

W . E . R . D .

W.O.I.N. EXPLOIT REFERENCE DOCUMENT

The W.E.R.D. contains most Exploits found within Fantasy Careers and N.E.W. I've compiled Racial, Origin, Career, and Universal Exploits together to make referencing them during play a much quicker process. Though I've made every effort to create a complete list there's always room for error, so be aware I might have missed a few Exploits here and there.

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CRIMINAL

Blend-in, Cat-burglar, Cheat, False identity, Fence, Grand heist, Impersonate, Intimidating, Locksmith, Off the grid, Prison tough, Protection racket, Quick-hide, Saboteur, Safe house, Secret Route, Smuggle, The filth!, Unseen, Urchin

GENERAL

Access port, Acute hearing, Adaptive, Ageless, Alteration, Anti-surveillance, Any port, Automaton, Beast whisperer, Beastly visage, Beastmaster, Companion, Compute, Confidant, Darksight, Destiny, Deterministic, Different, Dreamer, Dress wounds, Dull-witted, Electronic Vulnerability, Etiquette, Explorers, First contact, Great deed, Grog, Hard-boiled, Hitch-hiker, Home-cooking, Hook, Hostile terrain, Iconic vehicle, Identify substance, Intimidation, Keen senses, Lay on hands, Learned (N.E.W.), Meditation, Mindless, Mining hazards, Modification, Mutation, Natural Serenity, Nature's camouflage, Nature's passage, Ordinary, Organic appearance, Out of place, Polly, Programming, Respect, Sacred terrain, Sale of the Century, Scanner, Scarred visage, Sea shanty, Seat of your pants, Sense motive, Sixth sense, Slayer, Smelly, Snoop, Speak with animals, Stubborn, Territory, Trance, Traveler, Troublesense, Underground sense, Unimpeded, Unorthodox, Unshakable faith, Unsuspicious, Used market, Vanish, Varied, Wheels, Wilderness stride

MAGICAL/PSIONIC

Alchemical armor, Alchemical weapon, Animal affinity, Animal companion, Arcane knowledge base, Arcane secret, Attuned, Beastform, Black knight, Blessing/Curse, Blood magic, Broad knowledge base, Companion link, Corpse visage, Daily worship, Death Bane, Death ward, Dispel magic, Divine smite, Divine strike, Divine touch, Earthy, Elemental druid, Empath, Eyes of the dead, Familiar, Faustian pact, Fey, Fiery affinity, Firebolt, Firesculpter, Flaming aura, Flaming touch, Greater beastform, Greater firebolt, Greater ritual, Holy Symbol, Identify, Imp familiar, Infernal mysteries, Inquisitor's mask, Inquisitor's sight, Learned (O.L.D.), Lore of the Dead, Magic resistance, Magic sense, Naturally magical, Naturally Psionic, Nature affinity, Nature priest, Nature's secret, Necromantic lore, One of us, Outdoorsman, Portfolio, Psi-blast, Psionic attributes, Psychic choke, Psychic cone, Psychic healing, Psychic interrogation, Psychic push, Psychic resuscitation, Psychic suggestion, Psychic torture, Ritual, Secrets, Sense magic, Sense Psionics, Sense virtue, Speak with the dead, Special Enemy, Specialization, Stalwart, Stench of death, Sticky fire, Summon, Telekinesis, Telekinetic shield, Telepathic message, Touch of the grave, True sight, Turn Undead, Undead servant, Undeath, Vampiric touch

MARTIAL

Academy professor, Academy tutor, Acid weapon, Advance!, Always ready, Ambush expert, Armor, Basic training, Beatification, Berserker, Bloodlust, Bonded mount, Booby-trapping, boom-boom, Branch Specialization, Bred for war, Car wars, Careful aim, Chaser, Claws, Cloak flourish, Command School, Crowd's worship, Cultural weapon, Dark knight, Deathblow, Defensive stance, Double shot, Drunken fist, Elemental fist, Equipped, Exhibitionist, Extra bullets, Fake wounds, Fearless, Feral, Foresight, Frenzy, Get on with it, Gladiator cut, Gladiator skills, Glory, Good position, Heavy specialty, Hit n' run, Hold the line, Integrated weapon, Intercepting shot, Iron fist, Jousting, Jumper (mount), Knight's banner, Knight's courage, Knight's honor, Laser sword, Light sleeper, Long range, Long-shot, Loyal guardian, Martial leap, Martial technique base, Might is right, Missile deflection, Monologue, Mountain stance,

Musket charge, One with nature, Perfect aim, Pistol whip, Platoon leader, Prestidigitation, Primal charge, Programmed, Quick reload, Quiet kill, Rapid reload, Rapid shot, Reap the whirlwind, Redundant organs, Regenerate, Rigging, Sabotage, Sap, Shield wall, Shield Bearer, Shiv, Shoot 'n drive, Showoff, Signature move, Squire, Stand your ground, Standard-bearer, Steady eye, Surprise attack, Surprise recovery, Swashbuckler, Sword sharpener, Swordsman, This ain't heavy, Throw sword, Trophy collection, Unusual weapon, Vantage point, Vigilant, Warlike, Weak point, Weapon synthesis, Whites of their eyes, Zen mind

PHYSICAL

Athlete, Battle scars, Brawny, Climb the rigging, Climber, Demonic traits, Disciplined, Enhanced attributes, Evasion, Fast, Fast healing, Fearsome reputation, Fierce reputation, Fire immunity, Fire resistance, Fleet, Fleet of foot, Fortified, Genetics, Healthy, Hold breath, Hustle, Iron constitution, Iron skin, Jumper, Keel-hauled, Land on your feet, Leathery skin, Lookout, Mighty leap, Miraculous escape, Peg leg, Poison immunity, Poison resistance, Quick naps, Recover, Refocus, Sea legs, Sea weather, Set in the old ways, Shake it off, Street tough, Stronger with age, Sturdy, Swimmer, Thick hide, Toxic gases, Tree-dweller

UNIVERSAL

180 Hammerhead, Achilles heel, Aim, Always prepared, Analytics, Arcane recharge, Arcane secret, Arm lock, Bearhug, Blind shot, Blinding attack, Brush off, Burst of speed, Charge, Counterhack, Crippling strike, Deadly strike, Death from on high, Disarm, Dive for cover, Dodge, Draw a bead, Extreme concentration, Feint, Flying kick, Hardship, High energy turn, Hunker down, Jury-rig, Knockback, Knockdown, Life on the streets, Lucky escape, Opportunist stomp, Organization member, Pep talk, Piledriver, Predictive reflexes, Protector, Quick draw, Quick mount, Quick stand, Reckless act, Reinforce shield, Relativity corkscrew, Ricochet, Roll with it, Scattershot, Sidestep, Signature spell, Spinning kick, System override, Target engines, Taunt, Throw, Torpedo spread, Trip, Utilikit, Warp maneuver, Whirlwind frenzy, Wingover

