

Russ Morrissey

»» FUTURE CAREERS



Requires the use of a
What's O.L.D. is N.E.W.
core rulebook

By Russ Morrissey

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Table of Contents

Character Creation.....	5
About This Chapter.....	5
Character Creation Walkthrough.....	6
Total Checklist.....	6
Descriptor	6
Attributes	8
Strength (STR)	9
Agility (AGI)	9
Endurance (END)	9
Intuition (INT)	9
Logic (LOG)	9
Willpower (WIL)	9
Charisma (CHA)	9
Luck (LUC)	9
Reputation (REP)	9
Psionics (PSI)	9
Grade.....	10
Skills.....	11
Species.....	14
Homeworld.....	19
Careers.....	20
Exploits.....	42
Universal Exploits.....	42
Age.....	46
Trait.....	48
Derived Statistics.....	51
Careers & Defensive Skills.....	53
Useful Character Creation Tables.....	54
Psionics.....	55
Advancement.....	59
Pregenerated Characters	62
Character Sheet.....	69



» 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.
 - 1 Apply species attribute adjustments.
 - 2 Note your **SIZE**.
 - 3 Choose **three** species skills.
 - 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.
 - 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:
 - 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.
 - 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.
 - 3 Choose **one** new career exploit from the list shown **or** choose one universal exploit.
 - 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 build (height and weight).
- 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. Humans 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.

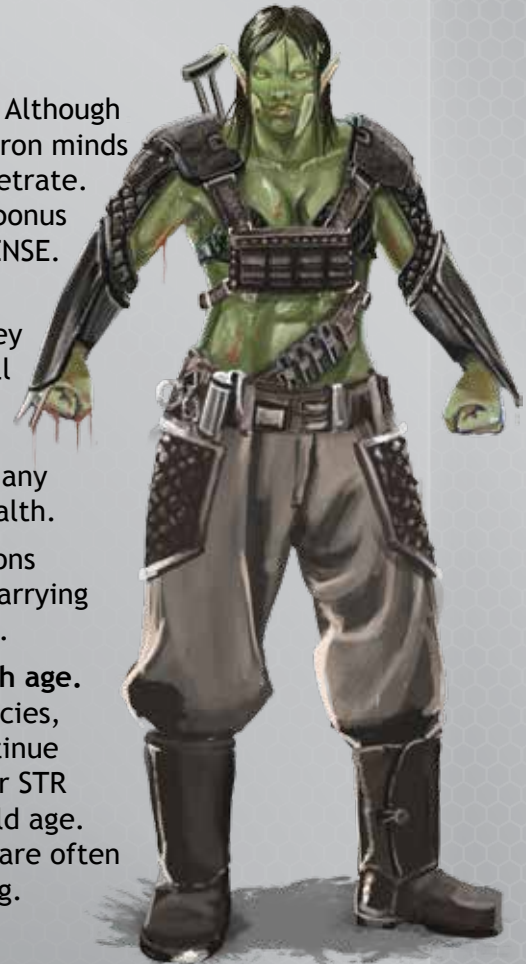
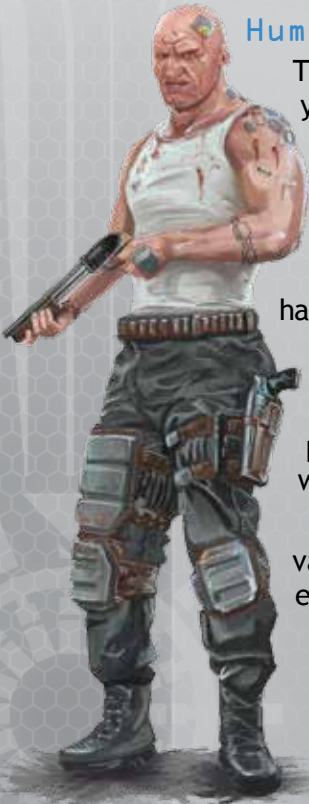
Brawny. Ogrons increase their carrying capacity by 50%.

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.

