |
| | Mining | -1 |
| | Colony | -1 |
| | Industrial | -1 |
| | Military | -2 |
| | Poverty | -2 |
| Wealth | Poor | -1 |
| | Prosperous | +1 |
| | Rich/super-rich | +2 |
| Government | Anarchy | -6 |
| | Fascist state | -5 |
| | Democracy | +1 |
| | Theocracy | -3 |
| | Corporatocracy | -2 |
| | Oligarchy | -2 |
| | Communism | -1 |
| | Monarchy | -2 |
| | Dictatorship | -3 |

EARTH (Sol III)

Medium prosperous terrestrial homeworld

Astronomical Data

Parent Star Sol (G2V; yellow dwarf main-sequence)

Orbital Position 3; **AU** 1; **orbital period** 1 year; **rotation** 24 hours

Size average (radius 6,371km); **gravity** 1G (standard)

Atmosphere earthlike; **composition** earthlike

Type terrestrial (capital)

Satellites 1 (Luna); **rings** -

Civilization Data

Civilization homeworld (capital)

Advancement level 9 (advanced FTL)

Wealth prosperous (credit limit -)

Population Data

Population 8,000,000,000 (85% human; 15% mixed)

Government democracy

Lawfulness B (lawful)

Habitability Rating 10; **Sociological Rating** 13

Catalog Code G8-m3Mc-H9iv-8deB

MARS (Sol IV)

Small average barren colony

Astronomical Data

Parent Star Sol (G2V; yellow dwarf main-sequence)

Orbital Position 4; **AU** 1.5; **orbital period** 1.8 years; **rotation** 25 hours

Size small (radius 3,389km); **gravity** 0.4G (low)

Atmosphere thin; **composition** carbon dioxide

Type colony

Satellites 2 (Phobos, Deimos); **rings** -

Civilization Data

Civilization colony

Advancement level 9 (advanced FTL)

Wealth average (credit limit -)

Population Data

Population 5,000,000 (75% human; 25% mixed)

Government democracy

Lawfulness C (average)

Habitability Rating 5 (10); **Sociological Rating** 10

Catalog Code G8-s4B-C9iii-5deC

» DESIGNING A STAR SYSTEM

Sometimes you just need a random star system. These pages will help you to generate a star, its orbiting planets, and any civilization found on those planets. You should use this as a starting point and add your own color or flavor to the end result.

When creating a star system, you will start with the star itself, and then create the planets one at a time. Following the following process:

1. Determine system type (single, binary, triple).
2. Determine star types.
3. Determine star names.
4. Establish number and names of planets.
5. Create each planet.

- 5.1. Determine size and gravity.
- 5.2. Determine type.
- 5.3. Determine atmosphere (thickness and composition).
- 5.4. Determine orbital period and distance from star.
6. Roll for moons for each planet and create each, following steps 5.1-5.4, above.
7. For inhabited planets, determine the civilization type.
 - 7.1. Determine Advancement Level, wealth, and society type.
 - 7.2. Determine population and demographics, government, and law.
 - 7.3. Create new species if needed.

> Determine System Type

The system type is defined by the number of major stellar bodies (stars) present. This is typically between one and three stars, although triple systems are unstable enough that planetary systems are fairly rare. Determine each star type separately, but only generate one system and set of planets.

| 1d6 | System Type |
|-----|---------------------|
| 1-3 | Single star system |
| 4-5 | Binary star system |
| 6 | Trinary star system |

> Determine Star Types

Roll d66 on the following table to select a random star type. Do this for each star in the system.

| d66 | Star Type |
|-------|----------------------------|
| 11 | White main sequence (A) |
| 12 | White dwarf (B) |
| 13 | White main sequence (F) |
| 14 | White dwarf (D) |
| 15-16 | Yellow main sequence (F) |
| 21 | Yellow main sequence (K) |
| 22-24 | Yellow main sequence (G) |
| 25 | Red carbon star (C) |
| 26 | Red giant (M) |
| 31-33 | Orange main sequence (K) |
| 34 | Red giant (S) |
| 35 | Red dwarf (M) |
| 36 | Red dwarf (L) |
| 41 | Red supergiant (L) |
| 42-43 | Brown dwarf (Y) |
| 44 | Methane dwarf (T) |
| 45-46 | Ultraviolet luminous (O) |
| 51-52 | Ultraviolet supergiant (L) |
| 53-54 | Blue luminous |
| 55-56 | Dying supergiant (W) |
| 61 | Neutron star (Xi) |
| 62 | Quark star (Xii) |
| 63 | Black hole (Xiii) |
| 64 | Dark star (Xiv) |
| 65 | Boson star (Xv) |
| 66 | Ice star (Xvi) |

> Determine Star Name

To randomly create a star's designation, roll on the table on the next page. Astronomical naming conventions for stars use a variety of designations; star catalogs include the Bayer designation (a letter of the Greek alphabet

followed by the name of the constellation it can be seen in, such as Alpha Centauri), or the Flamsteed designation (a number replaces the Greek letter, such as 61 Cygni). Stars are also sometimes named after astronomers (such as Barnard's Star and Kapteyn's Star), but this is an older methodology.

You don't have to use this naming system. This is based on Earth's own astronomical conventions, but other settings, galaxies, or universes may have completely different ways of handling it.

> Number & Names Of Planets

Roll 2d6 (let sixes explode) to determine the number of orbiting planets. Starting at the planet closest to the star and working outwards, for each orbiting planet, roll 1d6 and add the planet's position from the star to determine the planetary type (so roll 1d6+5 for the 5th planet).

For each rocky planet move on to the *Creating a Rocky Planet* section.

| 1d6 + planet position | Planet Type | Number of Moons |
|-----------------------|---------------------------|-----------------|
| 1-6 | Rocky planet (roll below) | See table below |
| 7 | Asteroid belt (A) | - |
| 8-10 | Gas giant (G) | 6d6* |
| 11 | Asteroid belt (A) | - |
| 12-15 | Ice giant (I) | 6d6* |
| 16+ | Asteroid belt (A) | - |

*Allow dice to explode when rolling for moons of giant planets

What's A Gas Dwarf?

You should feel free to override these result at any time in order to create a wondrous universe. Gas or ice dwarfs, for example, or giant planets with terrestrial conditions and low gravity. You should embrace these things, because they are the things which stretch the imagination. Just like ice stars (which are clearly impossible in real life), these locations can be explained away with technobabble, and enjoyed for the the science fantasy that they are.

Astronomical Star Names

| d66 | Part 1 | Part 2 (1-2) | Part 2 (3-4) | Part 2 (5-6) |
|-----|---------|----------------|--------------|--------------|
| 11 | Alpha | Andromedae | Herculis | Sextantis |
| 12 | Beta | Arietis | Leonis | Velorum |
| 13 | Gamma | Canis | Mensae | Currin |
| 14 | Delta | Ceti | Ophiuchi | Albellis |
| 15 | Epsilon | Corvi | Pictoris | Orci |
| 16 | Zeta | Draconis | Sagittae | Sentium |
| 21 | Nu | Antliae | Horologii | Tauri |
| 22 | Xi | Aurigae | Leporis | Virginis |
| 23 | Omicron | Capricorni | Microscopi | Bathis |
| 24 | Pi | Chamaeleontis | Orionis | Detectum |
| 25 | Rho | Crateris | Piscium | Bakris |
| 26 | Sigma | Equulei | Sagittarii | Vulcanis |
| 31 | Eta | Apodis | Hydrae | Telescopi |
| 32 | Theta | Carinae | Librae | Volantis |
| 33 | Iota | Circini | Monocerotis | Martius |
| 34 | Kappa | Crucis | Pavonis | Salimanis |
| 35 | Lambda | Eridani | Piscis | Capaldum |
| 36 | Mu | Aquarii | Scorpii | Kirkalis |
| 41 | Tau | Caeli | Hydrii | Trianguli |
| 42 | Upsilon | Camelopardalis | Lupi | Vulpeculae |
| 43 | Phi | Columbae | Muscae | Caesarus |
| 44 | Chi | Cygni | Pegasi | Christis |
| 45 | Psi | Fornacis | Puppis | Patris |
| 46 | Omega | Aquilae | Sculptoris | Picardum |
| 51 | 51* | Cancri | Indi | Tucanae |
| 52 | 52* | Casseiopeiae | Lyncis | Hawkinus |
| 53 | 53* | Comae | Normae | Janjus |
| 54 | 54* | Delphini | Persei | Medusi |
| 55 | 55* | Geminorum | Pyxidis | Russum |
| 56 | 56* | Arae | Scuti | Siskum |
| 61 | 61* | Canum | Lacaertae | Ursae |
| 62 | 62* | Cantauri | Lyrae | Kentis |
| 63 | 63* | Coronae | Octanis | Adricus |
| 64 | 64* | Doradus | Phoenicis | Vampri |
| 65 | 65* | Gruis | Reticuli | Bondi |
| 66 | 66* | Bootis | Serpentis | Solaris |

**Flamsteed designation*

> Creating A Rocky Planet

For rocky planets, you should then further determine the planet's size and subtype (gas giants and ice giants planets already have an associated size). Also determine the number of moons based on the planet's size.

Gravity is a number above or below 1. 1G is standard Earth gravity. 1.6G is considered high gravity, and 3G is considered crushing. 0.6G or less is considered low gravity. These environmental effects are described in more

detail in the core rulebook. Roll the dice indicated in the table below and then divide by 10 (so a result of 6 means 0.6G). Gravity does not always correlate with size - large planets can still have a very low density, and vice versa.

There is no particular pattern to the length of day of a planet. You should feel free to choose any figure for a planet's rotational period, although some random die rolls are included below.

| 1d6 | Rocky Planet Size | Radius (km) | Gravity | Rotation (day) | Number of Moons | Chance of Rings |
|-----|-------------------|---------------------|--------------------|----------------|-----------------|-----------------|
| 1 | Dwarf (d) | 3d6 x 100km | 1d6 (0.1G-0.6G) | 6d6 x 10 hours | 1d6-4 | - |
| 2 | Small (s) | 1d6 x 1,000km | 2d6 (0.2G-1.2G) | 6d6 x 2 hours | 1d6-4 | - |
| 3-4 | Average (a) | 1d6+4 x 1,000km | 3d6 (0.3G-1.8G) | 6d6 hours | 1d6-3 | 1/6 |
| 5 | Large (l) | 1d6 x 10,000km | 6d6 (0.6G-3.6G) | 4d6 hours | 1d6 | 3/6 |
| 6 | Giant (g) | 1d6+4 x 10,000km | 10d6 (1G-6G) | 3d6 hours | 6d6* | 4/6 |

*Allow dice to explode when rolling for moons of giant planets

For planets less than 1AU from a star, there is a 2-in-6 chance of tidal locking, which means that the same side of the planet always faces the star. For moons, there is a 3-in-6 chance of tidal locking, which means that the same side of the moon always faces its parent planet.

You should now determine the subtype of any rocky planets (and any moons). You do not need to do this for dwarf planets, or for gas or ice giants. However, gas or ice giants tend to have a lot of moons, and their nature should be determined. Moons are just as likely to have life as do other rocky planets. For each rocky planet or moon, roll 2d6 to determine its type.

| 2d6 | Planet or Moon Type | Atmosphere |
|-----|---------------------------|------------|
| 2 | Ruined (R) | 3d6 |
| 3 | Water (W)* | 2d6+3 |
| 4-5 | Icy (I) | 3d6 |
| 6 | Desert (D) | 2d6+3 |
| 7-8 | Barren (B) | 2d6 |
| 9 | Volcanic (V) | 3d6 |
| 10 | Swamp (S) | 2d6+5 |
| 11 | Jungle (J) | 2d6+5 |
| 12 | Terrestrial/ mixed (M) | 2d6+3 |

*Roll 1d6. 1-2 water (W), 3-4 ammonia (Wa), 5 methane (Wm), 6 other (Wo).

Next, work out what sort of atmosphere the planet has. A jungle planet might be covered in plants which breath methane, so the presence of life does not necessarily mean that the atmosphere is suited to human life.

S, J, and M type planets, being those with some form of life by definition, all need an atmosphere. All other rocky planets can exist

without an atmosphere. The first roll determines the presence and thickness of the atmosphere. Roll the dice indicated in the above table. For high gravity planets (1.6G or higher) add 2; for low gravity (0.6 or lower) deduct 2.

| Die Result | Atmosphere |
|------------|------------|
| 4 or less | None |
| 5-7 | Thin |
| 8-11 | Earth-like |
| 12-15 | Thick |
| 16+ | Crushing |

The type of atmosphere is also important. Roll twice on the following table to determine the primary and trace atmospheric types (e.g “mainly nitrogen with traces of helium”). Any indigenous life on the planet is automatically able to breathe this atmosphere.

| 2d6 | Atmosphere Composition |
|-----|------------------------|
| 2 | Earth-like |
| 3 | Carbon Dioxide |
| 4 | Methane |
| 5 | Helium |
| 6 | Hydrogen |
| 7 | Nitrogen |
| 8 | Carbon Monoxide |
| 9 | Argon |
| 10 | Hydrogen Cyanide |
| 11 | Sulfur Dioxide |
| 12 | Ammonia |

This is, of course, a completely random planet, and thus has little chance of an Earth-like atmosphere in terms of thickness and composition, even if it has an atmosphere which is supporting other life. There is plenty

of equipment in the WGIN rulebooks to help characters operate in unfriendly atmospheres - and, of course, planets with artificial structures can have very pleasant enclosed environments, whatever the planetary surface may be like.

However, you should feel free to decide on environments suitable to humans where and when it suits your plot or setting. The dice rolls don't control you - you're the GM!

> Planetary Orbits And Distances

Finally, determine the orbital period (year) and orbital distance (in Astronomical Units, or AU) of each planet by rolling 1d6 for the first planet and selecting the number of days of its orbital period and then for each planet thereafter, add a cumulative d6 to the ongoing total to determine each orbital period in sequence. Let the d6 "explode" if you roll a 6 - that allows for longer gaps in the progression.

| d6 | days | d6 | yrs | d6 | yrs | d6 | yrs | d6 | yrs | d6 | yrs | d6 | yrs | d6 | yrs |
|----|------|----|-----|----|-----|----|-----|----|-----|----|-----|----|------|-----|------|
| 1 | 10 | 7 | 1.2 | 13 | 6 | 19 | 12 | 25 | 20 | 31 | 50 | 37 | 500 | 43 | 1200 |
| 2 | 25 | 8 | 1.5 | 14 | 7 | 20 | 13 | 26 | 25 | 32 | 75 | 38 | 600 | 44 | 1400 |
| 3 | 50 | 9 | 2 | 15 | 8 | 21 | 14 | 27 | 30 | 33 | 100 | 39 | 700 | 45 | 1600 |
| 4 | 100 | 10 | 3 | 16 | 9 | 22 | 15 | 28 | 35 | 34 | 150 | 40 | 800 | 46 | 1800 |
| 5 | 200 | 11 | 4 | 17 | 10 | 23 | 16 | 29 | 40 | 35 | 200 | 41 | 900 | 47 | 2000 |
| 6 | 350 | 12 | 5 | 18 | 11 | 24 | 17 | 30 | 45 | 36 | 300 | 42 | 1000 | 48* | 2500 |

*Beyond 48, add 500 years per planet

You also determine a planet's distance (in AU) from its star in this manner. The number of years is equal to the distance in AU from the star. If the orbital period is less than a year, simply divide the orbital period in days by 350. For example, a planet with an orbital period of 15 years has an orbital distance of 15 AU. If you want to be a bit more realistic, vary this figure by 3d6%.

Populated planets tend to have names, as do those with strategic value. With billions upon billions of planets in just one galaxy, however, most planets simply have a classification. A planet's classification is the star's name appended with a roman numeral

designation for its position out from its host star. This will give you a name like *Gamma Phoenicis VI* or *Chi Orionis III*.

While hot planets can exist far from a star (volcanic, geothermal heating, thick atmospheres, greenhouse effects), it is much harder for icy planets to exist close to one. If you are generating the position of an icy planet, its minimum value is 2AU from the star (increase the die roll to 9 if it is less than 9).

> Life On Other Planets

Each rocky planet or moon has a chance of intelligent life. Intelligent life is unlikely to occur on a gas or ice giant (unless you wish to devise a very exotic alien species, perhaps which lives in a gas giant's atmosphere, drifting about on huge wings and never landing).

The chance of intelligent life is based on the planet's Habitability Rating. Simply roll 2d6; if you roll equal to or lower than the planet's HR, intelligent life is present. Continue to create a civilization.

> Naming Planets

There is no standard convention for naming planets. Names can be derived from mythology, from history, from the names of famous people or fictional characters, or even simply after their parent star (for example, *Epsilon Eridani VII*). Planets within a given system often follow a pattern (the Sol system's planets, with the exception of Earth, are named after Roman gods). Following are some ideas, but you should let your imagination run free.

Note that none of these lists are intended to be comprehensive.

Roman gods: Diana, Fortuna, Janus, Jupiter, Juno, Mars, Bellona, Mercury, Neptune, Pluto, Proserpina, Saturn, Ceres, Venus, Vulcan, Cupid, Minerva, Bacchus, Vesta.

Greek gods: Zeus, Hera, Poseidon, Demeter, Ares, Athena, Apollo, Artemis, Hephaestus, Aphrodite, Hermes, Dionysus, Hades, Hypnos, Nike, Janus, Nemesis, Iris, Hecate, Tyche.

Egyptian gods: Amun, Anubis, Aten, Atum, Bastet, Bes, Geb, Hapy, Hathor, Horus, Isis, Khepri, Khnum, Ma'at, Nephthys, Nun, Nut, Osiris, Ptah, Ra, Sekhmet, Seshat, Seth, Shu, Sobek, Tawaret, Tefnut, Thoth.

Norse gods: Baldr, Bragi, Elli, Forseti, Freyja, Frigg, Heimdal, Joro, Loki, Magni, Mimir, Nerbus, Nott, Odin, Ran, Sif, Thor, Tyr, Vali.

Greek titans: Oceanus, Tethys, Hyperion, Theia, Coeus, Phoebe, Cronus, Rhea, Mnemosyne, Themis, Crius, Iapetus, Oceanids, Potamoi, Helios, Selene, Eos, Leto, Asteria, Atlas, Prometheus, Epimetheus, Menoetius, Astraeus, Pallas, Perses.

Greek heroes: Hercules, Achilles, Odysseus, Jason, Perseus, Pirithous, Oedipus, Orpheus, Theseus, Bellerophon, Triptolemus, Atalanta, Agamemnon, Paris, Ajax.