VOCATIONAL

Acclimitized, Alleviate condition, Analytical eye, Anatomist, Anti-surveillance, Artisan, Artisanal forge, Astrogator, Backup, Beastsong, Bedside manner, Beguiling, Bonded mount, Bouncer, Bowyer, Brace yourself, Bridge officer, Builder, Captivating, Car wars, Chancer, Chink in the armor, Clues, Confessional, Contacts, Criminal background, Crow's nest, Cruise control, Defensive driving, Depressant, Diagnosis, Diplomatic, Diplomatic immunity, Diplomatic pouch, Drag racer, Embassy, Emergency response, Engine master, Engine tuner, Evasive driving, Evasive flying, Evasive maneuver, Exceptional forge, Exceptional healing hands, Experienced, Explosives, Fearful, Fearful legend, Forge, Freeze!, Full stop, Getaway, Gigs, Great detective, Hagglor, Handyman, Healing hands, Healing herbs, Herbal ward, Hides & skins, High class, Honorable, Hull number, Improviser, Inside contacts, Instrument, Jury rig, Language lore, Language mastery, Legendary forge, Locksmith, Lore of the masters, Lucky streak, Lullaby, Maintenance, Master forge, Medical knowledge base, Medical officer, Modify, Mr fixit, Out of place, Page gear, Petrolhead, Prey, Privileged, Projection, Push the limit, Quality forge, Quick change, Racer, Resuscitation, Scavenge, Scientific knowledge base, Ship rat, Sideslip, Silver spoon, Song, Starbase layout, Stargazer, Starship familiarity, Stay on target, Stimulant, Technical knowledge base, Technician, Tinkerer, Toolkit, Trade routes, Tradesman, Triple threat, Upgrade, Ward management, White hat, Wise counsel, Yee-haaa!, You have the conn, Zero-g monkey

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.

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.

Access ports. The Android can “plug in” to a computer or computerized system, granting it a +1d6 bonus to computer checks.

Acclimatized. Missions into hostile environments make you used to changes in gravity. You do not suffer penalties (but still gain bonuses) for high or low gravity environments.

Acid blood. Ogres have acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 slashing or piercing damage in a single blow take 1d6 acid damage from the blood splash.

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

Adaptive. When incorporating new cybernetic alterations, augmented only need to succeed at a Routine [10] END check for the process to take hold successfully. Additionally, they can incorporate an additional two alterations beyond the normal limit of their END attribute.

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.

Advance! Proficient at charging across poor terrain or mud, you ignore terrain when charging.

Ageless (requires Poison Immunity). You no longer age and become effectively immortal, saving accidental death.

Alchemical armor (requires Exceptional Forge, Protective Oil, MAG 2+). You combine the Protective Oil ability from the Alchemist career and Exceptional Forge or greater from the Smith career, the armor you created permanently gains the extra protection granted by the Protective Oil. You may repeat this exploit.

Alchemical weapon (requires Master Forge, Sticky Concoction, MAG 4+). You combine the Sticky Concoction ability from the Alchemist career and Master Forge or greater from the Smith career, the weapon you created permanently gains the effect granted by the Sticky Concoction. You may repeat this exploit.

Alleviate condition. You can automatically devise an herbal concoction to remove any condition instantly (stunned, blinded, and so on) by mixing the herbs you have on you and adding additional components from your surroundings as long as you have your herbalism kit on you. This takes two actions (a full turn) and reduces any status track by one stage automatically.

Alteration. Augmented begin play with two minor or one major cybernetic alteration. This alteration (and only this alteration) does not penalize their CHI score.

Always ready. Sleep in armor with no penalty. Anyone sneaking up on you while you sleep must make a Difficult [16] AGI check to do so.

Ambush expert. During an ambush turn you can take a second action.

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

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.

Anatomist. You automatically know the resistances and vulnerabilities of any creature you encounter.

Animal affinity (requires Speak With Animals). With a successful CHA vs. MENTAL DEFENSE check, you can shift an animal one stage along the Charm status track for one hour.

Animal companion. You gain an animal companion in the form of a wolf. This companion will accompany and defend you. If your companion dies, you attract a new companion in one month. However, if you abuse your companion (for example by sending it ahead to set off traps), it will leave you and you will never be able to replace the companion. The companion is bright for its species, but has no special intelligence or abilities. You may take this exploit multiple times, gaining an extra animal companion each time.

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.

Any port. You may take this exploit multiple times. Each time you take it, you may designate an additional port town. At that location, you will have one contact upon whom you can (generally) rely, and one tavern at which you can drink for free.

Arcane knowledge base. Choose four [magical] skills and one element secret. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing skill.

Arcane secret. You have learned or discovered an arcane secret - either an element, creature type, or virtue. You can take this exploit multiple times, learning a new secret each time, but you may know no more secrets than your LOG attribute.

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.

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

Artisanal forge (requires Master Forge; weaponsmithing 12 or armorer 12). You forge yourself a single artisanal quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes artisanal quality automatically. You may repeat this exploit.

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.



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

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

Attuned. You are able to detect magic easily. You do not need to make any kind of attribute check to detect magic within 30', and are aware of its existence automatically.

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

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.

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.

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).

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

Beast form. You may transform into a small or medium-sized animal (and back again) once per day for up to one hour. You cannot speak in this form, and retain your own mental attributes, but otherwise use the animal's statistics.

Beast whisperer. You can speak to animals. This does not grant them special knowledge or intelligence, so the information you can gain is limited by their own capabilities. Neither does it guarantee friendship or cooperation.



Beastly visage. You have modified your body in various ways (scars, tattoos, piercings) as to make yourself as intimidating as possible. With a CHA vs. MENTAL DEFENSE attack, you can move a target who can see and hear you one stage along the Fear status track.

Beastmaster (requires Companion). You gain a second animal companion. You can repeat this exploit, gaining a new companion each time you take it.

Beastsong (requires Song). Select a song that you know. That song will now affect beasts.

Beatification (requires religion 6). You gain the Virtue of your god. Additionally, all damage you do is damage of that Virtue type, whatever the delivery instrument.

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.



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.

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.

Black Knight (requires Evil Portfolio). You are known as a dark knight, an agent of evil. All damage you do is Evil damage.

Blend in. If you are a wanted fugitive or actively being pursued by someone, you can disappear into a crowd twice per day.