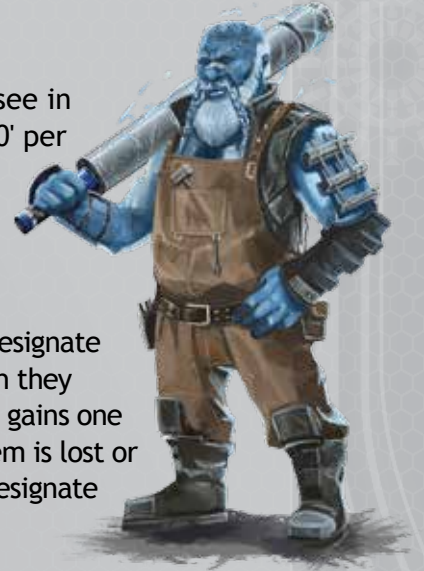
Typical names: KX-159, D.A.T.A., SL1A, TikTok, G.O.L.E.M., Watson, Jeeves, C.H.I.P., Robby, A.L.P.H.A., Mk XIV, B.R.A.I.N.

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.

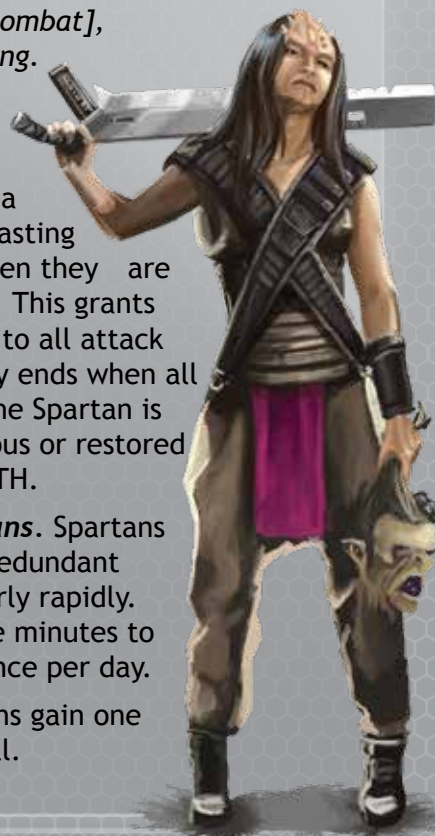
Exploits

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.

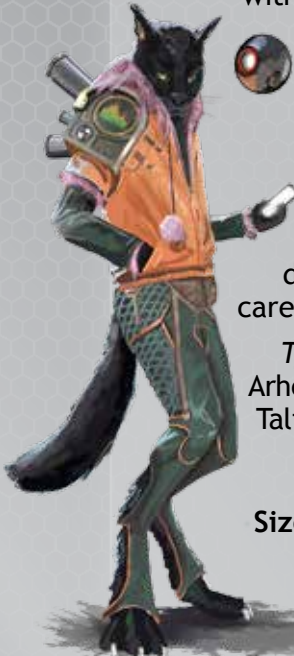
Land on your feet. When falling, a Felan reduces the effective distance by 10'.

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





» 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.

Skills. Characters may choose **two** skills from each career grade. Defensive skills are always available - defensive skills are *acrobatics, dodging, foresight, meditation, concentration*. 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 [2db+b 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 [2db+b 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).

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

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 [1db 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.

> 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.

Biopsychic [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, 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*



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, [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.

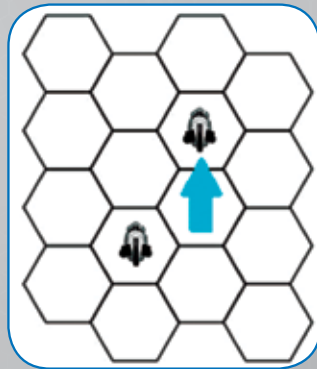
Stay on target [requires Evasive Flying]. While in the rear arc of a target ship, you negate any bonus it gets from Evasive Flying.

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, 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.

