WHEN ROBOTS ARE GODS, KILLING HUMANS IS FAIR GAME

SYNTHICIDE

A ROLEPLAYING GAME BY DUSTIN DEPENNING AND ZACKERY ROBINSON

SYNTHICIDE

ACTIONS RULE CODEX

ARC

WILL POWER GAMES

CREDITS

Lead Game Design	Dustin DePenning	**Play Testers**	Darren Reckner
			Amber Reckner
Additional Design	Bryan Dupuis		Marko Hananel
	Nick Seibel		Gregory Metz
			Nick Seibel
Lead Writing	Dustin DePenning		Jim Tullet
	Zackery Robinson		Bryan Dupuis
			Chris Dupuis
Additional Writing	Bryan Dupuis		Joseph Sharkey
	Nick Seibel		Lou Palmisciano
	Howard David Ingham		David Shifflet
	Ryan Schoon		Brittny Norman-Donahue
	Jacob Wood		Tiffani Worden
	Jonathan Lavallee		Tony Borzotta
	Steve Radabaugh		Mike Callinan
	Fraser Ronald		Curtis Hulen
	Michael Subjack		Jeremy Hill
	Anna Gold		Patrick Kelly
	Jace Hanavan		Andrea Hoglen
			Tod Foley
Editing	Zackery Robinson		Kristofer Rosser
	Emer Lalor		Donovan Boynton
			Donald Potter
Cover Illustration	Mike Nash		Dylan Scrivener
			Don vonDohlen
Interior Illustrations	Mike Nash		Sayler Van Merlin
	John Ariosa		Gaylon Whitman
	Joe Slucher		Desmond Wooten
	Edmund Liang		Brian Allred
	Evan Clayton		Alice Baran
	Ian Llanas		Joseph Gabeddon
	Colas Gauthier		John Gardner
	Allen Jue		Johnny O'Neal
	Dustin DePenning		Brady Lang
			Mark Mapes
			Nick Hayes
			Nancy Sprute
			Chris Sprute
			Anna Gold
			Geoff Kloess
			Albert Solomon
			Branden Winter
			Brenton Gaines
			Matt Smith
			James Potter

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WELCOME TO SYNTHICIDE

The last great bastion of humanity collapsed trying to quarantine the Prodigravus mutant plague. Centuries later, mankind clings to civilization on the rim of the Milky Way. You are a sharper, a free agent performing criminal missions for gangs and corporations alike. A corrupt and powerful machine cult, the Tharnaxist Church, makes no effort to hinder you. But that changes when you're hired to terminate one of their holy automatons - a crime known as *Synthicide*...

Sharpers (the Players)

As most planets are mired in violence and squalor, an independent, transient lifestyle is popular among ship owners. However, food and fuel are extremely expensive. Originally called "shippers," these drifters were soon associated with organized crime. Now they are called "sharpers" – a negative epithet for a space smuggler.

Synthetics (Robots)

Synthetics are free entities that do as they please. The Church and powerful corporations commission their construction, but these machines must be paid and are released after fulfilling contracts. Effectively immortal, Synthetics pass through personalities and emotions in season. One may spend 100 years as a manual laborer and suddenly decide it prefers hunting orphans for sport. Some view the humans around them as friendly oddities. But to most Synthetics, man is nothing more than pond scum.

The Church

Tharnaxist Priests are cybernetically enhanced humans obsessed with hoarding newly discovered technology. Driven by their profane devotion to the Synthetic god Ranix, the Church brutally enforces their rule and utterly destroys those they deem a threat. With absolute sovereignty over intergalactic trade and travel, the Priests are deliberately negligent, depriving the Galaxy of food, safety, and a real system of laws. The Church only punishes those who mistreat Synthetics and Priests.

Prodigravus

Prodigravus are mindless, sociopathic super warriors. Only the best informed scholars know the Prodigravus's true origin – that they were once humans transformed by the P-virus plague. Before the Church immunized humanity to the P-virus, the Prodigravus waged a war that nearly ended all life in the Galaxy. Now they are disorganized and broken, scattered among the stars.

Mutants

Mutants suffer an affliction from the Millennial War. They are descended from humans who survived a P-virus infection without transforming into Prodigravus. An unfortunate minority, mutants endure both from unstable biochemistry and discrimination by the Galaxy at large.

Technology

Technological advancement varies in *Synthicide*. A sharper may round a corner brandishing a gunpowder revolver only to have his insides liquefied by a security guards' beam rifle.

Space Travel

Intragalactic space travel is highly automated and simplistic; anyone can guide a spaceship from one planet to another - though escaping a crew of mutant pirates will certainly demand the talent of a dedicated pilot. Ships of the past powered Jump drives, enabling mankind to leap across space instantaneously. But their legacy has been lost. Now ships can only travel routes supported by active Jump gates.

The Flow of Power

Gangs own people and streets. Corporations own gangs and resources. The Church owns everything, deciding who lives or dies. While everyone has a boss, given the chance, most will bite the hand that feeds them to improve their circumstance.

Prisons

Prisons exist, but none of them are official or state run. When caught, "justice" from the institution is swift and certain. Private prison owners capitalize on forced labor, or extort money from a prisoner's friends.

Security

Out in the streets and alleys, you're on your own. Many worlds have no organized police force, but many important places have private security to keep violence to a minimum. When you start a fight in a dock, a wealthy club, or corporate HQ, expect trained guns to show up.

Docks

All trade and business begins in a spaceship dock, and there are no free rides. Docks are often built underground and include boots for locking down ships whose owners fail to pay the trade and docking fees. Docks maintain exceptionally high security to keep crews from stealing each other's ships and engaging in gunfights.

Dock Masters

Dock masters are your best friend and worst enemy. They provide you a place of relative safety and the ability to meet up with other sharpers. But they aren't here for fun: a percentage of everything you buy or sell in the dock goes to the dock master. Many are Synthetic, further complicating matters.

Lurans (⨎)

A luran is a tiny crystal that glows in direct sunlight. Following the rise of digital theft, interstellar credit economies destablizied and shifted to physical currency. The Galaxy now exchanges lurans for products and services.

CORE RULES

A GAME OF THREE SYSTEMS

Synthicide is a classic pen-and-paper role-playing game requiring a Game Master (GM), 2 to 5 players, and several 10-sided dice (d10s). It employs a new rules system called the ACTIONS RULE CODEX (ARC). ARC uses attributes to describe the strengths and weaknesses of a character and is composed of 3 main systems: Roleplay Actions, Battle Actions, and Resolve & Cynicism.

THE ATTRIBUTES

ARC relies on attributes, which determine a characters talents and weaknesses. During character creation, players assign values to the following:

Awareness (A)

Awareness denotes a character's senses and attention to detail. Detecting ambushes, discovering concealed weapons and intuiting suspicious body language, all rely on the Awareness attribute. Awareness also affects when you act in battle.

Combat (C)

Your character's skill at physically harming opponents is reflected by their Combat attribute. A character strong in Combat is equally effective at brute force, gun fighting and assassination. Combat also decides the success of non-violent battle actions, like tossing objects to nearby allies.

Toughness (T)

Toughness constitutes your character's resilience and athletic prowess. Use Toughness to resist damage from physical attacks, as well as perform feats such as jumping and climbing. Toughness also measures the effects of disease or poison.

Influence (I)

Deception, impersonation and negotiation are delineated by the Influence attribute. A character with high Influence is skilled at navigating treacherous social situations and getting what they want using the force of their personality. If your character has access to psychic powers, the Influence attribute determines how effective they are.

Operation (O)

Operation represents technical aptitude. This is used when hacking a computer terminal, piloting an uncommon vehicle, repairing broken equipment, or when applying subject matter expertise of any sort. Unless specially trained, characters cannot accomplish more than a routine action and do not roll Operation checks.

Nerve (N)

Nerve represents your characters capacity to shrug off trauma and psychological duress. This applies when resisting social pressure, intimidation, or unusual mental stressors. When targeted by a psychic attack, your character's Nerve determines whether they withstand the effects.

Speed (S)

Speed affects who acts first and how many actions a player can take during battle. Speed is also used for stealth, concealment of weapons, and pick-pocketing. Stunts demanding uncanny agility or acrobatics are usually decided by the Speed attribute.

Where are the skills?

ARC doesn't use a classic RPG skill system. Most checks are resolved using character's attributes and situational bonuses from equipment and powers.

Since there's no skill system, it's assumed your character doesn't know how to perform complex and technical actions until they gain a power explicitly saying they do.

However, if your game is more open-ended and encourages players to "attempt the impossible," consider raising the Operation difficulty for a task by +5 or more.

ROLEPLAY ACTIONS

Roleplay actions happen whenever characters interact with the game world. Not every action necessitates arbitration; GMs are encouraged to prioritize a high narrative pace. If there are any questions about what a character can or can't do, use the following as a guide:

1. **Describe the action the character takes.** This could be as simple as telling a lie or as complex as bypassing a high-security alarm system.
2. **Choose an effect.** The GM makes the final call on what happens:
   a. **Remove an obstacle:** An obstacle is anything that stands between a character and what he or she wants to accomplish.
   b. **Create an obstacle:** Creating obstacles can slow opponents down or ruin their plans.
   c. **Reveal information:** Revealing information alerts characters to something important in the game world, such as hidden enemies or secret plans.
   d. **Hide information:** Hiding information keeps characters safe from prodding eyes or enemy pursuit.
   e. **Alter NPC attitudes:** NPCs may themselves become social or even physical obstacles. Getting them to agree with plans or stand aside can be vital.

3. **Roll 1d10 and add the relevant attribute and any other bonuses.** Players are encouraged to discuss which attribute best applies to the situation, but the GM delivers the final arbitration.
4. **The GM compares the result to the Action Difficulty (AD) value.** The GM sets this number based on how risky or difficult the desired action sounds. However, if 2 characters are acting in direct opposition, both characters should roll and compare results.
5. **Rolling equal to or above the AD grants the desired effect.** AD may result in better effects than desired (see Success Levels below). Rolling below the AD results in failure.
6. **Failure may result in penalties.** The GM may decide your character suffers severely, given the danger in the scene and the degree of failure.

Combined Rolls (Assists)

Usually, characters roll independently for actions, succeeding and failing on their own. When multiple characters want to cooperate in a single action (such as two doctors performing surgery), everyone involved rolls. So long as 1 character overcomes the AD, the action succeeds. The GM makes the final call on when combined rolls may be used. A good example where they cannot be used is rolling for stealth or making attacks.

SUGGESTED ACTION DIFFICULTIES

The chart below lists typical action difficulties. The GM may establish thresholds between these values. For more information on AD scaling, refer to the Chapter 7: Game Mastering.

Easy	Standard	Difficult	Challenging	Fantastic	Epic	Legendary
3	6	9	12	15	21	27+

SUCCESS LEVELS

Rolling significantly higher than the action difficulty results in more impressive roleplay actions, beyond mere success. High rolls indicate particularly fortunate happenstance. Use this chart for typical thresholds:

Standard	Excellent	Superb
+0	+5	+10

Example: Your character is forced to con his way out of a poorly executed heist by deceiving an armed guard. The GM sets an Influence action difficulty of 6. Using a roleplay action, you roll 1d10 and add your character's Influence attribute.
- On a result of 6 to 10, the guard is suspicious of your character, but believes them nonetheless.
- On a result of 11 (+5 over the AD), the guard accepts your lie without questioning.
- Rolling over 16 (+10 over the AD), the guard is so profoundly convinced of the truth of your character's words that he accepts risks to his livelihood on their behalf.

BATTLE ACTIONS

Battles take place on a gaming grid, with each square or hexagonal unit representing 5 feet. The general rules of battle are explained below, followed by a table of common Battle Actions.

- **All participants roll battle reflex [1d10 + Speed + Awareness] at the beginning of every fight.** Turn order descends from high to low and the player with the highest battle reflex acts first. Until the end of battle, participants act in the same turn order.
- **For every turn, players are distributed a number of Action points (AP) equal to ½ their character's Speed + 3 (rounded down).** Action points determine how many actions a character can take on their turn. A player turn ends when they run out of AP or decide they are done.
- **Certain actions are limited by the number of times you can use them in a turn.** For example: you may only *gain advantage* once per turn.

- **Once all participants take a turn, the round ends.** A new round begins and everyone takes another turn in the same order. Battle continues until all immediate threats have been overcome.
- **For chase scenes and ambulant fights**, use the rules for vehicle battles on page 120. Substitute an on-foot character's Speed attribute for driver velocity. On each turn, a player can take 1 driver action and 1 passenger action.
- **If you ever need to convert battle time to real time,** a round of battle lasts roughly 10 seconds.

Grids
Dry erase grids are recommended for play for quick mapping and improvisation. If you want to make your own, laminating grid paper is a fast and easy solution.

Action	AP Cost	Uses Limit?	Description
Move	1	No limit	Move 4 squares
Attack	1	Once per turn	Make a viable attack against an target
Second Attack	2	Once per turn	Make a second attack action on the same turn
Third Attack	3	Once per turn	Make a third attack action on the same turn
Guard/Counter Attack	See description	Once per round	Reflexively attack an exposed target
Use Power	Varies	No limit	Activate an ability such as a Tactical Power or Psychic Power
Defend	1	Once per turn	Gain +1 bonus to any cover (max +4)
Gain Advantage	2	Once per turn	Get the upper hand in combat
Keep Watch	Varies	Once per turn	Save an action to trigger under specific circumstances
Stealth	1	Once per turn	Hide from enemies
Other	Varies	No limit	Common, simple actions. Examples: 0 AP: Talking, intimidating 1 AP: Switching weapons, opening doors 2 AP: Carefully moving through hazards

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Battle Variant: Theater of the Mind
If your group prefers to play without a gaming grid, GM's are encouraged to keep the same rules and rely on imagination to play out the battle. Positioning still plays an important role in the mechanics: keep in mind that 1 square equals 5 feet. For example, a thrown weapon with a range of 3 squares has a range of 15 feet.

Move

Characters travel up to 4 squares (20 feet) per move action. Diagonal movement is permitted. Note:

- **Characters may not move through enemy targets or obstructions.** You may only move through allies and empty squares.
- **You must end your action on an empty square.**
- **The GM may require checks when moving on precarious surfaces.** One example would be ice.
- **When you are *overpowered*, you cannot move unless forced.** Removing the status takes 1 AP.

Attack

Attacks are resolved with the following method:

1. **Roll 1d10 a single time.** The same result is used to determine if your attack successfully strikes your opponent and the amount of harm inflicted.
2. **Calculate the following to determine if your character struck their target:**
   1d10 result + Combat + Attack Bonuses (ATT)
3. **If the total Attack equals or surpasses the target's *armor defense*, your character successfully hits**. If your target's armor defense is higher than your attack, your character misses.
4. **If the attack is successful, calculate damage.** Negative weapon damage bonuses lower the damage dealt. Add the following:
   Original d10 result + Combat + Damage Bonuses (DMG)
5. **Targets instantly lose Hit Points (HP) equal to any damage taken.**

The following affect attacks:

- **You must be adjacent to the target of your striking weapons.** Striking weapons have a limited range of 1.
- **Ranged weapons can attack at a distance, but may take penalties.** These weapons have a *range increment*, which represents a distance in squares. You may attack targets within 1 range increment at no penalty. Each additional range increment needed has a cumulative -1 on your attack roll.
- **Ganging up:** Gain +1 to attack rolls when allies are adjacent to your target.
- **Overpowered status:** A character who is *overpowered* suffers a -2 penalty to all rolls. An overpowered target grants +1 to all rolls against them.
- **Cover:** If your target is behind cover, it increases his armor defenses by an additional +1 to +4. The GM sets the value relative to the quality of the cover.
- **Invisible Targets:** Generally, if you cannot see your target you cannot attack it. However, if they attacked or made a commotion during their turn, you have a chance to spot them. Roll Awareness vs. Speed. If your Awareness check is higher, treat them as temporarily visible but with +1 cover on top of any cover they already have.

Relationship between Attack and Armor

Attacks deal damage proportional to the attack roll. Armor defense represents a character's capacity to evade or shake off physical harm, therefore armor defense directly scales the damage value a character can ignore. A character in casual wear may be damaged by forces both weak and strong, while a character wearing impressive armor is only damaged by equally potent assaults.

Second and Third Attacks

It takes incredible focus to compensate for gun recoil, follow moving targets, or assail a foe with slashing blows. Therefore, the second attack action in each turn costs 2 AP and the third attack action costs 3 AP. You cannot take more than 3 attack actions in a turn without special exceptions.

Guard/Counter Attack

Guard/counter attacks are granted for free when certain conditions are met. Your character must be wielding a *guard* or *counter* weapon to do the following:

- **Guard Attack:** Once per round, make a free attack against an target that enters a square adjacent to your character.
- **Counter Attack:** Once per round, when your character is hit by an adjacent attack, he or she may take a free attack in retaliation.

Keep Watch

You can delay actions for later by doing the following:

1. **Choose an action or series of actions to hold.**
2. **Spend the AP needed to perform the actions this turn.** For example, if you wanted to *keep watch* with 2 attacks, it costs 3 AP.
3. **Declare a trigger that allows you to take the saved actions.** This may be as simple as "an enemy walks through the door." The GM must agree that the trigger is realistic and reasonably specific.
4. **End your turn.** *Keep watch* always ends your turn.

Use Power

Activating a psychic power or tactical power varies in its AP cost.

Defend

Defending yourself raises any cover you have by +1, to a max of +4. If you have no cover, you still gain 1 cover if you took a move action this turn.

Gain Advantage

As a catchall for gritty combat and dirty tactics, *gaining advantage* always costs 2 AP. Perform the following:

1. **Choose a target.** Unless the GM says otherwise, you can only *gain advantage* against 1 target.
2. **Describe your advantage.** This could include having higher ground relative to your target, or the element of surprise. It could also be a quick series of actions you take to get the upper hand, such as sand in the eyes followed by a kick to the knee.
3. **Choose an effect.** Below are your options:
   a. **Forced Movement:** Move the target 1 square, or up to 4 if you take a move action and move directly with them.
   b. **Overpower:** The target gains the *overpowered* status. Overpowered characters take -2 on all rolls, and all rolls against them gain +1. They cannot move unless forced.
   c. **Attack Bonus:** You receive +2 to your next attack against the target this round.
   d. **Melee Takedown:** Your turn ends. You and your target are *overpowered* and lose your next turns. However, you may renew this effect during your lost turn with another successful roll.
   e. **Ranged Takedown:** When you lay down suppressing fire as part of a *ranged takedown*, your target does not completely lose their turn. Instead, they may take a single 4 square move away from you, though they remain *overpowered* after that move.
4. **The GM may require a roll to *gain advantage*.** Trying to outsmart a target would require an Influence vs. Awareness check, while knocking over a target would be a contest of Toughness. Getting an Attack Bonus does not usually require a roll, however.
5. **Failure has consequences.** The GM may further penalize characters for failing their check by 5 or more. Consequences include:
   a. **Forced Movement:** You lose 1 AP as your character recovers from botched positioning.
   b. **Overpower:** Your character gains the *overpowered* status instead.
   c. **Attack Bonus:** There are no consequences for failing in this action – the wasted attempt is enough of a penalty.
   d. **Takedown:** Your turn doesn't end, but you immediately lose 1 AP and become *overpowered*.

ENDING BATTLES

Death

Sharpers who drop below 1 HP are incapacitated. They may take no actions and are executed by any additional damage. Incapacitated characters also die if left unattended after a battle. Conscious allies may stabilize their fallen fellows. Stabilized sharpers awaken an hour later at 1 HP.

Killing Blows

Occasionally, a single attack may be so devastating that it kills a foe outright, regardless of HP. Unconscious or paralyzed targets are particularly susceptible to killing blows - as are those held down by multiple opponents. However, when a target is well armored or defended, the GM may instead allow an auto-hitting attack at double maximum damage.

Flee or Surrender

If you gain the upper hand on a foe, they may attempt to flee or surrender. During your turn in battle, you may make Influence checks to cow your adversary. The GM sets the Influence AD based upon how intimidating you are, how convicted your opponent is to their mission, and whether they are at a disadvantage. Captured enemies may be freely knocked unconscious and tied up. (See below)

Capturing Enemies

Oftentimes it is more advantageous to keep a foe alive than to slay them and move on. You may easily stabilize and tie up any unconscious enemy using ropes or strips of cloth. They may attempt to escape later with Toughness or Speed attribute checks. The AD is equal to the captor's Operation + 10. Bound foes are helpless and may be automatically killed or knocked unconscious at your discretion. Unconscious enemies awake an hour later.

Resuscitation

A trained doctor may resuscitate or reconstitute a dead character so long as some portion of their remains are intact. You must sacrifice 1 Resolve point and then spend ₮60 per character level. If your character passed away more than a number days ago equal to your character level, they may not be resuscitated. If none of these requirements are met, the character dies permanently.

Regaining HP from medicine

Characters with the field surgery power can make Operation checks to restore HP. Sharpers may also visit hospitals, which restore half a character's HP for ₮15 per character level.

Regaining HP naturally

It's very difficult to heal battle wounds naturally in *Synthicide*. Food is low in nutrition and space wreaks havoc on the body. Only once per week, you regain HP equal to your Toughness + level. If this number is negative, you regain no HP. Also, if you skipped eating on any day in that week, you regain no HP.

RESOLVE & CYNICISM

Resolve and Cynicism (R&C) are central to character worldview in *Synthicide*. Combined, they reflect a character's connection to the universe and their commitment to something more than survival. Here's a quick summary:

> Players acquire Resolve by completing significant tasks or behaving benevolently. Resolve points can be exchanged for several boons. Cynicism, on the other hand, is accumulated through capricious violence and cruelty. Cynicism makes it harder for you to earn Resolve, though not impossible.

STARTING RESOLVE & CYNICISM SCORES

Every character begins with 2 points of Resolve and 0 Cynicism. Once the game begins, players may never pool more than 5 Resolve nor accumulate more than 10 Cynicism. Neither Resolve nor Cynicism may drop below 0.

SPENDING RESOLVE

Players may spend a point of Resolve to benefit from 1 of the following:

- **Treat a die roll as 10.** You must choose to do this before making the roll.
- **Automatically hit and massively damage a target.** If you spend a Resolve point before an attack, it automatically hits and deals a minimum amount of damage. Deal 10 + (2 x your level) damage, or your normal damage total resulting from rolling a 10 – whichever is higher.
- **Return from the brink of death.** Whenever a doctor attempts to resuscitate a dead character, the dead character must have an unspent Resolve point. This point is consumed upon resuscitation.
- **Reduce Cynicism.** If you have gained Cynicism from antisocial behavior, you may consume Resolve to reduce it. Each Resolve point reduces your Cynicism score by 1.

Behavior	Effect
Sacrifice	+1 or +2 Resolve (must roll above your Cynicism)
Harming innocents for profit	+1 Cynicism
Wanton destruction	+3 Cynicism
Catastrophic evil	+7 Cynicism
Pursue motivation	+1 Resolve (not affected by Cynicism)

GAINING RESOLVE & CYNICISM

At the end of each game session, the GM will open a discussion on the significant themes of each character. Players determine who made significant sacrifices and whether anyone was deliberately cruel. Gain Resolve or Cynicism according to the values below. Players gain additional Resolve if their character moved any closer to their driving motivation.

Sacrifice: Whenever your character gives up wealth or exposes themselves to danger for the sake of others, they have made a sacrifice. This positive behavior improves their outlook and self esteem. The GM decides to grant you +1 or +2 Resolve assessed by the significance of their sacrifice. Yet Cynicism saps even the most virtuous of their righteous rewards. Roll 1d10: players who roll equal to or lower than their Cynicism score do not gain any Resolve. Examples:

- Fighting a gang to protect locals – not just for money
- Donating medicine to a sick colony
- Standing up to unjust authority
- Taking the hard path to avoid casualties

Harming innocents for profit: When your character harms an innocent person to improve their station, they are wracked with guilt. Gain +1 Cynicism. Examples:

- Accepting contracts to murder innocent people
- Randomly robbing unlucky travelers
- Betraying the trust of employers and partners

Wanton destruction: Sadistic behavior performed for its own reward takes a deep toll on the psyche. Gain +3 Cynicism. Examples:

- Murdering for thrill
- Torture and mutilation
- Creating excessive and unnecessary casualties in pursuit of a goal

Catastrophic Evil: The horrors of slaughter harden all hearts, no matter how "necessary." Gain +7 Cynicism. Examples:

- Destroying an entire settlement, just for fun
- "Scorched Earth" tactics to achieve your goals
- Genocidal behavior

Motivations: Every player chooses their character's motivation during character creation. If the GM agrees your character successfully pursued their motivation during the game, she may award Resolve.

> ### Sociopathy
> Sharpers are social beings guided by their conscience. But if your character is so callous that wicked behavior recharges them, consider the "Cynical Bastard" on page 66 to convert Cynicism into Resolve.

FOOD AND SLEEP

Starvation

Bullets are more common than food in *Synthicide*. You must track your characters diet or suffer penalties, eventually dying of starvation:

- Each day your character misses a meal, they suffer -2 to all rolls and checks, including attack and damage.
- You may take a feast pill to negate the -2 when skipping meals. Feast pills are special drugs that make you feel like you ate an amazing meal, but do not prevent starvation. Your body rejects real food 48 hours after taking a feast pill, so you cannot eat again until 2 days later - though you may take another feast pill.
- Food is not very nutritious in the Galaxy, so you're always close to starvation. If you go more than 6 + Toughness days without eating food, your character dies. The skipped day count will pause if you eat, but doesn't fully reset until you eat 2 days in a row.
- As explained earlier, when you skip any meals during a week, you cannot regain any HP from natural healing.

Sleeping

Sleeping is vital in *Synthicide*, nomatter how restless and haunted your dreams. Note the following:

- You must sleep at least 5 out of every 24 hours.
- Each day you skip sleep, you take -2 to all rolls and checks, including damage. This effect adds with other penalties, such as starvation.
- If you ever go more than 4 + Toughness days without sleeping, your character passes out on the last day. He can be forcibly woken, but suffers -4 on all rolls and checks and will pass out again in 1d10 hours.
- As soon as you gain a continuous 5 hours of rest, it refreshes your body and negates any penalties you had from not sleeping.

CHARACTER CREATION

THE PROCESS

These are the basics of making your character and filling out the character sheet. Use examples from the following page to guide you through character creation rules.

Blank copies of the character sheet are available online at **www.synthiciderpg.com**

1. **Create an Origin Story** or use the tables starting on page 20 to determine where your character came from and why they became a sharper. Each origin story result suggests character creation choices, such as which motivation or bioclass you should select. These choices are not mandatory.
2. **Choose a Motivation.** When your character moves closer to achieving their greatest ambition, they are rewarded with Resolve.
3. **Select a Bioclass.** Body and brain cybernetics, attributes, and many 1st level traits are determined by a sharper's bioclass.
4. **Fill out the name, level, body type, brain type, and Hit Points (HP) per Level** in the box on the top right of the first page.
5. **Note your Max Hit Points on the HP Tracker** just below the attributes on the left side of the first page.
6. **Choose an Aspect.** Much like career specialization, aspect determines which traits your character may easily acquire in game. Attributes are also shaped by this decision, reflecting a sharper's aptitude in their chosen profession. Aspects and traits are recorded on the bottom right side of the first page.

7. **Select 1 Natural Talent Trait.** Natural talents let you substitute one attribute for another in certain circumstances, lending your sharper an edge when they need it most.
8. **Fill in your character's ACTIONS** in the column of boxes on the left side of the first page. Include bonuses and penalties from bioclass and aspect.
9. **Note your character's psychic and tactical powers** on the left side of the second sheet.
10. **Select an equipment package** that fits your character's origin story; see aspects for suggestions. Alternatively, you may equip your sharper with up to ₮200 in gear. Declare the names and locations of each item on the second page of your character sheet.
11. **Fill in final details** such as Resolve and action points, detailed on page 31.
12. **Craft your spaceship.** Sharpers collectively begin the game with 1 vessel, a clipper. Use the tables on page 99 to determine how your crew secured their first voyage.

For Advanced Sharpers

Experienced groups may demand additional customization options for their character. In this case, GMs should consider beginning sharpers at 2nd level for the extra attribute point, bonus HP and 4 trait points.

MOTIVATIONS

Sharpers are driven by legendary ambition. At the end of every mission, the GM will award Resolve to sharpers who successfully pursued their motivation. Be sure to select one that strongly aligns with your character's origin story:

Motivation	Behavior
Prove your Strength	If you personally dominate a worthy adversary, gain 1 Resolve.
Spread your Wisdom	Whenever you convince someone to believe an important part of your world-view, gain 1 Resolve.
Forgiveness is Powerful	If you let fleeing enemies escape, or forgive a substantial debt, gain 1 Resolve.
Don't Get Mad, Get Even	If you balance a debt owed to you, or deny mercy to an opponent, gain 1 Resolve.
Make Friends and Allies	If you gain the trust of new people, or make sacrifices to preserve that trust, gain 1 Resolve.
Know the Universe	If you discover significant information, or learn the answer to a mystery, gain 1 Resolve.
Live Fast, Die Young	If you take unnecessary risks for the thrill, or abandon a long-term goal for immediate gratification, gain 1 Resolve.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	1	
COMBAT	2	
TOUGHNESS	1	
INFLUENCE	-1	
OPERATION	1	
NERVE	2	
SPEED	1	

ACTION POINTS

1/2 SPEED [0] + OTHER [1] + 3 = **4**

BATTLE REFLEX

AWARENESS [1] + SPEED [1] = **2**

HIT POINT TRACKER	**MAX HP**	46
	HP/LEVEL	6

UNSPENT TRAIT POINTS [ ]

LEVEL UP TRACKER (TRAIT POINTS GAINED)

☐☐☐☐ LVL 2 (+1 ATTRIBUTE)
☐☐☐☐ LVL 3 (+1 ATTRIBUTE)
☐☐☐☐ LVL 4 (+1 ATTRIBUTE)
☐☐☐☐ LVL 5 (+1 ATTRIBUTE)
☐☐☐☐ LVL 6 (+1 ATTRIBUTE)
☐☐☐☐ LVL 7 (+1 ATTRIBUTE)
☐☐☐☐ LVL 8 (+1 ATTRIBUTE)
☐☐☐☐ LVL 9 (+1 ATTRIBUTE)
☐☐☐☐ LVL 10 (+1 ATTRIBUTE)
☐☐☐☐ LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Ash Khel (Female)	**LEVEL**
BIOCLASS	Rigfiend	**1**
BODY TYPE	Rigged	MIND TYPE	Rigged

MOTIVATION	CYNICISM	RESOLVE
Prove your strength	0 /10	2 /5

	TOUGHNESS	OTHER	**TOUGHNESS DEFENSE**
	1 + 5 +		= 6

TOUGHNESS	OTHER	ARMOR	**ARMOR DEFENSE**
1 + 5 +		+ 3	= 9

ARMOR WORN	**SPEED RATING**
Combat Vest	3

	NERVE	OTHER	**NERVE DEFENSE**
	1 + 5 +	0	= 6

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Lvl 2 EC Knife	+3	+8	Counter		
Duelist Bonus	+3	+10	Counter		First successful Att.

W. PROFICIENCIES ☒ STRIKING ☐ PISTOLS ☐ RIFLES ☐ SHOTGUNS

ASPECT THUG

CHARACTER TRAITS

- **Mod Focused:** Cannot take mutations, psychic powers, general traits cost 2 TP
- **Cybernetic Slots:** 4 body upgrade slots and 2 brain slots available
- **Striking Weapon Proficiency:** +1 ATT +2 DMG
- **Duelist:** If wielding a 1-handed weapon and no shield, +1 AP, +2 DMG to first successful attack each turn.

- **Operate Survival:** Use highest attribute instead of Operation to identify and avoid natural dangers.

CURRENT ALIASES	MUG SHOT

CONTACTS/FRIENDS	NOTES

PSYCHIC POWERS	OVRCHRG.	USES

POSSESSIONS	NOTES	LOCATION
Combat Vest	+3 Armor Defense	
Lvl 2 Expert crafted knife	+0 ATT +4 DMG	
Utility Belt	stores small items	
Phone		

DAYS OF FOOD 1   **DAYS WITHOUT EATING**

EAT AT LEAST 1 MEAL A DAY OR SUFFER -2 TO ALL ROLLS, INCLUDING DMG
SHARPERS DIE AFTER 6 + TOUGHNESS DAYS WITHOUT FOOD
THE DAY COUNT DOES NOT RESET UNTIL YOU EAT FOOD 2 DAYS IN A ROW

LURANS ₣2

CHARACTER ORIGIN STORY

Ash was born in a small settlement on Drakka, an
ill-equiped fringe planet covered by crimson jungle.

Ash's family was conscripted by Torchdreamers to cook
Illuminix. She stole money and ran off to buy cybernetic
implants and returned to Drakka try and free her family.
She failed, and now fights gangs and extortionists,
seeking vengeance.

Ash journeys to find her friend Kelsa, who left Drakka with
smugglers when they were both children. She heard Kelsa
is on Mast, and needed passage through Corsus.

Thennis offered Ash a free ride on the expectation that
she helped with one job on Corsus.

OTHER NOTES

ORIGIN STORIES

You are a sharper – a drifting survivor in a cruel and unjust galaxy. Why did you become a sharper? How do you know your companions? Use the following tables as a guide, or forge a fate of your own. Each origin story result comes with character creation suggestions, such as which motivation or bioclass you should select. These choices are not mandatory, nor are they "bonus." You do not get extra aspects and natural talents from these suggestions. The only free bonus you get from your origin story is the item that comes a long with your mystery, listed on page 23.

Where were you born?

d10	Birthplace	Origin story
1	On a Ship	You have no planet to return to. Wherever you feel safe and wanted is your home. *Natural Talent Suggestion: Operate Vehicles*
2	On a City World	Whether you were rich or poor, everyone from a lesser planet just seems simple. Maybe they're quaint, or maybe they're frustrating. It depends on your mood. *Bioclass Suggestion: Skinbag or Scraphead*
3	Mining Colony/ Labor Camp	You don't make a distinction between slavery and hard labor. You often awaken from nightmares of being dragged back to that wretched life. *Bioclass Suggestion: Hardshell or Rigfiend*
4	Edge Settlement	Where you come from, starvation is more threatening than mutants and men. You grew up making the most of what you didn't have and refuse to go-without again. *Natural Talent Suggestion: Operate Cooking*
5	A Ruined World	Your home was never fully "rehabilitated" by the Church. Tribal Prodigravus were a constant threat. You learned to fear mutants, stay close to other survivors, and keep an eye on the nearest exit. *Natural Talent Suggestion: Operate Survival*
6	Unpowered Space	The universe is alien to you. If you hadn't been scooped away from your homeworld, you never would have appreciated the intricacies of space travel and the callousness of other sentient beings. Your naivete leaves you waffling between bewilderment and paranoia. *Bioclass Suggestion: Skinbag – Dying Breed*
7	Barbarian Space	You're not blinded by "rules" or "institutions." You see corporations for what they really are: thugs and crooks with lots of power. *Natural Talent Suggestion: Operate Vehicles*
8	Military Post	Your parents were soldiers employed by the Tharnaxist Church. Order holds the Galaxy together, and sharpers seek to disrupt that order. You may have had a rude awakening late in life, or not. That depends on how well you were indoctrinated. Select another birthplace from options 1-4 on this table. *Bioclass Suggestion: Hardshell or Rigfiend*
9	Among the Machines	Robots employed your parents as vassals. Your awe or hatred of the Synthetics stems from their treatment of your parents. Choose a second birthplace from options 1-4. *Bioclass Suggestion: Scraphead or Rigfiend*
10	Under the Church	Your holy guardian never took much interest in you, and you're grateful for it. You've seen behind the facade of the Priesthood's immense power and want no part of it. Choose another birthplace from options 1-4. *Natural Talent Suggestion: Influence Personnel*

Why did you become a sharper?

d10	Theme	Origin story
1	Orphaned	Your parents either died or abandoned you at a young age. Growing up cold and hard, you never stay in one place for very long. *Aspect Suggestion: Scoundrel*
2	Disowned	Late in life, your family decided you're not worthy of their love or wealth. They left you alone without the luxuries you took for granted. *Aspect Suggestion: Bulbhead or Scoundrel*
3	On the Run	You made the wrong person angry, and were forced to leave everything behind. You hear that person is still looking for you. *Motivation Suggestion: Make Friends and Allies*
4	Just Released	You angered someone in power and in return they locked you away. Isolated from everyone you loved and subjected to years of forced labor, you've returned to the only way of life you understand. *Aspect Suggestion: Thug or Bulbhead*
5	Kidnapped	A gang robbed you of your former life and branded you as their own. Your captors weren't kind, but their hazing prepared you for a cruel, uncaring world. *Aspect Suggestion: Scoundrel or Thug*
6	Path of Least Resistance	Facing hard decisions and an undeserving fate, you took the first opportunity to cut and run. So far, you have no regrets. *Motivation Suggestion: Live Life for Now*
7	Family Business	Someone in your family was a sharper and took you under their wing. It's the only life you've ever known and you're proud of your heritage. *Aspect Suggestion: Leader or Brainiac*
8	Justice	Your conviction borders religious zeal. You became a sharper to protect the innocent and better the condition of all mankind. Sometimes that takes getting your hands a little dirty. *Aspect Suggestion: Leader or Thug*
9	Restlessness	The utter chaos, shallow history, and cold injustice of the universe confounds you – and yet you're convinced of some rhyme behind the reason. To sate your wander-lust, you became a sharper. *Motivation Suggestion: Know the Universe*
10	Lone Survivor	Once upon a time, you knew peace and security. Then it was all taken from you. A pirate raid, heretic purge, or industrial catastrophe killed everyone but you. You've been a sharper ever since. *Motivation Suggestion: Don't Get Mad, Get Even*

How are you connected to the other players?

d10	Connection	Origin story
1	Happenstance	You joined up through chance and convenience. Other connectors just aren't that important to you. *Suggested Attribute Penalty: Operation*
2	Emotional Ties	You have a strong emotional bond to someone in your crew. Even if they don't feel the same way, you hate being separated from them. *Suggested Attribute Penalty: Nerve*
3	Professional History	You worked a dangerous job with another character and came to respect them. You feel safer in their company. *Suggested Attribute Penalty: Any, except Operation*
4	Financial Ties	Someone in your crew owes you money, or at least a few favors. They don't get to leave until you're compensated. *Suggested Attribute Penalty: Influence*
5	Sworn to Secrecy	You and another sharper share a secret. You may roll once on the mystery table to discern what both characters are hiding. *Suggested Attribute Penalty: Nerve*
6	Life Debt	Another sharper saved your life and in return you swore an oath of service. Do they feel like you owe them? *Suggested Attribute Penalty: Combat*
7	Common Values	You share the outlook and values of another sharper. Write three short value statements with the other player and consider choosing the same *motivation*. *Suggested Attribute Penalty: Any, except Nerve*
8	Enemy of my Enemy	You and another sharper were wronged or threatened by the same foe. Though you may not trust your new ally, you're confident they won't betray you until your mutual adversary is no more. *Suggested Attribute Penalty: Any, except Combat*
9	Former Rivals	Another sharper once antagonized you. Perhaps you competed for the same contracts or vied for the affections of the same lover. Yet before spilling blood, the two of you came to terms and now maintain a tentative truce. *Suggested Attribute Penalty: Awareness*
10	Blood Relation	You have family ties to another sharper. Their knowledge of the bond is up to you. *Suggested Attribute Penalty: Same as your relative*

What is your mystery?

d10	Mystery	Origin story
1	Blackmail	You made a mistake and if it comes out, it could ruin your relationship with the other sharpers. The blackmailer may demand hush money, but mostly they just enjoy intimidating you. *Bonus Starting Item: Ration bar laced with Neuro-Spike poison (page 133)*
2	Stalker	Some creep has an unhealthy interest in you. They keep following you and messaging you, desperate for your attention. *Bonus Starting Item: Stun Grenade (page 49)*
3	Amnesia	A few years of your life are missing. You have no idea where they went. *Bonus Starting Item: ₮15 admission ticket to an exclusive venue*
4	Legacy	One of your ancestors amassed incredible wealth and power. Only you know how to reclaim their lost treasure. *Bonus Starting Item: ₮20 worth of Synthetic components from an unknown robot*
5	You Know Too Much	There's a horrible secret about a person, corporation, or a gang leader and you know all the awful details. No one else knows what you saw and you like it that way. *Bonus Starting Item: A knife sewn into your boot (Awareness AD 15 to spot)*
6	Missing Friend	Someone important to you disappeared recently. You don't know if they are alive or dead and you need closure. *Bonus Starting Item: Binoculars*
7	Church Interest	The Tharnaxist Church has not yet condemned you for a crime, but someone is keeping tabs on you. *Bonus Starting Item: Cheap forged ID card (Operation AD 12 to recognize as fake)*
8	Strange Illness	A deadly illness looms over your future. It hasn't slowed you down yet, but you'll die soon if you don't find a cure. *Bonus Starting Item: Amp stimulant syringe (page 49)*
9	Visions	An image in your mind won't leave you alone. Like a waking nightmare, it invades your senses. Is your vision a premonition or a specter of the distant past? *Bonus Starting Item: 3 doses of Illuminix which clarify your visions*
10	It's All a Lie	Everything you've said about your origin story is untrue - just something you made up to hide who you really are. Choose another mystery to draw suspicion from your lie. *Bonus Starting Item: A dose of Kamikaze (page 49)*

BIOCLASSES

Every sharper benefits from one bioclass, representing the degree of cybernetic augmentation they've undergone - if any. Just how "metal" are you? Many organics abhor the machine-like plugs puncturing your skin as a pale mimicry of the Synthetics. Your bioclass determines your starting attributes. No matter what you elect, the decision is permanent.

SKINBAG (Organic Body, Organic Brain)

A	C	T	I	O	N	S	HP	HP/LVL
2	0	-1	1	0	1	1	35	5

To be totally organic means you can never benefit from cybernetic upgrades, yet you may develop psychic powers. Players who select this bioclass must decide if their character is a mutant or among the few remaining genetically unaltered humans.

As a Skinbag you are fully organic and completely without social capital. After all, another Skinbag is born every day. This natural reproduction is one of humanity's few advantages. While most organics grow and die in squalor, their sheer volume ensures a handful will rise to power and prominence. A few unlucky Skinbags are born mutants. They don't yet have a place in the universe, and struggle to be accepted by their pureblood counterparts.

BIOCLASS TRAITS
Techless Will: You never needed nor trusted cybernetics. Three times per day, you may add +3 to any attribute check, even Speed. This bonus lasts for 1 round during a battle, or applies or to any single roleplay attribute check.

Genetic Legacy: Choose 1 of the following:
- **Mutant Dog:** An inherited Prodigravus infection robbed you of an identity. Penalize your Nerve by -2, and gain 4 trait points to select mutations. These points cannot be used to purchase any other traits, and do not count toward level advancement. When buying mutations now, and at later levels, ignore attribute requirements in your decision; you must only meet trait and level requirements. Mutations are described in depth on page 64.
- **Dying Breed:** You belong to the dwindling species of human beings with a genetic history unmodified by millennia of evolution. You are susceptible to mutations produced by toxins and poisons, but may never permanently mutate through character traits. At 1st and 10th level, add +1 to any attribute, except Toughness. At 4th and 7th levels, you gain a bonus general trait and increase any one of your attributes by +1, except Toughness.

SCRAPHEAD (Organic Body, Rigged Brain)

A	C	T	I	O	N	S	HP	HP/LVL
0	0	-1	-1	3	3	1	35	5

An extensive surgical operation empowered your brain with cybernetic plugs, amplifying your cognitive functioning. This bioclass may benefit from cybernetic brain upgrades, but never body upgrades. Scrapheads cannot develop psychic powers, but they may access mutations.

Without electronic scanning equipment, a Scraphead is indistinguishable from a Skinbag. Yet sharpers and other freelance criminals admire Scrapheads for their wealth of knowledge. Scrapheads are in short supply: the risks of permanent, detrimental mind alteration deters many rigged enthusiasts from electing the Scraphead bioclass.

Data stores are implanted directly into a Scraphead's hippocampus while the rest of their brain is riddled with plugs for upgrade installation. Consequently, Scrapheads typically lack emotional depth and intuition. Yet rigged minds are less susceptible to fear and psychic energy.

BIOCLASS TRAITS
Hard Brain: You may not purchase psychic powers with trait points.

Starter Software: You were never interested in body upgrades. What power is greater than omniscience? Choose a knowledge focus and gain 2 of it powers, as listed in Chapter 5, Character Traits and Powers.

1 Brain Cybernetic slot: You may enhance your mind by installing one augmentation in your brain cybernetic slot.

HARDSHELL (Rigged Body, Organic Brain)

A	C	T	I	O	N	S	HP	HP/LVL
2	0	0	1	0	1	1	42	6

Body rigs are specialized for physical tasks. This bioclass may buy cybernetic body upgrades, but not brain upgrades. You have access to mutations and can learn psychic powers.

Body rigs are in high demand. To many organics, it seems like the best of both worlds – a tough body and a sound mind. Being a Hardshell doesn't inherently grant any social benefits, but those around you will perceive you as a greater threat.

Any human can become a Hardshell, but it usually requires wealth and special opportunity. The most common path to cybernetic enhancements is to join a company or gang that offers it as a bonus to employment. These jobs are always violent or dangerous.

BIOCLASS TRAITS
Starter Hardware: Choose 1 of the following permanent attribute increases:
- **Cyber eyes:** +1 Awareness
- **Servo limbs:** +1 Combat

2 Body Cybernetic Slots: You have 2 body cybernetic slots for installing enhancements during the game.

RIGFIEND (Rigged Body, Rigged Brain)

A	C	T	I	O	N	S	HP	HP/LVL
1	1	0	-1	2	2	1	42	6

Someone with both a rigged body and rigged mind is entirely dependent on cybernetics. This bioclass may gain any cybernetic upgrade. However, a Rigfiend may not access mutations or psychic powers.

Though light years behind the modifications of a Tharnaxist priest, Rigfiends are extreme examples of cybernetics. Many are violently enthusiastic about upgrades and easily take to a career as a sharper. You can always spot a Rigfiend: almost every appendage has a visible enhancement.

Rigfiends make effective hackers and savage warriors. They're treated with respect by onlookers who assume they've done something heroic to earn their enhancements. Sharpers seek them out for the most dangerous assignments.

BIOCLASS TRAITS
Mod Focused. You have so many enhancements that your body can hardly handle anything else. You cannot gain psychic powers. You may still be affected by temporary mutations from toxins or poisons, but can never be permanently mutated through character traits. Also, general traits cost you 3 TP instead of the usual 2.

6 Cybernetic Slots. You have 4 body and 2 brain cybernetic slots for installing enhancements during the game.
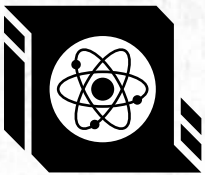
Sharpers are defined by their *aspect*, which determine a characters 1st level powers, abilities, and final attributes. Aspects also make it easier to acquire certain powers through trait point discounts.

BRAINIAC
Attribute Increase: +2 Operation
Attribute Penalty (Mandatory): -1 to any one attribute except Operation
Level One Abilities: Gifted with prodigal intellect, you take great pride in your research and talent. So long as the requirements are met, select 3 knowledge focuses and gain 2 powers from each. After character creation, you may purchase new knowledge focuses with 1 less trait point.

KNOWLEDGE FOCUS SUMMARIES (pick 2 powers per focus, full description on page 60)

Name	Summary	Requires
Computers	1. Hack digital networks; 2. Manipulate linked systems	Operation 2
Cooking	1. Make food that restores HP; 2. Make food that grants morale bonuses	Operation 0
Cybernetics	1. Create implants; 2. Scrap robots; 3. Manipulate/restore broken robots	Operation 3
Driving	1. Spaceship training; 2. Ground car training; 3. Cycle training; 3. Sky car training	Operation 0
Engineering	1. Build weapons; 2. Craft armor; 3. Repair vehicles; 4. Recover valuable scrap	Operation 3
Investigation	1. Hunt down targets; 2. Discover clues; 3. Make genius deductions	Operation 2
Locks	1. Manipulate locks; 2. Manipulate alarms	Operation 0
Medicine	1. Restore HP; 2. Craft drugs; 3. Treat illnesses	Operation 3
Navigation	1. Tharnaxist space; 2. Barbarian space; 3. Planets; 4. Shortcuts; 4. Hiding spots	Operation 0
Protocol	1. Dodge paying fees; 2. Forge documents	Operation 1
Psychology	1. Manipulate; 2. Sense Lies; 3. Negotiate	Operation 2
Social Groups	1. Gang etiquette; 2. Corporate Etiquette; 3. Pirate Etiquette; 4. Church etiquette	Operation 0
Survival	1.Arboreal surv.; 2. Desert surv.; 3. Ocean surv.; 4. Tundra surv.; 5. Urban surv.	Operation 1
Taxonomy	1. Common organisms; 2. Xeno organisms; 3. Mutant organisms	Operation 2

SUGGESTED NATURAL TALENT SUMMARIES (full description on page 67)

Name	Summary	Requires
Influence Fear	Use highest attribute when trying to intimidate others	-
Influence Peace	Use highest attribute when trying to diffuse hostilities	-
Influence Personnel	Use highest attribute when lying to security/employees	-
Influence Thieves	Use highest attribute when lying to pirates and gangsters	-
Influence Wanderers	Use highest attribute when lying to dock masters and other sharpers	-

SUGGESTED EQUIPMENT PACKAGES (full list at end of chapter)

Chop Doc
Trauma kit (*₮32 medical supplies, can heal HP*); extra medical supplies (*₮28 worth*); combat vest (*+3 Armor Defense, Speed Rating 3*); fossil pistol (*Guard, +0 ATT +1 DMG, Range 3*); 2 days of food; backpack (*stores your goods*); phone; ₮13

Hacker
Basic tool set (*picks locks, performs simple mechanical tasks*); mobile hack deck (*manipulates computers, cracks networks*); reinforced clothing (*+2 Armor Defense, Speed rating 4*); fossil pistol (*Guard, +0 ATT +1 DMG, Range 3*); 1 day of food; backpack (*stores your goods*); phone; ₮6

Sneak Thief
Basic tool set (*picks locks, performs simple mechanical tasks*); combat vest (*+3 Armor Defense, Speed Rating 3*); retrofit pistol (*Guard, +1 ATT +1 DMG, Range 4*); 1 day of food; utility belt (*stores a small number of items*); crowbar; phone; ₮8

BULBHEAD

Attribute Increase: +2 Influence

Attribute Penalty (Mandatory): -1 to any one attribute except Influence

Level One Abilities: You are a psychic that struggles to function without Illuminix, an addictive and illegal substance traded underground. Gain any 2 psychic powers, so long as you meet the requirements. Every day you must consume doses of Illuminix equal to the highest level psychic power you want to use (1 dose to access 1st level powers, 4 doses for 4th level powers, etc). A Bulbhead who fails to score a dose of Illuminix is wracked with withdrawal, unable to access psychic powers and suffering -2 to every attribute. A single dose lifts the penalty. After character creation, you may purchase new psychic powers with 1 less trait point.

PSYCHIC POWER SUMMARIES (full description on page 58)

Name	Summary	Requires
Fade	Make nearby targets unable to see you	Influence 2
Psychic barrier	Create a barrier that soaks weapon damage	Influence 2
Mind Burst	Damage opponents with your mind	Influence 1
Phantasm	Create a momentary illusion	Influence 3
Push	Manipulate objects and people with basic telekineses	Influence 1
Read Thoughts	Look into people's minds	Influence 2
Teleport	Short range teleportation through any objects or barriers	Influence 1
Trick	Compel targets to find you more convincing	Influence 1
Wyrd Speech	Manipulate bureaucracy with forgeries and fast-talk	Influence 1

SUGGESTED NATURAL TALENT SUMMARIES (full description on page 67)

Name	Summary	Requires
Operate Cooking	Stretch 1 meal into 2; use highest attribute for cooking knowledge powers	-
Operate Navigation	Use highest attribute to reading maps and navigation knowledge powers	-
Operate Survival	Use highest attribute to avoid natural dangers and navigation knowledge powers	-
Operate Vehicles	Use highest attribute to increase velocity of vehicles and maneuvers checks	-

SUGGESTED EQUIPMENT PACKAGE (full list at end of chapter)

Gutter Psych

Retrofit pistol (*Guard, +1 ATT +1 DMG, Range 4*); combat vest *(+3 Armor Defense, Speed Rating 3)*; 7 doses of Illuminix; phone; ₹21

LEADER

Attribute Increase: +2 Awareness
Attribute Penalty (Mandatory): -1 to any one attribute except Awareness or Nerve
Level One Abilities: You empower everyone around you; the universe just can't keep you down. Gain any 2 tactical powers for which you meet the requirements. After character creation, you may purchase new tactical powers with 1 less trait point.

TACTICAL POWER SUMMARIES (full description on page 59)

Name	Summary	Requires
Assist	Help allies gain advantage	Awareness 2
Backup	Make retaliatory strikes when an ally is attacked	Awareness 2
Courage	Boost ally defenses until your next turn	Nerve 1
Flank	Increase gang-up bonuses to +3	Awareness 3
Hustle	You and 2 allies make a 6-square move	Nerve 2
Inspirational Influence	Use your Nerve defense total instead of rolling for a single Influence check	Nerve 3

SUGGESTED NATURAL TALENT SUMMARIES (full description on page 67)

Name	Summary	Requires
Influence Fear	Use highest attribute when trying to intimidate others	-
Influence Peace	Use highest attribute when trying to diffuse hostilities	-
Operate Cooking	Stretch 1 meal into 2; use highest attribute for cooking knowledge powers	-
Operate Navigation	Use highest attribute to reading maps and navigation knowledge powers	-
Operate Survival	Use highest attribute to avoid natural dangers and navigation knowledge powers	-
Operate Vehicles	Use highest attribute to increase velocity of vehicles and maneuvers checks	-

SUGGESTED EQUIPMENT PACKAGES (full list at end of chapter)

Dirty Merc
Retrofit rifle (*+1 ATT +3 DMG, Range 6*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ⨴2

Street Blaster
Fossil shotgun (*Guard, +2 ATT +0 DMG, Range 2*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ⨴2

Trick Blade
Lvl 2 expert crafted knife (*Counter, +0 ATT +4 DMG*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ⨴2

SCOUNDREL

Attribute Increase: +1 Influence, +1 Speed
Attribute Penalty (Mandatory): -1 to any one attribute except Influence, Operation, or Speed
Level One Abilities: You are a tricky individual who favors the element of surprise. You gain access to any 1 knowledge focus for which you meet the requirements. You also gain the *Battle Opportunist* ability, which grants the following:

- Add +2 DMG to attacks against *overpowered* and unaware targets.
- After or just before you *gain advantage*, you may move 4 squares at no AP cost
- If you choose the attack bonus effect from *gain advantage* add +3 ATT to your attack roll instead of +2.
- *Battle Opportunist* can be improved via general traits purchased at 4th and 7th level.

KNOWLEDGE FOCUS SUMMARIES (pick 2 powers per focus, full description on page 60)

Name	Summary	Requires
Computers	1. Hack digital networks; 2. Manipulate linked systems	Operation 2
Cooking	1. Make food that restores HP; 2. Make food that grants morale bonuses	Operation 0
Cybernetics	1. Create implants; 2. Scrap robots; 3. Manipulate/restore broken robots	Operation 3
Driving	1. Spaceship training; 2. Ground car training; 3. Cycle training; 3. Sky car training	Operation 0
Engineering	1. Build weapons; 2. Craft armor; 3. Repair vehicles; 4. Recover valuable scrap	Operation 3
Investigation	1. Hunt down targets; 2. Discover clues; 3. Make genius deductions	Operation 2
Locks	1. Manipulate locks; 2. Manipulate alarms	Operation 0
Medicine	1. Restore HP; 2. Craft drugs; 3. Treat illnesses	Operation 3
Navigation	1. Tharnaxist space; 2. Barbarian space; 3. Planets; 4. Shortcuts; 4. Hiding spots	Operation 0
Protocol	1. Dodge paying fees; 2. Forge documents	Operation 1
Psychology	1. Manipulate; 2. Sense Lies; 3. Negotiate	Operation 2
Social Groups	1. Gang etiquette; 2. Corporate Etiquette; 3. Pirate Etiquette; 4. Church etiquette	Operation 0
Survival	1.Arboreal surv.; 2. Desert surv.; 3. Ocean surv.; 4. Tundra surv.; 5. Urban surv.	Operation 1
Taxonomy	1. Common organisms; 2. Xeno organisms; 3. Mutant organisms	Operation 2

SUGGESTED NATURAL TALENT SUMMARIES (full description on page 67)

Name	Summary	Requires
Influence Fear	Use highest attribute when trying to intimidate others	-
Influence Personnel	Use highest attribute when lying to security/employees	-
Influence Thieves	Use highest attribute when lying to pirates and gangsters	-
Influence Wanderers	Use highest attribute when lying to dock masters and other sharpers	-
Operate Cooking	Stretch 1 meal into 2; use highest attribute for Cooking Knowledge Powers	-
Operate Navigation	Use highest attribute to reading maps and Navigation Knowledge Powers	-
Operate Survival	Use highest attribute to avoid natural dangers and Navigation Knowledge Powers	-
Operate Vehicles	Use highest attribute to increase velocity of vehicles and maneuvers checks	-

SUGGESTED EQUIPMENT PACKAGES (full list at end of chapter)

Dirty Merc
Retrofit rifle (*+1 ATT +3 DMG, Range 6*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₮2

Sneak Thief
Basic tool set (*picks locks, performs simple mechanical tasks*); Combat vest (*+3 Armor Defense, Speed Rating 3*); Retrofit pistol (*Guard, +1 ATT +1 DMG, Range 4*); 1 day of food; utility belt (*stores a small number of items*); crowbar; phone; ₮8

Trick Blade
Lvl 2 expert crafted knife (*Counter, +0 ATT +4 DMG*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₮2

THUG

Attribute Increase: +1 Combat, +1 Toughness
Attribute Penalty (Mandatory): -1 to any attribute except Combat or Toughness
Level One Abilities: Death has visited you more times than you can count, yet your innate martial prowess has kept you alive. You gain 1 weapon proficiency and 1 attack skill. You also gain an extra 4 maximum hit points. After character creation, you may purchase new attack skills with 1 less trait point.

WEAPON PROFICIENCY SUMMARIES (full description on page 35)

Name	Summary	Requires
Striking Proficiency	+1 ATT +2 DMG with melee weapons	-
Pistol Proficiency	+1 ATT with pistols	-
Rifle Proficiency	+1 ATT +1 DMG with rifles	-
Shotgun Proficiency	+1 ATT +1 DMG with shotguns	-

ATTACK SKILL SUMMARIES (full description on page 57)

Name	Summary	Requires
Brawler	Unarmed attacks deal +1 damage; throw one-handed weapons; disarm targets	Combat 1, Striking Prof.
Brutal Strikes	Sacrifice ATT for extra DMG with two-handed striking weapons	Combat 1, Striking Prof.
Deft Grip	Draw Striking weapons instantly; +1 ATT with two-handed weapons	Combat 1
Duelist	+1 AP & extra DMG if using one-handed weapon & no shield	Combat 1
Sharp Shooter	Ignore 2 points of cover when you *gain advantage* for ATT bonus	Combat 1, Pistol/Rifle Prof.
Shoot the Vitals	Get extra DMG with rifles	Combat 1, Rifle Prof.
Swinging Shot	Treat shotguns as Guard Attack weapons; extra DMG	Combat 1 Shotgun Prof.
Two-Fisted Fighting	Sacrifice ATT for extra an attacks with a second weapon	Combat 1
Wrestler	Bonuses to takedowns, deal damage during takedowns	Combat 1

SUGGESTED NATURAL TALENT SUMMARIES (full description on page 67)

Name	Summary	Requires
Influence Fear	Use highest attribute when trying to intimidate others	-
Influence Personnel	Use highest attribute when lying to security/employees	-
Influence Thieves	Use highest attribute when lying to pirates and gangsters	-
Influence Wanderers	Use highest attribute when lying to dock masters and other sharpers	-
Operate Cooking	Stretch 1 meal into 2; use highest attribute for Cooking Knowledge Powers	-
Operate Navigation	Use highest attribute to reading maps and Navigation Knowledge Powers	-
Operate Survival	Use highest attribute to avoid natural dangers and Navigation Knowledge Powers	-
Operate Vehicles	Use highest attribute to increase velocity of vehicles and maneuvers checks	-

SUGGESTED EQUIPMENT PACKAGES (full list at end of chapter)

Alley Carver
Lvl 2 expert crafted sword (*Guard, +0 ATT +6 DMG*); reinforced clothing (*+2 Armor Defense, Speed Rating 4*)

Dirty Merc
Retrofit rifle (*+1 ATT +3 DMG, Range 6*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₹2

Gunslinger
Two lvl 1 expert crafted fossil pistols (*Guard, +0 ATT +2 DMG, Range 3*); reinforced clothing (*+2 Armor Defense, Speed Rating 4*); utility belt (*stores a small number of items*); 1 day of food; phone; ₹8

Street Blaster
Fossil shotgun (*+2 ATT +0 DMG, Range 2*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₹2

Trick Blade
Lvl 2 expert crafted knife (*Counter, +0 ATT +4 DMG*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₹2

NATURAL TALENT TRAITS

Every sharper begins with 1 natural talent trait. This talent represents your characters skill at overcoming adversity - regardless of attributes. Select one that fits well with your character's origin story, found on page 67.

EQUIPMENT PACKAGES

Below is the full list of pre-chosen equipment packages. If you want to equip your character on your own, you have ₮200 to spend.

Alley Carver
Lvl 2 expert crafted sword (*Guard, +0 ATT +6 DMG*); reinforced clothing (*+2 Armor Defense, Speed Rating 4*)

Dirty Merc
Retrofit rifle (*+1 ATT +3 DMG, Range 6*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₮2

Chop Doc
Trauma kit (*₮32 of medical supplies, can heal HP*); extra medical supplies (*₮28 worth*); combat vest (*+3 Armor Defense, Speed Rating 3*); fossil pistol (*Guard, +0 ATT +1 DMG, Range 3*); 2 days of food; backpack (stores your goods); phone; ₮13

Gunslinger
Two lvl 1 expert crafted fossil pistols (*Guard, +0 ATT +2 DMG, Range 3*); reinforced clothing (*+2 Armor Defense, Speed Rating 4*); utility belt (*stores a small number of items*); 1 day of food; phone; ₮8

Gutter Psych
Retrofit pistol (*Guard, +1 ATT +1 DMG, Range 4*); combat vest *(+3 Armor Defense, Speed Rating 3*); 7 doses of Illuminix; phone; ₮21

Hacker
Basic tool set (*picks locks, performs simple mechanical tasks*); mobile hack deck (*manipulates computers, cracks networks*); reinforced clothing (*+2 Armor Defense, Speed Rating 4*); fossil pistol (*Guard, +0 ATT +1 DMG, Range 3*); 1 day of food; backpack (*stores your goods*); phone; ₮6

Sneak Thief
Basic tool set (*picks locks, performs simple mechanical tasks*); combat vest (*+3 Armor Defense, Speed Rating 3*); Retrofit pistol (*Guard, +1 ATT +1 DMG, Range 4*); 1 day of food; utility belt (*stores a small number of items*); crowbar; phone; ₮8

Street Blaster
Fossil shotgun (*+2 ATT +0 DMG, Range 2*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₮2

Trick Blade
Lvl 2 expert crafted knife (*Counter, +0 ATT +4 DMG*); combat vest (*+3 Armor Defense, Speed Rating 3*); utility belt (*stores a small number of items*); 1 day of food; phone; ₮2

FINAL DETAILS

1. **Write "2" in your Resolve pool, and "0" in your Cynicism score.** These are the standard starting totals for sharpers.
2. **Fill out all your defenses.** Just to the right of your attributes are *Toughness defense*, *armor defense*, and below those is *Nerve defense*. Toughness defense is your Toughness + 5. Armor defense equals your Toughness + 5 + bonus from any armor worn. Nerve defense equals Nerve +5.
3. **Fill in the detail on the armor you are wearing.** Make sure to note the armor's *max speed rating*. This is the highest your Speed can be while the armor is worn. If this lowers your Speed, write the new number in dotted square to the right of Speed
4. **Calculate your action points.** Below all your attributes is your action points. These are equal to your one half your Speed + 3 (rounded down).
5. **Calculate the ATT (Attack bonus) and DMG (Damage bonus) for any weapons you are carrying.** This workspace is to the right of your Hit Point Tracker. The ATT of the weapon equals your Combat + weapon ATT. The DMG is equal to your Combat + weapon DMG. Fill in the attack speed and range of the weapon as well.
6. **Check a box for every weapon proficiency acquired by your character.** These boxes are just below your weapons workspace. Make sure to include these bonuses in your weapon entries.
7. **Write down all your possessions and their location on your body or ship.** This is the box to the right of psychic powers. Make sure to mark how much money you have (in lurans), as well as how many days of food you have. These have a dedicated space at the bottom of the possessions box.
8. **Write a short draft of your origin story.** The bottom left of the second sheet is a place to put any relevant details from your character origin story.
9. **Keep track of Trait Points (TP).** These let you know when you level up, and are used to purchase new abilities.