Mythological creatures: Centaur, Asbolus, Chiron, Nessus, Cerberus, Chimera, Medusa, Stheno, Euryale, Graeae, Minotaur, Mormo, Lamia, Hydra, Charon, Orthrus, Pholus, Pan, Dionysus, Scylla.

Cities*: Bangkok, Beijing, Cairo, Delhi, Dhaka, Istanbul, Lagos, London, Moscow, York, Seoul, Tokyo, Paris, Rome, Shanghai.

Astronomers: Ptolemy, Copernicus, Bahe, Kepler, Galilei, Newton, Hubble, Sagan, Hawking, Cassini, Halley, Merrier, Herschel, Leavitt, Shapley, Drake, Fermi, Tyson.

Philosophers: Aquinas, Aristotle, Augustine, Comsky, Descartes, Foucault, Locke, Plato, Nietzsche.

Demons & devils: Abraxas, Archon, Asmodeus, Astaroth, Baal, Banshee, Barbatos, Beelzebub, Beleth, Chemosh, Dagon, Demogorgon, Iblis, Forcas, Gorgon, Halphas, Incubus, Krampus, Legion, Leviathan, Lillith,



Lucifer, Mammon, Moloch, Morpheus, Orcus, Oriax, Pazazu, Rakshasa, Shaytan, Zepar, Zeminari.

Angels: Abaddon, Abathar, Ariel, Azazel, Brachiel, Gabriel, Harut, Zadkiel, Marut, Nakir, Penemue, Raziel. Tennin, Uriel, Uzziel, Zephon.

Slavic folklore: Veles, Svetovit, Perun, Dazhbog, Czernobog, Bielobog, Dobra Kob, Zla Kob, Vesna, Domovoi, Gamayun, Alkonost, Sirin, Koschei, Bogatyr, Vodiano, Mokosh.

Chinese mythology: Qilin, Chishou, Pixiu, Suanni, Bixi, Bi'an, Taotie, Baxia, Chiwen, Pulao, Haotie, Yazi, Shutu, Chaofeng, Qioniu, Fuxi, Gongfu.

Mayan gods: Itzamna, Ixchel, Ixtab, Hunab Ku, Ekchuah, Akna, Ahulane, Coyopa, Ghanan, Yaluk, Voltan, Qaholom, Ajtzak.

Shakespearean: Titus, Angelo, Antonio, Ariel, Balthazar, Caius, Caliban, Cato, Chiron, Cicero, Cornelius, Cupid, Curio, Demetrius, Diomedes, Ferdinand, Hamlet, Horatio, Lysander, Macbeth, Macduff, Martius,

Mercutio, Montague, Nestor, Nym, Oberon, Octavius, Orlando. Othello, Pandarus, Pericles, Quince, Romeo, Shylock.

Artists: Picasso, Leonardo, Cezanne, Rembrandt, Monet, Caravaggio, Michelangelo, Vincent, Raphael, Warhol, Salvador, Botticelli, Renoir, Hogarth.

British Authors: Shakespeare, Chaucer, Dickens, Austen, Tolkien, Bronte, Carrol, Orwell, Dahl, Kipling, Agatha.

Arthurian characters: Balin, Bedivere, Bors, Bruenor, Caradoc, Gawain, Galahad, Guinevere, Hector, Isolde, Lancelot, Merlin, Mordred, Morgan, Percival, Uther, Ywain.

Poets: Marlowe, Blake, Wordsworth, Shelley, Poe, Whitman, Eliot.

Scientists: Einstein, Bohr, Darwin, Pasteur, Freud, Faraday, Maxwell, Heisenberg, Schrodinger, Planck, Curie, Eddington, Watson, Feynman, Newton, Oppenheimer, Fleming.

Explorers: Aldrin, Armstrong, Barbosa, Amundsen, Cortes, Magellan, Polo, Livingstone, Lewis, Clark, Hillary, Columbus, Vespucci, Cook, Cabot, Boone, Hudson, Drake, Gagarin.

Roman emperors: Augustus, Tiberius, Caligula, Claudius, Nero, Galba, Otho, Vitellius, Vespasian, Titus, Domitian, Nerva, Trajan, Hadrian, Antonius, Aurelius, Lucius, Commodus, Pertinax, Septius, Caracalla, Geta, Maximinus, Gordian, Balbinus, Quintilius, Aurelian, Tacitus, Florian, Constantine.

Kipling characters: Mowgli, Akela, Raksha, Baloo, Bagheera, Kaa, Hathi, Shere Khan, Rama.

Composers: Handel, Tchaikovsky, Mahler, Verdi, Brahms, Chopin, Schubert, Wagner, Beethoven, Mozart, Bach.

Old Testament: Abraham, Kezebel, Noah, Moses, Samson, Adam, Eve, Goliath, Solomon, Ahab, Job, Jehovah.

Moby Dick: Ishamel, Ahab, Moby, Starbuck, Queequeg, Stubb, Tashtego, Flask, Daggoe, Pip, Fedallah, Peleg, Bildad, Boomer.

Alter-egos: Clark, Diana, Bruce, Wally, Oliver, Selina, Oswald, Dinah, J'onn.

English counties*: Hampshire, Yorkshire, Kent, Essex, Surrey, Norfolk, Sussex, Devon,

Cornwall, Somerset, Cumbria, Avon, Cheshire, Humberside, Rutland, Wiltshire.

American states*: Alabama, Alaska, Florida, Georgia, Indiana, Kansas, Kentucky, Louisiana, Missouri, Montana, Nevada, Oregon, Texas, Virginia, Washington, Wisconsin.

* *Names of places can often be prefixed with the words "New" or "Far" to distinguish them from the original.*

» CREATING A CIVILIZATION

A civilization is described with a system of descriptors.

Species. You can choose to use an existing species from the WGIN rules (Human, Borian, Venetian, Ogron, Android, Felan, Spartan) or create your own using the species creation guidelines later in this chapter.

Type. World types include *homeworlds*, *mining*, *colony*, *industrial*, *agricultural*, *outposts*, *military bases*, and *uninhabited*, referred to as H, M, C, I, A, O, B, and U type civilizations respectively. Type X civilizations represent unusual types which do not fit into the established listing.

Homeworld. Homeworlds are populated planets with an indigenous intelligent species. A homeworld always contains a seat of government and usually - but not always - is the planet of origin for its species, even if that species has since colonized other planets. It is rare that a star system will have more than one homeworld, but not impossible. A homeworld will typically include all of the functions of the other world types.

Mining. Mining outposts include both surface and atmosphere mining, and range from gas giants to temperate worlds.

Colony. A colony can be anything from a simple moon habitat to a great domed city. Colonies are made up of civilians (although a military presence is not impossible) and are often under the jurisdiction of a homeworld. Colonies do not usually have an indigenous intelligent species, but it is not unknown for more advanced species to colonize populated planets.

Industrial. An industrial planet is one given over to manufacturing. Some planets or moons serve as great shipyards. Industrial planets usually include extensive mining capabilities, although they may sometimes be reliant on a nearby mining planet, moon, or asteroid belt.

Agricultural. These are mainly rural places, often temperate in climate. Crops and livestock are common; these worlds are often pre-industrial, but some more advanced worlds focus on agriculture.

Outpost. An outpost is usually scientific in nature. Research outposts are usually far from civilization and often rely on having food and other resources shipped to them. Other outpost types include listening posts, starports, hospitals, prisons, and archives.

Military base. Military bases are planets or other bodies used solely for military use. In many cases they are prohibited to civilian traffic. These locations can include research facilities, naval bases, training facilities, a scout base, and more.

Uninhabited. Uninhabited worlds have no intelligent civilization. They may still harbor animal life if the climate allows for it.

Advancement. The advancement level of a planet indicates how technologically capable it is. This is represented via a number, with 2 being medieval technology, 5 being late 20th-early 21st century earth technology, and 8 representing the introduction of FTL travel.

Wealth. Wealth ranges from poverty-stricken to super-rich, with various categories in between: *poverty-stricken*, *poor*, *average*, *prosperous*, *rich*, *super-rich*. These are known as types i, ii, iii, iv, v, and vi worlds respectively. Levels below average have a credit limit which indicates the maximum value of items which can (typically) be bought and sold there with ease.

| Wealth | Catalog Code | Credit Limit |
|------------------|--------------|--------------|
| Poverty-stricken | i | 500 |
| Poor | ii | 5,000 |
| Average | iii | - |
| Prosperous | iv | - |
| Rich | v | - |
| Super-rich | vi | - |

Society. Society types include democracies, anarchies, plutocracies, corporatocracies, fascist and communist states, monarchies, aristocracies, dictatorships, oligarchies, theocracies, and republics.

Earth in the year 2016, for example, is an average level 5 homeworld (H5iii). By the 23rd century it has become a prosperous level 8 homeworld (H8iv).

If you wish to randomly determine a civilization's properties, roll 1d6 for type and wealth, and 2d6 for advancement level.

| Roll | Type | Wealth |
|------|------------------|------------------|
| 1 | Homeworld (H) | Poverty (i) |
| 2 | Mining (M) | Poor (ii) |
| 3 | Colony (C) | Average (iii) |
| 4 | Industrial (I) | Prosperous 9(iv) |
| 5 | Agricultural (A) | Rich (v) |
| 6 | Military (M) | Super-rich (vi) |



| 2d6 | Government |
|-----|----------------------|
| 2 | Anarchy (an) |
| 3 | Plutocracy (pl) |
| 4 | Aristocracy (ar) |
| 5 | Fascist state (fa) |
| 6 | Democracy (de) |
| 7 | Monarchy (mo) |
| 8 | Theocracy (th) |
| 9 | Communist state (cm) |
| 10 | Dictatorship (di) |
| 11 | Oligarchy (ol) |
| 12 | Corporatocracy (cp) |

Advancement level is determined with a 2d6 roll. If the wealth level of the planet is poor, deduct 1; if poverty-stricken, deduct 2 (to a minimum of 1). You may need to put a “cap” on the advancement level, depending on your campaign (see the section on typical and theoretical maximum advancement levels).

The chance of a planet’s rulership being balkanized (divided into multiple competing countries or territories) is based on its Advancement Level. Roll 2d6, and if the total exceeds the planet’s Advancement Level, the government is balkanized (bk). Otherwise, it is a unified planet.

For unified planets, roll 2d6 to determine the government type. This is a selection of the most common types, but there are many, many more.

Notable Features

Optionally, randomly determine a notable feature of the world, or create one of your own. The first column applies to any planet, while the second applies only to those with an intelligent civilization. Some items note an adjustment to Habitability Rating or Sociological rating.



| d66 | Feature | Civilization |
|-----|--|--|
| 11 | Effervescent oceans | Civil war (SR -4) |
| 12 | Broken moon | At war with another world (SR -3) |
| 13 | Ancient alien structures | Famous market(s) |
| 14 | Psionic amplification | Ex-interstellar capital |
| 15 | Deadly pathogen or disease (HR -5) | Hive population |
| 16 | Extremely dangerous animal species (HR -2) | Mechanoid birds |
| 21 | Diamond core | World under occupation by another power (SR -2) |
| 22 | Ice clouds | Unusually high advancement level in medicine (SR +1) |
| 23 | Singing winds | Extreme xenophobia (SR -3) |
| 24 | Valuable resource | Extreme hedonism |
| 25 | Quarantined world | Unusually hospitable natives (SR +1) |
| 26 | Major orbital battle site | Major strategic value |
| 31 | Healing powers (HR +2) | Humans are not allowed |
| 32 | Mythological creature(s) | Unusual caste or class system (SR -1) |
| 33 | Bubbling mud pools | Unusual law(s) (SR -2) |
| 34 | Secret military base | Imminent stellar catastrophe |
| 35 | Major galactic religious site | Major narcotics trade (SR -3) |
| 36 | Freakish weather patterns (HR -1) | Gladiatorial traditions (SR -2) |
| 41 | Energy dampened | Isolationist policies (SR -2) |
| 42 | Severe atmospheric distortion (affects transporters or scanners) | Diseased population (HR -2) |
| 43 | Fluctuating gravity (HR -2) | Source of a rare and expensive beverage |
| 44 | Hostile plant life (HR -3) | Slave economy (SR -3) |
| 45 | Intoxicating atmospheric chemicals (HR -2) | Underground population |
| 46 | Terraformed | Governed by computer(s) |
| 51 | Toxic or explosive gas pockets (HR -2) | Valuable commodity (spice, silk, gems) |
| 52 | Strange portal | Privately owned |
| 53 | Earthquakes (HR -3) | Major interstellar sporting event |
| 54 | Psychic phenomena (hauntings) (HR -1) | Floating cities |
| 55 | Home to a powerful, wanted criminal (SR -2) | Knowledge archive or library (SR +1) |
| 56 | Rogue planet (no star) (HR -2) | Based on an old Earth culture |
| 61 | Post-holocaust | Penal planet |
| 62 | Glass mountains | Cannibalism (SR -3) |
| 63 | Artificial planet | Unusual gender distribution |
| 64 | Sentient planet | Pleasure planet (SR +2) |
| 65 | Hollow planet | Emotion is outlawed (SR -1) |
| 66 | Exotic geysers | Signing of a major treaty |

» DESIGNING A NEW SPECIES

New alien species are fairly straightforward to create. The most important thing is that you make the species a viable choice - not too powerful, and not too weak. That's not to say every species has to be perfectly balanced with every other - the universe doesn't work like that, and a little imbalance will not hurt your game - but you are encouraged to aim for species of roughly equal power levels. Follow the process below. At each stage, an example new species will be developed. You can go higher, but you should be careful when doing so.

> Concept

The first stage in designing a new species is to devise your concept. How similar is it to humankind? Is it a three-legged reptilian species with acid blood? Or is it pretty much a human with a ridge on its nose? The species presented earlier in this book are all roughly humanoid (although one is much larger than the average human) but that is by no means a requirement! You should also select the species' size at this time.

Our example new species is a medium-sized species called a Saurian. It's a nomadic reptilian species, humanoid, but with a thick tail. Saurians only have one sex: all Saurians are female.

> Attributes

Once you've got the concept for your species, you need to assign adjustments to each of its attributes. You should select two or three attributes to increase. An increase should generally be in the region of +1 to +2, with +3 in extreme cases, and their combined total should fall within the range of +3 to +5. You can go higher, but you should be careful when doing so.

Here are the total attribute adjustments for the core species: Human +5, Borian +3, Ogron +4, Felan +5, Spartan +3, Android +4, Venetian +4 (includes a single -2 penalty).

Generally speaking, you should not assign penalties to a species intended for use as player characters - while there are undoubtedly many species in the universe with attributes of 1, they are not the species which make for

good playable races in a roleplaying game. That's not to say you *can't* assign penalties, but you should consider them carefully; for example, in the core rules, only one race, Venetians, have a penalty (-2 to LUC).

PSIONICS is an optional attribute depending on the campaign model. Note that PSI begins at 0, so if you want your species to be psionic, you will need to assign a bonus.

Saurians are roughly similar to humans. They are slightly stronger than humans, and their cold blood means that they have evolved to be naturally resistant to change, giving them a willpower and endurance advantage. The starting attributes for a Saurian look like this: STR +1, INT +1, WIL +1, END +1.

> Skills

Your species' skill list helps to differentiate it from other species. Select 3-5 skills which are especially relevant to your species. Remember that characters will be choosing *three* of these skills; they won't be choosing all of them. The more skills you list, the more varied your species will be. Conversely, a small list of only 3 skills makes for a much more homogenous and uniform race.

Saurians are a nomadic species and are trained in survival from birth. They tend to be great climbers, especially with the help of that tail. Finally, many are masters of the spear. Their skill list is survival, climbing, running, and spears.

> Exploits

Next you need to create a few unique exploits possessed by every member of your new species. You should aim for three to five exploits. This part of the process is more art than science. You can have negative exploits, but try not to assign too many of these.

You can use the existing races for ideas. Following is a short list of suggestions that you might use as inspiration to create species traits of your own. It is important to bear in mind that many traits - such as strong, psychic, agile, etc. - are better reflected directly via attribute assignments than by traits.

- Crystalline. A crystalline species might be tough to damage but vulnerable to sonic damage. They gain SOAK 5, but take an additional 1d6 damaged from sonic weapons.
- Poison breath. A creature might possess the ability to breathe a poisonous gas into the face of its foes as a standard attack action. This is an END melee attack, doing 3d6 poison damage.
- Four-legged. Four-legged species have a great speed advantage. They get a +2 bonus to SPEED. Additionally, enemies take a -2d6 penalty to any attempt to knock down or trip a four-legged alien.
- Camouflage. An alien whose skin changes color to match its surroundings gets a +1d6 bonus to any attempts to hide or sneak.
- Winged. Flight is a fairly powerful ability. It is recommended that species only be able to fly for short distances (for one turn at a time, having to land at the end of each turn). If you wish to have a species that can fly indefinitely, you should compensate for this with a major weakness - perhaps the species is very light and delicate, and has only half HEALTH.

> Lifespan

Determine your species' typical lifespan. You will need to divide this lifespan between the three age categories (young, adult, and old). Most species should divide their lifespan equally between the age categories, but this is not a rule - there's no reason a species might not stay young for 80 years, before aging quickly and dying within a decade.

Saurians don't live as long as humans. A typical Saurian lifespan is about 60 years, divided into 20 year age categories.

> Description

Finally, you will need to describe your species. Note its appearance, culture, and suitable careers. Also note a selection of typical names.

> Developing The Species

To fully realize your new species, there are other things you should consider creating. You should create at least one career unique to your species, some unique weapons (a melee and a ranged weapon), armor, and perhaps a new item of equipment. All these things together can help make your species stand out.

And that's it. After following this process through, you will have created a new species. You might also want to create a typical member of the species in the form of a monster stat block for convenient use as NPCs or enemies.