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 tranquillity 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	Easy [17]
Lieutenant	Corporal	Lieutenant	Routine [10]
Lieutenant Commander	Sergeant	Captain	Challenging [13]
Commander	Sergeant Major	Deputy Inspector	Difficult [16]
Captain	Captain	Inspector	Demanding [21]
Commodore	Major	Commander	Strenuous [25]
Rear Admiral	Lieutenant Colonel	Superintendent	Severe [29]
Vice Admiral	Colonel	Assistant Chief	Herculean [33]
Admiral	Brigadier	Chief of Police	Superhuman [37]
Fleet Admiral	General	Police Commissioner	Impossible [40]

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.



» 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.

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+

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.

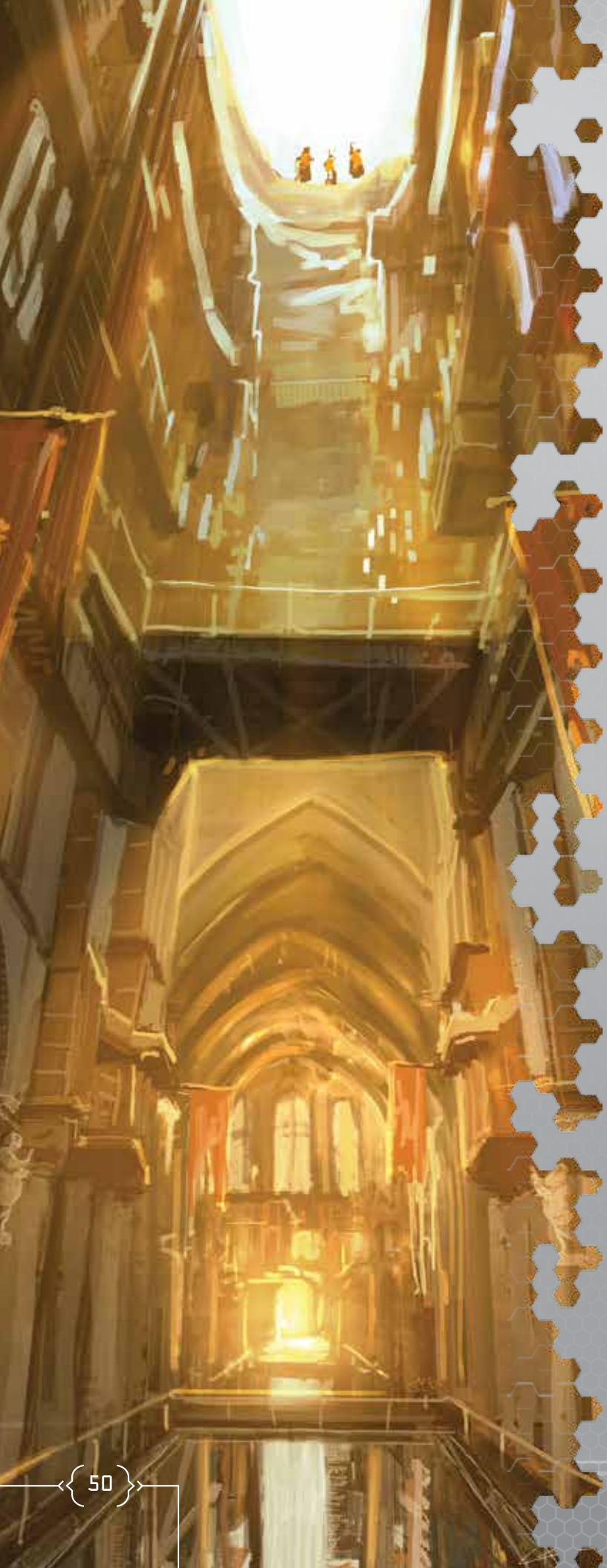
Massive. You are enormous and solid. You are immune to knockdown and knockback effects by anything of your size category or smaller.

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.