Blessing/curse (requires Portfolio). You can issue a blessing or a curse. This takes one minute, lasts one hour, and affects one creature within 30'. A curse makes the target unable to access its LUC pool; a blessing grants it a bonus 3d6 to its LUC pool for the hour.

Blood magic (requires Faustian Pact). You are now able to cast spells for fewer MP by spilling your own blood. As an action, you may do either 1d6 or 2d6 damage to yourself; the MP cost of the next spell cast within one minute is reduced by the number of d6s damage you cause.

Bloodlust. Once per day an orc can drink fresh blood to recover 2d6 HEALTH. This takes an action. The blood must come from a creature slain in the last hour.

Bonded mount. You gain a loyal warhorse. The warhorse is bonded to you, and gains +2 SPEED while you are riding it. If the warhorse dies, you can replace it after a week of mourning.

Booby-trapping. Using a home-cooked device (made as above), a grenade, or similar explosive, you can rig a door, trunk, or object to explode when opened or at a specific time. This takes 2 actions and is obvious. By making a Challenging [13] INT check you can conceal the trap, but this takes 5 minutes; anyone activating it gets a Difficult [16] INT check to notice the trap the instant before it is set off.

Boom-boom. With a Demanding [21] INT check, you can improve an existing explosive by using the components of a similar explosive. This process takes 1 minute, and adds the radius and half the damage of the second bomb to the first. For example, two home-made explosives would combine to make one super home-made explosive that deals 3d6 heat damage to all within 10'.

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

Bowyer. You know how to maintain your equipment. One standard quality bow becomes a high quality weapon, as long as you spend an hour maintaining it every day.

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.

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.

Brawny. Ogrons increase their carrying capacity by 50%.

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

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

Broad knowledge base (requires Arcane Knowledge Base). Choose two more [magical] skills and two elemental or creature secrets. You gain these two skills at 1 rank (1d6). This does not increase the rank of an existing skill.

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.

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.

Car wars. You do not suffer any penalties for firing mounted weapons at high speed from a vehicle.

Careful aim. When aiming, your bonus to hit increases to +2d6.

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

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

Chaser. When chasing someone, your SPEED increases by +2.

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

Chink in the armor. You know armor, and its styles well, including the weaknesses of each type. Once per suit of armor, you may ignore its SOAK value when attacking.

Claws. Accurately slashing with their sharp claws, a Felan's unarmed damage is 2d6 slashing damage.

Climb the rigging. You can climb your SPEED instead of half your SPEED.

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

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

Cloak flourish. You can use a cape or cloak with a flourish to distract your foes; the garment counts as a small shield, but does not require a free hand to use it.

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

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.

Companion link (requires Animal Companion). You gain a telepathic link with your animal companion with a range of 1 mile; this enables you to send it instructions and to see through its eyes.

Companion. You gain an animal companion, much like the druid's. This companion will accompany and defend you. If your companion dies, you attract a new companion in one month. However, if you abuse your companion (for example by sending it ahead to set off traps), it will leave you and you will never be able to replace the companion.

Compute. The Android can absorb a large document (the equivalent of a major novel or textbook) 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.

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.

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.

Contacts. You have a contact in the police force who can conduct routine checks (background, number plates, etc.) for you.

Corpse visage (requires Eyes of the Dead). Your skin and visage alter slightly, becoming more like the undead you surround yourself with. You gain 5 natural SOAK, but become Vulnerable 1d6 (Light) and your CHA attribute is reduced by 2 points (to a minimum of 2).

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

Crowd's worship (requires Exhibitionist). You feed off the admiration of a crowd to the extent that if there are 6 or more non-participating people watching you fight, every time you defeat a foe, you gain 2d6 HEALTH as you bask in glory.

Crow's nest. You have spent many hours on the lookout. You can always access the ambush turn.

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

Cultural weapon. Grand elves begin play with a free musket or pistol.

Daily Worship. Once per day, you may pray to your deity and refresh your LUCK (or "faith" as you view it) dice pool.

Dark knight. You operate best at night, knowing how to use the shadows to your advantage. Once per day, during the hours of darkness, you gain a +1d6 bonus to all dice pools for one minute.

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

Darksight. You can see clearly in the dark as though it were daylight up to 60'.



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.

Death Bane. Using an herbalism kit, you can create a death bane—an ointment or natural amulet (such as the stereotypical garlic vs. vampires). This grants you +4 DEFENSE vs. the undead.

Death blow (requires Surprise Attack). Your damage bonus for attacking unaware targets increases to +4d6.

Death ward. You learn the secret of undead.

Defensive driving. Your vehicle's HANDLING class increases by one degree (to a maximum of A).

Defensive stance. You gain +4 to your MELEE DEFENSE. This does not stack with Drunken Fist.

Demonic traits (requires Faustian Pact). You begin to take on the appearance of the infernal. You may take this exploit up to six times. Each time you take it, roll 1d6 to determine the trait you gain; if a trait is duplicated, roll again.

1. Horns. +1d6 Magic Points
2. Red eyes. Darkvision 60'
3. Claws. +1d6 to unarmed damage
4. Red skin. SOAK 5 (fire)
5. Hooves. +1 SPEED
6. Tail. +1 AGILITY

Depressant. You can create a herbal mixture which decreases the die pool of one attribute by 1d6 for five minutes. You must choose the attribute when you select this exploit; you may select it multiple times and choose a different attribute each time. It takes one minute to create the mixture.

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

Deterministic. An Android's PSI or LUCK attributes can never rise above zero, and an android can never form a LUCK pool.

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.

Different. You are without a doubt different and it's tough to get society to accept you fully; you suffer a -2d6 to social-based checks on any non-mutants. You need to go to some lengths to hide this deviancy with a CHA check (assisted by disguise, if you have it), but this only reduces the penalty to -1d6.

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

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

Diplomatic. Choose four [social] skills. You gain these four skills at 1 rank (1d6). This does not increase the rank of an existing 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 they get 8 hours sleep per week. This is not a preferred situation, however.

Dispel magic (requires Sense Magic). You are able to dispel magic within 30' as a single action by making a MAG vs. MAG check against the effect you are trying to dispel.

Divine Smite (requires Portfolio). You automatically do +1d6 Good or Evil damage (depending on your Virtue) to creatures of a Virtue opposed to your own.

Divine strike. Your attacks do Good damage.

Divine touch (requires Portfolio). The potency of your touch increases. If you chose the secret of good, your touch can now heal 2d6 HEALTH. A creature can only be affected once by your healing touch per day. Alternatively, if you chose the secret of evil, your touch now also pushes your target one stage along the Nausea status track.

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.

Double shot. You notch two arrows and let both fly simultaneously. Each must be directed at a different target, and both targets must be within 10' of each other. You cannot combine this ability with any other exploits.