CHARACTER ADVANCEMENT

At the end of each mission, characters receive *trait points* (TP) based on how risky the mission was. These points cannot be used to increase your attributes, but are used to purchase character traits. Traits can be purchased between game sessions, regardless of whether your character has leveled up or not.

Characters typically receive payment or loot for successful missions. **Equipment possessed by a sharper only resells for one-quarter the asking price.** Listed values may be adjusted at the GM's discretion.

LEVELING UP

Sharpers begin at 1st level, and may reach no higher than 11th level. Upon leveling:
- Increase your character's max HP by the HP/Level amount listed on your character sheet.
- Add +1 to any attribute of your choice. You man only level up the same attribute 5 times. Checkboxes are provided on your character sheet next to each attribute to help keep track.
- When you reach 4th or 7th level, you may select from a new tier of character traits.
- When you reach 11th level, your character no longer earns trait points.

Sharpers level by accruing trait points over several missions. Note:
- Every 4th trait point raises your character level by 1.
- A character need not spend, nor pool unspent trait points to level. For example, a 3rd level Brainiac has amassed 8 trait points over her career, spent 4 on knowledge focuses, and has 4 trait points to spend.
- Monitor the trait points you earn on the Level-Up Tracker of your character sheet.

REPLACING DEAD CHARACTERS

Sometimes a sharper's luck runs out. If your character dies and cannot be resuscitated, you may replace them with a character of equal level. Think of a good reason this sharper would suddenly join the team; perhaps to seek revenge for the previous character's death? See notes below for building and equipping characters beyond 1st level.

MAKING HIGH-LEVEL CHARACTERS

Whether replacing a wasted sharper or starting a new game with more experience, you may need to build a character starting beyond 1st level. Follow this process:
1. **Build a 1st level character as normal.** This includes all steps except choosing equipment.
2. **Set your Resolve to 2 and Cynicism to any amount desired.** You decide how hardened this sharper is.
3. **Begin advancing your character, one level at a time.** For example, when going from 1st to 2nd level, give your character 4 trait points and follow the "Leveling Up" process described above.
4. **Before advancing to the next level, you must spend at least 2 trait points.** To continue the example, when going from 2nd to 3rd level, you must spend at least 2 trait points on a Weapon Proficiency, General Trait, or some other ability you meet requirements for. Remaining points may be spent later.
5. **After your character is at the desired level, use the following chart to determine how many lurans you start with.** Note that replacement characters receive half the lurans of new ones. This is to prevent an automatic injection of wealth to a sharper crew whenever someone dies.

Level	New Character Starting Lurans	Replacement Character Lurans
2	₴250	₴200
3	₴400	₴200
4	₴600	₴300
5	₴1,000	₴500
6	₴1,800	₴900
7	₴3,100	₴1,550
8	₴4,900	₴2,450
9	₴7,100	₴3,550
10	₴9,800	₴4,900
11	₴13,000	₴6,500

Save some money for your ship!
When building a new sharper crew at high levels, don't spend all your lurans on personal equipment. You and your fellow players should set aside some funds to purchase upgrades for your spaceship.

WEAPONS & ARMOR

WEAPON RULES

The Galaxy is a dangerous place. Keep the following in mind:

- **Hands:** Without special upgrades, your character cannot wield more than 2 objects at the same time.
- **No Ammo:** Many weapons rely on expendable cartridges and bullets, but ammunition is cheap as free and easily replenished.
- **Weapon Proficiency Bonuses:** Some weapons apply special bonuses to ATT (attacks) and DMG (damage) once purchased with 2 trait points.
- **Guard:** Weapons with the *guard* ability grant 1 free attack per round when a target enters a square adjacent to you.
- **Counter:** Weapons with the *counter* ability grant 1 free attack per round after you are hit by an adjacent attack.
- **Range Increments:** Weapons represent range increments with grid squares. Attacking a target beyond your weapon's range increment incurs a cumulative -1 penalty on the attack roll for each additional increment needed to reach the target.

A NOTE ABOUT COMPLEX RULES

The weapon specific rules, such as the *line of site rules* for ranged weapons and the *scattering rules* for explosives, are included for tactical play. GM's and gaming groups emphasizing roleplay are welcome to abandon these rules.
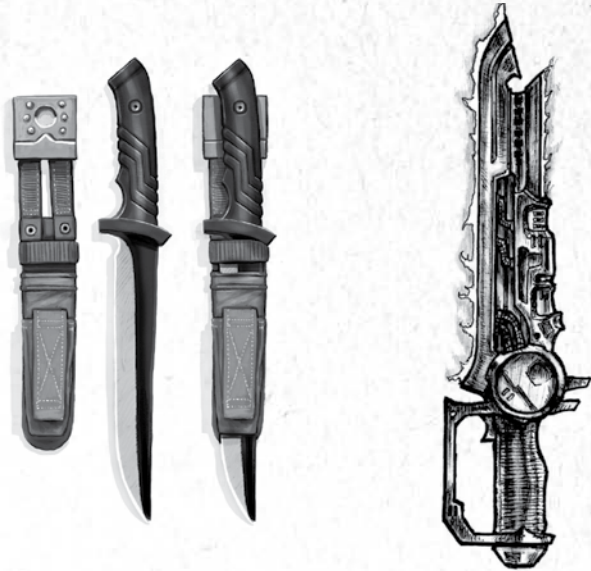
STRIKING CLASS WEAPONS

Weapon Proficiency Bonus: All striking weapon bonuses are increased +1 ATT and +2 DMG

Name	ATT/DMG	Ability	Hands	Type	Range Increment	Price
Fist	+0 ATT –3 DMG	-	0	Striking	-	-
Knife	+0 ATT +2 DMG	Counter	1	Striking	-	₹15
Club	+0 ATT +1 DMG	-	1	Striking	-	-
Sword	+0 ATT +4 DMG	Guard	2 (1)	Striking	-	₹60
Rip Sword	+1 ATT +5 DMG	Guard	2	Striking	-	₹140
Plasma Knife	+2 ATT +2 DMG	Counter	1	Striking	-	₹200
Plasma Sword	+2 ATT +5 DMG	Guard	2 (1)	Striking	-	₹400
Burst Glove	+1 /+3 ATT +4 DMG	Counter	1	Striking	-	₹800
Boost Fist	+2 ATT +6 DMG	-	1	Striking	-	₹900
Power Glaive	+3 ATT +9 DMG	Guard	2	Striking	-	₹1400

Fist: Your fists are only effective weapons if you are trained in the striking weapon class. In which case, your fists benefit from proficiency bonus. You may not enhance your fists with weapon customizations.

Knife: Any small blade. Gain +4 Speed on checks to conceal a knife.

Club: Any blunt object may be considered a club.

Sword: All varieties of heavy blades are considered swords. They may be wielded one-handed, but incur a -1 penalty to attack rolls when used this way.

Rip Sword: Heavy blade weapons with moving saw-teeth or vibro-enhancements are considered rip swords. Because of the heavy machinery built into these weapons, they are impossible for any sharper to wield one-handed.

Plasma Knife: A plasma knife is any small weapon retro-fitted with a super-heated edge or a controlled energy beam.

Plasma Sword: Plasma swords are heavy weapons with super-heated edges. A plasma sword may be used one-handed with a -2 penalty to attack rolls.

Shock Glove: Small weapons that deliver intense bursts of electricity at close range usually come in a glove or gauntlet form. Shock gloves grant +2 to attack rolls against robots and targets with rigged bodies.

Boost Fist: There are many high-tech bludgeoning weapons, but the smaller, commercial models use repulsion fields to accelerate the forward thrust of a cestus/glove.

Power Glaive: Any large, military-grade weapon that uses acceleration technologies like the boost fist is considered a power glaive.

RANGED WEAPON TECHNOLOGIES

Fossil: Any slug-firing weapon using gunpowder, such as an ancient hunting rifle. Fossils accessible by sharpers are cheap replicas — the original weapons are lost to the universe.

Retro-fits: Upgraded Fossils, or low-quality knock-offs of modern slug weapons.

Modern Slug: Magnetic flechettes and other modern slug weapons use more advanced ammunition and propulsion methods than gunpowder fossils.

Beam/Wave: Beam and wave weapons use super-heated light or high-frequency sonic bursts.

Arc: Delivering harmful static electricity at long range, Arc weapons receive +2 to attack rolls against robots and foes with rigged bodies.

Hellfire: Hellfire weapons are the highest tech category. They use an intense energy payloads like a controlled antimatter rifle.

PISTOL CLASS WEAPONS

Line of Sight Rules: If a bystander is between your weapon and your target, the latter gains +2 cover to armor defense. If you miss your target, but the attack is high enough to hit the bystander, they take damage instead.

Full Auto: Pistols and rifles can be upgraded with the *full auto* customization, granting them increased DMG and a bonus to *ranged takedowns*.

Weapon Proficiency Bonus: All pistol bonuses are increased by +1 ATT

Name	ATT/DMG	Ability	Hands	Type	Range Increment	Price
Fossil	+0 ATT +1 DMG	Guard	1	Ranged	3	₮40
Retro-fit	+1 ATT +1 DMG	Guard	1	Ranged	4	₮80
Modern Slug	+2 ATT +2 DMG	Guard	1	Ranged	4	₮140
Beam Pistol	+2 ATT +3 DMG	Guard	1	Ranged	5	₮300
Arc Pistol	+2/+4 ATT +3 DMG	Guard	1	Ranged	4	₮450
Hellfire Pistol	+3 ATT +4 DMG	Guard	1	Ranged	3	₮1300
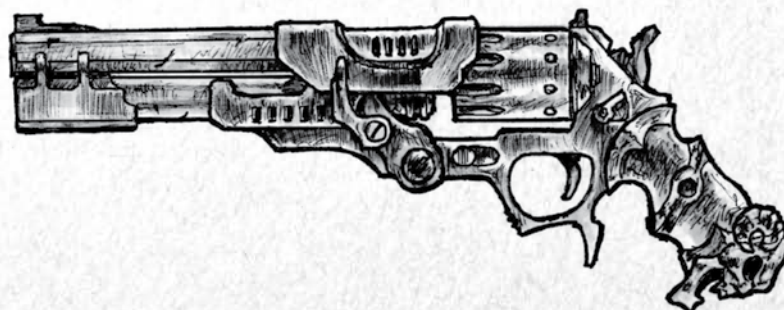
RIFLE CLASS WEAPONS

Line of Sight Rules: If a bystander is between your weapon and your target, the latter gains +2 cover to armor defense. If you miss your target, but the attack is high enough to hit the bystander, they take damage instead.

Full Auto: Pistols and rifles can be upgraded with the *Full Auto* customization, granting them increased DMG and a bonus to *ranged takedowns*.

Weapon Proficiency Bonus: All rifle bonuses are increased by +1 ATT and +1 DMG

| Name	ATT/DMG	Ability	Hands	Type	Range Increment	Price
Fossil	+0 ATT +3 DMG	-	2	Ranged	6	₮90
Retro-fit	+1 ATT +3 DMG	-	2	Ranged	7	₮110
Modern Slug	+2 ATT +4 DMG	-	2	Ranged	8	₮300
Beam Rifle	+3 ATT +5 DMG	-	2	Ranged	9	₮600
Arc Rifle	+3/+5 ATT +6 DMG	-	2	Ranged	8	₮750
Hellfire Rifle	+4 ATT +7 DMG	-	2	Ranged	8	₮1500
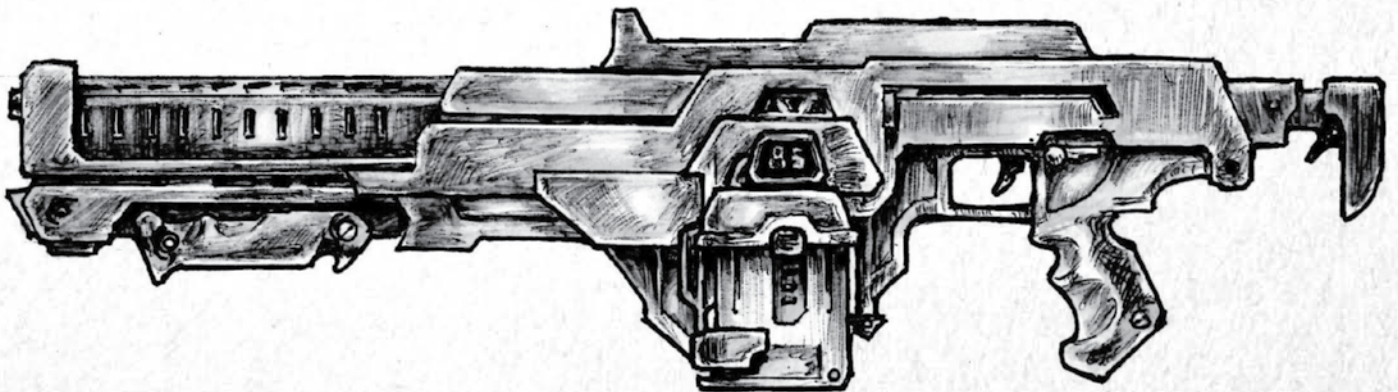
SHOTGUN CLASS WEAPONS

Line of Sight Rules: If a bystander is between your weapon and your target, the latter gains +2 cover to armor defense. If you miss your target, but the attack is high enough to hit the bystander, they take damage instead.
Spread Rules: Whenever you hit a target and the attack roll is high enough to hit adjacent bystanders, they take your total DMG without adding the dice result.
Weapon Proficiency Bonus: All shotgun bonuses are increased by +1 ATT and +1 DMG

Name	ATT/DMG	Ability	Hands	Type	Range Increment	Price
Fossil	+2 ATT +0 DMG	-	2	Ranged	2	₴110
Retro-fit	+3 ATT +0 DMG	-	2	Ranged	2	₴130
Modern	+4 ATT +1 DMG	-	2	Ranged	2	₴340
Wave gun	+5 ATT +1 DMG	-	2	Ranged	2	₴600
Arc Spreader	+5/+7 ATT +2 DMG	-	2	Ranged	2	₴750
Hellfire Blaster	+6 ATT +3 DMG	-	2	Ranged	2	₴1500
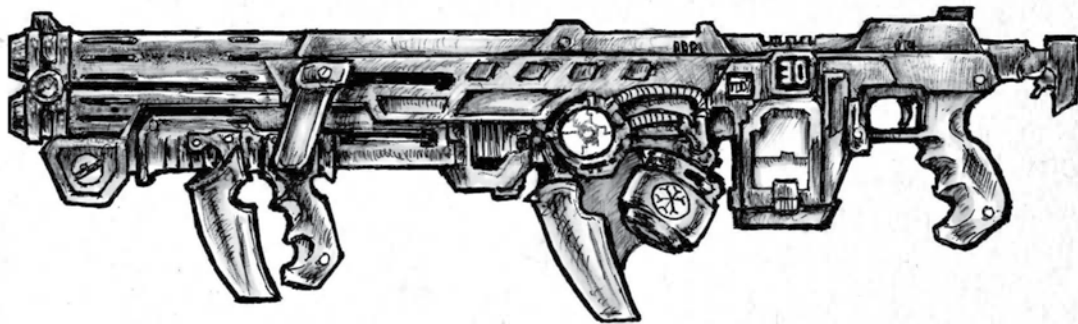
DEMOLITION CLASS WEAPONS

Weapon Proficiency Bonus: +4 to scatter checks.
Demolition class weapons are either planted or thrown at a range. Apply the following:

- **Planting Rules:** An explosive with no range increment may only be planted. Choose a location on the corner of a square to place it. This requires an Operation check higher than the difficulty listed in the weapon description, or else the explosive goes off. To detect placed explosives, make an Awareness check higher than the Operation check of the character that planted it.
- **Scattering Rules:** Explosives with range increments are thrown and immediately explode upon impact.
    1. **Choose the corner of a square on the battle grid.** Count the number of range increments between you and that square to set the action difficulty.
    2. **Make a Combat check.** If the value equals or exceeds the difficulty, you strike the square corner you chose. If not, the explosive shifts a number of squares equal to the action difficulty minus the failed Combat check.
    3. **Determine the direction of this shift by rolling the d10.** Check the results:
        1-2: It slides back toward you.
        3-4: It slides away from you.
        5-7: It slides to your right.
        8-10: It slides to your left.
- **When it explodes:** The character who armed the explosive makes an attack roll against each friend and foe caught in the blast. Thrown explosives require a typical attack roll, applying the Combat bonuses of the grenadier. Prepared explosives ONLY use the weapon's ATT and DMG with no bonuses from the planter.

Name	ATT/DMG	Ability	Hands	Type	Range Increment**	Price***
Frag grenade	+3 ATT +3 DMG	-	1	Explosive	1	₮60
IF grenade	+6 ATT +5 DMG	-	1	Explosive	1	₮100
Trip Mine*	+10 ATT +12 DMG	-	2	Explosive	Cannot be thrown	₮120
Stun Grenade	-	-	1	Explosive	1	₮40
Obliterator	+8 ATT +6 DMG	-	2	Explosive	2	₮600
Structural Charge*	+14/+19 ATT +18 DMG	-	2	Explosive	Cannot be thrown	₮800
Hellfire Grenade	+10 ATT +8 DMG	-	1	Explosive	1	₮900

*Only apply the listed attack and damage bonuses against anyone caught in the blast of mines and charges. Do not use the Combat attribute of the character that placed them. Make individual rolls against each target.

**The range increment of ranged demolition class weapons apply only for the purpose of determining scattering. It does not have an effect on the Combat check made against each character to damage those trapped in the blast.

***The price of all these weapons is for one-time use.

Frag grenade: Treat any small, thrown explosive as a frag grenade targeting a 4-by-4 square.

IF Grenade: Thrown explosives using powerful charges within ultra-hard casings count as Intense-Force (IF) grenades. It targets a 4-by-4 square.

Trip Mine: a medium-sized prepared explosive. An AD 8 Operation check is required to place one without setting it off. Trip mines may detonate on a timer, radio trigger, or when tripped by a character entering a the 4-by-4 square centered on the mine. To notice a placed explosive, roll an Awareness check above the Operation check of the preparer.

Stun Grenade: Any thrown weapon used to cause extreme sensory overload is considered a stun grenade. Make a Combat check against the Toughness defense of each character caught in the blast. Any character caught within the 4-by-4 square loses their next turn. Stun grenades cannot affect the same character twice in 1 round.

Obliterator: any ranged explosive weapons with substation payloads, such as a rocket-propelled IF grenade. Obliterators target a 6-by-6 square centered on the chosen corner.

Structural Charge: prepared explosives far exceeding the power of common trip mines. They gain an extra +5 attack bonus for the purpose of damaging walls and other structural elements like turrets. They target a 6-by-6 square centered on the chosen corner. Like mines, charges may detonate on a timer, radio trigger, or when tripped by a character entering a the 4-by-4 square centered on the mine. It requires an AD 16 Operation check to set the charge without causing it to go off. To notice a prepared explosive, a character must roll an Awareness check above the Operation check of the preparer.

Hellfire Grenade: Hellfire grenades, such as an antimatter grenade, are high-energy payload explosives capable of striking up to 4 squares of targets.

BODY ARMOR

Body armor grants bonuses to armor defense to resist damage from attacks. A character may only benefit from 1 set of armor at a time. Consider:

- **Armor Bonus:** This number increases your armor defense.
- **Maximum Speed:** Reduce your character's base Speed to this number as long as he or she is wearing the armor. This affects a character's AP/turn, Speed checks for stealth, and battle reflex rolls to determine turn order in combat.

Name	Armor Bonus	Maximum Speed	Price
Thick Clothing	+1	5	₹10
Reinforced Clothing	+2	4	₹40
Combat Vest	+3	3	₹70
Battle Armor	+4	2	₹110
War Shielding	+5	1	₹400
Ultra-Mesh Cloak	+6	1	₹700
Prodigravus Armor	+7	1	₹2000

Thick Clothing: A heavy jacket or vacuum-ready suit offers some protection from weapons.

Reinforced clothing: In the harsh universe of *Synthicide*, even designer clothes incorporate small armor plates and projectile-resistant fabrics into the apparel.

Combat Vest: Includes any form of light ballistic armor.

Battle Armor: Battle armor is full-body ballistic armor with added protection such as kneepads and pauldrons.

War Shielding: Any form of complex body armor using ultra-hard materials and heat-dispersion technology fall within this category.

Ultra-Mesh Cloaks: Cloaks or body suits constructed with this superior fabric are resistant both to heat and ballistic impact. No more inconspicuous than a trench coat, ultra-mesh cloaks are still quite heavy.

Prodigravus Armor: A relic from the Millennial War, this armor uses a material the Tharnaxist Priests have yet to replicate. Typically found in curio shops, it is occasionally appreciated for its intended purpose by weapons dealers.

SHIELDS

Like mobile cover, shields may be exploited for a defensive boost:
- **Cover Bonus:** Each shield grants a cover bonus that increases your armor defense against attacks. Use the higher of the two bonuses when granted cover by terrain and cover behind a shield.
- **Active use:** Spend 1 AP any time during your turn to don a shield. Unless activated, you receive no benefit from carrying a shield.
- **Can't block them all:** When you are attacked by several targets in the same round, the GM may decide your shield fails to protect you from every angle. If a disagreement arises, draw a straight line from both attacking targets to your character. If the second line passes through the opposite side of the square, then you can't defend against both attacks.

Name	Cover Bonus	Hands	Price
Riot Shield	+1	1	₹20
Ballistic Shield	+2	1	₹50

Riot Shield: This is a standard arm-slung shield.
Ballistic Shield: This is an oversized shield originally constructed for industrial and military applications. If you spend 2 AP to activate your shield instead of 1, an adjacent ally also gains the +2 cover bonus.

FORCE BARRIERS

The ability to scale force fields down to a personal, hand-held device was an important development in the galactic arms race. Though commercial force barriers are not particularly strong, relics of the last war can be found with much more impressive capabilities. Force barriers cast bright flashes of colored light when deflecting incoming attacks, but are otherwise invisible. Barriers are purely defensive and common to social gatherings of any caliber. Consider:
- **You can only wear 1 barrier:** It must be installed into your equipped clothing or armor.
- **Barrier HP:** When a physical attack overcomes your defenses, it damages your barrier HP instead of you.
- **Recovery:** At the start of your turn, your barrier regains HP, up to the maximum, equal to its recovery value.
- **Overload:** After a force barrier hits 0 HP, it overloads and quits functioning. Excess damage from any attack that collapses a barrier is inflicted on the wearer.
- **Recharge Rate:** A barrier resumes function after recharging for the listed duration.

Name	Barrier HP	Recovery	Recharge Rate	Price
Mark I	10	2	4 hours	₹100
Mark II	20	4	4 hours	₹200
Mark III	30	6	3 hours	₹450
Relic Barrier	60	12	2 hours	₹2000

Mark I: These barriers are weak, yet relatively cheap. Merchants or criminals with lurans might wear one to protect against ambushes. Weak barriers flash a dull red when struck by an attack.
Mark II: A little more lurans can buy significantly more protection. Important bodyguards or other well-funded combatants will generally carry a mark II barrier. They flash yellow when struck.

Mark III: A Mark III force barrier is the most advanced modern technology can produce. Important crime bosses or political figures might own mark III barriers, which flash blue when struck.
Relic Barrier: Usually reserved for powerful Tharnaxist Priests and their assistants, relic barriers can still be found on ruined core worlds or purchased from smugglers. They create high-quality barriers that are impossible to manufacture and flash a bright violet when struck.

WEAPON AND ARMOR CUSTOMIZATIONS

The armor and weapons previously listed are relatively standard-issue. Yet sharpers and their adversaries often modify equipment to accommodate their needs. Customizations do not stack with themselves, but may be upgraded. A customization may be applied once per weapon, but can improve upon an existing customization - such as when applying the expert crafting bonus. In those instances, reduce the price adjustment of the new customization by the value of the original.

Name	Applied to	Price Adjustment
Expert Crafting	Any weapon	‡30, ‡100, ‡350
Aim Assist	Any pistol or rifle	‡200, ‡600, ‡1400
Endo-Plating	Any armor	‡200, ‡600, ‡1400
Advanced Shrapnel	Any explosives	‡60, ‡200, ‡700
Full Auto	Any pistol or rifle	‡100
Miniaturized	Any weapon	Full base price
Lighter Materials	Any armor	Full base price
Bio-Mal	Any weapon	‡100, ‡300, ‡1000
Ion Corona	Any weapon	‡100, ‡300, ‡1000
Extended Range	Standard Rifles (not full auto)	Half of base price
Reaching Weapon	Any two-handed striking weapon	‡70
Psychic Conduit	Any weapon but explosives	‡200
Psychic Insulator	Any armor	‡350
Micro-edge Weaponry	Any striking weapon	‡100

Expert Crafting: Nanite-assisted fabrication can achieve a level of crafting precision and material strength otherwise impossible. Depending on your purchase, expert crafting may raise a weapon's bonuses by +1 DMG, +2 DMG, or +3 DMG.

Aim Assist: Sensors, servos, and a small computer are fitted to the weapon to help inexperienced shooters. Depending on the grade of purchase, you may calculate your weapon's ATT bonus as if your Combat is 1, 2, or 3. This effect is not additive. You must choose the weapon's Combat bonus or your own, not both.

Endo-Plating: The armor is lined with reactive, self-healing materials to absorb incoming attacks. Depending on the grade of purchase, you may calculate your armor defense as if your Toughness is 1, 2, or 3. This effect is not additive. You must choose the armor's Toughness bonus or your own, not both.

Advanced Shrapnel: Off-the-shelf explosives may be rigged to more devastating effect. Depending on the grade of purchase, increase the weapon's ATT bonus by +1, +2, or +3. This can be combined with expert crafting for even deadlier explosives.

Full Auto: This upgrade increases the firing rate of a gun. Penalize ATT by -1, but add +2 DMG. When you use the weapon to make a *ranged takedown* attempt against a target within 10 squares, use your Combat vs. the target's Speed to check for success, and may choose to take a 5 on the die instead of rolling.

Miniaturized: Add +4 to Speed checks made to conceal a miniaturized weapon, and reduce the number of hands required to wield the weapon by 1. A weapon that is already one-handed when miniaturized instead gains +8 to Speed checks for concealment, but remains one-handed. Small weapons, with destructive power comparable to their heavier kin, are challenging for an engineer to produce. The price adjustment of this customization is equal to the price of any weapon it's applied to.

Lighter Materials: This adds 2 to the maximum speed rating of any armor. Since the armor is an alloy of uncommon elements, the price adjustment of this customization is equal to the price of any armor it's applied to.

Bio-Mal: Toxins and radiation poisoning has extremely adverse effects on the body. The 3 possible levels add +1 DMG, +2 DMG, or +3 DMG to attacks against organics and cyborgs. A weapon cannot benefit from both Bio-Mal and Ion Corona.

Ion Corona: These weapons emit disruptive energies harmful to robots and force barriers. Add +2 DMG, +4 DMG, or +6 DMG to attacks against Synthetics, and active force and psychic barriers. A weapon may not be customized with both Bio-Mal and Ion Corona.

Extended Range: This upgrade doubles the range-increment of a rifle. The scopes, sensors, and stabilizers are expensive; the price adjustment of this customization equals half the price of any weapon it's applied to.

Reaching Weapon: Weapons with this upgrade are fitted with a telescoping hilt. This enables the wielder to attack foes from 2 squares away, potentially cancelling *guard attacks*. When attacking this way, the wielder suffers -2 ATT. A reaching weapon cannot be miniaturized.

Psychic Conduit: This upgrade uses special polymer films or unique crystal structures that are sensitive to vibrations and electromagnetic fields. Whenever activating the psychic power *Mind Blast*, the wielder may funnel the psychic energy through the upgraded weapon. This attunement takes time: mind blast demands 2 attack actions instead of 1. Add the range increment of the weapon to the effective range of the character's *Mind Blast* and add the weapon's damage bonus on a successful strike. A striking weapon with the psychic conduit customization may only be wielded against adjacent targets.

Psychic Insulator: Armors fitted with vibration-resistant nanotubes and non-conductive materials have a tendency to absorb psychic energy. This allows the wearer to add half of the upgraded armor's bonus to Nerve defense against psychic attacks. Characters wearing this armor are immune to the effects of any psychic conduit weapons used against it, requiring their assailant to make regular weapon attacks or an unaided *Mind Blast*. Characters who attempt to use psychic powers while wearing a psychic insulator suffer a penalty to their Influence checks equal to half the armor bonus.

Micro-edge Weaponry: This modifies a striking weapon with finely focused points to slip through armor more easily. Gain a +1 attack bonus with this weapon.
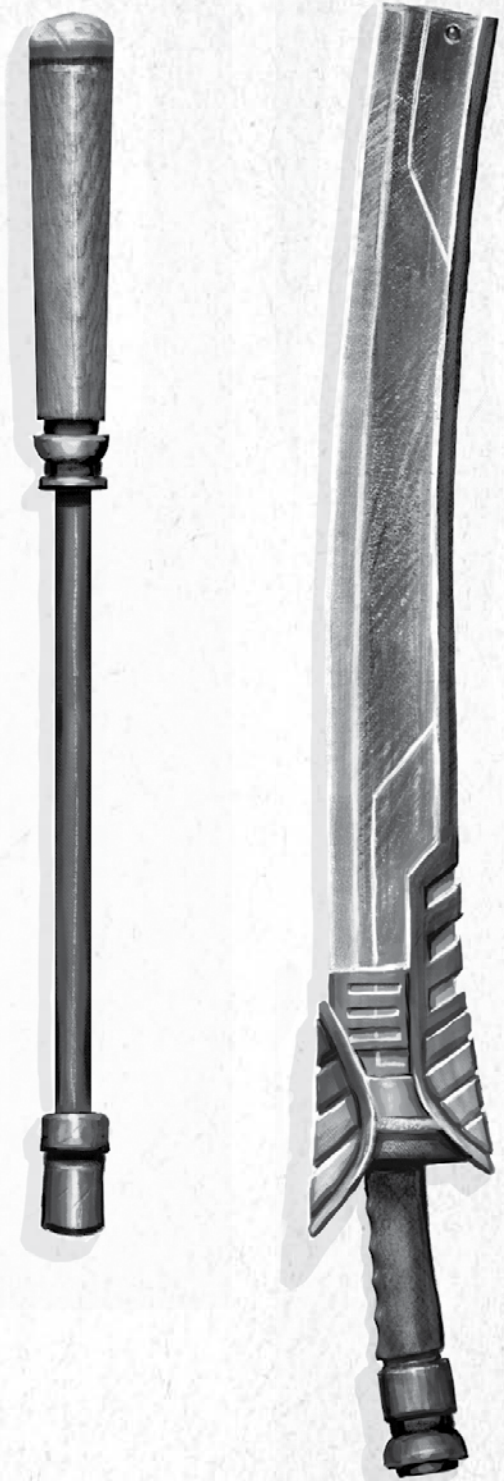
EQUIPMENT, GOODS, & IMPLANTS

EQUIPMENT RULES

Sharpers rely on equipment to see them through adventures – from crowbars and rope to hack-decks and combat-stims. Equipment doesn't always add a bonus to attribute checks, but may allow your character to take the action without obstruction. For instance, it would be impossible to remotely hack a computer without an interface, such as a mobile hack-deck. Yet a hacker terminal is an extremely powerful computer designed for remote hacking. Unlike the mobile hack-deck, the terminal adds a bonus to Operation checks made while using it.

Game groups should "play it by ear" when using items without detailed rules, such as industrial lubricant, ropes or phones. Decide with your GM what sort of limits and effects these have on the game.

GENERAL EQUIPMENT

Name	Price
Tape	₮2
Flashlight	₮2
Utility Belt	₮3
Phone	₮4
Crowbar	₮4
Rope	₮4
Backpack	₮5
Manacles	₮10
Industrial Lubricant	₮10
Grappling Hook	₮20
Metal Cable	₮50

Name	Price
Oxygen Tank	₮50
Smart Belt	₮70
Sticky Rope	₮70
Night Vision Goggles	₮50
Infrared Goggles	₮70
Binoculars	₮30
Spy Cam	₮80
Listening Device	₮60
Bug Detector	₮100
Bomb Detector	₮140

Tape: Any industrial strength adhesive tape falls into this category.

Flashlight: Illuminate up to 20 feet in a straight line.

Utility belt: Tool belts, holsters, and other utility belts may store up to 4 hands of weapons in addition to a reasonable number of tools, like a basic tool kit.

Phone: Affordable communication devices. Includes two-way walky-talkies, simplistic personal computers and satellite phones.

Crowbar: Just about any heavy, blunt metal instrument is effective at cracking crates open and forcing doors.

Rope: Any common binding material. Rope is easy to cut with simple sharp tools and typically comes in a roll of 50 feet.

Backpack: Any form of carrying device conveniently strapped to the body. Backpacks carry up to 7 hands of weapons and up to 3 small tool kits. Sharpers must spend 1 AP to put anything into the backpack and an additional 1 AP to take anything out of it (swapping to another weapon takes 2 AP).

Manacles: Used to bind targets, manacles increase the AD to escape bondage by +3.

Industrial Lubricant: Includes mineral oil or any other slick substance measured in gallons.

Grappling Hook: Sharpers use these to climb sheer surfaces.

Metal Cable: This version of rope is extremely difficult to cut without the proper tools, but it supports much more weight. Cables are typically cut to lengths of 100ft.

Oxygen Tank: Each tank supplies 5 hours worth of breathable air. Essential for organic exploration of space, oceans, and almost every planet in the universe.

Smart Belt: Using magnetism to fasten equipment, characters may draw or stow 1 item from a smart belt each turn without spending AP. Up to 4 hands of weapons or 4 common tool kits may be attached to a belt.

Sticky Rope: The ends of a sticky rope are doused in a special adhesive that molecularly bonds to any surface. Add +3 to Combat checks made to successfully attach it to a surface - even a ceiling or solid wall.

Night Vision Goggles: Allows the user to see in complete darkness, but not in color.

Infrared Goggles: The wearer may see in "heat vision." Infrared goggles grant +2 to Awareness checks made to detect body heat and anything of comparable temperature.

Binoculars: Gain up to 100x magnification on far away objects.

Spy Cam: Transmits video recordings to a receiver up to 4 miles away. Easily hidden within a room or satchel, spy cams transmit flat video with a 90° field of view.

Listening Device: This item transmits sound from a high-sensitivity frequency analyzer to a receiver within 4 miles.

Bug Detector: Radio frequency detectors are often repurposed to locate surveillance equipment. Adds +4 to Awareness checks made to search for spy cams or listening devices.

Bomb Detector: Used to locate explosives, bomb detectors adds +4 to any checks made to search for trip mines or structural charges.

TOOL SETS

Name	Price
Basic Tool Set	⨡30
Cooking Supplies	⨡20
Crafting Set	⨡80
Advanced Tool Set	⨡120
Crafting Components	Varies
Synthetic Components	Varies
Mobile Hack Deck	⨡40
Hacker Terminal	⨡150
Ship Repair Kit	⨡700
Trauma Kit	⨡40
Medical Supplies	⨡4/per check
Infirmary	⨡120

Basic Tool Set: Easily transported and used for common repairs and the disabling of traps and locks.

Cooking Utensils: A self-contained set of pots, pans and a portable thermal stove. Since most spaceships house a kitchen, these tools are only necessary for cooking in the field.

Crafting Set: An elaborate tool set for assembling components, such as weapon customizations. It takes up most of a small room.

Advanced Tool Set: High-tech weapons, such as a hellfire rifle or a beam pistol require access to both a crafting set and an advanced tool set. Like a crafting set, these tools take up most of a small room, but may share the same space.

Crafting Components: Some characters have the ability to craft items. Each one specifies what type of material is needed and what value of the materials must be spent to craft an item. For example, crafting cybernetic implants requires cybernetic supplies of a value equal to half the item you are trying to create.

Synthetic Components: May be used in place of other components for any application, from crafting weapons to repairing Synthetics. Component costs per use are listed under any crafting power.

Mobile Hack Deck: This small computer may access wireless networks and interface with electronics. Effective at bypassing digital security, hack decks are small enough to fit in a pocket.

Hacker Terminal: This computer is rather large and needs to be connected to a ship power supply or some other energy source. It aids the remote accessibility of sensitive systems, adding +3 to *Computer* Operation checks.

Ship Repair Kit: A large set of tools carried aboard a ship. Use it to make repairs to your own ship after any close calls, or emergency repairs on the fly.

Trauma Kit: This is good for field surgery to treat minor injuries. It's large enough to fill half of a backpack and comes fully stocked with its maximum load of ⨡32 worth of medical supplies.

Medical Supplies: Modern medicine treats injury with healing accelerant, wound sealant and artificial adrenaline. Any *medicine* Operation check to restore HP or counteract ailments consumes ⨡4 of supplies. Resuscitating a dead character consumes ⨡400 worth of supplies.

Infirmary: Demanding a whole room, infirmaries can handle more extreme medical emergencies - even reviving organic and enhanced characters from death. An infirmary comes fully stocked with its maximum capacity of ⨡100 worth of medical supplies.

GOODS AND SERVICES

Name	Price
Basic Meal	₮5
Nice Meal	₮15
Extravagant Meal	₮55
Groceries	₮30
Basic Entertainment	₮10
Nice Entertainment	₮70
Extravagant Entertainment	₮150
Basic Clothes	-
Nice Clothes	₮50
Expensive Clothes	₮150
Basic Medicine	₮15/level
Moderate Medicine	₮30/level
Advanced Medicine	₮60/level
Groundcar cab fare (within city)	₮15/passenger
Skycar cab fare (within city)	₮30/passenger
Skycar cab fare (any destination)	₮100/passenger

Basic Meal: Fast, affordable food for 1 person. Literally processed gruel.

Nice Meal: Any mid-priced, sit-down restaurant falls into this category. Might include vegetables.

Extravagant meal: A sharper would dress nicely to make an impression at a high-end restaurant like this. The food may be off-world or even organic, and may include meat.

Groceries: One week per individual. Home cooking is very cost-effective; most modern groceries are processed pastes and starches, and keep for extremely long periods of time.

Basic Entertainment: Includes a few drinks at a cheap bar or a ticket to a flick.

Nice Entertainment: Concert tickets, gambling binges, and club outings all fall into this category.

Extravagant Entertainment: Backstage passes to an interplanetary pop-concert, a spa treatment, or more worldly, epicurean pleasures.

Basic Clothes: Simple and functional clothes are easy to come by and do nothing to raise the social capital of a sharper.

Nice Clothes: Make it easier to access more exclusive social circles. Nice clothes are made of fabrics that reflect dirt and stains, and they are tailored to be more fitting.

Expensive Clothes: While bright colors are not in vogue, complex and garish patterns, as well as wild cuts and unnecessary flowing fabric are considered fashionable. Expensive clothes are almost impervious to stains and odor.

Basic Medicine: Treatment graduates in price based on the level of the character. The more renowned and wealthy a someone is, the more a medical facility will gouge them for money. Each application restores half of a living character's hit points, not exceeding their maximum HP. Basic medicine also alleviates minor illnesses and basic poisons.

Moderate Medicine: Each treatment restores all of a living character's hit points, not exceeding their maximum hit points. It may also alleviate moderate illnesses and potent poisons.

Advanced Medicine: Treats serious illnesses and acute poisons. Advanced medicine can resuscitate a dead sharper to maximum hit points. The character must not have died a number of days ago greater than their level, and their remains must be mostly intact. They must also spend 1 Resolve point.

Cab Fare: Cab fare depends on vehicle and destination. Players tempted to rob a cab driver should keep in mind most of them are protected by gangs and corporations, and their vehicles typically live-stream camera footage to a central security station.

ILLEGAL GOODS AND SERVICES

The following table of goods and services are illegal in any world with a strong Church influence. While Priests and enforcers generally don't investigate consumption of the following, producers and distributors are sentenced with cruel and unusual punishments - many worse than death.

Name	Price
Illuminix	₮5
7-lights	₮25
Feast Pills (10)	₮5/Food
Cheap Documents	₮10
Nice Documents	₮50
Perfect Documents	₮500
Record Expunge	₮1000
Re-deco	₮200

Illuminix: Psychic powers were not spontaneously developed in mankind. Instead, they are the horrific consequence of mind-altering, brain-enhancing chemical research. Any character gifted/cursed with psychic power, must consume 1 dose of Illuminix each day or suffer a -2 penalty to all attributes until their next dose. Illuminix possession is a petty crime the Church often abuses to escalate investigations and interrogations.

7-lights: Many dealers exploit the Illuminix by offer bulk rates, enabling a user to purchase 7 doses for only the price of 5.

Cheap Documents: Cheap documents may be a cargo manifest, ship license, or identity file – anything can be faked by the right guy. This set requires an attribute check, Operation AD 12, to recognize it as fake. Possession of fake documents is a moderate charge and usually comes with a fine of triple the forgery's asking price. Fake documents are often used to hide more serious crimes, which will carry their own consequences when discovered.

Nice Documents: A skilled forger is needed to make these. Inspectors must overcome an Operation AD 15 to recognize it as fake.

Perfect Documents: These documents seem more legitimate than the originals. One must overcome an Operation AD 21 to recognize it as a fake.

Record Expunge: Fake documents aren't useful if other records conflict with them. A record expunge can rewrite the entire public file on a person or documented event. Physical or private copies of information remain in existence and are challenging to track down. Purchasing or performing an expunge is illegal and often results in extended jail time in labor camps.

Re-deco: The most reliable way to avoid detection is with a new face. Simple cosmetic surgery is legal, but any obvious attempt to alter or obscure your identity from the Church is a severe offense, with conviction resulting in a ₮400 fine and your altered appearance updated in your public file.
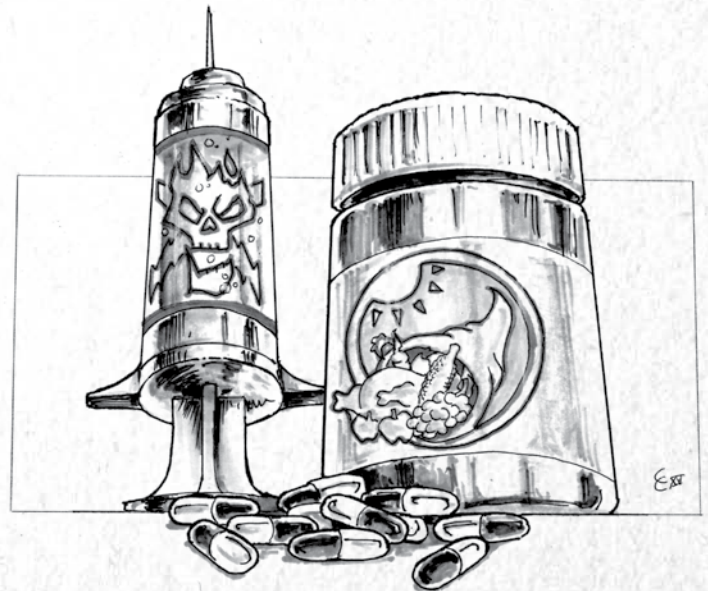
DRUGS & POISONS

The Tharnaxist regime categorizes drugs into 3 groups:

Basic Substances are uncontrolled and may be freely sold and purchased.

Potent Substances are dangerous materials only carried by Tharnaxist officials. Possession results in high fines and limited incarceration.

Acute Substances are remarkably illegal. Possession of an acute substance often results in life sentencing and death.

Ingested drugs may be mixed into food or drink.

Injected drugs are administered by syringe or poured onto an open wound. Attacking with a syringe may call for an opposed Speed check or Combat check.

A sharper who ingests poison must succeed in a Toughness check against the **Action Difficulty** on the table below to overcome its effect. The AD is also used for Operation checks to eliminate the symptoms, so long as the character is specialized in the *Medicine* knowledge focus. **Unless noted, drugs and poisons don't affect Synthetics.**

Multiple doses of the same poison have additive effects. For example, a victim could receive -8 Awareness from 2 doses of Quicksilver. The victim rolls Toughness separately for each dose.

If a poison victim ever has **-5 or worse in an attribute**, the GM can decide the victim falls unconscious or dies instantly.

All drugs last for a **duration**, or the amount of time the symptoms affect a sharper. If you need to convert minutes to rounds, a round of battle is roughly 10 seconds.

Finally, all drugs have a **price**. The value of lurans listed here allows purchase of a single usable dose of poison.

Name	Category	Introduction	AD	Duration	Price
Feast Pills (10)	Basic Drug	Ingested	–	48 hours	₴5 worth of food
Neuro-Spike	Basic Poison	Ingested	5	1d10 minutes	₴30
Amp	Basic Drug	Injected	–	1d10 minutes	₴30
Rapid	Basic Drug	Ingested	–	1d10 minutes	₴80
Antidote U	Basic Drug	Ingested	–	1d10 hours	₴60
Slow Fever	Basic Poison	Injected	7	1d10 minutes	₴30
Ion Stun*	Basic Poison	Injected	9	1d10 rounds	₴30
Quicksilver	Basic Poison	Injected	9	1d10 minutes	₴60
Cyoptic Blinder	Basic Poison	Injected	11	1d10 minutes	₴60
Illuminix	Potent Drug	Either	–	24 hours	₴5
R-boost	Potent Drug	Injected	–	1d10 rounds	₴80
N+	Potent Drug	Ingested	–	1d10 minutes	₴120
Focus	Potent Drug	Ingested	–	1d10 minutes	₴120
Core Rot	Potent Poison	Ingested	12	Until cured	₴200
Irradiated Saline	Potent Poison	Injected	14	1d10 minutes	₴300
Cynapse Interceptors†	Potent Poison	Injected	16	1d10 rounds	₴300
Kamikaze	Potent Drug/Poison	Ingested	16	1d10 rounds	₴600
Muto Acid	Acute Poison	Either	16	Until cured	₴1000
Tech Eater†	Acute Poison	Injected	16	Until cured	₴1000

* Affects Synthetics and rigged characters, but not full organics.
† Affects only Synthetics.

Feast Pill: Pan Traders exchange feast pills for 1 meal of food. The listing price assumes 10 pills. For 24 hours, the consumer experiences no appetite and suffers no penalty for starvation. Feast pills do not prevent starvation and consumables other than feast pills are rejected until 48 hours after the effects wear off.

Neuro-Spike: This poison attacks the victim's senses and reasoning, resulting in -3 Awareness and -3 Nerve.

Amp: Helps people resist damage, restoring the user 20 HP. When the duration ends, however, the user receives 20 damage.

Rapid: Instantly increases reaction speeds. The user gains +2 battle reflex. However, when the duration ends, the user loses both this effect and takes 10 damage.

Antidote U: Instantly grants the user +2 to Toughness checks to resist poison and disease. When the duration ends, the bonus is lost.

Slow Fever: Raises a high fever and weakens the muscles quickly, resulting in -3 Combat and -3 Toughness.

Ion Stun: This special, electrically charged polymer confuses and delays artificial nervous systems, resulting in -2 Awareness, -2 Combat, and -2 Speed for robots and rigged bioclasses.

Quicksilver: A solution of saline and pure mercury that obscures sight and slurs speech, resulting in -4 Awareness and -3 to Influence.

Cyoptic Blinder: This poison affects Synthetics. It is a liquid full of nanites that seeks out the optical centers of a robot, resulting in -5 Awareness.

Illuminix: Allows users to access psychic powers. If you have psychic powers, you are addicted to this drug. When the day ends, you suffer -2 to all attributes and cannot use psychic powers until you take another dose.

R-Boost: This drug makes you a maniac in battle. It instantly grants +1 Combat and -3 Awareness. When the delay ends, you suffer -2 Combat for another set of rounds equal to the duration.

N+: Reduces the sensations of fear and guilt. The resulting confidence grants you a +1 to Influence checks in social situations. When the duration ends, you lose the effect and suffer -4 Awareness for another set of rounds equal to the duration.

Focus: Helps you tune out distractions and access memories. This results in a +1 to Operation checks. When the duration ends, you lose the effect and suffer -4 Speed for another set of rounds equal to the duration.

Core Rot: This poison attacks internal organs, causing pain and fatigue. This results in -3 Toughness, deals the target 20 damage and deals another 20 damage every hour until it is cured. Counteracting the poison removes the penalty and prevents further damage, but does not undo any damage already done.

Irradiated Saline: Causes immediate radiation poisoning and weakness, resulting in -5 Combat and -5 Toughness.

Cynapse Interceptors: This poison affects Synthetics. It is a liquid full of nanites that attempts to shut down a robot's entire system, resulting in -5 Toughness, -5 Combat, and -3 Speed.

Kamikaze: This is a highly dangerous drug used for suicide missions. Throughout the duration, you heal 10 HP every round. When the duration ends, you must overcome a Toughness AD of 16 or lose 100 HP. If this brings you into the negative, you do not die, but any further damage kills you.

Muto Acid: A very weak variant of the original Prodigravus retrovirus, temporarily mutating and disfiguring the victim. To determine its effects, roll 1d10. On an even roll, your character is severely deformed, suffering a -4 to Influence checks in social situations. On an odd die result, your character develops a visible handicap, suffering -2 to attack rolls, -2 to Toughness checks and -2 to Influence checks in social situations. The GM determines how the mutation physically manifests – it could be something like fused fingers, pus-covered skin or fused eyelids. Even after a successful Operation check is made to remove the effects of this poison, the mutation persists until the characters next level-up.

Tech Eater: This poison affects Synthetics. The substance is a liquid containing nanites that was developed by enemies of the Church. It is designed to attack a robot's cybernetic systems and brains. It deals 12 damage per round until cured. Counteracting the poison prevents further damage, but does not undo damage already done.

BODY CYBERNETIC IMPLANTS

These items permanently raise a character's base attribute. You may only benefit from 1 of each of the following enhancements. The cost of installation is included in the price of the cybernetic enhancement. Some implants have add-ons. These optional improvements can only be purchased once and do not occupy an extra slot.

Body Cybernetic Implants

Name	Price
Bionites	⨾80
Combat Circuits	⨾120
Cyber Eyes	⨾80
Twitch Muscle	⨾150
Storage Compartment	⨾70
Finger Tools	⨾120
Retractable Weapon	⨾100
Respirator	⨾80
Extra Limb	⨾100
Jump Jets	⨾200

Bionites: These nanites live in your blood, promoting a healthy body. They raise Toughness by 1. Add-ons:
- *Enhanced nano-connectors (⨾240)*: The Toughness bonus for this implant increases from 1 to 2.
- *Drug storage (⨾80):* When you knowingly consume a drug, you may reserve the effect in your nanites for later use, rather than benefitting immediately. Three drug doses may be stored at a time. You must activate an old dose before storing a new one.
- *Recovery functions (⨾100):* You don't bleed out when left wounded after a battle. Also, you regain an extra 5 HP per week from natural healing.

Combat Circuits: Applied to a users skin, this combination of hardwired muscle memory and micro-servos raise the user's Combat by 1. Add-ons:
- *Enhanced protocol (⨾360):* The Combat bonus for this implant increases by 1.
- *Exo-lifts (⨾100):* Additional micro-servos grant you +2 to any Toughness checks involving feats of strength, such as lifting objects, forcing open doors, etc.
- *Burn Protocol (⨾180):* Hormones and overdriven servos create temporary strength, but damage your body. At any time before making a Toughness check, you may burn HP to gain a bonus. For each 10 HP you burn, add +1 to the roll.

Cyber eyes: raise a user's Awareness by 1 and allows them to see in total darkness. The existing cyber eyes of Hardshells are improved by this implant . Add-ons:
- *Enhanced sensors (⨾240):* The Awareness bonus for this implant increases from 1 to 2.
- *Infrared (⨾40):* This allows you to see in "heat vision." It grants you a +2 to Awareness checks to detect anything that gives off body heat or objects with similar temperatures.
- *Optic Zoom (⨾30):* This allows you to gain up to 10x magnification on far away objects.
- *Eye Interface (⨾10):* This overlays your vision with the display of any associated computer devices, such as your phone or a hack deck.

Twitch Muscle: This Synthetic twitch muscle fiber is blended with natural muscle and raises the user's Speed by 1. Add-ons:
- *Enhanced fibers (⨾450):* The Speed bonus for this implant increases from 1 to 2.
- *Catfoot program (⨾150):* muscle-level programming helps you move more quietly, granting +2 to Speed checks to avoid being heard.

Storage Compartment: A hidden compartment is installed in your body and is Awareness AD 5 to be detected during a stripped search. You may store a small toolkit or medical kit inside, as well as a single one-handed weapon. Add-ons:
- *Skin seal (⨾40):* The compartment is even harder to find and requires an Awareness check, AD 12, to detect during a stripped search.

Finger tools: A series of multi-tools can spring from your fingers and are Awareness AD 5 to be detected during a stripped search. You count as constantly carrying a basic tool kit. Add-ons:
- *Micro-extended kit (⨾300):* More advanced, much smaller tools can spring forth from your hands and forearms. You count as carrying a crafting set of tools.
- *Skin seal (⨾40):* Presence of these tools is even harder to detect, and is Awareness AD 12 to be detected during a stripped search.

Retractable weapon: A single-handed weapon may be installed into this hidden system that requires an Awareness check, AD 5, to detect during a stripped search. It allows you to draw the weapon into the hand for no AP. Sharpers cannot be disarmed of the implanted weapon. Add-ons:
- *Skin seal (⨾40):* Presence of this weapon is even harder to detect, and is Awareness AD 12 to be detected during a stripped search.

Respirator: A metallic system of valves covers your mouth and nose. You are immune to the effects of toxic gases and can store up to four hours of oxygen. Add-ons:
- *Vacuum ready (⨾100):* A sealant is applied to your skin and eyes, acclimating you to the effects of space vacuum.

Extra Limb: An extra cybernetic limb. Additional purchases of this upgrade stack. Extra limb only grants 1 additional hand to hold items. You do not gain extra actions, and must spend AP as normal to activate attacks and other actions.

Jump Jets: Small boosters are installed in your calves and shoulder blades, enabling you to fly. You may spend a full turn in battle to fly 15 squares and gain a velocity of 8 in a vehicle battle. These jets are easily noticed by casual observers. Add-ons:
- *Accelerated (⨾500):* You gain a velocity of 14 during vehicle battles.
- *Retractable (⨾50):* Your jets can fold in to disguise themselves, requiring an Awareness check, AD 9, to spot during a strip search.

BRAIN CYBERNETIC IMPLANTS

These items permanently raise a character's base attribute, meaning that the bonus applies to anything that would rely on that attribute, including general rolls. The cost of installation is included in the price of the cybernetic enhancement. Some implants have add-ons. These optional improvements can only be purchased once and do not occupy an extra slot.

Name	Price
Cortex Plug	⨍60
Data Stores	⨍90
Ventromedial Implant	⨍80
Eidetic Memory Core	⨍80
Auto pilot	⨍120
Limb Module	⨍150

Cortex Plug: This brain enhancer increases social awareness. It raises the user's Influence by 1. Add-ons:
- *Enhanced algorithms (⨍180):* The Influence bonus for this implant increases to 2.
- *Psychic slot (⨍200):* This implant comes pre-installed with a single level 1 psychic power of your choice, whether or not you meet the requirements. You are Illuminix-dependent, like other psychics, for as long as you have this implant installed.

Data Stores: More data means more knowledge. Data stores raise a user's Operation by 1. Add-ons:
- *Multi-boards (⨍270):* The Operation bonus for this implant increases to 2.
- *Computer interface (⨍50):* You can interface your brain directly into computer systems. Your brain counts as a mobile hack deck sans wireless capability.
- *Skull phone (⨍40):* A mind-controlled communicator is installed in your brain, allowing you to send and receive messages and phone calls. Your voice sounds distant and eerie when communicating this way.

Ventromedial Implant: This upgrade makes the mind more resilient. It increases Nerve by 1. Add-ons:
- *Synapse auto-repair (⨍240):* The Nerve bonus for this implant increases to 2.
- *Psychic shielding (⨍100):* Reduce the damage you take from psychic attacks by 5.

Eidetic Memory Core: This upgrade lets you automatically store and recall all sensory information you experience. You can relive any memory of events that occurred while you had the implant and can ask the GM for additional details that you may have missed at the time. Add-ons:
- *Mental Projection (⨍200):* Tricorder sensors grant your memories a 360° field of vision. When reliving memories, you can rotate your field of view to glean new information. This requires a successful roll against an Awareness AD set by the GM.

Auto Pilot: A computer allows your body to carry out simple tasks while you sleep, such as standing guard or driving a ship in calm situations. You can set the computer system to wake you when necessary. Add-ons:
- *Complex Procedure (⨍100):* Choose 1 knowledge power you have. You can command your computer to carry out those tasks while you sleep and to wake you if circumstances change. This add-on can be installed up to 5 times. Each instillation grants a new knowledge power.

Limb Module: A somatic control upgrade that allows you to gain extra benefit from additional cybernetic limbs. You gain 1 AP every turn to spend on any action involving extra limbs. Add-ons:
- *Advanced Control (⨍300):* You gain 2 AP to spend on extra limbs each turn.

CHARACTER TRAITS & POWERS

TRAIT DETAILS

Sharpers use acquired trait points to purchase character traits. A sharper may not acquire character traits in the middle of a fight or a mission. Characters may select any trait, provided they meet the requirements, but may not select the same trait twice unless otherwise noted. Aspect does not limit sharpers in their choice of character traits. Note:

Range: the maximum distance a power can affect a friend or foe. Unlike weapons, a power may not exceed the boundaries of the listed range.

AP cost: the amount of AP expended by activating the power.

TRAIT POINT COST

Name	Points
Weapon Proficiencies	2
Attack Skills	4
Psychic Powers	4
Knowledge Focuses	3
Tactical Powers	4
Mutations	Varies
General Traits	2
Natural Talent Traits	4

WEAPON PROFICIENCIES

Name	Requires
Striking Proficiency (+1 ATT +2 DMG)	None
Pistol Proficiency (+1 ATT)	None
Rifle Proficiency (+1 ATT +1 DMG)	None
Shotgun Proficiency (+1 ATT +1 DMG)	None
Demolition Proficiency (+4 vs. scattering)	None

LVL 1 ATTACK SKILLS

Name	Requires
Brawler	Combat 1, Striking Weapon Proficiency
Brutal Strikes	Combat 1, Striking Weapon Proficiency
Deft Grip	Combat 1, Striking Weapon Proficiency
Duelist	Combat 1
Sharp Shooter	Combat 1, Pistol or Rifle Weapon Proficiency.
Shoot the Vitals	Combat 1, Rifle Weapon Proficiency
Swinging Shot	Combat 1, Shotgun Weapon Proficiency
Two-Fisted Fighting	Combat 1
Wrestler	Combat 1

LVL 1 PSYCHIC POWERS

Name	Requires
Fade	Influence 2, Organic mind
Psychic barrier	Influence 2, Organic mind
Mind Burst	Influence 1, Organic mind
Phantasm	Influence 3, Organic mind
Push	Influence 1, Organic mind
Read Thoughts	Influence 2, Organic mind
Teleport	Influence 1, Organic mind
Trick	Influence 1, Organic mind
Wyrd Speech	Influence 1, Organic mind

LVL 1 TACTICAL POWERS

Name	Requires
Assist	Awareness 2
Back Up	Awareness 2
Courage	Nerve 1
Flank	Awareness 3
Hustle	Nerve 2
Inspirational Influence	Nerve 3

LVL 1 KNOWLEDGE FOCUSES

Name	Requires
Computers	Operation 2
Cooking	Operation 0
Cybernetics	Operation 3
Driving	Operation 0
Engineering	Operation 3
Investigation	Operation 2
Locks	Operation 0
Medicine	Operation 3
Navigation	Operation 0
Protocol	Operation 1
Psychology	Operation 2
Social Groups	Operation 0
Survival	Operation 1
Taxonomy	Operation 2

LVL 1 MUTATIONS

Name	Requires
Acid Blood	Organic body, Toughness 1
Anaerobic	None
Defensive Spines	Organic Body
Dread Visage	None
Freakish Deformity	None
Hibernation	Toughness 0, Nerve 0
Iron Gut	Organic Body
Mega Grip	Organic Body
Natural Psychic	Organic Brain, Influence 1
Perfect Sneak	Speed 1
Pheromones	Influence 1
Power Tackle	Toughness 1
Predictive Reflexes	Organic Body, Speed 2
Super Senses	Awareness 2
Runner	Speed 2
Tough Guy	Toughness 0, Organic Body
Vampirism	Organic Body
Veil Shape	Organic Body

LVL 1 NATURAL TALENTS

Name	Requires
Influence Fear	None
Influence Peace	None
Influence Personnel	None
Influence Thieves	None
Influence Wanderers	None
Operate Cooking	None
Operate Navigation	None
Operate Survival	None
Operate Vehicles	None

LVL 1 GENERAL TRAITS

Name	Requires
Armor Trained	Combat 2
Athlete	Toughness 0
Convincing	Influence 3
Cynical Bastard	None
Dumb Luck	None
Escape Artist	Speed 2
Good Reflexes	Speed 2
Hard Kill	Toughness 0
Impersonator	Influence 3
Life of the Party	Influence 0
Martial Defense	Combat 1
Motivated	None
Observant	Awareness 2
Quick Hands	Speed 2
Resilient Mind	Nerve 1
Rope Walker	Speed 2
Running Attack	Speed 2
Sudden Sword	Speed 3
Studious	Operation 1
Twitchy	Awareness 2, Speed 2
Tight knots	None
Unarmored Fighter	Awareness 2, Speed 3
Wary Step	Awareness 2

WEAPON PROFICIENCIES

Weapon proficiencies represent specialization with a specific weapon listed in Chapter 4, Equipment and Possessions. Proficiency typically results in attack and damage bonuses.

LEVEL 1 ATTACK SKILLS (4 TP)

Attack skills are traits to help warriors on the battlefield.

Brawler

Requires: Combat 1, Striking Weapon Proficiency
You learned to fight up close and dirty. Treat unarmed attacks and clubs as *counter attack* weapons, and gain +1 DMG with both. As a standard attack action, you may throw one-handed striking weapons with a range increment of 2, calculating ATT and DMG as normal. Also, whenever you *overpower* an adjacent target, you may force them to drop their weapon.

Brutal Strikes

Requires: Combat 1, Striking Weapon Proficiency
Before rolling for any attack with a two-handed striking weapon, you may subtract up to your level from ATT and add double that number to DMG.

Deft Grip

Requires: Combat 1, Striking Weapon Proficiency
You may draw striking weapons to an empty hand (even out of your backpack) without expending AP. If you already have a weapon or tool in your hand, though, it costs the standard 1 AP to switch. Also, your swift arms grant you a constant +1 ATT with two-handed striking weapons.

Duelist

Requires: Combat 1
You are a flashy fighter who prefers small and light weapons. When wielding a one-handed weapon and no shield, add +2 DMG to your first successful attack each of your turns. If at any time you have a one-handed weapon in your grip – and only that one-handed weapon – you gain a +1 AP.

Sharp Shooter

Requires: Combat 1, Pistol or Rifle Weapon Proficiency.
When attacking with a pistol or rifle with which you are proficient, and you *gain advantage* for an attack bonus, your next attack ignores 2 points of cover.

Shoot the Vitals

Requires: Combat 1, Rifle Weapon Proficiency
Whenever you *gain advantage* for an attack bonus with a rifle, you may trade all advantage bonuses on your next attack for +4 DMG.

Swinging Shot

Requires: Combat 1, Shotgun Weapon Proficiency
You're adept at reflexively lining up shotgun blasts. Treat shotguns as *guard attack* weapons, and gain +1 DMG with all shotguns.

Two-Fisted Fighting

Requires: Combat 1
Your ambidexterity has been honed to lethal effect. Once per turn, when making a standard attack action with a one-handed weapon, make another free attack with a one-handed weapon in your other hand. You suffer -2 ATT to both rolls.

Wrestler

Requires: Combat 1
You can pin a man to ground with ease. You suffer no penalties for failed *takedown* attempts. Successful melee takedowns deal damage to your foe equal to twice your Combat attribute. Renewing a takedown counts as another successful attempt, dealing additional damage.

LEVEL 1 PSYCHIC POWERS (4 TP)

Psychic powers are quantum chromodynamic events summoned into the world by a supercharged brain. Such power comes at a terrible price: every day you must consume doses of Illuminix equal to the highest level psychic power you wish to use (1 dose to access 1st level powers, 4 doses for 4th level powers, etc). Psychics that fail to score a dose of Illuminix are wracked with withdrawal, unable to access psychic powers and suffering -2 to every attribute. A single dose alleviates the withdrawal.

Five characteristics affect each power:

AP Cost: Action points are expended when activating psychic powers in battle. Some psychic powers count as attack actions and use the same rules.

Range: limits the distance a psychic power may affect. Powers that change locations or force movement are able to exceed this initial range once activated.