> Random Species Creation

If you're stuck for ideas regarding a new species, the following table might help jog your thoughts. Roll on each column. If you roll an aquatic species on a barren or desert planet, re-roll.



| 2d6 | Size | Diet | Type |
|-----|----------|-------------|-------------|
| 2 | tiny | metals | crystalline |
| 3 | small | herbivorous | avian |
| 4 | small | herbivorous | amphibian |
| 5 | medium | herbivorous | reptile |
| 6 | medium | omnivorous | mammal* |
| 7 | medium | omnivorous | humanoid |
| 8 | medium | omnivorous | mammal* |
| 9 | medium | carnivorous | marsupial |
| 10 | large | carnivorous | aquatic |
| 11 | large | carnivorous | insectoid |
| 12 | enormous | energy | special* |

If you rolled *mammal* or *special* on the Type column, roll again on the following table. Also roll for Advancement Level unless you have already determined this from the planet's advancement level.

| 2d6 | Special | Mammal | Advancement |
|-----|---------------|-------------|--------------------------------|
| 2 | energy | bat-like | Iron Age (1) |
| 3 | shapechanging | swine | Medieval (2) |
| 4 | sluglike | bovine | Medieval (2) |
| 5 | metallic | dog-like | Renaissance (3) |
| 6 | metallic | cat-like | Industrial age (4) |
| 7 | plant-based | ape-like | Industrial age(4) |
| 8 | mechanoid | monkey-like | Fusion Age (6) |
| 9 | silicone | bear-like | Early Spacefaring (7) |
| 10 | invisible | hoofed | FTL Spacefaring (8) |
| 11 | bloblike | rodent-like | Advanced Spacefaring (9) |
| 12 | gaseous | elephantine | Very Advanced Spacefaring (10) |

Determine coloring and description from the following table.

| 2d6 | Color* | Build |
|-----|--------|-----------|
| 2 | white | frail |
| 3 | black | frail |
| 4 | brown | slender |
| 5 | yellow | thin |
| 6 | red | thin |
| 7 | green | average |
| 8 | blue | stocky |
| 9 | orange | stocky |
| 10 | purple | muscular |
| 11 | gray | muscular |
| 12 | gold | corpulent |

*Roll twice. Once for overall coloring, and then for eye color.

And determine a facial shape and eyes from the next table.

| 2d6 | Face | Eyes |
|-----|------------|------------|
| 2 | round | large |
| 3 | squarish | small |
| 4 | oval | close-set |
| 5 | long | expressive |
| 6 | flat | dull |
| 7 | wide | piercing |
| 8 | angular | darting |
| 9 | sunken | clear |
| 10 | triangular | unsettling |
| 11 | smooth | circular |
| 12 | wizened | unblinking |

You should now have a rough description something like this:

A blue, muscular, medium-sized herbivorous rodent-like industrial-age species with orange, expressive eyes in a wide face.

A gray, slender, medium-sized carnivorous insectoid spacefaring species with green, unblinking eyes and a triangular face.

The table on the next page can be used to randomly select additional distinguishing or notable features about an alien species. You can discard any which don't match any already established characteristics. These can be used to suggest specific exploits for the species.

Optionally, randomly select a species feature on the following table.

| d66 | Feature |
|-----|---|
| 11 | Natural armor |
| 12 | Camouflage |
| 13 | Chameleon |
| 14 | Breath weapon |
| 15 | Psionics |
| 16 | Four-legged |
| 21 | Natural weapons (claws, teeth, tusks, etc.) |
| 22 | Tail |
| 23 | Eyestalks |
| 24 | Winged |
| 25 | Acidic blood |
| 26 | Fast healing |
| 31 | Darkvision |
| 32 | Adonis |
| 33 | Bionic |
| 34 | Long-lived |
| 35 | Floating |
| 36 | Sonic attack |
| 41 | Hypnotic |
| 42 | Tentacles |
| 43 | Odor |
| 44 | Third arm |
| 45 | Strong |
| 46 | Emotionless |
| 51 | Defensive spikes |
| 52 | Slippery |
| 53 | Jumper |
| 54 | Climber |
| 55 | Cold blooded |
| 56 | Good hearing |
| 61 | Double-jointed |
| 62 | Thick fur |
| 63 | 360-degree vision |
| 64 | Short-lived |
| 65 | Empathic |
| 66 | Technophile |



SAURIANS

Saurians are a nomadic, reptilian species. They have only one sex - female. A purple colour, Saurians are tall with long tails.

Statistics

Size: Medium

Attributes: STR +1, END +1, WIL +1

Skill choices: *Survival, climbing, running, spears*

Exploits

Cold-blooded. The cold-blooded Saurians suffer from Vulnerability (1d6) cold.

Poison breath. Saurians have a poison breath attack; this targets one creature adjacent to the Saurian and is an END vs. MELEE DEFENSE attack. On a successful hit, it does 3d6 poison damage.

Tail. A Saurian's tail makes it extremely stable. Any attempt to knock down a Saurian suffers a -2d6 die penalty.

Nomad. Nomadic creatures, Saurians are used to continuous movement. They get a +1 SPEED bonus.

» DESIGNING A CAREER

If you create a new species, you should create at least one career unique to that species. However, you may need to create careers irrespective of any species design you've done. Perhaps your setting has a particular tradition of gladiators, an order of psychic knights, a particular type of zero-g soldier, or frontier-dwelling, horse-riding cattle rustlers of the far future.

Designing a career is a lot like designing a species. The following steps will take you through the process of designing a new career for your setting. Alongside the guidelines, an example Nomad origin career will be designed for the new Saurian species.

> Concept

Decide on your concept. What role does this career fulfil in your setting? Can that role be filled by another career? The easiest mistake to make here is to confuse skill selection with full careers. For example, the college student career allows you to choose, via skills, what type of college student that is; additional careers aren't needed for history, law, engineering, and medical students.

Saurians grow up in a nomadic society. While technologically capable, many Saurians eschew fixed abodes and many of the luxuries of life in the far future, roaming their planet and hunting with spear.

> Length

Decide how long this career should take. If you're not sure, the standard is 1d6 years. Some careers - in particular educational courses - have a set length of 1, 2, or maybe 4 years. Very occasionally something like prison or the Venetian Retreat might last longer than 1d6 years. Origins are longer, as they take a character through childhood and adolescence - they are typically 2d6+6 years, but can vary.

The Saurian Nomad will be a standard starting career length of 2d6+6 years.

> Attributes

Assign 4 points in attribute adjustments. Remember that a character might take this career four times during character creation, so

a bonus of +2 means that he will have a total of +8 added to one of his starting attributes. For that reason you should be hesitant to give any individual attribute an adjustment of +2, although origins are less restrictive in that regard as they are only taken once.

It can be tempting to assign large attribute adjustments to a career in order to emulate a perceived high level of ability. It is important to remember that just signing up to a career doesn't magically make a member part of the elite - high levels of ability are achieved by repeating the career (effectively "levelling up" in that career).

The attribute adjustments for the Saurian Nomad career are: STR +1, END +1, AGI +1, WIL +1.

> Skills

List some skills offered by that career. Remember that the character will only be selecting two of these skills. As with species design, this list is what determines how varied that career is - a short list creates a more uniform career, while a larger selection creates one which is more varied. Also remember that this skill selection is a specialization - the character will be getting better at a wide range of things simply by virtue of the attribute bonuses.

The skills offered by the Saurian Nomad career should be simple and rustic: running, survival, crafting, spears, hunting.

> Exploits

Finally, create exploits unique to that career. These should be ones that can't just be replicated with a good attribute check (with or without a skill or equipment bonus). If you can, try to give the career at least five exploits; more powerful exploits can require other exploits within the career as prerequisites. Origins, on the other hand, need only one exploit.

The primary characteristic of a nomadic species is movement and travel. Saurian Nomads develop the ability to carry out various activities without needing to stop walking. If a Saurian Nomad moves in both of her actions in a turn, she may still take a further (non-movement) action as long as it is not an attack.

Having followed this process, you should now have created a new career. Here's our new Saurian Nomad origin career:

Saurian Nomad [4 years]

Prerequisites: Saurian.

Attribute: STR +1, END +1, AGI +1, WIL +1

Skill choices: *running, survival, crafting, spears, hunting.*

Your childhood was a nomadic existence, moving with your Saurian tribe.

Always on the move. If a Saurian Nomad moves in both of her actions in a turn, she may still take a further (non-movement) action as long as it is not an attack.

» CREATING AN ORGANIZATION

WOIN Future Equipment contains details on organizations and how to use them to requisition gear.

It's not only player characters who have REP scores; so do evil masterminds, powerful cult leaders, and militant overlords. What sorts of resources do they have at their

disposal, and how does this increase the challenges set against the adventurers? How fast can one of these agencies respond to an attack on one of their interests, and how viciously can they do so? When push comes to shove, how far will the party have to go to dismantle an agency or organization?

An organization's size represents the number of agents within it. Destroying an organization requires ridding the world of its agents, or the leader(s) of the organization (removing a leader cuts the organization's number of agents in half as they splinter into factions or seek prosperity elsewhere).

Becoming a member of an organization costs one exploit (Organization Member). The exploit is not recovered if the organization is left, or ceases to exist. In some campaigns, player-characters may be required to all be members of the same organization, in which case they will use their starting free exploit on Organization Member unless a career or tradition grants them that exploit.

The organization's size includes those *directly employed* in the service of the organization; it does not include affiliated



| Size | Members | REP | Locate Info | Requisition Cap |
|----------------|-----------------------|------------|------------------|-----------------|
| Team | 1-8 | 4 (2d6) | Superhuman [37] | 700 |
| Squad | 8-12 | 6 (3d6) | Herculean [33] | 1,100 |
| Section | 12-25 | 8 (3d6) | Severe [29] | 1,100 |
| Platoon | 25-50 | 12 (4d6) | Strenuous [25] | 1,400 |
| Company | 50-250 | 16 (5d6) | Demanding [21] | 1,800 |
| Battalion | 250-1,500 | 20 (5d6) | Difficult [16] | 1,800 |
| Regiment | 1,500-3,000 | 25 (6d6) | Challenging [13] | 2,100 |
| Brigade | 3,000-5,000 | 30 (7d6) | Routine [10] | 2,500 |
| Division | 5,000-25,000 | 40 (8d6) | Easy [7] | 2,800 |
| Corps | 25,000-100,000 | 50 (9d6) | Trivial [-] | 3,200 |
| Service | 100,000-500,000 | 60 (10d6) | Trivial [-] | 3,500 |
| Force | 500,000 - 1,000,000 | 70 (11d6) | Trivial [-] | 3,900 |
| Administration | 1,000,000 - 5,000,000 | 100 (13d6) | Trivial [-] | 4,600 |
| Empire | 5,000,000+ | 130 (15d6) | Trivial [-] | 5,200 |

civilians, families, passengers, contractors, and so on, or to regional populations. For example, an Administration may be the government of a 500-million population country, but only 3,000,000 are directly employed by the Administration.

Note that in archaic eras of lower population, a country's government can be of only Brigade size. In 1600 the entire population of England and Wales was only around 4,000,000, and London had a population of around 250,000.

The size category names are military-themed, but an organization does not have to be military in nature. A large corporation may have many thousands of employees and uses the same classifications. A single supermarket may have 200 employees, making it a Company, while a wealthy multi-national corporation may have 80,000, making it a Corps. The organization itself will not use these terms (unless it actually is military - and even then, different military structures exist) and might call itself a corporation, a cell, a gang, a league, an agency, a church, or a militia.

> Reputation

An organization's REPUTATION score indicates a number of things - its wealth, the resources at its disposal, how easy it is to find the organization, and more. This is how well-known an organization is and how likely people are to recognize its name or

importance. Larger organizations are better known, and depending on its exploits, an organization may only have a reputation among certain circles like investigators, criminals, conspiracy theorists, and occultists, and so on—but remain hidden from the public at large (it can be a bit hard to attain world domination when anybody can find and foil your schemes, after all).

Any creature, NPC, or character may belong to an organization, whether that be a starfleet, a spy agency, a scientific or educational institution, or a sinister corporation. Being a member of an organization gives a creature access to the organization's REP attribute rather than its own once per day, along with appropriate resources (which remain the property of the organization and cannot be kept indefinitely). An organization may also provide access to specific careers or exploits. Note that an individual has access only to the REP of its sub-group, not the organization as a whole.

Locate Info. When attempting to gain information about or locate an organization, characters make an attribute check (typically LOG or CHA, depending on the methods used); the difficulty of the check is noted in the Locate Info column in the organization table.

Requisition Cap. This is the maximum amount by which an organization can outfit all its members for missions.

> Sub-Groups

Large organizations are composed of multiple smaller organizations - one does not normally encounter the entirety of a megacorporation at once, or an entire army. The sub-groups have REP attributes according to their size, which tend to escalate in larger and larger subgroups until the final group is the whole organization.

> Commanders

Every organization (or sub-group) has someone in charge. That person, whether a squad leader or a spymaster, has a *leadership* skill equal to the organization's REP attribute, and may use it in the same way as a player character's *leadership* skill, donating LUC dice to allies. A commander has access to the REP of the sub-group she is commanding, not the whole organization - the head of the Navy has access to far greater resources than the commander of a small platoon has. This only applies to NPCs - player characters must earn their *leadership* skills the hard way!

> Traits

Organizations have one or more traits. These are exploits which members who have taken the Organization Member exploit gain automatically. Any benefits gained by being a member of an organization are lost if the character leaves the organization.

Advanced Tech. The Advancement Level of technology available to the organization increases by one level. Organizations with this trait must have mystics, scientists, or some other means to justify their impressive gear.

Clandestine. The organization is extremely secretive, a cabal as devoted to silence and mystery as they are to their cause. Only individuals in the same line of business or of similar interests (criminals, mystics, scientists, and so forth) treat the organization's REP score as the normal value when seeking information about the organization; all others treat it as one-third its actual value.

Combat Training. All of the organization's agents receive a specific free combat-related exploit.

Criminal. The organization is able to handle illicit goods, allowing members to access items which would otherwise be restricted or illegal.

Disciplined. The organization has a strong chain of command, and good unit cohesion. In combat, organizations members gain +1d6 to INITIATIVE as long as they are accompanied by at least 3 other members of the organization.

Excellent Equipment. All of the organization's agents receive a single piece of equipment that is one stage of quality higher than normal. Most of the time these have failsafes that destroy the item after it leaves the agent's possession, or at least render it of mundane quality after combat ends. The item is clearly identifiable as the organization's property.

Expertise. All of the organization's agents receive a basic curriculum of one rank in four organization-specific skills. This does not increase the rank of any of these skills above one rank.

Fearsome. The organization's reputation is one which instills fear in those who hear it. Members can make a REP mental attack against one target who can hear and understand them. This attack can only be made once per day, and no single target can be affected by it more than once. If successful, the attack stuns the target until they shake the effect off.

Gadgets*. Each agent of the organization receives a gadget that functions for 1d6 rounds (minimum 1 round; except the commander agent, in which case the gadget functions until the end of combat).

Mental Training. All of the organization's agents receive a bonus +1 to a specific mental attribute.

Physical Training. All of the organization's agents receive a bonus +1 to a specific physical attribute.

Traditional. The organization is very old, and predates the current era. This gives it access to certain ancient secrets, allowing members to use its REP attribute in place of a LOG check once per month to access information about a subject.

Wealthy. The organization has the REP attribute of an organization one size classification larger.

* *Gadgets are found in WGIN Modern Equipment.*

> Types Of Organization

Organizations can be as abstract or concrete in concept as you like, as strange as a hive mind that's taken over an abandoned starbase to an intergalactic conglomerate of ne'er do-wells bent on universal domination! As always, you are encouraged to think up creative and interesting organization types of your own to complement the suggestions below. There are really only two things you need to worry about when doing so: that these grouped individuals have a purpose, and that that purpose has some kind of relevance to the player characters.

Each organization type below includes one or more recommended traits; however, these should be viewed as guidelines only.

Academies. Academies include all educational or research institutions - colleges, universities, laboratories, and so on. Academies often have access to knowledge or experimental technologies. Advanced Tech and Expertise are recommended traits.

Corporations. Corporations make great enemy organizations. They are often enormous in scope, filled with so much bureaucracy that not only can individual executives potentially get away with murder, many of their accomplices have lawyers able to get them well away from legal trouble. Player characters that decide to take on a corporation should be wary of law enforcement, however, along with the sort of deadly talent that truckloads of cash can purchase. Wealthy is a recommended trait.

Criminal Syndicates. The Yakuza, Triad, Mafia, and any other form of mundane organized crime qualifies as a criminal syndicate. As the name implies, these organizations specialize in illicit activity, often with a focus on drugs, vice, and racketeering. Their operations can range far wider, however, and can sometimes have members that are incredibly loyal, typically with familial ties. Recommended traits are Fearsome and Criminal.



Cults. Steeped in mysticism and dangerous beliefs, cults are another common type of organization. Led by charismatic individuals that indoctrinate their follower, they can appear everywhere in the world, and have operations as simple as bank heists to pursuits as esoteric as demonic summoning. More often than not, their agents are fanatically loyal (often bringing their families into the fold). Clandestine and Wealthy are recommended traits.

Law Enforcement. There are no better team players than law enforcement, and the vast majority of settings feature authority figures of some kind that keep the peace. The organization rules are not meant to be implemented with police as a whole, but specific divisions like a unit of homicide detectives, paranormal case workers, and so forth. Of all the different types of organizations, they are by and far the most responsive and easiest to instigate. Disciplined is a recommended trait.

Mercenaries. Some soldiers keep on fighting well after the war ends, and they don't particularly care whom it is they fight for. These mercenary groups are one of the most dangerous types of organizations and not to be underestimated; each of their agents is a trained combatant that has experienced warfare. Unlike other organizations, their loyalty is not overwhelmingly strong and they can be bribed or coerced into abandoning an operation with relative ease. A recommended trait is Combat Training.

Military. Military organizations may come in the form of armies, navies, air forces, starfleets, and more. They tend to be well-equipped, with strong loyalty and structured chains of command and sub-groups. Disciplined and Combat Training are recommended traits.

Shadow Services. Who cleans up the bodies piled up by hitmen, and who supplies their guns or sells the artwork stolen by cat burglars? A commonly glossed over set of organizations exist to support the shadowy underside of society and they are essential to its workings. With this fundamental priority, all but the most stubborn and vengeful choose

to dismantle an organization that offers support to various criminals. Clandestine is a recommended trait, as is Criminal.

Spy Agencies. Spies work for agencies of covert operatives which are, more often than not, directly affiliated with a national power. While some of these individuals are unfalteringly loyal to their country, many are too willing to trade state secrets for a plush life of luxury and double agents are not uncommon. Recommended traits are Clandestine and Gadgets.

Vessel. A ship, or a starship, can operate as an organization of its own. The crew requirement of a vessel can indicate the size organization is. Recommended traits are Excellent Equipment and Expertise.

Vigilantes. When superheroes or supervillains team together, they can become truly potent forces that can affect change on a national or even global level. Fortunately, power seems to come with no small bit of egotism and most larger groups fail to remain united for long, splintering into smaller organizations that aren't nearly as disastrous for society. Recommended traits include Fearsome, and Physical and Mental Training.

FSS ENDEAVOUR

Size Battalion (400 crew); **REP** 20; **Locate** *Difficult [16]*; **Sub-groups** Platoons (departments of science, engineering, security, and operations)

Type Vessel; **Traits** excellent equipment, expertise (*computers, [scientific], piloting, pistols*)

Requisition Cap 1,800cr

The Federal Star Ship *Endeavour* was the first of the *Endeavour* class exploration cruisers. Sent on a multi-year mission, it explored the fringes of the galaxy. It's 400 strong crew is, additionally, a sub-group of the Navy, which is a Service-sized organization.