Drag racer. You can pull away at high speed, gaining +2 acceleration to your vehicle.

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

Dress wounds. You can heal 1d6 HEALTH using a basic healer's kit; this costs two actions. No recipient can benefit from this more than once per day.

Drunken fist. When intoxicated through alcohol, you gain +4 to your MELEE DEFENSE. This does not stack with Defensive Stance.

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

Earthy. Mountain Dwarves automatically know the secret of earth, although Dwarves with MAGIC attributes are rare.

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

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

Elemental druid. You gain any two of the secrets of air, earth, fire, and water.

Elemental fist (requires Iron Fist, MAG 2+). Your fist is surrounded by the glow of elemental energy. The damage type becomes heat, and does an additional +1d6 damage.

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.

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.

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

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.

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.

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

Equipped. You start play with a high quality sword, spear, or suit of chainmail.

Etiquette. You learn the ways of court and castle; you gain a +1d6 bonus in situations which involve courtly etiquette, music, dance, and chivalry.

Evasion. Smallfolk are nimble and adept at dodging. They gain a +5 bonus to their DEFENSE.

Evasive driving. When you are driving a vehicle, it gains +4 DEFENSE.

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.

Exceptional forge (requires Quality Forge; weaponsmithing 7 or armorer 7). You forge yourself a single exceptional quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes exceptional quality automatically. You may repeat this exploit.

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

Exhibitionist. Onlookers give you strength. If there are 6 or more non-participating people watching you fight, you replenish your LUCK pool by 1 die every time you defeat an opponent.

Experienced. Your knowledge and expertise borders on the prophetic. Your entire party gains a +1d6 INITIATIVE bonus if they are within 30 feet of you when they make their check.

Explorers. Driven by an inquisitive, exploratory nature, Humans recharge their LUC pool every time they stand on a planet new to them or take a wilderness journey of more than one week's length. They can only gain this bonus once per month.

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.

Extra bullets. Increase the clip size of any heavy weapon you wield by x 1.25 (with the exception of weapons that have a clip size of 4 or less). As soon as you relinquish it to another person, its clip size is reduced to its normal value (subtracting as many shots as you added from its current total).

Eyes of the dead. You share the senses of the undead, gaining darksight 60'.

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

Fake wounds. Once per day, you may use your expertise in faking injuries to turn an actual blow into a pretend one. Your opponent, and all onlookers, will believe you have suffered the damage inflicted by the attack, but in fact it causes no damage at all.

False identify. You are able to create a false identity, complete with background records, in one day.

Familiar. You gain a familiar, which is a tiny-sized creature (cat, bat, owl, mouse, rat, etc.) You can speak to your familiar, which is able to report back things it has seen or heard.

Fast healing. Designed characters heal faster than normal. The amount of HEALTH they gain from an hour's rest is doubled.

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

Faustian pact. Your Faustian pact begins; but power comes at a price. You gain 2d6 additional Magic Points. Whenever you cast a spell, you take damage equal to the number of MP placed in that spell. However, you know that true power comes later to those who are patient.

Fearful legend. Criminals fear you, and rightly so. You may make a REP vs. MENTAL DEFENSE attack to inflict the afraid condition on a target until they shake it off. With a second attack, you can increase the condition to terrified.

Fearful. You can use voice or music to instil 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.

Fearless (requires Frenzy). While frenzied, you are completely immune to the Fear status track.





Fearsome reputation. Your reputation precedes you. With a REP vs. MENTAL DEFENSE attack you can intimidate a single target within 30'. If successful, the target moves one stage down the Fear status track.

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

Feral. You gain a bite attack; your natural damage increases by +1d6 and becomes piercing damage.

Fey. Elves of all types are considered Fey.

Fierce reputation (requires Fearsome Reputation). Your reputation is now so fierce that you can either push one target two stages down the Fear status track, or all targets within 30' one stage down the track with a REP vs. MENTAL DEFENSE attack.

Fiery affinity. Your focus on fire grants you +1d6 to any attribute which interacts with fire or heat.

Fire immunity (requires Fire Resistance). You become completely immune to fire or heat damage. Your vulnerability to cold, however, increases to 2d6.

Fire resistance. You permanently gain SOAK 5 (fire). However, you also suffer Vulnerability (1d6) to cold.

Firebolt (requires Flaming Touch). You can throw a bolt of fire as a single ranged attack (using your MAG attribute) which has a range increment of 30' and does 2d6 fire damage.

Firesculptor. You can 'sculpt' fire easily; any non-magical flame within 30' can be shaped or enlarged as a single action and a mere effort of will as long as it remains within 30' (things outside can catch fire as normal, but you have no control over them).

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.

Fit. You gain a +5 HEALTH bonus.

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

Flaming aura (requires Flaming Touch). You gain an aura (based on your size as normal) of flame and heat, although you may suppress it easily. Creatures entering or starting a turn in this aura take 2d6 fire damage.

Flaming touch. Your touch becomes hot enough to injure others, causing an additional 1d6 of heat damage beyond your natural damage.

Fleet. You gain +2 to your SPEED when outdoors in a non-urban environment.

Fleet of foot. In an outdoor environment, you gain a +2 bonus to your SPEED.

Foresight. You always gain access to the ambush turn.

Forge (requires weaponsmithing or armorer). You forge yourself a single standard quality weapon (weaponsmithing) or suit of armor (blacksmithing), which you gain for free.

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

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 for one round. The target must be able to understand you and have an INT attribute of 2 or more. You can only do this to a given target once.

Frenzy. You can fly into a berserk rage. When berserk, you must attack the closest enemy, and move on to the next closest thereafter. You gain SOAK +5 (even when wearing armor) and +1d6 damage. Each round you rage for, you take 1d6 damage; you do not stop raging until you pass out or until all enemies are dead.

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.

Genetics. The genetics of a mutant are hardy indeed; they gain a +1d6 to resist diseases, poisons, and toxins of all kinds.

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.

Getaway. If a vehicle is within one move increment of you, you can move to it, start the engine, and move away at the vehicle's SPEED all with just two actions (one turn).

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.

Gladiator's cut. Your successful strikes move your target one stage along the Bleeding status track.

Gladiator's skills. You gain two of the following universal exploits: Disarm, Trip, Achilles Heel, Blinding Attack, Crippling Strike, Quickstand, Taunt. You may repeat this exploit to gain two more from the list.

Glory. Orcs take pleasure in battle, and pride in their wounds. When reduced to below half HEALTH, they gain a +1d6 die bonus to attack rolls.

Good position. You cannot be pinned down in combat.

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.

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.