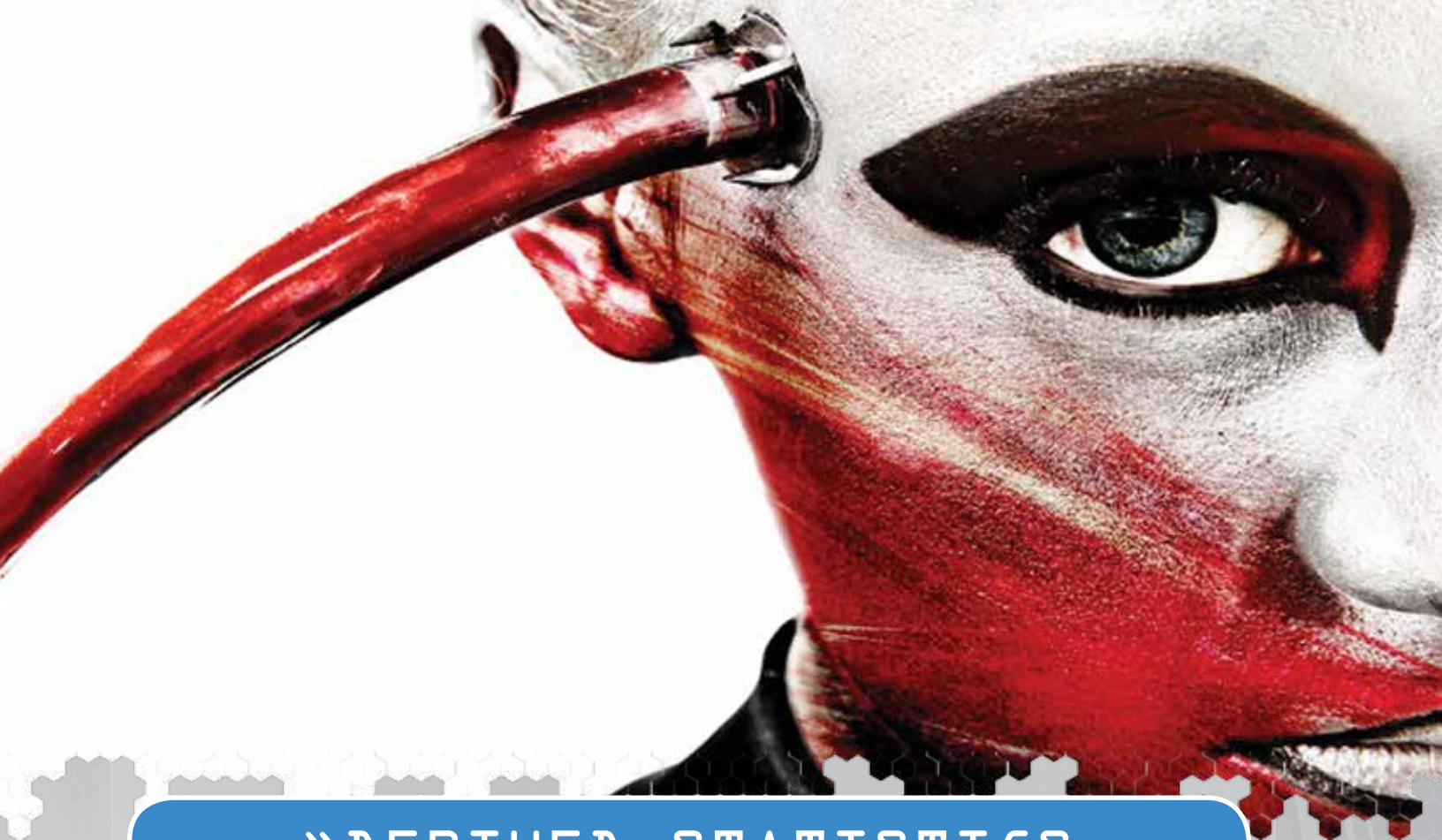
Unflappable. You are not easily distracted or surprised. The *Feint* exploit does not work on you.

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.

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,</i>
	<i>foresight, [melee skills]</i>
MENTAL DEFENSE	<i>concentration, meditation</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

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!