> Historical Populations

The table below is for reference purposes only, and gives the historical population of an average country through archaic and modern

| Year | Country | Capital City* | Adminstration | Military |
|--|---------|---------------|-----------------------|----------------|
| 43 AD (Roman Britain) | 4M | 35,000 | 400K (Service) | 20K (Division) |
| 500 AD (Dark Ages) | 2M | 15,000 | 200K(Service) | 10K (Division) |
| 1066 AD (Middle Ages) | 2M | 18,000 | 200K (Service) | 10K (Division) |
| 1300 AD (Middle Ages) | 4M | 45,000 | 400K (Service) | 20K (Division) |
| 1600 AD (Tudors) | 4M | 250,000 | 400K (Servive) | 20K (Division) |
| 1700 AD (Enlightenment) | 6M | 600,000 | 600K (Force) | 30K (Corps) |
| 1750 AD | 7M | 750,000 | 700K (Force) | 35K (Corps) |
| 1800 AD (Industrial Revolution, Victorian) | 9M | 1M | 900K (Force) | 45K (Corps) |
| 1900 AD (Edwardian) | 41 M | 1M | 4.1M (Administration) | 205K (Service) |
| 1980 AD | 50M | 6M | 5M (Administration) | 250K (Service) |
| 2000 AD | 65M | 8M | 6.5M (Empire) | 325K (Service) |

*Quarter this value for other cities

eras. 10% of a population is usually employed by government and is counted for organizational size purposes. 5% of a government is usually the military (or 0.5% of the population), which is often divided into thirds (army, navy, air force) in modern eras, or half (army, navy/starfleet) in archaic and future eras.

How these figures extend into the future is entirely up to you! If you have created a world, you already know its population, and you can easily determine the size of its administration and military.

» CREATING A MONSTER OR NPC

The following section contains guidelines on how to create a monster or creature. The process is a mixture of art and science - some aspects follow derived rules and calculations, while others are pure assignments.

Ideally, unique NPCs should be created with the regular character creation rules unique.

For a quicker, more flexible NPC creation process, the following freeform method is available. This is useful for GMs creating NPCs and allows for some exception-based design while retaining a balanced grade value.

1. Start all attributes at 3, except REP and PSI which start at 0.
2. Select a species as normal and apply species attributes and exploits.
3. Select additional attributes, skills, and exploits according to the table below.
4. Create a descriptor by choosing a trait and hook.

An average completed grade 5 NPC should have 44 attribute points, 13 skill ranks, and 7 exploits. For each grade thereafter, the average NPC will have an additional 4 attribute points, 2 skill ranks, and 1 exploit.

An NPC or monster may select any exploits, including monster and career exploits.



Expected abilities at each grade

| Grade | Attribute Points | Skill Ranks | Exploits | Max Dice Pool |
|-------|------------------|-------------|----------|---------------|
| 0 | 24 | 3 | 2 | 3d6 |
| 1 | 28 | 5 | 3 | 3d6 |
| 2 | 32 | 7 | 4 | 3d6 |
| 3 | 36 | 9 | 5 | 3d6 |
| 4 | 40 | 11 | 6 | 4d6 |
| 5 | 44 | 13 | 7 | 5d6 |
| 6 | 48 | 15 | 8 | 6d6 |
| 7 | 52 | 17 | 9 | 6d6 |
| 8 | 56 | 19 | 10 | 7d6 |
| 9 | 60 | 21 | 11 | 7d6 |
| 10 | 64 | 23 | 12 | 7d6 |
| 11 | 68 | 25 | 13 | 8d6 |
| 12 | 72 | 27 | 14 | 8d6 |
| 13 | 76 | 29 | 15 | 8d6 |
| 14 | 80 | 31 | 16 | 8d6 |
| 15 | 84 | 33 | 17 | 9d6 |
| 16 | 88 | 35 | 18 | 9d6 |
| 17 | 92 | 37 | 19 | 9d6 |
| 18 | 96 | 39 | 20 | 9d6 |
| 19 | 100 | 41 | 21 | 9d6 |
| 20 | 104 | 43 | 22 | 10d6 |

> Monsters & Generic NPCs

Monsters tend to be more arbitrary. Follow these steps to design a monster. However, these should only be viewed as guidelines. Monster design is exception-based, and you should feel free to deviate from these guidelines at any time. This method is also used to create generic NPC stat blocks (such as "Marine" or "Bandit") rather than unique, named NPCs.

1. Select a size, sentience, and classification.
 - 1.1. Assign physical attribute scores based on size.

| | Tiny | Small | Medium | Large | Enormous | Gigantic | Colossal | Titanic |
|----------------|------------|----------|---------|-------------|-----------------------|---------------------------------|-------------|-------------------|
| Example | Mouse, cat | Dog | Human | Tiger, ogre | Elephant, giant, tree | Whale, large dinosaur, building | Kaiju, ship | Titan, skyscraper |
| STR | 1 (1d6) | 3 (2d6) | 6 (3d6) | 10 (4d6) | 20 (5d6) | 50 (9d6) | 80 (8d6) | 120+ (15d6) |
| AGI | 20+ (5d6) | 10 (4d6) | 6 (3d6) | 4 (2d6) | 4 (1d6) | 4 (1d6) | 4 (1d6) | 4 (1d6) |
| END | 1 (1d6) | 3 (2d6) | 6 (3d6) | 10 (4d6) | 25 (6d6) | 60 (10d6) | 100 (13d6) | 200+ (19d6) |

- 1.2. Assign mental attribute scores based on sentience.

2. Assign skill ranks based on creature type according to guidelines.
3. Note classification exploits for creature type if appropriate.
4. Add additional exploits. Ensure that the creature has at least one unique exploit.
5. Calculate derived statistics.

- 5.1. Adjust derived statistics for size and classification.

> Descriptor

A creature's descriptor includes its size, sentience, and any classifications (e.g. *medium sentient mechanoid*). Each of these is described below.

Additionally, a descriptor may include the word "unique" (e.g. *gigantic unique sentient insectoid*). This indicates that it is a singular named creature.

Note that abilities and traits derived from the descriptor are not specifically called out as exploits, but should be numerically incorporated into a monster's stat block where appropriate. However, GMs will need to be familiar with standard descriptor abilities when using the monster. For example, it is not necessarily called out that an aquatic creature can breathe underwater; this information is derived from the aquatic classification in the descriptor and the underwater breathing ability that all aquatic creatures have.

> Size

The following table can be used as a guideline for size-based physical attributes, but monsters may vary greatly from this.

| Size | HEALTH | SOAK | SPEED | DEFENSE* | Damage | Reach | Actions** |
|----------|-----------|------|-------|----------|--------|-------|-----------|
| Tiny | - | 0 | -1 | +8 | 1d6 | 5' | 2 |
| Small | - | 0 | -1 | +4 | 1d6 | 5' | 2 |
| Medium | - | 0 | 0 | +0 | 1d6 | 5' | 2 |
| Large | - | 0 | 0 | -4 | 2d6 | 5' | 2 |
| Enormous | x1.5 (70) | 5 | +1 | -8 | 3d6 | 10' | 3 |
| Gigantic | x2 (150) | 10 | +2 | -16 | 4d6 | 15' | 4 |
| Colossal | x3 (250) | 20 | +4 | -32 | 5d6 | 20' | 5 |
| Titanic | x5 (800) | 30 | +4 | -32 | 6d6 | 30' | 6 |

*This applies to MELEE and RANGED DEFENSE only. No DEFENSE score can ever be lower than 10.
 **No action may be performed more than twice, and an action which costs more than one action cannot be performed more than once.

There is no need to give larger creatures particularly low AGI attributes, as they are already penalized for DEFENSE. Therefore, only give them lower than 4 AGI if you need them to be particularly clumsy.

Note that Tiny creatures include those up to the size of a housecat. The 20 AGI score can be exceeded greatly for very small or fast creatures, including many flying insects, small birds, and the like.

Size matters! Very large creatures have multiple actions available to them each round beyond the 2 typically available to player characters. These are used for tail swipes and other abilities which enable them to fight a group of enemies. Creatures with multiple actions still cannot move more than twice or repeat any other action more than twice in a round. Additionally, larger creatures have a longer reach with regular melee attacks.

Actions. While large creatures have multiple actions available to them, particularly agile creatures may also have additional actions beyond the basic two actions. For every full 10 points of AGI beyond 10, grant a creature an additional action. However, this is not added to additional actions for large size - if a creature qualifies for both (a large and agile creature) then use whichever of the two methods is better. For example, an Enormous creature with AGI 30 would have 4 actions (3 for being Enormous, or 4 for 30 AGI, taking the better of the two).

HEALTH. Large creatures should have significantly higher HEALTH. The table above gives suggested multipliers, and in some cases,

suggested average HEALTH values are also noted in parenthesis.

DEFENSE. No DEFENSE score can ever be reduced below 10. Be careful with DEFENSEs, as it is easy to accidentally create a creature or NPC that PCs cannot touch. In general, a DEFENSE score should not exceed four times the creature's Maximum Dice Pool (a 6d6 creature should have a DEFENSE cap of 24). You can exceed this, but you should think carefully before doing so.

Heavy. Some creatures may be designated as heavy for their size. These creatures move at half SPEED, and cannot jump. This should be noted in the SPEED line, with the modified speeds already calculated:

SPEED 4; CLIMB 2; JUMP -; heavy

| AGI | ACTIONS |
|-------|---------|
| 1-19 | 2 |
| 20-29 | 3 |
| 30-39 | 4 |
| 40-49 | 5 |
| 50-59 | 6 |

> Sentience

Sentience typically comes in the following categories.

Non-sentient. Non-sentient does not necessarily mean non-intelligent. Non-sentient creatures are immune to mental attacks.

Semi-sentient. These are dogs, wolves, bears, and other animal-level intelligent creatures. Semi-sentient creatures have 1-2 (1d6) LOG

(carnivores are usually more intelligent than herbivores), and may often have INT attributes as high as their AGI attributes. INT represents senses, perception, and animal cunning. Note that creatures known for specific senses (such as owls) can also have extremely high skill ranks in those specific abilities. CHA tends to be 1 (for ugly critters) or 2 (for attractive critters). WIL will tend to be around average (4) unless there is a compelling reason to do otherwise.

Sentient. This includes most living sentient creatures with LOG attributes of 2 or more. Sentient creatures should be assigned mental attributes normally.

Super-sentient. Generally with LOG and INT attributes of 20 or more, these creatures are supra-geniuses far beyond even the greatest of humans. Super-sentient creatures automatically have the power of truesight, which enables them to see through illusions, invisibility, and disguises. They can also see in the dark, and through obscuring effects like smoke, although not through cover. Additionally, super-sentient creatures can automatically speak and understand any language.

| Sentience | INT | LOG |
|----------------|------|------|
| Semi-sentient | 10+ | 1-2 |
| Sentient | 3-19 | 3-19 |
| Super-sentient | 20+ | 20+ |

> Classification

Creatures can have multiple classifications (a crystalline insectoid, for example). The classification is found in the creature's descriptor, and the creature has all the indicated abilities associated with that classification unless otherwise noted. Where a classification is a subset of another, the creature has the traits of both classifications.

- ▶ Aquatic. The creature gains a SWIM speed equal to their regular SPEED. They can breathe underwater. Swimming is a natural movement mode for aquatic creatures.
- ▶ Avian. The creature gains a FLY speed equal to their regular SPEED. Flying is a natural movement mode for avians.
- ▶ Beasts. These are normal animals such as dogs, bears, and dinosaurs.



- ▶ Changeling. A rare creature type, changelings are able to alter their shape and appearance. The exact details of this varies.
- ▶ Crystalline. Crystalline creatures are resistant to heat damage (SOAK 5 heat), but vulnerable (1d6) to sonic damage due to their brittle nature. They are immune to the Bleeding status track.
- ▶ Insectoids. Climbing is a natural movement mode for insectoids. The creature gains a CLIMB speed equal to its regular SPEED and does not need to make checks to climb. Such creatures can move on walls and ceilings normally.
- ▶ Humanoids. Humanoids gain no special advantages. They are bipedal, mammalian creatures.
- ▶ Gaseous. Gaseous creatures are immune to non energy-based physical attacks, and have SOAK 20 to energy-based attacks.
- ▶ Mechanoids. Mechanoid creatures are immune to mental attacks, and vulnerable (1d6) to electricity damage and (2d6) to ion damage. Ion damage is specially designed to attack electronics and mechanoids. They are usually immune to the Bleeding, Nausea, and Tiredness status tracks.

- ▶ Plants. Plant creatures vulnerable (1d6) to fire, but have an additional 5 SOAK. They are usually immune to the Bleeding and Tiredness status tracks. They ignore natural difficult terrain, unless it is fire or heat-based. Plants cannot wear armor.
- ▶ Reptiles. Reptiles are cold-blooded and are vulnerable (1d6) to cold damage.
- ▶ Titan. A titan is a titanic-sized creature. Titans are not affected by difficult terrain, and can only be flanked by enormous or larger foes. Titans are also unaffected by things which would hinder its movement (such as slows, immobilization, restraining, etc.) Creatures of size enormous or smaller can climb on top of a titan. This requires an AGI check vs. the titan's MELEE DEFENSE. The check must be made at the start of each round to remain on board, or fall for 3d6 falling damage. A creature on top of a titan can hit it automatically with attacks, but the creature's SOAK still applies. A titan gets one free natural attack per round against any creatures aboard it. Titans can spend all of their actions in a turn to shake all attackers off, making a STR attack vs. MELEE DEFENSE; any who are successfully hit are thrown 30' through the air in a random direction and land prone, taking the titan's natural damage as blunt damage.

> Immunities

In the creature types above, some immunities are suggested. These are only suggestions, and can be ignored or added to at will by the GM. The GM should regard this as an area where GM discretion is particularly advised. If the GM feels that a particular approach would not unduly affect a particular creature, then he or she should feel free to rule an immunity even if it is not specified. However, the GM should endeavour to be consistent in these rulings, especially in encounters with similar creatures.

> Movement & SPEED

SPEED for each movement mode is calculated the same way as for PCs. SPEED alone denotes land movement; other movement modes include FLY, CLIMB, SWIM, and more. Non-natural movement modes are half the regular SPEED (as for PCs) and require attribute checks; natural

movement modes require no attribute checks, are at full SPEED, and are designated with a "+" symbol. Flight speeds tend to be double ground speeds. If the creature can hover, this should be noted in parenthesis; otherwise it must maintain half its speed to stay aloft. Example SPEED entry:

SPEED 8; FLY 4; CLIMB+ 8 (hover); JUMP -

> Skills

Assign skills based on the monster type. The monster equivalent of unarmed combat is simply called *combat*.

Remember that creatures can be naturally much better than humans at certain things, especially when it comes to senses, movement, and fighting. Don't be afraid to give them 10 or more ranks in something. If in doubt, compare them to an exceptional human (a professional athlete, for example), who would have 10 ranks or so. If the creature would be better than a trained athlete at a skill, then give it 10 or more ranks.

- ▶ Carnivores should have high (10+) INT and 10+ ranks in *combat*. They are also likely to have ranks of 10+ in at least one sense, such as *scent*. Finally, carnivores will usually do an extra 1d6 damage than their size would indicate, due to claws, teeth, and other natural weaponry.
- ▶ Most animals should have at least several ranks in *running* or another movement mode.
- ▶ Some carnivores may have ranks in tactics (but not many); herbivores which tend to be prey will more likely have ranks in *reactions*.
- ▶ Always give creatures a defensive skill of some kind (*dodging* or *hardy* are good choices).
- ▶ Four-legged creatures gain +2 to their SPEED.
- ▶ Four-legged herbivores often have ranks in *carrying*.
- ▶ Flying creatures will tend to have higher INT and AGI scores than equivalent ground-based ones, but lower STR and END scores.

Skills checklist (pay attention to all of these): *hardy, running/climbing/swimming, carrying, tactics/reactions, [defensive], combat*.

Mental defence skills. Be sure not to forget MENTAL DEFENSE. Skills which can be used for MENTAL DEFENSE include *bravery, concentration, conviction, discipline, leadership, meditation, psychology, religion, and rulership.*

Psionic skills. Denote psionic skills with an asterisk. For example: *telepathy* 3 (2d6).*

> Exploits

Exploits are more art than science; you can create exploits to cover any ability or trait that a monster might have.

- Size Enormous or larger creatures should get Knockdown automatically.
- Size Enormous creatures with four or more legs should get Trample automatically.

Universal exploits particularly useful for monsters include:

Bearhug. The creature grabs its target with both arms, squeezing it. It can only bearhug a target of its size category or smaller. Once established, it causes its natural damage each round for free, and can move at half speed, moving the victim with it. It takes a STR or AGI melee attack to escape the bearhug.

Charge. When making a melee attack, the creature moves its speed in a straight line and then attacks at the end of it. This costs 2d6 and grants +1d6 damage to the attack.

Death from on high. The creature pays 2d6 and drop downs on its opponent from at least 5' above him. This works much like a Charge but knocks the target prone and does 2d6 extra damage instead of 1d6.

Knockback. The target is pushed back 5' for a cost of 1d6. For 2d6, this can be increased to 10'.

Knockdown. The target is knocked prone for a cost of 2d6. Creatures cannot Knockdown targets two sizes or more larger than them.

Opportunist stomp. The creature can stomp on an adjacent prone opponent as a free action. This is an unarmed attack and uses its natural damage value.

Race/species/heritage exploits are also available; some examples include:

Berserker. The creature can enter a berserker rage by tasting its own blood when

they are below half HEALTH. This grants it a +1d6 bonus to all attack rolls. The rage only ends when all foes are dead, or the creature is rendered unconscious or restored to above half HEALTH.

Acid blood. The creature has acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 slashing or piercing damage in a single blow take 1d6 acid damage from the blood splash.

Additionally, some sample exploits particularly suitable to monsters can be found below. Feel free to use or modify these for use with a new monster, or to create your own.

Amorphic. The creature is morphic and possesses no vital organs. It is immune to exploits such as Deadly Strike or Achilles Heel which require striking precise locations.

Aura. The creature has an aura (see table, below, for size and damage). Those who begin their turn in or enter the aura take damage of a specified type (for example, fire/heat, cold/cryo).

Breath weapon. A breath weapon deals the creature's natural damage to all creatures and objects in a cone (see table, below). The damage type should be specified; common damage types are fire/heat, cold/cryo, poison, and electricity.