Uses Limit: Some powers may only be used a limited number of times per day equal to your Influence score minus modifiers.

Overcharge Cost: Some powers can be *overcharged* for greater effect. This stresses your body, causing immediate HP loss equal to the overcharge cost.

Detecting Psychic Powers:

Sharpers and NPCs may discern the presence of psychic power, making an Awareness check against the Influence check of the psychic. A character who rolls higher than the psychic's Influence check successfully detects the power. Lethal and harmful powers, or those with discernibly visible effects, are easily detected and require no Awareness check.

Fade Self

Requires: Influence 2, Organic mind
AP Cost: 2
*Range = (*Influence Score) + 1
Uses Limit = (Influence Score) – 1
Overcharge cost = (6 + your level) HP
You can alter the awareness of others, hiding plainly in their field of view. Make a single Influence check, and compare it against the Nerve defense of every target within range. If your check meets or exceeds a target's defense, you are hidden from them for a number of turns equal to the d10 result. On *overcharge*, extend the duration of this effect by your Influence score.

Psychic Barrier

Requires: Influence 2, Organic mind
AP Cost: 2
Range: Self
Uses Limit = (Influence score) – 1
You surround yourself with psychic energy, nearly impervious to injury. You must expend 1 AP per turn to maintain it, until the barrier drops to 0 HP. The barrier absorbs HP equal to (your Influence x 6) while recovering HP equal to your Influence every turn. When an attack brings down your barrier, left-over damage is dealt

directly to you. Worn force barriers overload from the psychic energy and refuse to function concurrently with psychic barriers.

Mind Burst

Requires: Influence 1, Organic mind
AP Cost: Attack Action
Range: 4 squares
Overcharge cost = (your level) HP
You may assail your opponent's mind with pure psychic energy. Make an Influence check against your target's Nerve defense. If your check meets or exceeds their Nerve defense, deal them damage equal to the result on the d10. On *overcharge*, deal extra damage equal to (Influence score + level).

Phantasm

Requires: Influence 3, Organic mind
AP Cost: 3
Range = (Influence Score) x 2
Uses Limit = (Influence score) – 2
Overcharge cost = (10 + your level) HP
You summon up a momentary illusion. It can be visual and auditory – no larger than a person – and it lasts for only 1 turn (6 seconds). Make a single Influence check. All targets with a Nerve defense equal or less than your check believe the phantasm to be real. On *overcharge*, you extend the phantasm's duration by a number of turns equal to your Influence score. You may treat this power as a *gain advantage* attempt affecting every target.

Push

Requires: Influence 1, Organic mind
AP Cost: 2
Range: 6 squares
You can move things with your mind. Make an Influence check. If your total is higher than the target's Nerve defense, push the target a number of squares equal to the result on the d10. The total distance moved cannot exceed your Influence score and the target cannot be forced through walls or other characters. You may also use this power to push unattended objects, using Influence instead of Toughness. Alternatively, you may treat this power as a *gain advantage* attempt.

Read Thoughts

Requires: Influence 2
AP Cost: 2
Range: 3 squares
Uses Limit = (Influence Score) – 1
Overcharge cost = (15 + your level) HP
Your awareness extends beyond your mind, into the thoughts of others. Make an Influence check against a target's Nerve defense. If you meet or exceed their defense, you learn 1 relevant detail from the surface his mind (the GM decides what to reveal). On *overcharge*, the GM will answer 1 specific question asked of the target.

Teleport

Requires: Influence 1, Organic mind
AP Cost: 2
Range: Self
Uses Limit = Influence score
Overcharge cost = (10 + your level) HP
Your psychic skill is enough to bend space and time, if only a little. Move a number of squares equal to your Influence, disregarding every obstacle between you and your target square. An unusually thick wall (5 feet or more) prevents *Teleport*. When you attempt to move into a square occupied by a character, the power fails. On *overcharge*, double the number of squares you may move.

Trick

Requires: Influence 1, Organic mind
AP Cost: 1
Range: 1 square
Uses Limit = Influence score
You are irresistible. Make an Influence check against an adjacent target's Nerve defense. If you meet or exceed their defense, add the d10 result to your next mundane Influence check against the target, such as when lying or feinting in combat. If you fail while using *Trick* in a roleplay scene, the target knows you were trying to compel him and may become more difficult to work with. *Trick* is otherwise undetectable.

Wyrd Speech

Requires: Influence 1, Organic mind
AP Cost: 1
Range: 1 square
You may speak with any conscious being regardless of language, be it animal or machine. *Wyrd Speech* does not guarantee a creature's trust.

LEVEL 1 TACTICAL POWERS (4 TP)

Tactical powers allow a character to enhance and support his allies. Limited only by AP cost and range, players may use tactical powers on demand.

Assist

Requires: Awareness 2
AP Cost: 2
Range: 3 squares
You easily assess tactical advantage and make sound suggestions to your partners in battle. A chosen combatant within range may *gain advantage* for free on their next turn.

Back Up

Requires: Awareness 2
AP Cost: 0 (can only be activated once per turn, does not count as using a power)
Range: 5 squares
You defend your own with righteous zeal. Choose an ally within range. The next time that ally is attacked, you may roll a *counter* or *guard attack* against the culprit. This does not count against the number of counter or guard attacks you can make on your turn.

Courage

Requires: Nerve 1
AP Cost: 2
Range: 6 squares
You motivate your friends to stand strong. When you activate this power, choose 2 other allies in range. Reduce all damage those allies receive by your Nerve until your next turn. Sharpers select the highest bonus when targeted by multiple *Courage* powers.

Flank

Requires: Awareness 3
AP Cost: 2
Range: Special
You are adept at catching your foes off guard. Until your next turn, raise all *gang-up* bonuses benefitting you and your allies to +3, instead of the usual +1. You or an ally must be adjacent to a visible target to activate this power.

Hustle

Requires: Nerve 2
AP Cost: 2
Range: 3 squares
Upon activating this power, you and 2 allies each may each move 6 squares.

Inspirational Influence

Requires: Nerve 3
AP Cost: 2
Range: 1 square
Your commanding presence is intoxicating. Use your Nerve defense total as a substitute for an Influence check. You may use this power to *gain advantage*. When using this power in roleplay, you cannot tell a lie.

LEVEL 1 KNOWLEDGE FOCUSES (3 TP)

Operation checks are typically used to complete simple tasks and recall general information. Knowledge focuses extend the utility of Operation checks and grant bonuses to notice and disable relevant traps. Note:

- **When first selecting a knowledge focus, choose 2 of its listed powers.** You are guaranteed access to these effects when making successful Operation checks. If you meet or exceed an AD, you are successful. THe GM sets the Operation AD based on the difficulty of the action or situation.
- **If you want to unlock additional powers in a Knowledge focus that you have, each costs and additional 1 TP.**

Computers

Requires: Operation 2
You have specialized knowledge of computers and digital networks.
Powers:

- **Cracking:** You may crack security systems to databases and computer networks. The computer must be connected to a wireless network or physically accessible. The GM sets the Operation AD by the relative strength of the intrusion detection system. If successful, you have unfettered access to the computer/network. If you fail enough times attempting to bypass certain computer security features, the GM may decide that you alert authorities and are permanently locked out of the computer/network terminal.
- **Systems Override:** You may manipulate any system attached to the same network. For example, you can turn off security cameras, alarms, or turrets; unlock doors, disrupt the lights and climate control, delete data, or anything else integrated in the networked system. The GM sets the Operation AD by the level of security and complexity of the attempted action. If you fail enough times trying to override a system, the GM may decide that you alert authorities and are permanently locked out of the computer/network.

Cooking

Requires: Operation 0
You are skilled in food preparation
Powers:

- **Morale Booster:** your gourmet preparation improves the mood of your companions. To use this power, you must have your cooking utensils and 1 meal of food on-hand. You must then make an Operations check, AD 6. On a success, your character prepares 1 meal, granting the consumer a +2 bonus to any single attribute check within 24 hours. On a failure, the food is destroyed. The meal must be eaten immediately to grant this effect and may only benefit the consumer once per day. Prepared meals produce only 1 effect; cooking powers may not be combined.

- **Health Booster:** Your cooking untaps hidden reserves of strength in your companions. To use this power, you must have your cooking utensils and 1 meal of food on-hand. You must then make an Operations check, AD 6. On a success, you prepare 1 meal that recovers 10 HP. On a failure, the meal is spoiled. The meal must be eaten immediately to grant this effect and may only benefit the consumer once per day. Prepared meals produce only 1 effect; cooking powers may not be combined.

Cybernetics

Requires: Operation 3
You have specialized knowledge of cyborg implants and robots.
Powers:

- **Implant Crafting:** You may craft cybernetic implants costing up to ⨎120. Crafting an implant requires 8 hours, an advanced tool set, and cybernetic components equal to one-half the price of the implant. Crafting requires rolling against an Operation AD of 9. On a failure, you waste half the components without creating the implant.
- **Synthetic Salvage:** You may quickly and easily rip valuable parts out of a disabled robot. You must have a basic tool set with you. With a few minutes and a Operation AD of 9, you salvage Synthetic components valued at ⨎100 multiplied by the level of the robot. You may still harvest components on a failure, but it will take you an hour of careful removal. Salvaged components are additional to other GM rewards. These components may be sold at full value or used to manufacture equipment like weapons, armor and cybernetic implants.
- **Synthetic Recovery:** Repairing a disabled robot takes 12 hours. You must have Synthetic components equal to ⨎200 times the level of the robot and access to an advanced tool set. You must roll against an Operation AD of 6 + the level of the robot. On a success, you activate the robot, granting access to select functions, like memory bank retrieval. You may even recover it's full operational independence. On a failure, all Synthetic components are lost and the robot fails to activate.

Driving

Requires: Operation 0

You are skilled at driving or piloting vehicles.

Powers:

- **Spaceship Training:** Increase the velocity of spaceships you pilot by your Operation + 1.
- **Ground Car Training:** Increase the velocity of cars you pilot by your Operation + 1.
- **Cycles Training:** Increase the velocity of cycles you pilot by your Operation + 1. You may safely attack with a one-handed weapon as a bonus action while driving a cycle.
- **Sky Car Training:** Increase the velocity of sky cars you pilot by your Operation + 1.

Engineering

Requires: Operation 3

You are knowledgeable of the function and creation of mechanical and electrical devices.

Powers:

- **Craft Armor:** You may craft armor priced up to ₹100, or upgrade them up to the same limit. Crafting armor takes 8 hours. You must have armor components equal to one-half the price of the item or upgrade you're applying, and have access to a crafting set. If you meet or exceed an Operation AD of 9, you succeed. If you fail, you lose half your components and do not create the armor or upgrade.
- **Craft Weapons:** You may craft weapons and explosives priced up to ₹140, or upgrade them up to the same limit. Crafting weapons takes 8 hours. You must have weapon components equal to one-half the price of the item or upgrade you're applying, and have access to a crating set. If you meet or exceed an Operation AD of 9, you succeed. If you fail, you lose half your components and do not create the armor or upgrade.
- **Repair Vehicles:** You may repair damage to ground cars, cycles, air cars, and vehicles. Repairs take 12 hours. You must have a full crate of repair parts and an advanced tool set. If you meet or exceed an Operation AD of 6, the vehicle regains 50 HP. If you fail, you lose half your components and do not repair the vehicle.
- **Scrap:** You can scrap both weapons and armor for components equal to one-half their value. You can sell these components at face value or use them to make new items. You must have access to a crafting set and take 4 hours to scrap the item. You cannot fail when scrapping an item, but you must meet or exceed an Operation AD of 9 if you wish to scrap it in only 20 minutes.

Investigation

Requires: Operation 2

You are adept at solving mysteries and sorting details.

Powers:

- **Clue Finder:** While at the scene of a mystery, make an Operation check. If you meet or exceed an Operation AD of 7, you and your allies gain +2 to Awareness checks to find clues at the scene. On a failure, you may not roll again until new clues are found.
- **Deductive Genius:** When you find 3 or more clues, you may ask the GM 3 yes/no questions about the mystery, then make an Operation check. The GM sets an Operation AD based on the complexity of the mystery and relevancy of the clues. If you succeed, the GM answers all 3 questions with a "Yes" or "No." If you fail, you may not make another attempt until you find another clue.
- **Tracker:** You may make Operation checks when attempting to locate a person or creature. If you meet or exceed an Operation AD of 6 + the level of the person, you and your allies receive +2 to Awareness and Influence checks that are made to learn their location. On a failure, you may not apply this focus again until new information is discovered.

Locks

Requires: Operation 0

You're skilled at bypassing locks.

Powers:

- **Forced Entry:** As long as you have a basic tool set, you can force open mechanical locks and electric locks, like pin pads. To disable locks with features like security badges or fingerprints, you must also have a mobile hack deck. The GM sets an Operation AD based on the complexity of the lock and the accessibility of the locking mechanism. You may also jam locks with an Operation AD relative to the lock's complexity. With a success, you manipulate the lock but leave evidence of tampering. On a failure, you gain no benefit and still leave evidence.
- **Disable Alarms:** As long as you have a basic tool set, you can disable alarms that can be physically accessed. The GM sets an Operation AD based on the complexity and accessibility of the alarm mechanism. On a success, you disable the alarm but leave evidence of tampering. Failure sets off the alarm.

Medicine

Requires: Operation 3

You are skilled at treating trauma and illness.

Powers:

- **Field Surgery:** You may aid an ally's recovery from physical injury. You must have a trauma kit and ⨍4 in medical supplies. If you meet or exceed Operation AD 9, you restore 20 HP to the injured person. On a failure, you lose the medical supplies and deal 1 HP in damage to the injured person. *Field Surgery* can be used to revive unconscious patients in negative HP, but any damage dealt in this state kills them. *Field Surgery* takes an hour per check, and cannot take place during a battle.

- **Craft Drugs:** You may create medicines and poisons priced up to ⨍60. Crafting drugs takes 4 hours. You must have medical supplies equal to one-half the cost of the drug you are creating and have access to an Infirmary. If you meet or exceed an Operation AD of 9, you succeed. If you fail, you lose half your components and do not create the drug. Though it is cheap, Illuminix is a highly complex drug. You do not know how to create it.

- **Treat Illness:** You can cure diseases and poisons. You must have access to an infirmary and ⨍20 in medical supplies. If you meet or exceed the listed Operation AD of the disease or poison, the patient is cured. However, poisons and diseases have delay the cure to take effect. Reference the table on page 49.

Navigation

Requires: Operation 0

You have special knowledge of maps and travel.

Powers:

- **Barbarian Space Routes Specialization:** You're intimately familiar with the travel and Jump routes of Barbarian Space. While in this region, you may also make Operation checks to locate unmarked planets. The GM sets the Operation AD relative to the location's obscurity.

- **Tharnaxist Space Routes Specialization:** You're intimately familiar with the travel and Jump routes of Tharnaxist Space. While in this region, you may also make Operation checks to locate unmarked planets. The GM sets the Operation AD relative to the location's obscurity.

- **Planetary Specialization:** Choose 3 planets. You know the nitty-gritty details about their major cities and have general knowledge of all minor ones. While on these planets, you may also make Operation checks to find your way to obscure locations and new cities. The GM sets the Operation AD relative to the location's obscurity.

- **Lay Low:** If you are in a region of your specialization, you can "lay low" to hide from authorities or pursuers. If you meet or exceed an Operation AD set by the GM, you are guaranteed 1 week of successful hiding. The GM sets the AD relative to the quality of your pursuers training and equipment, specifying a hiding place if

successful. On a failure, you may not lay low until you cross paths with your pursuers and escape.

- **Shortcuts:** If you are in a region of your specialization, you can greatly shorten travel times. If you meet or exceed an Operation AD set by the GM, you are guaranteed to arrive at your destination twice as fast as any competitors. The GM sets the AD based on how well your competitors are equipped. On a failure, your competitors arrive just before you do.

Protocol

Requires: Operation 1

You are aware of many legalities and procedures.

Powers:

- **Forgeries:** You can create and identify forged items such as ID badges, ship manifests, contracts, corporate dossiers and so on. You must have a template to work from. To identify a forgery, the GM sets the Operation AD relative to the quality of the forgery. To create one, the GM sets the Operation AD based on the documents complexity. In either case, the GM rolls in secret. Failure to identify means you believe a forgery to be true. Failure to create a forgery means you believe your forgery is quality and won't know until you're exposed.

- **Dodge Fees:** You may make Operation checks to weasel out of fees and fines, not exceeding ⨍100. This applies to docking fees and other administrative costs, as well as fines for minor crimes. The Operation AD is based on the amount of money being charged. ⨍1-⨍25 = AD 6. ⨍26-⨍50 = AD 8. ⨍51-⨍100 = AD 10. On a failure, you're expected to pay twice the original fee.

Psychology

Requires: Operation 2

You are acutely aware of the emotions and thoughts of sentient beings, including robots.

Powers:

- **Manipulate +1:** If you meet or exceed the Operation AD, you and your allies gain +1 to Influence checks when lying to or intimidating a specific person. The AD is equal to 8 + the level of the target. On a failure, you may not attempt to manipulate the target until you have new secret information about them.

- **Sense lies +1:** If you meet or exceed the Operation AD, you and your allies gain +1 to Awareness checks to determine if someone is lying. The AD is equal to 8 + the level of the target. On a failure, you cannot attempt to gain useful insight until you have new secret information about the target.

- **Negotiate +1:** If you meet or exceed the Operation AD, you and your allies gain +1 to Influence checks when trying to honestly negotiate with a specific person. The AD is equal to 8 + the level of the target. On a failure, you cannot attempt to gain useful insight until you have new secret information about the target.

Social Groups

Requires: Operation 0

You easily associate with many communities and their values.

Powers:

- **Street Gang etiquette +2:** If you have information about the leader or values of a street gang, you and your allies gain +2 to Influence and Awareness checks when dealing with members of that gang in social situations. When encountering a new gang, you may check their cred with an Operation AD, set by the GM, relative to the gangs reputation. On a failure, you must learn that information some other way.
- **Corporate etiquette +2:** When you have information about the leader or values of a corporation, you and your allies gain +2 to Influence and Awareness checks when engaging their employees. When encountering a new corporation, you may check their reputation against an Operation AD, set by the GM, relative to the corporations secrecy and security. On a failure, you must gain that information some other way.
- **Pirate etiquette +2:** If you have information about the leader or values of a pirate gang, you and your allies gain +2 to Influence and Awareness checks when dealing with members of that gang. When encountering a new gang, you may check their cred with an Operation AD, set by the GM, relative to the gangs reputation. On a failure, you must learn that information some other way.
- **Church etiquette +2:** Many already know of the corruption at the core of the Tharnaxist Church, but your insight is profound. You and your allies gain +2 to Influence and Awareness checks when fraternizing with clergy.

Survival

Requires: Operation 1

You adept at overcoming environmental danger.

Powers:

- **Arboreal Survival:** When you are in an arboreal setting, you can easily find food and shelter. You must meet or exceed an Operation AD equal to 4 + the number of people you are providing for. On a failure, you may not find food and shelter and must wait a day.
- **Desert Survival:** When you are in a desert setting, you may still find food and shelter. You must meet or exceed an Operation AD equal to 6 + the number of people you are providing for. On a failure, you do not find food and shelter and must wait a day.
- **Oceanic Survival:** When you are in an oceanic setting, you can find food and shelter. You must meet or exceed an Operation AD equal to 6 + the number of people you are providing for. On a failure, you do not find food and shelter and must wait a day.
- **Tundra Survival:** When you are in an icy setting, you can still find food and shelter. You must meet or exceed an Operation AD equal to 8 + the number of people you are providing for. On a failure, you do not find food and shelter and must wait a day.

- **Urban Survival:** When you are in an urban setting, you can scrounge up free food and shelter. You must meet or exceed an Operation AD equal to 7 + the number of people you are providing for. On a failure, you do not find food and shelter and must wait a day.

Taxonomy

Requires: Operation 2

You have special knowledge about living organisms and their habits.

Powers:

- **Common Creatures +2:** When engaging a hostile animal like a crocodile or guard dog, you know exactly how to put it down. You must meet or exceed an Operation AD equal to 6 + the level of the creature. If you succeed, you and your allies gain +2 DMG against that creature for the entire battle. On a failure, you gain no bonus for the battle. You cannot use this power against humans. You must make a check every time you want this bonus, even against a creature you have already fought.
- **Xeno Organisms +2:** When engaging a hostile xeno organism like a rare alien predator, you know exactly how to hurt it. You must meet or exceed an Operation AD equal to 6 + the level of the creature. If you succeed, you and your allies gain +2 DMG against that creature for the entire battle. On a failure, you gain no bonus for the battle. You must make a check every time you want this bonus, even against a creature you have already fought.
- **Mutant Organisms +2:** When engaging a hostile mutated organism such as the Prodigravus, you gain keen insight into his or her fundamental nature. You must meet or exceed an Operation AD equal to 6 + the level of the creature. If you succeed, you and your allies gain +2 DMG against the mutant for the entire battle. On a failure, you gain no bonus for the battle. You may only use this power against humans with visible mutations. You must make a check every time you want this bonus, even against a creature you have already fought.

LEVEL 1 MUTATIONS

Mutations are physical changes that grant unusual power, but rob the recipient of their humanity. Mutants are shunned by many with privilege and some NPCs are simply too intolerant for civil conversation.

Body implants override mutations. For instance, a mutant with a cybernetic eye installed loses the benefit of their dark vision mutation.

PREVALENCE OF MUTATIONS

Mutations are uncommon, but not necessarily rare. Some are as innocuous as uniquely colored eyes, double-jointed bone structures, or unusually colored and textured skin. Mutations are also triggered by adrenaline and stress; those with unstable genes typically discover more mutations as they get older. All mutations trace their origin to the Tharnaxist Church's introduction of a powerful counter-measure to the p-virus – an event known as The Gelding. Although these mutations are not contagious, remnant fears from the Millennial War paint mutants as contagions with psychotic tendencies. Consequently, mutants are often driven underground.

Fear of these psychotic tendencies is not completely unfounded. A very small number of mutants have altered brain chemistry, similar to the Prodigravus. This causes decreased self-control, increased aggression and inability to distinguish reality from fantasy.

Paranoia surrounds the existence of mutants known as "sleepers." These are humans with corrupted genes that appear completely normal. Their unstable DNA lays dormant throughout their lives. If their mutation is never triggered, sleepers pass these genes onto their kin. However, the stress of a criminal career triggers a sleeper's latent genetic deformities.

Acid Blood
Trait Point Cost: 4
Requires: Organic body, Toughness 1
Your veins course with an unnatural chemical mixture. Whenever you take damage from a striking weapon, nearby characters are splashed with your dangerous blood. All adjacent characters take (your Toughness + 3) damage.

Anaerobic
Trait Point Cost: 2
Requires: None
As you no longer breathe, you body becomes unnaturally stiff - almost corpse-like. You cannot suffocate and your superior homeostasis grants you immunity to temperature threats from a cold vacuum.

Defensive Spines
Trait Point Cost: 3
Requires: Organic Body
You may extend boney barbs from your flesh to fend off attackers, but using them leaves tiny red scars on your body. At the start of their turns, any targets engaged with you in an *melee takedown* suffer (your Toughness +3) damage.

Dread Visage
Trait Point Cost: 1
Requires: None
Your facial expressions are fearsome and alien. Add half the number of mutation traits you've gained to Influence checks made to intimidate NPCs that fear mutants.

Freakish Deformity
Trait Point Cost: 4
Requires: None
You develop a grotesque deformity that is difficult to hide. You decide its appearance, but it permanently imposes a -1 penalty to Influence. Your mutated state, however, grants other benefits. Add +1 to any attribute except Nerve and Influence.

Hibernation
Trait Point Cost: 2
Requires: Toughness 0, Nerve 0
You may slip into a trance, slowing down your metabolism. If you sleep uninterrupted for 48 hours and awake to eat a meal the next day, you count as having eaten all three days. This is highly useful for space travel or time spent laying low.

Iron Gut
Trait Point Cost: 4
Requires: Organic Body
Your belly is distended, your mouth gives off strange odor, and your teeth are oversized and flat. You may consume any organic matter as food, including garbage and rotten meat. Also, you gain +2 to Toughness checks against poisons.

Mega Grip
Trait Point Cost: 4
Requires: Organic Body
You hands grow larger and sprout extra fingers. You gain +3 DMG to attacks made with your fists. You also gain +2 to *melee takedown* attempts.

Natural Psychic
Trait Point Cost: 5
Requires: Organic Brain, Influence 1
Your head is too big for your body. Choose a 1st level psychic power. You may access this power with or without Illuminix, substituting your highest attribute in place of Influence to calculate the effects and uses.

Perfect Sneak
Trait Point Cost: 3
Requires: Speed 1
Your body moves with unnatural grace. You gain +2 to Speed checks when avoiding detection.

Pheromones
Trait Point Cost: 2
Requires: Influence 1
You radiate an irresistible scent. Gain +1 on Influence checks when socially engaging with any creature up to 10 feet from you, so long as it can breathe.

Power Tackle
Trait Point Cost: 3
Requires: Toughness 1
Your shoulders and arms are oversized and your legs are incredibly strong. You gain a +2 to checks to inflict forced movement on adjacent targets. Any foe you move is also *overpowered*.

Predictive Reflexes
Trait Point Cost: 4
Requires: Organic Body, Speed 2
You always seem to see danger coming, and your body contorts in shocking ways to avoid confrontation. Attacks targeting you never benefit from a *gang-up* bonus.

Super Senses
Trait Point Cost: 3
Requires: Awareness 2
Your eyes and ears are large and exceptionally sensitive. Whenever you make an Awareness check, make 2 rolls and use the highest one.

Runner
Trait Point Cost: 3
Requires: Speed 2
You have sinewy legs and a wide gait. With every move action, you may move up to 6 squares instead of 4.

Tough Guy
Trait Point Cost: 3
Requires: Toughness 0, Organic Body
Your skin in unnaturally thick with visible scales. Gain +1 to your armor defense.

Vampirism
Trait Point Cost: 4
Requires: Organic Body
Your body sustains itself on the blood of others. When you drain the blood of a recently deceased human or mutant, recover (your level x 5) HP and cleanse your body of all poisons and diseases.

Veil Shape
Trait Point Cost: 1
Requires: Organic Body
You may alter your appearance to disguise every deformity. Mutations that alter your appearance lose their effect. You may maintain this guise for up to 10 minutes a day. These minutes need not be consecutive.

General Traits are appropriate for many types of characters. High-level general traits are particularly potent, considering their low trait point price.

Armor Trained
Requires: Combat 2
You're comfortable fighting in heavy armor. You raise the maximum speed of any armor you wear by 1.

Athlete
Requires: Toughness 0
Your physical prowess is a spectacle to behold. You gain +2 to Toughness checks when performing feats of athleticism.

Convincing
Requires: Influence 3
You know exactly what your audience wants to hear. You gain +2 to Influence checks when altering opinions and stretching the truth.

Cynical Bastard
Requires: None
If your Cynicism is maxed at 10, and you would earn 3 or more Cynicism for negative behavior, you instead gain 1 Resolve.

Dumb Luck
Requires: None
Like many heroes, skill has little to do with your greatest successes. Once per day, you can re-roll any single die roll before the GM declares its success or failure. You must keep the second result.

Escape Artist
Requires: Speed 2
Gain +4 when attempting to escape bindings and manacles. If you have the *Locks* knowledge focus, you may use Operation to escape in lieu of Speed or Toughness.

Good Reflexes
Requires: Speed 2
Gain +2 ATT for any *counter* or *guard attacks* you make.

Hard Kill
Requires: Toughness 0
Attacks that would take down a lesser man only make you angrier. You gain 4 maximum hit points. You may take this trait as many times as you want.

Impersonator
Requires: Influence 3
You put your skill at acting to subterfuge and deception. You gain a +2 bonus to any Influence checks made to pose as another person you know. Extensive costuming may be required at the GM's discretion.

Life of the Party
Requires: Influence 0
Everybody loves you. Gain +1 to any roll made in a party scene.

Martial Defense
Requires: Combat 1
Your survival training prepared you for hand-to-hand combat. When you are unarmed, gain +1 Toughness defense and armor defense.

Motivated
Requires: None
Select a second motivation from the character creation list that does not contradict one you already have. If you have satisfied either motivation at the end of the session, gain 1 Resolve. You do not gain 2 Resolve for satisfying both.

Observant
Requires: Awareness 2
You are difficult to fool. Gain +2 Awareness on checks made to detect lies and deceit.

Quick Hands
Requires: Speed 2
In another time, you'd be lauded as an illusionist. Nowadays, you're stuck with petty crime. Gain +2 Speed on checks made to hide objects and weapons, or when silently stealing them from others.

Resilient Mind
Requires: Nerve 1
Your will is unusually strong. Gain +2 Nerve defense.

Rope Walker
Requires: Speed 2
You walk with a confident step. Gain +2 Speed on checks made to keep your balance or avoiding slipping.

Running Attack
Requires: Speed 2
It's hard to dodge a fast-moving attack. For every move action you take immediately before an attack roll, gain +1 ATT.

Sudden Sword
Requires: Speed 3
Your sidesteps and lunges are unpredictable.
When you take 3 consecutive move actions before entering a square adjacent to your foe, you provoke no *guard* attacks.

Studious
Requires: Operation 1
Knowledge is power. Permanently increase Operation by +1.

Twitchy
Requires: Awareness 2, Speed 2
You're always ready for a fight. Gain +2 on battle reflex rolls to determine turn order in battle.

Tight knots
Requires: None
When you bind targets, increase their escape AD by 3.

Unarmored Fighter
Requires: Awareness 2, Speed 3
Swiftness is your best defense. If you wear no armor, you instead gain an armor bonus of +1 and no maximum speed rating. If you wear armor, reduce its maximum speed rating by -2 to a minimum of 1. This character trait may be taken twice, increasing the unarmored bonus to +2 and the maximum speed penalty to -4 when wearing armor.

Wary Step
Requires: Awareness 2
You've lost more than a few friends to explosives. Gain +3 Awareness on checks to notice placed explosives and traps.

LEVEL 1 NATURAL TALENT TRAITS (4 TP)
Every player selects 1 natural talent trait upon character creation. They improve a sharper's skill at a task – regardless of attribute. Most natural talents aid sharpers in social engagements and technical skills. At higher levels, talents improve attacks and battle prowess. Players may exchange 4 TP to discover additional natural talents in their character.

Influence Fear
Requires: None
When intimidating a person with threats of violence, you may apply your highest attribute in place of Influence.

Influence Peace
Requires: None
When peacefully dissuading violence, you may apply your highest attribute in lieu of Influence.

Influence Personnel
Requires: None
When making checks to lie to corporate employees or armed security, you may apply your highest attribute instead of Influence.

Influence Thieves
Requires: None
When lying to gangsters and pirates, you may apply your highest attribute in lieu of Influence.

Influence Wanderers
Requires: None
When lying to merchants, dock masters and sharpers, you may apply your highest attribute instead of Influence.

Operate Cooking
Requires: None
When you have access to cooking tools, you may stretch 1 meal's worth of food into 2 meals. When using a power from the *Cooking* knowledge focus, you may apply your highest attribute instead of Operation.

Operate Navigation
Requires: None
When making checks to read maps and avoid getting lost, or when using a power from the *Navigation* knowledge focus, you may apply your highest attribute in lieu of Operation.

Operate Survival
Requires: None
When identifying, avoiding and overcoming natural dangers, or when using a power from the *Survival* knowledge focus, you may apply your highest attribute instead of Operation.

Operate Vehicles
Requires: None
In place of Operation, you may use half your highest attribute to increase the velocity of any vehicle you drive. When piloting a vehicle you are trained in, increase velocity by your full highest attribute +1. You may apply your highest attribute in place of Speed or Operation when making rolls to maneuver any vehicle.

LVL 4 ATTACK SKILLS

Name	Requires
En Garde	Level 4, Combat 3, Duelist
Flurried Attack	Level 4, Combat 2, Two-fisted Fighting
Flying Hold	Level 4, Combat 2, Wrestler
Knockdown Shot	Level 4, Combat 3, Shoot the Vitals
Swift Strikes	Level 4, Combat 3, Deft Grip
Scrappy Fighter	Level 4, Combat 2, Brawler
Thread the Needle	Level 4, Combat 3, Sharp Shooter
Vicious Assault	Level 4, Combat 2, Swinging Shot

LVL 4 PSYCHIC POWERS

Name	Requires
Break	Level 4, Influence 3, Push
Bubble Barrier	Level 4, Influence 4, Psychic Barrier
Fade Other	Level 4, Influence 4, Fade Self
Mind Ride	Level 4, Influence 3, Trick
Precognition	Level 4, Influence 4, Read Thoughts
Psychic Slam	Level 4, Influence 3, Mind Burst
Send/Call	Level 4, Influence 3, Teleport

LVL 4 TACTICAL POWERS

Name	Requires
Fire!	Level 4, Awareness 3, Assist
Get up!	Level 4, Nerve 3, Courage
Mobilize	Level 4, Nerve 2, Hustle
Pincer Maneuver	Level 4, Awareness 4, Flank
Retribution	Level 4, Awareness 3, Nerve 2, Back Up
Support	Level 4, Nerve 3, Awareness 3, Inspirational Influence

LVL 4 KNOWLEDGE FOCUSES

Name	Requires
Computers 2	Level 4, Computers, Operation 3
Cybernetics 2	Level 4, Cybernetics, Operation 5
Driving 2	Level 4, Driving, Operation 1
Engineering 2	Level 4, Engineering, Operation 5
Investigation 2	Level 4, Investigate, Operation 4
Locks 2	Level 4, Locks, Operation 1
Medicine 2	Level 4, Medicine, Operation 5
Navigation 2	Level 4, Navigation, Operation 1
Protocol 2	Level 4, Protocol, Operation 3
Psychology 2	Level 4, Psychology, Operation 4
Social Groups 2	Level 4, Social Groups, Operation 2
Survival 2	Level 4, Survival, Operation 2
Taxonomy 2	Level 4, Taxonomy, Operation 4

LVL 4 MUTATIONS

Name	Requires
Banshee Wail	Organic Mind, Level 4, Influence 2
Corrosive Saliva	Level 4, Acid Blood, Toughness 2
Fly Climber	Level 4, Toughness 0
Insane Rage	Level 4, Mutant Dog
Night Vision	Level 4, Organic body, Awareness 2, Super Senses
Predator's Nose	Level 4, Organic body, Awareness 2, Super Senses
Reactive Skin	Level 4, Tough Guy, Predictive Reflexes
Shapechange	Level 4, Organic body, Level 4, Speed 2
Shocking Touch	Level 4, Combat 2
Stench Cloud	Level 4, Influence 2, Pheromones
Superior Immunity	Level 4, Toughness 1, Iron Gut
Toothy Maw	Level 4, Combat 2
Touch Sense	Level 4, Awareness 3

LVL 4 GENERAL TRAITS

Name	Requires
Armor Expert	Level 4, Combat 3, Armor Trained
Battle Hardened	Level 4, Toughness 1
Dangerous Hands	Level 4, Combat 2, Martial Defense
Destructive	Level 4, Toughness 2
Improved Machine	Level 4, Scraphead Bioclass
Improved Scoundrel	Level 4, Scoundrel Starting Trait
Improved Will	Level 4, Skinbag Bioclass
Intuitive Mimic	Level 4, Influence 4, Impersonator
Plug Extension	Level 4
Unarmored Expert	Level 4, Awareness 3, Speed 5, Unarmored Fighter (x2)
Under Pass	Level 4, Speed 3, Running Attack

LVL 4 NATURAL TALENTS

Name	Requires
Combat Training	Level 4, any Weapon Proficiency
Influence Personnel 2	Level 4, Influence Personnel
Influence Thieves 2	Level 4, Influence Thieves
Influence Wanderers 2	Level 4, Influence Wanderers
Operate Locks	Level 4, Locks Knowledge Area
Operate Computers	Level 4, Computers Knowledge Area

LEVEL 4 ATTACK SKILLS

En Garde
Requires: Level 4, Combat 3, Duelist
Your showy fighting is more deadly than your opponents suspect. The bonus from activating *Duelist* increases to +5 DMG. You also gain +1 ATT with all one-handed weapons.

Flurried Attack
Requires: Level 4, Combat 2, Two-fisted Fighting
You can unleash a barrage of attacks that would frighten any foe. When activating *Two-fisted Fighting*, you can instead choose to attack with both weapons twice (4 attacks total). In doing so, you suffer a -4 ATT to each of the attack rolls.

Flying Hold
Requires: Level 4, Combat 2, Wrestler
You quickly close distances for a rapid takedown. You automatically move adjacent to any target within 5 squares when you attempt a *melee takedown* against them. Also, a successful takedown after such a leap deals damage to the target equal to (5 + twice your Combat attribute).

Knockdown Shot
Requires: Level 4, Combat 3, Shoot the Vitals
Whenever you *gain advantage* for an attack bonus with a rifle, you may trade all advantage bonuses on the next attack for +7 DMG. Any target hit by this attack is *overpowered*.

Swift Strikes
Requires: Level 4, Combat 3, Deft Grip
Your skill with large weapons allows you to attack more quickly with them than others. At the beginning of your turn, when attacking with a two-handed striking weapon, you can spend all your AP to make a series of attacks at 1 AP each. A creature cannot be targeted more than once with *Swift Strikes*. After the first strike, each following attack incurs a cumulative -2 ATT. These standard attacks cannot be combined with any other attack skills.

Scrappy Fighter
Requires: Level 4, Combat 2, Striking Weapon Proficiency, Brawler
You like to fight close and dirty. You may take a single unarmed attack for free once per turn, even if you're wielding a two-handed weapon. This punch costs 0 AP and does not increase the AP cost of other attacks. Your bonus to clubs and unarmed attacks increases to +2 DMG. Also, when your hands are free and you disarm an opponent, you may wield their weapon on your turn.

Thread the Needle
Requires: Level 4, Combat 3, Sharp Shooter
When you *gain advantage* for an attack bonus with a pistol or rifle, your next attack ignores all cover and its ATT bonuses increases by +1. You must have proficiency with the weapon to *Thread the Needle*.

Vicious Assault
Requires: Level 4, Combat 2, Swinging Shot
Add 2 squares to move actions made immediately before firing a shotgun. When *Vicious Assault* places you adjacent to your target and you hit with an attack, you may then bash the target with your buttstock, dealing (2 x your Combat) in damage and leaving them *overpowered*.
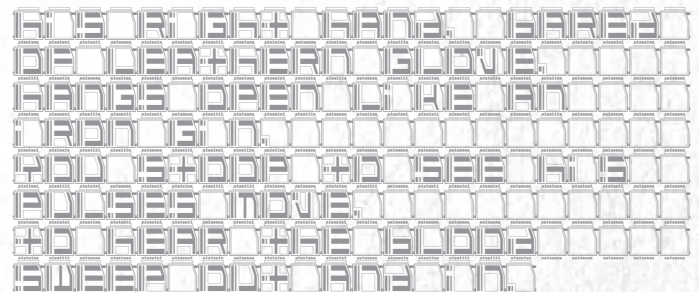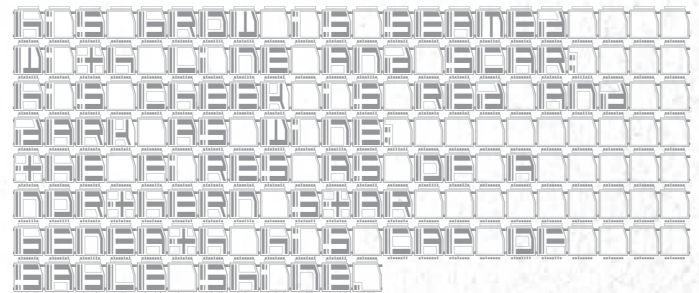
LEVEL 4 PSYCHIC POWERS

Break
Requires: Level 4, Influence 3, Push
AP Cost: 3
Range: 6 squares
Uses Limit = (Influence Score) – 3
Your malicious thoughts can telekinetically shatter personal affects. Target 1 object (not exceeding 40 pounds) and make an Influence check. If you meet or exceed the action difficulty set by the GM, you render it useless. (IE: a computer ceases functioning, a gun may no longer fire, a special sword becomes a simple club, armor cracks and falls to the ground, etc.) If a character is holding the item, add their Nerve defense to the action difficulty. Some example difficulties include:
Small, simple object (knife, key, fossil gun, simple lock): Influence AD 5
Medium or complex object (beam gun, complex lock, computer, reinforced clothing): Influence AD 9
Large or very complex object (hellfire weapons, battle armor, advanced locks): Influence AD 13

Bubble Barrier
Requires: Level 4, Influence 4, Psychic Barrier
AP Cost: 3
Range: Each square adjacent to you
Uses Limit = (Influence score) – 3
You create a large bubble of psychic energy to protect yourself and your allies. The effect lasts as long as you spend 1 AP per turn to maintain it, or until the barrier hits 0 HP. Any attacks originating from outside the barrier automatically hit and deal damage to the barrier, harming no one inside. Your barrier has HP equal to your Influence x 6 and it recovers HP every turn equal to your Influence. Any left over damage from an attack that brings down your barrier is dealt directly to the intended target. Any psychic barriers or force barriers inside the bubble are overloaded and cease functioning.

Fade Other
Requires: Level 4, Influence 4, Fade Self
AP Cost: 2
Range: 3 squares
Uses Limit = (Influence Score) – 3
Overcharge cost = (6 + your level) HP
Choose a character or object no bigger than the size of a man within range of the power. Make a single Influence check and compare it against every targets' Nerve defense. If the total meet or exceeds their Nerve defense, the person or object disappears for a number of turns equal to what you rolled on the d10. If you choose to *overcharge*, extend the duration of this effect by your Influence score. If a concealed character interacts with an affected target, or an affected target bumps into the concealed object, it ends the effect.

Mind Ride
Requires: Level 4, Influence 3, Trick
AP Cost: 3
Range: 3 squares
Uses Limit = (Influence Score) – 2
Overcharge cost = (21 + your level) hp
Your forceful will can dominate others. Make an Influence check against the Nerve defense of 1 character in range. If you succeed, you direct 1 AP at the beginning of their turn. You can make them attack 1 of their allies, drop a weapon, tell a lie for you, or any other simple action. You cannot, however, make them attempt anything immediately self-destructive, such as walking over a cliff. If you choose to *overcharge*, you may spend AP equal to your Influence score on actions at the start of their turn.

Precognition
Requires: Level 4, Influence 4, Read Thoughts
AP Cost: 2
Range: 3 squares
Uses Limit = (Influence Score) – 3
You may foresee danger with your expanded consciousness. Target 1 NPC within range and make an Influence check against his Nerve defense. If you succeed, the GM tells you exactly what the target intends to do should the situation escalate to violence. If used before or during a battle, you gain +2 armor defense against the target for the rest of the battle.

Psychic Slam
Requires: Level 4, Influence 3, Mind Burst
AP Cost: Attack Action
Range: 6 squares
Overcharge cost = Your level HP
Your mental assault weakens your foes. Make an Influence check against a target's Nerve defense. If you succeed, deal them damage equal to what you rolled on the d10 + Influence. If you choose to *overcharge*, they suffer your Influence score as a penalty to ATT and DMG on their next turn.

Send/Call

Requires: Level 4, Influence 3, Teleport
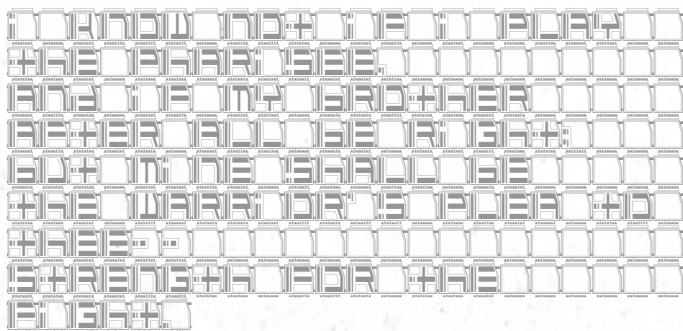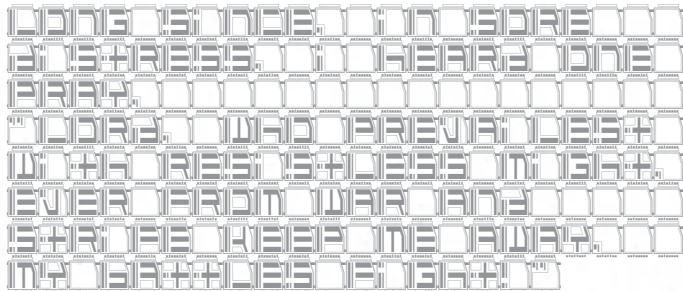*AP Cost:* 2
Range: Special (see text)
Uses Limit = Influence score
Overcharge cost = (10 + your level) HP

Your ability to bend space and time extends to other objects. This power has 2 functions. A thick wall of 5 feet or more is sufficient to block either effect.

- You may send any object that you're holding in your hands a number of squares equal to your Influence, regardless of obstacles. If a character's hands are empty and he or she is willing, you may choose to have the object appear in his or her grip.
- You may call to your hand any unattended object within a number of squares equal to your Influence, no matter what lay between. The object must be small enough for you to hold in your hands.

If you choose to *overcharge*, double the range of either affect.

LEVEL 4 TACTICAL POWERS

Fire!

Requires: Level 4, Awareness 3, Assist
AP Cost: 3
Range: 6 squares
A good leader knows when to delegate. Choose 2 other combatants in range. Each may make 1 weapon attack. These attacks cannot be combined with other powers.

Get Up!

Requires: Level 4, Nerve 3, Courage
AP Cost: 1
Range: 2 squares
You inspire your allies to power through adversity. Choose 1 other combatant in range that has suffered a *takedown*. They are no longer *overpowered* and do not lose their next turn.

Mobilize

Requires: Level 4, Nerve 2, Hustle
AP Cost: 2
Range: 4 squares
You inspire quick reactions from your allies. When you activate this power, all allies in range (not including you) receive 1 extra AP on their next turn.

Pincer Maneuver

Requires: Level 4, Awareness 4, Flank
AP Cost: 1
Range: Special
You excel when surrounding and pressuring your foes. Two or more allies (which may include you) must be adjacent to a target that you can see. The target takes damage equal to sum of all adjacent allies' Combat attributes.

Retribution

Requires: Level 4, Awareness 3, Nerve 2, Back Up
AP Cost: -
Range: -
Messing with your friends is a big mistake. Gain +4 DMG to any attack made using *Back Up*.

Support

Requires: Level 4, Nerve 3, Awareness 3, Inspirational Influence
AP Cost: Attack action
Range: 1 square
Through a combination of emergency medicine and inspiring words, you may heal an ally in battle. Target 1 living character in range that is at half or fewer hit points. You restore a number of hit points to them equal to (3 x your Nerve). A dead character cannot benefit from this power.

LEVEL 4 KNOWLEDGE FOCUSES

Computers 2
Requires: Level 4, Computers, Operation 3
Powers:

- **Dodge Security:** If security protocols are about to lock you out of a computer network, you can make an Operation check to circumvent this. The GM sets the Operation AD based on how powerful the system is and the number of previous hacking failures. If you succeed, the security measures stall until the next time you fail a roll, in which case you must attempt to dodge security again.
- **Systems Command:** If you have overridden systems attached to a network you are on, you can choose to alter their behavior beyond just turning them on or off. You can alter the AI of turrets to attack new targets, set cameras to loop feed, or any other clever alteration you can think of. If you fail enough times trying to override a system, the GM may decide that you alert authorities and are permanently locked out of the computer/network.

Cybernetics 2
Requires: Level 4, Cybernetics, Operation 5
Powers:

- **Implant crafting 2 (Requires Implant Crafting):** You can craft cybernetic implants costing up to ⨎360. Crafting items costing more than ⨎120 increases the Operation AD to 12.
- **Efficient Salvage (Requires Synthetic Salvage):** When you salvage extra parts from a robot, you instead gain ⨎150 times the level of the robot.
- **Synthetic Mastery (Requires Synthetic Recovery):** You can fully access and manipulate all actions and knowledge of a robot you recovered. You may also choose to wipe its AI and free will, replacing it with a simple system responding to verbal commands. If the Church finds out you engage in such activities, the penalty is death.

Driving 2
Requires: Level 4, Driving, Operation 1
Powers:

- **Tactical Ramming:** When operating a vehicle for which you are trained, you are especially good at ramming other vehicles. Successful ram actions deal the opponent 3 times your vehicle's damage threshold, and you only receive 1 times their vehicle's damage threshold.
- **Grappling Specialist:** When using grappling arms on Spaceships, roll twice. Keep the highest result.

Engineering 2
Requires: Level 4, Engineering, Operation 5
Powers:

- **Craft Armor 2 (Requires Craft Armor):** You can craft armor costing up to ⨎300, or upgrade them up to the same limit. Crafting items costing more than ⨎100 increases the Operation AD to 12.

- **Craft Weapons 2 (Requires Craft Weapons):** You can craft weapons and explosives costing up to ⨎400, or upgrade them up to the same limit. Crafting items costing more than ⨎140 increases the Operation AD to 12.
- **Clever Scrap (Requires Scrap):** When you scrap an item, you may convert half its components into another kind (for example, half a weapon's components are converted to cybernetic components).

Investigate 2
Requires: Level 4, Investigate, Operation 4
Powers:

- **Clue Mastery (Requires Clue Finder):** When you succeed in using *Clue Finder*, your personal bonus to Awareness checks increases to +4. Your allies' bonus remains at +2.
- **Deduction Mastery (Requires Deductive Genius):** If your questions are clearly relevant to the clues, you can automatically use *Deductive Genius* without making an Operation check.
- **Tracking Mastery (Requires Tracker)**: When you succeed in using *Tracker*, your personal bonus to Awareness and Influence checks increases to +4. Your allies' bonus remains at +2.

Locks 2
Requires: Level 4, Locks, Operation 1
Powers:

- **Copy Keys:** Whenever you successfully manipulate a lock, you can create additional keys or keycards for you and your allies. Each copy requires ⨎4 of scrap components. If evidence of tampering was left, it is possible the owner of a lock will have it changed, making your copies useless.
- **Rapid Forced Entry:** Drawing the tools necessary to manipulate locks and alarms only costs you 1 AP in battle. Once you have the tools in hand, manipulating locks and alarms only requires 1 AP.
- **Stealth Entry:** If you take your time (usually about a minute), you can manipulate locks or disable alarms without leaving evidence of tampering. If you fail your attempt, you still leave no evidence.

Medicine 2
Requires: Level 4, Medicine, Operation 5
Powers:

- **Craft Drugs 2 (Requires Craft Drugs):** You can create medicines and poisons that cost up to ⨎120. Crafting drugs takes 4 hours. You must have medical supplies equal to one half the cost of the drug you are creating and have access to an infirmary. If you meet or exceed an Operation AD of 12, you succeed. If you fail, you lose half your components and do not create the drug. You also know how to create Illuminix, so long as you obtain its secret ingredient – 20 milliliters of mutant blood.

- **Rapid Surgery (Requires Field Surgery):** You're an incredibly swift doctor, though attempting *Field Surgery* requires an entire uninterrupted turn in battle. You can take no actions except the attempt.
- **Resuscitation:** You can revive dead characters. You must have an infirmary, ⨎400 in medical supplies and the dead character must have an unspent Resolve point. If you meet or exceed an Operation AD 12 check, you resuscitate the character to 1 HP. On a failure, the character is dead forever.

Navigation 2
Requires: Level 4, Navigation, Operation 1
Powers:
- **Star Farms Specialization:** You're intimately familiar with the travel and Jump routes of the Star Farms. While in this region, you may make Operation checks to find your way to obscure planets off major routes. The GM sets the Operation AD relative to the location's obscurity.
- **Unpowered Space Specialization:** You're intimately familiar with the travel and Jump routes of Unpowered Space. While in this region, you may also make Operation checks to find your way to obscure planets off the major routes. The GM sets the Operation AD relative to the locations obscurity.
- **Secret Locations:** If you are in a region of your specialization, you know your way to extremely secret locations, even hidden bases for gangs and other factions.

Protocol 2
Requires: Level 4, Protocol, Operation 3
Powers:
- **Blind Forgeries:** You can attempt to create or identify forgeries without prior knowledge. This increases the Operation AD +5.
- **Deflect Searches:** With fast-talking and a little bribery, you can deflect searches of you, your allies or your ship. The GM sets the Operation AD relative to the hostility of the searches. The bribe costs ⨎10 times the Operation AD. On a failure, the searchers' attitudes are unmoved and they may try to punish you for the bribery attempt.

Psychology 2
Requires: Level 4, Psychology, Operation 4
Powers:
- **Manipulation +3 (Requires Manipulate +1):** When you succeed in using *Manipulate*, your personal bonus to Influence checks increases to +3. Your allies' bonuses remain at +1.
- **Sense Lies +3 (Requires Sense Lies +1):** When you succeed in using *Sense Lies*, your personal bonus to Awareness checks increases to +3. Your allies' bonuses remain at +1.
- **Negotiate +3 (Requires Negotiate +1):** When you succeed in using *Negotiate*, your personal bonus to Influence checks increases to +3. Your allies' bonuses remain at +1.

Social Groups 2
Requires: Level 4, Social Groups, Operation 2
Powers:
- **Etiquette +4:** When you succeed in using any *Etiquette* power, your personal bonus to Influence and Awareness checks increases to +4. Your allies' bonuses remain at +2.
- **Sharper Etiquette:** When encountering a new sharper, you may check their reputation against an Operation AD set by the GM, relative to the sharper's secrecy and security. With a failure, you must learn who they are some other way. When you know the reputation of a specific sharper, you and your allies gain +2 to Influence and Awareness checks against him.
- **Talk Down:** You know what people want and how to end hostilities. When you attempt to calm hostile NPCs that fall in an etiquette group you have, you gain +3 to any required Influence checks.

Survival 2
Requires: Level 4, Survival, Operation 2
Powers:
- **Improvise Medical Supplies:** When you successfully find food for a group, you may also scavenge improvised medical supplies that are usable for up to 24 hours later. The number of medical supplies found is equal to ⨎4 times your level.
- **Camouflage:** When you are in your specialized terrain, you gain +2 to Speed checks to avoid detection.
- **Terrain Tracking:** When in a terrain you are specialized in, you receive +2 to Awareness checks to learn the location of people and animals.

Taxonomy 2
Requires: Level 4, Taxonomy, Operation 4
Powers:
- **Know Weakness:** When you succeed in using *Taxonomy* to gain extra damage, your personal bonus increases to +6 DMG. Your allies' bonus remains at +2.
- **Track Target:** You receive +2 to Awareness checks to track your specialized creatures.
- **Avoid:** You receive +2 to Speed checks to avoid detection by creatures of your specialization.

LEVEL 4 MUTATIONS

Banshee Wail
Trait Point Cost: 4
Requires: Organic Mind, Level 4, Influence 2
You terrify others with an unnaturally piercing sound. For 1 AP (counts as using a psychic power), you can emit a mind-numbing scream. Make a single Influence check against the Nerve defense of all foes within 7 squares. All targets you hit gain the *overpowered* status. *Banshee Wail* cannot target the same character more than once in the same day.

Corrosive Saliva
Trait Point Cost: 3
Requires: Level 4, Acid Blood, Toughness 2
The fluids in your body become even more vitriolic, giving you the ability to spit blinding poison. Once per turn, as a standard attack action, you may make a spit attack against an adjacent target. Make a base Combat check against the target's Toughness defense. If you succeed, the target suffers -2 to ATT and DMG next turn.

Fly Climber
Trait Point Cost: 3
Requires: Level 4, Toughness 0
You grow sticky microscopic barbs on your palms. When your hands are uncovered, you gain +10 to any Toughness or Speed checks made to climb and grip surfaces.

Insane Rage
Trait Point Cost: 3
Requires: Level 4, Mutant Dog
When your adrenaline starts pumping, you fall into a fury of vivid colors and half-formed hallucinations. In this state your mind can only focus on killing. When you fall below half your hit points during a battle, you gain +2 Combat but suffer -3 Awareness. After the battle is over, your rage ends.

Night Vision
Trait Point Cost: 2
Requires: Level 4, Organic body, Awareness 2, Super Senses
Your eyes turn completely white, though you don't go blind. You can see in total darkness, meaning availability of light has no effect on your Awareness checks or other abilities.

Predator's Nose
Trait Point Cost: 3
Requires: Level 4, Organic body, Awareness 2, Super Senses
Your nose sinks back into your skull and your nostrils enlarge. You can follow the trail of anything you know the scent of, as long as it has not been missing more than 24 hours.

Reactive Skin
Trait Point Cost: 3
Requires: Level 4, Tough Guy, Predictive Reflexes
Your flesh is wet and loose. It reflexively thickens to resist physical harm. Reduce damage taken from striking weapons by half your level (rounded up).

Shapechange
Trait Point Cost: 4
Requires: Level 4, Veil Shape, Speed 2
Your skin develops a waxy sheen and an elastic quality. If you wish, you may change the shape of your body. This lets you drastically change your face or general appearance, granting you a +4 bonus to Influence checks when trying to fake an identity or impersonate another individual. Your special powers also allow you to slip through thin passages, down to a width of 6 inches, but any equipment you are wearing may impede you.

Shocking Touch
Trait Point Cost: 2
Requires: Level 4, Combat 2
Your hands glow ever so slightly and give off a light electric charge. Against Synthetics, unarmed attacks gain an extra +3 DMG and *melee takedown* attempts gain a +1 bonus.

Stench Cloud
Trait Point Cost: 3
Requires: Level 4, Influence 2, Pheromones
Once per day, you can hyper focus your body chemistry to create a noxious, stunning odor. Activating this ability counts as an attack action. Once activated, an adjacent breathing target loses their next turn, as if suffering a *takedown*.

Superior Immunity
Trait Point Cost: 3
Requires: Level 4, Toughness 1, Iron Gut
Your hair falls out and your skin develops dry patches; your overactive immune system is to blame. However, it grants you immunity to the effects of all diseases and poisons.

Toothy Maw
*Trait Point Cost:* 3
Requires: Level 4, Combat 2
Your mouth and jaw enlarge. Your teeth become razor-sharp and tough as steel. You gain a bite attack, counting as a striking weapon with +2 ATT and +2 DMG. If involved in an *melee takedown*, you can make 1 free bite attack against your opponent per turn.

Touch Sense

Trait Point Cost: 3

Requires: Level 4, Awareness 3

You can touch walls up to one-foot thick to sense what is on the other side, with your awareness continuing on for 20-feet. You only get a general sense of the size and shape of things and cannot sense other details like color or temperature.
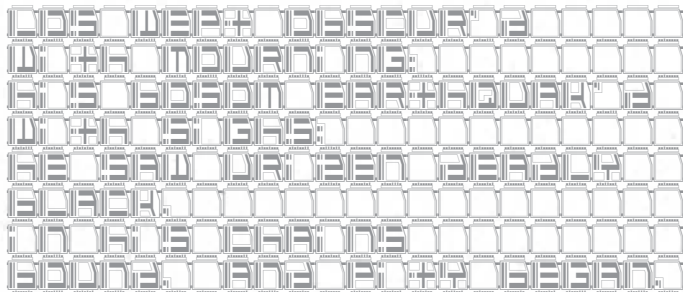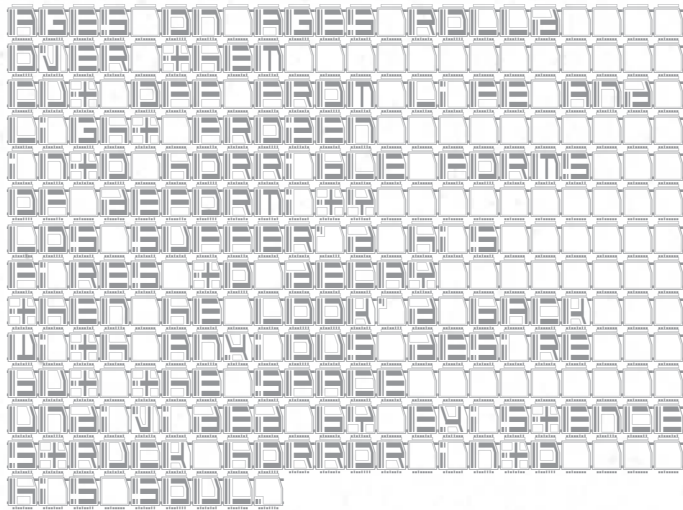
Armor Expert

Requires: Level 4, Combat 3, Armor Trained

You know how to properly adjust and attach armor, making it more effective on you than untrained individuals. While you are wearing any armor, increase its armor bonus by 1.

Dangerous Hands

Requires: Level 4, Combat 2, Martial Defense

Putting a fist in someone's face can solve most of your problems. You enhance your unarmed attacks with +1 ATT and +2 DMG.

Destructive

Requires: Level 4, Toughness 2

You love to leave a trail of wreckage behind you. You gain +3 to Toughness checks when trying to break objects. This bonus also applies to the *Break* psychic power.

Improved Battle Opportunist

Requires: Level 4, Scoundrel Starting Trait

You're willing to fight dirtier than people expect. Your damage bonus against targets that are unaware of you increases +4 DMG. When using *gain advantage* for the attack bonus effect, increase the bonus to +4 ATT.

Improved Machine

Requires: Level 4, Scraphead Bioclass

You compensate for a soft body with superior cognitive abilities. Your Operation attribute increases by 1 and your own brain is effectively a *hacker terminal*, with both wired and wireless capabilities. This lets you use the hacker terminal constantly at a +3 bonus to Operation checks involving computers.

Improved Will

Requires: Level 4, Skinbag Bioclass

You won't let a galaxy of machines keep you down. The bonus you receive when activating *Techless Will* raises to +4.

Intuitive Mimic

Requires: Level 4, Influence 4, Impersonator

You naturally assume other's identities. Your bonus from *Impersonator* applies even when you're unfamiliar with the target.

Plug Extension

Requires: Level 4

You gain a single cybernetic slot in either your body or brain. If you have *Techless Will*, lower its bonus by -2. If you gain a brain slot, rolls for psychic powers are penalized by -2, including damage. If a body implant conflicts with a natural ability you have (such as when cyber eyes

conflict with the dark vision mutation), you lose access to that ability while the implant is installed.
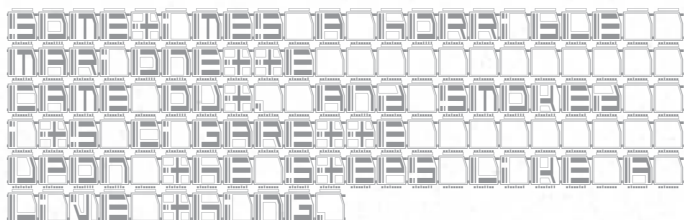
Unarmored Expert
Requires: Level 4, Awareness 3, Speed 5, Unarmored Fighter (x2)
You are accustomed to defending yourself purely through reflex. Increase the bonus from *Unarmored Fighter* to +3 and the penalty to maximum speed when wearing armor to -5. You may take this character trait again, increasing the bonus to +4 and the penalty to -6.

Under Pass
Requires: Level 4, Speed 3, Running Attack
Sometimes the best way past a foe is an unexpected slide between the legs. You may spend an extra 1 AP to be able to move through a foe once per move action.

SOMETIMES A CLOCKWORK
PUPPET PRESSED
A PHANTOM LOVER TO
HER BREAST.
SOMETIMES THEY SEEMED
TO TRY TO SING.

SOMETIMES A HORRIBLE
MARIONETTE
CAME OUT, AND SMOKED
ITS CIGARETTE
UPON THE STEPS LIKE A
LIVE THING.
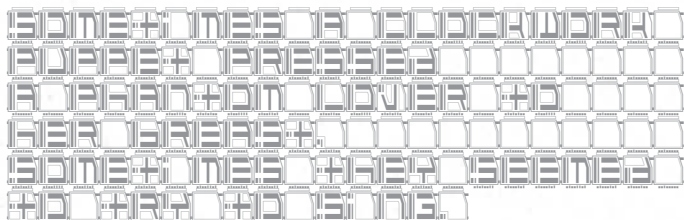
LEVEL 4 NATURAL TALENT TRAITS

Combat Training
Requires: Level 4, any Weapon Proficiency
Select 1 of your weapon proficiencies. You may add (1 + ½ your level rounded down) instead of Combat to calculate ATT with these weapons. This power does not affect a weapon's damage.

Influence Personnel 2
Requires: Level 4, Influence Personnel
Whenever socially interacting with corporate employees or armed security in any fashion, you may use your highest attribute instead of Influence.

Influence Thieves 2
Requires: Level 4, Influence Thieves
Whenever socially interacting with gangsters and pirates in any fashion, you may use your highest attribute instead of Influence.

Influence Wanderers 2
Requires: Level 4, Influence Wanderers
Whenever socially interacting with merchants, dock masters, and sharpers in any fashion, you may use your highest attribute in place of Influence.

Operate Locks
Requires: Level 4, Locks Knowledge Area
You may use your highest attribute in place of Operation for any checks associated with the *Locks* knowledge focus powers.