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
Foresight	

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

>> 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

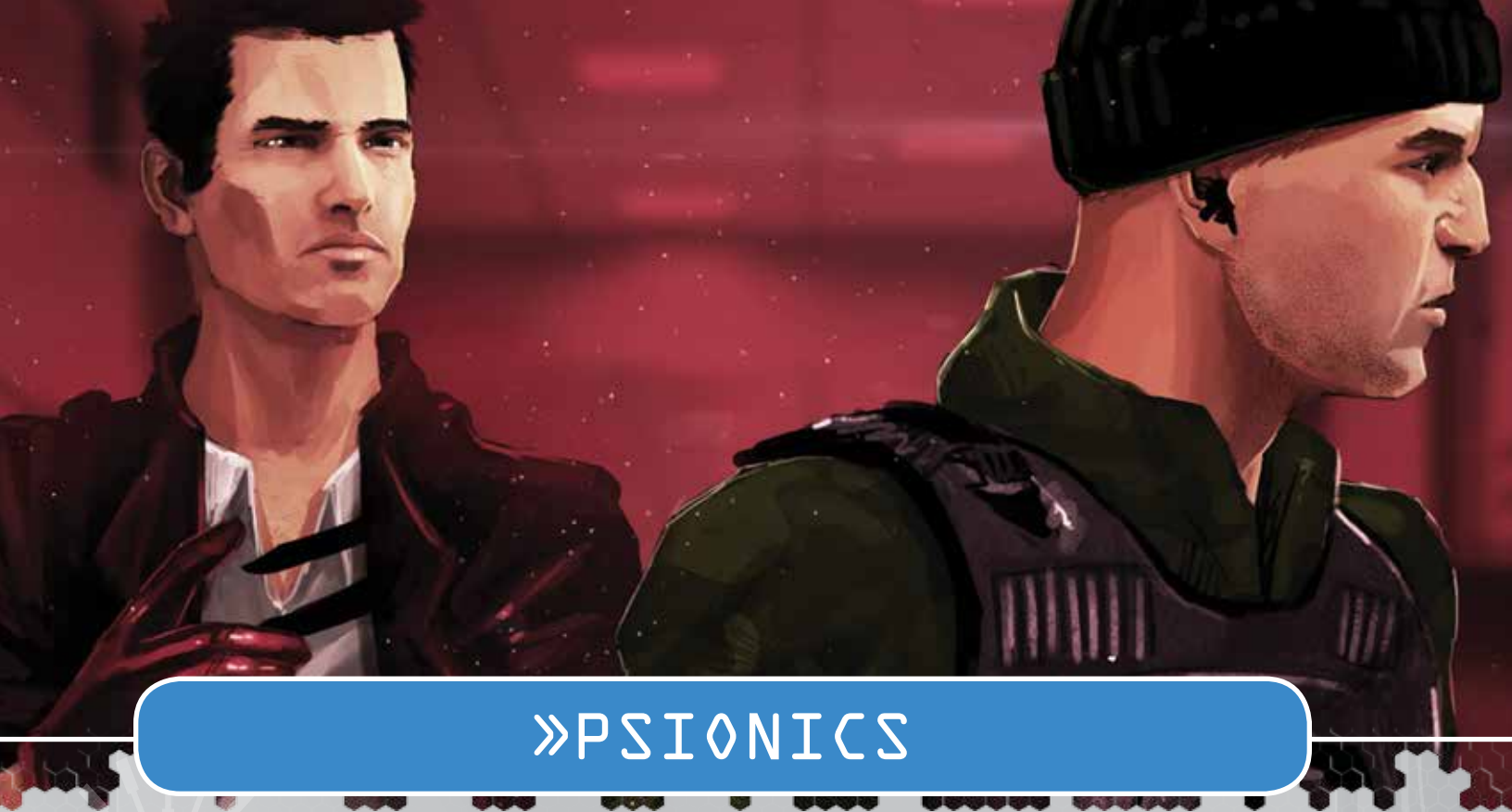
Max Dice Pool	5d6	6d6	7d6	8d6	9d6	10d6	11d6	12d6
Grade	Grade 5	Grade 6-7	Grade 8-10	Grade 11-14	Grade 15-19	Grade 20-25	Grade 26-32	Grade 33-40

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



»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 upon the PSI score. 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.