Chitinous shell/exoskeleton/hide. The creature gains +5 or more SOAK above that granted by its size.

Crush. An already Grabbed creature automatically takes the creature's natural damage at the beginning of the grabbing creature's turn. The crush might be in a creature's jaws, tentacles, or a hug, and may be blunt or piercing damage. The Crush can be written into the Grab description.

Disease. Those damaged by the creature are inflicted with a disease. The disease should be noted. Alternatively, the disease might be inflicted upon reducing a victim to 0 HEALTH (even if the victim recovers the HEALTH). Diseases do not take effect until the combat is over.

Dive [requires flight]. When making a melee attack, the creature can swoop down at a foe and make the melee attack before swooping up again. This works like a Charge (cost 2d6, +1d6 damage), but carries the creature onwards afterwards. This attack knocks the target prone.

Grab. Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A grab is an attack with a -2d6 cost. A creature struck by the grab attack is *grabbed* and remains so until escape. It cannot leave the attacking creature's square or use weapons larger than size small. An escape requires a STR or AGI attack against the grabbing creature's MELEE DEFENSE and is an action which places the victim free from the grab in an adjacent square. It costs a creature an attack each round to maintain the grab, but it does not need to make any further checks.

Impale. An impaling attack is performed with a horn or similar natural weapon. The creature moves its speed in a straight line, and makes an attack. If successful, the target takes damage as normal and is considered impaled. This is similar to a Grab, except that it automatically does 2d6 damage every round until escape, and the attacker cannot use it to crush its victim.

Immunity. The creature is immune to a specific damage type.

Pack attack. Creatures with the pack attack exploit work together well. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim is pushed one step along the Tiredness status track at the start of its turn.

Poison. Poison is usually a secondary effect of a bite or sting and pushes the target along a status track (commonly Nausea for regular poisons or Mobility for paralysis poisons). These attacks do the poison damage type in addition to their regular damage type, and the type of effect is noted in the attack. Further detail is provided in the corresponding exploit entry for example:

Bite 4d6

(2d6 piercing/poison damage; paralysis)

Pounce. With a single leap, the attacker leaps upon its victim, bearing it to the ground and inflicting its regular natural damage. The target must be within the attacker's horizontal jump distance. This costs 2d6.

Regeneration. The creature regains 1d6 or more HEALTH at the start of each of its turns. If the creature is vulnerable to any type of damage, it cannot regenerate that damage.

Roar. Some creatures can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature within its aura (see table, below). Victims successfully attacked are pushed one step along the Fear status track.

Tail swipe. Some creatures have tail swipe attacks. These attacks affect all targets in a cone to the rear of the creature. The cone is half the size that a breath weapon would be for a creature of that size (with a minimum of 1 square). See the table below for size details. Damage is usually blunt damage unless the tail has edges or spikes, and is equal to the regular base damage with a two-die reduction.

Trample. With a trample attack, a creature can move directly through a target's square, attacking the target as it goes. This is a single action, and the attacker moves its full speed in a straight line. The attacker must be at least one size category larger than the target.

| Size | Damage | Tail Swipe Cone | Breath Weapon Cone/Aura | Reach |
|----------|--------|-----------------|-------------------------|-------|
| Tiny | 1d6 | - | 5' | 5' |
| Small | 1d6 | 5' | 5' | 5' |
| Medium | 1d6 | 5' | 5' | 5' |
| Large | 2d6 | 5' | 10' | 5' |
| Enormous | 3d6 | 10' | 20' | 10' |
| Gigantic | 4d6 | 20' | 40' | 15' |
| Colossal | 5d6 | 30' | 60' | 20' |
| Titanic | 6d6 | 60' | 120' | 30' |

If the attack misses, the attacker stops in its tracks. If it hits, the attacker continues moving, inflicts natural damage, and the target is knocked prone. This costs 2d6.

> Senses

Many creatures have perception-based abilities beyond skills like *hearing*, *scent*, etc.

All-round sight. The creature is not affected by crossfire or flanking. Many multi-headed creatures have this ability.

Darksight. The creature can see in the dark to a distance of 10' per point of INT. **Superior darksight** allows the creature to see in the dark normally to any distance. Some abilities, like a bat's sonar, vibrosense, or websense, can mimic darksight.

Lairsense. The creature is always aware of everything that happens within its lair.

Lifesense. The creature can sense and effectively see living creatures to a distance of 5' per point of INT even through darkness, cover, concealment, etc. Some abilities, such as bloodsense and mindsense, can mimic lifesense, although they detect blood and sentience, respectively.

Psisense. Some creatures can sense the presence of (but not the exact location of or type of) psionics within 5' per point of INT. **Superior psisense** determines the exact presence of psionics within range.

Truesight. Truesight enables a creature to see through illusions, invisibility, disguises, and to clearly see a creature's virtue. They can also see in the dark, and through obscuring effects like smoke, although not through cover.

> Called Shot Locations

Many tough creatures have a way to hurt or kill them. The mythological wooden stake through the heart of a vampire, or the access panel on a rampaging robot, are good examples. These features are described in the stat block. The entry should describe the called shot and its effects. Unless otherwise noted, a called shot costs -2d6 to make; a creature can only make one called shot per turn. Typically, a called shot requires that the attacker hit the target with an appropriate weapon and cause at least 25% of the creature's HEALTH in damage in one attack. An example is given below.

CALLED SHOT. Industrial robots are not built for combat, and they have easily targeted access ports. A called shot with a piercing or ballistic weapon to an industrial robot's access port, located on the lower back of the mechanoid, will immediately shut it down for five minutes.

> Determine Maximum Dice Pool

Grade is a tool for use with PCs (and NPCs who use the PC creation rules). For monsters, the important value is its maximum dice pool. Simply identify the largest dice pool in the monster's finished stat block; that is its maximum dice pool. You can use a lower maximum dice pool to constrain a creature if necessary. This value is simply used to establish an approximate suitable grade range for encounters.

| Max Dice Pool | Grade Range |
|---------------|-------------|
| 1d6 | 1 |
| 2d6 | 2 |
| 3d6 | 3 |
| 4d6 | 4 |
| 5d6 | 5 |
| 6d6 | 6-7 |
| 7d6 | 8-10 |
| 8d6 | 11-14 |
| 9d6 | 15-19 |
| 10d6 | 20-25 |
| 11d6 | 26-32 |
| 12d6 | 33-40 |
| 13d6 | 41-49 |
| 14d6 | 50-59 |
| 15d6 | 60-70 |
| 16d6 | 71-82 |
| 17d6 | 83-95 |
| 18d6 | 96-109 |
| 19d6 | 110-124 |
| 20d6 | 125-140 |

> Simple Scaling

Existing creatures can be quickly scaled on the fly by adjusting their maximum dice pool up or down. If a creature is scaled down, none of its dice pools can exceed the new lower dice pool. Scaling provides the following adjustments for each dice pool difference. Scaling adjusts the final dice pools rather than the core attributes and skills.

- ▶ +/- 4 to all DEFENSEs
- ▶ +/- 4 HEALTH
- ▶ +/-1d6 to all dice pools

Creatures can also optionally be increased or decreased in size when scaling; this is not commonly applied to humanoid species. This grants it (per size category change):

- ▶ +/- 4 to all DEFENSEs (larger is a penalty, smaller is a bonus)
- ▶ +/-2 SOAK (larger is a bonus, smaller is a penalty; minimum 0)
- ▶ +/-8 HEALTH (larger is a bonus, smaller is a penalty; minimum 10)

Scaled creatures can be referred to in shorthand in the format *Creature Name (+/- xd6; size)*. Note that scaling a creature in this way does not distinguish between changes due to attributes, skills, or equipment. If this information is specifically needed, the GM will need to adjudicate based on the creature itself and what it's key traits are. A creature known for size and strength will likely gain the bonus from improved attributes, while a more highly trained operative might gain it from higher skills or equipment.

For example, an Exterminator commander is an *Exterminator (+2d6; large)*. If there is no size change, it does not need a notation.

» CREATING ITEMS

Designing new weapons, armor, and other equipment is a much easier task than designing a planet. There are no strict rules, but the following guidelines may prove useful. The best, and most interesting items are the ones you design on your own, and you can surely come up with more evocative names and item types than any tables can, but you can use random tables for some or all of the process if you need to.

The most important caveat here is that, more than most things, equipment design allows for very much more latitude than most game elements. The guidelines which follow are not only merely guidelines, but they should be regarded as "soft" guidelines - if you need or want an item in your game which falls outside these parameters, then go right ahead. You can use or ignore as much of the following material as you wish.



| Quality | Cost | Dice Pool | Rarity | Min. Skill | Armor | Upgrades |
|-------------|--------------------|-----------|-----------|---------------------|----------|----------|
| Standard | Normal | - | Common | - | - | - |
| High | x3 then +100 | +1d6 | Uncommon | 1 (1d6; proficient) | +2 SOAK | +1 |
| Exceptional | x5 then +250 | +2d6 | Rare | 3 (2d6; skilled) | +4 SOAK | +1 |
| Mastercraft | x10 then +500 | +3d6 | Very rare | 6 (3d6; expert) | +6 SOAK | +2 |
| Artisanal | x100 then +1,000 | +4d6 | Very rare | 10 (4d6; mastery) | +8 SOAK | +2 |
| Legendary | x1,000 then +2,500 | +5d6 | Unique | 15 (5d6; authority) | +10 SOAK | +3 |

The following guidelines are designed to build a standard version of an item. You can design higher quality items by applying the quality modifiers in the above table to a standard item. That doesn't mean that every item has a version at each quality level - a specific weapon or armor type might exclusively be an exceptional quality item.

Dice Pool. This indicates the contribution to a dice pool that high quality equipment grants (subject to minimum skill limits).

Rarity. This is an indication of how common high quality equipment is.

Min. Skill. Effective equipment quality is limited by skill level. This applies to all equipment, including gear, weapons, and armor. If the user does not have the minimum skill level required to benefit from equipment's quality, then the quality of the equipment is effectively reduced to match the user's skill level.

Upgrades. Weapons and armor can be upgraded, adding new features. The upgrade capacity is given by its size (for weapons) or type (for armor). Higher quality weapons and armor gain additional upgrade slots.

> Weapons

To create a new weapon type, such as a neural lance, a temporal gauntlet, or antimatter foam, simply roll on the following table to choose the first word in the weapon's name, and then roll on the second table to determine the second word.

Assigning a weapon's statistics is more art than science. There is no intention that all weapons be equal in effectiveness - just like in the real world, some are clearly better choices than others (although not all may be available at a given time).

Damage should usually fall in the 2d6 to 4d6 range. The average person's unarmed attack does 1d6 damage, so weapons tend to start at 2d6 - although some ranged weapons with exotic damage types might fall below 2d6. There is only one weapon in *Future Equipment* which does 5d6 damage (the Korovin Private Security F58 Darkswarm Disintegration System), and a couple which do 4d6 damage. Higher amounts of damage are usually accessed by allowing the character to pay for damage dice with her attack pool or by adding LUC dice.

As a point of reference, it is useful to look at the HEALTH of some common objects. A chair has 15 HEALTH, so a 3d6 weapon is able to completely destroy it, and will almost certainly break it with one hit. An automobile has 70 HEALTH, so while it is unlikely to be destroyed with a single shot from a pistol, 35 damage is enough to break it. On average that's 10d6, or just over three shots from a 3d6 weapon; with a lucky shot, it's just 6d6.

If you want to completely randomly generate a weapon, use the tables below. First, determine the weapon's size. You should choose this, ideally, based on the weapon type (if you used the random weapon name table, the recommended size is noted in parenthesis), but the table below is available to randomly determine the size of an item.

| d66 | First Word | Second Word (Melee/Thrown) | Second Word (Firearm) |
|-----|--------------|----------------------------|-----------------------|
| 11 | Electro | Gauntlet (t) | Projector (-) |
| 12 | Nano | Hammer (s) | Rifle (m) |
| 13 | Flechette | Sword (m) | Disintegrator (m) |
| 14 | Quantum | Whip (m) | Bow (m) |
| 15 | Phase | Flail (m) | Beam (-) |
| 16 | Radiation | Mace (m) | Rocket (l) |
| 21 | Sonic | Baton (s) | Bomb (s) |
| 22 | Singularity | Lance (l) | Grenade (s) |
| 23 | Stasis | Spear (l) | Foam (-) |
| 24 | Warp | Club (m) | Thrower (m) |
| 25 | Zero-point | Disc (s) | Ray (-) |
| 26 | Atomic | Staff (l) | Driver (l) |
| 31 | Thermal | Scimitar (m) | Cannon (l) |
| 31 | Temporal | Axe (m) | Musket (m) |
| 33 | Antimatter | Hatchet (s) | Crossbow (m) |
| 34 | Tachyon | Machete (m) | Pistol (s) |
| 35 | Photon | Pick (l) | Autocannon (l) |
| 36 | Pulse | Trident (l) | Autopistol (s) |
| 41 | Neural | Claymore (l) | Carbine (m) |
| 42 | EMP | Pike (l) | Emitter (-) |
| 43 | Particle | Sai (s) | Launcher (l) |
| 44 | Nuclear | Katana (m) | Railgun (l) |
| 45 | Kinetic | Nunchaku (m) | Grenade Launcher (l) |
| 46 | Meteor | Net (l) | Rocker Launcher (l) |
| 51 | Plasma | Chain (l) | Gun (-) |
| 52 | Fusion | Manipulator (-) | System (l) |
| 53 | Electron | Cestus (t) | Hunting Rifle (m) |
| 54 | Magnetic | Hook (s) | Sniper Rifle (m) |
| 55 | Molecular | Dagger (s) | Revolver (s) |
| 56 | Bio | Glaive (l) | Shotgun (m) |
| 61 | Gravity | Halberd (l) | Blaster (s) |
| 62 | Disruption | Scythe (l) | Detonator (-) |
| 63 | Displacement | Javelin (m) | Device (-) |
| 64 | Force | Dart (t) | Bazooka (l) |
| 65 | Stun | Chain | Accelerator (-) |
| 66 | Neutron | Mortar | Catapult (-) |

| 1d6 | 1-2 | 3-4 | 5-6 |
|------|-------|--------|-------|
| Size | Small | Medium | Large |

Next, using the size, determine the weapon's statistics.

| | Small | Medium | Large |
|---------------|-----------|-----------|-----------|
| Weight | 1d6 | 2d6+2 | 3d6+10 |
| Range | 1d6+6 | 2d6+6 | 3d6+6 |
| Upgrade slots | 1 | 2 | 3 |
| Price | See below | See below | See below |

The damage and the price of the weapon are linked. Roll 2d6 once to determine the damage and price rolls for the weapon, or simply roll 2d6 and use the average values (noted in parenthesis).

| 2d6 | Damage | Price (cr) |
|-----|--------|----------------------|
| 2 | 1d6 | 1d66 (35) |
| 3 | 1d6+2 | 1d66+100 (135) |
| 4 | 2d6 | 2d66+200 (270) |
| 5 | 2d6+2 | 2d66+300 (370) |
| 6 | 2d6+4 | 2d66+400 (470) |
| 7 | 3d6 | 3d6 x 25 (250) |
| 8 | 3d6+2 | 3d6 x 50 (500) |
| 9 | 3d6+4 | 3d6 x 100 (1,000) |
| 10 | 4d6 | 2d6 x 1000 (7,000) |
| 11 | 4d6+2 | 3d6 x 1,000 (10,000) |
| 12 | 4d6+4 | 5d6 x 1,000 (17,500) |

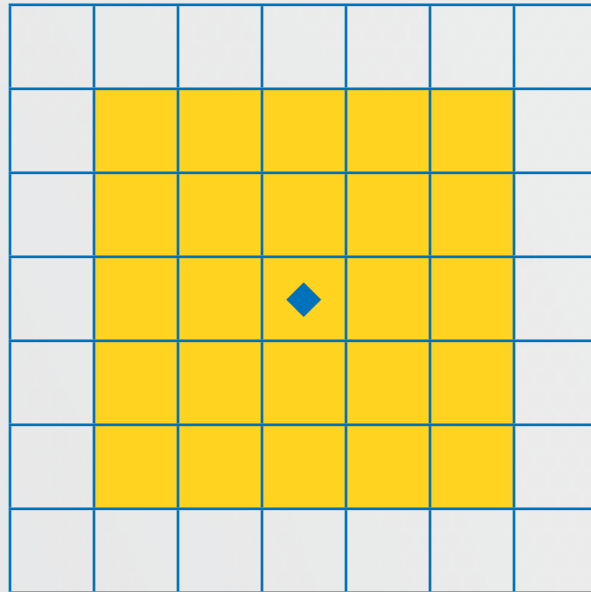
You can use quality levels in the normal way to create superior versions of specific weapon types (perhaps a traditional Spartan two-bladed sword is an exceptional quality weapon). This affects the weapon's statistics as shown in the quality table at the beginning of this section.

Other Weapon Stats

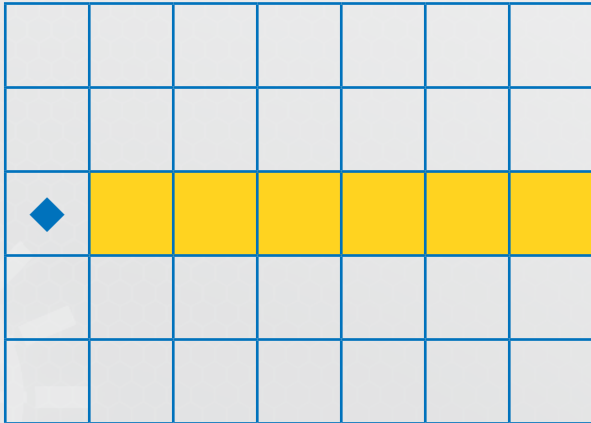
There is no need to assign additional range or damage to a higher quality version of a weapon - the effect of the larger dice pool already trickles down into both of those statistics during play.

You can adjust the target area. Is it a single target weapon, does it affect an area of effect? A grenade type weapon might affect a radius burst at range, while a flamethrower might cover a cone emanating from the weapon. Weapons which affect multiple targets cost twice as much as single-target weapons.

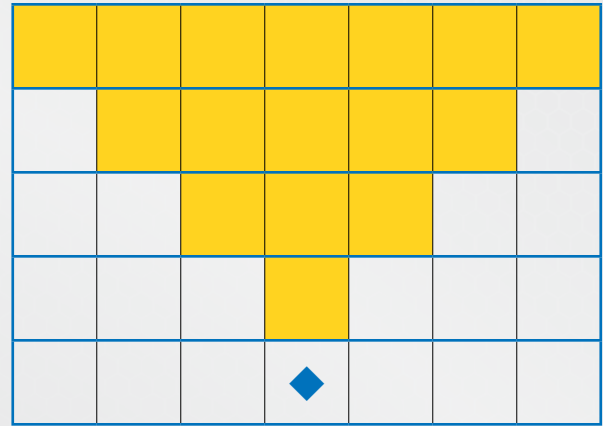
Bursts. Bursts are usually described in terms of distance from the target square. The below diagram shows a 10' burst, which is one which affects everything within 10' of (and including) the target square.