Operate Computers
Requires: Level 4, Computers Knowledge Area
You may use your highest attribute in place of Operation for any checks associated with the *Computers* knowledge focus powers.

LVL 7 ATTACK SKILLS

Name	Requires
Champion	Level 7, Combat 4, Nerve 1, Duelist, En Garde
Chink in the Armor	Level 7, Combat 5, Thread the Needle, Sharp Shooter
Combat Master	Level 7, Combat 5, Two-Fisted Fighting, Deft Grip, Any 2 Weapon Proficiencies
Gutshot	Level 7, Combat 4, Vicious Assault, Swinging Shot
Mortal Strike	Level 7, Combat 5, Shoot the Vitals, Knockdown Shot
Quick Grab	Level 7, Combat 4, Wrestler, Flying Hold, Martial Defense, Dangerous Hands

LVL 7 PSYCHIC POWERS

Name	Requires
Pocket Dimension	Level 7, Influence 5, Teleport, Fade Self, Fade Other
Psychic Passenger	Level 7, Influence 5, Trick, Mind Ride, Teleport
Thought Knife	Level 7, Influence 6, Push, Mind Burst, Psychic Slam
Trounce	Level 7, Influence 6, Push, Send/Call, Trick
Impassible Barrier	Level 7, Influence 6, Psychic Barrier, Bubble Barrier, Teleport, Mind Burst

LVL 7 TACTICAL POWERS

Name	Requires
Dire Straights	Level 7, Nerve 5, Courage, Back-up, Retribution
Full Advance	Level 7, Nerve 4, Hustle, Assist, Fire!
Phalanx	Level 7, Awareness 5, Courage, Flank, Get Up!
Hail Mary	Level 7, Awareness 5, Hustle, Flank, Fire!
Stand Down!	Level 7, Awareness 5, Inspirational Influence, Flank, Pincer Maneuver

LVL 7 KNOWLEDGE FOCUSES

Name	Requires
Computers 3	Level 7, Computers, Operation 6
Cybernetics 3	Level 7, Cybernetics, Operation 7
Driving 3	Level 7, Driving, Operation 3
Engineering 3	Level 7, Engineering, Operation 7
Locks 3	Level 7, Locks, Operation 3
Medicine 3	Level 7, Medicine, Operation 7
Navigation 3	Level 7, Navigation, Operation 5
Protocol 3	Level 7, Protocol, Operation 5
Survival 3	Level 7, Survival, Operation 4
Taxonomy 3	Level 7, Taxonomy, Operation 6

LVL 7 MUTATIONS

Name	Requires
Burning Ichor	Level 7, Acid Blood, Corrosive Saliva, Toughness 2
Levitation	Level 7, Toughness 2, Influence 2, Shocking Touch
Crushing Jaw	Level 7, Combat 3, Toughness 2, Toothy Maw
Inhuman	Level 7, Toughness 2, Any 3 mutations
Night Stalker	Level 7, Vampirism, Anaerobic, Super Senses, Night Vision
Other Form	Level 7, Shapechange, Speed 3
Sudden Growth	Level 7, Mutant Dog, Any 5 mutations
True Psychic	Level 7, Influence 4, Organic Brain, Any 2 Psychic Powers
Utter Madness	Level 7, Insane Rage

LVL 7 GENERAL TRAITS

Name	Requires
Martial Mastery	Level 7, Combat 4, Dangerous Hands, Brawler, Martial Defense
Know Your Enemy	Level 7, Awareness 4
Team Work	Level 7, Operation 4, any 3 Knowledge Focuses
True Luck	Level 7, Dumb Luck
Ultimate Machine	Level 7, Improved Machine, Human Machine
Ultimate Scoundrel	Level 7, Improved Scoundrel, Scoundrel Aspect
Ultimate Will	Level 7, Improved Will, Techless Will
Unarmored Master	Level 7, Awareness 4, Speed 6, Unarmored Fighter (x2), Unarmored Expert (x2)
Veteran Athlete	Level 7, Toughness 2, Athlete
Veteran Liar	Level 7, Influence 5, Convincing
Veteran Observer	Level 7, Awareness 4, Observant
Veteran Quick hands	Level 7, Speed 4, Quick Hands
Veteran Rope Walker	Level 7, Speed 4, Rope Walker
Veteran Wary Step	Level 7, Awareness 4, Wary Step
Wall Runner	Level 7, Speed 5, Running Attack, Under Pass

LVL 7 NATURAL TALENTS

Name	Requires
Combat Training 2	Level 7, Combat Training
Influence Church	Level 7, Any 2 Influence Natural Talent Traits
Reflex Training	Level 7

LEVEL 7 ATTACK SKILLS

Champion
Requires: Level 7, Combat 4, Nerve 1, Duelist, En Garde
Your entire identity has merged with your skill at one-handed weapons. The bonus for activating *Duelist* rises to +7 DMG. Your bonus to AP increases to +2. Also, when making Influence checks to intimidate others with your weapon, add your Combat attribute to the check (This stacks with the natural talent *Influence Violence*).

Chink in the Armor
Requires: Level 7, Combat 5, Thread the Needle, Sharp Shooter
If you are proficient with a pistol or rifle you may choose to spend your whole turn making one special attack. Instead of using your ATT, roll your base Combat against the target's Toughness defense, no cover bonuses included. Deal damage as normal.

Combat Master
Requires: Level 7, Combat 5, Two-Fisted Fighting, Deft Grip, Any 2 Weapon Proficiencies
You weapons are an extension of your will. You gain +1 Combat permanently. At the beginning of any battle, choose 1 two-handed weapon and 2 one-handed weapons. You can switch between these weapons freely at no AP cost. Also, if you ever roll 1 on an attack, you may reroll it, but must keep the second result (even if it's another 1).

Gutshot
Requires: Level 7, Combat 4, Vicious Assault, Swinging Shot
Whenever you make a shotgun attack against an adjacent *overpowered* target, deal +10 DMG. This bonus is not added to spread damage.

Mortal Strike
Requires: Level 7, Combat 5, Shoot the Vitals, Knockdown Shot
Whenever you *gain advantage* for an attack bonus with a rifle, you may trade all advantage bonuses for +10 DMG. Any target hit by the attack is *overpowered*. Also, rolling 10 on rifle attacks always triggers this extra damage and overpowered effect, whether you gained advantage or not.

Quick Grab
Requires: Level 7, Combat 4, Wrestler, Flying Hold, Martial Defense, Dangerous Hands
When making a *counter* attack against an adjacent target, you can instead choose to attempt a *takedown*.

LEVEL 7 PSYCHIC POWERS

Pocket Dimension
Requires: Level 7, Influence 5, Teleport, Fade Self, Fade Other
AP Cost: 3
Range: 6 x 6 square centered on you
Uses Limit= (Influence Score)-4
You have mastered space and time, bending it around itself. For a number of turns equal to half your Influence, characters and objects within the area are whisked to a different physical plane. Characters inside the pocket dimension cannot leave for the duration of the effect, but may other otherwise act normally. Pocket dimension takes everything within range, including parts of walls and other architecture - the remains appear glossy and black, and are structurally unaffected by the missing foundation. Upon collapse of the pocket dimension, objects and walls reappear perfectly repaired, unharmed and functional. Characters who die in a pocket dimension do not return; their remains are lost forever.

Psychic Passenger
Requires: Level 7, Influence 5, Trick, Mind Ride, Teleport
AP Cost: 3
Range = (Influence Score) + 1
Uses Limit = (Influence Score) - 4
You don't just influence others, you can literally possess them. Make an Influence check against a character's Nerve defense. If you overcome their Nerve defense, you spend 4 turns possessing the target, dematerializing and entering their form. You take half of all damage dealt to the possessed and suffer any attribute or roll penalties assigned to them, but otherwise you cannot be attacked. The occupied character acts normally on their turn, but on your turn you act as them using their attributes, powers, and action point total. Once the duration of this power concludes, or once you or the possessed are reduced to 0 hit points, the power ends and you rematerialize in the nearest unoccupied square.

Thought Knife
Requires: Level 7, Influence 6, Push, Mind Burst, Psychic Slam
AP Cost: Two Attack Actions
Range = (Influence Score) + 2
Uses Limit = (Influence score) – 4
Overcharge cost = (5+ your level) HP
Your psychic attacks leave targets reeling. Make an Influence check against the target's Nerve defense. If you succeed, deal them damage equal to the d10 result + (Influence x 2) and your target is *overpowered*. If you choose to *overcharge*, the target loses their next turn.

Trounce

Requires: Level 7, Influence 6, Push, Send/Call, Trick
AP Cost: 4
Range: 4 squares
Uses Limit = (Influence score) – 5
With a thought, you can weaken a target and leave them vulnerable to attack. Make an Influence check against your target's Nerve defense. If you succeed, all their defenses are penalized by your Influence score until the start of your next turn.

Impassible Barrier

Requires: Level 7, Influence 6, Psychic barrier, Bubble Barrier, Teleport, Mind Burst
AP Cost: 4 (see text)
Uses Limit = Special (see text)
Whenever you activate *Bubble Barrier*, you may choose to spend 4 AP instead of 3 and upgrade it to an *Impassible Barrier*. The barrier's range is extended to a 5 x 5 square centered on you. All foes within range are pushed to the edge and no foe may enter the barrier until it's brought down.
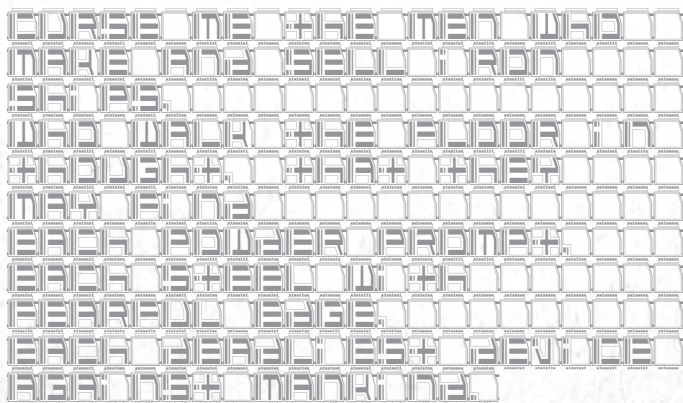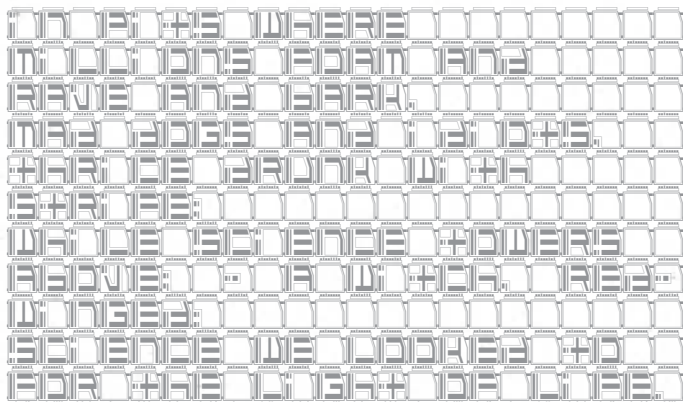
LEVEL 7 TACTICAL POWERS

Dire Straights

Requires: Level 7, Nerve 5, Courage, Back-up, Retribution
AP Cost: Special
Range: Line of Sight
You never let allies die in vain. If a player character is reduced to 0 hit points, all allies in sight of you and the fallen character add your Nerve to their next roll. If a character would benefit from more than 1 *Dire Straights* bonus, use the higher attribute.

Full Advance

Requires: Level 7, Nerve 4, Hustle, Assist, Fire!
AP Cost: 3
Range: 3 squares
You know when to command a concentrated strike. Upon activation, up to 2 allies within range make 1 4-square move and make 1 basic attack with whatever weapons they're wielding. These attacks cannot be combined with other powers.

Phalanx

Requires: Level 7, Awareness 5, Courage, Flank, Get Up!
AP Cost: 1
Range: 1 square
When you activate this power, all allies adjacent to you cannot be *overpowered*, cannot suffer a *takedown*, and deny *gang-up* bonuses against them until your next turn.

Hail Mary

Requires: Level 7, Awareness 5, Hustle, Flank, Fire!
AP Cost: 3
Range: 3 squares
When you activate this power, all allies within range receive a free *gain advantage* action on their next turn.

Stand Down!

Requires: Level 7, Awareness 5, Inspirational Influence, Flank, Pincer Maneuver
AP Cost: -
Range: -
Foes reduced to 20 or fewer HP by your *Pincer Maneuver* automatically surrender, making them vulnerable to *knock out* attacks from allies.

LEVEL 7 KNOWLEDGE FOCUSES

Computers 3
Requires: Level 7, Computers 2, Operation 6
Powers:

- **Jump Gate Hacking:** With an Operation AD of 15, you can temporarily override a Jump gate to send your ship to any destination. This does not guarantee a gate on the other side to send you back. If you fail the check, you must wait 1 hour for the Jump gate system to reset before trying again.
- **Ancient Console Access:** The strange coding, info ports and system architecture of ancient computers doesn't slow you down. The GM sets the Operation AD of checks against old computers as if you were interfacing with a well-understood modern one; only the computers' security level affects the difficulty.

Cybernetics 3
Requires: Level 7, Cybernetics 2, Operation 7
Powers:

- **Implant Crafting 3 (Requires Implant Crafting 2):** You can craft cybernetic implants without any value limit. Crafting items costing more than ⨎360 increases the Operation AD to 15.
- **AI Jacking (Requires Synthetic Mastery):** You can disable the functions of a robot mid-battle. You must have a *mobile hack-deck*, and make a *melee takedown* attempt. Make opposed Speed checks for the takedown. If you win, you decide all the robot's actions on their turn. You can renew this effect on your next turn.

Driving 3
Requires: Level 7, Driving 2, Operation 3
Powers:

- **Crash Roll:** The first time you crash during a vehicle battle, you may force your vehicle to keep moving. Crashing twice in the same battle forces your vehicle to stop.
- **Quick Escape:** When operating a vehicle with which you are trained, you earn 2 *escape points* per escape action instead of 1.
- **Hot Pursuit:** When operating a vehicle with which you are trained, you gain 2 *pursuit points* per pursue action instead of 1.

Engineering 3
Requires: Level 7, Engineering 2, Operation 7
Powers:

- **Craft Armor 3 (Requires Craft Armor 2):** You can craft or upgrade armor without any value limit, so long as you use an advanced tool kit. Crafting items costing more than ⨎300 increases the Operation AD to 15.
- **Craft Weapons 3 (Requires Craft Weapons 3):** You can craft or upgrade weapons without any value limit, so long as you use an advanced tool kit. Crafting items costing more than ⨎400 increases the Operation AD to 15.

- **Makeshift Scavenger (Requires Clever Scrap):** You can scrap any item costing less than ⨎200 without the need for tools and in less than 10 minutes with no check.

Locks 3
Requires: Level 7, Locks 2, Operation 3
Powers:

- **Master Keys, Master Codes:** You do not need *hack decks* or physical tools to manipulate locks and alarms. You may improvise tools or attempt to use manufacturer master codes. Doing so raises the Operation AD by +3.
- **Escape Mastery:** You can pick locks by manipulating tools with any part of your body, even your mouth. Manacles don't hinder you breaking free of worn restraints.

Medicine 3
Requires: Level 7, Medicine 2, Operation 7
Powers:

- **Expert Surgeon (Requires Trauma Surgery):** Whenever you restore HP with *Trauma Surgery*, the recipient recovers 30 HP instead of 20.
- **Craft Drugs 3 (Requires Craft Drugs 2):** You can create medicines and poisons of any cost. Crafting drugs takes 4 hours. You must have medical supplies equal to one-half the cost of the drug you are creating and have access to an infirmary. If you meet or exceed an Operation AD of 15, you succeed. If you fail, you lose half your components and do not create the drug.
- **Lethal Knowledge:** Your knowledge of anatomy is sinister. You gain +1 ATT +2 DMG against living things.

Navigation 3
Requires: Level 7, Navigation 2, Operation 5
Powers:

- **Galactic Core Specialization:** You're intimately familiar with the travel and Jump routes of the Galactic Core. While in this region, you may make Operation checks to find your way to obscure planets off the major routes. The GM sets the Operation AD relative to the location's obscurity.
- **Unpowered Space Specialization:** You're intimately familiar with the travel and Jump routes of Unpowered Space. While in this region, you may make Operation checks to find your way to obscure planets off the major routes. The GM sets the Operation AD relative to the location's obscurity.

Protocol 3
Requires: Level 7, Protocol 2, Operation 5
Powers:
- **Historic Forgeries:** You may create forgeries of documents that appear to be pre-war or even older.
- **Deflect the Church**: If you meet or exceed an Operation AD of 15, you can fast-talk a common Priest to leave you and your friends alone. Higher-level officials are immune.

Survival 3
*Requires:* Level 7, Survival 2, Operation 4
Powers:
- **Camp:** You may successfully find a week's worth of food and shelter for a group with a single check.
- **Terrain Advantage:** When travelling through your specialized terrain, you gain +2 on rolls made to *gain advantage*.

Taxonomy 3
Requires: Level 7, Taxonomy 2, Operation 6
Powers:
- **Mortal Blow (Requires Know Weakness):** Once per day, when you attack a creature you are specialization against, you may choose to roll an automatic 10.
- **Turn Beast:** When intimidating creatures you are specialization against, you may use Operation instead of Influence.
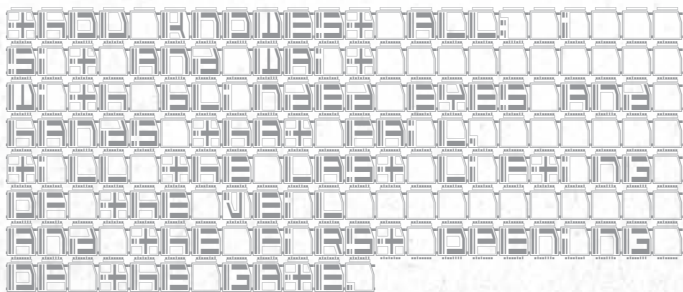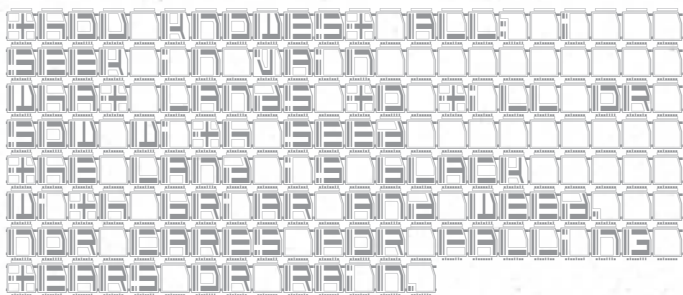
LEVEL 7 MUTATIONS

Burning Ichor
Trait Point Cost: 3
Requires: Level 7, Acid Blood, Corrosive Saliva, Toughness 2
Your *Acid Blood* now deals (Toughness + 6) damage. Targets struck by your *Corrosive Saliva* also take (d10 result + Toughness) damage.

Levitation
Trait Point Cost: 3
Requires: Level 7, Toughness 2, Influence 2, Shocking Touch
Your may manipulate your body's magnetic field to fly. Whenever you take a move action, you may ascend 4 squares vertically (20 feet) as part of the movement. At the end of your turn, you float harmlessly back to the ground – no matter the height.

Crushing Jaw
Trait Point Cost: 3
Requires: Level 7, Combat 3, Toughness 2, Toothy Maw
Increase the ATT and DMG of your bite attack by one-half your level (rounded down).

Inhuman
Trait Point Cost: 3
Requires: Level 7, Toughness 2, Any 3 mutations
You are mutated beyond human recognition. Add +1 to all roll bonuses, damage bonuses, or movement (in squares) derived from mutation effects. In addition, your physical proportions stretch to make Prodigravus armor fit more easily, meaning you treat the maximum speed rating of Prodigravus armor as 3.

Night Stalker
Trait Point Cost: 4
Requires: Level 7, Vampirism, Anaerobic, Super Senses, Night Vision
You you can smell blood through people's skin. You give off ambient body heat to match your surroundings, circumventing infrared detection. You are always aware of any living creatures within 6 squares of you. In addition, when using *Vampirism*, you now gain 70 HP.

Other Form
Trait Point Cost: 3
Requires: Level 7, Shapechange, Speed 3
You can twist and reshape your body to that of any creature, from a housecat to a bear. You take on the full appearance, including hair and claws, though this does not enhance your unarmed attacks. If you die or fall unconscious, you automatically begin transforming back to your normal self. Transformation takes a few minutes and requires shedding the skin of your previous form.

Sudden Growth
Trait Point Cost: 3
Requires: Level 7, Mutant Dog, Any 5 mutations
Your body develops superior abilities. Increase any attribute by 2, except Toughness or Nerve.

True Psychic
Trait Point Cost: 4
Requires: Level 7, Influence 4, Organic Brain, Any 2 Psychic Powers
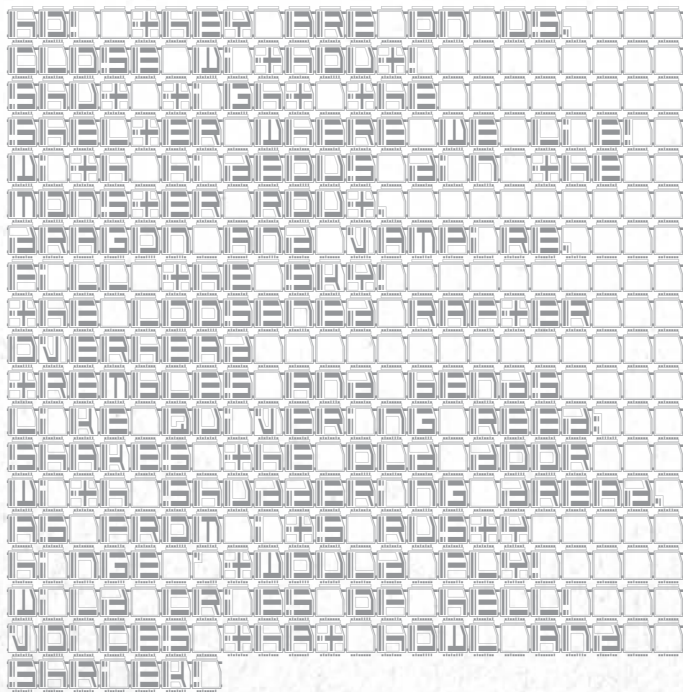Your blood produces hormones similar to Illuminix. You are no longer dependent on the drug and do not need it to access psychic powers. Once a day, you may bleed yourself for 10 HP to produce the equivalent of a single dose of Illuminix.

Utter Madness
Trait Point Cost: 3
Requires: Level 7, Insane Rage
Your psyche is closer to the Prodigravus than your allies care to admit. You constantly suffer minor hallucinations, but while you might not know what is real, your team-mates steer your murderous rage. You permanently suffer -1 Nerve and your bonus from *Insane Rage* increases to +3. In addition, every time you personally kill an creature, a rush of feral energy restores you (your Combat x2) hit points.

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Martial Mastery
Requires: Level 7, Combat 4, Dangerous Hands, Brawler, Martial Defense
Your hands are weapons of mass destruction. You receive an additional +1 ATT +4 DMG to unarmed attack rolls.

Know Your Enemy
Requires: Level 7, Awareness 4
Years of fighting have taught you how to measure a man. Once per day, before rolling, you may add your Awareness as an extra bonus to any roll against an NPC.

Team Work
Requires: Level 7, Operation 4, any 3 Knowledge Focuses
When using knowledge powers, like *Taxonomy* or *Navigation*, you consider allies' specializations as your own. For example, you may use *Lay Low* on a planet of an ally's specialization, even if you are not specialized.

True Luck
Requires: Level 7, Dumb Luck
You can use *Dumb Luck* twice per day. Also, you may choose to use it after discovering the roll was a failure.

Ultimate Battle Opportunist
Requires: Level 7, Improved Battle Opportunist
You can kill with superlative ease. Your damage bonus against unaware or *overpowered* targets increases to +6 DMG. When using *gain advantage,* inrease the attack bonus effect to +6 ATT.

Ultimate Machine
Requires: Level 7, Improved Machine, Human Machine
Permanently raise all of your attributes by 1. Raise your Nerve defense by 2.

Ultimate Will
Requires: Level 7, Improved Will, Techless Will
Even though you are fully organic, you are by no means inferior. The bonus from your *Techless Will* increases to +6.

Unarmored Master
Requires: Level 7, Awareness 4, Speed 6, Unarmored Fighter (x2), Unarmored Expert (x2)
You easily fly across battlefields, yet detest the weight of any protective garments. Increase the unarmored bonuses to +6. Decrease the maximum speed of any worn armor to 1.

Veteran Athlete

Requires: Level 7, Toughness 2, Athlete
When attempting athletics, you may treat the die as a 5 instead of rolling.

Veteran Liar

Requires: Level 7, Influence 5, Convincing
When attempting a lie, you may treat the die as a 5 instead of rolling.

Veteran Observer

Requires: Level 7, Awareness 4, Observant
When attempting to detect lies, you may treat the die as a 5 instead of rolling.

Veteran Quick hands

Requires: Level 7, Speed 4, Quick Hands
When attempting to hide or steal objects, you may treat the die as a 5 instead of rolling.

Veteran Rope Walker

Requires: Level 7, Speed 4, Rope Walker
When attempting to keep your balance or avoid slipping, you may treat the die as a 5 instead of rolling.

Veteran Wary Step

Requires: Level 7, Awareness 4, Wary Step
When attempting to detect explosives, you may treat the die as a 5 instead of rolling.

Wall Runner

Requires: Level 7, Speed 5, Running Attack, Under Pass
You move quickly enough to defy gravity. You can take move actions to climb ups vertical surfaces. The total number of squares you can move vertically equals your Speed. To avoid falling, you must land on a surface or grab something at the end of the move action.

LEVEL 7 NATURAL TALENT TRAITS

Combat Training 2

Requires: Level 7, Combat Training
When attacking with weapons affected by your *Combat Training*, you may add (1 + ½ your level rounded down) instead of Combat to calculate both ATT and DMG.

Influence Church

Requires: Level 7, Any two Influence natural talent traits
Whenever socially interacting with Church members, whether lying or sincere, you may use your highest attribute instead of Influence.

Reflex Training

Requires: Level 7
When rolling to determine turn order in battle, you may use your highest attribute instead of battle reflex.

I OWN THE MORAL HIGH GROUND.
BESIDES, THE TALENTS FALSE. IN FACT,
AND SO ABSURD, THAT COULD I RAISE UP,
FROM FIELDS ELYSIAN, AILING AESOP,
I WOULD ROUSE HIM TO HIS RAGE,
FOR INSULTING THE FOUR-FOOT RACE
CREATURES OF EVERY KIND BUT OURS
WELL COMPREHEND THEIR NATURAL POWERS,
WHILE WE, WHOM REASON OUGHT TO SWAY,
MISTAKE OUR TALENTS EVERY DAY.
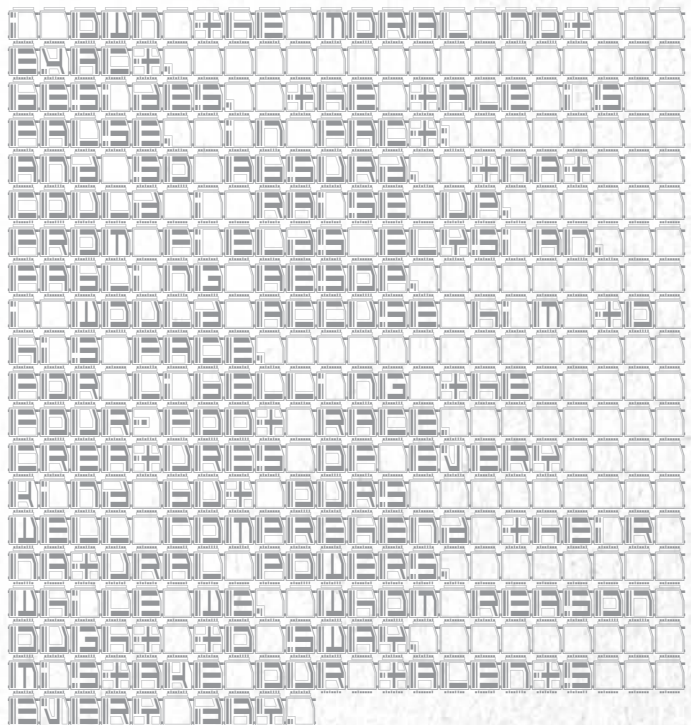
TRAVEL, VEHICLES, & TRADE
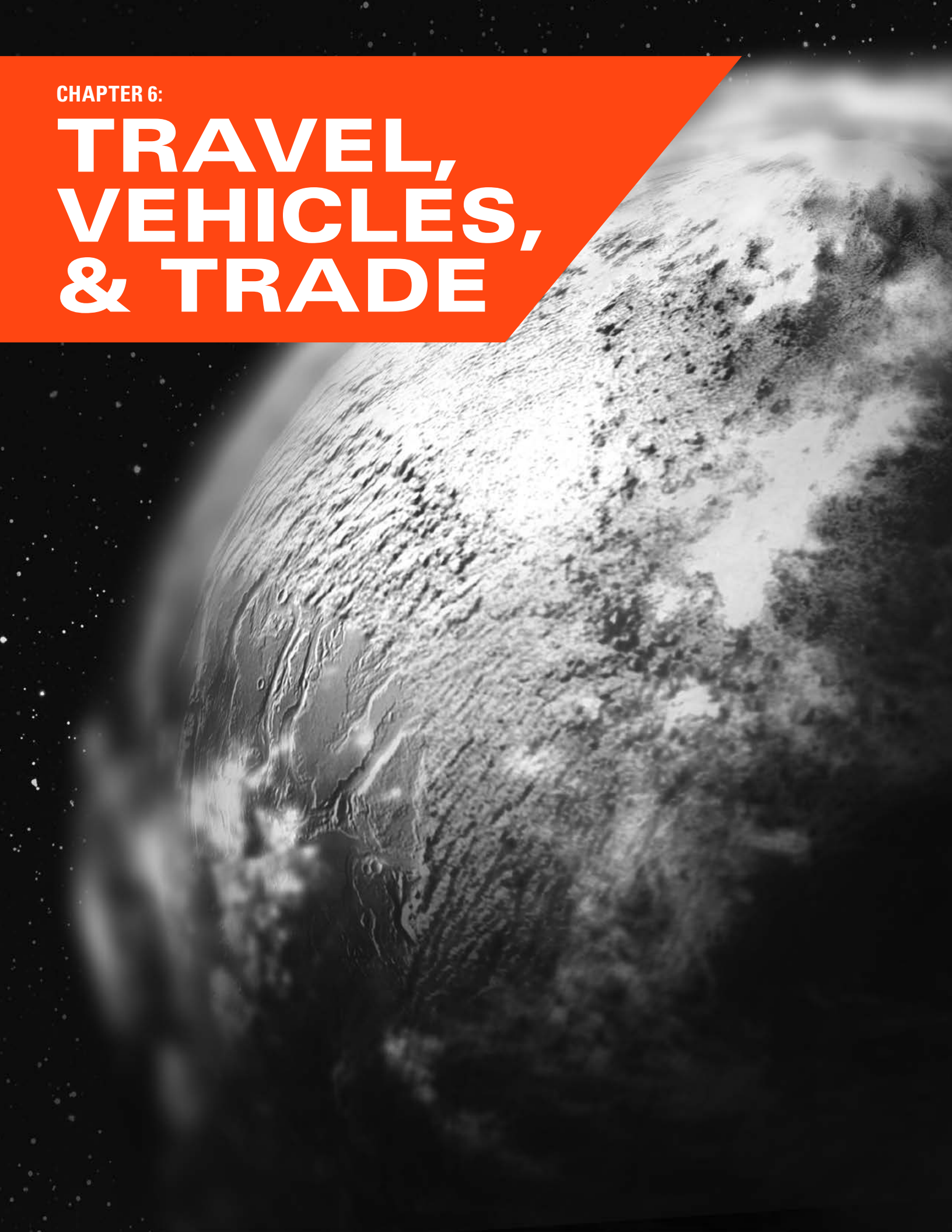
Whether you're en route to a distant planet or fleeing from disturbed pirates, vehicle travel is essential to *Synthicide*.

MEASURING TRAVEL DISTANCES ON PLANETS

Time is measured in *Synthicide* by days traveled and used to track food and fuel consumption. The GM decides how many days it takes to get from one location to another. If travel time seems like it should be short and require no food, do not track it.

MEASURING TRAVEL DISTANCES IN SPACE

Jumps are the standard unit of measurement in space. Count the number of Jump gates between one planet to another to determine travel time. Each Jump takes 2 days. See page 172. for a galaxy map of common Jump gates routes.

There may be times when ships travel through space without using Jump gates. Traveling to a planet's moon or a local space station usually only take 1 day. Sharpers rarely travel to other planets within the same star system; it takes weeks to reach the next closest planet without a Jump gate.

SPACE STATIONS

Many planets have a space station within their orbit. These cramped, minimalist ports are only used for fueling and unloading cargo. At the GM's discretion, you may trade in fuel and commodities without entering the atmosphere.

TRAVELING DANGERS

Thieves and pirates often ambush sharpers in the space between planets and solar systems. Whether or not this happens is up to the GM. Be on alert!

PLANET A

2 DAYS TRAVEL

JUMP GATE

PLANET B
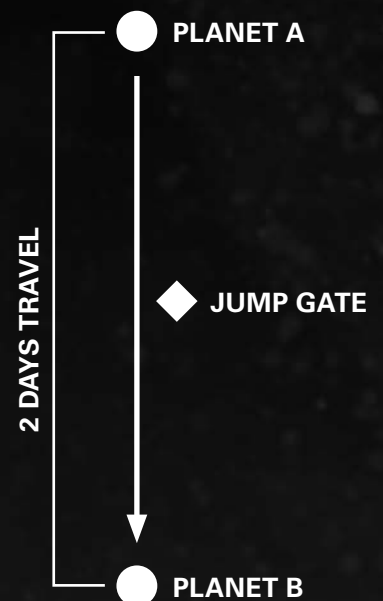
SPACESHIPS

Self-driving and highly automated, spaceships are essential to galactic exploration. Though there are manual controls for emergencies, built-in systems prevent drivers from crashing their ships into the ground or into radiotagged buildings. Every structure of importance has a radiotag, especially in Tharnaxist space. Spaceships are of special interest to the Tharnaxist Church; expect intense regulation and confiscation of unfamiliar tech.

Where are the vehicle weapons? (Weapon embargo)

The Tharnaxist Church keeps a firm disarmament policy: only the most devout machine worshippers may wield weapons designed for spaceship and planetary vehicle destruction. As a result, pirates and sharpers have adapted to grappling arms and cables, hull-piercing pistons, and other force-boarding equipment for space combat. However, if GMs are seeking information on expensive and banned vehicle weapons, see page 167 for optional rules.

Fuel

Spaceships burn immense amounts of a highly efficient fuel that only reacts in a controlled vacuum. A single day of orbital/space travel requires 1 unit of fuel. A high-speed battle burns 2 units and planetary exit/entry burns 3 units.

Name	Velocity	Damage Threshold	HP	Capacity	Price	Fuel Tank
Clipper	500	60	1600	6 characters, living quarters, 20 crates	₹5000	₹300 (₹30/unit)
Corvette	505	100	2500	18 characters, living quarters, 50 crates	₹8500	₹800 (₹60/unit)
Freighter	495	150	5000	50 characters, living quarters, 400 crates	₹14000	₹4000 (₹100/unit)

Clipper: Any common spaceship. Manufacturers model their designs to a branded look, but all are cheap and functional. Clippers have just enough armor to survive atmospheric reentry and just enough storage for a profitable shipping run. They only come equipped with sleeping quarters, a kitchen, and a cargo hold.

Corvette: These large, lightning fast ships are only available to exclusive clientele. Living quarters are spacious and increased crate capacity yields greater shipping returns. Many pirates use corvettes to chase down their unfortunate prey. Corvettes house additional sleeping quarters, a large cargo hold, and pre-installed infirmaries.

Freighter: an immense merchant ship. Some pirates max out their hold with a clipper in lieu of crates. The second ship is easily deployed when force-boarding or grappling. Freighters have the most quarters and largest cargo holds, as well as fully stocked infirmaries and workshops for crafting equipment.

GOODS, SERVICES, AND CUSTOMIZATION

Vehicles are expensive to maintain and customize. Common prices are listed below.

Name	Price
Repair Services	₹75 per 50 HP repaired
Crate of Fuel	₹100
Docking Fees	₹5/day
Crate of Repair Parts	₹25
Empty Crate	₹5
Engine Amp	½ of ship price
Crash Dampeners	½ of ship price
Extended Cabin	₹100

Repair Services: Most docks offer repair services, so long you can afford the labor. Parts are included in this price.

Crate of Fuel: This prepackaged fuel can be stored on a ship if its tanks are full. It holds ₮100 worth of fuel.

Docking Fees: Planet authorities charge ships for docking. If you plan to buy or sell cargo, you must dock and pay the fee.

Crate of Repair Parts: Contains 50 HP of general repair parts. Necessary for DIY ship repair.

Empty Crate: Stores trade in a 5-ft cube. GMs often use crates to determine the volume of materials or goods.

Engine Amp: Gearheads rejoice! Increase spaceship velocity by 3. Can be purchased twice to increase velocity by 6.

Crash Dampeners: Safety technology is essential to vehicle and passenger recovery. Vehicles with crash dampeners take half damage in a crash.

Extended Cabin: You can add an extra cabin to a ship. In addition to the listed price, the vehicle permanently decreases it's storage capacity by 5 crates.

ILLEGAL CUSTOMIZATIONS

The Tharnaxist Church has banned these customizations throughout the Galaxy. Smugglers and pirates still use them to stay ahead of their competition.

Name	Price
Secret Compartment	₮50
Anti-sniff	₮100
Grappler	¼ vehicle price
Crusher	½ vehicle price

Secret Compartment: requires an Operation AD of 15 to spot. Lose 2 crates of storage for every secret compartment of 1 crate in dimension.

Anti-sniff: This upgrade guards secret compartments from detection equipment. Only skill and the naked eye can detect a secret compartment with anti-sniff.

Grappler: A hydraulic arm hidden in the paneling on the side of your ship. Sharpers and pirates use grapplers to latch onto ships of the same size or smaller. They're essential when lining up airlocks for forceful entry.

Crusher: A hull-piercing piston customized to fit a grappler. When something is held by the grappler, any crew member may take an action to activate the crusher, automatically dealing 1d10 x 50 damage to the grappled object.

COCKPIT

INFIRMARY

AIRLOCK

AIRLOCK

WORKSHOP

CARGO HOLD

AIRLOCK
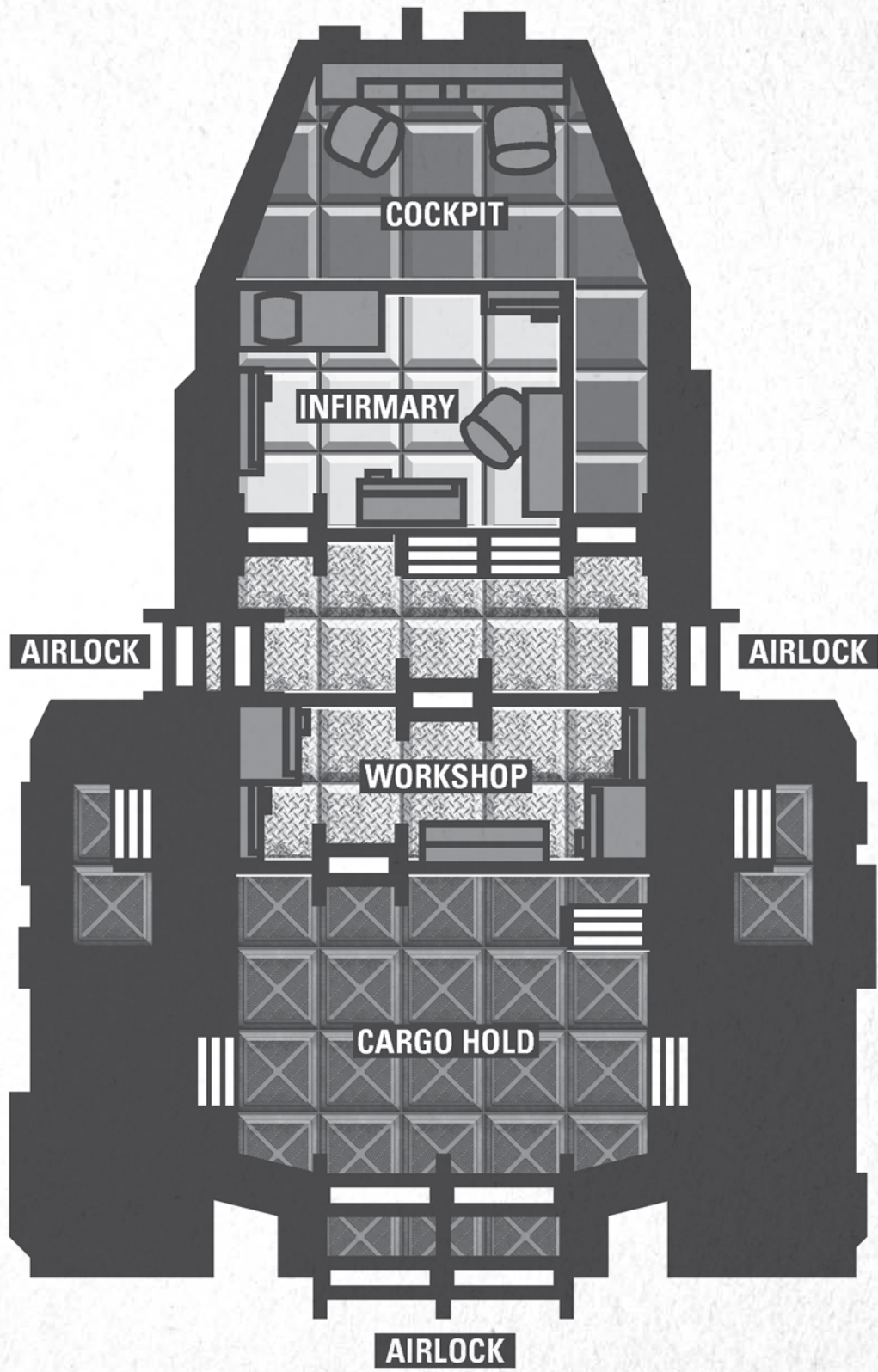
GENERIC CLIPPER
FLOORPLAN

QUARTERS

LAVATORY

LAVATORY

MESS HALL

MAINTENANCE SHAFTS

GROUND LEVEL

COCKPIT

AIRLOCK   AIRLOCK

LAVATORY   LAVATORY

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INFIRMARY   WORKSHOP

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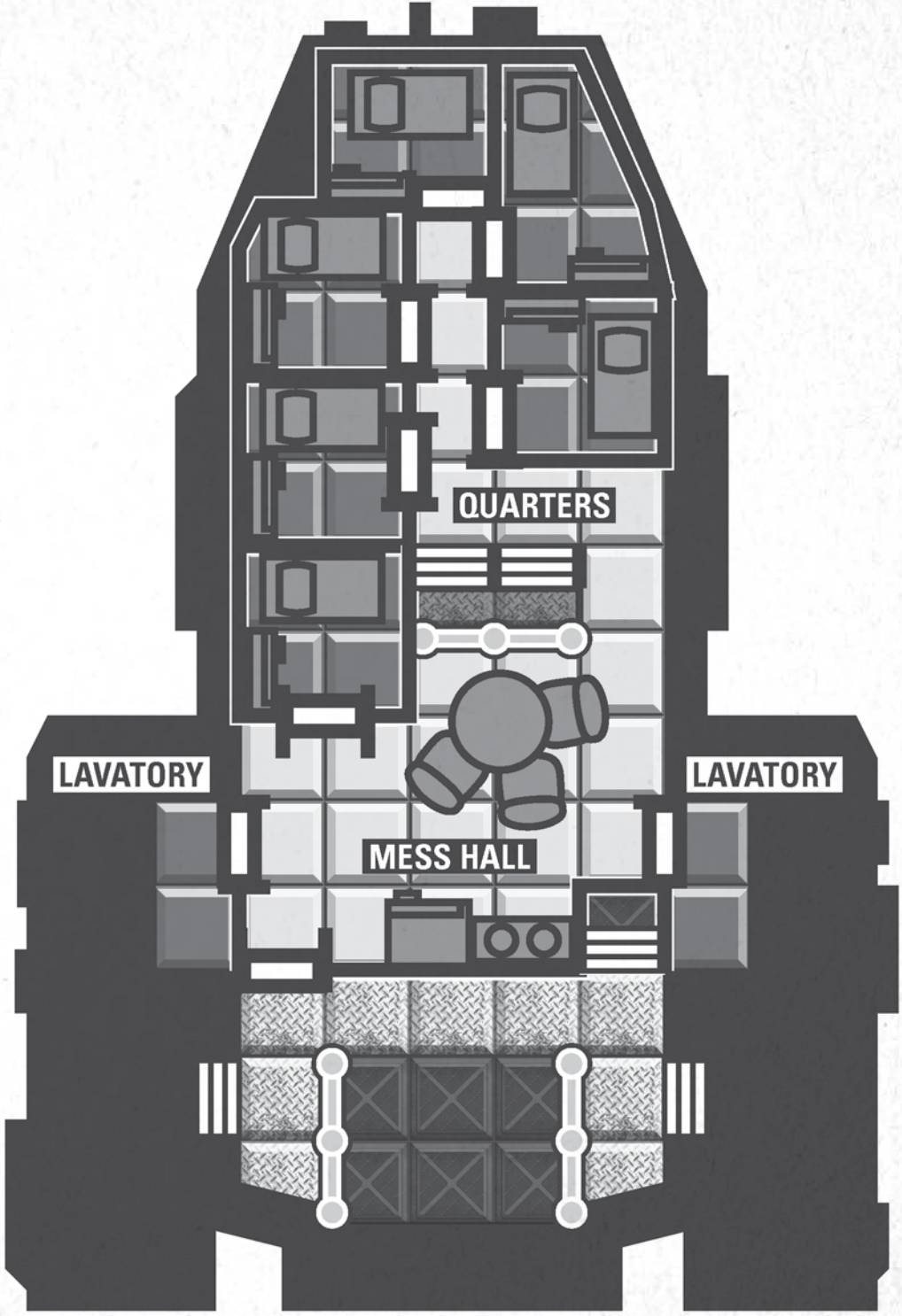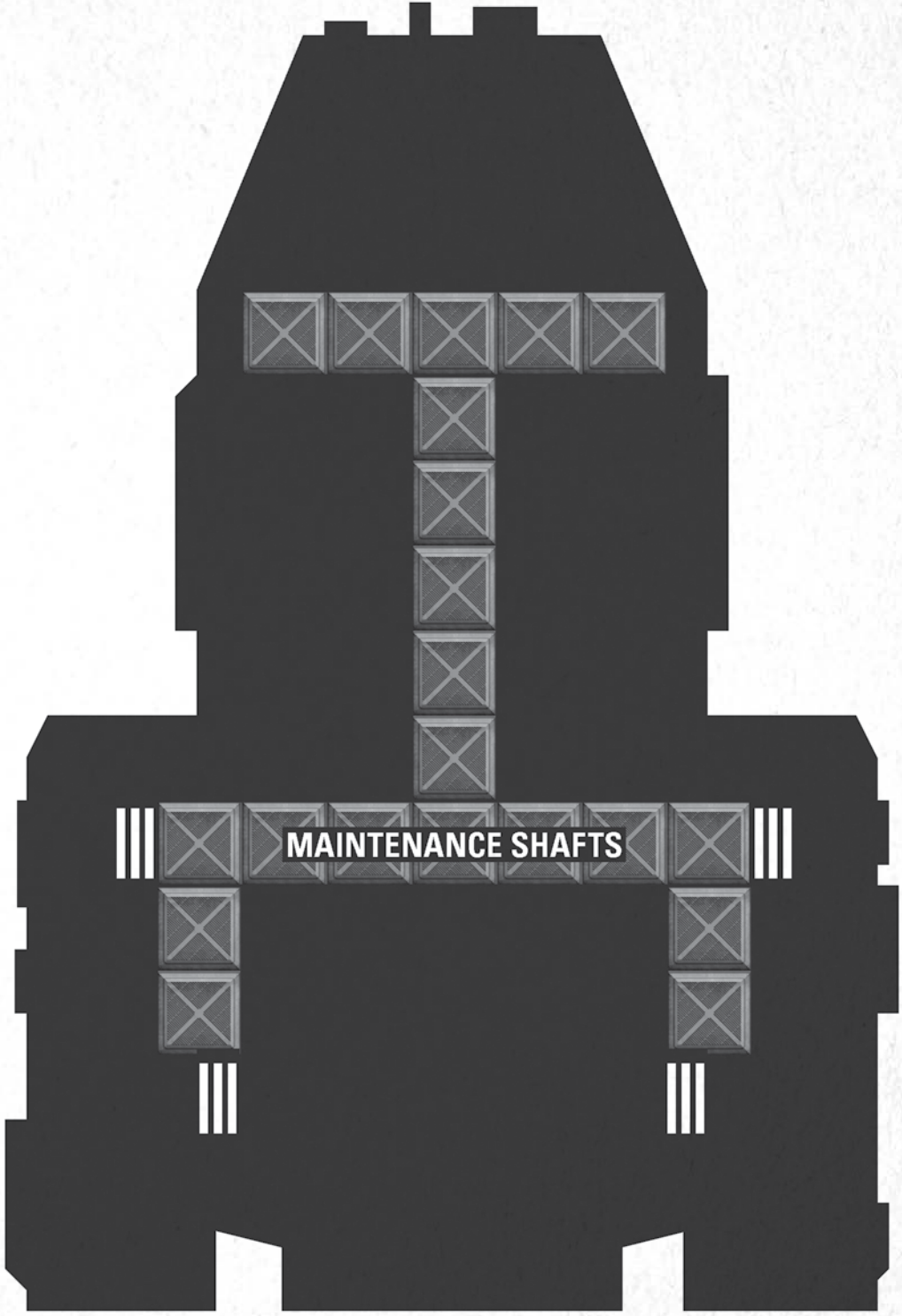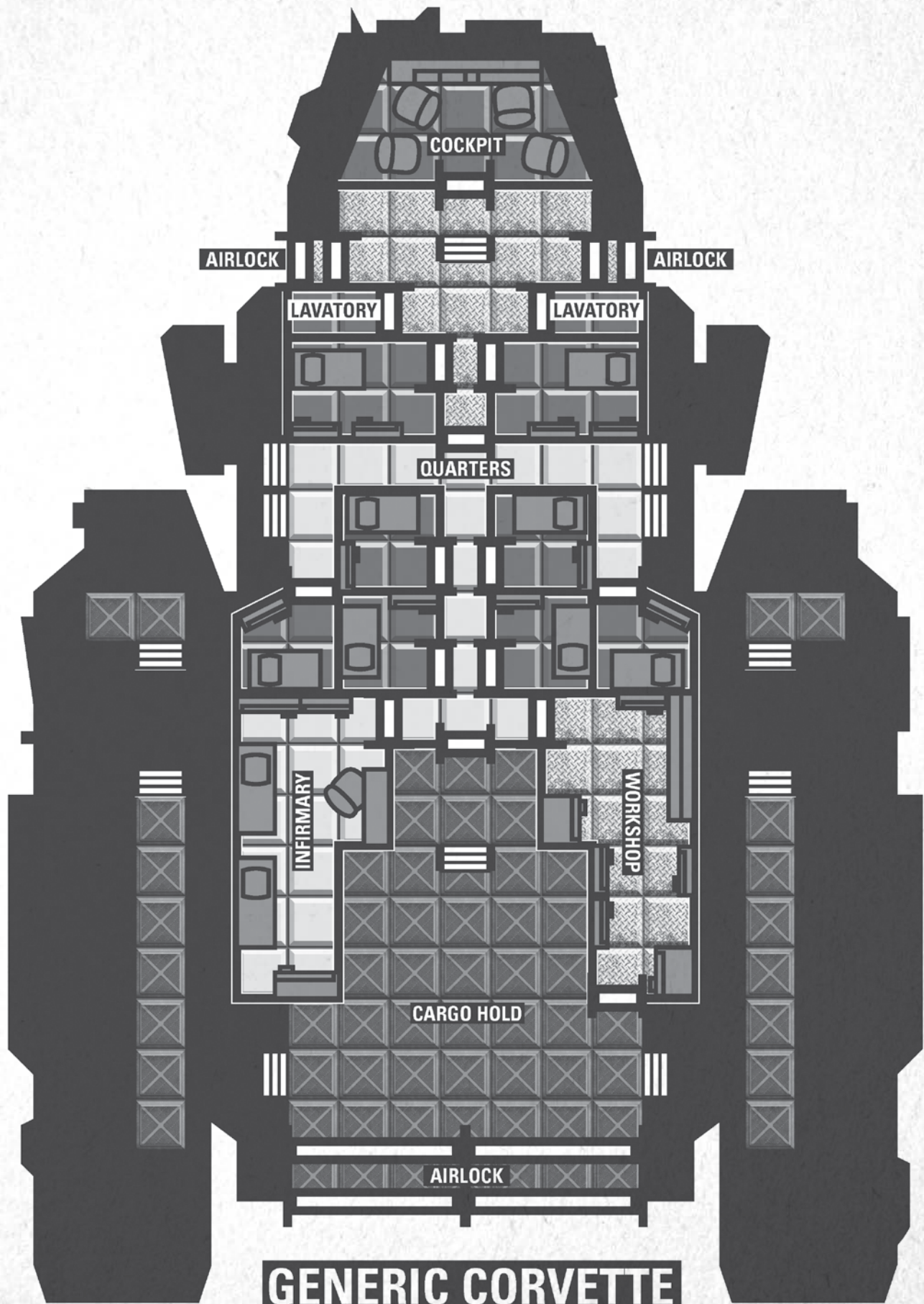
GENERIC CORVETTE
FLOORPLAN

93

SECOND LEVEL

LAVATORY

LAVATORY

QUARTERS

INFIRMARY 2

MESS HALL

94

THIRD LEVEL

MAINTENANCE SHAFTS

GROUND LEVEL

COCKPIT

QUARTERS

LAVATORY

AIRLOCK

MESS HALL

INFIRMARY

LAVATORY LAVATORY

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WORKSHOP

INFIRMARY

LAVATORY

LAVATORY

LAVATORY

CARGO HOLD

CREW SHOWERS

AIRLOCK AIRLOCK
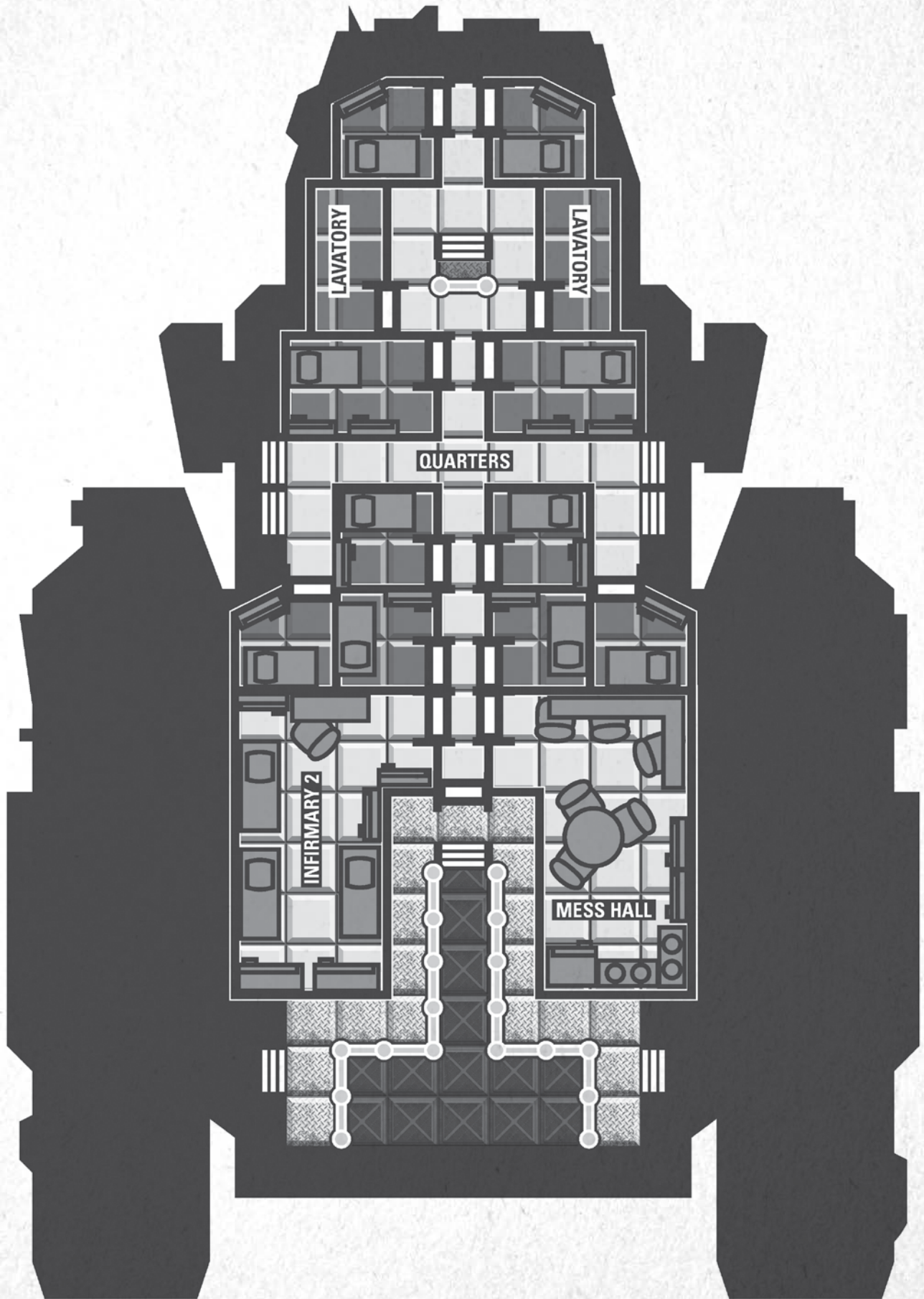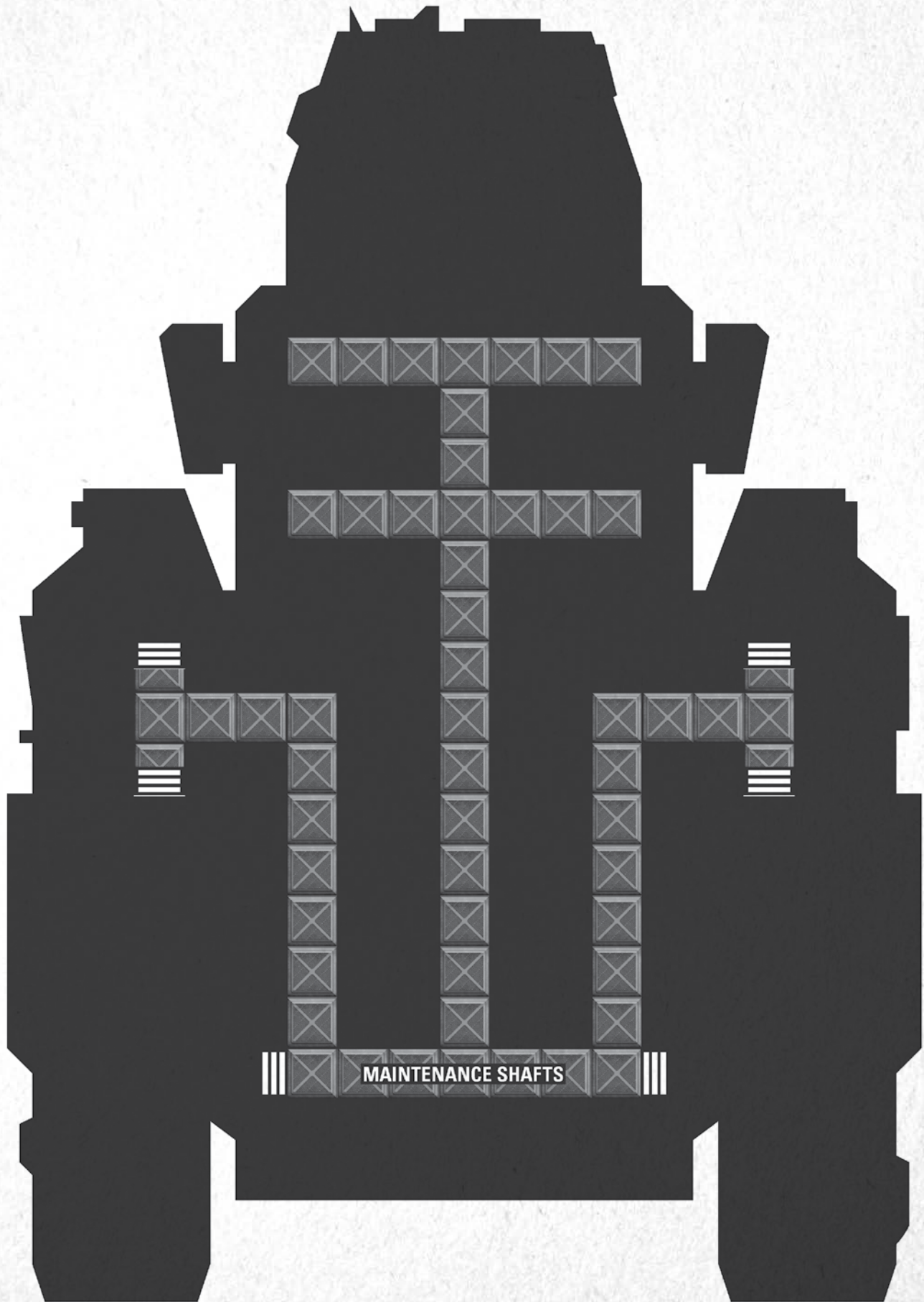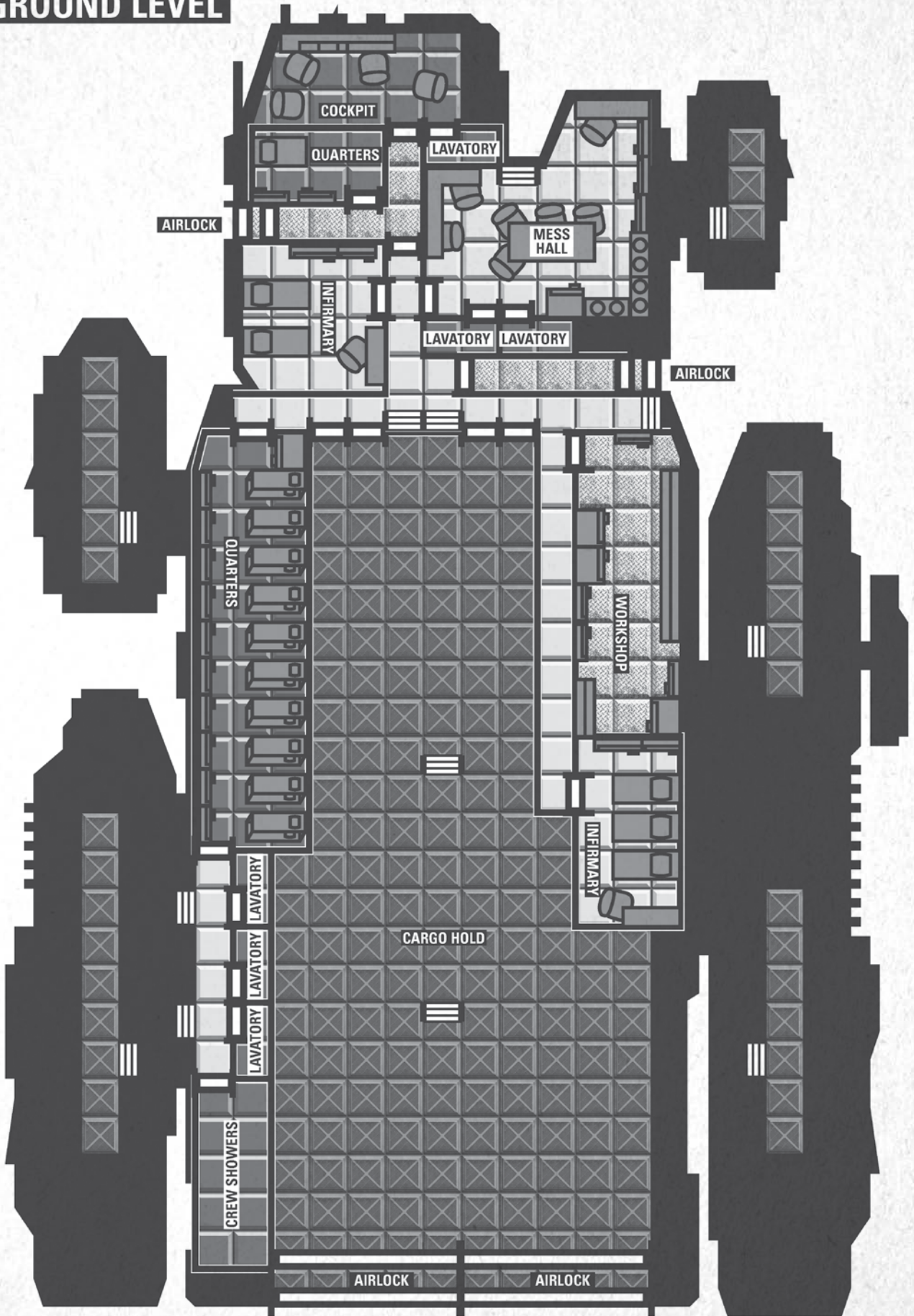
GENERIC FREIGHTER
FLOORPLAN

QUARTERS

LAVATORY

OBSERVATION

MESS HALL

INFIRMARY

LAVATORY

LAVATORY

QUARTERS

QUARTERS

LAVATORY

LAVATORY

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CREW SHOWERS

MAINTENANCE SHAFTS
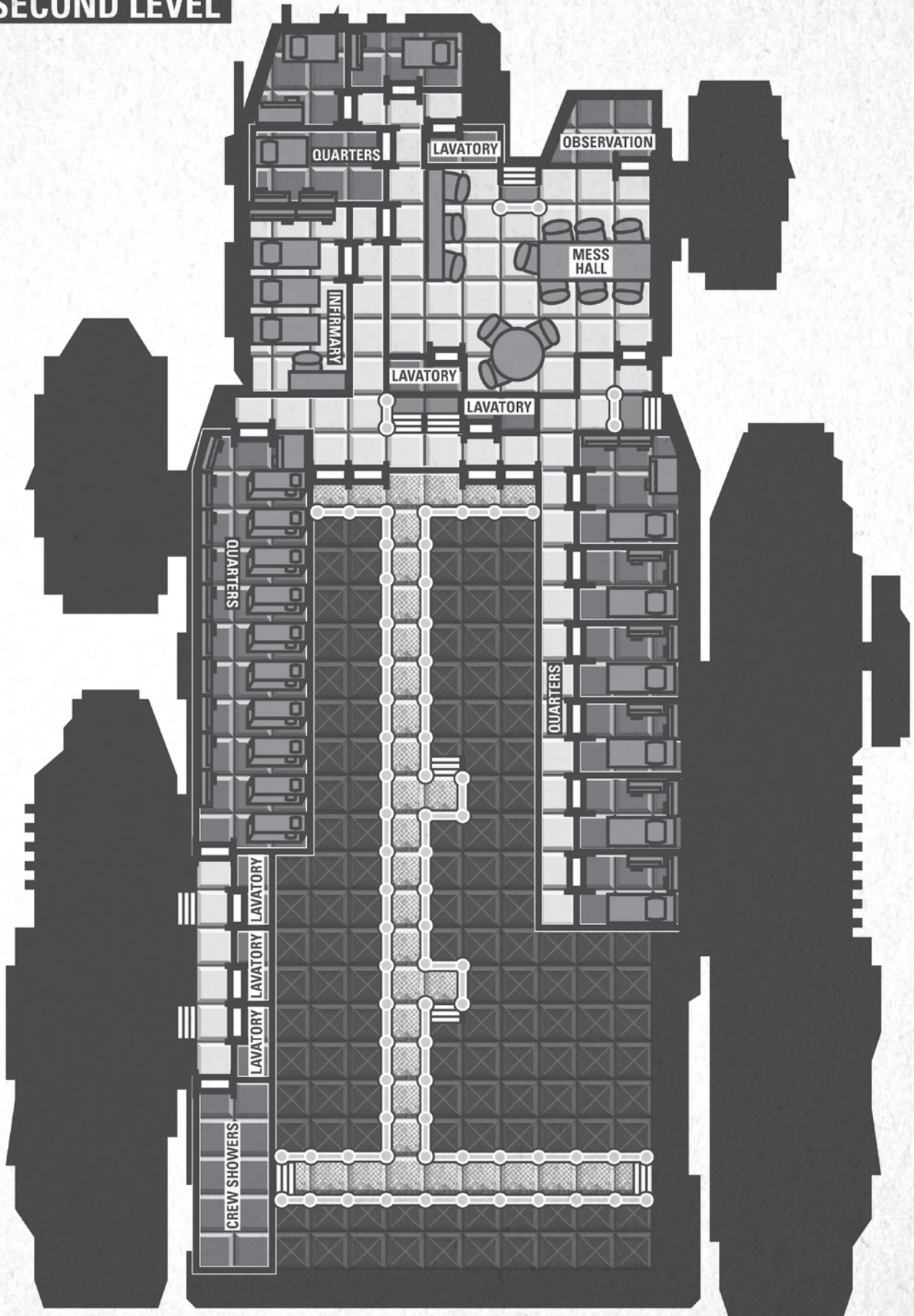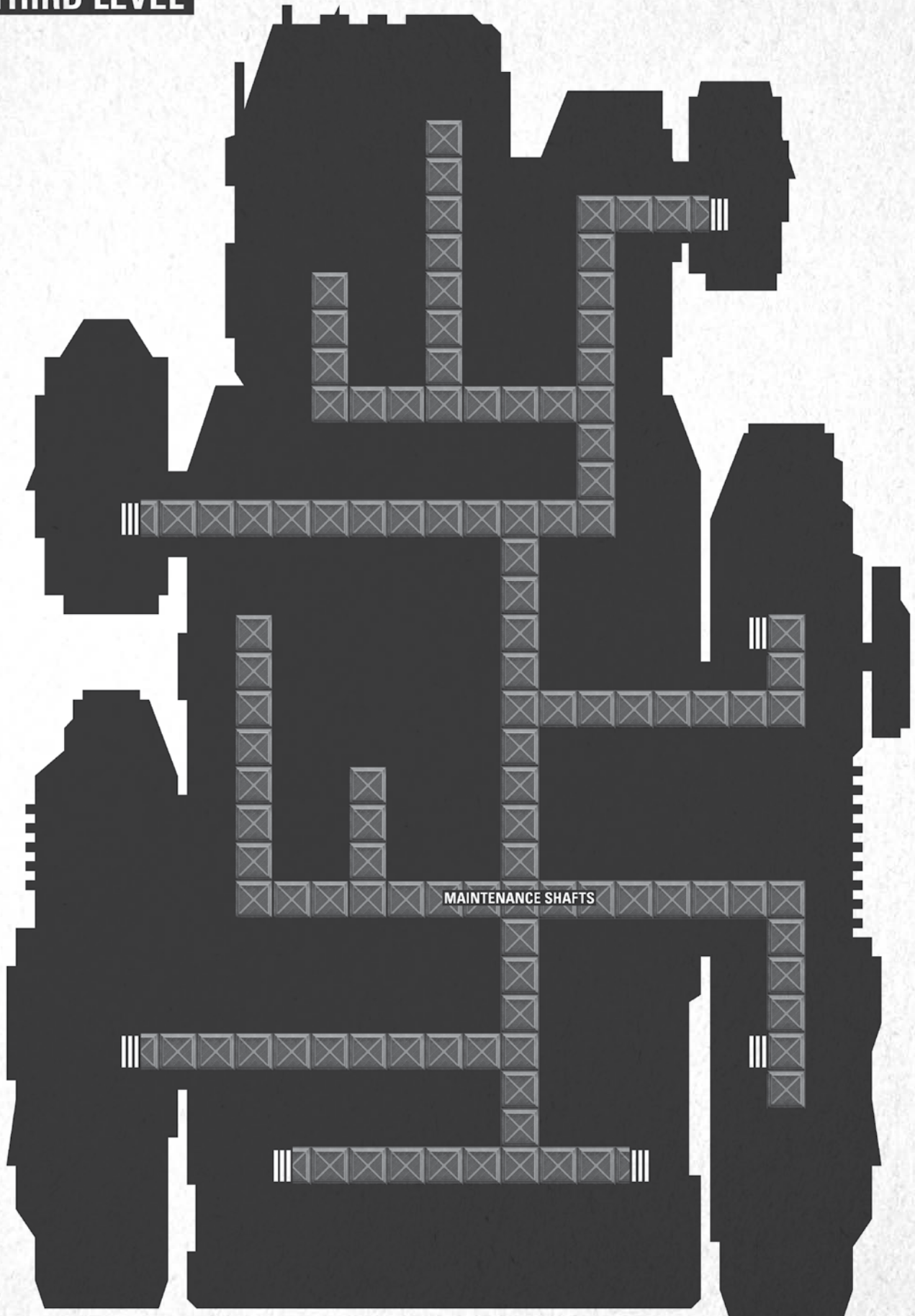
YOUR FIRST SPACESHIP

Sharpers take great pride in their spaceship. It defines them and sets them apart. No matter where you came from, everyone is united by their loyalty to the ship. As a group, determine your spaceship's origin and any special quirks it may have. Choose something from each on the following tables, or roll 1d10 randomly.