MEET THE CREW OF THE

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.

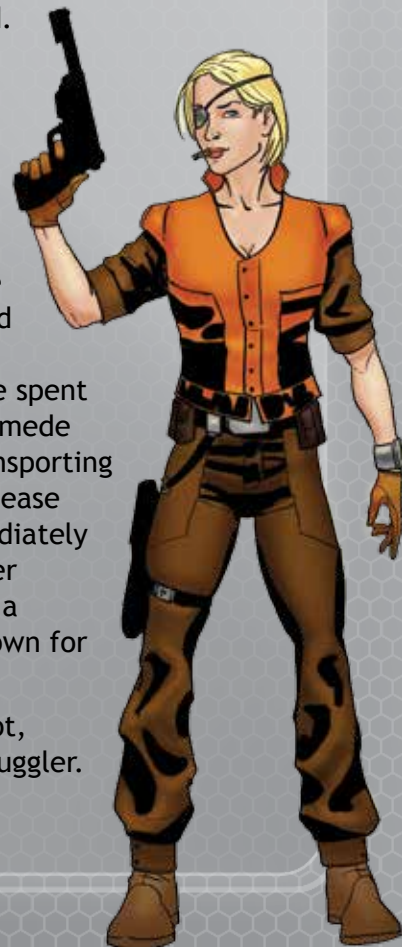
Fence. Piloting eventually led to smuggling. Sasha can sell items for 75% of their value instead of 50% when in an urban environment.

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. Ashon 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.

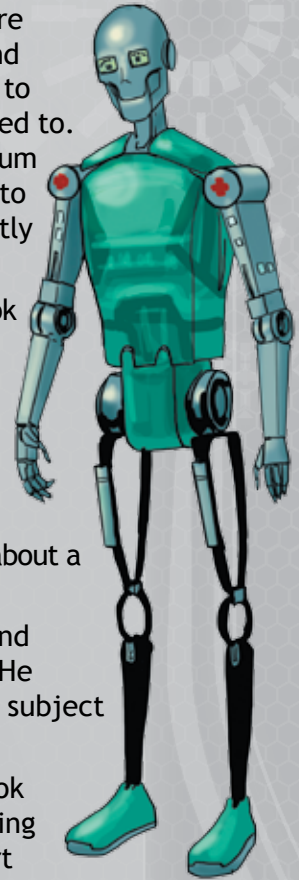
Masters. TikTok remained in college and gained a Masters degree in medicine. He gained 1 bonus skill rank in his chosen subject (already factored, above).

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)

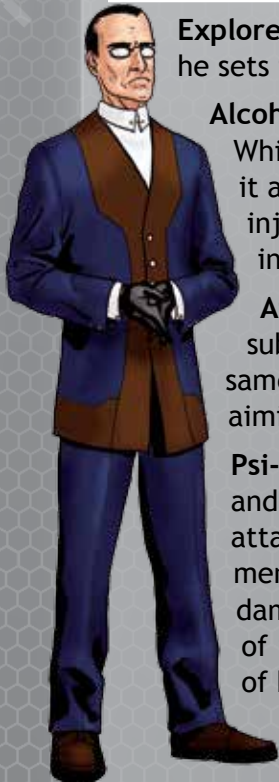
Laser knife 2d6 (2d6+2 heat damage)

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 gets a free additional melee attack once per turn as an addendum to a melee attack she have already made as long as she is using her claws, a double weapon, or a secondary off-hand weapon. If using a double weapon, it is an attack with that weapon; if using an off-hand weapon, it is an attack with that weapon. This attack takes a -2d6 penalty.

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.





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	d6	d6	d6	d6	d6	d6

Movement

SPEED	CLIMB	SWIM	JUMP	OTHER
INITIATIVE	PERCEPTION	CARRY	ACTIONS	NAT. DMG

Attacks

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

CREATE A SCIENCE FICTION CHARACTER!

Create soldiers, bounty hunters, engineers, doctors, traders, and starship captains in this sourcebook for the What's O.L.D. is N.E.W. roleplaying game system.

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