Lines. A line covers all squares in a straight line out to one range increment from the weapon. Any creatures in any of those squares is subjected to an attack by the weapon. A 30' line is illustrated below. The line can also be a diagonal, with each diagonal square counting as 5'. Lines limit the range of a weapon to one range increment.



Cone. A cone covers an area directly adjoining the weapon. A 20' cone is illustrated to the right; the 20' refers to the distance the cone emanates from the weapon. Cone areas limit the range of a weapon to one range increment.



You can also add additional properties of your own devising.

> Armor

When designing armor, rolling on the following table may provide inspiration. Roll twice in the “First/Second Part” column, and once on the “Third Part” column to generate an item such as a Nuclear Survival Jacket or a Bionic Infantry Frame. You should feel free to switch the first and second words around to make them flow better, or to discard combinations which don’t work.

| d66 | First/Second Part | Third Part | d66 | First/Second Part | Third Part |
|-----|-------------------|------------|-----|-------------------|-------------|
| 11 | Impact | Suit | 41 | Guardian | Gear |
| 12 | Bionic | Clothing | 42 | Valkyrie | Frame |
| 13 | Energy | Vest | 43 | Mobile | Ward |
| 14 | Reaction | Armor | 44 | Infantry | Mail |
| 15 | Combat | Plating | 45 | Reactive | Padding |
| 16 | Powered | Gauntlets | 46 | Rocket-assisted | Breastplate |
| 21 | Tactical | Boots | 51 | Nuclear | Brigandine |
| 22 | Assault | Helmet | 52 | Robotic | Cuirass |
| 23 | Fusion | Shield | 53 | Diamond | Shell |
| 24 | Carbon | Lining | 54 | Biological | Cloak |
| 25 | Biopolymer | Weave | 55 | Organic | Covering |
| 26 | Survival | Coat | 56 | Digital | Mantle |
| 31 | Regenerative | Battlesuit | 61 | Sentinel | Shirt |
| 32 | Liquid Metal | Jacket | 62 | Sonic | Unit |
| 33 | Biosteel | Skin | 63 | Adaptive | Harness |
| 34 | Tritanium | Exosuit | 64 | Symbiotic | Exoskeleton |
| 35 | Evolved | Body Armor | 65 | Environmental | Uniform |
| 36 | Augmented | Warsuit | 66 | Hazard | Loader |

| SOAK | Type | Weight (lb) | DEFENSE | Upgrades | Cost (cr) |
|------|--------|-------------|---------|----------|-------------|
| 2 | Light | 2d6 | - | 1 | 1d6 x 10 |
| 3 | Light | 3d6 | - | 1 | 1d6 x 10 |
| 4 | Light | 2d6 x 2 | - | 1 | 2d6 x 5 |
| 5 | Medium | 2d6 x 5 | -2 | 2 | 3d6 x 10 |
| 6 | Medium | 3d6 x 3 | -2 | 2 | 3d6 x 20 |
| 7 | Medium | 3d6 x 4 | -2 | 2 | 3d6 x 100 |
| 8 | Heavy | 3d6 x 5 | -4 | 3 | 3d6 x 200 |
| 9 | Heavy | 3d6 x 5 | -4 | 3 | 3d6 x 300 |
| 10 | Heavy | 3d6 x 5 | -4 | 3 | 3d6 x 1,000 |
| 11 | Heavy | 3d6 x 6 | -4 | 3 | 4d6 x 1,000 |
| 12 | Heavy | 3d6 x 7 | -4 | 3 | 3d6 x 2,000 |

You can determine the SOAK of the armor by simply rolling 2d6. The cost of the armor is then based on the SOAK (see table above).

As with weapons, quality can affect armor. See the quality table at the beginning of this section.

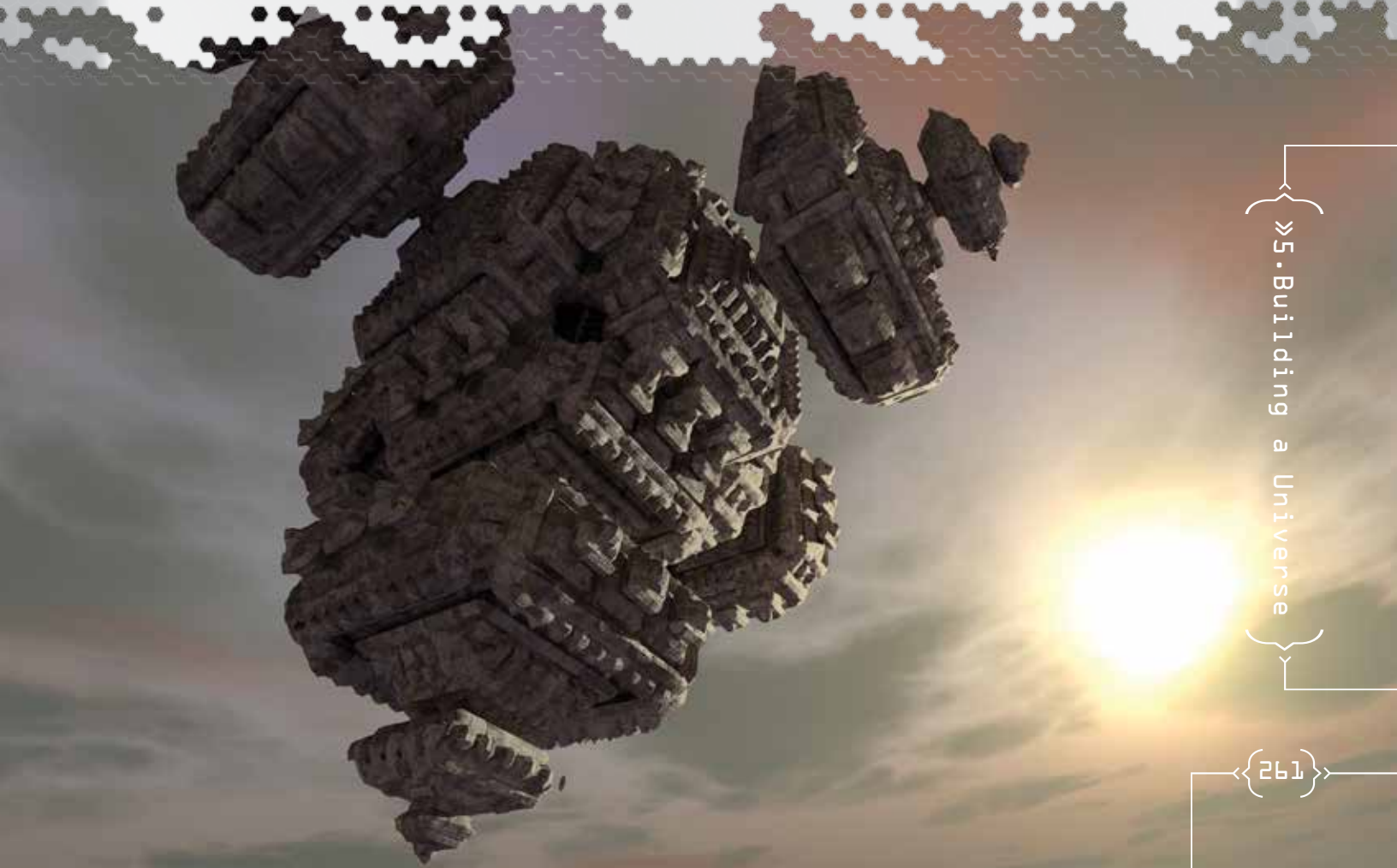
> **General Equipment**

Regular items of equipment are much easier to design. Generally, they only need a cost, weight, and description which describes the item's function and any abilities or effects

it has. Avoid the temptation to create items which simply give a bonus to an activity - bonuses should come from quality levels, with the item enabling the user to avoid the improvisation penalty.

> **Vehicles & Starships**

The designs of vehicles and starships are not covered in this book, as each has its own in-depth creation process which can be found in dedicated books.





» THE GAMEMASTER'S JOB

The previous chapters guided you through the process of building places and creatures for your setting. This section concentrates on actually creating adventures and running the game. As such, it is made up of advice, suggestions, guidelines, and ideas.

» CAMPAIGNS

A campaign is a sequence of adventures designed to last multiple - often many - sessions of play. Some take a month or two to complete; others can take years.

Some campaigns are published in the form of "adventure paths" - these pre-published collections of adventures take the player characters through a long story arc. Adventure paths are common to many games, and are popular with GMs who have little time to prepare. They sometimes run for 10 or more adventures, although shorter versions with only 3-4 adventures are more common.

The heart of every campaign is an adventure - or a series of adventures. The GM is responsible for designing and running

adventures for the player characters. The level of preparation needed will vary from GM to GM - some use a collection of notes on scrap paper, while others prepare detailed binders covering every contingency. Some GMs are comfortable with improvisation, while others enjoy planning and preparation.

An adventure, in its most basic form, is a plot or environment in which the PCs can participate. As an analogy, an adventure might be an episode of a television show. A number of adventures, strung together, form a campaign, which is roughly analogous to a season of a TV show.

There's no strict rule on what might constitute an adventure. Generally speaking, the PCs need a goal or objective - whether that be to simply survive a haunted space station, to find a lost artifact, to rescue a princess, or defeat an evil genetically enhanced super soldier. Indeed, the length of an adventure may vary, too - some are designed as "one-shots", to be played through in a single session of four hours, while others may take multiple game sessions to complete.

It's up to you whether you want a long, overarching plot or to focus on individual "episode of the week" style adventures. Both styles of game (or, indeed, a mix of each) can be very rewarding.

> Published Adventures

At the back of this rulebook, you'll find a short excerpt from an adventure. This is an example of a published adventure. Designing adventures can be very rewarding, but it can also be a lot of work- and published adventures are there to save you time or give you ideas. There are adventures available for the *W.O.I.N.* roleplaying game, and you are encouraged to avail yourself of them.

> Creating An Adventure

Creating an adventure is part art and part science. The GM will need to devise a plot, create antagonists, and prepare locations. The process is somewhat akin to writing a novella, except that the GM only controls *most* of the cast.

Start by outlining the basic premise or plot. This is the most important step, because everything else springs from there. In fact, that can be your whole preparation - there are resources and creatures and more available in this very book to help you run things on the fly - but it can help to detail important NPCs, locations, and events.

NPCs and creatures can be created from scratch, or you can borrow pre-published ones. You don't need to individually craft every redshirt or bandit; a standard stat block will do. You should, however, take the time to individually create important, named NPCs. You can do this by modifying an existing stat block, or by creating an NPC from scratch using the character generation process.

Locations also form an important part of adventure design. Whether it's a space station, a starship, a dusty frontier town, an exotic alien bar, or a warlord's fortress, it often helps to prepare a map of important locations in advance. You don't need to map out every shop and house, but notable locations certainly benefit from this treatment - especially if you expect combat to take place there.

Again, there are pre-published "generic" locations that you can use and plug in to your game if you wish to. This is a useful way to handle common places such as bars, shops, typical starships, and the like.

> Premise

You only need to look to popular science fiction shows and movies for inspiration on a wide range of basic premises for your setting. Here are some you might recognise:

- ▶ Following a devastating war, Earth has been occupied by an alien force. Human rebels mount a rebellion as they try to take their planet back.
- ▶ A starship explores the edges of known space, discovering new worlds and civilizations.
- ▶ A mighty vessel is stranded in unknown space, slowly making its way back home while fending off an implacable enemy.
- ▶ A space station guards a location of strategic importance.
- ▶ In a border town on a hostile world, aliens and humans struggle to maintain an uneasy peace.
- ▶ A newly discovered portal allows for instant travel to fantastic worlds.
- ▶ A great civil war tears the galaxy apart as a plucky resistance fights back against an oppressive empire.
- ▶ A neutral space station sits between five galactic powers.
- ▶ A group of smugglers does their best to make a living the only way they know how.
- ▶ An evil galactic corporation tries to capture and breed dangerous xenomorphs for unknown reasons.
- ▶ Humanity and the world we know are just a computer program, constructs in a great machine.

If you use other W.O.I.N. books, you can also include contemporary or medieval elements for a time-travel campaign, one in which advanced technology permeates the modern world, or where different planets have wildly different advancement levels.

> Locations

The panoply of locations available to the discerning sci-fi GM is vast indeed. This list is merely a few examples designed to fire your imagination.

- ▶ A ramshackle trader town on a frontier world
- ▶ An exotic alien bar full of smugglers and bounty hunters
- ▶ A galactic warlord's fortress
- ▶ An ancient space vessel from before recorded history
- ▶ A deserted and seemingly haunted space station
- ▶ A paradise pleasure planet
- ▶ A ruined city, destroyed by war
- ▶ A busy federal starbase
- ▶ A primitive planet where the natives think technology is magic
- ▶ A mining colony run by a corrupt corporation
- ▶ A penal colony overrun by alien creatures
- ▶ A futuristic metropolis of neon
- ▶ A grey, forbidden military base
- ▶ Dark caverns which hold secrets of the past
- ▶ An intergalactic circus or zoo
- ▶ A dinosaur planet
- ▶ An exquisite ballroom full of intergalactic dignitaries
- ▶ A colony in a hollowed out asteroid
- ▶ An exotic market on a distant planet where anything can be had for the right price
- ▶ An intergalactic graveyard
- ▶ A cliff upon which is written the oldest writing in the universe
- ▶ A time-travel facility dedicated to glimpsing the final hours of the universe
- ▶ A dark nebula containing a mysterious planet whose existence is a secret
- ▶ The underwater seas of an ice planet
- ▶ A planetary system deconstructed to create a Dyson Sphere
- ▶ A planet of intelligent apes
- ▶ A monitoring station hovering within the upper atmosphere of a gas giant
- ▶ An apparently abandoned starcraft of immense size hurtling towards an unknown destination and unwavering from its path
- ▶ A city at the core of a planet, protected from the magma by a failing forcefield
- ▶ A megalithic, automated factory blindly turning out vast quantities of items for a race long dead
- ▶ A floating graveyard of broken starships, the remnants of an ancient battle
- ▶ A fleet of city-sized fishing trawlers dredge-netting the oceans of an alien waterworld
- ▶ An arena ship that flies from planet-to-planet, offering huge prizes to those brave enough to participate in the games
- ▶ A haunted area of space that brings back the ghosts of the dead, and drives pilots mad

- A arcology built on the back of a vast whale-like beast that swims through the vacuum
- A continent-sized scrapyard which contains anything you might wish to find
- An upmarket, swanky, in-demand night club, with multiple floors, false ceilings, lift shafts, secret booths, and more usual facilities like zero-G dance floors
- A great university and center of galactic learning
- A zero-G three-dimensional sports field

> Events

A setting is a living, breathing thing, and you should consider events to be as crucial to your adventures as locations are. They can provide a colourful backdrop, or they can be the focus of your adventure.

- A secret meeting of galactic crime bosses
- A hostile takeover of a peaceful planet
- The outbreak of a great war
- A great science conference
- The trial of an infamous war criminal
- Vital treaty negotiation between hostile powers
- The appearance of a previously unknown species
- A great threat which unifies previously hostile civilizations
- The sudden destruction of an important planet
- The galactic boxing heavyweight championship match
- A supernova

> Weird Science

There are many more fantastical concepts which can help inform an adventure. Here are some of them.

- Time travel
- Alternate universes
- Ancient horrors at the edge of the universe
- Magic

- Alternative timelines
- Ghosts and hauntings

When stuck for inspiration, use the following table to randomly create the name of a sci-fi adventure in the style of a classic serial.

» STARTING THE GAME

When beginning play, it is important to establish why the PCs are working together. WGIN is a game which very much encourages teamwork and cooperation. There are many reasons for characters to work together, and unless the plot specifically requires otherwise, the assumption should be that they already know each other and have worked together before.

If your characters are the crew of a starship, or members of a spy agency, or soldiers, or part of some other specific organization, this task virtually accomplishes itself. Otherwise, the players should all agree on their recent history and reasons for being together.

> The One-Sheet

You should design a single-page summary of your setting to your players. While you can, of course, make more detailed information available, your “one-sheet” should provide quick pertinent details which are enough to convey the premise and any particular rules or materials in use. An eye-catching name and piece of art can round this off very quickly. Think of it like a movie-poster, albeit with more information.

The one-sheet engages your players and provides them with enough information to get started without deluging them with too much data. Try to include information on the key overall setting points discussed earlier in this book: where and when; technology (especially travel, transporters, communication, weaponry, mechanoids); aliens; psionics. You should keep it to a single side of paper, and ensure that you have a copy for each player. There is an example of a one-sheet over the page.

| d66 | Part 1 (1-3) | Part 1 (4-6) | Part 2 (1-3) |
|-----|--------------|--------------|----------------------|
| 11 | Child | Hive | ...of... Destruction |
| 12 | Edge | State | ...of... Terror |
| 13 | Keys | Keeper | ...of... Eternity |
| 14 | Reign | Warriors | ...of... Darkness |
| 15 | Planet | Resurrection | ...of... Fear |
| 16 | Power | Caves | ...of... The Deep |
| 21 | Evil | Attack | ...of... Death |
| 22 | Tomb | Vengeance | ...of... War |
| 23 | Enemy | Mark | ...of... Blood |
| 24 | Web | Revelation | ...of... Evil |
| 25 | Fury | Aliens | ...of... Horror |
| 26 | Revenge | Parting | ...of... Doom |
| 31 | Seeds | Age | ...of... Mars |
| 32 | Ambassadors | Army | ...of... Decay |
| 33 | Terror | Family | ...of... Fire |
| 34 | Mind | Sound | ...of... Steel |
| 35 | Claws | Voyage | ...of... The Dead |
| 36 | Day | Fires | ...of... Time |
| 41 | Curse | Silence | ...of... Ice |
| 42 | Carnival | Forest | ...of... Kings |
| 43 | Ark | Waters | ...of... Silence |
| 44 | Genesis | Time | ...of... Disease |
| 45 | Pyramid | Bells | ...of... Famine |
| 46 | Brain | Rings | ...of... Pestilence |
| 51 | Masque | Robots | ...of... Shadow |
| 52 | Hand | Return | ...of... Torment |
| 53 | Face | End | ...of... Regret |
| 54 | Talons | Depths | ...of... Sorrow |
| 55 | Horror | Waters | ...of... Tomorrow |
| 56 | Stones | Spiders | ...of... Gothos |
| 61 | Androids | Gods | ...of... Armageddon |
| 62 | Power | Ancients | ...of... Paradise |
| 63 | Destiny | Code | ...of... Mercy |
| 64 | City | Ship | ...of... Battle |
| 65 | Nightmare | Message | ...of... Light |
| 66 | Horns | Word | ...of... Eden |

> Descriptors

Before play commences, each player should read his character descriptor out loud to the rest of the group. The descriptor forms a succinct summary which describes what is immediately obvious about the character, and helps the players to quickly grasp who is in their group.