How did you get your ship?

d10	Ship Origin	Effect
1	Hard Earned	You and the other players pooled your resources to buy a ship. It was hard work, but you've earned your independence.
2	Stolen	You boosted the ship from its previous owner. You may face revenge in the future, but for now you're "safe."
3	Borrowed	A wealthy person is lending you the ship to run errands. When you fail to check in, you risk making powerful enemies. Roll on the ship upgrade chart.
4	Salvaged	The ship was a junker when you bought it. Every day you find another leak or tear. Roll on the ship flaw chart.
5	Discovered	There's no knowing who owned this ship before you, but who cares? It's your ticket to the stars! Roll twice on the ship mystery chart.
6	Inherited	Someone in the party inherited the ship from a family member. Roll on the ship mystery chart.
7	Experimental	An inventor engineered this ship as the prototype for a more reliable model. Roll on the ship flaw chart and the ship mystery chart.
8	Custom Made	This ship was custom built for you by someone who didn't know what they were doing. Roll on the ship flaw chart and the ship upgrade chart.
9	Paid Companions	A Synthetic onboard the ship convinced you to share his company. You haven't yet figured out why he wants you around.
10	Church Affiliation	Your last gig for the Tharnaxist Church still haunts your dreams at night, but now at least you're free to roam the stars. You dread the day the Church reaches out to you and your companions again.

A voice cries to me in a swin of dreams, saying, "Make haste! the days of death and birth are brushed away, and all the threads of earth wear to the breaking spaceward gleams"
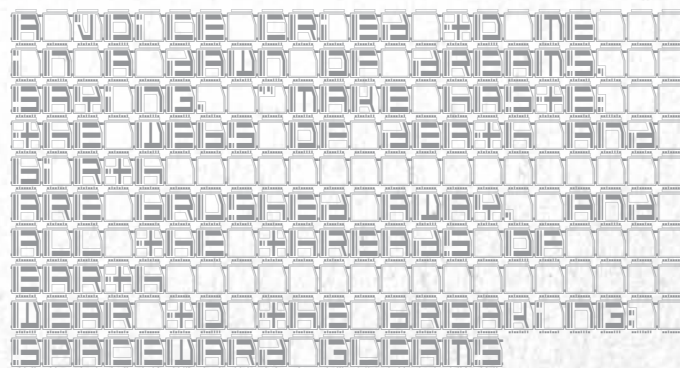
How does your ship look?

d10	Appearance	Effect
1	Boring	You're cruising in a basic bag of bolts.
2	Overdone	A peculiar hull decorated with obscene amounts of paint makes your ship stick out like a sore thumb.
3	Cruddy	Wayfarers fail to take you seriously when they see your ship, which has obviously seen better days.
4	Sleek	Your ship is elegantly designed. Unsavory sorts assume you're easy prey.
5	Fearsome	Intimidating spikes and battle scars adorn your ship. Common folk feel on-edge when they see it.
6	Ancient	The hull of your ship is older than its inner workings. No one can tell who built it – or when.
7	Church Surplus	Your ship was manufactured for the Tharnaxists. Seeing it makes people question your motives.
8	Workhorse	Your ship was built to move freight and mine asteroids. Worn corporate markings and vestigial equipment cover it. Onlookers assume you are reliable.
9	Plain Ugly	Someone with no sense of aesthetics designed and built your ship. Laughter follows you at every dock.
10	Gadget Heavy	Your ship is layered with advanced sensors and effectors. Onlookers assume you know what you're doing, and the Tharnaxists eye you with undue suspicion. Roll on the spaceship upgrades chart.

Vehicle Flaws (only roll if origin requires)

d10	Flaw	Effect
1	Awful Noise	The engines of your ship rattle excruciatingly against your eardrums. People from miles away notice your ship arriving and departing.
2	Visible Exhaust	Visible exhaust isn't typical, let alone the thick black clouds streaming out of the engines of your vessel. Interested parties may easily track you.
3	Sluggish	Your ship can maintain a respectably high speed, but it takes awhile to get there. Other spaceships always act before yours in battle.
4	Electro-Interference.	Your ship jams communications and phone signals. You may not send or receive transmissions while in flight.
5	Bad Air	The life support air filtration system is busted. The ship reeks with an awful stench.
6	Thermal Error	The climate controls within your ship are broken. It's always incredibly hot inside.
7	Toxic Residue	Your ship was exposed to a corrosive, poisonous chemical and never cleaned properly. Passengers feel ill after extended flights.
8	Vermin	A colony of bizarre insects refuse to leave the ship. You've learned to lock food away and to sleep with the lights on.
9	Brittle Frame	The ship takes 50% more damage from crashes.
10	Truly Awful	The GM chooses a flaw from 1-9. The players choose another.
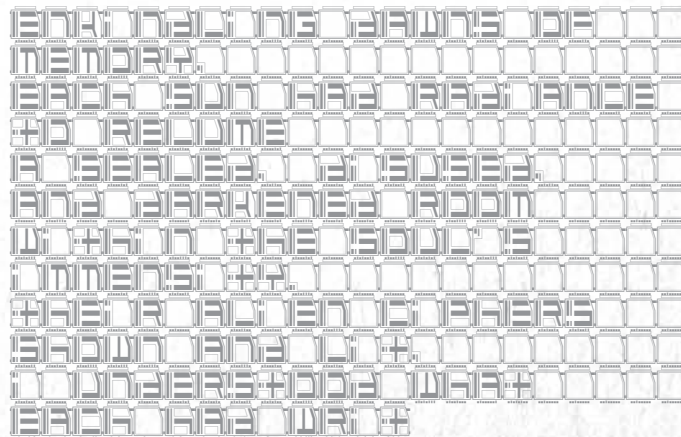
Vehicle Mystery (only roll if origin requires)

d10	Mystery	Effect
1	Impossible Jumps	When you use a Jump gate, you occasionally arrive 2 minutes sooner than when you left. No one can explain why.
2	Follower	Someone is tracking your movements in the vacuum of space. Whoever they are, their ship is smaller than a cruiser and hovers just outside sensor range. They never come closer.
3	Crypts	Hidden compartments within the interior of the ship house human remains. You're sure there are more you don't know about.
4	Mind of its Own	Your ship ignores explicit commands from time to time. It doesn't intentionally endanger your lives, but it does occasionally land at coordinates inconvenient to your travelling plans.
5	Voices	In moments of duress, the ship's intercoms come to life with whispered words.
6	Mad Writing	The interior is awash with indecipherable words and symbols. They've proven impossible to remove with common cleaning agents.
7	Shared Dreams	Passengers on the ship occasionally experience the same dream or nightmare.
8	Apparition	When the lights are off, you can just make out someone walking through the halls. They make no sound and leave no evidence of their passing.
9	Spectral Shifts	Sometimes after a Jump, clothes and equipment permanently change colors.
10	Shared Memory	Everyone in your group shares the memory of an inexplicable event from before you even knew one another. None of you had this memory before stepping onboard the ship for the first time.

Spaceship Upgrades (only roll if origin requires)

d10	Mystery	Effect
1	Hot Sensors	You always notice approaching ships before they reach attack range.
2	Efficient	Your ship consumes half the fuel of a normal ship it's size.
3	Magnetic Defense	Your ship gains +2 to avoid grapplers.
4	Extra Armor	Your ship's damage threshold increases by 50.
5	Extra Engines	Your ship's Velocity gains +2.
6	Crash Alerts	You gain +2 Operation to avoid crashes.
7	Extra Storage	Your ship can hold 10 more crates.
8	Tough Locks	The locks on your ship require an Operation AD 20 to break open.
9	Secure Software	Your ship will not activate without an Operation AD 25 to bypass identity verification .
10	High Grade	The GM chooses one upgrade from 1-9. The players choose another.

PLANETARY VEHICLES

Powered cycles, cars and airborne vehicles are relatively accessible and far more popular for planetary transportation than spaceships.

GROUND CARS

Encompassing large and midsize vehicles designed for terrestrial travel, ground cars include wheeled vehicles as well as low-altitude hover vehicles.

Fuel

Ground cars don't need fuel as long as there is easy access to an electric grid or solar power.

Name	Velocity	Damage Threshold	HP	Capacity	Price
Speeder	14	12	100	4 characters, 2 crates	₹800
Truck	12	14	150	2 characters 10 crates	₹1000
Transport	12	17	150	6 characters, 20 crates	₹1200
Tanker	11	27	500	8 characters, 100 crates	₹3000

CYCLES

Sharpers and other enthusiasts adore motorcycles and hover bikes for their ease in traversing narrow turns on the surface of a planet.

Fuel

Cycles don't need fuel as long as there is easy access to an electric grid or solar power.

Name	Velocity	Damage Threshold	HP	Capacity	Price
Scooter	15	9	50	2 characters	₹500
Low Rider	17	9	80	2 characters	₹800
Road Rocket	19	9	50	1 character	₹1200

Include any vehicle designed to fly within the terrestrial atmosphere of a planet.

Fuel

Sky cars consume large batteries of electrochemical fuel. A single day of travel burns 1 unit of fuel. A high-speed battle burns 2 units of fuel.

Name	Velocity	Damage Threshold	HP	Capacity	Price	Fuel Tank
Skiff	45	18	200	6 characters, 8 crates	₮2000	₮100 (₮20/unit)
Carrier	40	21	400	2 characters, 30 crates	₮3000	₮400 (₮40/unit)
Sky Barge	35	30	1000	30 characters, 200 crates	₮5000	₮2400 (₮80/unit)

PLANETARY VEHICLE GOODS & CUSTOMIZATION

The following upgrades apply to ground cars, sky cars, and cycles. Actual prices vary from technician to technician.

Name	Price
Repair Services	₮75 per 50 HP repaired
Charged Battery	₮100
Crate of Repair Parts	₮25
Empty Crate	₮5
Engine Amp	Half of ship price
Extra Seating	₮50

Repair Services: Most docks offer repair services, so long you can afford the labor. Parts are included in this price.

Charged Battery: Consumed as fuel by air cars.

Crate of Repair Parts: Up 50 HP may be restored to your car or cycle with these spare parts.

Empty Crate: Stores trade in a 5-ft cube. GMs often use crates to determine the volume of materials or goods.

Engine Amp: Gearheads rejoice! Increase vehicle velocity by 3. May be purchased twice to increase velocity by 6.

Crash Dampeners: Safety technology is essential to vehicle and passenger recovery. Vehicles with crash dampeners take half damage in a crash.

Extra Seating: Raise character capacity by adding extra seats. In addition to the listed price, the vehicle permanently decreases it's storage capacity by 2 crates.

ILLEGAL CUSTOMIZATIONS

The Tharnaxist Church has banned these customizations throughout the Galaxy. Smugglers and pirates still use them to stay ahead of their competition.

Name	Price
Secret Compartment	₮50
Anti-sniff	₮100
Weapon Mount	₮80

Secret Compartment: Requires an Operation AD of 15 to spot. Lose 2 crates of storage for every secret compartment of 1 crate in dimension.

Anti-sniff: Guards secret compartments from detection equipment. Only skill and the naked eye can detect cargo hidden with anti-sniff.

Weapon Mount: Used to increase the effectiveness of common pistols, rifles, and shotguns in a car chase. When mounted, ranged weapons gain +5 DMG against other vehicles and +2 ATT against any target. Lose 1 crate of storage for every weapon mount customization.

RUNNING CARGO

Sharpers often subsidize their interstellar travel by hauling freight. Smuggling jobs command respectable returns, given a high demand.

INDEPENDENT CARGO

Sharpers can make a meager living buying and selling independent cargo. Mega corporations and the Church have a lockdown on the production and sale of goods, driving prices (and profits) quite low. Consider:

- **There are no loans or credit – you must pay for your cargo in full.** The Galaxy is a chaotic place that runs on lurans. No one hands over cargo without lurans up front and you must negotiate terms with the final buyer on your own.
- **Trade takes place at spaceports and docks.** Docking fees, paid to the dock master, are required to trade cargo with other parked ships.
- **Dock Masters get their cut.** A dock master who catches you selling cargo without sharing revenue will impound your ship or destroy it as a warning to others.

BUYING CARGO

With trade locked down by corporations and the Church, sharpers are lucky to see a quarter of an individual good's asking price in trade. Profits only occur when buying and trading in bulk. Use the following to determine what cargo is available for purchase at your dock.

Goods diversity

Dock Type	Description	Effect
Backwater	A small dock on a barely populated world	Roll once on the available goods chart
Bustling	A fairly important dock on a moderately populated world	Roll twice on the available goods chart
Central	Either a major dock on a developed world or a standard dock on a highly developed world.	Roll 3 times on the available goods chart
Vital Trading Port	Either an extremely common trading destination or one of the key ports on a highly developed world.	Roll 5 times on the available goods chart

Available Goods*

d10	Cargo Type	Description	Value
1-3	Common Goods	Clothing, raw materials or other low value items	₴50 per crate
4-5	Common Food/Medicine	Processed foods, feast pills, medical supplies	₴300 per crate
6-7	Weapons	Standard guns, armor, etc.	₴800 per crate
8-9	Luxury Goods	Delicious or highly nutritious foods, high-quality clothing and bedding	₴1200 per crate
10	Tech	High-tech weapons, cyber implants, robot components	₴2000 per crate

Note: returning the same result on multiple rolls has no effect but still counts as a roll.

SELLING CARGO

Cargo is generally sold "over the table." The dock master notes the cargo on your manifest and receives a cut of the sale. Sharpers occasionally sell cargo under the table, sneaking the cargo past the dock master and selling it without his or her knowledge. In either case, a crew member must make an Influence roll to unload the cargo on any buyers, using one of the tables below to determine the success of the sale. You may only make this check once per dock.

Over the Table Sales

Influence AD	Deal Quality	Sale Price
0 or less	Uninterested Buyers	30% loss
3	Bad Deal	10% loss
5	Straight Deal	Face value
7	Decent Deal	10% profit
9	Good Flip	20% profit
13	Solid Sale	30% profit
16+	Unbelievable Deal	40% profit

Under the Table Sales

Influence AD	Deal Quality	Sale Price	Penalty If Caught
0 or less	Uninterested Buyers	10% loss	10% of original cargo value, ship impounded until balance paid
3	Bad Deal	Face value	20% of original cargo value, ship impounded till balance paid
5	Straight Deal	20% profit	30% of original cargo value, ship impounded till balance paid
7	Good Flip	40% profit	50% of original cargo value, ship impounded till balance paid
9	Solid Sale	60% profit	Ship confiscated, other belongings returned
13	Unbelievable Deal	80% profit	Ship confiscated, no belongings returned.

SMUGGLING JOBS

On occasion, a large corporation will contract sharpers to carry goods on their behalf. Far more lucrative than independent cargo, smuggling jobs entail moving product corporations don't want on their own ships. It's also much simpler than buying and selling independent cargo. In practice:

- **You must secretly rendezvous in orbit of the cargo's destination, or use smuggling compartments to sneak the cargo into a dock unnoticed.** Contractors only hire sharpers when planetary customs or Church investigators threaten to interfere with their freight.
- **Failure has consequences.** You must deliver the cargo; no excuses. A friendly contractor might only expect full compensation for lost cargo and wasted fuel. Failing other clients will likely result in a price on your head.
- **Deliver the cargo, claim your reward.** The contractor sets the value of the smuggling job. GM's use the Mission Risk system to determine bonus pay.

GETTING CAUGHT

There are no "fast and dirty" rules for getting caught. GM's determine the number of inspectors or customs agents who stand in your way and scales them to be legitimate obstacles based on your group's level. Inspections and searches are roleplayed as any other social interaction.

STEALING VEHICLES

Jacking another person's ride is a fast way to end up dead or wealthy. To steal a vehicle:

1. **Break in with a lock picking roll.** The Operation AD to pick any lock is equal to 10 + the value of the ship in lurans rounded up to the nearest thousand. For example, breaking into a speeder car requires an Operation AD 11. A clipper spaceship requires Operation AD 15. Failure alerts the vehicle owner.
2. **Override security to control the vehicle.** The difficulty is the same as above: 10 + the value of the ship in lurans rounded up to the nearest thousand. As in step 1, failure alerts the owner.
3. **Most vehicles come with tracking devices.** Disabling a tracer requires an Operation roll equal to 5 + the value of the ship in lurans rounded up to the nearest thousand. The owner is alerted on a failure, as with steps 1 and 2.
4. **If you are successful at all 3 steps, you steal the vehicle without intervention.** Yet there may be cameras or other witnesses to your crime. When you attempt to unload a stolen vehicle, someone angry might be waiting for you. The GM decides based upon how well you covered your tracks.

SELLING STOLEN VEHICLES

Fencing is easy lurans. Yet stolen ships are risky to purchase. To avoid reprisal, the buyer must strip the ship for parts or remove all identifying details. When you find a buyer (usually in another town or on another planet), you profit only 10% ship's asking price and face value for any cargo it carries.
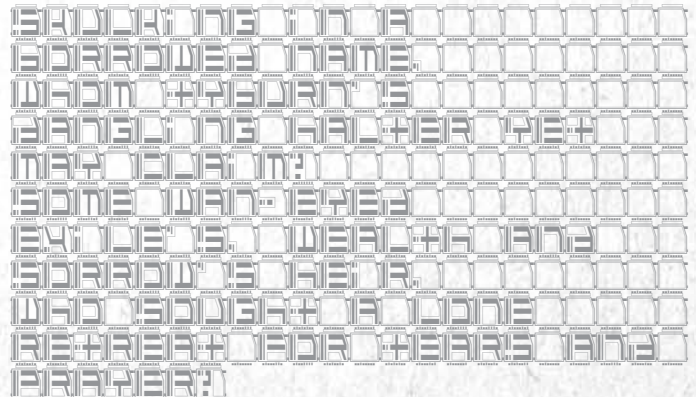
VEHICLE BATTLES

Vehicle battles do not take place on a grid. Instead, *pursuit points* and *escape points* determine which opponents are close enough to harm you and which have totally lost sight of you. To prepare a vehicle battle:

1. **The GM determines which vehicles are in the scene.** Vehicles outside the scene don't affect the battle.
2. **Determine Driver Velocity (DV).** Trained drivers have a DV equal to (vehicle's velocity + Operation + 1). Untrained drivers only use the vehicle's base velocity.
3. **All drivers Roll 1d10 + DV to determine turn order.**
4. **Each ship acts in turn order. The driver and passengers of a vehicle each take 1 action.** Players determine their acting order as a group.
5. **Repeat.** Continue acting in turn order until all threats have crashed, fled, or lost sight of you.

DRIVER ACTIONS

Action	Required Rolls	Description
Escape	DV vs. DV	Lose any pursuit points. If successful, gain 1 Escape point.
Pursue	DV vs. DV	Lose any escape points or pursuit points against other vehicles. If successful, gain a pursuit point against your current target.
Play Chicken	Speed (Operation if trained)	Dangerous maneuver to lose pursuing targets. Can be used to escape spaceship grapples.
Grapple	DV vs. DV	If you have 3 or more pursuit points against a target, you can attach your spaceship's grappler to another.
Ram	DV vs. DV	If you have 3 or more pursuit points against a target, you can slam your vehicles together. Both take damage.

Escape

Make an *Escape* to lose pursuing targets.
1. **Lose all pursuit points.** Getting away from your foes demands exclusive focus.
2. **Roll DV vs. DV against your fastest pursuer.** On a success, gain 1 *escape point*. On a failure, your fastest pursuer gains a *pursuit point*.
3. **With your 4th escape point, 1 of your pursuers lose track of you and is removed from the battle.** Start with the slowest foe. Every additional escape point after the fourth eliminates another pursuer. Once there is no one left to follow you, you have successfully escaped the battle.
4. **Your enemies may find you in the future.** Sharpers must figure out where to hide using their own insights. You have at least an hour to make preparations, or maybe more if the GM feels your pursuers are not hot on the trail.

Pursue

This action helps you close in on a target vehicle.
1. **Lose all escape points and all pursuit points assigned to other vehicles.**
2. **Roll DV vs. DV opposed by your target.** On a success, gain 1 *pursuit point* on your quarry. On a failure, 1 of their passengers may take an extra action against you next turn.

3. **Pursuit points limit the actions of your passengers.**
   With 1 *pursuit point*, passengers from both vehicles may attack each other with rifles. With 2 points, they may use pistols and shotguns. Any more and the vehicles are in range to ram or grapple, and passengers may use striking weapons to harm their foes. Gaining more than 3 pursuit points has no effect.

Play Chicken

When the GM allows it, you may careen your vehicle through narrow alleyways, dangerous intersections, or even into oncoming traffic.
1. **Lose all pursuit points.** You must concentrate exclusively on survival.
2. **Set a Speed AD to avoid crashing**. When you initiate *chicken*, clearly describe any danger added to the scene.
3. **Make Speed rolls.** You and all pursuers roll Speed to avoid the new obstacle. Trained drivers may roll Operation instead. On a failure, the driver crashes the vehicle.
4. **Vehicles that crash or abandon pursuit no longer affect the scene.**

Grapple

You may only take this action if a grappler is installed on your ship. Only the pilot of a spaceship may activate a grappler.

1. **To grapple a ship, you must have 3 pursuit points assigned to your foe.**
2. **Both pilots roll DV vs. DV.** If the grappler wins, both ships are locked together and neither ship may take the *escape* action.
3. **There are 2 ways to escape a grapple.** The first necessitates playing chicken or otherwise forcing your opponent to disengage or crash. The second entails grappling your opponent's grappler with an opposed Operation roll.

Ram

You may ram into your opponents, damaging both vehicles.

1. **To ram a vehicle, you must have 3 pursuit points assigned to your foe**.
2. **Both drivers roll DV vs. DV.** If you are successful, both vehicles take damage equal to twice the opposing vehicle's damage threshold (your vehicle take twice theirs and they take twice yours).
3. **The driver of a rammed vehicle must roll Operation to avoid crashing.** The Operation AD is equal to half the ramming vehicle's DV. Ship drivers do not roll to avoid crashing in space.

PASSENGER ACTIONS

Action	Required Rolls	Description
Attack	Standard attack action	Attack an enemy target or vehicle within range.
Jump to another vehicle	Toughness	You can only jump to vehicles within striking range. Make a Toughness roll to jump, then Speed roll to hold on.
Board Enemy Vehicle	None	Automatically board a spaceship grappled by yours.
Take Control	Toughness vs Toughness	Wrestle control of the vehicle away from its pilot.
Lookout	None	Allows you to burn Resolve to assist your ship's driver.
Steel	None	Store up extra action points in the event of boarding.
Poise	None	Gain a bonus on battle reflex in the event of boarding.

Attack

You can attack both target vehicles and their passengers.

1. **You must be near a window or porthole.** Attackers may not benefit from a cover bonus higher than +1.
2. **Confirm your weapon is within attack range.** This is determined by the number of *pursuit points* accumulated against the opposing vehicle.
3. **Roll attack and damage as normal against enemy passengers.** Foes gain +2 armor when seated in a car and +4 when ducking behind an enclosed cabin. Enemies fully concealed by a vehicle can't be targeted.
4. **Attacks against vehicles automatically hit.** Roll damage against the vehicle's damage threshold. If your roll is higher, deal damage as normal. If your roll is equal to or less than the threshold, no damage is dealt to the vehicle.
5. **When you damage a vehicle or its driver, the driver must make an Operation roll to avoid crashing.** The Operation AD is equal to half the vehicle's DV. Ship drivers do not roll to avoid crashing in space.

Jump to another vehicle

This is the most dangerous action a player can take.

1. **Your vehicle must be within striking range (3 or more pursuit points).**
2. **Make a Toughness roll against half the target's DV, rounded down.**
3. **On a success, you jump and hold on.** You're now on the other vehicle and may attack it or its passengers. You now take your action during that vehicle's turn.
4. **On a failure, you're thrown to the ground.** Take damage equal to 3 times the target's DV. If the battle is happening at extremely high altitudes, the GM may decide your character plummets to his or her death.
5. **After you attach to a vehicle, the driver can take actions to throw you off.** You must roll Speed higher than the driver's Operation roll to stay onboard.
6. **You may spend an action to climb inside any vehicle with an open cabin or one that has taken damage.** This may allow you to take control of the vehicle.

Board Enemy Spaceship

You may take an action to automatically board a spaceship grappled by your pilot. Passengers from the other vehicle may not board your ship without a successful grapple check from their pilot. Use common battle rules:

1. **The GM will draw the layout of the battle on the boarded ship.** Standard battle rules apply, such as using battle reflex to determine turn order, grid movement and action points.
2. **Track the vehicle battle separately from the battle between characters.** Character battles play out one round at the end of the boarded spaceship's turn.

Take Control of a vehicle

Once you're inside of a vehicle, you may attempt a hostile takeover.

1. **You and the opponent both roll Toughness.** Whoever rolls higher is in control of the vehicle and decides it's next action.
2. **On a tie, the vehicle crashes.** Ship drivers do not roll to avoid crashing in space.

Lookout

You may scan opposing vehicles to aid the pilot of your craft.

1. **Select a vehicle.** Your turn is spent exposing vulnerabilities and incoming threats from your target.
2. **At any point prior to your next turn, you may spend a Resolve point to aid your pilot.** He or she may now take a 10 on the die roll when acting against the targeted vehicle, such as when resisting pursuit, taking an escape action, etc.

Steel

Prepare yourself for a boarding party or a counter assault by reserving AP.

1. **Gain 1 bonus AP.** AP unused after your first turn of battle are lost.
2. **You can take this action several times.** Up to 3 AP may be reserved with *Steel*.
3. **Bonus AP are lost upon taking another action.** You must maintain your concentration when steeling yourself.

Poise

You may focus your energy on the impending assault, enhancing your battle reflex.

1. **Gain +1 battle reflex.** This bonus is lost after battle.
2. **You can take this action several times.** No more than +3 battle reflex may be gained using *Poise*.
3. **Bonuses to battle reflex are lost upon taking another action.** You must keep your concentration to maintain your poise.

CRASHING & VEHICLE HP

Crashed Vehicles

When a vehicle crashes, consider the following:

1. **Crashed vehicles no longer affect the battle and may not take actions.** Characters may attempt to fix the vehicle, but only once battle is resolved.
2. **The vehicle and everyone on it take damage equal to vehicle velocity x 2.** Passengers of a spaceship ignore this damage.

Vehicle HP

Vehicle HP is similar to character HP, with different effects occurring at 0 HP or less.

- **Vehicles reduced to 0 HP or less are destroyed.** They cannot be restarted or salvaged. If the vehicle was in motion, it automatically crashes (see above).
- **Spaceships reduced to 0 HP jettison their crew and cargo into the vacuum of space.** The ship has a 80% chance of ejecting everyone onboard and a separate 60% chance of ejecting all cargo. Characters remaining onboard take 1d10 x 20 damage and must find vac-suits and oxygen to survive.

VEHICLE BATTLE SPECIAL NOTES

When running vehicle battles:

- Players might need as much as 5 or 6 *escape points* to rid themselves of pursuers in particularly empty settings, such as when driving through open desert or piloting a ship in the void of deep space.
- When multiple vehicle battles occur simultaneously, the GM may allow players who successfully end one battle to join the other and assist their allies.
- You may use these rules to simulate a foot chase. Substitute an on-foot character's Speed attribute for driver velocity. On each turn, a player can take 1 driver action and 1 passenger action.

GAME MASTERING

RUNNING THE GAME

If you're running a game of *Synthicide* – awesome! It takes a great GM to make everything work. This section will outline your general duties, and give you tips, tricks and tools to help you along the way.

YOUR JOB

As the Game Master (GM), you take on the following tasks:

- **Help the players experience interesting stories that take place in the *Synthicide* universe.** You are in control of the game world and all the Non-Player Characters (NPCs). You are the primary keeper of the game's story, but must remember to work well with the players' contributions.
- **Structure the Game.** Do this by knitting together: missions, play sessions and the "Long Story" with your players. This task is later explained in further detail.
- **Adjudicate the rules.** Its up to you to make interpretations when the game rules aren't clear or when they directly defer to your judgment. However, keep the game and the players in mind and make decisions in the interests of everyone.
- **Adjudicate uses of Operation.** This is a very specific task, and is one of the more demanding roles assigned to a GM. Operation is an open-ended attribute that represents technical knowledge and prowess. As a rule of thumb, players shouldn't be able to do anything already covered by a knowledge power unless they have that power. When the players attempt something they aren't trained for through knowledge focus, increase the standard Operation AD for a task by +5 or more.

SOURCES OF FICTION

Synthicide, as a game, is about generating a shared story. There are 4 main sources that should be respected:

- **The Book:** Treat this as a reference guide for you and players to share. If you change anything from the book, make sure the players understand why and be open to discussion. Also, keep in mind that while the fiction of the book is open-ended, the mechanics and rules balance should be granted priority in arbitration.
- **Yourself:** You breathe spice and life into the game in a way the book cannot. Don't be afraid to fill in gaps and take risks with the stories. Improv is okay! Just be sure to communicate your decisions to the players and resist the urge to override everyone else. If your story goals for the session conflict with the players, look to a dice roll for resolution.
- **The Players:** The players have a stake in the fiction just like you. It's fine for them to assume that bottles are handy in a bar or that a computer has an access port. Allow them to take liberties, especially with the incidental details.

- **Collaboration:** Diversity makes for excellent fiction. When players have opportunities to resolve tension, they'll probably surprise you with something unexpected. Consider a scene where an NPC whispers a secret in a player's ear. You might tell that player what they were supposed to hear. Or you could let the player decide what was whispered to him! These sorts of methods are especially effective when dealing with a character's personal mysteries.

STRUCTURING THE GAME

Synthicide is broken up into 3 main pieces: **Missions**, **Play Sessions**, and the **Long Story**. To clarify:

- **Missions:** Adventures with a clear goal. Over the course of the mission, the players will face danger and conflict in pursuit of wealth, power, or even revenge. Completing a mission takes 1 or more play sessions.
- **Play Sessions:** A single evening of playing the game together. A good play session lasts several hours. It's enough time to gain momentum, fight a few foes, work up some interesting events in the story and then reach a natural conclusion leading toward "the next episode."
- **The Long Story:** What veteran roleplayers would call "a campaign." It ties everything together, makes player decisions relevant, and makes the game world feel persistent. If play sessions are "episodes" in a TV show, the Long Story is the entirety of a season or the full series. *Synthicide* is very proscriptive about tying it all together. Check "Telling The Long Story" on page 116 for more information.

PREPARING MISSIONS

Through the NPC generator and some verbal creativity, a GM can completely improvise a play session. Still, preparing specific missions usually makes for a better game. Try the following:

- **Create rough notes for two missions.** Have more than 1 mission prepared. Think up a few characters and two simple stories for the players to explore. Players should feel like their choices and decisions impact the game world

- **Be prepared to improvise.** Don't be afraid to make things up; your players will surprise you and do the unexpected. Mentally prepare yourself. Make sure you have a firm grasp of the game world and how things work. As long as you keep your story consistent, the players won't mind or even notice when everything is off the cuff.

- **Adapt what you have.** Imagine you created some nasty gang members for a mission about recovering stolen valuables, but the players reject it and go explore the jungle outside the colony. Don't fret! With some creativity and re-skinning, you can use the exact same NPCs as animal poachers or drug farmers. Now the mission can be about discovering a crime syndicate in the jungle and the struggle to make it back alive. Maybe the syndicate is connected to the gang members back in the city – it's all up to you!

THE FIRST MISSION

Your players' first mission is vital to setting the tone of the game. The best way to do this and bind everyone together is through **synthicide**. Give them opportunities to cross paths with antagonistic robots, or even hire them to assassinate one. Once it's done with, they'll have powerful motivations to stay on the move and survive the criminal underworld.

ELEMENTS OF A GOOD MISSION

Whenever creating a new mission for your players, be sure to define the following information. This should be just enough substance to get the story rolling.

- **The Hook:** This is how the players find out about a mission. Do they stumble upon a turf war in an alley? Are the contacted by an anonymous benefactor? Do they find the mission listed on a digital message board or handwritten on the spaceport wall? Whatever the hook, make sure it's clear to the players and they can easily find it. Also, it's good to mix up hooks from mission to mission so things don't become overly predictable.

- **The Location:** Where does the mission takes place? Is it in a secure corporate building? A bandit hideout? Is it located on another planet? Try to tailor the location of missions to the players' tastes, and again, mix it up.

- **The Goal:** Why the players want to complete the mission. Wealth and privilege are obvious motivators. As the long story evolves, other goals may reveal themselves. They may be struggling to survive an assassin's revenge, or protecting a friend from danger.

- **The Risks:** Risks are dangers the players will face on the mission. Enemy NPCs are good risks to face because they are easy to balance against character levels. Other risks include traps, diseases or environmental dangers like starvation. Again, try to tailor this to the players' tastes, as uninteresting risks will make for boring missions.

- **Include Synthetics or Tharnaxist Priests:** This doesn't need to happen all the time, but doing this reminds the players what kind of universe they live in. The players are second-class citizens who are looked down upon by those with privilege and wealth. They will be tempted to kill or defy Priests and robots, but to actually do it has deadly repercussions.

MISSION RISK LEVEL

Every mission has a risk level. This determines the players' rewards following a completed mission. You calculate *risk level* by counting the number of accumulated *danger points* and comparing it to the number of players on the mission. See the chart below:

Mission Danger Point Total	Risk Level
Total = 1x number of players	Low
Total = 2x number of players	Medium
Total = 3x number of players	High

Without calculating danger points, the hard and fast way to estimate risk level is to count the number of foes. If the players face adversaries of the same level and equal number to them, the risk is low. If there are twice as many foes as players, or some are 2 levels higher, then the risk level is medium. Facing off against triple their number in assailants, or fighting several boss NPCs, is high risk.

CALCULATING DANGER POINTS

Players earn danger points when they face threats. As explained above, these are used to calculate a mission's risk level. This is the most precise way to gauge the difficulty of a mission, but after using it for a few games, you will intuitively know what is low or high risk. Until then, use the chart below of basic threats and modifiers.

Threat	Point Value
An enemy more than 2 levels lower than player average	0
An enemy 2 levels lower than player average	0.5
An enemy within 1 level of player average	1
An enemy 2 levels higher than player average	2
A enemy more than 2 levels higher than the average player	Too dangerous!!
Players face a lethal trap	2
Players face an alarm system that will alert dangerous enemies	2
Players are ambushed by enemies	x2 per enemy
An enemy is a Boss NPC	x2 per enemy
Players are heavily outnumbered by enemies of equal level or higher	4
Players make dangerous long-term enemies	4
Players face serious environmental dangers	4

REWARDS

There are 4 basic rewards that players earn from completing missions.

- **Free Medical Care:** If players are hired by an influential organization, they will have their HP restored after completing a successful mission. With smaller clients and on destitute worlds, free medical care is uncommon – players will have to hire a doctor at their own expense.
- **Free Fuel:** If a job is particularly dangerous and requires the shapers to hightail it afterward, the mission patron may provide free fuel to find a hideaway on another planet.
- **Lurans (₤):** The luran is the hard currency of the Galaxy and is accepted everywhere. Lurans received after completing a mission can be paid directly to the sharpers by sponsors or discovered in a money stash. The GM will determine this as part of shaping the narrative.
- **Trait Points (TP):** Trait points are open-ended rewards used to buy special abilities and determine when a player attains the next level. Trait points represent the character gaining experience and wizening to the harshness of the Galaxy.

GETTING REWARDS

The risk level of a mission determines how many lurans and trait points players receive. Rewards should be scaled by player level using the chart below.

Player Level	Low Risk	Medium Risk	High Risk
1	1 TP, ₤35	2 TP, ₤70	3 TP, ₤100
2	1 TP, ₤70	2 TP, ₤140	3 TP, ₤200
3	1 TP, ₤100	2 TP, ₤200	3 TP, ₤300
4	₤150	2 TP, ₤300	3 TP, ₤450
5	₤200	2 TP, ₤400	3 TP, ₤600
6	₤300	2 TP, ₤600	3 TP, ₤900
7	₤400	₤800	3 TP, ₤1200
8	₤500	₤1000	3 TP, ₤1500
9	₤600	₤1200	3 TP, ₤1800
10	₤700	₤1400	3 TP, ₤2100
11	₤800	₤1600	₤2400

Negotiating pay at the beginning

Most of the time, players will want to know how much money a job will pay them before accepting. Patrons shouldn't be afraid to lowball the players for 2 reasons:
- The players will try to negotiate more pay. Expect them to do this often.
- The players will receive loot over the course of the mission, which will count toward their reward total.

Pay extra lurans for synthicide

This is the worst crime a player can commit, other than killing a Tharnaxist Priest. Any job where sharpers are specifically called to kill a robot should pay extra, at least 50% more.

Reward Slowdown

As you see on the chart above, at 4th level and beyond, Low Risk missions no longer payout trait points. The same is true for Moderate Risk missions at 7th level. However, players still receive lurans for their endeavors. At 11th level, players receive no more trait points.

TELLING THE LONG STORY

The long story is what ties sessions together and makes the game world feel persistent. Here are a few tips on how to craft the story in a meaningful way.

- **Only plan 1 session ahead.** Resist the temptation to envision a grand tale from start to finish. That sort of exercise is best meant for writing a novel, not a storytelling RPG. If you plan too much, you will be tempted to "railroad" the players to fit your story and monopolize their contribution to the narrative.
- **Use elements from previous sessions.** Persistence of the universe is what makes an RPG feel real and meaningful. Did the players cross a minor or non-essential NPC? Maybe he comes back and seeks revenge, forcing himself into the story. Were the players sloppy on a previous mission? Perhaps private security or bounty hunters are hunting them down. Whatever you do, find connective tissue between the past and the present.
- **Player decisions matter.** This is linked to using elements from previous sessions. Whenever the game world reacts to what the players are doing, it feels vibrant and alive. If the players decide to help a random NPC, something should happen. NPCs should not just fade away and leave the party with the warm and fuzzies; an NPC is here either to help the party or betray them.
- **Start simple, and escalate the stakes.** A good story in *Synthicide* relies on the snowball effect. Player decisions add up from session to session, avalanching into unique scenarios with increasingly dangerous consequences. The key to pulling this off is to start small – players shouldn't be saving a planet in their first session. Starting small gives you room to increase the danger and significance of each session.
- **Wrap up loose ends when possible, but save the good ones for later.** This is the final piece to crafting a good, long-form story for your game. Don't leave the players hanging unless you should. If they eliminate someone important, clue them in on the scandal. If they save a town, describe it's future. The only time you should keep something unresolved is if you're saving it to enhance the narrative.

SECRETS OF THE UNIVERSE

Synthicide has many secrets that could all be relevant to the long story stitched together by your group. You and the players should work out your own answers. Consider using the following samples to generate intrigue in your game.

Where did the Prodigravus Virus come from?

There are many rumors about where the virus came from. Which of them is true?

- **The Priests made it.** Tharnaxism was able to gain a foothold in wake of the Prodigravus virus. Church disciples were immune. So why did they wait so long to release a cure?
- **Synthetics made it.** Another likely instigator: robots. Those that survived gained a great deal from the collapse of society. And again, Synthetics were completely immune to the virus. Is there a robot behind everything? Is he the true ruler of the Church, or even the tech god himself, Ranix?
- **The Apex Mutant.** Some people believe in an "original" mutant. This person was the first to be corrupted so deeply as to no longer be human. Did the Church capture and study him? Did they accidentally release his DNA and infect the Galaxy? Is he still alive?

Where did Illuminix come from?

The capabilities of this drug outstrip all other medical science, so how was it discovered?

- **The Priests made it.** Perhaps it was designed to speed up what remained of their organic brain matter. But in the mind of a simple human, a hidden power revealed itself.
- **The leader of the Prodigravus made it.** It is obvious someone was commanding the Prodigravus during the war. The Prodigravus are particularly vulnerable to psychic powers. Was Illuminix first meant as a means to control them?

Why are humans alone?

Xenobiological lifeforms were discovered while settling the Galaxy, but nothing with the intelligence of humans. Why is that?

- **Sentience is a freak occurrence.** It was a 1 in quadrillion chance and human beings were the inevitable outcome. There's something unique about humans that's only matched in their creations, the Synthetics.
- **Other sentient beings all died or left.** Something wiped them out or drove them away, leaving the Galaxy ripe for the taking. But where's the evidence of their existence? Did hapless human settlers destroy it, not knowing the significance? Will those who left come back again?
- **Humans AREN'T alone.** Someone else is among us, blending in and scheming among the shadows, secretly controlling our every move. What are their goals? How long have they been with us? Are they responsible for the Prodigravus war?

What is the Church's final goal?

Given their immense knowledge, Tharnaxist Priests seem distracted and medieval. What's behind that?

- **Transcendence.** Priests want to completely shed humanity and become something more than man or machine. This tech god they worship may be a transcended being that speaks back to them through the waves of time. Perhaps "god" is just the best word they can use to describe Ranix?
- **Dominance.** Maybe ownership of the Galaxy *is* their final goal. The religious pretense is just a ploy to manipulate the ignorant.
- **There is no goal.** A group of zealots founded the Church. They may know much about science, but they understand little about purpose and meaning. They're playing it by ear as the Galaxy crumbles around them, completely focused on the next technological breakthrough.

What was it like before the war?

Most people have no idea how far the Galaxy has decayed. How much better was life before the Prodigravus?

- **Utopian.** Travel across the Galaxy was instant and easy for everyone. Food and energy was nearly infinite. Disease and death were conquered. If you can imagine it, a machine could make it. Can any of that technology be found again?
- **Stable.** Life was not without hardships, but the Galaxy was safe. Most merchants had Jump drives, supporting commerce on even the most remote planets. If the Jump drives were rediscovered, would things get better? Would the Church lose their grip?
- **Not much better.** The loss of the central planets was catastrophic and the Dark Age nearly destroyed humanity. But with the Church in charge, things are almost back to where they were. Is humanity doomed to violence and destitution? Is there any hope for mankind?

I met a traveller from an antique land
Who said: Two vast and trunkless legs of stone
Stand in the desert. Near them, on the sand,
Half sunk, a shattered visage lies, whose frown,
And wrinkled lip, and sneer of cold command,
Tell that its sculptor well those passions read
Which yet survive, stamped on these lifeless things,
The hand that mocked them, and the heart that fed;
And on the pedestal these words appear:
"My name is Ozymandias, king of kings:
Look on my works, ye Mighty, and despair!
Nothing beside remains. Round the decay
Of that colossal wreck, boundless and bare
The lone and level sands stretch far away."

SETTING ACTION DIFFICULTIES

SUGGESTED ACTION DIFFICULTIES (AD)

Whenever the players attempt an action, use this table to set an AD. You may set values between the numbers listed; this table is only a guide.

Easy	Standard	Difficult	Challenging	Fantastic	Epic	Legendary
3	6	9	12	15	21	27+

SCALING AD BY LEVEL

Players should come up against greater action difficulty as they level. While players may go out of their way to challenge impossible scenarios, you should refrain from placing them in one on purpose. For example, level 1 players shouldn't come across many doors sealed by a Fantastic Lock; they'd be unable to overcome the Operations check. Use this table to determine what types of challenges are best, but remember to use your best judgment. If players want to try the impossible or the highly unlikely, err on the side of a high AD.

Scaling AD by significance of story event vs. Player Level

Player Level	Random/Unimportant AD	Predictable Event AD	Critical/Dangerous AD
1-2	0-3	6-9	9-12
3-4	0-5	7-10	10-13
5-6	0-6	8-11	11-14
7-8	0-6	9-12	12-15
9-10	0-6	10-13	13-16
11	0-6	11-14	14-17
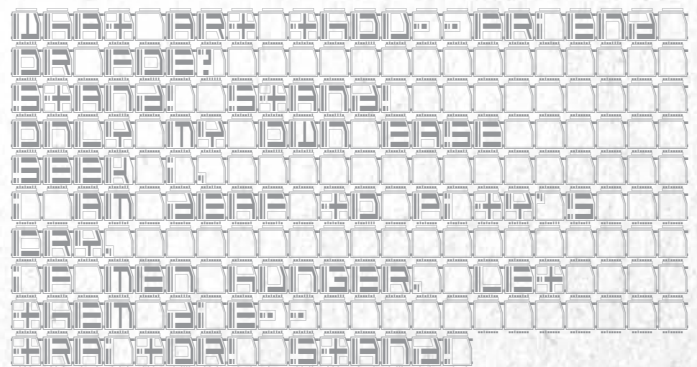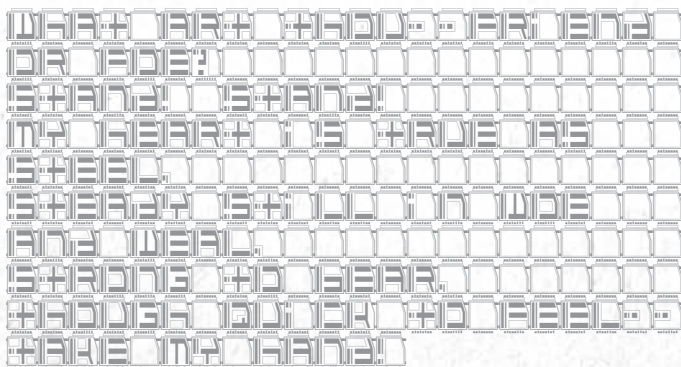
CREATING NPCS

HTML tools is one way that Synthicide distinguishes itself. At **www.synthicide.com/generator,** there is such a tool to help you make NPCs. To use it:

- **Set the NPC level.** The NPC should be within 2 levels of the players, unless they are irrelevant to the ongoings of *Synthicide* .
- **Decide if the NPC is a boss.** Boss characters have extra HP and better defenses. This makes them a greater threat to the players. A boss is a good opponent for 2 players, so large gaming groups will need more enemy NPCs to challenge them.
- **Select the NPC type.** This describes their species, affects their stats, and determines what kind of gear they carry.
- **Choose an NPC role.** Is this NPC meant for a tough fight, or a tricky social interaction? The selection will further modify their stats and grant them a special ability.
- **Select a Mastered Attack.** This describes the primary means through which an NPC will protect themselves from an assailant.
- **Choose a Power.** Only do this if the NPC is influential or significant. It gives the NPC an edge in social scenarios and battles.
- **Choose a Boss Power.** This only applies if the NPC is a boss character. It makes them even harder to coerce or kill.

Here are a few tips to help you with NPCS:

- **Ignore the special abilities of any weapon carried by the NPCs.** The specifics of loot on each NPC are meant to empower the players and add detail to the world - not to make your job harder.
- **Keep in mind: not all NPCs have their weapons or armor with them.** This is especially the case when an NPC is sleeping or relaxing at home. In this situation, use the NPC's Toughness defense and "other attacks" bonuses.
- **Make sure to theme the powers.** For example, an the savage attacks of an animal may be empowered by cybernetic weapons. An uncivilized person with high armor defense may benefit from abnormally acute reflexes.
- **Don't be afraid to alter power rules slightly for theme.** For example, you could give a boss character the *Ghostwalk* power and decide he activates it by turning into a liquid and flowing through cracks. Maybe his *Ghostwalk* doesn't work against watertight walls and doors.
- **Forgo giving powers to simple or unimportant NPCs.** If anything, just choose the *Prowess* power to increase an attribute.

PRE-MADE NPCS

Enemies and allies are produced using the NPC generator – see left. However, a few sample characters are included on the following pages for your convenience.

- **NPC category:** Listed at the top of the page in orange text. Every character on that page is of this category.
- **Name:** Identifiers are listed in the first square of an NPC's orange box.
- **Boss status and level:** Bosses are denoted by a Y symbol marked before their NPC level.
- **Powers:** The last three sections of the orange box describe all powers available to the character. Usage limits, AP requirements, and effect ranges are detailed here.
- **ACTIONS and other attributes:** Defenses, HP, and other vital statistics are listed in labeled boxes beneath the powers.
- **Attacks:** The mastered attack box lists the character's primary weapon. This box also contains any important attack qualities, such as guard/counter and range increments. The bonuses box notes the ATT and DMG used whenever the NPC executes a mastered attack. Attacks made with an unfamiliar or improvised weapon use the ATT and DMG listed on the "other attacks" box to the right.
- **Equipment and valuables:** Any equipment, lurans, or valuable loot carried by the character. Disregard the special abilities listed on the weapons and armor; they are only pertinent when donned or wielded by a player's character.
- **Notes:** A brief description of an NPC's unusual characteristics or way of life.

GANGSTERS & PIRATES

Bruiser

BOSS? N **LEVEL** 1

NPC ROLE POWER **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER **BRUTISH FORCE**
Uses: 3 times per battle
Effect: After dealing damage to an enemy, this character may choose to make that enemy *overpowered*.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
1	1	1	0	0	1	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	8	6	3	2		36

MASTERED ATTACK Fist/Club

BONUSES +2 ATT +2 DMG | **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
No weapon, reinforced clothing, ₮3

Notes: Bruisers represent any unarmed, yet lethally dangerous street thug. Anything from unusual strength to cybernetic enhancements could explain their powerful and stunning strikes.

Pickpocket

BOSS? N **LEVEL** 2

NPC ROLE POWER **Sneak:** Add +2 to Speed rolls for stealth. Add +2 to ATT and DMG against enemies that are *overpowered* or unaware of the Sneak's presence.

POWER **THIEVING HANDS**
Effect: Add +2 to any Speed rolls when trying to steal or pickpocket.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
4	0	1	1	0	0	3

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
5	8	5	4	7		33

MASTERED ATTACK Pistol, Range inc. 3, Guard

BONUSES +1 ATT +4 DMG | **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
+2 E.C. fossil pistol, thick clothing, ₮14

Notes: Pickpockets might be armed – like in this example – but prefer stealth and surprise to open confrontation.

Shocktrooper

BOSS? N **LEVEL** 5

NPC ROLE POWER **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER **PROWESS**
Effect: Add 2 to any single attribute. (COMBAT chosen and already calculated)

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
2	5	2	0	0	2	2

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	13	7	4	4		70

MASTERED ATTACK Shotgun, Range inc. 2

BONUSES +10 ATT +11 DMG | **OTHER ATTKS** +5 ATT +5 DMG

VALUABLES/EQUIPMENT
Retro-fit shotgun, combat vest, ₮42

Notes: Shocktroopers are ideal for assaulting an enemy hideout or storming an adjacent spaceship.

Doorman

BOSS? N **LEVEL** 3

NPC ROLE POWER **Fast Talker:** When making an Influence or Awareness check in a social situation, roll twice and use the higher die.

POWER **RAPID REFLEXES**
Effect: This character's battle reflex is increased by 1. (Already calculated)

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
3	0	0	2	0	1	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
5	7	6	3	5		34

MASTERED ATTACK Light Melee, Counter

BONUSES +1 ATT +5 DMG   **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
+2 E.C. knife, thick clothing, ₿119 in both cash and jewelry

Notes: Anyone keen at spotting hidden weapons and suspicious behavior could be a doorman, such as a bouncer or low-level security guard.

Checkpoint Officer

BOSS? N **LEVEL** 6

NPC ROLE POWER **Professional:** This character may access any knowledge focus power that aligns with the narrative.

POWER **OBSERVANT**
Effect: When using Awareness, all d10 rolls less than 4 are considered to be 4.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
7	0	1	0	5	4	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	11	5	3	8		69

MASTERED ATTACK Rifle, Range inc. 6

BONUSES +3 ATT +12 DMG   **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
Beam rifle, reinforced clothing, ₿42

Notes: Checkpoint officers are more advanced and better trained than doormen, and are often adept at spotting forgeries or locating traps.

Defense Team Operative

BOSS? N **LEVEL** 10

NPC ROLE POWER **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER **SHIELD TOTING**
Effect: Spend 2 AP to grant this character and adjacent allies a +3 cover bonus until next turn. This cover doesn't stack with other sources. Like player shields, attacks from radically different sides cannot both be blocked.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
2	6	4	0	0	4	3

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
9	19	9	4	6		113

MASTERED ATTACK Rifle, Range inc. 7

BONUSES +10 ATT +24 DMG   **OTHER ATTKS** +6 ATT +6 DMG

VALUABLES/EQUIPMENT
+3 E.C. extended range beam rifle, war shielding, might carry a ballistic shield, ₿364 in both cash and jewelry

Notes: Defense Team Operatives are the highest class of security personnel. They stay close and employ phalanx tactics to ensure their allies are protected from harm.

DRIFTERS & SHARPERS

Trader

	BOSS? N	LEVEL 1

NPC ROLE POWER   **Fast Talker:** When making an Influence or Awareness check in a social situation, roll twice and use the higher die.

POWER   **FEARLESS**
Effect: This character can never be coerced or intimidated. Reduce any damage taken from psychic powers by 1.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
2	0	0	1	0	0	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
5	6	5	3	3		26

MASTERED ATTACK   Pistol, Range inc. 3, Guard

BONUSES +0 ATT +2 DMG   **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
Fossil pistol, thick clothing, ⨎50 in both cash and jewelry

Notes: With a strong backbone and persuasive demeanor, traders are always in pursuit of wealthy independence.

Bulbhead

	BOSS? N	LEVEL 3

NPC ROLE POWER   **Metahuman:** This character has a unique attack action, such as a psychic blast. Range 20 squares. Roll against the target's Nerve defense, and use Influence to calculate ATT and DMG.

POWER   **PROWESS**
Effect: Add 1 to any single attribute.
(INFLUENCE chosen and already calculated)

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
2	0	-1	3	2	3	2

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
4	7	7	4	4		31

MASTERED ATTACK   Knife, Counter

BONUSES +1 ATT +5 DMG   **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
+1 E.C. knife, thick clothing, ⨎5, 2 doses of Illuminix

Notes: Bulbheads may drop easily, but psychic powers (or metahuman ability) let them deal tons of damage on the way down.

Fixer

	BOSS? N	LEVEL 5

NPC ROLE POWER   **Professional:** This character may access any knowledge focus power that aligns with the narrative.

POWER   **BLAST ATTACK**
Uses: Once per fight. Counts as an attack.
Range: 7 squares **Targets:** All characters in a 3x3 block.
Effect: Attack all targets, rolling +9 ATT +9 DMG against each.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
6	0	1	0	4	3	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	10	7	3	7		61

MASTERED ATTACK   Pistol, Range inc. 3, Guard

BONUSES +2 ATT +8 DMG   **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
Retro-fit pistol, reinforced clothing, frag grenade, ⨎35

Notes: Weak in a fight, fixers prefer orchestrating jobs to working them. Yet they're always equipped with an explosive backup plan.

HUMAN BOSS NPCS

Surprise Threat

BOSS? Y	**LEVEL** 2

NPC ROLE POWER — **Sneak:** Add +2 to Speed rolls for stealth. Add +2 to ATT and DMG against enemies that are *overpowered* or unaware of the Sneak's presence.

POWER — **RAPID ASSAULT**
Special: only works with pistol, claws, or light melee mastered attacks.
Uses: Once per turn. Counts as an attack.
Effect: Attack twice with the selected weapon.

BOSS POWER — **MERCILESS**
Range: 4 squares **Effect:** When a foe within range has 3 or less HP, NPC may deal a death strike instead of an attack. The foe is automatically incapacitated at -1 HP.

ACTIONS

A	C	T	I	O	N	S
4	0	1	1	0	0	3

T DEF	A DEF	N DEF	AP	B. REFLEX	HP
6	9	6	4	7	66

MASTERED ATTACK Knife, counter
BONUSES +1 ATT +4 DMG **OTHER ATTKS** +0 ATT +0 DMG
VALUABLES/EQUIPMENT
+1 E.C. knife, thick clothing, ₿19

Notes: Surprise threats play down their lethality until they're close enough to gut their quarry.

Prodigravus Brawler

BOSS? Y	**LEVEL** 2

NPC ROLE POWER — **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER — **LONG STRIDER**
Effect: Move six spaces per move action instead of four.

BOSS POWER — **GROUND FIGHTER**
Effect: If this character is locked in a takedown, he can still make one attack per turn. The attack must target the foe engaged in the takedown.