Grand heist. You achieve a great robbery that will be remembered for years to come. Gain a bonus 3d6 x 100gc. You may repeat this exploit, gaining 3d6x100gc each time.

Great Deed. You perform a great chivalric deed. Describe a quest or deed. You gain +2 REP. You may only take this grade by spending time; you may not purchase it with XP.



Great detective. You are used as an informal consultant by authorities who recognize your expertise. You are permitted access to crime scenes and evidence, and are often called upon.

Greater beast form (requires Beast form). You may now change into a large or tiny animal.

Greater Firebolt (requires Firebolt). Your Firebolt's damage increases to 3d6 fire.

Greater ritual (requires Ritual). You can now cast spells of up to 5 MP or less as a ritual.

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.

Grog. While you may well enjoy a drink, you never suffer any penalties from intoxication via alcohol.

Haggler. You know how to get a good deal. You reduce the cost of any purchase by 2d6%.

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

Hardboiled. Cynical and rumped, you gain a+4 bonus to MENTAL DEFENSE.

Hardship. A life of oppression has taught you to endure hardship; you gain an extra death/dying countdown die when reduced below 0 HEALTH.

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.

Healing herbs. As long as you have your herbalism kit on you, you can heal an ally by 1d6 of HEALTH as a single action. No creature can benefit from this healing more than once per day.

Healthy. Sylvan elves are completely immune to illness and disease of a non-magical nature.

Heavy specialty [requires This Ain't Heavy]. You deal +1d6 damage with your chosen weapon for the this ain't heavy ability. You can repair it if broken (it takes 1 minute), and draw it as a free action.

Herbal ward. You can create a herbal abjuration effect (equal to a 0 MP spell) at-will. It takes you one minute to prepare the herbs, and they remain usable for five minutes. Choose one creature type; any time a creature of that type attempts to come within 10' of you (or the recipient of your herbs), it is subject to a LOG vs. MENTAL DEFENSE attack. On a success, it may not come any closer for five minutes, at which point it may try again. The duration of the effect is 30 minutes.

Hides & skins. You know how to make the most out of basic gear. Hide armor worn by a barbarian counts as one quality level higher than it actually is.

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.

Hit-and-run. You can move from out of line of sight, into firing position, make an attack action, and then back to out of line of sight twice per day.

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

Hold breath (requires Swimmer). You gain two additional countdown dice when holding your breath.

Hold the line. When standing adjacent to an ally, you both gain a 1d6 cover bonus.

Holy Symbol (requires Turn Undead).

Brandishing your holy symbol aloft, your Turn Undead ability now pushes the undead two steps along the Fear status track.

Home-cooking. You can make an explosive out of regular household items (a minimum of 4 components) with a Routine [10] INT check and a minute of work. This explosive deals 2d6 heat damage to all within 5'. The explosives can be stored, but only up to four hours.

Honorable. Your courage and honor are such that you automatically succeed in attempts to shake off Fear status track effects.

Hook. One of your hands is now a hook. You are always considered to be carrying a knife. You also gain a bonus +1 REP.

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

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

Hustle. Your SPEED increases by 2.

Iconic vehicle. If you possess a vehicle, it gains two enhancements. If you don't yet have one, you receive a vehicle with one enhancement.

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

Identify. You can automatically identify a magical item, its name, and its properties.

Imp. You gain an imp familiar which will do your bidding. It will undertake dangerous tasks, but to persuade it to do something suicidal (or near-so) requires a Difficult [16] CHA check; if you fail, your imp betrays you.



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.

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.

Indefatigable. You do not tire. You are immune to tiredness-based conditions.

Infernal mysteries. You learn the basics of diabolism. You gain the summoning, abjuration, and hexing skills at 1 rank (1d6) if you do not already have them, and learn the secret of demons.

Inquisitor's mask. You can protect yourself from spells by hiding your soul behind a special mask. You create the mask yourself. While you wear that mask you gain a +4 MENTAL DEFENSE bonus. Also divination spells that directly target you take a -1d6 die penalty. You must make the mask yourself, and it must be specifically designed to protect your soul. You can take this exploit a second time to create a Greater Inquisitor's Mask, which gives you +6 MENTAL DEFENSE and inflicts a -2d6 penalty to divination spells targeting you.



Inquisitor's sight. You gain the secret of humanoids, and gain one rank in the compulsion, divination, and abjuration skills.

Inside contacts. You know people who know people who know people. You might have a reliable ear in the underworld, a police detective neighbor that talks too much, or a wiretap to the commissioner's phone. Regardless of your exact source, you can spend 4 hours to make a Challenging [13] INT check to learn valuable information about a specific target. For every stage you exceed the minimum check, you learn one more piece of information about the target; for example, an INT check result of 16 would tell you two pieces of information, an INT check result of 21 would tell you three pieces of information, and so on.

Instrument. You start play with a high quality musical instrument. You can make money by playing at taverns and doing local performances. You can automatically make 1d6 x 10 gc per day by doing this. This ability cannot be used during downtime.

Intercepting shot (requires INT 8+; Rapid Shot). You can shoot another arrow out of the sky as a reaction. Roll an opposed attack roll against that of the attacker's arrow; if you succeed, the arrow is split and falls harmlessly to the ground.

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

Iron constitution. Borians are not affected by non-magical poisons, with the exception of alcohol.

Iron fist. Your unarmed damage increases by 1d6.

Iron skin (requires Leathery Skin). Your natural SOAK bonus increases to +4.

Jouster. You can charge an enemy from horseback using your lance. This attack gains +2d6 to both attack and damage, and requires you to move on horseback at least 20' in a straight line.

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

Jumper (mount). Your horse's free JUMP distance increases by 5' horizontally, and 5' vertically.

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.

Keelhauled. You've been keelhauled or felt the lash of the cat at least once. You gain SOAK 2.

Keen senses. You gain +1d6 to perception checks.

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

Knight's banner (requires Knight's Courage). Allies within 30' of you also become immune to the Fear status track.

Knight's courage (requires Knight's Honor). You become immune to the Fear status track.

Knight's honor. Your courage and honor are such that you automatically succeed in attempts to shake off Fear status track effects.

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

Language lore. You gain the scholastic ability to speak or read any unknown language with a Difficult [16] INT check.

Language mastery (requires Language Lore). You can now speak or read any unknown language automatically.

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



Lay on Hands (requires Portfolio). Your touch reduces (Good) or increases (Evil) any status track of a creature you can touch by one stage. This takes a single action. This does not affect permanent conditions.

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

Learned (O.L.D.). When using any [lore] skill as part of a dice pool, you may reroll any 1s.

Leathery skin. You gain +2 natural SOAK from hard, conditioned, leathery skin.