> Organizations

If the player characters are all in the same organization, GMs might opt to give them the Organization Member exploit for free. They must all be members of the organization to

get the exploit for free (although they can individually take the exploit the usual way).

As part of an organization, player characters not only have an iron-clad reason to work together, but they are also able to requisition equipment and use the organization's REP attribute as described on page 121.

The GM will need to design an appropriate organization, possibly with the help of the players. There are rules for creating organizations earlier in this book.

Myths of the Far Future



Setting

Myths of the Far Future is set on the Inner Frontier of the galaxy, where the grasp of the Democracy is weak and lawless frontier worlds and tradertowns abound. Bounties are paid for criminals, dead or alive, and few questions are asked.

The Democracy is a galaxy-spanning bureaucracy centered on Deluros VIII. It was relocated from Earth centuries ago. Man is the dominant race in the galaxy, and most alien worlds have become part of the Democracy.

The greatest prize of all is a wanted outlaw named Santiago, worth 20-million credits.

Technology

The setting is an AL 10 setting (advanced FTL, full galactic colonization, travel across the galaxy takes a few days). Space travel uses the AL 10 speeds. All equipment and gear from *Future Equipment* is available.

Psionics

Psionics are rare but they do exist. Any psionic characters or creatures are regarded as dangerous freaks. There is no “psi-corps” or equivalent.

Recommended Careers

Any careers are available, although characters should not currently be part of a navy or other large organization. The focus of the campaign is on bounty hunting.

» SHIPS

Starting characters will be unable to afford a starship - even a cheap shuttlecraft. In some campaigns, this may not matter; interstellar travel isn't a requirement for a sci-fi campaign. Entire story arcs can take place on one planet, or require little more than an occasional passenger ticket on a transport or liner. Saving up for that first starship can be a momentous event, and players who obtain their ship in this way are likely to form a strong attachment to the vessel. However, this is not the only option. Below are a few suggestions on how to deal with the issue of starships.

No ship. The characters do not have access to a starship of their own. Much of their adventuring is planetbound, and if they need to travel offworld then they will need to pay for passage - either on a tradeship or merchant, a transport, or a commercial liner.

A free ship. Giving the party a free "starter" ship won't derail a campaign. The player-characters could begin play with a basic civilian ship, or acquire one very early in the campaign. The sample encounter at the end of this rulebook has the party obtaining a shuttle at the end of it. The only problem with this approach is that the party may choose to sell the ship, netting them millions of credits. This is something that should be avoided, and the mortgage option below can assist with that.

Stationed on a ship. Characters in the Navy (or any similar organization) might be stationed on a ship, whether that be a small scout or a vast starship. Depending on the campaign premise, they could be anything from members of a unit on a large ship with little control over its destination to the actual commanders of a great exploratory vessel. This approach means that the characters do not own the ship like they might in a civilian campaign, but it does grant them some of the resources of such a ship. The ship counts as an organization, as described above.

A mortgage. In the *Starship Construction Manual*, there are rules describing how to mortgage and purchase a starship. This can be an option for players who enjoy the idea of micromanaging payments, crew costs, fuel, and trade. With a mortgaged ship, the characters don't see the money directly, and if they sell the vessel the money goes straight to the bank, eliminating any issues with sudden riches (and given that a vessel will typically sell for half its new value, that likely leaves the characters with a debt still to pay off). Non-payment of mortgages is treated as a crime, and police, navy, and bounty hunters will become the enemies of a defaulting party. Each character can typically raise a number of megacredits equal to his REP check, with a repayment of the full amount plus 50%, paid monthly over 5 years. Characters can combine efforts for larger amounts.

> ◊ Captain! My Captain!

In a campaign with a hierarchical rank structure (such as a military campaign with a starship captain), none of the players should be the actual captain. Rather than having one player outrank the others, if the campaign is such that a captain's decisions need to be made (i.e. if the players are near the top level of local command hierarchy) you can have the *players* make those decisions, but not their *characters*. The captain in this sense is a sort of "communal NPC", and the players decide what orders he or she gives them.

In a less military campaign, of course, no captain is required, and the player-characters can simply make group decisions.

» APPENDIX 1: THE SOLAR SYSTEM

The following is an example of a solar system - more specifically, of the Sol system some 200 years into our future. Of course, this is only one example - it's up to you what the future solar system of your campaign is like.

The Solar System is extensively colonized. From the subterranean habitats on the Moon to the domed cities of Mars; from hollowed-out Ceres to the lonely Pluto Listening Post which monitors mysterious signals from the Outer Reaches; from scientific and military bases on Europa, Ganymede, Titan, Triton, and many of the Solar System's other hundreds of moons to the heavily shielded colony on Mercury, the Human Race has expanded far beyond its birthplace. Mars' orbit is home to a massive shipbuilding industry, its moons Phobos and Deimos tasked to house mines and factories. Great hydrogen and helium pumps hover in the atmosphere of Jupiter, collecting vital fuel which is shuttled in automated ships to bases on the nearby moons.

Like many, Sol's Solar System formed 4.6 billion years ago when a giant molecular cloud underwent gravitational collapse. It contains eight major planets, a number of dwarf planets, and countless smaller objects. The Solar System is located within one of the outer arms of the *Milky Way*. The following chart shows the Sol system in terms of distance from the Sun in Astronomical Units.

Sol is a G2V yellow main sequence star (a yellow dwarf) with 8 planets. Its nearest neighbor is the red dwarf Proxima Centauri, approximately 4.2 light years away. Sol, known as the Sun, is about 109 times Earth's diameter, and over 300,000 times its mass.

Mercury (G-s1B-U) is a small, hot planet which orbits Sol every 88 days - its rapid orbit gave rise to its name, the Roman messenger to the gods. With no atmosphere, the surface temperature of Mercury fluctuates, and the planet has a day lasting two years. Mercury's surface is similar to that of the moon - extensive plains and massive craters.

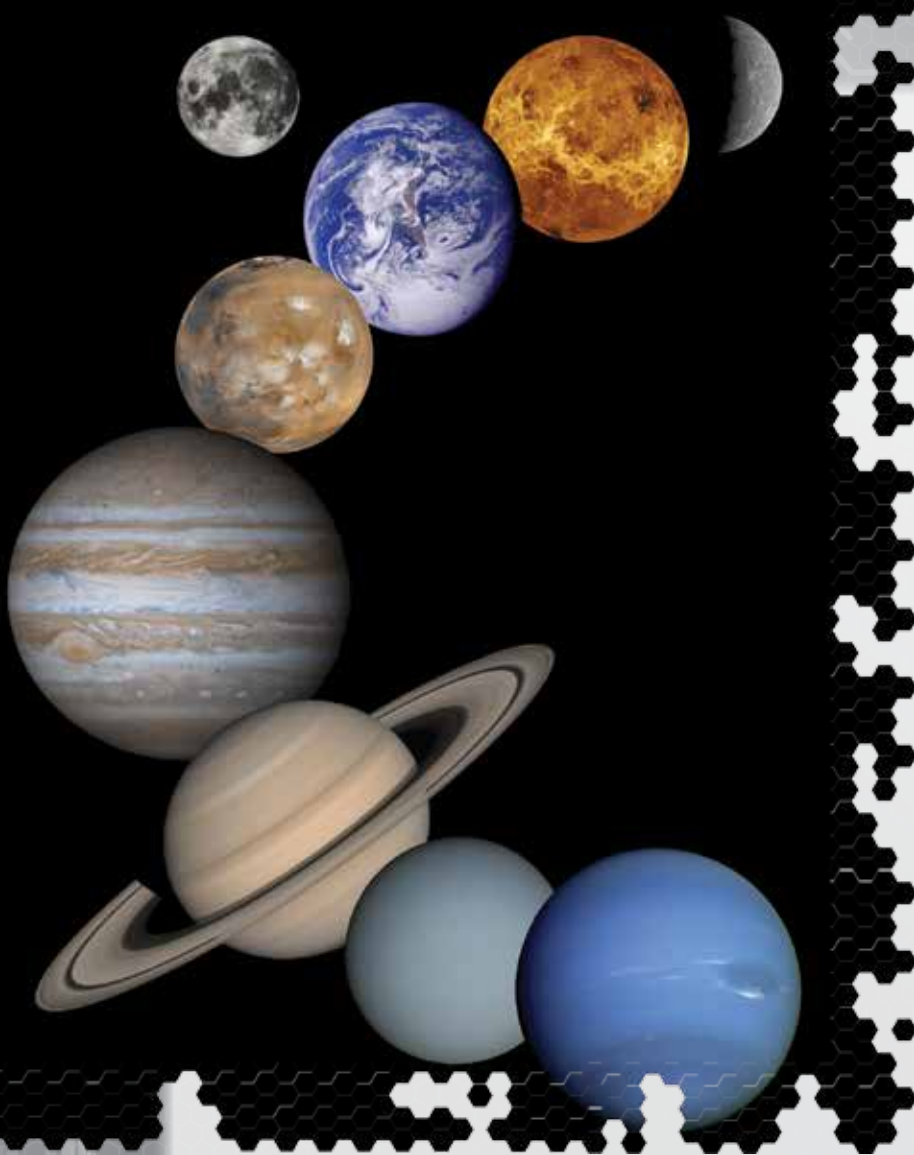
Earth's nearest neighbor, **Venus (G-m2V-M5iii)** is also closest in terms of size and composition. Its main difference is that a runaway greenhouse effect has made it by far the hottest planet in the Solar System, with a dry desert surface populated by frequent volcanic activity and a corrosive, thick atmosphere of carbon dioxide hot enough to melt metal with permanent acidic cloud cover.

Earth (G-m3Tc-H8iv) is the homeworld of the Human race, and is a rocky planet with a mix of terrain types. It has one moon, **Luna (G-o3B-C8iii)** which was colonized in the 22nd century.

Mars (G-s4B-C8iii) is a small terrestrial with a thin atmosphere and two moons, **Phobos (G-o4B-I8iii)**, and **Deimos (G-o4B-I8iii)**. Mars is an established colony planet, with dozens of domed towns and cities and a thriving orbiting shipbuilding industry. Both moons have been converted into industrial factories.

The **asteroid belt** contains millions of rocky objects; the largest of these is **Ceres (G-d5B-C8iii)**, a rocky dwarf planet nearly 600 miles in diameter with a 40-km thick icy mantle and a wispy, tenuous atmosphere. Ceres was the subject of a massive engineering project in the last century, and has been excavated to build subterranean habitation.

Jupiter (G-g6G-M8ii) is the largest planet in the solar system. A gas giant, it has 67 moons which form a planetary ring system; the largest, Ganymede, Callisto, Io, and Europa, all house research or military stations, as do many others. Great automated fueling platforms float in Jupiter's thick atmosphere and continually shuttle hydrogen and helium to the nearby moons. Jupiter has a dense rocky core surrounded by a layer of liquid metallic hydrogen. Io is a volcanic moon. Europa has a deep ice surface which covers vast interior oceans in which were discovered the first non-Earth life. Ganymede is the largest Jovian moon, and the largest in the Solar System.



It is a rocky, icy moon. Callisto is about the size of Mercury, composed mainly of rock and ice.

Saturn (G-g7I-U) is a gas giant known for its prominent rings. The largest of its 100+ moons, **Titan (G-o7B-U0)**, is larger than Mercury and retains a dense, opaque nitrogen atmosphere which creates a warming greenhouse effect and large hydrocarbon lakes. **Enceladus (G-o7W-U)** is home to microbial life in its liquid salt-water seas. The planetary rings are about 6 feet thick and some 75,000 miles wide, and are the remains of an ancient, destroyed moon; they include the Titan Ringlet, Phoebe Ring, and lettered rings with gaps such as the Colombo Gap, the Maxwell Gap and others. **Cassini Mining Outpost (G-07I-O8iii)**, on Titan, mines methane clathrates.

Uranus (G-g8I-U) is an ice giant with 27 moons. Its atmosphere is the coldest in

the Solar System, and it rotates on a sideways-tilted axis due to a collision with a rogue planet during the Solar System's formation. Like Saturn, Uranus has rings, although they are not as clearly visible. The planet's largest moons are Miranda, Ariel, Umbriel, Titania, and Oberon. Titania is about half the size of Earth's moon.

Another ice giant, **Neptune (G-g9I-U)** is far from the Sun. The densest of the outer planets, it has 14 moons, the largest of which is **Triton (G-o9B-O8ii)**, a stopping-off point for vessels leaving the Solar System. Triton is the only moon in the Solar System which orbits its planet in a retrograde direction (opposite to the planet's rotation), and was captured from the Kuiper Belt billions of years ago. Geologically active, Triton features nitrogen geysers and a thin atmosphere. Like Saturn and Uranus, it has a ring system, although it is faint - Adams, Le Verrier, and Galle.

The **Kuiper Belt**, like the asteroid belt, is composed of millions of objects; it is 20-times wider than the asteroid belt, and includes the dwarf planets **Pluto (G-d10B-O8ii)** (5 moons, the largest of which is Charon) and **Eris**. Pluto is home to a scientific listening post which constantly monitors the mysterious signal from the Outer Reaches and is manned by a team of scientists and a squad of marines at all times. Eris is larger than Pluto. Other dwarf planets include **Makemake** and **Haumea**.

Persephone (G-g9I-U) is an ice giant far beyond the Kuiper Belt discovered in 2016.

The **Oort Cloud** is a spherical cloud of icy objects which surrounds the Solar System at a range of about a light year - a quarter of the way to Proxima Centauri. It orbits a thousand times further from the Sun than does the Kuiper Belt. The cloud is home to many comets which occasionally get dislodged and sent towards the inner Solar System.

»APPENDIX 2: ALIENS & FOES

This short appendix contains a small selection of aliens and foes for use in your game. For more detail, or for a larger selection of creatures and enemies, see the *Future Bestiary*.

HUMAN BOUNTY HUNTER

Medium sentient humanoid (7d6)

Armed and professional hunters for hire.

STR 8 (3d6) **AGI** 8 (3d6) **END** 8 (3d6)

INT 10 (4d6) **LOG** 8 (3d6) **WIL** 4 (2d6) **CHA** 4 (2d6) **LUC** 4 (2d6) **REP** 4 (2d6)

HEALTH 20

MELEE DEFENSE 16; **RANGED DEFENSE** 10;
MENTAL DEFENSE 14

SOAK 6 (long kevlar coat); **VULN** -

STATUS IMMUNITIES -

INITIATIVE 6d6

PERCEPTION 7d6

SPEED 6; **CLIMB** 3; **JUMP** 16'/8'

CARRY 160lb (max lift 400lb)

ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

Brawling 5d6 (1d6+3 blunt damage)

Laser rifle 7d6 (2d6+3 heat damage; range 10)

Skills *rifles* 6 (3d6), *tracking* 3 (2d6), *law* 3 (2d6), *stealth* 3 (2d6), *computers* 3 (2d6), *perception* 6 (3d6), *piloting* 3 (2d6), *tactics* 3 (2d6), *brawling* 4 (2d6)

Gear laser rifle, long kevlar coat, hand scanner

Aim (1). Bounty hunters gain +1d6 bonus to a ranged attack roll taken in the same turn that they spend an action aiming.

Achilles heel (m). Identifying a weakness in their target, bounty hunters pay 2d6 and bypass its SOAK score. This exploit can only be performed once per target.

Crippling strike (m). By paying 1d6; a leg wound renders the bounty hunter's target Slowed [21].

Stunning attack (m). When a target is reduced to 0 HEALTH, a bounty hunter can elect to merely disable it, allowing him to bring his prey in alive for a bounty.

HUMAN COP

Medium sentient humanoid (5d6)

Police and security officers, trained and alert.

STR 6 (3d6) **AGI** 6 (3d6) **END** 6 (3d6)

INT 8 (3d6) **LOG** 8 (3d6) **WIL** 4 (2d6) **CHA** 6 (3d6) **LUC** 4 (2d6) **REP** 0 (0d6)

HEALTH 28

MELEE DEFENSE 18; **RANGED DEFENSE** 18;
MENTAL DEFENSE 11

SOAK 5 (kevlar vest); **VULN** -

STATUS IMMUNITIES -

INITIATIVE 5d6

PERCEPTION 5d6

SPEED 8; **CLIMB** 3; **JUMP** 12'/6'

CARRY 120lb (max lift 300lb)

ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

Brawling 4d6 (1d6+3 blunt damage)

Stun baton 4d6 (1d6+3 electricity damage; stun)

Pistol 4d6 (2d6 ballistic damage; range 10)

Skills *clubs* 1 (1d6), *pistols* 1 (1d6), *brawling* 1 (1d6), *light armor* 1 (1d6), *computers* 1 (1d6), *perception* 3 (2d6), *hardy* 3 (2d6), *running* 3 (2d6), *thievery* 1 (1d6), *tactics* 1 (1d6), *dodging* 3 (2d6)

Gear pistol, kevlar vest, stun baton, hand scanner

Troublesense. Cops are easily able to spot trouble before it happens. They gain a +1d6 bonus to initiative checks (included above).

Dive for cover (0). If a ranged attack misses a cop, he may immediately move half his speed as a free action and either throw himself prone or get behind cover if it is in range.

HUMAN STREET THUG

Medium sentient humanoid (3d6)

Thieves and bullies who prey on the defenceless.

STR 4 (2d6) AGI 4 (2d6) END 4 (2d6)

INT 4 (2d6) LOG 4 (2d6) WIL 4 (2d6) CHA 4 (2d6) LUC 0 (0d6) REP 0 (0d6)

HEALTH 16

MELEE DEFENSE 11; RANGED DEFENSE 11; MENTAL DEFENSE 10

SOAK 4 (leather vest); VULN -

STATUS IMMUNITIES -

INITIATIVE 2d6

PERCEPTION 2d6

SPEED 5; CLIMB 2; JUMP 8' / 4'

CARRY 80lb (max lift 200lb)

ACTIONS 2

NATURAL DAMAGE 1d6+2

REACH 5'

Knife 3d6 (1d6+2 piercing damage)

Pistol 3d6 (2d6 ballistic damage; range 10)

Skills *pistols* 1 (1d6), *knives* 1 (1d6), *carousing* 1 (1d6), *local knowledge* 1 (1d6), *thievery* 1 (1d6), *running* 1 (1d6), *dodging* 1 (1d6)

Gear pistol, leather vest, knife

Dive for cover (0). If a ranged attack misses a street thug, they may immediately move half their speed as a free action and either throw themselves prone or get behind cover if it is in range.