ACTIONS

A	C	T	I	O	N	S
1	3	1	-1	-1	-1	1

T DEF	A DEF	N DEF	AP	B. REFLEX	HP
7	10	5	3	2	90

MASTERED ATTACK Fist/club
BONUSES +4 ATT +5 DMG **OTHER ATTKS** +3 ATT +3 DMG
VALUABLES/EQUIPMENT
Worthless primitive weapons, useless primitive armor, no other valuables

Notes: Mutated beyond true humanity, Prodigravus are found in wild regions of the Galaxy. They viciously attack any human or Synthetic they encounter, without regard for their survival.

Street Captain

BOSS? Y	**LEVEL** 4

NPC ROLE POWER — **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER — **FOCUSED ATTACK**
Uses: Once per turn. Counts as an attack.
Effect: Make any attack the character is capable of. Add +1 ATT and +1 DMG.

BOSS POWER — **DEATH THRESHOLD**
Effect: If this character would be incapacitated by a physical attack, it only succeeds if the attack deals 13 DMG or more. Otherwise, the character remains at 1 HP.

ACTIONS

A	C	T	I	O	N	S
2	3	2	0	0	2	2

T DEF	A DEF	N DEF	AP	B. REFLEX	HP
8	13	8	4	4	124

MASTERED ATTACK Sword, Guard
BONUSES +5 ATT +10 DMG **OTHER ATTKS** +3 ATT +3 DMG
VALUABLES/EQUIPMENT
+2 E.C. micro-edge rip sword, combat vest, ₿31

Notes: Might makes right in the world of a street captain. They instill fear in all other gangsters.

Veteran Sharper

	BOSS? Y	LEVEL 7

NPC ROLE POWER   **Professional:** This character may access any knowledge focus power that aligns with the narrative.

POWER   **PROWESS**
Effect: Add 3 to any single Attribute. (COMBAT chosen and already calculated)

BOSS POWER   **RESOLUTE**
Uses: 2/day **Effect:** This character may spend resolve points as a player would to roll automatic 10s or automatically hit with an attack.

A C T I O N S

A	C	T	I	O	N	S
7	3	1	0	5	4	1

T DEF	A DEF	N DEF	AP	B. REFLEX	HP
7	13	9	3	8	152

MASTERED ATTACK   Shotgun, Range inc. 2

BONUSES +10 ATT +11 DMG   **OTHER ATTKS** +3 ATT +3 DMG

VALUABLES/EQUIPMENT
+1 E.C. modern shotgun, combat vest, ₴74

Notes: Veteran sharpers perfectly blend professional and combat skills. Using resolve points, they hack their way through any security systems and gun down adversaries with ease.

Chief Executor

	BOSS? Y	LEVEL 10

NPC ROLE POWER   **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER   **DEADMAN SWITCH**
Effect: When this character dies, it immediately triggers a trap or alarm that matches the players' level.

BOSS POWER   **NASTY BLOW**
Uses: 3/battle. Counts as an attack.
Range: Range increment of mastered attack.
Target: 1 foe in range. **Effect:** The target automatically takes 23 damage.

A C T I O N S

A	C	T	I	O	N	S
3	6	4	0	0	4	3

T DEF	A DEF	N DEF	AP	B. REFLEX	HP
10	20	10	4	6	226

MASTERED ATTACK   Sword, Guard

BONUSES +11 ATT +23 DMG   **OTHER ATTKS** +6 ATT +6 DMG

VALUABLES/EQUIPMENT
Power glaive, war shielding, ₴73

Notes: Chief Executors are the ultimate security guards, and often order lower guards to their aid when problems arise.

Apex Mutant

	BOSS? Y	LEVEL 11

NPC ROLE POWER   **Metahuman:** This character has a unique attack action, such as a psychic blast. Range 20 squares. Roll against the target's Nerve, and use Influence to calculate ATT and DMG.

POWER   **TOXIC STRIKE**
Range: 13 squares.
Effect: Make an attack at +9 ATT +10 DMG, targeting Toughness instead of Armor defense.

BOSS POWER   **BULWARK**
Effect: This character's HP is 27 higher than normal.

A C T I O N S

A	C	T	I	O	N	S
6	1	0	6	2	5	5

T DEF	A DEF	N DEF	AP	B. REFLEX	HP
6	14	12	5	11	179

MASTERED ATTACK   Sword, Guard

BONUSES +5 ATT +17 DMG   **OTHER ATTKS** +3 ATT +3 DMG

VALUABLES/EQUIPMENT
Worthless primitive weapons, lighter materials battle armor, no other valuables

Notes: An apex mutant rules the jungle of Pelorious, the mutant world. They even strike fear into the hearts of Prodigravus.

ANIMALS

Guard Dog

BOSS? N **LEVEL** 1

NPC ROLE POWER **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER **OBSERVANT**
Effect: When using Awareness, all d10 rolls less than 4 are considered 4.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
3	1	1	0	0	1	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	8	6	3	4		36

MASTERED ATTACK Bite

BONUSES +1 ATT +5 DMG **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₮11 worth of rare animal products

Notes: Though useful, guard dogs aren't very common in the Galaxy. Dogs are often stolen for use as food, keeping their population low.

Panther

BOSS? N **LEVEL** 2

NPC ROLE POWER **Sneak:** Add +2 to Speed rolls for stealth. Add +2 to ATT and DMG against enemies that are *overpowered* or unaware of the Sneak's presence.

POWER **PROWESS**
Effect: Add 1 to any single Attribute. (COMBAT chosen and already calculated)

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
6	1	1	1	0	0	3

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
5	8	5	4	9		33

MASTERED ATTACK Claws, Counter

BONUSES +3 ATT +4 DMG **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₮20 worth of rare animal products

Notes: Large cats have almost been hunted to extinction throughout the Galaxy. However, some felines adapted to the jungles of Drakka by drinking only rainwater and consuming humans and Prodigravus alike.

Dire Viper

BOSS? N **LEVEL** 5

NPC ROLE POWER **Sneak:** Add +5 to Speed rolls for stealth. Add +5 to ATT and DMG against enemies that are *overpowered* or unaware of the Sneak's presence.

POWER **SWIFT TARGET**
Effect: Armor defense is calculated using this character's Speed instead of Toughness.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
8	1	1	1	0	1	4

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
5	13	6	5	12		52

MASTERED ATTACK Bite

BONUSES +1 ATT +12 DMG **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₮53 worth of rare animal products

Notes: Vipers are rarely found in the wild, especially of this size. A dire viper is more likely an engineered pet or guard.

XENOFORMS

Pike Lizard

BOSS? N **LEVEL** 3

NPC ROLE POWER **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER **DAMAGING AURA**
Effect: Every foe immediately suffers 2 damage when moving into a square adjacent to this character. A foe may only suffer this once per turn, no matter how many adjacent squares they move through.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
4	2	2	0	0	2	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	10	7	3	5		53

MASTERED ATTACK Bite

BONUSES +3 ATT +10 DMG **OTHER ATTKS** +2 ATT +2 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₮22 worth of rare animal products

Notes: These strange, alien creatures are covered in spurs that emit toxic fumes. Unfit as food, they're seen as pests throughout the Galaxy.

Arboreal Sapiovore

BOSS? N **LEVEL** 6

NPC ROLE POWER **Sneak:** Add +6 to Speed rolls for stealth. Add +6 to ATT and DMG against enemies that are *overpowered* or unaware of the Sneak's presence.

POWER **ILLUSIONIST** **Uses:** unlimited until power fails against
Effect: The character conjures any illusion he wishes. Observers must beat an Awareness AD of 8. Extreme illusions (something physically impossible, etc.), are Awareness AD 4.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
10	2	1	1	0	1	5

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
5	10	6	5	15		59

MASTERED ATTACK Toxic Spores, Range inc. 6

BONUSES +3 ATT +12 DMG **OTHER ATTKS** +2 ATT +2 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₮49 worth of rare animal products

Notes: The Arboreal Sapiovore is a lethal tree-like xenophorm with psychic camouflage abilities. While it cannot move, it has a network of vines that spew acidic spores to a long distance.

Psychofen

BOSS? N **LEVEL** 10

NPC ROLE POWER **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER
RAPID REFLEXES
Effect: This character's battle reflex is increased by 4.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
8	6	4	0	0	4	3

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
9	19	9	4	15		113

MASTERED ATTACK Bite

BONUSES +8 ATT +27 DMG **OTHER ATTKS** +6 ATT +6 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₮71 worth of rare animal products

Notes: Psychofens are precognizant, lupine monsters. Their planet of origin is forgotten, but humans have spread them across the Galaxy. Their psychic reflexes make them more lethal and popular than guard dogs.

BEASTLY BOSSES

Cyber Mastiff

BOSS? Y   **LEVEL** 3

NPC ROLE POWER   **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER
RECOVER
Range: 5 squares
Effect: The character cannot attack on a turn they use this ability. One ally in range recovers 8 HP up toward maximum.

BOSS POWER
SURROUND THEM!
Effect: Any allied NPCs that can see this character receive a +2 gang-up bonus instead of +1.

A C T I O N S

A	C	T	I	O	N	S
4	2	2	0	0	2	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
8	11	8	3	5		106

MASTERED ATTACK Mounted Rifle, Range inc. 6

BONUSES +3 ATT +9 DMG   **OTHER ATTKS** +2 ATT +2 DMG

VALUABLES/EQUIPMENT
Implanted +2 E.C. Fossil Rifle, no armor, ₿34 worth of cybernetic components

Notes: Dogs make fantastic guards on their own. They're even nastier with implanted weapons, cyber med-kits, and brain upgrades for superior battle analysis.

Star Stalker

BOSS? Y   **LEVEL** 7

NPC ROLE POWER   **Sneak:** Add +7 to Speed rolls for stealth. Add +7 to ATT and DMG against enemies that are *overpowered* or unaware of the Sneak's presence.

POWER
LONG STRIDES
Effect: Move six spaces per move action instead of four.

BOSS POWER
BULWARK
Effect: This character's HP is 19 higher than normal.

A C T I O N S

A	C	T	I	O	N	S
10	2	1	1	0	1	5

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	12	7	5	15		149

MASTERED ATTACK Bladed tentacles, Guard

BONUSES +4 ATT +13 DMG   **OTHER ATTKS** +2 ATT +2 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₿60 worth of rare animal products

Notes: Engineered for violence during the Last War, star stalkers still survive a millennium later. These tentacled, cat-like creatures are acclimated to the vacuum of space, and are found hibernating in drop pods that orbit lost battlegrounds.

Ship Wight

BOSS? Y   **LEVEL** 10

NPC ROLE POWER   **Metahuman:** This character has a unique attack action, such as a psychic blast. Range 20 squares. Roll against the target's Nerve defense, and use Influence to calculate ATT and DMG.

POWER
IMMUNITY
Effect: This character takes half damage from electric, beam or hellfire type weapons.

BOSS POWER
GHOSTWALK
Uses: 2/day **Effect:** When taking a move action, spend a use of this power to ignore all obstacles in the way. Movement must end in an empty square.

A C T I O N S

A	C	T	I	O	N	S
13	0	0	6	2	7	4

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	13	13	5	15		142

MASTERED ATTACK Venom Splash, Range inc. 2

BONUSES +9 ATT +12 DMG   **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
No weapon, no armor, ₿100 worth of rare animal products

Notes: Ship wights are worm-like organisms measuring five feet in length. Attracted to radiation, they survive the vacuum of space. Their supernatural ability to phase through walls lets them invade the engine rooms of passing spaceships.

SYNTHETICS

Synthetic Laborer

| | BOSS? | N | LEVEL | 1 |

NPC ROLE POWER **Professional:** This character may access any knowledge focus power that aligns with the narrative.

POWER

PROWESS
Effect: Add 1 to any single attribute.
(OPERATION chosen and already calculated)

BOSS POWER

ACTIONS

A	C	T	I	O	N	S
4	0	0	0	3	1	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	7	6	3	5		41

MASTERED ATTACK Mining Jack (sword), Guard

BONUSES +1 ATT +2 DMG | **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
+1 E.C. sword, no armor, ₴37 worth of synthetic components, ₴11 in cash

Notes: While some perform unglamorous tasks - like forging metal or mining minerals, robots are the best paid manual laborers in the Galaxy.

Contract Robot Security

| | BOSS? | N | LEVEL | 3 |

NPC ROLE POWER **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER

BODYGUARD
Uses: once per round during another character's turn.
Range: 4 Squares. **Effect:** If an ally in range takes damage, the bodyguard can move adjacent to the ally and take half the damage. The ally takes no damage.

BOSS POWER

ACTIONS

A	C	T	I	O	N	S
1	2	2	0	0	2	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
8	11	8	3	2		63

MASTERED ATTACK Shotgun, Range inc. 2

BONUSES +6 ATT +5 DMG | **OTHER ATTKS** +2 ATT +2 DMG

VALUABLES/EQUIPMENT
Retro-fit shotgun, reinforced clothing, ₴112 worth of synthetic components, ₴26 in cash

Notes: Synthetic security is an excellent way to intimidate potential threats. A sharper might escape the repercussions of killing a common guard, but no one gets away with synthicide.

Freakish Prototype

| | BOSS? | N | LEVEL | 6 |

NPC ROLE POWER **Metahuman:** This character has a unique attack action, such as a psychic blast. Range 20 squares. Roll against the target's Nerve defense, and use Influence to calculate ATT and DMG.

POWER

BLAST ATTACK
Uses: Once per fight. Counts as an attack.
Range: 7 squares **Targets:** All characters in a 3x3 block.
Effect: Attack all targets, rolling +12 ATT +12 DMG against each.

BOSS POWER

ACTIONS

A	C	T	I	O	N	S
4	0	-1	4	2	5	3

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
5	10	10	4	7		59

MASTERED ATTACK Cyber claws, Counter

BONUSES +5 ATT +12 DMG | **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
No weapon, reinforced clothing, ₴213 worth of synthetic components, ₴61 in cash

Notes: The macabre experiments of a Priest concluded once certain robots began exhibiting psychic powers, including a powerful telekinetic blast. With an unusual brain schematic, freakish prototypes are more likely to call on violence.

SYNTHETIC BOSSES

Green Razor Cog

BOSS?	Y
LEVEL	2

NPC ROLE POWER   **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER

PROWESS
Effect: Add 1 to any single attribute.
(COMBAT chosen and already calculated)

BOSS POWER

HASTE
Range: 6 squares
Effect: At the start of each of this character's turns, decide if he receives +1 AP, or if it is awarded to an ally in range for their next turn.

A C T I O N S

A	C	T	I	O	N	S
1	3	2	0	0	1	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
8	11	8	3	2		110

MASTERED ATTACK   Rifle, Range inc. 5

BONUSES +3 ATT +7 DMG   **OTHER ATTKS** +3 ATT +3 DMG

VALUABLES/EQUIPMENT
+2 E.C. fossil rifle, reinforced clothing, ⨎74 worth of synthetic components, ⨎15 in cash

Notes: Everyone must start somewhere, even Razor Cog bounty hunters. These newly-minted killers travel with crews of human mercenaries and utilize squad tactics to capture/kill their quarry.

Ancient Machine

BOSS?	Y
LEVEL	6

NPC ROLE POWER   **Professional:** This character may access any knowledge focus power that aligns with the narrative.

POWER

DEADMAN SWITCH
Effect: When this character dies, it immediately triggers a trap or alarm that matches the players' level.

BOSS POWER

INSPIRING
Range: 6 squares
Effect: All NPC allies within range gain +1 to ATT and DMG so long as this character lives.

A C T I O N S

A	C	T	I	O	N	S
7	0	1	0	5	4	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
8	13	10	3	8		158

MASTERED ATTACK   Fist

BONUSES +4 ATT +9 DMG   **OTHER ATTKS** +0 ATT +0 DMG

VALUABLES/EQUIPMENT
No weapon, reinforced clothing, ⨎217 worth of synthetic components, ⨎63 in cash

Notes: Ancient robots can be found leading secret cabals around the Galaxy, exchanging pre-war knowledge for loyalty and protection. These sentient machines typically oppose the Tharnaxist Church and its goals.

Veteran Razor Cog

BOSS?	Y
LEVEL	10

NPC ROLE POWER   **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER

FORCE BARRIER
Effect: This character starts each battle with a force barrier of 55 HP, which recovers 11 HP per round until overloaded.

BOSS POWER

FRIGHTENING
Effect: Any Influence, Nerve or Awareness rolls against this character suffer -6 to the roll.

A C T I O N S

A	C	T	I	O	N	S
3	6	4	0	0	4	3

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
11	21	11	4	6		246

MASTERED ATTACK   Sword, Guard

BONUSES +11 ATT +23 DMG   **OTHER ATTKS** +6 ATT +6 DMG

VALUABLES/EQUIPMENT
+3 E.C. +2 bio-mal plasma sword, war shielding, Relic Barrier, ⨎397 worth of synthetic components, ⨎94 in cash

Notes: Unless destroyed, Razor Cog bounty hunters grow in strength and skill indefinitely. The most seasoned can slay an entire room of skinbags and leave unscathed.

THARNAXIST PRIESTS

Neophyte

BOSS? N	**LEVEL** 1

NPC ROLE POWER — **Killer:** Killers add half their level (rounded up) to their mastered attack's ATT and DMG (already calculated).

POWER — **CHUMP**
Effect: This character has half HP, and is worth only half the danger points when calculating Mission Risk level. Successful attacks from this character deal 5 damage instead of their normal amount.

BOSS POWER

A C T I O N S

A	C	T	I	O	N	S
1	1	1	0	0	1	1

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	8	6	3	2		18

MASTERED ATTACK Large club, Guard

BONUSES +2 ATT +3 DMG | **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
Large club (sword), Reinforced Clothing

Notes: What they lack in skill, they make up for in numbers. Neophyte slaves make up millions of the Galaxy's inhabitants, and each is willing to die for its priestly master.

Initiate

BOSS? Y	**LEVEL** 3

NPC ROLE POWER — **Metahuman:** This character has a unique attack action, such as a psychic blast. Range 20 squares. Roll against the target's Nerve defense, and use Influence to calculate ATT and DMG.

POWER — **RAPID ASSAULT**
Special: only works with pistol, claws, or light melee Mastered Attacks.
Uses: Once per turn. Counts as an attack.
Effect: Attack twice with the selected weapon.

BOSS POWER — **OUTSMART**
Uses: Once per round.
Effect: If a gain advantage attempt fails against this character, he may gain the intended benefit instead.

A C T I O N S

A	C	T	I	O	N	S
3	1	0	3	3	4	3

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	9	9	4	6		65

MASTERED ATTACK Cyber claws, Counter

BONUSES +4 ATT +5 DMG | **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
No visible weapons, no salvageable armor, ₮57 worth of synthetic components (Operation AD 12 to salvage)

Notes: As lowly Priests, initiates are still empowered with enough cyberwear to pose a serious threat on the battlefield. While they're outfitted with psych-cannons and cyber claws, they prefer to let neophytes do their dirty work.

Archpriest

BOSS? Y	**LEVEL** 9

NPC ROLE POWER — **Professional:** This character may access any knowledge focus power that aligns with the narrative.

POWER — **PROWESS**
Effect: Add 3 to any single attribute.
(COMBAT chosen and already calculated)

BOSS POWER — **IMMENSE PROWESS**
Effect: Add 3 to any single attribute. Must be a different attribute than Prowess.
(SPEED chosen and already calculated)

A C T I O N S

A	C	T	I	O	N	S
9	4	3	1	7	6	5

T DEF	A DEF	N DEF	AP	B. REFLEX		HP
9	15	11	5	14		182

MASTERED ATTACK Implant pistol, Range inc. 4, Guard

BONUSES +8 ATT +18 DMG | **OTHER ATTKS** +4 ATT +4 DMG

VALUABLES/EQUIPMENT
No visible weapons, no salvageable armor, ₮140 worth of synthetic components (Operation AD 12 to salvage)

Notes: Rarely seen outside of their capitol ships, archpriests are among the most dangerous of Tharnaxist Priests. Not only can they order the destruction of planets, archpriests can hold their own against numerous assassins.

CREATING TRAPS

A good mission will have environmental hazards and traps. Simply decide what sort of trap or hazard you want, and use the steps below to create an original one. An automated version of this tool is available at **www.synthiciderpg.com/generator**.

- **Choose trap type.** You may choose from Damage Dealing, Attribute Penalizing or Alarm.
- **Describe the trap.** Is it an explosive rigged to a door? Spikes that come out of the floor? A dangerous sinkhole in the middle of the desert?
- **Determine a trigger.** Does walking over the trap trigger it? Or does opening the wrong door? Set the trap trigger to suit the needs of your story.
- **Set the difficulty to notice the trap.** The Awareness AD should be set according to the player levels and the significance of the trap to the mission.
- **Choose a relevant knowledge focus for the trap.** If players have a relevant knowledge focus, they may use Operation to detect the trap instead of using Awareness. Examples:
  Computers (automated traps); **Engineering** (mechanical traps and bombs); **Locks** (alarms and trapped doors); **Medicine** (toxic hazards and diseases); **Survival** (natural hazards within terrain types familiar to the sharper);
- **Set the difficulty to disable the trap.** The Operation AD is set by player levels and the significance of the trap. If players don't have the relevant knowledge focus, the Operation AD to disable the trap is 5 higher than normal.

TRAPS AS ENVIRONMENTAL WEAPONS
Players and NPCs will use dangerous things around them to hurt others. By doing this, they are effectively creating a trap.

DAMAGE DEALING TRAP

This trap makes attack rolls against players who trigger it and deals them damage. ATT and DMG are scaled by player level. Make the following selections:

- **Which defense does the trap/hazard attack?** Your choices are armor defense or Toughness defense. Choose the one that makes the most sense for the trap. Physical traps typically target armor defense, while poisons and toxins target Toughness defense.
- **Is the trap's damage a one-time event or continuous?** One-time traps include explosives and spike pits – after activating, their damage is done. Continuous traps keep attacking the players until disabled and include electrically charged floors and deadly microbes.

Trap Attack Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
Bonus vs Armor Defense	+2	+4	+6	+8	+10	+12
Bonus vs Toughness Defense	+1	+2	+3	+4	+5	+6
Bonus vs Nerve Defense	+0	+1	+1	+2	+2	+3

Trap Damage Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
One-time damage bonus	+2	+4	+7	+15	+22	+30
Continuous damage bonus	+0	+1	+2	+4	+7	+10

ATTRIBUTE PENALIZING TRAP

This trap lowers the players' attribute scores. Players make a Toughness roll to resist the trap. They immediately roll when first exposed, and on a failure they suffer its effects. The Toughness AD and ability penalty is scaled by player levels. Make the following selections:

- **Which attribute does the trap penalize?** You may choose any of the 7 attributes, but it's recommended you don't target Speed.
- **Is the trap's penalty persistent or temporary?** Persistent traps are like bursts of toxic gas or darts full of poison. Medical treatment is required to remove their effect; the Operation AD is the same as the AD to disable it. Temporary traps continue penalizing the players until they leave the area or disable the trap. Examples include rooms full of noxious air and rigged jets that expose you to extreme heat. No further medical attention is required to remove the penalty, beyond removing the source.

Trap Penalty Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
Toughness AD to resist	+2	+4	+6	+8	+10	+12
Attribute Penalty (if persistent)	-1	-2	-3	-4	-5	-6
Attribute Penalty (if temporary)	-3	-4	-5	-6	-8	-9

ALARM TRAP

Alarm traps are different from others in that they're exclusively detected and disabled with the *Locks* knowledge focus. Choose up to 2 of the following effects:

- **System Lockdown:** The entire facility goes into lockdown when the alarm is triggered. All doors lock and the computers shut themselves off. The Operation AD to open locked doors and reactivate or crack computer networks is increased by +2.
- **Alert guards:** This lets any guard know exactly where the characters are. Don't overwhelm the players with guards they can't defeat without providing an escape.
- **Activate automated defenses:** Automated defenses spring out of the ground and immediately attack the characters. Automated defenses have a full turn to attack the players before battle reflex is tracked.
- **Activate dimensional tricorders:** Tricorders are 3 dimensional, 360° cameras that capture events in extreme detail. Dimensional tricorders can even detect the players' fingerprints through their gloves. Tricorders are expensive to power, so they aren't active until triggered. After players activate them, any authorities that review the footage will immediately identify key actors.
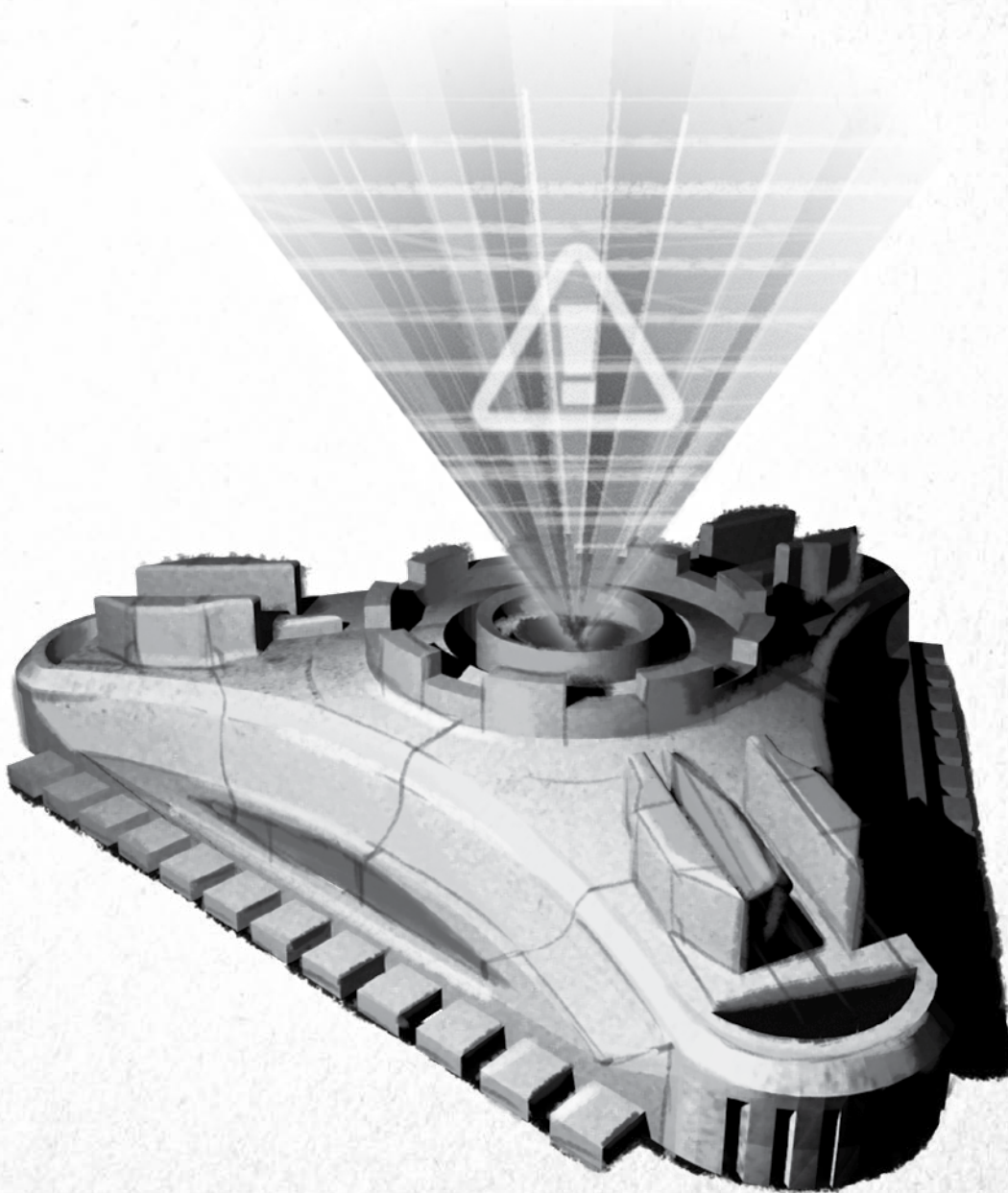
PLANET GENERATOR

If you want to create your own planets, you can use the following system to randomly generate them. Roll on the following charts for a general description.

Dominant Terrain Type

d10 Result	Effect
1-3	Earth-like: Most terrain types are equally present on the planet
4	Arboreal
5	Desert
6	Tundra
7	Oceanic
8	Inhospitable: Vac suits and enclosed settlements are necessary to stay on the planet
9	Moon: This is a habitable moon orbiting a gas giant. Roll again for terrain type
10	Ribbon World: This planet does not revolve. Only the edges of the planet are habitable and are in constant twilight. Roll again for terrain type

Settlement Level

d10 Result	Effect
1-3	Unsettled: Only explorers or pioneers are on this planet
4-6	Light: Several small cities and colonies are on the planet
7-9	Moderate: A few large cities and many small cities are on the planet
10	Hive world: The planet is almost entirely urban sprawl

Church Influence*

d10 Result	Effect
1-3	Little to none
4-8	Moderate: The Church is the center of power
9-10	High: Everyone answers to the Church and is under constant surveillance

Note: on moderately settled or hive worlds, rolling 1-3 still indicates moderate Church influence. Only lightly and unsettled planets have no Church presence.

Primary Source of Commerce

d10 Result	Effect
1-3	Resource gathering: Companies seeking raw materials are either present, or strongly interested in this world. This planet might even be a source for food
4-6	Manufacturing: In all settlements, Synthetics are present as laborers but still the dominant class. Humans are underfed and worked hard
7-8	Port: This planet is just a convenient stop on the way to important destinations. If moderately settled or more, the planet is also a center of finance and trade
9	Dual purpose: Roll twice on this chart to find the 2 dominant forms of commerce
10	True settlement: This planet is a desirable place to live and settled by middle class humans and wealthy Synthetics

MISSION GENERATOR

Sometimes you need help creating the outline of a mission. This tool can be used to help you plan sessions or to improvise a new job for your players in the middle of the game. An automated version is available at **www.synthiciderpg.com/generator**. Do the following:

- **Roll 1d10 on each of the following columns.** This will generate a patron faction, a mission type and a target.
- **Quickly write a few sentences that outline the mission.** This helps you to focus on the specifics of the story and any possible surprises for the players.
- **Choose a Mission Risk level.** This will give you an idea of how many enemies or deadly traps to throw at the players; it will also determine how much the job pays. Reference the Mission Risk system on page 114.
- **Consider using the Twist System.** A rough outline for your mission may not be enough to make the game narrative exciting. Working with the optional rules under the Twist System on page 155 will help you add spice to the session.

D10 result	Patron	Mission Type	Target
1	Chaos Rose	Transport	Corporate Property
2	Farstar Guild	Protect	Merchant
3	TTMC	Sabotage	Vessel
4	Torchdreamers	Eliminate	Synthetic
5	Empyrean Hunters	Capture	Weapons
6	Street Gang	Extract	Drugs
7	SMD Corp	Investigate	Artifact
8	Reaper Forum	Locate	Faction Rival
9	Iron Souls	Negotiate	Innocent Person
10	Tharnaxist Church	Hide	Vital Data

PATRON FACTIONS

Chaos Rose: This gang is composed of flamboyant and wealthy pirates. While they play up the glamorous life of criminal aristocracy, they are not to be trifled with. They hire sharpers to act as neutral third parties, or to exact revenge on their behalf.

Farstar Guild: A very active and famous guild comprised of both humans and Synthetics, the Farstar Guild specializes in artifacts from the Last Age and selling their spoils to whoever has enough lurans. They hire sharpers for wetwork and investigating competitors; Farstar members don't like to get their hands dirty.

TTMC: This organization is the most powerful non-Church affiliated entity in Tharnaxist Space. Founded on Corsus by Jarrix Taam only 40 years ago, Taam's Transport and Mining Company has become a ubiquitous shipping service, with a side business in supplying raw materials. They'll hire anyone to do anything - but only the dangerous jobs pay well.

Torchdreamers: Few of the Galaxy's psychics belong to this group, but almost all Illuminix comes from them. The Torchdreamers are very powerful and skilled. They only hire outsiders for non-essential tasks, ones they're too busy to handle. Don't expect any gratitude from them.

Empyrean Hunters: With so many deadly creatures in the Galaxy, humans have taken to studying, cataloguing and ultimately hunting xenolife. The Empyrean Hunters belong to a large, highly organized club that promotes these activities. Though they aren't exactly criminals, the hunters will stop at nothing to protect and raise their reputation. The Empyrean Hunters might hire sharpers to clean up a wealthy member's mess or hide their secrets.

Street Gang: Every city has their own brand of miscreant. These small-time gangs always need the help of sharpers to stand up to bigger powers, such as TTMC or Chaos Rose. A street gang isn't a powerful ally, but they'll rarely double cross a sharper as they can't afford to lose friends.

SMD Corp: Octorius Shima, a robber baron born on Humanus, founded the Shima Mechanical Designs corporation with Tharnaxist support and finances. SMD then became a powerful robot and weapon manufacturer, profiting from the gang wars and localized conflicts flaring up around the Galaxy. They hire sharpers as freelance security, or as deniable assets for the blackest of operations.

Reaper Forum: Bounty hunting fills the void of local law enforcement. The Reaper Forum is crowd-funding for bounties; an individual may offer any amount of money towards a job. And multiple postings for the same job all payout at once, compounding into a larger reward. There's no telling what work you'll get from the Reaper Forum, but revenge is usually involved.

Iron Souls: Despite strict Tharnaxist laws ensuring the privilege of Synthetics, robots formed one of the most powerful labor unions in the Galaxy. Though seemingly benign, humans rarely trust them on account of their immense power and long-term agenda. The Iron Souls mostly hire sharpers to defend their interests - rarely to destroy or hurt other organizations.

Tharnaxist Church: The Tharnaxist Church is powerful and immense. Priests are the ultimate authority, surrounded by vicious robots and brainwashed neophytes who rarely ascend the ranks. Priests only hire sharpers for missions too vulgar for their taste, or to complete a task they want kept secret from the rest of the Church.

MISSION TYPE

Transport: The target of your mission is important. It's your job to get it from one scene to another without incident. If the target is a person, they are influential and at risk of kidnapping or even assassination. If the target is an object, someone may attempt to steal it.

Protect: The target of your mission demands additional security. There's reason to believe the target is in immediate danger - and you need to stand watch until the conflict is resolved.

Sabotage: The target of your mission is an annoyance to your patron and they seek a subtle resolution. If your target is a person, you need to foil their plans or turn their allies against them. If the target is an object, you need to vandalize it or replace it with a counterfeit.

Eliminate: The target of your mission is a grave threat to your patron and they require your immediate action. If the target is a person, your job is to assassinate them. If the target is an object, you need to destroy it completely so that no trace is left.

Capture: The target of your mission is being transported soon and you need to intercept. Return it to your patron.

Extract: The target of your mission is being held in a secure facility. You need to break in, recover it, and bring it back.

Investigate: The target of your mission is an enigma. You must expose its secrets or solve a mystery surrounding it.

Locate: The target of your mission has gone missing and you need to find out where it is.

Negotiate: The target of your mission is wanted, but open conflict should be avoided. If your target is a person, you need to convince them to support your patron's interests. If your target is an object, you are to negotiate its transfer from a rival faction.

Hide: The target of your mission needs to be hidden. Find a place to stash it and make sure there aren't any witnesses.

MISSION TARGET

Corporate Property: This is anything important belonging to a corporation. It could be a location such as an office or factory, or a hand-carried object like a drive full of records.

Merchant: Why would a wealthy merchant be on your list? Maybe someone wants revenge for a poor business deal, or perhaps the merchant is being extorted.

Vessel: This could be a small car (for simpler jobs), or a full-blown spaceship. Either the ship is of value, or its cargo.

Synthetic: This Synthetic must have crossed the wrong people to get mixed in your business. If you're opposing the Synthetic, good luck! Things will get worse for you before they get better. If you're protecting it, you need more luck! Whoever wants to hurt a Synthetic is crazy, dangerous, or both.

Weapons: Weapons are common. For this to have any importance, it must either be a large stockpile, or a specific weapon of exceptional capability.

Drugs: Users are everywhere, always seeking a new wonder drug that will lift them away from this horrific world. Add warring corporations and gangs in the mix, and you have a dangerous commodity surrounded by violence.

Artifact: Half the time, an artifact's abilities aren't understood. This doesn't stop people from fighting over it; when something is old, it's steeped in mystery and speculated value.

Faction Rival: This person is affiliated with gangs or causes that oppose your patron. If you're helping the rival, they are a defector. If you're hurting them – well, that's no surprise.

Innocent Person: How unlucky for them to get mixed up in all this. Maybe the person is a blood relative of the wrong people or knows a deadly secret.

Vital Data: This information could make someone rich or destroy a reputation. Schematics, journals, cam vids, or any piece of information could be of great importance to the right people.

MISSION OUTLINES

The following 13 pages are included in case you're unable to make use of the mission outline tool. Use any of them to structure a game session for your players.

Each outline is described with a branching linear timeline composed of challenges. Encourage your players to drive the narrative down either path and devise scene details in response to their feedback. Each challenge contains the following details:

- **Dangers:** Whatever creates harm or setbacks for the players. As the players explore a challenge, reveal the dangers interesting to you and give the players a chance to react.
- **Solutions:** Predictions for bypassing or neutralizing the dangers. The players might come up with something similar to what's listed, or imagine an entirely original solution. Either way, solutions cannot typically be resolved without an ACTIONS check by the players.
- **NPCs:** These characters are controlled by the GM and interact with the players through roleplay. They may be friends or foes toward the sharpers, depending on how you and the players shape the story. The NPC generator at **www.synthiciderpg.com/generator** is optimized for streamlined character creation. Alternatively, see page 122 for sample, pre-made NPCs
- **Twists:** Unsuspected setbacks add intensity to a mission. For an expansion on *Synthicide*'s optional Twist System, see page 155.

BARBARIAN'S CAUSE

A Tharnaxist cruiser was raided by barbarian pirates. The raiders retreated to a backwater planet outside of Tharnaxist control, stealing cargo and kidnapping a Tharnaxist enforcer robot. The Church refuses to reveal the contents of the cargo, but insists their property be returned by any means necessary.

The sharpers may storm the barbarian stronghold using violence or subtlety. After the cargo is found, the sharpers discover the tribe was stealing the medical supplies they traded fairly for – supplies that the Church reneged on delivering. The players must either steal the goods back or side with the barbarians against the Church.

Either way, this feud can only end with conflict.

APPROACH 1

CHALLENGE: DIRECT APPROACH

DANGERS
Barbarian resistance | Alarms | Artillery

SOLUTIONS
Strike by night | Draw them out to an ambush

NPCS
Barbarian tribe leader | Captured Tharnaxist enforcer

TWISTS
A stronger tribe steps in to defend the barbarians

CHALLENGE: LOCATE THE GOODS

DANGERS
Remaining tribe guards | Traps

SOLUTIONS
Fight | Use stealth

NPCS
Inept guards | Captured Tharnaxist enforcer | Peaceful tribesman who reveals the truth

TWISTS
Crates are empty – the goods have already been distributed among the tribe

APPROACH 2

CHALLENGE: STEALTH APPROACH

DANGERS
Cargo under lock and key | Heavy guard patrols

SOLUTIONS
Create a distraction | Move by night

NPCS
Barbarian tribe leader | Captured Tharnaxist enforcer

TWISTS
The barbarians knew the sharpers were coming - the storage facility is a trap!

CHALLENGE: RETURN TO THE SHIP

DANGERS
Barbarians on cycles | Environmental hazards

SOLUTIONS
Fend-off pursuers | Out maneuver the cycles

NPCS
Loquacious pursuer | Peaceful tribesman who reveals the truth

TWISTS
Rival barbarian tribe investigates the sharpers' ship, blocking access

CHALLENGE: CHOOSE A SIDE

DANGERS
Barbarians in spaceships give pursuit | Church grows suspicious and sends another cleanup crew

SOLUTIONS
Pick a side and fight, hoping for reward | Cut losses and run away

NPCS
Church hired mercenaries | Barbarian tribe leader | Captured Tharnaxist enforcer

TWISTS
The Tharnaxist enforcer is rigged with explosives that the Church can detonate at-will | The barbarians are allies with Chaos Rose and report the sharpers

MISSION COMPLETE

FARSTAR'S RECOVERY

The Farstar Guild hires the sharpers to retrieve information from the data vault of an abandoned Tharnaxist facility. The Farstar Guild claims this information is key to reproducing a life-saving medicine once lost to the Millennial War. The guild is inhibited by the decaying slum on Dega Station where the facility is located.

The sharpers aren't the only ones looking for this data disk; mysterious gunmen have been reported scouting the facility. To make matters worse, access through the main entrance is blocked by a violent territorial dispute between rival gangs. The only other entrance navigates through old, hazardous tunnels.

Regardless of their approach, the sharpers must deliver the disk to the Farstar Guild to complete the mission and earn their reward.

APPROACH 1

CHALLENGE: NAVIGATE THE TUNNELS

DANGERS
Toxic gas | Blocked paths | Dangerous pitfalls

SOLUTIONS
Protective equipment | Find outdated map | Hire a tunnel guide

NPCS
Mutants in the tunnels

TWISTS
Hired guide leads the sharpers in circles | Automated defenses still active in tunnels

CHALLENGE: ENTER THE BACK DOOR

DANGERS
Automated defense turrets | Maze-like structure with locked doors

SOLUTIONS
Shoot-up the turrets | Hack into computer systems | Find a map to navigate the maze | Find keys to locked doors

NPCS
Ancient robot with Tharnaxist protocols

TWISTS
External hackers take control of automated systems | Mysterious gunmen ambush the sharpers in the vault

APPROACH 2

CHALLENGE: FIGHT THROUGH THE GANGS

DANGERS
Heavily armed gangs

SOLUTIONS
Brute force | Turn the gangs onto each other | Offer favors to the gang leaders for safe passage

NPCS
Gruff rival gang leaders | Locals caught in the crossfire

TWISTS
Gangs come to a truce and focus anger on outsiders

CHALLENGE: BREACH THE FRONT DOOR

DANGERS
Gang-laid traps | Ambushes

SOLUTIONS
Cautious movement | Stealth | Focused-fire

NPCS
Hostile, cornered gangsters

TWISTS
Gangsters have already taken the disk from the vault | The correct disk is difficult to identify among thousands of others

CHALLENGE: DELIVERY

DANGERS
Mysterious gunmen give chase | Angered gangs take revenge

SOLUTIONS
Fight through it | Go incognito | Hire allies among rival gangs

NPCS
Mysterious gunmen | Gang member | Farstar Guild contact

TWISTS
The data disk contains schematics for a superweapon | Farstar Guild abandons mission as too high-risk, offering no back-end support

MISSION COMPLETE

ENSLAVED HEIR

The head of a privileged family died, leaving behind an enormous fortune to an heir who was sold into slavery. A distant cousin has hired the sharpers to relieve the heir of his toil. The reasons behind the heir's slavery are unclear, but the cousin merely seeks to correct a wrong.

The sharpers have been given a receipt and the location of the enslaved heir. The heir may be in a mine or a brothel. He or she may even be disfigured by surgical experimentation or genetic defects. Regardless of the heir's health and motivations, he or she is unaware of their claim to the family's wealth.

The family's other successors believed the heir long dead and hire "discrete counselors" to ensure this upon discovering the heir's existence. As another problem, the slave's owner is suspicious of the sudden interest towards his "property" and will give chase if the heir escapes.

The sharpers may try to buy back the heir with financial aid from the distant cousin. Negotiations are similarly complicated by the slave owner's suspicion and the other successors' interference.

APPROACH 1

CHALLENGE: BUY BACK THE HEIR

DANGERS
Slave owner doesn't believe sharpers | Competing Successors send rival sharpers | Owner tries to enslave the sharpers

SOLUTIONS
Haggling | Threats | Maintain secrecy

NPCS
Heir | Slaves | Canny and suspicious slave owner | Rival sharpers working for family

TWISTS
Family agents purchase the heir before the sharpers | Slave owner haggles for an unreasonable price | Slave owner sells sharpers the wrong person

CHALLENGE: GET BACK ALIVE

DANGERS
Attacks from family-hired sharpers | Slave owner steals back the heir

SOLUTIONS
Fight way back to family planet | Evade pursuit

NPCS
Rival sharpers | Heir

TWISTS
Pirates attack | Heir doesn't want to go back

CHALLENGE: INSTALL THE HEIR

DANGERS
Assassination attempt on the heir | Family members fake DNA test | Family gets the Church involved | Bodyguards fortify the house, causing a siege

SOLUTIONS
Eliminate avaricious family members | Help heir escape and start new life | Install heir legally

NPCS
Heir | Two-faced siblings | Doctor | Secretary | Bodyguards | The cousin

TWISTS
Paid-off doctor claims DNA test is negative | Paid-off bodyguards assassinate the heir | Family member poisons the heir

APPROACH 2

CHALLENGE: EXTRACT THE HEIR

DANGERS
Family warn slave owner | Family send own extraction team

SOLUTIONS
Sneak in | Disable security systems | Fight past guards | Employ a distraction | Start a slave riot

NPCS
Slave owner's guards | Slave owner | Heir | Slaves | Rival sharpers hired by family

TWISTS
Sharpers kidnap wrong slave | Family kidnaps heir first | Heir resists and attempts to flee

CHALLENGE: ESCAPE PURSUIT

DANGERS
Slave owner gives chase | Rival sharpers decide to kill everyone | Shoot-out between multiple factions

SOLUTIONS
Evade pursuit | Fight back home | Make deal with rival sharpers and/or slave owner | Surrender decoy slave to rival sharpers

NPCS
Heir | Disguised slave | Rival Sharpers | Slave owner's agents

TWISTS
Rival sharpers feign negotiation, but plan an ambush

MISSION COMPLETE

LABOR STRIKE

Laborers of a vast, city-sized factory are unionizing to combat abysmal working conditions. Cycling through human labor has proven more cost-effective to upper management than upgrades to machines. In many cases, laborers are literally worked to death and swiftly replaced.

The plant manufactures a small recognizable device marketed on "civilized" planets. Synthetic factory owners have acontracting the sharpers to end the strike permanently - by any means necessary.

Using aliases, union leadership anonymously operates within the factory. The sharpers may draw them out using violence and intimidation, or they might infiltrate the laborers and glean the identities of union leaders.

In either case, the sharpers are soon forced into a violent, chaotic union demonstration with no clear solution in sight.

APPROACH 1

CHALLENGE: TRACK DOWN UNION LEADERS

DANGERS
Laborers attack sharpers

SOLUTIONS
Find an informant | Arrange an ambush and arrest union leaders

NPCS
Union enforcers | Unaffiliated workers | Factory supervisors | Informants

TWISTS
Outnumbered sharpers are captured and beaten | Exposed union leaders flee

CHALLENGE: STOP THE UNION

DANGERS
Union members attempt to free leaders |
Leaders escape and need to be tracked down |
Company orders death of Union leaders before they have given up secrets

SOLUTIONS
Interrogate Union leaders | Change sides and help Union leaders escape |

NPCS
Union leaders | Company Representative |

TWISTS
Factory management begin reprisals and execute large number of innocent workers | Union members begin bombing campaign to disrupt the factory

APPROACH 2

CHALLENGE: INFILTRATE THE UNION

DANGERS
Suspicious union members | Lethal factory conditions | Sympathetic workers harmed unjustly

SOLUTIONS
Gain union members' trusts | Hack production line for ease-of-use | Strike out against synthetic supervisors

NPCS
Union members | Factory machines | Synthetic supervisors

TWISTS
Sharpers are caught between workers and supervisors in a firefight | Factory machine dangerously malfunctions and must be destroyed

CHALLENGE: INTO THE UNION

DANGERS
Suspicious union leadership | Pursuit by factory security

SOLUTIONS
Participate in sabotage mission to gain union's trust

NPCS
Factory guards | Union leaders

TWISTS
Management reveals sharpers' identity and puts them at risk | Management sends investigators to discover the sharpers' whereabouts

CHALLENGE: SURVIVE THE DEMOLITION

DANGERS
Company sends mercenaries to massacre laborers | Union leaders turn on the sharpers | Management targets the sharpers

SOLUTIONS
Confront or ambush troops | Warn demonstrators | Guide mercenaries to union leaders | Assassinate union leaders | Publicly humiliate union leaders

NPCS
Crowds of workers | Company-hired mercenaries | Union leadership

TWISTS
Union leader betrays the laborers | Demonstrators are well-armed

MISSION COMPLETE

WAR GAMES

A battalion of prisoner war-game patsies vanished en route to their first battle against soldiers-in-training. The soldiers claim the prisoner battalion was simply wiped out.

However, the battalion's defeat was incompetently forged with no confirmed kills. Worse yet, satellite images of the battleground are being scrambled by unsanctioned use of blackout devices. A menacing military tribunal has grown suspicious and contracted the sharpers to investigate.

The sharpers are sent down with a training platoon, and have been given electronic tags that mark them as friendlies on allied scanners. The sharpers may stay with the troops or strike out on their own. Either approach is dangerous.

The sharpers soon discover the prisoners have decided not to fight, and instead formed an entertainment outpost where soldiers can stop for rest. The soldiers on-planet are revelling in the benefits of this cohabitation, but are in direct violation of the military training rules.

Sharpers must ultimately decide whether to defend the outpost or destroy it.

APPROACH 1

CHALLENGE: LOCATE PRISONERS WITH HELP

DANGERS
Soldiers bully the sharpers in camp | Officers blatantly lie and misdirect

SOLUTIONS
See through officer deception | Intimidate officers | Appeal to naive soldiers | Abandon platoon

NPCS
Green recruits | Shifty officers

TWISTS
Officers murder disloyal soldier and blame sharpers | Soldiers steal or sabotage sharpers' survival gear

CHALLENGE: FRIENDLY FIRE

DANGERS
Sharpers are abandoned or left for dead | Hostile planetary environment (fauna, weather)

SOLUTIONS
Shoot back | Convince friendly troops to give support | Escape to cease-fire zone

NPCS
Green recruits | Shifty officers

TWISTS
Sharpers' saftey tags blink out and cease functioning

CHALLENGE: DECISION

DANGERS
Fragile peace in outpost may be broken by sharpers' presence | Military break cease-fire to try and kill sharpers

SOLUTIONS
Agree to keep location secret | Shoot-out | Kill the officers supporting the outpost

NPCS
Grizzled colonel of prisoner battalion | Military officers | Troops on furlough | Prisoners turned civilian (bar staff, traders, entertainers)

TWISTS
Sharpers' tags come to life and transmit call for orbital strike | Mercenaries siege the outpost

APPROACH 2

CHALLENGE: STRIKE OUT ALONE

DANGERS
Dangerous fauna | Extreme weather | Soldiers "accidentally" engaging in friendly fire | Mines

SOLUTIONS
Rejoin a platoon | Cautious movement | Assign sentries at night

NPCS
Dangerous animals | Soldiers

TWISTS
False map tag leads to den of dangerous beasts

CHALLENGE: LOCATE OUTPOST

DANGERS
Platoon sharpers arrived with starts hunting them | Snipers

SOLUTIONS
Evasion | Fight | Negotiate with soldiers | Escape to outpost in cease-fire zone

NPCS
Officers | Troops

TWISTS
Sharpers discover a government mercenary unit is tailing them on a mission to wipe out the outpost

MISSION COMPLETE

THARNAXIST COVER-UP

Several witnesses observed an explosion that killed both a Tharnaxist Primus and his crazed assassins. No identifiable remains can link the assassins back to their faction or employer. The death of the Primus threatens to trigger a power struggle within the complex upper hierarchy of the Church.

The Primus' death is kept secret under the ruse that he is in meditative seclusion. Concurrently, the Primus' staff are working frantically to build another Primus from the "volunteered" pieces of lower priests. In desperation, they've hired sharpers to eliminate evidence of his demise.

The sharpers may doctor existing records of the assassination, or they might damage witness credibility through coercion and execution. No matter which approach they choose, the sharpers become a violent expression of high-pressure inter-faction politics. The consequence of their decisions will reverberate throughout the Galaxy.

APPROACH 1

CHALLENGE: CHANGE THE MEDIA RECORDS

DANGERS
Archives are guarded, well hidden and hard to hack | Tharnaxists investigators

SOLUTIONS
Sneak into the archives | Employ a distraction | Frontal assault

NPCS
Security | Archivists - synth and human | Bystanders in the record stacks | Rivals with the same idea

TWISTS
Someone has already taken a copy of the records | Records have already been altered to blame a priestly faction

CHALLENGE: ESCAPE THE ARCHIVES

DANGERS
Automated lockdowns | Reinforcements

SOLUTIONS
Fight your way out | Escape through a maintenance route

NPCS
Automated security drones | Armed librarians | Pilots of passing vehicles

TWISTS
Unexpected enemies among the archive staff | Evidence of employers intent to double-cross the sharpers

CHALLENGE: GET OUT ALIVE

DANGERS
Tharnaxist employers tying up loose ends | Assassins from other factions

SOLUTIONS
Kill everyone | Run | Make backup copies of evidence as leverage | Change sides and spur the war

NPCS
Duplicitous Tharnaxist employers | Faction agents

TWISTS
Sharpers are framed for the original assassination | Primus replacement is also assassinated

APPROACH 2

CHALLENGE: ELIMINATE CONTRARY WITNESSES

DANGERS
Some of the witnesses may be guards and military | At least one witness is a synthetic | Eliminating witnesses carelessly might create more witnesses

SOLUTIONS
Intimidation | Trading favors for silence | Stealthy assassinations

NPCS
Armed witnesses | Innocent, confused witnesses | Rival Tharnaxists

TWISTS
Rival Tharnaxists kidnap a witness

CHALLENGE: COVER TRACKS

DANGERS
Law enforcement involvement | Rival Tharnaxists

SOLUTIONS
Destroy property (burn down or blow up buildings) | Falsify evidence (material or digital)

NPCS
Law enforcement | Rival Tharnaxists

TWISTS
Sharpers' are outed as public enemies of the Church | Sharpers discover the severed head of their employer

MISSION COMPLETE

LEAVE NO MAN BEHIND

Empyrean Hunters have discovered a strange creature on an isolated planet populated with primitive humans. A skirmish with the beast proved too dangerous and forced most of the hunters to flee.

Many injured hunters were left behind with only a small team to protect them. The sharpers are hired to rescue the hunters and subdue the beast.

They may track down the creature or attempt to smoke it out by burning areas of its home turf. Either approach demands they overcome tribal impediments and an unforgiving terrain. Each path is fraught with peril, and the appearance of a beast-worshipping cult only complicates matters.

APPROACH 1

CHALLENGE: TRACK THE BEAST

DANGERS
False leads | Dangerous wildlife | Hunted by the beast

SOLUTIONS
Hire an expert tracker | Leave out bait | Study and learn the beast's weaknesses

NPCS
Local tracker | Cunning animals

TWISTS
Multiple beasts are hunting the sharpers | The remaining hunters pursued the beast and left the injured behind

CHALLENGE: ENTER ITS LAIR

DANGERS
Beast attacks | Rushing subterranean river | Comm signals fail underground

SOLUTIONS
Fend off the beast | Build bridge | Find cave exit to regain signal

NPCS
Beast | Injured hunters

TWISTS
Party splits from cave collapse | Beast-worshipping cult sets a trap

APPROACH 2

CHALLENGE: SMOKE IT OUT

DANGERS
Out of control blaze | Angry mob

SOLUTIONS
Controlled explosives | Guarded perimeters | Pay off tribesmen | Make tribesmen afraid

NPCS
Resistant local tribes that struggle with the sharpers' language | Dangerous wildlife

TWISTS
The fire draws out dangerous creatures | Fire destroys important supplies

CHALLENGE: FALLOUT

DANGERS
Flurry of dangerous animals | Cultists chase off sharpers

SOLUTIONS
Lure the beast to isolation | Hide from primitive cultists

NPCS
Cunning animals | Cult leader

TWISTS
Forest fires spread to villages | Beast has allies among the wildlife

CHALLENGE: FACE THE BEAST

DANGERS
The alpha beast appears leading a pack | Cultists attack

SOLUTIONS
Defeat the beast head-on | Lure the beast into a trap | Appease the cultists

NPCS
Remaining Empyrean Hunters | Cult leader | Alpha beast

TWISTS
The cult can control the beast | Remaining Empyrean Hunters abandon the sharpers

MISSION COMPLETE

PIRATE RUN

The sharpers are hired to deliver a shipment of illegal drugs to a distant colony surrounded by asteroids.

A direct route has been mapped through a well-mined region of the asteroid belt, but hidden among the rocks are desperate miners and pirates alike. An alternative path winds the sharpers through unexplored regions of the asteroid belt.

Theoretically the second approach is safer, but no one knows what horrors call the uncharted region their home. The direct route is a two-day journey, while the "scenic" route takes five days.

Regardless of approach, the sharpers must also smuggle their illegal contraband past colonial authorities to complete the mission.

APPROACH 1

CHALLENGE: TIGHTEN THE ASTEROID BELT

DANGERS
Suspicious miners ramming spaceships with their own | Pirate scout patrols

SOLUTIONS
Prove you aren't a pirate | Fancy flying | Board them first

NPCS
Wary miner foreman | Reckless pirate captain

TWISTS
Miners demand toll | Mining crew unwittingly supports pirate sleeper agents

CHALLENGE: THE LAST STAND

DANGERS
Larger pirate fleet appears | Miners rigged asteroids with explosives for last stand

SOLUTIONS
Sell intel on the miners to buy off the pirates | Fancy flying | Hide in the wreckage of an explosion

NPCS
Wary miner foreman | Pirate admiral

TWISTS
The pirates learn about the sharpers' valuable cargo | The miners sellout the sharpers to colonial authority

APPROACH 2

CHALLENGE: THE VOID OF SPACE

DANGERS
Ancient robot ship | Ship damaged by thick cloud of asteroids

SOLUTIONS
Board enemy ship and neutralize the robots | Barter with the robots – they may need something from the colony

NPCS
Robot collective

TWISTS
The robots demand a prisoner as collateral

CHALLENGE: SLOW PLANET CRAWL

DANGERS
Rations contaminated by fungus from robot ship

SOLUTIONS
Craft antifungal drugs to save most of the rations | Quarantine tainted goods to save half

NPCS
None

TWISTS
Whatever ruined the rations spreads to the crew

CHALLENGE: BORDER SECURITY

DANGERS
Identification as sharpers | Difficult docking security

SOLUTIONS
Bribery | Hidden cargo compartments | Rendezvous with a middleman in orbit

NPCS
Greedy customs officials | Mysterious middleman

TWISTS
The contraband suddenly gives off a strange odor, alerting cargo inspectors | Middleman has grudge against the sharpers and seeks retribution

MISSION COMPLETE

CROOK'S SALVATION

A local gambler is wanted by gangs and corporations. Many seek to claim the bounty on his head, but a person of influence contracts the sharpers to keep him alive. Help is four days away on the other side of a Jump Gate.

The sharpers may decide to flee and rendezvous with their approaching allies, or they may decide to lay low until the time is right. Regardless of their approach, opportunists of all stripes will reveal themselves in pursuit of the sharpers' bounty. Success demands the sharpers be vigilant, and trust no one.

The final challenge is to ensure the gambler doesn't escape. Unknown to the sharpers, their employer is collecting several debts from the gambler. Once the gambler realizes who is actually "saving" him, he will do whatever he can to get away.

APPROACH 1

CHALLENGE: RUN FOR IT

DANGERS
Bounty hunters | Port authority

SOLUTIONS
Disguises | Shoot-out | Stealth

NPCS
Overeager port authority | Independent bounty hunters

TWISTS
Former sharpers' ally attempts to claim the bounty | The gambler is wanted for unforgiveable crimes

CHALLENGE: TAKE OFF

DANGERS
Dock is on lockdown | Bounty hunters pursue in space

SOLUTIONS
Bribe port authority | Hack dock for take-off clearance | Outfly bounty hunters

NPCS
Hard-nosed bounty hunter with superior ship | Corrupt dock master

TWISTS
Sharpers' ship was sabotaged | Bounty hunter's ship self destructs if she dies

APPROACH 2

CHALLENGE: FIND A SAFEHOUSE

DANGERS
Angry mobs | Witnesses | Being followed

SOLUTIONS
Disguises | Bribery | Stealth

NPCS
Casual bystanders | Locals after the bounty | Child paid to tail the gambler

TWISTS
The hiding place is inhabited | Client needs sharpers to retrieve something essential (food, medicine, drugs)

CHALLENGE: PATROL SWEEPS

DANGERS
Patrol crews | House by house investigation

SOLUTIONS
Shoot-out | Make a deal | Relocate

NPCS
Corporate security hitting the streets | Eager, inexperienced bounty hunter

TWISTS
Corporate security offers to let the sharpers live if they give up the job | Bounty hunter hails from a powerful family that will seek revenge

CHALLENGE: DELIVERANCE

DANGERS
Arriving backup is ambushed by enemy mercenaries | Gambler makes a run for it

SOLUTIONS
Join the fight | Drug the gambler | Track down employer to make delivery alone

NPCS
The shady gambler | Backup personnel | Cutthroat mercenaries | The elusive employer

TWISTS
Impersonators arrive first, pretending to be the backup | The employer goes missing and must be found before payment

MISSION COMPLETE

RACE FIX

CHALLENGE: GAIN LEVERAGE

DANGERS
Secrets are violently protected | Hostile crew handlers

SOLUTIONS
Pay for secrets | Create problems for the racer | Keep a low profile

NPCS
Illicit lover | Angry gang boss | Disgruntled former employee | Scorned spouse

TWISTS
The hero racer is backed by an dangerous organization that the players don't want to annoy | The racer is related to a sharpers' ally

A nameless patron asks the sharpers to fix an upcoming cycle race. The favored winner must lose by any margin and the sharpers mustn't get caught. The faceless voice doesn't care how it's done, but failure is unacceptable.

The sharpers may attempt to influence a cyclist into throwing the race, or they may try and sabotage the cycles. Each approach is fraught with moral ambiguity and risks of capture and death.

In the first approach, sharpers investigate means of influencing the racers. By gaining leverage on a pilot, the sharpers could coerce him or her into throwing the race or taking out the star racer. Alternatively, the sharpers could infiltrate the storage area and rig the cycles for catastrophic failure. Although this second approach is more likely to succeed, it's also more likely to end in a gruesome firefight with security and pit crews.

In the end, the star racer loses. The fallout of a successful mission is proportional to the number (and privilege) of people who died to ensure the star didn't win.

CHALLENGE: BREAK IN

DANGERS
Automated security | Late working pit crews

SOLUTIONS
Remotely hacking security or repair machines | Bribery | Stealth

NPCS
Head of security | Happy-go-lucky mechanic | Rival pilot

TWISTS
The hero racer's cycle is difficult to identify | The cycle is out for a test run

CHALLENGE: INFLUENCE THE RACE

DANGERS
Bodyguards | Stubborn racer

SOLUTIONS
Bribery | Threats | Kidnapping

NPCS
The hero racer | The publicist | Unhappy personal bodyguard | Illicit lover

TWISTS
Lover goes missing | Publicist tries to cancel the race |

CHALLENGE:

DANGERS
Hero racer switches cycles | Hero racer refuses to throw race at last second

SOLUTIONS
Attempting mid-race sabotage | Making good on threats

NPCS
The hero racer | Rival racer | Illicit lover

TWISTS
Patron changes their goal mid race - the favored racer must win | Bookies learn of sabotage and cancel all bets; patron seeks recompense

CHALLENGE: SABOTAGE AND ESCAPE

DANGERS
Night shift security | Facility lockdown

SOLUTIONS
Take out security | Find alternate escape through toxic sewers

NPCS
Security personnel | Rival racer | Pit crews

TWISTS
The cycle can only be rigged in ways that cause a lethal crash | Head of security is a famous synthetic racer

MISSION COMPLETE

SMUGGLER'S RESCUE

An infamous smuggler was captured by SMD investigators while harvesting natural resources in Unpowered Space. A concerned colleague is hiring sharpers to rescue her, either through stealth or negotiation.

The ship that captured the smuggler landed on Cruxin. Onboard were Priests with two agendas: perform covert research on the natives and root out pirates hidden among the oblivious Cruxins.

The SMD ship is heavily guarded, making a stealth approach dangerous. Even worse, the crew was instructed to arrest any outsiders to Cruxin. To avoid capture, openly entering the ship entails offering aid to the Priests - perhaps by furthering one of their missions or offering them a valuable artifact.

