

CHARACTER GENERATION

Choose a species and record starting attributes and two skills.
 Choose a series of backgrounds, noting age, attribute adjustments and new skills as you go.
 Adjust your attributes according to your final age. Choose one bonus personal skill for every age category.
 Select your specialization skill.
 Choose a trait.
 Calculate your derived stats.
 Determine your contacts based on your backgrounds and your REP score.
 Equip your character with weapons, armor, and equipment.
 Play *N.E.W. The Roleplaying Game*.

TASK BENCHMARKS

Trivial	6
Easy	10
Routine	13
Challenging	16
Difficult	21
Severe	25
Impossible	29
Equipment Quality: <i>high</i> +1d6, <i>superior</i> +2d6, <i>mastercraft</i> +3d6, <i>artisan</i> +4d6, <i>unique</i> +5d6	

ACTIONS

Move your speed	1 action
Fire a weapon or make a melee attack	1 action
Perform emergency first-aid	2 actions
Reload or recharge a weapon or item	2 actions
Aim	1 action
Use a psionic power	1 action
Draw or holster a sidearm	Free
Pick a lock or hack a terminal	2 actions
Drop to prone or crouch	Free
Overwatch	2 actions
Suppressive fire	2 actions

RANGED MODIFIERS

Each range increment	-1 die
Prone target	-1 die
Cover or suppressive fire	-2 dice
Crossfire	+1 die each beyond first
Pinned down	+1 die per round
Aiming	+2 dice

DERIVED STATISTICS

HEALTH: END dice
 SPEED: AGI + HALF STR (+1 for running)
 DEFENSE: 10 + (AGI x 3) (large -2, small +2)
 MENTAL DEFENSE: 10 + (WIL x 3)
 CARRY: 30 + (STR x 20) (+20 for carrying)
 NATURAL DAMAGE: 1d6 (1-5), 2d6 (6-10), 3d6 (11-15), 4d6 (16-20) (+1d6 for unarmed)

DICE ROLLED

1	2-3	4-5	6-7	8-9	ATT
1d6	2d6	3d6	4d6	5d6	DICE
Even numbers: (ATT/2)+1					
Odd numbers: (ATT +1)/2					

MORE THAN 10D6

11d6	10d6+3
12d6	10d6+7
13d6	10d6+10
14d6	10d6+14
15d6	10d6+17
16d6	10d6+21
17d6	10d6+24
18d6	10d6+28
19d6	10d6+31
20d6	10d6+35
25d6	10d6+52
30d6	10d6+70
40d6	10d6+105

MELEE MODIFIERS

Flanking target	+1 die
Prone target	+2 dice
Helpless target	Automatic hit
Higher ground	+1 die
Sneak/target unaware	+2 dice
Dual-weapon(s)	-1 die each*
*unless ambidextrous	

STARSHIP COMBAT MODIFIERS

Stationary target	+1 die
Rear of target	+1 die
Per range increment	-1 die

SCANNING FOR LIFE FORMS

Presence	Easy [10]
Number	Routine [13]
Direction/distance	Challenging [16]
Size, classification	Difficult [21]
Sentience	Severe [25]
Species	Impossible [29]

SCANNING FOR ENERGY SOURCES

Presence	Easy [10]
Number	Routine [13]
Direction/distance	Challenging [16]
Strength/type	Difficult [21]
Stability	Severe [25]

SCANNING FOR SUBSTANCES

Presence	Routine [13]
Amount	Challenging [16]
Direction/distance	Difficult [21]

TYPE OF SCANNER

Science	+1d6 to energy/substance
Medical	+1d6 to life forms
Military	+2d6 to number/location life forms, cannot determine further information
Mining	+2d6 to substances

EMERGENCY FIRST AID

1 HEALTH	Routine [13]
2 HEALTH	Challenging [16]
3 HEALTH	Difficult [21]
4 HEALTH	Severe [25]
5 HEALTH	Impossible [25]

CLIMBING

Cliff, rough	Routine [13]
Brick wall	Challenging [16]
Stone wall	Difficult [21]
Metal wall/bulkhead (smooth)	Severe [25]
Overhand/ceiling	Impossible [25]

FASTER THAN LIGHT TRAVEL

FTL-X	C	1 LIGHT YR
1	1	365 days
2	8	46 days
3	27	13.5 days
4	64	5.7 days
5	125	3 days
6	216	40 hours
7	343	25 hours
8	512	17 hours
9	729	12 hours
10	1,000	8.8 hrs

LANDING & DOCKING

Advanced facility	Easy [10]
Standard facility	Routine [13]
Poor facility	Challenging [16]
No facility	Difficult [21]
Destination in motion	-1d6

MATERIAL TOUGHNESS

Aluminum	7
Alumnum, transparent	12
Crystal	5
Duranium	20
Fabric	2
Glass	1
Iron	10
Paper	1
Steel	12
Stone	9
Titanium	15
Tritanium	25
Wood (hard)	7
Wood (soft)	5

MATERIAL STRUCTURE

Tiny	Small	Med	Large	Enorm	Gig	Col
1	2	4	6	10	15	20

Duranium cell door (20/120), iron cell door (10/60), office door (7/42), soft wood door (5/30) hard wood door (7/42)