Legendary forge (requires Artisinal Forge; MAG 3+; weaponsmithing 15 or armorer 15). You forge yourself a single legendary quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes legendary quality automatically. You may repeat this exploit.

Life on the streets. Accustomed to sleeping rough, you heal a bonus 1d6 HEALTH each day.

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

Locksmith. You gain a exceptional quality lockpicking kit. You gain a +1d6 bonus to attempts to pick locks, combinations, guess passwords, or access security panels.

Long range. Increase the range of heavy weapons you wield by 10'.

Long shot. You have an eye for distance. You can double the range increment of a bow by taking a -1d6 die penalty to damage.

Lookout. Crow's nest duty is a mandatory part of a sailor's life. You gain +1d6 to perception checks.

Lore of the Dead. You can identify undead creatures by sight and know their weaknesses.

Lore of the Masters. You are able to identify rare or magical weapons and armor without making an attribute check.

Loyal guardian. You are able to protect a fallen ally. An unconscious character in an adjacent square cannot be further harmed while you remain adjacent to him; instead you take half damage (round down) from any attacks. In addition, you gain a +1d6 bonus to LOG checks made to stabilize a fallen character or to perform emergency healing on the battlefield.

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



Lullaby. Your music and 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.

Magic resistance. You gain SOAK 5 (magic). This applies to any damage caused directly by magic; it does not apply to indirect damage.

Magic sense. Grand elves can sense magic within 10' of them. They can intuitively sense the presence of magic, but not the power level, type, direction, or exact location.

Maintenance. You know how to maintain equipment. Designate one standard quality suit of armor or a weapon; this item becomes high quality, as long as you spend an hour maintaining it every day.

Martial leap. Increase both your vertical and horizontal JUMP distances by 5'.

Martial technique base. You gain two of the following universal exploits: Trip, Throw, Sidestep, Flying Kick. You may take this exploit again to gain the remaining two exploits.

Master forge (requires Exceptional Forge; weaponsmithing 10 or armorer 10). You forge yourself a single mastercraft quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes mastercraft quality automatically. You may repeat this exploit.

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.

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.

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.

Meditation. Grand elves do not need to sleep. They may sometimes choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.

Might is right. You can make a REP vs. MENTAL DEFENSE attack against any creature as a single action. If successful, the target is pushed one step down the Fear status track, awed by your presence.

Mighty leap. Your horizontal free jump distance increases by 5' (one square).

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

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

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

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.

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

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.

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.

Mountain stance (requires Defensive Stance). You become as immobile as a mountain. No knockdown or knockback attempt by a creature of your size or smaller will work against you.

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

Musket charge. When charging with a melee weapon, you may begin your charge with a single musket shot, switch weapons, charge, and end it with a single melee strike.

Mutation. Mutants have one or more mutations. Select one major or two minor mutations from the mutations section later in this book. You may select any number of cosmetic mutations, although mutants must choose at least one.

Natural serenity (requires Sacred Terrain). In your chosen sacred terrain, you may pause for five minutes once per day, reflecting on nature and speaking to the Old Gods, to recover your full HEALTH.

Naturally magical. Grand elves begin play with one free spell-path.

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

Nature affinity. All sylvan elves know either the secret of plants or the secret of beasts.

Nature priest. You gain the secret of beasts and the secret of plants.

Nature's camouflage. You can camouflage yourself to become effectively invisible at a distance of 30' or greater. You may only move at half SPEED while camouflaged, and any attack ends the effect for anybody within sight.

Nature's passage. You can move through woodland areas and thick undergrowth without any speed reduction, and leave no tracks or traces of your passing unless you choose to do so.

Nature's secrets. You learn the secret of plants and the secret of beasts.

Necromantic Lore. You gain the skills of summoning, affliction, and creation at a rank of 1 (1d6) if you do not already have them. You also gain the secrets of death and shadow.

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.

One of us (requires Corpse Visage). Undead of a lower grade than yourself are unable to attack or harm you in any way.

One with nature (requires Frenzy). When frenzied and wearing no armor, you gain a +4 MELEE DEFENSE bonus.

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.

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.

Outdoorsman. You know the *secret of plants*.

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

Page gear. You start play with a superior set of clothing and a high-quality musical instrument.

Peg leg. One of your legs is a wooden peg. You are used to it, so it does not negatively affect you; you gain a kick attack which increases your unarmed damage by 1d6.

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

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.

Pistol-whip. You can use a firearm as a club by striking with the butt once per turn as a free action as long as you are currently wielding only that weapon.

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

Poison immunity. You become immune to all poisons and poison damage.

Poison resistance. You become resistant to poisons, gaining SOAK 5 poison and an additional die in your countdown die pool when poisoned.

Polly. You gain a small bird (crow, parrot, owl, etc.) as an animal companion. See the druid career for information on animal companions.

Portfolio. Choose either the Good or the Evil virtue, plus one Elemental or Creature secret. If you choose the secret of good, your touch can heal 1d6 HEALTH as a single action (although any given creature can only benefit from this once per day). If you choose the secret of evil, it inflicts 1d6 evil damage beyond your natural damage. You may never learn the opposite Virtue secret to the one you chose.

Prestidigitation. You learned little magical tricks to help with your chores as an apprentice. You are able to use small displays of magical prestidigitation at will to assist you with day-to-day inconveniences: cleaning clothes, keeping the rain or mud off, a tiny reading light, polishing silverware, and the like.

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

Primal charge (requires Fleet of Foot). When charging, you howl and screech, moving twice your SPEED and gaining +2d6 to damage.

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.

Prison tough. You are mentally and physically toughened. Each time you take this exploit you gain a permanent +1 bonus to your DEFENSE and MENTAL DEFENSE. You may repeat this exploit.

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

Programmed. 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.

Programming. Choose two universal exploits. You gain these exploits even if you do not qualify for them.

Projection (requires Song). You use the power of your voice to increase the radius of your songs to 60'.

Protection racket. A protection racket is a lucrative and steady stream of income. Within your REP sphere (see REP, later in this rulebook) you have a route. You gain your REP x \$100 each week.

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 100 Cr each week. This exploit cannot be used during downtime.

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'.

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

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 cone. 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.

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.

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.

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.

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

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.

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

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

Quality forge (requires Forge; weaponsmithing 4 or armorer 4). You forge yourself a single high quality weapon (weaponsmithing) or suit of armor (blacksmithing); you must pay for the standard quality version, but it becomes high quality automatically.

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.

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

Quick reload. You can fire your musket every action, rather than just once per turn.

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.