APPROACH 1

CHALLENGE: SNEAK ABOARD THE SHIP

DANGERS
SMD guards | Security cameras and sensors | Locked entrances

SOLUTIONS
Hacking | Clever disguises | Sneak on while cargo is being loaded

NPCS
Disgruntled guards | Suspicious security robot

TWISTS
Ship has far larger Church presence than expected – Tharnaxist enforcers are everywhere

CHALLENGE: FIND THE SMUGGLER

DANGERS
SMD and Church guards | The smuggler's hostile cellmate

SOLUTIONS
Incapacitate/avoid guards | Steal key cards | Negotiate with cellmate

NPCS
Stoic guard captain | Priests | Hostile cellmate | The missing smuggler

TWISTS
Smuggler refuses to leave without her crew | The hostile cellmate calls the guards

CHALLENGE: GET BACK

DANGERS
SMD investigators board the sharpers' ship | Priests order recapture of smuggler

SOLUTIONS
Take back ship by force | Steal a different ship | Hide out in wild until employer can send help

NPCS
Disgruntled guards | Priests | The missing smuggler

TWISTS
Smuggler stole laboratory data on her way out of ship - the Church will stop at nothing to reclaim it

APPROACH 2

CHALLENGE: NEGOTIATE ONTO THE SHIP

DANGERS
Priests identify sharpers and demand their arrest | Guards insist weapons be left behind | Employer cannot offer enough for smuggler's release

SOLUTIONS
Offer to track down pirates, or help kidnap locals for experimentation | Locate backup weapons aboard ship

NPCS
Greedy guard | Suspicious guard | Priests

TWISTS
Guards decide to capture sharpers for ransom | Locals are sympathetic, making their kidnapping seem cruel

CHALLENGE: PRISONER EXCHANGE

DANGERS
Detection or capture by Cruxin locals | Armed resistance from well entrenched pirates

SOLUTIONS
Stealth | Subdue local police | Eliminate witnesses | Trick the pirates out of hiding

NPCS
Oblivious and primitive Cruxin locals | Cunning pirates

TWISTS
Priests demand help with BOTH missions before turning over the smuggler

MISSION COMPLETE

STAKE A CLAIM

Taam's Transport and Mining Company (TTMC) has discovered a rare mineral on Pelorious. TTMC engineers believe the mineral, known as fortemite, can enhance the durability of their transport vessels.

TTMC believes they can monopolize mining operations if they stake their claim early. They're hiring sharpers to seek out locations for harvesting the fortemite and to contact TTMC agents when it's safe to set up.

There's a catch: Pelorious is home to crazed mutants and an unusually large number of Prodigravus. Sharper teams must discover an abundant mineral source far away from significant threat or clear out a suitable location by whatever means necessary. In either case, they're unlikely to complete the mission without a fight.

Once an abundant fortemite deposit has been secured, the sharpers must alert their contact within TTMC and hold the location until a team arrives to relieve them.

APPROACH 1

CHALLENGE: FIND A REMOTE DEPOSIT

DANGERS
Toxic swamp gas | Quicksand | Feral beasts | Diseased insects

SOLUTIONS
Purchase vac suits | Hire a local guide | Avoid beast dens

NPCS
TTMC engineer | Crazed mutants | Local mutant guide | Feral beasts

TWISTS
Guide gets eaten | Vac suits are damaged and need repair

CHALLENGE: SECURE THE DEPOSIT

DANGERS
Inclement weather | Feral beasts | Mutant raids

SOLUTIONS
Repair communications | Hunt beasts | Defeat or negotiate with mutants

NPCS
TTMC engineer | Mutant scouts

TWISTS
Engineer wants to renegotiate pay due to subprime location | Rival sharpers were hired for the same job

APPROACH 2

CHALLENGE: FIND A DEPOSIT NEAR MUTANT SETTLEMENT

DANGERS
Mutants refuse to negotiate | Large Prodigravus presence

SOLUTIONS
Offer pay split with mutants | Wipe out nearby Prodigravus | Wipe out mutants

NPCS
Taciturn mutant clan leader | Various crazed or unfriendly mutants | Alpha Prodigravus

TWISTS
Mutants are cannibals | Fortemite deposits aren't rich enough

CHALLENGE: DEFEND YOUR CLAIM

DANGERS
Pirates followed sharpers to the planet | Mutants revolt

SOLUTIONS
Set a trap for pirates | Convince mutants to help defend territory

NPCS
Pirate crew | TTMC engineer | Taciturn mutant clan leader

TWISTS
Mutants flee and offer no help | Deposit is made unmineable by combat damage

CHALLENGE: GET OUT AND GET PAID

DANGERS
Prodigravus onslaught | Rival sharpers (or pirates) give chase | TTMC refuses payment

SOLUTIONS
Defeat or outrun pursuers | Sell deposit info to a higher bidder

NPCS
TTMC engineer | Rival ship crew | Contacts within SMD corp

TWISTS
Pirates were hired by TTMC to eliminate sharpers | SMD contact has been fired or killed

MISSION COMPLETE

VAULT HEIST

A shadowy buyer wants shapers to enter a vault and steal a particular lockbox. Supposedly, the lockbox contains corporate contracts. Depending on if any twists come in to play, though, the lockbox might contain something much more sinister.

The two main approaches described here are opposites: Do the players access the vault directly, or do they seek allies to access it indirectly? The first approach risks lethal face-offs with security, while the second approach risks betrayal by allies. If the players do not see these options themselves, explain the possibilities and risks to set them on the right track.

Both of these options culminate in delivery of the valuables. The possibilities of hot pursuit or rival teams can serve to make this simple task complex and dangerous.

If you are combining different session strings to create a braided adventure, the vault heist pairs well with the investigate corruption and missing artifact session strings.

APPROACH 1

CHALLENGE: ENTER THE VAULT

DANGERS
Gas traps | Alarms | Armed guards | Cameras | Turrets | Locks

SOLUTIONS
Guard deception | Brute force entry | Stealth | Remote hacking | Disguises and forged documents

NPCS
Grizzled lazy guard | Suspicious portly guard | Oblivious vault patrons

TWISTS
Vault is Church affiliated | Patron lied about contents of lock box - it contains a small super weapon | It's a setup with a bounty hunter waiting inside

CHALLENGE: ESCAPE THE VAULT

DANGERS
Witnesses | Evidence left behind | Backup waiting outside

SOLUTIONS
Kill witnesses | Destroy vault to hide evidence | Escape through secret passage | Overload system facilities to stun guards | Negotiate

NPCS
Corrupt vault official | Mutant slave "Clean up Crew" | Oblivious vault patrons

TWISTS
Church enforcers arrive | Oblivious patrons are actually gangsters trying to do the same job

APPROACH 2

CHALLENGE: HIRE INSIDER

DANGERS
Insider tips off guards of impending robbery | Insider keeps good for themselves | Insider gets caught

SOLUTIONS
Use enter vault method against higher risks | Find leverage on insider to keep them honest | Rescue operation for caught insider

NPCS
Synthetic interrogation crew | Wary private detective | Insider with secret debts and vices

TWISTS
Insider gives up all info on players | Whole mission was invented by vault owner to test employee loyalty

CHALLENGE: PICKUP

DANGERS
Ambush | Insider blackmails players | Goods get picked up by impersonators

SOLUTIONS
Scout pickup location well | Kill ambushers | Locate impersonators

NPCS
Mutant slave "Clean up Crew" | Insider with secret debts and vices

TWISTS
Goods are counterfeit | Insider has bomb strapped to chest

CHALLENGE: DELIVERY

DANGERS
Vehicle pursuers | Rival sharper team | Drop location compromised | Patron is dead

SOLUTIONS
Find new buyer | Kill or outdrive pursuers | Make deal with rival sharpers

NPCS
Cold, calculated sharper team | Guards on cycles | Shadowy buyer in cloak

TWISTS
Buyer intends to use weapons for terrorism | An impersonator is pretending to be the buyer | Buyer refuses payment

MISSION COMPLETE

DESCRIBING LOCATIONS

Sometimes you find yourself at a loss for words when setting the scene for the players. Use following charts as you seek out the right vocabulary and useful concepts. Choose a few conditions and then cross-reference them with the location type to find what you need. When in doubt about a scene, default to the "decrepit" descriptor. Over all, the future faces entropic disrepair.

Location details

Location Condition	Residence Details	Bar/Eatery Details	Dock Details
Pristine *gaudy, decadent, expensive*	Soft fabric, spacious, wood furniture	High ceilings, heavily guarded, private booths, lavish food	Skylights, well dressed security, space between ships, many Synthetics, filtered air
Maintained *clean, plain, dry*	Concrete walls, tight space, flat cots, storage lockers	Open seating, low ceilings, simple metal furniture	Exhaust odors, slightly dirty floors, closely packed ships, some Synthetics, food carts
Decrepit *decayed, filthy, wet*	Peeling paint, organic stench, refuse, sewage	Exposed conduits, flickering lights, questionable drinks, acrid odors	Oppressive fumes, no air filtering, half-broken vending machines, only a few Synthetics
Busy *bustling, hot, oppressive, tense*	Crammed furniture, heated conversation	Standing room only, loud music, shouted conversation	Trade, yelling, furtive glances, solicitation and proposition
Abandoned *eerie, cold, quiet*	Looted storage, overturned furniture	Broken glasses, faded signs, jammed doors	Stripped chassis, chemical spills, blackened windows

Location Condition	Plant/Factory	Base/HQ	Hideout
Pristine *gaudy, decadent, expensive*	Unlikely to even exist	Monolithic architecture, ceramic walls, white and chrome, custom furniture	Secret doors, lush couches, large monitors, xeno pets
Maintained *clean, plain, dry*	Running machines, secure entrances, colored warning lights, exhaust vents	Prefab metal paneling, unflattering light, plastic furniture, obvious cameras	Vault doors, reinforced walls, communication equipment, prefab furniture
Decrepit *decayed, filthy, wet*	Open waste containers, fallen catwalks, sealed corridors, scattered equipment, clogged vents	Scavenged beams and panels, spot welding and bolts, dim lights, cracked monitors, crooked chairs	Hole in the ground, sliding gates, open crates and strewn parts, vermin
Busy *bustling, hot, oppressive, tense*	Scrambling workers, Synthetic task masters, shouted orders, shift alarms	Constant rings and alerts, extensive security, rushed conversation	Constant coming and going, suspicious guards, hushed conversation
Abandoned *eerie, cold, off-putting*	Broken machinery, oppressive darkness, dirt-caked floors, unidentifiable sounds	Strewn disks and drives, broken windows, stripped conduits	Layers of dust, spoiled rations, overrun with vermin, human remains

Environmental Sounds

Describing the sounds in a location is a good way to set the mood. Most locations in *Synthicide* are mired in ad-hoc industrialization, many sounds come from poorly integrated machinery and computers. The following can be heard in almost any scene:

electrical hum from lights, rhythmic clicking from filter systems, sudden rattling from generators, quiet rumbling from machinery motors, beeps and tones from terminals or Synthetics talking to each other, drips of leaking fluids, buzz of exposed wires

DESCRIBING PEOPLE

Sometimes you might require help describing people. These charts are intended to help you cross-reference status with clothing style and other aesthetic details.

Person details

Status	Base Appearance	Cybernetic Version	Synthetic Version
Wealthy *slow, arrogant, relaxed*	Layered and clean clothing, jewelry, guarded escort	Subtle implants in eyes and hands, aesthetic surgery	Polished armor and casing, well-armed, oversized and strong limbs, minimal decorative cloth
Common *forgettable, cautious, quiet*	Stained jackets and scarves, functional boots, eye protection	Replaced limbs, scarred face, a few visible wires in the skin	Slender, simple photoreceptors, slightly dirty, exposed mechanisms
Destitute *sickly, compliant, dirty*	Ripped and filthy clothing, worn shoes, overstuffed backpack	Broken implants, awkward gate, scabby signs of implant rejection	*Very rare* Broken limbs, hanging wires, jittery motion
Sharper *quick, direct, clever*	Armored clothing, toolkits, visible weapons	Metal hands, jarring cyber eyes, battle harnesses, skin-mounted tools	Scavenged parts to enhance limbs, welded on armor, perhaps a coat if any clothing
Gangster/Pirate *aggressive, edgy, terse*	Visible gang markings, purposely displayed weapons	Skin stretched over artificial muscle, exposed ports and rigs, respirators	*Most likely a Razor Cog* Rebuilt combat chassis, heavily armored, oversized limbs and weapons
Mutant *bizarre, unpredictable, desperate*	Odd proportions, unsettling face, strange eyes, deformed ears or hands	Scavenged implants, dermal plating, half metal faces	N/A

NEVER AM I SO ALONE
AS WHEN I WALK AMONG
THE CROWD,
BLURRED MASKS OF
SKIN OR GRINNING
STONE,
UNMEANING EYES AND
VOICES LOUD.

AS I KNOW THAT
VISAGE MASK,
THOSE TREMBLING LIPS,
THE EYES THAT SHINE
BUT TURN FROM THAT
WHICH THEY WOULD SEEK
WITH AN ARDENT
WHINE.

GAZE PIERCES NOT
ANOTHER GAZE,
HUMBLE, TORN MY
HEART INSIDE,
WHEN SUDDENLY THERE
IS A FACE
PALE, SCARRED AND
GRIEVOUS-EYED.

THERE IS NOT A LINE
OR SCAR,
SEAT OF A SORROW OR
DISGRACE,
BUT KNOW LIKE
SIGILS ARE
BURNED IN MY HEART
AND ON MY FACE.

OPTIONAL RULES

OPTIONAL RULES 1: TWIST SYSTEM

The Twist System is an optional way to spice up a game. It requires improvisation and fast thinking, so be sure this system is right for you. Here's how it works:

- **The Twist System generates random twists incorporated into the story by the GM.** This makes things surprising and interesting for both the GM and the players. These events may happen at any time, even during a battle.
- **Every time a player rolls a natural 10 or spends a Resolve point, add 1 point to the Twist Pool.** The size of the Twist Pool determines the severity of events whenever a twist is triggered.
- **If a player rolls a natural 1 and there are *two* or more points in the Twist Pool, a twist is triggered.** Roll on the twist chart and add the number of points in the pool to the result. Reset the Twist Pool to zero.
- **The GM may need to take a moment to generate stats for new game elements.** However, if everyone agrees, it's fine to play loose with the rules and keep things moving.

THE TWIST CHART

The following chart has 4 options for every result; the GM should choose the one that best applies to the scene. Twists are generalized, but included here are specific examples to help the GM fold the idea into the story.

Roll Result	BIG REVEAL	MURPHY'S LAW	INTERFERENCE	NO ESCAPE
3-5	**Mysterious Call** Blackmail, veiled threats, a dangerous offer	**Temporary Malfunction** A weapon jams for a couple of turns, a computer freezes, the ship engine stalls	**Unwanted Attention** Hostile questioning, an alarm goes off, a crowd forms	**Blocked Path** A sealed door, security checkpoint, collapsed tunnel
6-8	**Secret Alliance** A merchant works with pirates, a neutral party works for the enemy, common rabble are actually a gang	**Something is missing** Lost tools, dropped keys, "the goods" were stolen	**Bad Timing** A vulnerable ally is in danger, competing patrons both appear, a buyer demands early delivery	**Lost** A faulty map, disorienting fog, navigation was out of sync
9-11	**False Identity** An ally is an imposter, famous fugitive, Church double agent	**Collateral Damage** Accidental deaths, killed the wrong man, damaged valuable property	**Enemy Sabotage** Damning rumors are spreading, an ambush lays in wait, a bomb is planted	**Found Out** You are identified, spotted mid-crime, your secret is made public
12-14	**Horrific Secret** A "human" is actually Synthetic, a freakish mutant, or a murderous sociopath	**Environmental danger** A chemical spill, exploding munitions, an electrical storm	**You are Not Alone** A dangerous stowaway, a lurker in the shadows, a stalker	**Hunted** You are chased by bounty hunters, desperate scavengers, feral predators
15+	**Brutal Betrayal** Led into a trap, a fixer robs you, a trusted ally tries to kill you	**Catastrophic Event** An earthquake, a city-wide fire, entire ship fleets suddenly crash	**Powerful Watchers** Church inquisitor arrives, ancient Synthetics reawaken	**The Dead Return** A lost lover comes back, an abandoned ally seeks revenge, an old enemy never died

PLANNED TWISTS

Many GMs will pre-plan plot twists or surprising events. The planned twists method is less improvisational but can help the GM make the twists more impactful. To combine pre-planned twists with this system, save them for when a player rolls a natural 1. You may want to plan different severities of the same twists, letting the size of the Twist Pool determine which version to use.

TIPS AND TRICKS

Here are some additional thoughts to help use the Twist System:

- Reveal secrets and surprises quickly; don't leave the players wondering what twist was triggered.
- Use information from character back-stories or previous sessions to make the twists more relevant.
- Avoid generating battle-type twists if the players are extremely wounded – opt for a story-based twist instead.
- If an NPC suddenly becomes significant through a twist, like *horrific secret* or *false identity*, upgrade him or her to a Boss NPC. This grants the NPC more HP, a boss power and better defenses.
- Generate traps to represent hazards or explosions resulting from twist.

OPTIONAL RULES 2: MENTAL TRAUMA

The following system adds an element of depth to a character's mental health. Also, it places much more emphasis on having a strong Nerve attribute. Whenever a sharper experiences trauma, do the following:

1. Roll 1d10 + Nerve
2. Compare your result to the Nerve AD for the situation:
    a. **When an attack first drops you to half HP or less:** Nerve AD 6
    b. **You are unexpectedly betrayed:** Nerve AD 6.
    c. **You witness an ally's death:** Nerve AD 9
    d. **You are knocked unconscious by an attack:** Nerve AD 9
    e. **You are revived from death:** Nerve AD 12.
3. If you meet or exceed the AD, you are fine but may still suffer mental trauma from a future event.
4. If you fail, select one of the two penalties listed below. If you suffer additional mental trauma, do not gain an another effect. Instead, if the Nerve AD is higher than your existing trauma, increase the requirement for removing existing trauma to the new AD.
    - **Shaken.** You're anxious and incredibly gun-shy. Gain the *overpowered* status. At the start of each turn in battle, you regain the overpowered status if it was removed.
    - **Depressed.** Stress has worn you down. You take a -4 to any rolls made for navigating social situations. (Awareness, Influence, etc.)

Trauma is permanent until you take actions to undo it. There are only 3 ways to handle trauma:
- **Sleep.** Whenever you sleep at least 5 hours, you may roll Nerve again to remove your mental trauma.
- **Spend a Resolve point.** If you spend a Resolve point on a Nerve roll to remove mental trauma, you automatically succeed.
- **Gain a Resolve point.** Whenever you gain Resolve points, you may roll Nerve again to remove your mental trauma.

NEW PSYCHOLOGY POWER

If your group is using the mental Trauma system, you may select an additional power from the *Psychology* knowledge focus:

Therapy: When you discuss the nature of a traumatic event experienced by a character and offer them advice and consolation, roll Operation. If you meet or exceed the original AD of the trauma, its effect is removed. You may use this ability once per day, per character.

OPTIONAL RULES 3: SHOCKING STRIKES

This system adds even more grittiness to battle. It grants high damage attacks the chance to immediately knock a character out of commission:

1. **Whenever a character suffers damage from single attack equal to twice their armor defense, or Toughness defense if they are wearing no armor, that character may suffer shock.**
2. **If damage is 30 or less, make a roll against Toughness AD 3.** If the damage is more than 30, increase the AD by 1 for each additional group of 10 damage (40-49 is AD 4, 50-59 is AD 5, and so on).
3. **If successful, continue to battle as normal.**
4. **If the roll fails, the character immediately goes into shock at -1 HP and falls unconscious.** Any additional attack will kill the character, and if left unattended after battle, the character dies.

OPTIONAL RULES 4: BRUTAL WEAPONS

This modification lets weapon quality raise the difficulty of surviving shock. In this system, characters with strong weapons can instantly slay poorly defended foes. Note the following:
- High-tech weapons are given a Lethality Rating.
- When a character resists a Shocking Strike, should the weapon's Lethality be equal to or greater than the target's armor defense, the character instantly dies. No Toughness roll is made.
- A weapon's Lethality Rating is instead compared to a target's Toughness defense if they are wearing no armor.
- Special attacks that bypass a target's armor defense (such as *Chink in the Armor*) still check the Lethality Rating vs. armor defense, unless the target is unarmored.

List of weapon Lethality Ratings:

Weapon	LR
Striking	
Plasma Knife	7
Plasma Sword	8
Burst Glove	8
Boost Fist	9
Power Glaive	11
Pistols	
Beam Pistol	7
Arc Pistol	8
Hellfire Pistol	10
Rifles	
Beam Rifle	8
Arc Rifle	9
Hellfire Rifle	11

Weapon	LR
Shotguns	
Wave Gun	10
Arc Spreader	11
Hellfire Shotgun	13
Demolition	
IF Grenade	11
Obliterator	12
Structural Charge	12
Hellfire Grenade	14

OPTION RULES 5: EXPLODING TENS

This system adds swing to the game dice. Use it with game groups that want extremes. This rule is unpredictable and can unbalance the game. It is recommended to only use it when paired with the Twist System.

- Whenever player characters roll a 10 on the die, roll a second time and add the results together before adding any other modifiers.
- Receiving a 10 on the second roll continues the effect. Keep rolling and adding dice results until no 10 is rolled.
- This rule applies to any roll, be they attribute checks, attacks, or damage.
- Using a Resolve Point does not trigger this effect – the 10 must be naturally rolled on the die.
- All 10s rolled on the dice still add points to the Twist Pool.

OPTIONAL RULES 6: FACTION ATTITUDES

At the end of each session, the GM has the option of tracking how factions feel about the players.

FACTION ATTITUDES

When the players interact with a faction, and any of their actions match those below, it changes the players' Heat or Favor levels with that faction. A sharper may not gain more than 10 heat or favor, nor drop below 0.

Hurting Factions	Heat Gained	Favor Lost
Foil minor faction goals or help their enemy	+1	-2
Kill unimportant members	+2	-4
Foil major goals or greatly aid their enemy	+3	-7
Kill important members	+5	-10

Helping Factions	Favor Gained	Heat Lost
Achieve minor faction goals	+1	0
Achieve major faction goals	+3	-1
Utterly crippling an enemy faction	+5	-3

FACTION BEHAVIOR BASED ON FAVOR

When a character has a high favor level with a faction, they gain perks. Players receive the benefits of their current favor level and levels lower.

Favor Level	Effect
0	No effect
1-2	Players can request 10% pay in advance
3-4	Players receive free meals, drinks, dock parking, and lodging in controlled areas
5-9	Players can request 20% pay in advance, Protection
10 (Maximum)	Players can request 50% pay in advance, may call in 1 or more favors (reduces Favor level)

Protection (5-10):
Whenever the players are attacked in a friendly faction's controlled area, at least 2 killer NPCs of their level come to their aid.

Calling In Favors (10):
At 10 favor, the players can call in 1 or more favors at once. This immediately lowers favor with your faction. Options include:
- **Lose 3 Heat with any faction (-2 favor):** Requires 3 days to take effect.
- **Access to safe house (-3 favor):** Up to 6 days guaranteed safety with free food.
- **Interest Free Loan (-5 favor):** Maximum credit = (party level x ₮500). Must be paid back in (party level x 10 days). +1 heat per 10 days past due date.
- **Forgive a debt (-5 favor):** Cut balance on any single loan to any faction in half.

FACTION BEHAVIOR BASED ON HEAT

If the players gain heat with a faction, there is a chance something bad will happen whenever they meet its members. Only act upon their current heat level.

Heat	Effect
0	No effect
1-3	10% chance of verbal altercation – could turn violent.
4-6	40% chance of violence. Attack!
7-10 (maximum)	70% chance of violence. Call for backup and attack!

OPTIONAL RULES 7: FACTION STATUS

At the end of each session, the GM may track how factions affect each other "off screen." This can change the state of the game world, affecting the players' plans. If something extreme happens, a game faction may even cease to exist.

FACTION POWER & RESOURCE

Power and Resource reflect the health and strength of a given faction, respectively. Factions may also spend these points to take actions against their adversaries.

Power

Power describes the influence and importance of a faction to the Galaxy. Factions default to 5 power, but the GM may set any value that fits the story. For example, the Church has 100 power in most games. If a faction ever reaches 0 power, it breaks apart and ceases to exist. A faction that takes down another gains all of its remaining resources.

Resource

Resource represents people, ships, and money that can be spared for special missions. Factions default to 10 resource, but the GM can set any value that fits the story. Again, the Church most likely has 100 resource points. Reaching 0 resources only means a faction cannot spare resources on faction actions; it does not mean the faction is literally broke.

FACTION ACTIONS

Between sessions, each faction may take 1 action, beginning with the player assisted faction. Order the factions by highest power. Here are the options:

- **Draft on Player actions:** If the sharpers aided a faction in achieving their goals during the session, the faction gains a bonus action. Add the party's level as a free bonus to any resources spent or gathered.
- **Open Assault:** an attempt to directly hurt an enemy faction, such as through a raid or battle. The acting faction spends resources, up to ½ their current score. The defender automatically spends at least half of attacker's amount, but may increase up to ½ their current score. Each side rolls 1d10+resource spent. The loser suffers -1 power, and cannot take actions until after the next session. While this action doesn't drastically affect faction power, it is a fast way to force an enemy faction to spend resources.
- **Assassin Mission:** This is a risky attempt to wound an enemy faction by killing key members. The acting faction spends resource exactly equal to the power of the target faction. Both sides roll 1d10 (no bonus). If the assassination is successful, a vital member of the target faction dies and it loses 10% power (minimum 2). The acting faction regains half of all resources spent on the attack. If the assassination fails, no one dies and all spent resources are lost.

- **Gain power:** This is a non-confrontational way a faction can increase control, such as colonizing territories or buying off a rival. The acting faction spends exactly 10% of their resources, rounded up. Roll 1d10 with no added bonus. On a 5+, the faction regains the spent resources, and gains power equal to resources spent. On 4 or lower, all spent resources are lost.
- **Gather Resources:** A faction may throw their status behind resource gain, possibly by absorbing smaller organizations or declaring a claim on newly found materials and technology. The acting faction spends any amount of power up to ½ their current score. Roll 1d10 with no added bonus. On a 5+, the faction regains the spent power, and gains resources equal to twice the power spent. On 4 or lower, all spent power is lost.

OPTIONAL RULES 8: ARTIFACTS

Many of *Synthicide*'s story hooks rely on artifacts and lost technology without defining what they do. Players may wish to leave this open to interpretation, making up mythical relics as needed. Others may desire concrete mechanics. These optional rules more clearly define how the players acquire artifacts and details many with wondrous properties.

FINDING ARTIFACTS

When the players level up, there's a chance they may glean the location of an unclaimed relic. Roll 1d10 on the chart that best fits their location. When an artifact is found, choose 1 from the list at the end of this chapter. Acquiring the artifact should be a moderate risk mission. Ideas for the mission could involve fighting off competitors, dodging the Church, destroying ancient servitor guardians, or surviving a treacherous landscape.

Standard chances of discovering an artifact when leveling up (roll 1d10)

Party Lvl	1-6	7	8	9	10-11
2	-	-	-	Lvl 1 Artifact	Lvl 4 Artifact
3	-	-	Lvl 1 Artifact	Lvl 1 Artifact	Lvl 4 Artifact
4	-	-	Lvl 1 Artifact	Lvl 4 Artifact	Lvl 7 Artifact
5	-	-	Lvl 1 Artifact	Lvl 4 Artifact	Lvl 7 Artifact
6	-	Lvl 1 Artifact	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact
7	-	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
8	-	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
9	-	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
10	-	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
11	-	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact

Chances of discovering an artifact when leveling up on a ruined core planet (roll 1d10)

Party Lvl	1-5	6	7	8	9	10-11
2	-	-	-	Lvl 1 Artifact	Lvl 1 Artifact	Lvl 4 Artifact
3	-	-	Lvl 1 Artifact	Lvl 1 Artifact	Lvl 4 Artifact	Lvl 4 Artifact
4	-	-	Lvl 1 Artifact	Lvl 1 Artifact	Lvl 4 Artifact	Lvl 7 Artifact
5	-	-	Lvl 1 Artifact	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact
6	-	Lvl 1 Artifact	Lvl 1 Artifact	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact
7	-	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
8	-	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
9	-	Lvl 4 Artifact	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
10	-	Lvl 4 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact
11	-	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 7 Artifact	Lvl 10 Artifact	Lvl 10 Artifact

Identifying artifacts on your own

The players can identify the powers and value of new artifacts through an Operation roll. Set the AD equal to twice the artifact level plus 5. For example, identifying a level 1 artifact requires an Operation AD of 7. If the roll fails, the sharper must go to the Farstar Guild for help. No matter how they first learned what an artifact does, players automatically identify artifacts that are previously known to them.

Scrapping artifacts

Scrapping doesn't require any understanding of the artifact's intended design. To scrap an artifact, it must be at least level 4, as level 1 artifacts yield no useful parts. Make an Operation check against AD 12. Success results in relic parts 3 levels lower. Failure results in full destruction of the artifact, making it worthless.

Farstar guild assistance

Members of the Farstar Guild can easily identify artifacts, though they demand a service payment of ⧦100 times the artifact level. Also, the Farstar Guild typically adds information about the artifact to their public records. This may cause problems if the Guild or its allies are interested in what you found.

Trading and selling artifacts

There is only a handful of ways to unload or exchange an artifact:

- **Selling to the Farstar Guild:** Brokers will offer ⧦300 times the artifact level and wave identification fees. The Farstar Guild only offers ⧦200 per level for artifacts missing most or all of their charges.
- **Trading with the Farstar Guild:** Identification fees are waived, and brokers will offer any desired artifact at least 3 levels lower than the recently discovered. Players may try to upgrade to an artifact of the same level by succeeding on an Influence check, AD 12, and offering additional cash. The standard rate would be ⧦100 times the level of the artifact. If the artifact is missing most or all of its charges, the bonus payment is ⧦200 times the level of the artifact desired.
- **Offer prime data chips to the Farstar Guild:** Data chips contain ancient information that is undecipherable to most, but of great importance to the Guild. Players must offer a number of chips equal to the level of the artifact they wish to acquire.
- **Private sales:** Wealthy people outside the Farstar Guild offer ⧦100 per level of the artifact, or ⧦500 per level if their desire is great. For example, a gang may seek out a Prime Lance to assassinate an opposition leader. If an influential buyer learns of your artifact and the sharpers refuse to sell, there is a chance of violence or burglary in the future. Private buyers are only interested in fully charged artifacts.
- **Private Trades:** Wealthy investors and institutions beyond the Farstar Guild trade artifacts at face value, but only when the offer is exceptional. When pursuing a trade, the other party only has a 10% chance of possessing the desired artifact, followed by a 30% chance of relic parts of equal level. Private traders are only interested in fully charged artifacts.

The Church and artifacts

While possession of artifacts by sharpers is not a crime, the Church claims carte blanche ownership of all ancient relics in the Galaxy. The Farstar Guild is largely immune to this policy, but occasionally offers their most valuable artifact as tribute. Openly offering artifacts to a Priest is a quick way to diffuse tension or get off the hook for a minor offense. However, if a hostile Priest recognizes an artifact before it's offered to him, he will attempt to confiscate it and provide no favors in return. These attitudes don't apply to relic parts, so scrapping an artifact may be the best way to keep the Church at bay.

ARTIFACTS LIST

Artifacts have all sorts of wondrous abilities, but all of them share the following qualities:

Level: A general measurement of the value and power of an artifact

Uses: Many artifacts can only be activated so many times before losing their usefulness.

Charges: Some artifacts have limited uses, but regain their abilities when recharged with a Primefire Cell.

Price: Certain artifacts are common enough for distribution on the black market. Most planets only have 1 such artifact for sale, though a densely populated world might have 2 in given city.

LEVEL 1 ARTIFACTS

Level 1 Relic Parts

Uses: Unlimited
Charges: -
Price: -

Relic parts are the results of scrapping a level 4 artifact. With the proper knowledge focus, they can be installed into weapons, armor, or cybernetics to improve their performance. Level 1 parts require Operation AD 9 to install, and increase any numerical component of your choice by +1. Benefits from multiple relic parts don't stack; you can benefit from 1 bonus per item. A failure on the crafting check breaks the item you are upgrading instead of the relic parts.

Auto-Translator

Uses: Unlimited
Charges: -
Price: -

This small box contains simple AI and a millennia of linguistic recordings. It can interpret any spoken language to the user's native tongue via speaker or earpiece, but it doesn't aid interpretation of the written word.

Blank Bot

Uses: -
Charges: -
Price: -

An ancient robot of limited use, these low-level constructs are extremely compliant and act as an extra set of hands when completing simple tasks. They may be programmed to follow the commands of a specific person, but Blank Bots will never knowingly harm a human being or other AI. They have the same attributes as a level 1 robot professional with no mastered attacks or powers.

Grab-Bomb

Uses: -
Charges: 1
Price: -

This ancient law-enforcement device freezes assailants in place. Use it as a grenade with a range increment of 2. When activated, the bomb generates a restraining field around a 2 x 2 square. Everyone in range must succeed against Toughness AD 9 or be frozen helpless for 5 turns.

Hollow Gel

Uses: 1
Charges: -
Price: -

This single-dose autoneedle injects a deadly drug that kills the target within 5 days. During the Millennial war, soldiers would consume this before suicide missions, ensuring they would never arise as Prodigravus.

Immunizer Implant

Uses: -
Charges: -
Price: -

A tiny body implant used by the wealthy and elite during the Last Age, immunizers grant the user a +10 bonus to checks made to resist diseases. Immunizers are small and unobtrusive. They are usable by all humans, and do not require cybernetic slots to install.

Morph Key

Uses: 1
Charges: -
Price: ₴400

Used by vault manufacturers in the Last Age, this key molds into the perfect shape for opening any mechanical lock. Sharpers occasionally use morph keys on missions, but ambitious types often save them in hope of discovering an ancient artifact cache.

Mobile Armory

Uses: -
Charges: 12
Price: -

Inside this fist-sized box is a dimensional warp, a 20 ft x 20 ft x 20 ft room with breathable air. Entering or leaving the armory consumes 1 charge.

Mutant Dowser

Uses: -
Charges: -
Price: -

The dowser was originally designed to detect the presence of P-virus infection. As a handheld scanner, it can pinpoint a person with corrupt DNA out to 30 feet. The dowser cannot tell you the exact location of a mutant, merely its proximity. When placed directly on the skin of a human, the dowser projects a personalized readout detailing the degree of DNA corruption. It does not need to be recharged.

Pherobond

Uses: 1
Charges: -
Price: ₴500

This vial contains manipulative fumes that incite feelings of trust from the inhaler. A character may crack open the vial to captivate targets within 5 feet. This grants a +5 bonus to a single Influence check made to negotiate or bluff.

Pherobreak

Uses: 1
Charges: -
Price: ₴600

This vial contains powerful fumes that increase fear intensity. Open it to captivate targets within 5 feet. Gain +3 on a single Influence check resisted by the targets' Nerve check. Foes that fail flee immediately.

Primefire Cell

Uses: 1
Charges: -
Price: ₴500

This ancient battery restores an artifact to full charge.

Prime Data Chip

Uses: -
Charges: -
Price: -

A small drive that contains historical data from before the war, prime data chips are encrypted against digital duplication, and are impossible to decipher. Chips can be traded to the Farstar Guild for other artifacts. You must trade a number of chips equal to the level of artifact you're after.

Prime Rations

Uses: 7
Charges: -
Price: -

Super nutritious rations were common during the Millennial War, and usually found in sets of 7. These rations never spoil. Consuming a prime ration is like eating 4 days of food and water, and restores 20% of your HP.

Prod-Killer

Uses: -
Charges: -
Price: -

This bizarre blade can be used as a knife or bayonet, with +1 ATT and +1 DMG. However, when used against mutants, it adds +2 ATT and +6 DMG. Against full-blown Prodigravus, it adds +2 ATT and +12 DMG.

P-virus mutosample

Uses: 1
Charges: -
Price: -

A rare and ancient strain of the Prodigravus virus is contained within this vial. When cracked, 1 target is mildly infected until their GLD-enhanced immune system prevents full transformation. The target permanently loses 1 Nerve and gains 3 trait points that can only be spent on mutations. The lowered Nerve doesn't cause you to lose any powers. The mutosample is still effective on Dying Breed humans, despite their usual resistance to mutations.

Sacred Sword
Uses: -
Charges: 3
Price: -
A fancy dueling weapon used for decoration, this blade is quite powerful by sharper standards. It acts as a normal sword, but on a hit, you may choose to emit an energy burst, dealing an additional +6 DMG.

Timescape
Uses: -
Charges: -
Price: -
This 3D projector replays specific moments in ancient history. Information gleaned from a timescape usually leads to a unique, high-risk mission to find ancient artifact caches. Players can also use it to learn the key details regarding the fall of the Allunan Empire during the Millennial War.

Level 4 Relic Parts
Uses: -
Charges: -
Price: -
The results of scrapping a level 7 artifact. They are exactly the same as level 1 parts, but require Operation AD 12 to install, and increase any numerical component of your choice by +2.

Blank Soul Core
Uses: 1
Charges: -
Price: -
This special chip can record both the memory and personality of a character with a rigged brain. Once attuned, it may update the state of the principal, but cannot accept data from other users. A core may be inserted into another rigged brain, completely rewriting their existing mind with the stored personality. Removing the core from an afflicted brain results in a lethal stroke.

Disrupter Cannon
Uses: 1
Charges: -
Price: ₴2500
Shoulder-mounted disrupter cannons can disable electronic devices, including spaceships. Affected electronics refuse to function for 24 hours. At the GM's discretion, cheaper items are permanently broken. The cannon can hit a target up to 20 miles away, releasing a magnetic burst affecting 25 square miles.

Food Synthesizer
Uses: -
Charges: 300
Price: -
A miracle of technology, synthesizers convert raw matter into a nutritious bar which can feed a man or woman for 1 day. The grayish bar can be cooked or eaten straight.

Holodex Map
Uses: -
Charges: 5
Price: -
An ultra-detailed starchart projector, each activation grants a +4 to navigation checks in space and reveals unknown active Jump Gates between you and your destination. The projection also reveals if unusually large ships, such as Tharnaxist capital ships, are nearby.

Hunt Mask
Uses: -
Charges: 5
Price: -
Spectral phasing grants the wearer of these lenses perfect vision through objects. The mask can be dialed to see through any obstruction up to 1000 feet away. All

images viewed through the mask are rendered in perfect lighting conditions, regardless of actual illumination. The mask functions for up to 10 minutes per charge.

Liquid Blade
Uses: -
Charges: -
Price: -
A gauntlet that magnetically shapes itself into 3 superior striking weapons, every form benefits from *guard attack*. Changing to another form takes 1 AP. In gauntlet form, the liquid blade grants +0 ATT +1 DMG. The wielder can extend the gauntlet into a wide single-handed blade, granting +1 ATT +4 DMG. In the third form, the blade morphs into a long piercing sword granting +3 ATT +2 DMG.

Kinesis Crown
Uses: -
Charges: 3
Price: ₱2000
This circlet can instantly double the range or damage of an activated psychic power (user's choice). When modifying psychic powers with a duration, the effect is limited to a maximum of 2 rounds.

Magnet Shroud
Uses: -
Charges: -
Price: -
This 10-foot long mechanism looks like a generator. When attached to a spaceship's engines, magnet shrouds create an isolation field granting the ship immunity to energy weapons and EMP blasts - including those used by the Tharnaxist Church.

Microfarm
Uses: -
Charges: -
Price: -
A suitcase-sized garden that automatically grows vegetables, 1 microfarm produces 4 meals per week.

Palm Armory
Uses: -
Charges: 10
Price: ₱1000
Up to 3 weapons can be teleported into this glove-like device, and then returned to hand in a moment's notice. Retrieving, storing, or switching weapons is a free action. Each activation consumes 1 charge.

Primefire Tank
Uses: 3
Charges: -
Price: ₱1300
A larger version of a Primefire Cell, this can fully restore the charges of an artifact 3 times.

Shadow Suit
Uses: -
Charges: 3
Price: -
Flexible and loose fitting, shadow suits are easily stretched over armor and other garments. When activated, the wearer and all held items turn invisible and can pass through objects at will. This effect lasts for 1 battle round (roughly 6 seconds).

Shield Buster
Uses: -
Charges: 3
Price: ₱800
This hand-held device instantly disables all force barriers and psychic barriers up to 40 ft away.

Shuttle Suit
Uses: -
Charges: 10
Price: -
A vac-suit with orbit-travel abilities, each charge can propel the wearer through safe planetfall or back into orbit. A charge can also be used for a 200-mile journey in-atmosphere.

SL-engines
Uses: -
Charges: 6
Price: -
These large auxiliary engines can be installed on any corvette or clipper sized craft. Each activation reduces 2 days of travel down to 1 and burns half as much fuel.

Temporal Dilator
Uses: -
Charges: 1
Price: -
A belt switch that suspends the wearer in a dilation field. For 10 battle rounds (roughly 1 minute), everything around the wearer is in frozen time. "Frozen" objects interacted with by the user resume motion via brief contact with the dilation field.

Trap Collar
Uses: -
Charges: -
Price: -
This locked collar is designed to knock out the wearer. The collar can be programmed with user parameters, determining where the wearer can walk or what the wearer can do without being rendered unconscious. One such parameter is the "violence predictor," which disables the wearer when they attempt to hurt individuals of a category or identifier.

Level 7 Relic Parts

Uses: -
Charges: -
Price: -

The results of scrapping a level 10 artifacts. They require Operation AD 15 to install, and increase any numerical component of your choice by +3.

Bio-proxy

Uses: -
Charges: 1
Price: -

A robo-organic hybrid that fully duplicates a human body, using a charge attunes the bio-proxy to the user, duplicating all stats and cybernetic upgrades. Whenever the attuned person sleeps, they may send their consciousness to the bio-proxy and continue activities as normal. There is no known limit to the range of consciousness transfer.

Cold Casket

Uses: -
Charges: ?
Price: -

A cryostasis chamber from the Millennial War, wealthy proprietors built these in hopes of being rescued when the war ended. Cold caskets have no well-understood limits in terms of duration or number of uses. At the GM's discretion, there is a rare chance the discovered cold casket contains an ancient human who successfully survived the war.

Cruorsyke

Uses: 2
Charges: -
Price: -

A non-lethal neural weapon originally used to capture Prodigravus for study, cruorsykes are usually found in pairs and used as grenades with a range increment of 1. When a cruorsyke is activated, all non-synthetic beings within 30 feet, including the wielder, pass out from horrifying visions. The affected are unconscious for 2 minutes and, upon revival, they are paralyzed for an additional 2 minutes.

Disrupter Bomb

Uses: 1
Charges: -
Price: -

This self-propelled payload wipes out every electronic device on a planet. Affected electronics do not function for 48 hours. At the GM's discretion, inexpensive devices, including certain vehicles, are permanently destroyed.

Gutcrush Knife

Uses: 1
Charges: -
Price: -

This incredibly lethal weapon appears to be a normal, yet ornate looking knife. It adds nothing to attack, but any unfortunate person impaled by the knife dies instantly. The knife temporarily conjures a singularity that absorbs vital organs and destroys the knife.

Luran Press

Uses: 5
Charges: -
Price: -

An ancient bank device that contains the chemicals and equipment to craft lurans. It is light and portable, and the size of a suitcase. Each use forges ⨎1,000.

Jump Drive

Uses: -
Charges: 2
Price: -

A relic drive that allows a spaceship to travel to any location in the Galaxy, regardless of proximity to planetary objects.

Jump Watch

Uses: -
Charges: 1
Price: -

A wrist-worn device that can teleport you and 8 other individuals to any location in the Galaxy.

Primefire Generator

Uses: -
Charges: -
Price: -

These ancient fusion generators produce the equivalent of 1 Primefire Cell per week.

Prime Lance

Uses: -
Charges: 1
Price: -

From as far away as 2 miles, this rifle can teleport a powerful plasma burst to any target. The burst affects a 2 x 2 square, dealing 75 damage to anyone caught in the blast. Prime Lances were historically paired with Hunt Masks for devastatingly effective assassinations.

Reconstructor

Uses: -
Charges: 2
Price: -

This medical tank can resurrect a fully functioning person from any DNA sample, no matter how small. If rebuilding the body of a rigged character, their plugs and base

implants are rebuilt, but all other installed cybernetics are missing. This device may also be used for cloning, but clones have their own agenda and will. Players do not control their clones.

Shadow Hull
Uses: -
Charges: 1
Price: -
Spaceships of the same size category as a clipper are completely undetectable when aided by this cloaking device. When activated, the ship is invisible to all eyes and sensors for 2 days.

Tachyon Scope
Uses: -
Charges: 1
Price: -
This holoprojector displays the most probable future. Users can attune the device to any location up to 10 miles away. While active, it displays up to 2 minutes of 3D images and audio taking place no more than 1 hour in the future. The user may change focus mid-projection to follow events in multiple locations. Employing the Tachyon Scope may paradoxically alter the future.

Tower Seed
Uses: 1
Charges: -
Price: -
This armored backpack is loaded with construction nano-bots. When activated, the bots can build a concrete-like tower, subterranean base, or any desired structure up to 200,000 cubic feet. The nanobots use surrounding materials indiscriminately; wilderness and civilization within 200 ft have a 70% chance of being destroyed while the structure is forming. The process takes 10 minutes, and afterwards the nanobots fuse to the structure to ensure its durability.

LEVEL 10 ARTIFACTS

Cryptodroid
Uses: -
Charges: -
Price: -
Strange robots that are made of materials not known within the Milky Way. They are not hostile, speak no language, and try to hide from all other humans and robots. Unfortunately for them, they are slow and easily captured. While cryptodroids display no special powers, the Tharnaxist Priests fear them deeply. The reason is unknown, but Priests avoid exposing both themselves and their vassals to the machines at all costs.

Dark Door
Uses: 1
Charges: -
Price: -
A gate in outer space, Dark Doors were created to send ships to neighboring, completely unexplored galaxies as a last resort to flee the Prodigravus. The trip is one-way, and there's no predicting what is on the other side. Dark Doors are extremely unstable, and cannot be moved to new locations without permanently breaking.

Dark Seed
Uses: -
Charges: -
Price: -
The Dark Seed is a one of a kind. This black prism, roughly the size of a man, is not mentioned in any histories. It appears to be extremely damaged, possibly limiting its function. It isn't known what purpose the Dark Seed served, but it spontaneously creates and mutates life when in contact with hydrocarbons. Spawn from the Dark Seed are unpleasant and dangerous, and humans directly exposed to it are permanently scarred by its haphazard manipulations.

Field Master
Uses: -
Charges: 1*
Price: -
This clipper-sized device emits gravitational fields restraining all targets within 50,000 miles for 2 hours. Nothing under its control can move without the activator's permission, including the power source of computers. A Field master has lethal and non-lethal settings. The non-lethal setting identifies organic targets and permits respiration and nothing else. The lethal setting makes no such exception. Recharging the Field Master consumes the equivalent of 100 primefire cells.

Ghost Machine
Uses: -
Charges: -
Price: -
An unsettling recording device, the ghost machine captures the consciousness and likeness of everyone within a 10 mile radius. The ghost machine lets users commune with the projection of any recorded individual. The "ghosts" are accurate, representing the thoughts and intentions of the original person, and form new memories when summoned by the projector. Ghost machines are thought to be emergency measures crafted to preserve the history of the Allunan Empire. Some machines have been found with hundreds of thousands of ghosts from across millennia contained within.

Metafusion Bomb
Uses: 1
Charges: -
Price: -
This apocalyptic weapon ended the Last War, but created the current Dark Age by wiping out civilization. It creates a small temporary star, completely cooking a planet and destroying all life on or orbiting it.

Primefire Plant
Uses: -
Charges: -
Price: -
A large generator that produces the equivalent of 1 primefire cell per day, this cubic device takes up 8 crates worth of space when stored in a spaceship.

Relic Station
Uses: -
Charges: -
Price: -
A fully functioning spacestation the size of a large city, relic stations create food, water, and power for up to 500,000 denizens. The station is capable of Jumping to any destination in the Galaxy, but requires 2 weeks to recharge its engine after each Jump.

Tachyon Gate
Uses: 1
Charges: -
Price: -
This is an orbital time-travel device, capable of sending a spaceship into the past but destroying the gate in the process. They were invented as an attempt to avert the Last War, but it seems they were not effective. However, one expended gate has been discovered so far.

Thanostar
Uses: -
*Charges: 1**
Price: -
This rare spacestation has the ability to force nearby stars into nova. A few have been used by the Church in the Star Farms. Recharging a Thanostar requires the equivalent of 1000 primefire cells.

Ultra-farm
Uses: -
Charges: -
Price: -
This fully autonomous satellite produces 30 meals per day in the form of cloned meat and hydroponic vegetables. Many believe larger farms once fed entire cities but were lost during the war.

World Porter
Uses: -
*Charges: 1**
Price: -
A powerful satellite the size of a freighter spaceship, these were developed during the Millennial War to teleport entire planets and surrounding moons away from the warfront. After activation, the planet, moons, and World Porter appear in a safe orbit around any desired star. Recharging the world porter requires the equivalent of 500 primefire cells.

OPTIONAL RULES 9: VEHICLE WEAPONS

The vehicle rules for *Synthicide* assume Tharnaxist weapon embargoes are so effective that sharpers can't access weapons beyond personal firearms. For groups that prefer more violent ship combat, consider these alternate rules for acquiring vehicle-grade weapons.

Punishment

Violating the vehicle weapons embargo carries stiff penalties. If a disciple of the Church catches you handling one of these weapons, you must flee capture or face the following punishments:

- **For using spaceship-grade weapons:** The purchaser or primary operator of spaceship-grade weapons are identified and executed, while surviving crew members collectively pay a fine equal to twice the value of the weapon. Crews who refuse to hand over perpetrators or are unable to pay the fine are also executed.
- **For using other vehicle weapons:** Vehicle weapons in your possession are confiscated and carry a hefty fine of twice their value. Repeat offenders (people caught 3 or more times) are executed.
- **For trafficking vehicle and ship weapons:** Anyone caught trafficking banned weapons will be executed, along with their business partners.

Avoiding Detection

Stealth is key when employing vehicle weapons. Here are a few ways to get around the embargo:
- Avoid Tharnaxist-controlled ports (which rules out most of Tharnaxist Space).
- Use smuggling compartments installed in your cargo hold to hide weapon containers.
- Stealth-equip actively used vehicle weapons.

Vehicle weapon rules

Vehicle weapons differ slightly from personal firearms::

- **Vehicle weapons do not have attack bonuses.** These weapons automatically hit valid targets, whether people or vehicles.
- **Vehicle weapons have special damage.** No character bonuses are given for firing weapons. Roll for damage as instructed by the weapon (often in the form of 1d10 multiplied by a value). Resolve points have no effect on vehicle weapon damage rolls.
- **Weapons have limited ammo.** Unlike personal firearms, finding ammo for vehicle weapons is difficult and pricey. Ammo is purchased separately.
- **Weapons have limited capacity.** Vehicle weapons may be pre-loaded up to a maximum ammo limit. Loading a single round to any weapon takes a passenger action, and a weapon can't be fired in the same turn it's loaded.
- **Weapons can be stealth-equipped to a vehicle by paying its stealth price in addition to its regular purchase price.** Stealth weapons require an Awareness AD of 12 to detect, though bomb detectors help locate them. Upgrading stealth multiple times affects the Awareness AD. Each purchase raises the Awareness AD by 1, to a maximum of 20.
- **Some weapons have "unlimited" range.** Unlimited means they may target any foe you can physically see, regardless of range. So in space, where visual obstruction is rare, you can attack any target that hasn't escaped the battle.

SPACESHIP-GRADE WEAPONS

The following weapons may only be installed on spaceships. Use the GM's discretion when determining how many weapons a ship can equip.

Name	DMG	Ammo Price	Capacity	Range	Weapon Price	Stealth Price
SMD Rip-Blaster	1d10 x 50	₤1000	5	Rifle range	₤4000	₤500
SMD Hull Piercer	1d10 x 50	₤1000	1	Unlimited	₤4000	₤500
Slow Burn	1d10 x 20*	₤1000	1	Striking range	₤2000	₤200
SMD Raider Beam	1d10 x 100	₤2000	10	Unlimited	₤15000	₤500
Tharnaxist Ultra-beam	1d10 x 5000	₤15000	20	Unlimited	₤35000	₤1000

SMD Rip-Blaster: This magnetic cannon is the most common weapon employed by Church and SMD forces. Each trigger-pull unleashes an entire belt of heavy metal slugs. When used in battle, it damages a 2-square by 2-square area.
SMD Hull Piercer: Hull piercer anti-matter missiles are rarely used, except when defending against pirate raids. When used in battle, it damages an area of 10 squares by 10 squares.

Slow Burn: is a pirate-invented chemical weapon seen in Barbarian Space. It's mostly used to ward off ships attempting to board. If the first damage roll gets through the vehicle's damage threshold, slow burn seeps into the target's hull, wreaking even greater devastation. The vehicle takes 50 damage every turn (regardless of threshold) until the pilot exits the battle and has an engineer counteract the chemical reaction. Doing so requires a ship repair Operation AD of 12, with each failed check resulting in 300 damage. When used in battle, all characters standing within 2 squares of the ship suffer the weapon's initial damage but do not suffer the ongoing effect.

SMD Raider Beam: This energy weapon is used only in the most dire circumstances of space conflict. A lucky hit could even destroy a freighter-class ship. When used in battle, raider beams damage an area of 2 squares by 2 squares.

Tharnaxist Ultra-beam: The enormous ships orbiting the Seat of Ranix employ this energy weapon. On the rare occasion a Tharnaxist Battle Cruiser is called to arms, the firepower from its Ultra-beam could level an entire city from orbit. When used in battle, the ultra-beam damages an area of 100x100 squares.

VEHICLE WEAPONS (non-cycles)

The following weapons can be equipped to any non-cycle vehicles. Use the GM's discretion when determining how many weapons your vehicle can equip.

Name	DMG	Ammo Price	Capacity	Range	Weapon Price	Stealth Price
SMD Show Stopper	1d10 x 10	₹1000	3	Rifle range	₹2000	₹200
Immobilizer	1d10 x 3*	₹800	2	Rifle range	₹1000	₹100
Bird-Killer	1d10 x 25	₹1000	1	Unlimited	₹4000	₹300
Blast Flipper	1d10 x 5*	₹1000	2	Striking range	₹2000	₹300

SMD Show Stopper: High-security convoys on Humanus employ these plasma cannons to destroy standard ground vehicles. Despite its powerful punch, the show stopper targets a very limited area, striking only a single target in battle.

Immobilizer: This weapon is employed more widely than others, and the Church has granted permission of its use to large corporations, even TTMC. The immobilizer employs a self-guiding bolt that seeks and destroys a vehicle's engine. If any damage from an immobilizer passes through the target's threshold, the vehicle automatically crashes. When used in battle, immobilizers may only affect a single character.

Bird-Killer: These anti-matter micro-missiles take down sky cars, damaging a 4x4 square area in battle.

Blast Flipper: Street thugs invented this weapon to demolish pursuers, but it only affects ground-vehicles. It uses a powerful ground-level explosion to flip over an enemy car. If any damage passes through the vehicle's threshold, the vehicle is totaled at 0 HP and flips over. Passengers in the flipped vehicle take double the usual crash damage. When used in battle, blast flippers can affect every adjacent target in a 2x2 square adjacent to the activating vehicle.

Vehicle Weapon Upgrades

These upgrades only work on non-spaceship weapons.

Name	Price
Cycle Sidecar Mount	₹300
Mobile Tripod	₹400

Cycle Sidecar Mount: This upgrade lets a cycle equip a single vehicle weapon.

Mobile Tripod: This upgrade lets a user to take a vehicle weapon into the field. Pushing a weapon on a tripod reduces character movement down to only 1 square per move action.

NEW DRIVER ACTION: BROADSIDES

Facing and positioning are essential to vehicle weapon combat. To represent these tactically, a new driver action must be introduced.

Broadsides

This action lets you maximize weapon damage at the expense of vulnerability.

- **You lose all *escape points* when you take this action.** This allows your crew to fire off weapons to maximum effect this turn, but leaves you vulnerable to reprisals.
- **Henceforth, your vehicle weapons deal double damage, and you suffer double damage from enemy vehicle weapons.**
- **This effect lasts until you take an action to disable Broadsides on another turn.**
- **Broadsides is incredibly lethal when opponents use it against each other at the same time.** Damage dealt and received by multiple ships increases to triple damage instead of double.

THE GAME UNIVERSE

GALACTIC HISTORY

Synthicide takes place in the Milky Way, but many millennia in the future. History is largely forgotten, but below is a timeline available to educated characters, along with secrets known only to the Church.

- • = Well-educated characters know ths information.
- ◊ = Only the Church knows this information.

THE "BEFORE" TIME
- • Humans begin colonizing the Galaxy, bringing along compliant servant robots. Alien life is discovered, but nothing sentient.
- • The Allunan Empire conquers all colonies, reuniting humanity under one government.
- ◊ *The Tharnaxist tech cult forms and is disregarded by society at large. They take up residence on Alluna, the central planet of the Allunan Empire.*

THE "LAST AGE"
More than 1000 years ago (specific timeframe unknown)
- ◊ *The P-virus is introduced to the capital planet, Alluna, converting nearly everyone on the planet into a mutated, feral psychopath within days. These mutants are labelled "Prodigravus."*
- ◊ *A few Priests survive, resistant to infection on account of their almost entirely synthetic bodies. Along with their retinue of robots, they flee to a small outpost somewhere in the Galaxy and begin studying a sample of the virus.*
- ◊ *The Prodigravus organize an army and take to the stars. Nobody knows who is organizing them. Though 99 out of 100 Prodigravus ships are destroyed in flight, only one ship must make planetfall to expose civilization to the virus. New Prodigravus mysteriously join the organized army.*
- • The Allunan Empire collapses under the loss of its capital and the weight of an unstoppable foe. A 1000-year war ensues.
- ◊ *Planetary governments begin using metafusion bombs against other planets with confirmed or rumored Prodigravus presence. Almost all the civilized worlds are utterly destroyed.*
- ◊ *The destruction succeeds in stopping the Prodigravus advance, but fails to eradicate them. The Prodigravus appear leaderless now, no longer invading planets.*
- • The war ends. Chaos careens humanity into a dark age. Only the survivors on unessential rim worlds are alive and massive knowledge loss isolates them further.

SEVERAL CENTURIES AGO
- ◊ *The Tharnaxist Church emerges from the shadows releasing vaccine GLD-001 to counteract the Prodigravus virus. This moment is known as the "gelding." It doesn't undo genetic damage, but eliminates the Prodigravus' ability to infect and renders all human life immune to the virus should it return.*
- • The Tharnaxist Church begins "rehabilitating" rim worlds, forcing others into their dominion and taking resources as they see fit. Priests are increasingly obsessed with recovering and rediscovering lost technology.

PRESENT DAY
- • The Galaxy has unlocked several technological advancements, allowing interstellar travel via Jump gates. There's no rule outside what's enforced by the Church, powerful gangs and corporations. The economic situation is tumultuous and many survive a meager living. The public has little to no knowledge of the Millennial War or what came before.
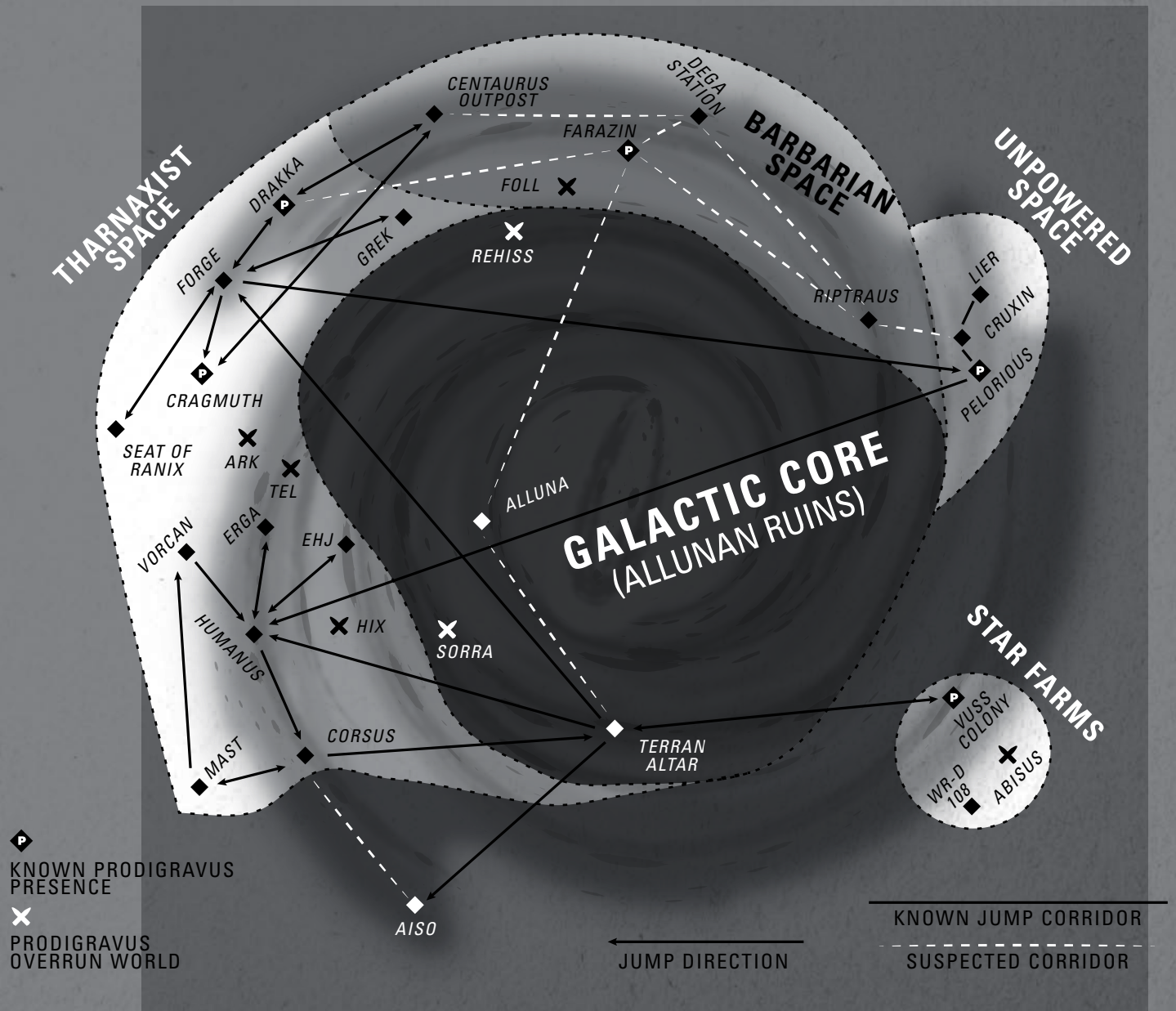
There are many important planets in the Milky Way Galaxy. The most significant are recorded here, but the GM and players should fill in the gaps as needed. When expanding the story, the group might decide each world on the map is a hub to a smaller local cluster. There could be other colonies within traveling distance in the same star system, or there may be new planets connected by additional Jump gates.

THE MILKY WAY

Map labels:

CENTAURUS OUTPOST

DEGA STATION

FARAZIN

BARBARIAN SPACE

UNPOWERED SPACE

THARNAXIST SPACE

DRAKKA

FOLL

LIER

FORGE

GREK

REHISS

CRUXIN

RIPTRAUS

PELORIOUS

CRAGMUTH

SEAT OF RANIX

ARK

TEL

ALLUNA

GALACTIC CORE (ALLUNAN RUINS)

VORCAN

ERGA

EHJ

HUMANUS

HIX

SORRA

STAR FARMS

MAST

CORSUS

TERRAN ALTAR

VUSS COLONY

WR-D 108

ABISUS

AISO

P KNOWN PRODIGRAVUS PRESENCE

✕ PRODIGRAVUS OVERRUN WORLD

⟵ JUMP DIRECTION

KNOWN JUMP CORRIDOR

SUSPECTED CORRIDOR

GALACTIC CORE

This region comprised most of the Allunan Empire and was wiped out by the Last War. Adventurous types explore this region along unmarked Jump corridors, searching for secrets and respite from the Church. But they risk getting trapped; sharpers may arrive on the other side of a broken gate with no way back. One might adventure here:

- Searching for lost wealth or treasure (following rumors or forbidden knowledge).
- Locating forgotten resources and energy (such as the energy batteries in still-functioning Dyson Shells built around entire stars – not even the Tharnaxist Church has discovered a way to replicate this tech)
- Discovering superior working spaceships in ancient space yards

Whatever the reason, there are only 2 major planets left in this region.

Alluna

Type: Ruined world (destroyed by metafusion bombs)
Description: An abandoned planet covered in miles-high super-complexes, with a web of millions of walkways stretching the chasms between each complex
Easily Habitable: Debatable. Ruins of super-complexes provide shelter, but there's no atmosphere
Inhabitants: Rumors of mutants serving an ancient Synthetic master
Main Cities: Entire planet is an urban ruin. No significant districts can be identified

This planet was the closest settlement to the Milky Way's super-massive black hole. It was once the physical and social center of the Allunan Empire and the apex of human civilization. During the war, this was the first planet wiped out from metafusion bombs that destroyed its atmosphere and killed every inhabitant. The silvery wreckage of massive complexes and monuments loom ghostlike over the rest of the planet, and functioning computers lie deep underground.

Little is known about Alluna, most records of it were lost. The Church claims Alluna was a pit of decay and human detritus, while others believe it to be a lost utopia where the best of the Galaxy were tragically killed.