Feint (1). Street thugs gain a +1d6 bonus to a melee attack roll taken in the same turn that they use an action to feint. The attack action must come immediately after the feinting action.



SENTRY DROID

Medium non-sentient mechanoid (4d6)
Expendable robotic guards and soldiers.

STR 6 (3d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 6 (3d6) **LOG** 3 (2d6) **WIL** 4 (2d6) **CHA** 2 (1d6) **LUC** 0 (0d6) **REP** 0 (0d6)
HEALTH 20
MELEE DEFENSE 11; **RANGED DEFENSE** 11;
MENTAL DEFENSE 11
SOAK 0; **VULN** 1d6 (electricity), 2d6 (ion);
immune poison
STATUS IMMUNITIES -
INITIATIVE 5d6
PERCEPTION 4d6
SPEED 6; **CLIMB** 3; **JUMP** 12'/6'
CARRY 120lb (max lift 300lb)
ACTIONS 2
NATURAL DAMAGE 1d6+3
REACH 5'

Laser rifle 4d6 (2d6+3 heat damage; range 20)

Skills *rifles* 1 (1d6), *perception* 1 (1d6), *tactics* 3 (2d6)

Gear laser rifle

Aim (1). Sentry droids which spend an action aiming gain +1d6 to hit in a subsequent ranged attack in the same turn.

XENOMORPH

Medium semi-sentient insectoid (9d6)
Perfectly evolved killing machines.

STR 10 (4d6) **AGI** 20 (5d6) **END** 10 (4d6)
INT 20 (5d6) **LOG** 2 (1d6) **WIL** 4 (2d6) **CHA** 2 (1d6) **LUC** 0 (0d6) **REP** 0 (0d6)
HEALTH 24
MELEE DEFENSE 31; **RANGED DEFENSE** 28;
MENTAL DEFENSE 18

SOAK 10 (chitinous hide); **VULN** -
STATUS IMMUNITIES fear
INITIATIVE 8d6
PERCEPTION 5d6 (*hearing* 8d6)
SPEED 12; **CLIMB**+ 12; **JUMP** 40'/10'
CARRY 200lb (max lift 500lb)
ACTIONS 2
NATURAL DAMAGE 2d6+4
REACH 5'

Bite 9d6 (2d6+4 piercing/acid/poison damage; paralysis)

Tail swipe 9d6 (1d6+4 slashing damage; 5' cone)

Acid spit 9d6 (1d6+4 acid damage; range 5)

Skills *stealth* 8 (3d6), *tracking* 8 (3d6), *hearing* 8 (3d6), *running* 8 (3d6), *reactions* 8 (3d6), *dodging* 6 (3d6), *combat* 12 (4d6)

Gear -

Acid blood. Any melee attack which pierces the xenomorph's hide splashes 1d6 acid damage on the attacker.

Camouflage. Xenomorph hides change colour to match their surroundings, giving the xenomorph +2d6 to stealth activities (making an AGI-based stealth check 10d6).

Poisonous bite. The xenomorph's bite contains a paralyzing poison. Each hit renders the victim Hindered [31]. Fully paralysed victims are often dragged back to the creature's lair, cocooned, and used for implantation of the xenomorph's young.

Tail swipe (1). The xenomorph has a tail swipe attack. This attack affects all targets in a 5' cone to the rear of the creature.

Death from on high (m). The xenomorph pays 2d6 and drops down on its prey from at least 5' above him. This counts as a charge but knocks the target prone and does 2d6 extra damage instead of 1d6.

» APPENDIX 3: THE SULIMAN BROTHERS

By Malcolm Northwinter based on a novel by Mike Resnick

In this short encounter, the heroes are on the frontier world Corvus and go after a family of outlaws with a price on their heads. After a lengthy search of their area of the planet, the heroes can locate the brothers' ship and hopefully capture them to recover stolen goods and claim the bounty.

As with the start of any campaign, there are many ways in which the party can form. In this case, the heroes can be individuals who just happen to be on the Inner Frontier planet of Corvus for their own reasons, or they may be specifically seeking out the Sulimans.

> The Post Office

When word reached you that the Sulimans may be shackled up on Corvus, you probably assumed it was fate, circumstance, or just your time to shine. In any case, here you are, standing in the local Post Office, reviewing the wanted posters on the wall until you find the three you're looking for. Ike, John, and William Suliman each stare back at you from holographs, their family's signature curly hair prominent in three different shades of color.

Whether you find it fortunate or not, there are others here with you. They, too, are looking over the pictures of the brothers. One man even comments as he walks away in resignation that the wall is missing the last two Sulimans, Phin and Alonzo. Rumor has it that Phin and Alonzo Suliman are somewhere on the planet as well, though neither has a warrant out for his arrest at this time.

The Suliman Brothers are John, Phin, Ike, William, and Alonzo. The only characteristic shared by the brothers is a close crop of curly hair on their head, of which none have the same color.

Corvus (L-a4t-C9II) is a temperate planet with little to no real government, and has become the center point for underground transactions and something of a refuge for a good number of outlaws on the Inner Frontier. Since real estate here is at a premium, many of the local men and women have no qualms about selling out somebody, especially when they think that person won't be back to return the favor.

The population is about 50% human, and 50% mixed aliens. The planet has no orbital spaceport, but a couple of small ground-based spaceports exist which provide shuttles to the nearby planets of Roosevelt III and New Ecuador. The planet is poor, and has a credit limit (maximum value of goods which can be bought or sold) of 5,000cr.

> Hunting The Sulimans

When the PCs leave the post office, the search begins. Clever use of their skills can get the heroes to the ship faster when they decide to leave with their gathered information.

An **extended minor task** should be conducted. The difficulty of this task is *Challenging [13]* and five successful attribute checks are required in total. Minor tasks take one hour for each skill check, and the amount of time taken will decide whether the PCs manage to get to the Suliman's shuttle in time. Suggested activities include the following:

- ▶ By traveling with purpose or moving across rooftops of one-story buildings, the hero covers more ground, and can discover the ship more quickly (acrobatics, climbing).
- ▶ The PCs may decide to bribe, strong-arm, or otherwise convince a local into giving up his vehicle for easier travel (persuasion, intimidation). Checks (flying, driving) can then be used to drive the car safely.

- Speaking to locals who claim to have seen the Sulimans may yield at least some useful information (various [social] skills).
- Procuring or stealing a vehicle means faster travel around the area (thievery).
- A quick search of the local database gives a list of areas where ships have recently landed (computers).

> The Sulimans

As the scene comes to a close, the heroes reach the Suliman brothers' ship. If they do so in six hours or less, the Sulimans have not yet arrived and the PCs can set an ambush. If they do so in seven hours, they arrive at the same time as the Sulimans. If they take eight hours, they arrive just as the Sulimans are about to take off. Longer than that, and they miss their quarry completely.

The total area is about 100' wide by 80' long. Several hangars sit on either edge of the map, about 40' in, and the Sulimans' inactive ship, an old courier that has seen better days, rests at the edge of a ditch between and below them in position. Barrels are strewn about semi randomly, with some in groups and others singled out.

A machine to pump fuel sits blocking the hangar door on the right, while the left is closed tight with an electronic lock. A good-sized road leads from both hangars and the ship out toward the town.

The Sulimans are three **human street thugs**, armed with pistols and knives.

Once the heroes have captured the Suliman brothers, or if any got away, they can search the ship and confiscate stolen valuables (art, credits, and the like) equal to roughly 780 credits.

For each brother which they turn in for the reward (dead or alive), the PCs earn 500cr.

> The Ship

The authorities on Corvus are not particularly bureaucratic, and if the PCs wish to keep the Sulimans' ship, they won't question them.

The ship is a **Junker Class I Courier**, an unarmed ship designed for system-wide travel, and a maximum speed of FTL-2. While it's worth 28Mcr, nobody will buy an old piece of junk like that from the PCs, so it's resale value is zero. In other words, the PCs can use it, but they can't sell it.



» USEFUL CHARACTER CREATION TABLES

| Skill Ranks | Skill Level | Dice Pool | Career Grades | Experience |
|-------------|-------------|-----------|---------------|---------------|
| 1 | Proficient | 1d6 | 1 | Novice/Rookie |
| 3 | Skilled | 2d6 | 2 | Practised |
| 6 | Expert | 3d6 | 3 | Experienced |
| 10 | Mastery | 4d6 | 4 | Seasoned |
| 15 | Authority | 5d6 | 5 | Veteran |
| | | | 6 | Doyen |

| Attribute/Skill | 1-2 | 3-5 | 6-9 | 10-14 | 15-20 | 21-27 | 28-35 |
|-----------------|-----|-----|-----|-------|-------|-------|-------|
| Dice Pool | 1d6 | 2d6 | 3d6 | 4d6 | 5d6 | 6d6 | 7d6 |

| Max Dice Pool | 5d6 | 6d6 | 7d6 | 8d6 | 9d6 | 10d6 | 11d6 | 12d6 |
|---------------|---------|-----------|------------|-------------|-------------|-------------|-------------|-------------|
| Grade | Grade 5 | Grade 6-7 | Grade 8-10 | Grade 11-14 | Grade 15-19 | Grade 20-25 | Grade 26-32 | Grade 33-40 |

| Dice Pool | STRENGTH | AGILITY | LOGIC | REPUTATION | Attribute |
|-----------|------------|------------|----------------------|-----------------|-----------|
| 1d6 | Weak | Clumsy | Low | Unknown | 1-2 |
| 2d6 | Average | Average | Average | Town or village | 3-5 |
| 3d6 | Strong | Adroit | Gifted | Planet | 6-9 |
| 4d6 | Powerful | Agile | Genius | System | 10-14 |
| 5d6 | Mighty | Remarkable | Extraordinary genius | Sector | 15-20 |
| 6d6 | Superhuman | Superhuman | Supra-genius | Galaxy | 21-27 |

| DICE POOL | 1-2 | 3-5 | 6-9 | 10-14 | 15-20 | 21-27 |
|-----------|-----|-----|-----|-------|-------|-------|
| DEFENSE | 1d6 | 2d6 | 3d6 | 4d6 | 5d6 | 6d6 |

| Size | Tiny | Small | Medium | Large | Enormous | Gigantic | Colossal |
|---------|------|-------|--------|-------|----------|----------|----------|
| DEFENSE | +8 | +4 | +0 | -4 | -8 | -16 | -32 |

| Equipment Quality | Price | Rarity | Dice Pool |
|-------------------|--------------------|-----------|-----------|
| Improvised | - | - | -2d6 |
| Standard | Normal | Common | - |
| High | x3 then +100 | Uncommon | +1d6 |
| Exceptional | x5 then +250 | Rare | +2d6 |
| Mastercraft | x10 then +500 | Very rare | +3d6 |
| Artisanal | x100 then +1,000 | Very rare | +4d6 |
| Legendary | x1,000 then +2,500 | Unique | +5d6 |

» QUICK REFERENCE TABLES

> Quality

| Quality | Price | Rarity | Dice Pool | Min. Skill | Upgrades | Armor | Vehicle |
|--------------|--------------------|-----------|-----------|---------------------|----------|----------|-----------|
| Improvised | - | - | -2d6 | - | - | - | - |
| Standard | Normal | Common | - | - | - | - | - |
| High quality | x3 then +100 | Uncommon | +1d6 | 1 (1d6; proficient) | +1 | +2 SOAK | +1 SPEED |
| Exceptional | x5 then +250 | Rare | +2d6 | 3 (2d6; skilled) | +1 | +4 SOAK | +2 SPEED |
| Mastercraft | x10 then +500 | Very rare | +3d6 | 6 (3d6; expert) | +2 | +6 SOAK | +3 SPEED |
| Artisanal | x100 then +1,000 | Very rare | +4d6 | 10 (4d6; mastery) | +2 | +8 SOAK | +5 SPEED |
| Legendary | x1,000 then +2,500 | Unique | +5d6 | 15 (5d6; authority) | +3 | +10 SOAK | +10 SPEED |

> Upgrade Slots

| Size/type | Upgrade slots* |
|---------------------------------------|----------------|
| Small (weapon or item); light armor | 2 |
| Medium (weapon or item); medium armor | 3 |
| Large (weapon or item); heavy armor | 5 |

> Basic Weapons List

| Weapon | Damage | Type | Range | Cost (cr) | Size | Weight (lb) | Availability | Special |
|-----------------|--------|-----------|-------|-----------|------|-------------|--------------|---------------|
| Knife/dagger | 2d6 | Piercing | - | 2 | T | 1 | 1A | Throw |
| Sword, laser | 3d6 | Heat | - | 400 | M | 2 | 9C | |
| Pistol, slugger | 2d6 | Ballistic | 10 | 75 | S | 3 | 5A | Sidearm |
| Pistol, laser | 1d6+4 | Heat | 10 | 100 | S | 2 | 7A | Sidearm, beam |
| Pistol, sonic | 1d6+2 | Sonic | 10 | 100 | S | 2 | 9C | Sidearm |
| Rifle, slugger | 2d6+2 | Ballistic | 20 | 100 | M | 4 | 5A | |
| Rifle, laser | 2d6+3 | Heat | 20 | 250 | M | 5 | 7A | |

> Armor

| Item | Cost (cr) | Weight | Avail | Notes |
|-----------------------------|-----------|--------|-------|---------------------|
| Forcefield | 2,000 | 1 | 10C | +4 DEFENSE |
| Gauntlets, duranium | 50 | 1 | 9A | +1 unarmed damage |
| Gauntlets, duranium, spiked | 150 | 1 | 9A | +2 unarmed damage |
| Gauntlets, kevlar | 60 | 1 | 9A | +1 unarmed damage |
| Helmet, blast shield | 180 | 6 | 9A | Special |
| Helmet, closed | 175 | 5 | 9A | +2 SOAK, -2 DEFENSE |
| Helmet, open-faced | 70 | 2 | 9A | +1 SOAK, -1 DEFENSE |
| Shield, energy | 1,200 | 1 | 10C | +4 DEFENSE |
| Shield, large, duranium | 200 | 25 | 9A | +6 DEFENSE |
| Shield, medium, duranium | 90 | 10 | 9A | +4 DEFENSE |
| Shield, small, duranium | 40 | 6 | 9A | +2 DEFENSE |

Master Attribute & Skill Chart

| Attribute/Skill | Dice Pool | Average Roll* |
|-----------------|-----------|---------------|
| 1-2 | 1d6 | 4 |
| 3-5 | 2d6 | 7 |
| 6-9 | 3d6 | 11 |
| 10-14 | 4d6 | 14 |
| 15-20 | 5d6 | 18 |
| 21-27 | 6d6 | 21 |
| 28-35 | 7d6 | 25 |
| 36-44 | 8d6 | 28 |
| 45-54 | 9d6 | 32 |
| 55-65 | 10d6 | 35 |
| 66-77 | 11d6 | 39 |
| 78-90 | 12d6 | 42 |
| 91-104 | 13d6 | 46 |
| 105-119 | 14d6 | 49 |
| 120-135 | 15d6 | 53 |
| 136-152 | 16d6 | 56 |
| 153-170 | 17d6 | 60 |
| 171-189 | 18d6 | 63 |
| 190-209 | 19d6 | 67 |
| 210-230 | 20d6 | 70 |

**Rounded up to next whole number.*

Difficulty Benchmarks

| Benchmark | Difficulty | Roughly 50% Success By... |
|-------------|------------|---------------------------|
| Trivial | - | - |
| Easy | 7 | 2d6 (grade 2) |
| Routine | 10 | 3d6 (grade 3) |
| Challenging | 13 | 4d6 (grade 4) |
| Difficult | 16 | 5d6 (grade 5) |
| Demanding | 21 | 6d6 (grades 6-7) |
| Strenuous | 25 | 7d6 (grades 8-10) |
| Severe | 29 | 8d6 (grades 11-14) |
| Herculean | 33 | 9d6 (grades 15-19) |
| Superhuman | 37 | 10d6 (grades 20-25) |
| Impossible | 40 | 11d6 (grades 26-32) |
| Legendary | 42 | 12d6 (grades 33-40) |
| Mythical | 45 | 13d6 (grades 41-49) |

Homeworld _____
 Origin _____



a _____ who/with _____

Attributes

| STR | AGI | END | INT | LOG | WIL | CHA | LUC | REP | PSI |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | | |
| d6 | d6 | d6 | d6 | d6 | d6 | d6 | d6 | d6 | d6 |

Skills

| DEFENSIVE | | | | | |
|-----------|----|----|----|----|----|
| d6 | d6 | d6 | d6 | d6 | d6 |
| d6 | d6 | d6 | d6 | d6 | d6 |
| d6 | d6 | d6 | d6 | d6 | d6 |

Movement

| SPEED | CLIMB | SWIM | JUMP | OTHER |
|------------|------------|-------|---------|----------|
| | | | | |
| INITIATIVE | PERCEPTION | CARRY | ACTIONS | NAT. DMG |
| | | | | |

Attacks

| Weapon | Attack | Damage | Range | Notes |
|---------|--------|--------|-------|-------|
| UNARMED | | | | |
| | | | | |
| | | | | |

Defenses

| | |
|----------------|----------------|
| MELEE DEFENSE | RANGED DEFENSE |
| MENTAL DEFENSE | |
| SOAK | |
| HEALTH | |

Equipment

| | weight |
|--|--------|
| | |
| | |
| | |
| | |
| | |
| | |

Life Path

| Paths | Grades | Age |
|-------------|--------|-----|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| Current Age | | |

Total Careers

(maximum dice pool)

Psionic Points

NAME

WORLD LOG

Astronomical Data

Parent Star _____

Orbital Position _____; AU _____; orbital period _____; rotation _____

Size _____ (radius _____ km); gravity _____

Atmosphere _____; composition _____

Type _____

Satellites _____; rings _____

Civilization Data

Civilization _____

Advancement level _____

Wealth _____ (credit limit _____)

Population Data

Population _____

Government _____

Lawfulness _____

Habitability Rating _____

Catalog Code _____ - _____ - _____

NAME

ORGANIZATION LOG

Size _____ (_____); REP _____; Locate _____

Sub-groups _____

Type _____; Traits _____

Requisition Cap _____

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