Quiet kill. You are a master of silent death. Any target you kill during the ambush turn dies silently and without obvious visible signs. Nobody will notice that the target is dead for one minute, and will require a Strenuous [21] INT check to realize it thereafter.

Racer. You can push a vehicle to extreme speeds, increasing its SPEED by 2.

Rapid reload. It only takes you one action to reload a heavy weapon.

Rapid shot. Your rate of fire increases; once per turn you can fire two shots instead of one.

Reap the whirlwind. You may spend two actions to make one melee attack against every adjacent foe. You cannot add additional exploits to these attacks.



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

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.

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

Regenerate (requires Frenzy). Every time you deal a killing blow while frenzied you gain +1d6 HEALTH.

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.

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.

Rigging. You do not suffer penalties for fighting while climbing.

Ritual. You can cast a specific spell of 3 MP or less as a ritual; this takes one minute per MP, but costs no MP. Devise one spell and note it down. You may take this exploit more than once, creating a new ritual each time.

Runner. You gain a +2 SPEED bonus.

Sabotage. You can prepare booby-traps using home-made devices as an explosives expert. There is no duration for how long one of your home-cooked devices remains potent, and it may be rigged to go off at any time.

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.

Sacred terrain. Choose a terrain type, such as forest, plains, ocean, or mountains. When in that terrain, you gain a +1d6 to all dice pools; however, when not in that terrain, you suffer a -1d6 penalty to all dice pools.

Safe house. You can use a safe house on any populated planet to grant your off the grid ability to your entire party.



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.

Sap. You gain a special sap attack, used to knock out and apprehend criminals. You use any weapon; you do no damage, but a successful attack pushes the target along the Alertness status track by one stage for each 5 points of damage you would have done.

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.

Scarred visage (requires Beastly Visage, Leathery Skin). You are covered in scars. You are immune to the Bleeding status track.

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.

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.

Sea legs. You adapt to the motion of a ship; this makes you very hard to knock down. When you are knocked prone, you may make a Challenging [13] AGI check; if you succeed, you remain standing.

Sea shanty. By singing a sea shanty, a sailor can combat sickness and tiredness. Anyone who hears the shanty is reduced by one stage in the Nausea or Tiredness status tracks (the sailor must choose which of the two songs he is singing).

Sea weather. You are able to ignore the effects of rain, wind, mist, and fog.

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

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%.

Secrets. You learn four secrets.

Sense magic. You are able to sniff out magic within 60'.

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

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

Sense virtue (requires Portfolio). You are able to sense the presence of (but not the location of) any beings or objects within 60' with a Virtue opposite to that of the secret you chose.

Set in the old ways. You gain +5 to your MENTAL DEFENSE.

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

Shield wall. When standing between two allies, all three gain a +2d6 cover bonus. This does not stack with itself or with Hold the Line.

Shield Bearer. Any shield you wear increases its DEFENSE bonus by +4.

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

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.

Shoot 'n drive. While driving, you may take a free sidearm shot once per round in addition to your regular action.

Showoff. You can make a CHA vs. MENTAL DEFENSE attack in combat against a single target within 30' as a standard action to put on an intimidating and flashy display of prowess. If successful, the target is moved one stage down the Fear status track.

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.

Signature move (requires Gladiator's Skills). Choose one exploit that you have learned from the Gladiator's Skills list. This becomes your signature move. You gain a permanent +1d6 when using that move.

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.



Silver Spoon. Your wealthy upbringing means that start play with 1,000 bonus gold coins and a superior quality set of clothing.

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.

Slayer (requires Great Deed). You have become known as the Slayer of a specific creature type associated with your deed. You gain a permanent +1d6 bonus to attacks and other attribute checks related to that creature type. Choose from spiders, dragons, giants, goblins, demons, or undead.

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

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.

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.

Snoop. You've got a good sense of when something just isn't quite right; once per day when you roll a check to determine if someone is lying to you, re-roll all results of 1 and 2.

Song (requires Instrument). You can take this exploit multiple times, learning a new song each time. Your songs affect sentient beings who can hear and understand them. Each time you learn a song, choose one Status track (e.g. Song of Cheer, Song of Courage, or Song of Tiredness); that song allows you to move those within 30' who can hear you one stage up or down that status track. Unwilling targets require a CHA vs. MENTAL DEFENSE attack.

Speak with animals. You may freely speak with animals, although they do not gain special intelligence or knowledge.

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.

Special Enemy (requires Lore of the Dead). Choose one type of undead. You become known as a hunter of that type of undead (e.g. a Vampire Hunter), and gain +2 REP. You automatically ignore any natural SOAK that the creature possesses (although not armor SOAK).

Specialization (requires Arcane Knowledge Base). Choose one secret that you already know. You are specialized in that secret. You may exceed your MAG attribute by 2 points when using that secret. You may only ever specialize in one secret.

Squire (requires Bonded Mount). You gain a free squire. You must protect your squire; in exchange, one weapon or one suit of armor you possess increases by one quality level (to a maximum of artisan). If your squire dies, he is replaced in one month.

Stalwart. You become immune to Fear effects caused by the undead.

Stand your ground. As long as you do not move, you can plant arrows in the ground and loose two shots every action.

Standard-bearer. You can carry a flag or banner which grants allies who can see it +1d6 to INITIATIVE checks.

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

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).

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

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

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

Stench of death. You can sense the presence of the undead within 30'.

Sticky fire. Every time you damage a foe with fire, they are pushed one stage down the fire status track.

Stimulant. You can create a herbal mixture which increases the die pool of one attribute by 1d6 for five minutes. You must choose the attribute when you select this exploit; you may select it multiple times and choose a different attribute each time. It takes one minute to create the mixture.

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

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

Stubborn. Smallfolk are difficult to enchant. They gain a +5 bonus to their MENTAL DEFENSE.

Sturdy. With a low center of gravity, it is hard to knock a dwarf down. Any attempt to do so suffers a -2d6 die penalty.

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.

Surprise attack. If you successfully hit a target before it becomes aware of you, you gain a +2d6 damage bonus.

Surprise recovery (requires Fake Wounds). After using your Fake Wounds ability, you may make a single free melee attack at any point up until you make an actual regular melee attack. The free attack must be your first melee attack since using the Fake Wounds ability.

Swashbuckler. Your swashbuckling swordplay gives you any two of the following universal exploits: Disarm, Sidestep, Taunt.

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

Sword-sharpener. You know how to maintain your (or your liege's) equipment. One standard quality suit of armor and one standard quality melee weapon becomes high quality, as long as you spend an hour maintaining it every day.

Swordsman. You gain a high quality Spartan sword.

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.

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.

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.

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

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

Territory. Choose a city or other area. In that area, you receive +1d6 on checks made to hide or move quietly while there.

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

Thick hide. Ogres are extremely tough, with leathery skin. They gain 2 natural SOAK to physical attacks.

This ain't heavy. Choose one heavy weapon; when you carry one of these weapons, it does not count against your carrying capacity.

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.

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.

Toolkit. You gain a set of high quality tools.

Touch of the grave. Your touch gains the foulness of death, doing an additional 1d6 death damage. You also kill any small (non creature) plants you come into contact with.

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

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

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

Trance. Sylvan elves do not need to sleep. They may choose to meditate, instead, while their non-elven companions are sleeping, but this is not necessary.

Traveller. You are skilled at wilderness travel, at home under the open sky. You increase the travel increment of a group you lead by one day. You may take this exploit multiple times, increasing the travel increment by one day each time.

Tree-dwellers. Sylvan elves gain a climb speed equal to their regular speed.

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



Trophy collection (requires Set In The Old Ways). You collect gruesome trophies from your vanquished foes – teeth, skills, bones, etc. Each trophy replenishes one LUCK die in your LUCK dice pool, and loses its power once the LUCK die is spent. You may only claim a trophy if you delivered the killing blow to a creature of Medium size or larger.

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

True sight (requires Inquisitor's sight). You are able to automatically see through illusions (and can see invisible creatures) and disguises, and can discern the true shape of a shapechanged creature.

Turn Undead (requires Stalwart). You can make a CHA vs. MENTAL DEFENSE attack which affects all undead within 30' of you. Undead affected by this attack are moved one step along the Fear status track.

Undead servant. You gain an undead slave – a skeleton or zombie – which obeys your every command until destroyed. If destroyed, you may summon a new one with a 24 hour ceremony and access to an appropriate corpse. You may take this exploit multiple times, gaining a new servant each time.

Undeath (requires One of Us). You perform a grotesque and elaborate ceremony and become undead yourself. You are now effectively immortal, and will never die of old age, although you will still visibly age forever unless you disguise yourself with illusions. You no longer need to breathe, eat, or sleep, and you are immune to poisons.

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

Unimpeded. Sylvan elves are not affected or slowed by difficult terrain while outdoors.

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.

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.

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.

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.

Unusual weapon. Choose one of the following weapons: trident, net, spear. Weapons of that type count as one quality level higher when you use them.

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.

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.

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

Vampiric touch (requires Touch of the Grave). You are able to steal the life essence of a victim for yourself. When you use your Touch of the Grave to do damage to another creature, you gain that amount of HEALTH.

Vanish. You are renowned for your ability to simply disappear; some even believe it to be supernatural. Once per day, during the hours of darkness, you may effectively turn invisible until you attack.

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.

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

Vigilant. Constantly vigilant, you are hard to surprise. You gain a +1d6 die bonus to access the ambush turn.

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.

Warlike. Spartans gain one bonus [combat] skill.

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

Weapon synthesis. When using any Oriental weapon, you gain one free unarmed melee attack whenever you make two weapon attacks.

Weapon. The Android has an integrated melee weapon. Choose one weapon worth 100cr or less.

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.

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.

Whites of their eyes. You are accustomed to standing your ground as oncoming hordes charge, firing only when you see the whites of their eyes. When charged by an opponent, you may fire a free musket or pistol shot when they come within 10' of you.

Wilderness stride. You are not affected by difficult terrain caused by plants or undergrowth.

Wise counsel. You can spend two actions to offer advice and counsel, giving one ally within 30' a +2d6 bonus to a single attribute check. Any given target can only benefit from this once per day.

Yee-haaa! You are adept at making vehicular jumps, and increase jump distances by 50%.

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

Zen mind. You gain +4 to your MENTAL DEFENSE.

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



Universal Exploits

180 hammerhead (requires piloting skill; AGI 8+). A starship is rotated 180 degrees 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.

Arcane recharge (requires meditation skill). You can spend five minutes to recover 2d6 Magic Points once per day.

Arcane secret (requires LOG 4+). You have learned or discovered an arcane secret - either an element, creature type, or virtue. You can take this exploit multiple times, learning a new secret each time, but you may know no more secrets than your LOG attribute.



Arm lock (requires AGI 8+, martial arts skill). This exploit, which costs 2d6 to execute, 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 LUC attribute instead of your AGI or INT for this shot.

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

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

Burnout (requires driving skill). You launch your vehicle forward from a stationary position at maximum acceleration, gaining double acceleration in the first round only.

Charge. Move 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. By default, any character can trade attack dice to increase damage on a 2:1 basis.

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 reaction.

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). You 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 2-dice of "cover" in space, but cost your ship -1d6 to any attacks it makes that turn.

Extreme concentration (requires WIL 8+; concentration skill). You can maintain concentration on two simultaneous spells. Each requires an action to maintain (thus requiring a whole turn to maintain both).

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 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.

J-turn (requires driving skill; AGI 6+). Otherwise known as the "moonshiner's turn", you reverse and spin your vehicle 180-degrees. Also known as a "Rockford", this exploit allows you to drive a vehicle forward as normal from any facing.

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. You cannot knockdown a target of a size category larger than you.

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.

Organization member. You are a member of a specific organization, and gain all the benefits that membership grants. You do not recover this exploit should you leave the organization or should it cease to exist.

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 a +2 SOAK.

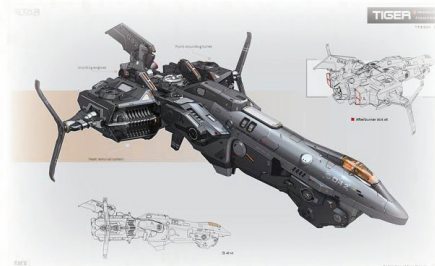
Relativity corkscrew (requires piloting skill; physics skill; LOG 10+). This complex maneuver uses FTL speeds, time dilation, and high-level calculations to gain a temporal advantage in starship combat. An FTL drive is necessary. One action is used to perform the relativity corkscrew, but the ship gains 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.



Signature Spell (requires LOG 6+). Using the magic rules, devise and name a spell from the skills and secrets that you know. This spell becomes a signature spell. You may take this exploit multiple times, adding a new signature spell each time, but you may not have more signature spells than the value of your LOG attribute. A signature spell takes only one action to cast (rather than the usual two actions), although only one may be cast per round. Additionally, you gain a +1d6 die bonus to attribute checks or attacks with it.

Ski (requires driving skill; AGI 8+). You drive a four-wheeled vehicle on two of its side wheels. This allows you to pass through narrow gaps, and increases your DEFENSE from the rear or front by +4. You can ski for one round, returning to all four wheels at the start of your next turn.

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-DEFENSE 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 affecting 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.