There are rumors that displaced mutants have inhabited Alluna. These mutants saw the planet as their last chance to escape persecution and died by the thousands as they sought to create sustainable colonies in the ruins. According to a legend, one group of mutants awakened an ancient Synthetic who helped them survive. To this day, they live in a tight-knit community under the Synthetic's guidance, experimenting with cybernetics and learning of Alluna's past. There are darker rumors that these mutants are building some giant artifact for the Synthetic. Its function is unknown.

All attempts by the Church to confirm these rumors have failed. Every archivist and spy has found nothing or never returned.

Terran Altar

Type: Ruined world (cause of destruction is unknown)
Description: An uninhabitable planet with toxic oceans, blackened clouds, frozen poles and an unusually large moon
Easily Habitable: No
Inhabitants: The Unbound (on planet), Farstar Guild (only in orbit)
Main Cities: Foundations of cities dot the continents, but few structures remain standing

This planet is on all of the ancient star charts, but its significance has been forgotten. Its position is convenient for stopping along Jump corridors, and much traffic passes by it even now. The planet is completely unlivable and covered with a black and brown cloud of soot.

Terran Altar is extremely well mapped, so much is known about its geography. Strangely, all the names of cities or peoples who lived there have been expunged from public records. What information remains indicates that this planet was destroyed sometime after the formation of the Allunan Empire, but before the Last War. Some believe that the Allunan Empire destroyed the records, while others insist that they're are still held by the Church, kept as a closely guarded secret.

There are two groups that keep an interest in the Terran Altar. The Farstar Guild always has a small fleet orbiting nearby, with each ship ready to dart into core space to look for artifacts or head back to population centers to trade. The other group is a cabal of dangerous Synthetics called the Unbound. While the goals of the Unbound are unclear, they clearly detest the Church. There are large bounties reserved for Razor Cogs to track down any of its thousand members, as each Unbound has personally killed a Priest.

THARNAXIST SPACE

The outer rim of the Galaxy has been rehabilitated under the theocratic government of the Tharnaxist Church, a cult that worships technology. Remnant pockets of civilized humanity reside here and Tharnaxist Space is the primary setting for adventure and missions. The main activities engaged in by denizens of this region are:

- Preserving your own life (earning money for food and fuel at whatever costs)
- Securing excessive wealth and power (in an attempt to rise above the chaos)

Thousands of opportunities dwell here and the consequence of each mission tends to affect the following one. You can't make friends without inheriting their enemies. And while friends may let you down, your enemies never forget. 11 major planets of Tharnaxist space are inhabited.

Corsus

Type: Rehabilitated world (rebuilt through scavenging ancient spaceships)
Description: Muddy planet rich in coal and metals with stony regions used for mining
Easily Habitable: Yes
Inhabitants: Common humans and Synthetics, TTMC, small Church Presence
Main Cities: Sunrider City (metropolis), unnamed mining colonies.

This edge planet, covered in unusually thick mud, is rich in coal and other fossil fuels. Many believe Corsus once had a lush ecosystem, but indigenous life was completely wiped out in terraforming. Only underground microscopic bacteria survived and now wreaks havoc on infected colonists with weak immune systems.

Corsus has the weakest Church presence of any civilized world. The Taam's Transport and Mining Company (TTMC) was founded here. Their success in industry and technology stems from discovering a crashed Allunan armada from the Last War. Their derelict hulls have been stripped and scavenged to construct Sunrider City, a metropolis named after the largest cruiser found among the wreckage.

The salvage of the ancient ships is still ongoing. TTMC dominates the occupation directly around the scrap; the pockets of civilization outside company purview fall under Tharnaxist dominion.

Settlements outside of Sunrider City are typically mining towns. Precious metals and minerals are shipped out regularly by TTMC, who maintain a brutal grip on natural resources. Church infiltrators and saboteurs are discovered occasionally and dealt with lethal discretion, to protect corporate reputation.

Corsus is a planet rife with opportunity. Sharpers can unload cargo and gear without fear of Church reprisal, so long as they don't cross TTMC. Characters originating from this planet are usually of Brainiac, Thug or Scoundrel aspect: all are equally common on Corusus.

Drakka
Type: Untamed wilderness (dotted with secret and illegal settlements)
Description: Thick jungles made of crimson flora and black soil. Landmasses surround acidic turquoise seas devoid of life
Easily Habitable: Yes
Inhabitants: Torch Dreamers, smugglers, pockets of Prodigravus
Main Cities: Prime Light (large Torchdreamer settlement), Deep Meet (small, unaligned settlement), other small and hidden settlements

Drakka opens its arms to pirates, mutants, and criminals of all shapes and sizes. While not especially rich or well resourced, the weak Church influence and location on the edge of Tharnaxist Space makes Drakka a popular stop for "entrepreneurs." If it can be bought or sold, you'll find it here. Many smugglers and Illuminix producers use Drakka as a base of operations, exploiting lax regulatory enforcement.

Drakka is unterraformed. Most outposts are located on the equator where frequent rain supplies ample drinking water. Hot jungles grow wild here, securing hideouts for criminal enterprises. Scientists often retreat to Drakka to conduct experiments beyond Church and corporate provision. With so many holes in the jungle, Drakka is an ideal location for making a rival disappear.

Like others in the Galaxy, Drakka provides for a few small pockets of Prodigravus. Keeping to themselves, they are known to occasionally assault unwary traders. Characters originating from Drakka are likely of Brainiac, Bulbhead, or Scoundrel aspect. Bioclasses are wildly diverse.

Cragmuth

Type: Partially Settled (corporate prisons and training facilities amid wilderness)
Description: Verdant world with seasonal climates and colossal mountains
Easily Habitable: Yes
Inhabitants: SMD security forces, convicts, Prodigravus, wild beasts
Main Cities: Smitton Complex (prison-fortress in a forest), Argos (far away mountain outpost), Carthis Complex (understaffed prison-fortress in a polar desert)

The fertile climate of this mountainous and arboreal planet are exclusive to the mega-corporation Shima Mechanical Designs (SMD). With Church permission, SMD uses Cragmuth as the training ground for its security forces. The obstacles formed here both by man and nature lead to remarkably rugged soldiers.

Convicts from other planets are often sold to Cragmuth to play the patsy in live-fire "war games." Soldiers who die at the hands of these convicts simply fail basic training, yet surviving convicts must fight again in another game until they lose. Venerated SMD forces ride out the end of their career by overseeing operations on Cragmuth. They consider this last duty to be more of a formality than an honorable post. However, overseers are the most dangerous individuals on the planet and should not be trifled with.

A small pocket of Prodigravus occupies Cragmuth. They breed quickly and the soldiers have yet to completely eradicate them. Many believe they descend from the infected once studied by the Tharnaxist Church. Exposure to Prodigravus has made the SMD Soldiers particularly xenophobic and consequently their world is not open to mutants. Soldiers and convicts with corrupted genes are executed.

Wildlife on Cragmuth proffers yet another danger to prospective escapees. Ferocious apex predators of every variety have flourished. Large beasts stalk the mountains and forests, feasting on stray mutants and convicts alike.

Anyone fortunate enough to escape Cragmuth is on the run for the rest of their lives. Characters originating from this planet are likely to take on the Leader or Thug aspect. Hardshells and Rigfiends are common Bioclasses; Mutant Dogs are unheard of.

Ehj

Type: Fully Settled (covered with boroughs and vanity farms)
Description: Warm plains and crystal lakes in the southern hemisphere, temperate and cool islands in the northern hemisphere
Easily Habitable: Yes
Inhabitants: Wealthy humans, Tharnaxist Priests
Main Cities: New Humanus (an urban spaceport that is the gate of entry to the planet), Mondillion (a conglomerate of a thousand boroughs that occupy much of the great plains) and other exclusive towns

With glass mansions and silver farms, Ehj is both a vacation spot and retirement home for the wealthy citizens of Humanus. The Church influence is oppressive, but the denizens enjoy less densely packed surroundings and cleaner air. Regular blood tests are conducted to discriminate mutants from the rest of Ehj society.

The only way to enter this world is through purchased Tharnaxist approval. In addition, denizens on Ehj are expected to visit their Vicar twice a week to receive a sermon and donate charitably. Flouting this tradition results in expulsion and even execution.

The unintended consequences of this brand of justice are "Ehj Orphans." These children find themselves cast from a life of luxury into the dark of an uncaring galaxy. Ehj orphans hardly live long, but those who make it to adulthood are usually shrewd and bitter. Despite this, many feel compelled to fill the void left by their parents with close friends and trusted allies. Characters originating from this planet are usually of Brainiac or Scoundrel aspect. Skinbags are the most common bioclass, usually with the Dying Breed trait.

Erga

Type: Fully Settled (covered with hyper farms and food factories)
Description: Extremely varied ecosystem covered in complexes creating much of the Galaxy's food
Easily Habitable: Yes
Inhabitants: Tharnaxist Priests, Synthetic taskmasters, laborers, unaligned nomads
Main Cities: Breffit (main spaceport in a marsh of hydroponic farms and algae tanks), Sadrit (miles-wide factory farm enclosure that produces soy and some meat), Maermoot (seasonal meeting plains for the nomadic peoples)

Erga has a very diverse ecosystem, with wide plains, mountains, deserts, and even oceans. While this world produces most of the Milky Way's food, these natural resources are not overly exploited. Companies opt to build self-contained complexes of diamond plate steel and concrete that separate production and waste from the environment. Most food is chemically synthesized in

laboratories and then produced by machine in a factory. However, a few inhabitants have engineered hydroponic farms or algae tanks for creating organic foods. The production of meat, which is considered an unessential delicacy, is deliberately limited - leading the price of real meat to skyrocket. The equivalent of a ham sandwich (actual meat) can be as expensive as ⨸55.

Nomadic tribes move across the plains and forests of Erga, many with their own language. They travel from facility to facility, seeking temporary work during the rainy seasons and winter, returning to restful isolation during the warm summer months. Their lives far from idyllic, these tribes are routinely victimized, exploited, and even "ethnically cleansed" during economic slumps.

Characters originating from this planet are likely of Thug or Leader aspect and Skinbag bioclass.

Forge
Type: Inorganic world
Description: A planet devoid of life and atmosphere, covered in mushrooming structures full of tireless Synthetics at work
Easily Habitable: No (must supply own oxygen and radiation shielding)
Inhabitants: Tharnaxist Priests, Synthetics, Razor Cogs
Main Cities: Beta Port (where outsiders can trade), Onyx District (an abandoned area where smugglers meet), Alpha Port (where vital goods and tech are transferred to the Church)

This planet is the center of modern science and robotics. Forge's core no longer turns; there is no magnetic field or atmosphere on the planet. Bursts of radiation from the nearest star are unfiltered, rendering Forge uninhabitable by organics. The only permanent residents are Synthetics, many of who were commissioned for jobs on other worlds and returned after fulfilling their contracts. Forge is where robot mercenaries, like Razor Cogs, do most of their recruiting and training.

Sharpers still find plenty of opportunity on Forge. Many venture there to snatch gadgets and tools abandoned by the Synthetics. Most machines will ignore a stray human or an unidentified ship, but wary visitors are careful not to attract attention. Escalating conflicts are met with a swift and fierce response by seemingly omnipresent Church Enforcement units. The assurance of mutual destruction makes Forge an ideal meeting place for rough-and-tumble clientele.

Forge has two enormous space elevators located at the poles of the planet - one at Alpha Port and the other at Beta Port. These immense lifts are used to transport ship construction materials, probes, and collections of recyclable debris and parts. Forge experiences rapid expansion. Branches of docks, laboratories, reclamation sites and storage facilities have mushroomed over the

planet, and navigation by outsiders is challenging at best. Forge is a planet in constant flux, with whole regions in-use or abandoned at any given time.

Player characters are unlikely to hail from Forge.

Grek
Type: Rehabilitated world (low tech; resettled by laborers to gather raw materials)
Description: An arid planet with subterranean villages and deserts full of glass
Easily Habitable: Yes (but very harsh environment)
Inhabitants: Grekkians (consider themselves natives), Tharnaxist Church (in small numbers), SMD employees (overseeing the gathering of resources)
Main Cities: Thoth (main port city, dug deep to reach groundwater), Inam (shallow dug settlement for gathering resources in the Glass Wastes), Semek (refueling port for sky cars bringing water and workers to Inam and other settlements in the Glass Wastes)

Grek is valued as a good source of oil and salt. Salt is used in the artificial foods and diet supplements produced around the Galaxy, while oil is used for making advanced plastics. Before the Last War, Grek was lush and oceanic. However, the suspicion of Prodigravus presence led the Allunan Empire to destroy it with metafusion bombs. These bombs killed everything and evaporated the planet's water, leaving only oil, salt and desert. Grek is now a barely livable wasteland.

Grek's most notorious desert is known as the Glass Wastes. Covering nearly a third of the planet's southern hemisphere, this region is full of heat-fused sand, sharp glass spires and nearly no ground water. Though challenging to survive, it's much easier to find salt and oil deposits in the Glass Wastes and more than a handful of settlements have taken root.

Laborers on Grek consider themselves native, claiming to descend from refugees who returned to the planet after its catastrophic bombing. They survive in settlements deep beneath the surface to reach groundwater and avoid the harsh sun. Grek natives are somber and value their privacy. Suspicious of outsiders, they're quick to alert authorities of unusual activity.

Despite apparent Church loyalty, some smugglers believe Grekkians harbor a secret rebellion against Tharnaxism, and dream of a time when Grek will flow with water again. Individuals in search of this rebellion must first master the Grekkian language, which is seldom spoken in the presence of an outsider.

Characters originating from this planet are usually of Brainiac or Scoundrel aspect.

Humanus
Type: City world (no undeveloped land; most populated planet in the Galaxy)
Description: Covered in gray, crowded skyscrapers interspersed with smoking factories
Easily Habitable: Yes
Inhabitants: SMD (main base of operations), Tharnaxist Church, Pan Traders, human dregs
Main Cities: Gazaia (unofficial capital of the Galaxy), Pergus (a colossal slum stretched along the equator), Marcifet (oldest development on Humanus, extremely heavy Church presence)

Alone in resembling the city planets of the Last Age, Humanus has no charm or splendor. Buildings are gray or black and designed merely for ease of construction. Urban residents inhabit intermingled skyscrapers, decaying slums, spaceports, forums and factories.

Most Tharnaxist space trade passes through Humanus' largest district, Gazaia, which also serves as the unofficial capital of the Galaxy. Gazaia is a 100 mile cube of 50-story buildings. Structures are built like sovereign fortresses to serve wealthy proprietors, but the streets are wild with violence and chaos.

Humanus' industrial development arose from it's position at the center of SMD operations. The corporation has a long, prosperous history of cooperation with the Tharnaxist Church. While SMD serves its own agenda, they won't hesitate to kill or betray anyone for a Priest.

After SMD and the Church, the Pan Traders are the most powerful organization on Humanus. Pan Traders, the slumlords of Pergus, are drug dealers who specialize in addictive feast pills that they exchange for common food rations. By selling food back to travelers and denizens at exorbitantly high prices, successful Pan Traders are able to buy penthouses in Gazaia. Starvation is the most common cause of death on Humanus and this perverse drug economy is responsible.

Amidst the turmoil, common folk on Humanus carry out anonymous lives. Money and connections are the only ways to rise above the detritus. As a result, characters born here often adopt a cynical worldview and find it difficult to engage in altruistic friendships.

Characters from Humanus may be of any aspect or bioclass.

Mast

Type: Rehabilitated world (reopened mines originating from before the Last War)
Description: A honeycombed mining world made of purple rocks. Its slow rotation and thin atmosphere leads to long, starry nights
Easily Habitable: Yes
Inhabitants: TTMC (own and operate mines), Iron Souls (robot labor union), human and Synthetic miners, second-class mutants
Main Cities: Astra (main port in the twilight of the south pole), Romahnt (equatorial science complex that manages oxygen production), Gilly Town (subterranean miner's colony made of raw stone, strung lights, and metal doors)

Though its metals were extracted by the Allunan Empire a millennia ago, Mast is still valued as a mining world. While studying ancient records, the Tharnaxist Church discovered Mast was still rich in minerals essential to the superconductors used in advanced technology. The planet's mines were then reopened by SMD, who later sold mining rights to TTMC. Many Synthetics have been commissioned to work the mine over the past 150 years and most of the original machines chose to stay and continue their work at exceptional pay. Humans and mutants also labor on Mast, but with considerably reduced compensation and poor working conditions.

The rocky planet has almost no vegetation. The only green lifeforms are found along miles-deep columns around the equator. These mega-tanks, filled with kelp and phytoplankton, maintain Mast's sensitive atmosphere. Scientists oversee this delicate operation from the city of Romahnt. They keep a strong connection to intelligentsia in Astra, who run the planetary government and locate new mines. Together they form the richest class on the planet, and all are directly paid by TTMC.

Over-mining has caused TTMC to dig deeper into Mast's crust. Entire regions of the planet were detonated, forming abyssal craters visible from space. Unfortunately, unrestricted detonation has led to many collapsed mines. It's rumored that trapped Synthetic miners survive underground, roaming the darkness and slowly losing their minds.

Characters originating from this planet are likely of the Brainiac aspect, or mutated Scoundrels.

Seat of Ranix

Type: Artificial world (completely built by the Tharnaxist Church)
Description: A planet-sized space station still growing layer by layer. Black spires tipped in yellow lights spring from pits descending into the station's core. Scaffolding is commonplace as slaves and Synthetics go about construction
Easily Habitable: Yes. An artificial atmosphere is suspended by a magnetic field
Inhabitants: Most powerful and elusive members of the Tharnaxist Church, lower Priests, Synthetic taskmasters, organic slaves
Main Cities: Omnistremus (located in the gravity-less core of the station), Crasticus (cyclopean delivery port for Church-requisitioned materials), Malcuria (center of Church military authority located halfway toward the core)

An astoundingly large space station two-thirds the size of most colonized worlds, this place is the current seat of Tharnaxist authority. At its core is Omnistremus, a floating city where important Priests live and work. Each supports an elusive council called the Voice of Ranix.

The Seat of Ranix was constructed to be a fully artificial planet symbolizing the triumph of tech worship. Billions of common people live among the recesses, but are all bred and live as slaves, toiling under a Synthetic taskmaster. Humans serve one function: manual construction of the layers that ascend the seemingly endless station.

The Seat of Ranix embodies the dark march toward a completely inhuman galaxy. To travel here is suicide, unless you arrive on Church invitation. Even then, upset the wrong Priest and you may never return. By most accounts, outsiders that journey to the Seat of Ranix return as empty shells of themselves; something seen or experienced breaks them so completely that they never really recover. Others rumor the "planet" is being constructed to the schematic of an ultimate weapon, one abandoned by the Allunan Empire.

No one should originate from this planet.

Vorcan

Type: Partially settled (hostile environment)
Description: Volcanic world with unceasing clouds of ash and no life. Its oceans roil and bubble under extreme heat
Easily Habitable: Partially. Sealed suits required when leaving enclosed settlements
Inhabitants: Competing SMD and TTMC contractors
Main Cities: Delphin (SMD enclosed settlement in the heart of the northern continent), Shima's Ire (new TTMC settlement on the coast of the northern continent), Deep Mill (rumored undersea laboratory)

Vorcan is a planet early in its development. It is a mess of active volcanoes and bubbling oceans, with a toxic atmosphere thick with ash. However, Vorcan's igneous rocks are of a unique compound that binds into remark-ably strong concrete. SMD and TTMC are engaged in a terse competition to turn the entire planet into a large gravel pit. Due to the extreme geothermal activity, both company settlements must constantly spin off heat with miles-high conductive pylons that reach into the cooler regions of the atmosphere. Nothing goes to waste on Vorcan; the pylons in turn use convection to capture and repurpose thermal energy.

Because of this, Vorcan serves a second purpose. The nearly limitless energy charges the liquid fuel used by modern spaceships. While it was initially reserved for their own fleets, SMD and TTMC have so much inven-tory they now sell fuel directly to travelers at a 20% discount. As a result, sharpers commonly meet in orbit of Vorcan to refuel and engage in business.

Like many planets, Vorcan has a local myth.
People speculate the existence of an undersea facility called Deep Mill. Supposedly a high-tech laboratory built before the Millennial War, descendents of the original inhabitants are rumored alive today. The extreme heat and violent geothermal activity of Vorcan has ruined every attempt to discover Deep Mill.

Characters originating from this world are usually of the Brainiac aspect.

STAR FARMS

This region of the Galaxy was never settled by the Allunan Empire. However, the Tharnaxist Church now claim the essential elements here for their galaxy-wide schemes. Using advanced weaponry, stars are literally blown up to free their elements for collection, supplying quantities unobtainable by other means. Sharpers might travel here when:

- Attempting to lift or steal a shipment of heavy elements before it is documented and tagged.
- "Laying low" from the rest of society in a stable (if cold and brutal) work environment.

There are two significant locations in the Star Farms.

WR-D 108

Type: Deep space station (does not orbit any star)
Description: High-security weapons development and testing station. A lack of external lighting makes it appear as a nearly invisible black spec against the starry sky
Easily Habitable: Yes
Inhabitants: Tharnaxist researchers and archivists, as well as third party scientists

This small, secret station is where Tharnaxist Priests developed star-bursting technology, which led to the founding of the Star Farms. The Tharnaxist Church still uses the station to test new equipment, since their convenient location in deep space is nearly immune to electromagnetic interference.

WR-D 108 employs weapon systems that can track and immediately destroy any ship arriving within 400,000 kilometers of the station. Consequentially, it's nearly impossible to sneak on or off. Through invitation, fearless sharpers are occasionally smuggled onto the station to assassinate a Priest's professional rival or spy on his subordinates.

Characters originating from this station are likely third-party scientists (or their children) of the Brainiac aspect.

Vuss Colony

Type: Terraformed
Description: A dusty, shrub-covered world with muddy lakes and swampy poles. No indigenous life or real oceans to be found
Easily Habitable: Yes
Inhabitants: Star Farm laborers and their families
Main Cities: Muntado (residential city and port for Star Farm workers), Kankess (polar fuel depot)

Vuss colony is the only inhabited planet in the Star Farms. People who live here spend much of the year out in space on cramped, dark stations. They return only for deliveries, brief mental health leave, or to visit their families. There is a strong duty and work-focused culture among Vussians, and no sympathy for the Church. As long as operations are stable and rare elements are delivered to Tharnaxist hands, Priests are happy to avoid this desolate world.

While Vussians do not hate outsiders, they cannot tolerate mutants. Most believe that mutants are dirty, lazy and dangerous. Lynches are carried out when a mutant is discovered. This hatred is partly fueled by the existence of Prodigravus marauders who sulk in the wilderness, attacking and killing anyone travelling too far from the settlements.

The planet is covered in dusty plains and small shrubs, as cosmic radiation from the detonated stars make it hard for large plants to grow. Locals live in prefabricated trailers or concrete structures dug partly into the ground. The radiation doesn't limit human growth the same way it does the plants, but people who work too long out in the star farms may develop a sickness known as the Drift. This illness destroys any ability to form new long-term memories. Victims remember daily activities, or events occurring before they contracted the sickness, but any new experiences are quickly forgotten the next day.

Characters originating from this planet are likely to take on the Brainiac or Thug aspect. Human characters and mutants may feel hatred or fear toward the other.

BARBARIAN SPACE

Though officially claimed by the Tharnaxist Church, Barbarian space has no central authority and is largely unmapped. Many criminal organizations from Tharnaxist Space travel here, either to trade technology with pirates or harvest resources without Church harassment. Getting caught doing either results in stiff punishments. Common motivations to adventure here include:

- Peddling technologies easily accessible in Tharnaxist Space at a 10% profit margin.
- Seeking a black market of banned technology.
- Tucking large stores of physical wealth out of reach of the Church.
- Enlisting with or seeking the services of a pirate organization.

This region is highly dangerous, but someone with ambition could grow and acquire power at a faster pace than they would in Tharnaxist Space. Barbarian space has 4 major locations.

Centaurus Outpost
Type: Partially Settled (Hostile environment)
Description: Cold, icy world with completely inhospitable poles. The only local food source is large fungi that grow in the less snowy regions
Easily Habitable: Yes. With proper equipment, it is possible to survive outside the heated settlements
Inhabitants: Church soldiers and commanders
Main Cities: Krommand (large heated fortress where on-duty soldiers live), Parrell (small mining colony on Centaurus' fourth and furthest moon)

Centaurus Outpost is a military post that guards Tharnaxist Space. The planet is extremely cold, and covered in ice and snow. The frozen ecosystem is seen as a natural form of security to protect the military establishments housed within large, expensive facilities. From this post, the Church's soldiers and SMD security forces go on patrol. Their ships wait in corridors near rumored Jump gates, attempting to catch any smugglers or pirates crossing the border.

Priests posted on Centaurus Outpost are morose and bitter. They consider it a hollow position where they are destined to disappointment. The fleet used by the Priests here is not as strong as the Church claims. It is vulnerable to a coordinated raid, but no pirates are willing to attempt it. This, in combination with a collective failure to locate the secret Jump gates used by smugglers, further compounds the Priests' embarrassment.

The families of many soldiers reside on Centaurus Outpost. Children who grow up here are encouraged to join the armed forces or leave forever. Vigorous military education, received from a young age, leads departed individuals to careers as hired muscle.

Characters originating from this planet are likely to take Leader or Thug as their aspect.

Dega Station
Type: Space Station (orbits a Blue Giant star)
Description: A large, reconstructed space station where crime is rampant and anything is possible. It has the appearance of a floating junk heap
Easily Habitable: Yes
Inhabitants: Fearless pirates, smugglers, and contracted engineers or scientists
Main Districts: Nyxus (a wild entertainment district where anything can be bought or sold), Chaedra (a fallen district where the destitute live, and where the Reaper Forum locates its galactic headquarters)

Dega Station is one of the strangest locations in Barbarian Space. While there is no official record or confirmation of this by the Church itself, the common lore of Degans insists the station was stolen from the Church and then taken deep into Barbarian Space, never to be reclaimed.

Overtime, the station has degraded. Repairs are piecemeal and disorganized, giving Dega Station an extremely menacing look. Old parts, broken off or discarded, still float about the station. In other places ships have been attached straight to the station to expand or fill in gaps. The instability of the station has led to high demand for scientists and engineers, granting them status over the locals. So long as a scientist keeps the lights on and the station airtight, they are untouchable.

Dega Station is the perfect location to sell illicit goods, hide-out until the heat dies down, or recruit extra muscle for a dangerous mission. But one must pay to play; bribes are required to guarantee safety. One merchant reported paying various gangs as much as ₴200 a day to protect his valued goods.

Gangs are the closest thing the station has to law enforcement. They are made up of wretched humans who were born on the station and never left. Territory is rigidly established and peace is kept by decades-old pacts still honored by today's leaders, who fancy themselves kings. All the "lords" have agreed to stay out of Chaedra, a district now occupied by the Reaper Forum. A record of all bounties and contracts are kept here, though rarely are such deeds carried out on the Station. The Reaper Forum's primary bank is also located in Chaedra, though none have dared to rob it.

Characters originating from Dega Station are likely to take on Scoundrel or Thug as their aspect.

Farazin

Type: New settlement
Description: Orange, rocky world covered in rivers and canyons that bleed into oceans full of vibrant sea life
Easily Habitable: Yes
Inhabitants: Chaos Rose, unaligned pirates, sharpers
Main Cities: Assad (the bustling "Crown Jewel" of Farazin located on a river delta), Dark Run (a mutant district attached to Assad, located in the shadow of a canyon), Deen (a ribbon-like city on a jagged coast where Chaos Rose has slightly less influence)

Farazin is the most notorious pirate world in Barbarian Space. Here there's wealth, splendor and smuggled technology all around, but as much danger, betrayal and tragedy await the unwary. The wealth flowing from this planet is usually enough to encourage travelers to risk the journey. Getting to Farazin is easier said than done; the Jump routes are kept a closely guarded secret to protect the planet from the Tharnaxist Church.

Farazin is riddled with canyons, ones naturally formed by rivers rushing from mountains out to the planet's lush oceans. On the delta of one of these rivers, still deep in the canyons, is where you find Assad. It has no towering skyscrapers or factories, merely simple stone structures large enough for comfortable living, trading, and gambling. There are no wide streets, but instead narrow alleyways lead to bazaars and crime dens. Food here is sourced locally, supported by a thriving fish industry. Clever profiteers have formed a racquet smuggling the fish back into Tharnaxist space. It's unknown if the fish are indigenous to the planet or if they were brought by an ancient group of settlers.

Chaos Rose is the eminent presence on Farazin. They own many of the bars and nightclubs in Assad, where competition is fierce. The Prodigravus on this world exist in extremely small number. Wild tribes nearby are directly descended from the Prodigravus slaves that escaped confinement. Any still in captivity are forced into fighting pits or hunting games.

Characters originating from this planet are likely to take on the Leader, Bulbhead, Scoundrel, or Thug aspect.

Riptraus
Type: Untamed Wilderness (secret pirate bases reside deep in the forests)
Description: Mostly natural world with two main continents: one covered in a canopy of gigantic black-trunk trees, the other made of dry mountains and shrubby vegetation
*Easily Habitable:* Yes
Inhabitants: Deep Nova pirates

A less famous, far more brutal world than Farazin, Riptraus serves as a pirate outpost to Unpowered Space. Secrecy is key on Riptraus, as Tharnaxist forces from Unpowered Space wipe out every base they discover. Consequently, only Deep Nova pirates are brave enough to hide here. Their concealed bases are violently defended, with outsiders exterminated or forcibly recruited.

Deep Nova takes home under the towering black trees of the southern continent. The dense wood supplies only furnishings and decorations; paper is a relic of the past and buildings are rarely built from timber. The plains of the northern continent are left untouched, as there is nowhere to hide from Tharnaxist patrols.

Characters originating from this planet are probably Scoundrels or Bulbheads. Most are heavily mutated, as Deep Nova breeds and recruits mutants from Pelorious.
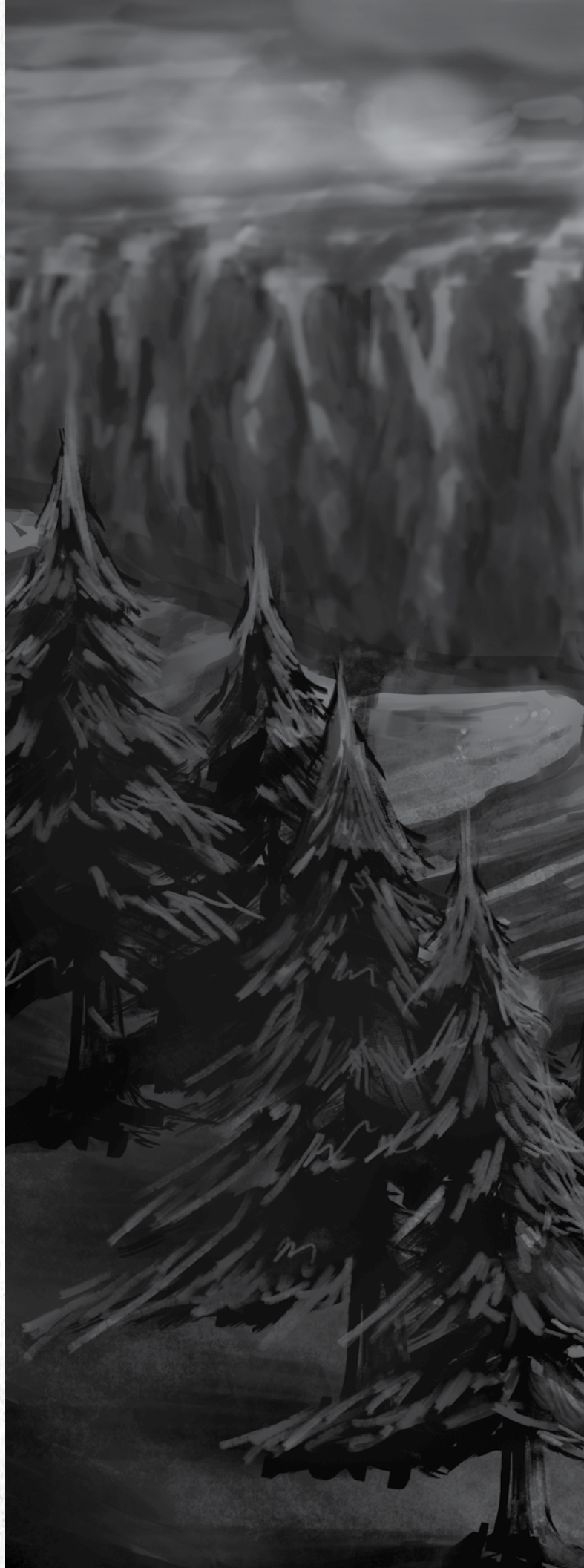
The Church has a strong presence here, stunting the progress of Unpowered Space to seventeenth century Earth. Even the most advanced planet, Cruxin, is deliberately restricted to nineteenth century machines. Sharpers adventure here:

- Seeking respite from a depraved, technological society.
- Poaching natural resources.
- Trading with or hiring mutant exiles.

The strange and archaic Unpowered Space is home to 3 important worlds.

Cruxin
Type: Low-tech society (humans are forcibly kept unaware of the outside)
Description: Temperate and rainy planet where the Church secretly studies low-tech humans. Inhabitants of Cruxin are just discovering industry
Easily Habitable: Yes
Inhabitants: Genetically pure humans, secret Church Archivists and Researchers
Main Cities: Mindelphina (smoky seaport with steam run factories – center of Cruxin commerce and culture), Tratton (industrial metropolis far north of Mindelphina and hostile toward it), Dephadus (Frontier village on the edge of the unexplored eastern continent)

An extremely unusual world, the people of Cruxin are bred for observation; their genes are the control group to the divergent mutations of other interstellar human beings. Cruxins are similar to the Earthlings of yore in ethnicity, though no one would recognize that today. All anyone knows is Cruxin blood is very old.

Among calm, temperate climates, the people here live out their daily lives in low-tech cities, only recently discovering the methods of industry. Mindelphina and Tratton, two cities sharing a coast on the western continent, are locked in a desperate political power struggle. Over the past 30 years, armed conflict has broken out over trade routes and resource ownership. When Mindelphina settled Dephadus on the unexplored eastern continent, tensions escalated. Dephadus is open to citizens of other cities, except Tratton.

On occasion, Cruxians are brought aboard Tharnaxist ships for checkup or interrogation. Cruxian contact with the "others" is fantastic and horrifying; their tales are received with incredulity. Awareness of the Galaxy is limited by Tharnaxist enforcement to minimize external influence, but sharpers and pirates can sneak in on "vacation."

Characters originating from this world are unpredictable in their adjustment to the rest of the Galaxy; they might be of any aspect.

Lier
Type: Closely guarded wilderness
Description: Wild, diverse ecosystems that feels unusually familiar and comforting to human travelers
Easily Habitable: Yes
Inhabitants: Civilian Scientists, secretive poachers

Lier is a refuge for the animals and plants from mankind's distant past, with climates ranging from deserts to rainforests. The planet is closely guarded by the Church for biological research. While Tharnaxist Priests are students of the machine, they compare their understanding to natural life. However, the Priests hardly perform any research themselves – it's too "dirty" a task for their involvement.

Hired scientists are the only civilians on Lier, but the Church retinues only 100 residents at a time. Should a scientist's family expand, he may give up his spot for a new child, or send an older child out into the Galaxy on their own.

The only other people on Lier are poachers. Pirates land here to capture animals to sell as rare pets and meat for black market trade.

Characters originating from this planet are likely to take on the Brainiac aspect.

Pelorious
Type: Untamed wilderness (and highly dangerous)
Description: A swampy, dark world with a purple, impenetrable toxic jungle around its equator
Easily Habitable: Yes
Inhabitants: Mutant exiles, large amounts of unchecked Prodigravus
Main Cities: No settlements of note. Long-surviving social groups are nomadic and avoid the Prodigravus scourge

Xenophobia is common; many settlers demand freedom from mutants. The "civilized" people who refuse open genocide pay ship captains to exile genetic deviants to the undeveloped planet Pelorious. This swampy, grim world isn't well monitored by the Church, but it's located on a well-mapped Jump corridor.

Mutants on this world are unusually deformed and malevolent. Recent exiles may be sane and stable, but they're still quite dangerous, given some have superhuman powers.

The greatest threat on Pelorious are the many Prodigravus tribes. It's unknown if they settled before the mutants, but their population continues to grow. Prodigravus raiders regularly attempt to destroy the few organized settlements of the Pelorious mutants. In result, every group on Pelorious is nomadic. The Strangle, a toxic jungle spread across the equator, makes life much harder on everyone. Prodigravus raiders have wiped out nomads by pinning them between the jungle and their violent war parties.

A handful of fortunate mutants have escaped back to Tharnaxist Space by joining up with pirates and transitioning into civil society. Mutant returners avoid prominent figures to prevent a second banishment.

Characters that originate from Pelorious are exclusively Skinbags with the Mutant Dog trait. Bulbhead or Thug are sensible aspects, depending on which traits their pirate saviors valued.

PRODIGRAVUS WORLDS

While inhabited planets typically harbor small, hidden tribes of Prodigravus, other worlds were completely overrun just before the Gelding. Any planet with Prodigravus presence is marked on the map with a "P." A world completely overrun is marked with an "X". Some tell horrific stories of Prodigravus stealing spaceships and marauding the inky black between the stars. Jump corridors near known Prodigravus systems were shut down long ago, but functioning gates are still hidden, undiscovered, throughout the Galaxy. Travelers to Prodigravus worlds are typically:

- Fulfilling a death wish.
- Looking for artifacts too dangerous for others to salvage.
- Honing their skills as warriors or capturing Prodigravus slaves.

Little is known about overrun worlds, other than where they are.

THE OUTSIDE

The darkest region on the map, The Outside is completely unknown, unmapped and most likely unsettled. Planets out here were never annexed by the Allunan Empire. And all of them, with one exception, are unknown to the Tharnaxist Church. Those who travel here are typically:

- Running from civilization.
- Driven to obsession by the frontier.
- Pursuing modern myths about Shangri-La.

Common knowledge says The Outside is home to only one planet. The Jump gate leading there has been mapped, but intel on an exit route hasn't yet been discovered.

Aiso

Type: Partial wilderness (a mix of low-tech settlements and untamed landscape)
Description: A planet of lakes and groves, with a few mountain ranges and deserts. No large oceans
Easily Habitable: Yes
Inhabitants: Simple humans and visiting smugglers
Main Cities: Rahlof (large timber-built village situated between 8 enormous lakes and south of a mountain range), Prapezzo (large stone village north of the mountains known for hardy livestock)

This beautiful and undeveloped world is totally isolated from the rest of the Galaxy. Located near the tip of a spiral arm, Church presence here is unheard of. Most settlements are located near lakes and groves, with clear grazing land for livestock. The little technological progress on Aiso stems from independent development or from trade with a rare passing spaceship. While Aisoans speak their own language, some grasps enough of the common Allunan tongue to trade rare woods, exotic plants and animals with visiting outsiders.

Aisoans know of the rest of the Galaxy. However, the Jump route connecting Aiso and Corsus is kept secret from the rest of mankind. None of the natives know how to build spaceships; knowledge of the route wouldn't help them leave.

The planet is peaceful and safe, so Aisoans who travel the rest of the Galaxy have intense motivations for doing so. Their reasons may be constructive - like finding medicine to aid an ailing family member, or transient - like fleeing punishment for a crime. Only by stowing away on visiting ships, or by joining a smuggler crew, does an Aisoan make it to Tharnaxist space.

Characters originating from Aiso must rely on their wits and charm and are likely to take on the Scoundrel aspect.

FACTION DESCRIPTIONS

New social structures formed from the fallout of the Millennial War. Many gangs, companies and interest groups all compete to achieve their agendas. Some are based on a single planet, while others amass interstellar presence. GMs are encouraged to reference the social organizations below in support of the story and for influencing missions. Players may also include factions in their origin story.

Tharnaxist Church
Headquarters: Seat of Ranix
Goals: Maintain technological and political superiority through a totalitarian theocracy
Members: Cybernetically-enhanced Priests and robots
Initiation: Gaining the favor of a Vicar and then undergoing dangerous cybernetic modifications and mental conditioning

The Tharnaxist Church is the most powerful social structure in the Galaxy, despite their lack of concern for the wellbeing of humanity. The Priests enforce Church law to ensure they remain supreme and are afforded uninhibited access to resources and technology. According to Church law, homicide and theft are not worth prosecuting, while synthicide and Church opposition are capital offenses.

The expectations of Church office are ill-defined and corruption runs rampant. Priests pursue personal interests, worldly pleasures and their own scientific research, unless they're pressured by superiors. Priests are responsible for gathering their own resources; they may demand gifts and taxes from nearly anyone in Tharnaxist space, and each Priest goes about it differently. SMD, a corporation fronted by the Church, often provides gear and ships to Priests for little or no cost. Priests further up in the hierarchy demand tributes from the many beneath them. Rarely, when a Priest finds it necessary to outfit a servant, do resources trickle down from above.

It's very difficult to ascend the Church hierarchy. Priests only grant positions to those directly beneath them, so it requires treachery and the favor of your master's master to gain status. Synthetics don't rise in rank and are never assigned hieratic duties as Priests fear a power struggle with the holy Synthetics. Consequently, most robots are bodyguard enforcers or slave taskmasters.

Positions:
- **Neophyte:** Neophytes are holy slaves. Anyone can become a neophyte by swearing fealty to a Priest. Priests also kidnap people to serve as neophytes.
- **Legate:** Agents of a powerful Priest who are rewarded with gifts for their service. Legates come from secular citizens, elevated Neophytes, and Initiates.
- **Initiates:** Initiates are the lowest of Priests. As part of their cybernetic enhancement, their brains are hardwired with Tharnaxist theology. The process is painful and dangerous, killing many who undertake it.
- **Archivist:** Archivists are similar to legates; their authority derives from the status of the Priest they serve. They are tasked with gathering and studying scientific knowledge.
- **Vicar:** Vicars are granted a domicile to protect Church interests. This region may be as small as a few blocks, or as large as an entire city. Vicars are rewarded with a ship and several Enforcer guards upon gaining office, and achieve greater affluence throughout their career.
- **Archpriest:** An archpriest has dominion over a planet or planets. They are tasked with managing vicars and settling their disputes. Archpriests play favorites among their vicars and frequently pit them against one another.
- **Primus:** This office is purposed with preserving Church authority. A primus sets tasks and quotas to the archpriests under their command. They have access to massive resources and technology and command Tharnaxist warships. Primuses conspire against each other, seizing any opportunity to slay political opponents who fail their mission.
- **Transcended:** Only Priests with absolute dedication to the Church ascend to this rank. They undergo a mysterious, final enhancement process completely stripping them of their humanity. Transcended are rarely seen and their responsibilities are not defined, but absolute power is always at their disposal. They are rumored to be both invulnerable and immortal.

I GRANT THESE FACTS:
CORRUPTION SWAYS,
SELF-INTEREST AIDES
PERVERT MAN'S WAYS.
THAT BRIBES SO BLIND
THAT PRESENT CRIMES
SO EQUAL THOSE OF
FORMER TIMES.
CAN I AGAINST PLAIN
FACTS ENGAGE
TO VINDICATE THE
PRESENT AGE?
I KNOW THAT BRIBES IN
MODERN PALM
CAN MASTER ENERGIES
ENDOW!

THAT WHERE SUCH
ARGUMENT EXISTS
THERE NOTHING IS IN
MODERN FISTS.
AND HENCE YOU HOLD
THAT POLITICIANS
SHOULD DRIVE THEIR
WAYS ON SUCH
CONDITIONS.
SO THEY MIGHT
PENETRATE SANS
BENDING.
AND WIN YOUR WAY PAST
COMPREHENDING.

Chaos Rose
Headquarters: Farazin
Goals: Gain wealth through piracy and defend Barbarian Space from Tharnaxist influence
Members: Humans of varying cybernetic enhancement, with very few mutants
Initiation: Joining a captain's crew

While Chaos Roses plays up the glamorous life of piracy, they are not to be trifled with. They operate as a flamboyant gang of thieves in Tharnaxist Space and as generous patrons back home on Farazin. Chaos Roses prefer to pilfer hard currency and valuable goods rather than ransom individuals or kidnap slaves.

Chaos Rose consists of two major groups: those who have accrued privilege and no longer need to go on raids, and those still seeking their fortune. New Chaos Rose members are typically unfamiliar with Farazin, so they are less cultured and more aggressive than their older counterparts. This divide is the source of constant tension between the wealthy and the young.

A pirate's ship décor and clothes reflect his or her accumulated wealth: the more exuberant the pirate, the more influence they wield. And while Chaos Rose has no formal leadership, truces are made between powerful members and must be honored. Though rare, coups and mutinies occur with the victorious party judged righteous.

Positions:
- **Crewman:** Anyone given permanent employment on a captain's ship gains this title and status as a full Chaos Rose member. Some crewmen gain wealth and retire without ever becoming captains, yet maintain powerful connections within Chaos Rose.
- **Freebooter:** This is the title given to freelance ship-owners who are looked upon favorably by a Chaos Rose captain or admiral. Freebooters and their crew may become full-fledged members when vouched for by two or more captains.
- **Captain:** A crewman who acquires enough wealth on the job to buy a ship and hire more than 3 other crewman becomes a captain. They sometimes work for a wealthier patron, called an admiral.
- **Admiral:** Those affluent enough to own multiple ships and pay captains are called admirals. They're entitled to a cut of their captains' loot, unless a captain offers enough money to buy out the admiral's share of the ship.

Deep Nova

Headquarters: Unknown, but heavy presence on Riptraus
Goals: Become the most powerful and brutal pirate gang in the galaxy
Members: Mutant and human slaves in the service of reclusive Synthetic masters
*Initiation:* Birth in slavery or capture by Deep Nova crew

Deep Nova has a reputation for being merciless toward the weak and fearless of the powerful. They prey on any game they can find, even poaching Chaos Rose ships laden with wealth. Their blatant disregard for other free folk leave Deep Nova despised by many across the Galaxy. Yet the Synthetic masters of Deep Nova are protected by the corrupt Church leadership of Tharnaxist Space. Deep Nova raiders are ruthless, unpredictable, brainwashed messes with one objective: gaining wealth for their Synthetic masters. Many raiders are cybernetic mutants, with some stolen from Pelorious and others bred in slavery.

Survivors of a Deep Nova raid are enslaved and brainwashed. From then on, freedom is offered to the most worthy raiders, and just enough pardons are granted to motivate the others. Any Deep Nova that escapes without permission is marked for death. The masters command their followers to torture and slay any deserter they recapture. However, desertion is rare as it's difficult to overcome the deep mental conditioning undergone by every raider.

Positions:
- **Raider:** Any Deep Nova slave in active service, Raiders might operate without immediate supervision and even live among free men in Barbarian Space, but in the back of their mind they know their true duty is to serve the hunt.
- **Chief Raider:** A slave that demonstrates loyalty to their masters is elevated to chief raider. On missions, they're granted command over other slaves.
- **Chainless:** Freed slaves are usually set loose in a hostile region with no wealth and little food. Many chainless give up the free life and return to support Deep Nova.
- **Master:** These rarely seen Synthetics are the owners, breeders and leaders of all slaves within Deep Nova. The Church denies their existence to avoid the difficulty of punishing Synthetic-sanctioned piracy.
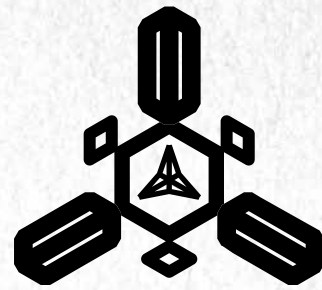
Empyrean Hunters

Headquarters: Ehj
Goals: Promote exotic game hunting throughout the Galaxy
Members: Wealthy and vain humans, and some Synthetics
Initiation: Purchase lifetime membership for ₴1000, or donate a large and rare kill

The explosion of man-made life throughout the Galaxy has given rise to creatures both dangerous and shocking. The animals of many abandoned planets were engineered for terraforming and warfare; they evolve unimpeded and breed wildly.

The Empyrean Hunters are a large, tightly organized club that promotes finding, killing, and capturing dangerous game. The most brave and foolish club members participate in expeditions to Prodigravus worlds to prove their mettle. Popular with rich humans and Synthetics seeking adventure, the club projects a heroic image, and even runs a side-business publishing articles filled with embellished hunting tales.

The Church, SMD, and TTMC buy carcasses from the Empyrean Hunters for study. Motivations range from simple curiosity to the production of new biotech. Rare animal goods are low in street value, however, as the Empyrean Hunters have exclusive deals with all three organizations. As a result, pirates and sharpers are more likely to sell animal goods to the Empyrean Hunters than they are to steal from them.

Positions:
- **Club Member:** Anyone who makes a large donation is offered tickets for club events and hunting trips, though many events require additional payment to attend.
- **Resident Hunter:** Seasoned and productive hunters receive a stipend from the Empyrean Hunters and are paid handsomely for valuable specimens.
- **Resident Author:** Creative members might be hired to collect, embellish and publish the hunting tales within the club.
- **Chief Naturalist:** This distinguished honor is bestowed upon the most experienced survivalists and trackers. Chief naturalist are paid handsomely to guide the most dangerous hunting trips and research exotic game.
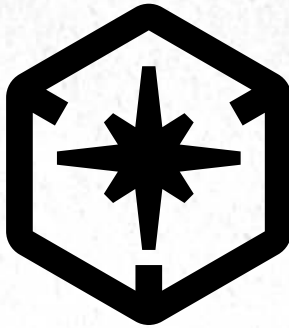
Farstar Guild

Headquarters: Mobile fleet, with many ships seen near Terran Altar
*Goals:* Uncover powerful artifacts among the ruins of the Core
Members: A mix of humans and Synthetics
Initiation: Offer of employment from an Administrator

A notorious group of both humans and Synthetics, the Farstar Guild specializes in locating artifacts from the Last Age and trading their discoveries for lurans and influence. Typical artifacts sold by the Farstar Guild include ancient appliances, rare documents and art pieces. Especially powerful or weaponized artifacts are not sold, but instead used for leverage in negotiations and requests for pirate protection. The Guild's formal headquarters is a quickly moving fleet, keeping them one step ahead of Priests who might ask too many questions.

Positions:
- **Agent:** anyone directly employed by the Farstar Guild. Sharpers are not offered this title as the guild considers them deniable assets.
- **Administrator:** Administrators are responsible for allocating Farstar Guild resources to hire agents and sharpers.
- **Broker:** These individuals are tasked with trading and selling artifacts outside the guild.
- **Antiquarian:** Experienced and well-connected brokers graduate to this office. Antiquarians oversee the vast catalogue of relics and records, command brokers and administrators, and research lost artifact locations.
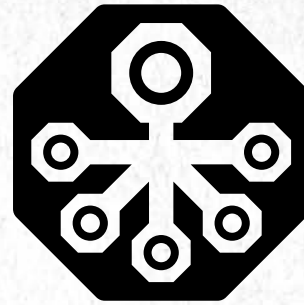
Iron Souls

Headquarters: Mast
Goals: Unify Synthetic laborers as an economic entity
Members: Synthetic miners, factory workers, ship owners
Initiation: Buy membership and pay dues – only available to Synthetics

Despite strict Tharnaxist laws ensuring the privilege of Synthetics, robots have formed the most powerful labor union in the Galaxy. The Iron Souls diligently collect membership dues and wages over decades, saving for collective purchases. They've bought land, mineral stockpiles, and even trading rights. It's rumored they might soon buyout ownership of Mast, the mining world where most of their members are located.

SMD, TTMC, and the Church have strained relations with the Iron Souls. While seemingly benign, their unstoppable and immortal growth belies the threat of power struggle. Neither SMD nor TTMC wish to compete in mining and trade, but nor can they publicly oppose the Iron Souls, given their protected Synthetic status. The Church is not immediately threatened by the Iron Souls, but Priests are increasingly concerned about a distant future where they must wrestle control back from powerful, secular Synthetics.

Humans don't trust the Iron Souls. To most men, they embody the impending threat of robots outnumbering and enslaving humans. Conspiracy theories, such as the Iron Souls funding Deep Nova and their slave programs, are a by-product of this fear.

Positions:
- **Member:** Any wage-earning laborer may buy a stake in the Iron Souls and become a member.
- **Coordinator:** This non-permanent position is granted to a primary negotiator for large trades and purchases.
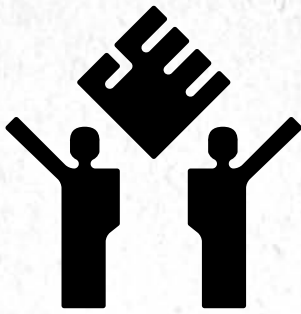
MAPOC

Headquarters: Humanus
Goals: Improve relations between mutants and non-mutants
*Members:* Mutants and open-minded humans
Initiation: Make one-time or continuing donations; volunteer

The Mutant Association Promoting Open Coexistence is a relatively new faction looked upon with contempt by the others. Powerful and intelligent mutants have recently settled on Humanus and built MAPOC in pursuit of their public agenda: providing charity for poor mutants and providing self-help seminars and general education for non-mutants. According to MAPOC principles, mutants should be freely accepted, but a militant splinter groups promote mutant superiority. These violent predilections, coupled with the long-standing distrust toward mutants, do not help MAPOC's case.

Positions:
- **Member:** A mostly meaningless title given to anyone who has donated money to MAPOC.
- **Founder:** Someone who makes yearly contributions of ‡100 or more.
- **Service Provider:** any one volunteering time in support of MAPOC's social programs.
- **Lecturer:** A paid presenter who educates MAPOC members at seminars.
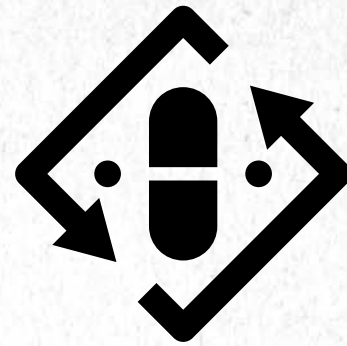
Pan Traders

Headquarters: Pergus Region, Humanus
Goals: Trade cripplingly addictive drugs for their own wealth and privilege
Members: Mostly humans, with a few favored mutants
*Initiation:* Become a corner dealer

This gang specializes in offering addictive drugs named Feast Pills in exchange for food. The drugs are extremely cheap to produce, and when Pan Traders sell food rations back at inflated prices, they turn immense profits. A Feast Pill is a "supplement" that suppresses hunger and elates the consumer with feelings of wellbeing. However, Feast Pills do nothing to stop the onset of starvation and leaves the user temporarily unable to absorb nutrition. The bulk of Pan Trader operations is based in the Pergus region of Humanus, where food rationing is especially common.

The Pan Traders have a loose alliance with the Torchdreamers. Illuminix, produced by the Torchdreamers, is illegal to buy and sell in Tharnaxist space. The Pan Traders use their technically legal drug connections to aid the smuggling of Illuminix all over the Galaxy. In addition to profit sharing, the Torchdreamers provide powerful psychic bodyguards to protect high-profile Pan Traders.

Positions:
- **Dealer:** If you buy a case of Feast Pills, successfully sell them all and return the profits, you are assumed to be a permanent dealer.
- **Presser:** Violent intimidation is important to protecting the Pan Traders' business from competitors and delinquent payees. Though sharpers are occasionally called on to handle these tasks, action is more commonly delegated to the Pressers, the violent arm of the gang.
- **Cooker:** Cookers work small cramped lines about the Galaxy making feast pills. They're paid handsomely to keep their employment secret and to discourage theft.
- **Distributor:** Intelligent and well-connected, distributors move product to wherever it's needed. They pay a network of cookers and dealers to do the legwork.
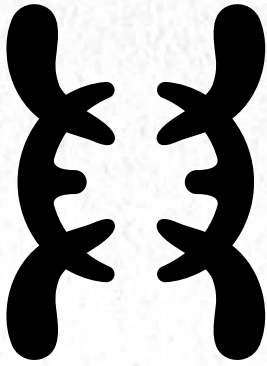
Prodigravus

Headquarters: None
Goals: None
*Members:* Descendants of those infected during the Millennial War
Initiation: None

Prodigravus are psychopathic super warriors whose virus-infected ancestors waged the war that nearly ended all life in the Galaxy. After metafusion bombs broke up their barbaric horde, the remaining Prodigravus were left leaderless and scattered throughout the stars. Many planets are completely overrun by them and have been abandoned by the rest of humanity; notable examples include the urban ruins of Rehiss and the wild plains of Sorra.

No one knows how the ancient Prodigravus were able to organize and pilot spacecraft. Their descendants have adopted the traits of rabid animals, rarely employing verbal communication. Developed, intelligent Prodigravus still struggle to understand firearms, and would probably abandon an empty weapon before reloading it.

Prodigravus are large, grotesque humanoids with gray, scaly skin. Their eyes are sunken, and their brows are swollen into 2 distinct lobes. They're gifted with unnaturally strong bones and musculature, and some are even born with redundant hearts and kidneys. The unrestrained hostility of the Prodigravus towards other creatures is traced to tumors and other deformities common to their neurology. These psychopathic tendencies even extend to their own kind.

Only the most educated know of the Prodigravus's tragic origin as humans transformed by a catastrophic plague. Now that the Tharnaxist Church has immunized the Galaxy to the P-virus, the Prodigravus depend on natural reproduction instead of viral exposure to pad their number. Though the the Prodigravus are no longer a major threat, the virus left a permanent scar on humanity. Mutant Dogs of the Skinbag bioclass are the offspring of ordinary humans who were infected by the P-virus but were immunized before devolving into full Prodigravus.
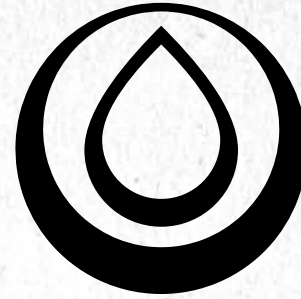
Pureblood Tribesmen

Headquarters: Vuss Colony
Goals: Oppress and exile all mutants to keep humanity pure
Members: Working-class humans without visible deformities or mutations
*Initiation:* Attend a secret meeting and pledge your name to the cause

There are many vigilante groups on Vuss Colony, but the Pureblood Tribesmen are the meanest and most effective. They detest mutants, spreading hateful propaganda and organizing mobs. While they maintain the semblance of law and order on Vuss Colony, their prejudice and paranoia leads them to conduct mutant witch hunts, lynching humans whose corruption hasn't yet "manifest."

The Pureblood Tribesmen train and educate their young members to become effective workers and cunning traders renowned throughout the Galaxy. Though they spend most of their time away from home, these traders are charged with evangelizing the Tribesmen's anti-mutant agenda. This pits them directly against MAPOC and even the Church on occasion, as Priests are suspicious of their pro-human talking points.

Positions:
- **Pureblood Apprentice:** An entry-level member without professional skills.
- **Pureblood Brother/Sister:** A productive proselytizer who donates to the tribe to keep it running.
- **Pureblood Warrior:** A title bestowed upon tribe vigilantes, warriors promote "order" and carry out violence against mutants.
- **Pureblood Chief:** A high-ranking member who collects donations, organizes projects and produces propaganda.
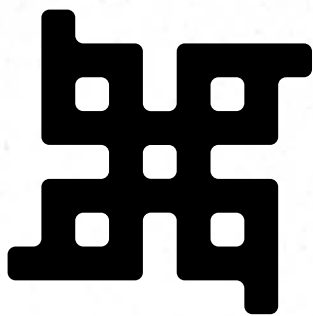
Quiet Hearts

Headquarters: An asteroid somewhere in Barbarian Space
Goals: Spread the faith of Soltheism through medicine
Members: Humans and mutants who turn ascetic
Initiation: Become the disciple of a magus

Soltheism is the belief that entropy and chaos are conscious and divine forces. These forces brought order to the Galaxy and will someday destroy it. While Soltheists don't have a formalized interstellar church, they do have a unified missionary society. The Quiet Hearts build small hospitals where they evangelize and worship the power of entropy. They believe medicine reconstructs order in people's lives, but perform every service in reverence to the final chaos that claims us all.

The tenets of Soltheism are in opposition to Tharnaxism, but pirates and sharpers in Barbarian Space help protect Soltheists from persecution in exchange for their medical expertise. This protection comes at a cost, however. Radical Soltheists claim the Last War was meant to end the Galaxy, and the Tharnaxists have artificially prolonged reality. These extremists began sabotaging ships and factories around the Galaxy, even turning on their pirate and sharper protectors. Some believe these extremists have penetrated the minds of many civilized folk on Grek, resulting in their secret rebellion against the Church.

Positions:
- **Disciple:** Anyone taken under the wing of a magus.
- **Journeyman Disciple:** An experienced disciple with medical skill who operates independently of a magus.
- **Magus:** An acetic and soothsayer ordained by two other magi. It's rumored magi visit the Quiet Hearts archive hidden on an asteroid in Barbarian Space.

Razor Cogs

Headquarters: Forge
Goals: Prove superiority as the most deadly killers for hire
Members: Synthetics who decided killing is more interesting than labor
Initiation: Convince a member to issue a new badge

Anyone with lurans to burn and a contract to kill has need for a Razor Cog. This large guild of mercenary robots takes murder-for-hire very seriously; Razor Cogs always deliver or die in the process. While not completely anti-human, most members take personal pleasure in ending non-robot life.

Razor Cogs never work with each other, though they sometimes hire organics to pad their overwhelming force. Razor Cogs view contract fulfillment as proof of their synthetic superiority. Should one fail in its mission, the Cogs will judge it abhorrent. Other members will hunt this Synthetic down and destroy it for its weakness.

Razor Cogs have no formal titles or hierarchy, instead deferring naturally to older and more experienced members. Instead of titles, unique names are chosen by each Razor Cog. They select intimidating names from the Allunan language so humans may identify and fear them. A name like "Last Breath" wouldn't be unusual.

Positions:
- **Razor Cog:** This is the generic title that applies to all members of the guild.
- **King Cog:** This informal name is used by outsiders to describe particularly ferocious Razor Cogs.

Reaper Forum

Headquarters: Dega Station, Chaedra District
Goals: Collect and pay out any bounties issued to them, no matter how large or small
Members: Synthetics, humans and mutants with no Church affiliations
*Initiation:* Rigorous background checks for Tharnaxist connections before hiring

Bounty hunting has, in a way, filled the void of law enforcement. When criminals are discovered, they risk being taken down by bounty hunters. Large gangs and corporations issue most bounties, but there's also one "common man" bounty guild known as the Reaper Forum. This organization has offices on all major worlds and readily accepts any request.

To place a bounty, an individual must simply list a name, provide descriptors, and supply a reason for capturing and/or murdering the mark. The bounty requestor then deposits any sum of lurans, large or small. After that, any person in the Galaxy may attempt to collect the bounty; multiple bounties on the same person pay out all at once. In this way, large groups of people in poverty may band together through the Reaper Forum to raise a bounty on a common enemy.

As a common man's guild, the Reaper Forum has grown to enormous size. Millions of bounties are active at any time and the small cut taken by the forum fetches them wealth enough to hire any and all assassins on a whim. Corporations and gangs fear the Reaper Forum: by staying out of the way, they hope not to tip the balance of freelance assassins against themselves.

Positions:
- **Collector:** An entry-level role where one collects bounty requests and uploads them to the Forum System. They also process turned-in bounties and request payment to be issued.
- **Forum Manager:** A higher-level position where a portfolio of bounties is curated to make sure all money is accounted for and there is no attempt at fraud.
- **Reaper Hand:** An assassin on retainer working directly for the Forum, often to punish people trying cheat the bounty system or hurt the organization.
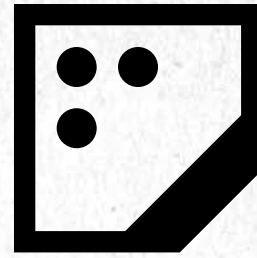
SMD Corp

Headquarters: Humanus, Gazaia district.
Goals: Be the premier manufacturer of all weapons and robots in the Galaxy.
Members: Wealthy executives with Church ties, lowly laborers, engineers.
*Initiation:* Nepotism for executive roles, simple application for others

Octorius Shima, a robber baron born on Humanus, founded the Shima Mechanical Designs Corporation with Tharnaxist support and finances. During his lifetime, the baron was staggeringly effective at deconstructing and reverse engineering any technology the Church gave him to study. He used this knowledge to produce the simple robots, vehicles and weaponry of the modern era.

While SMD corp is merely a profitable extension of the Church itself, Shima spent his life building a secular identity for the company by never allowing religious symbols on his labeled goods. SMD still exists as a powerful robot and weapon dealing company, profiting immensely from the unbridled gang wars and localized conflicts flaring-up all around the Galaxy. And though Octorius Shima is long dead, it's rumored he's been cloned several times and runs the corporation from the shadows.

SMD has economic and violent conflicts with TTMC, a non-Church affiliated mining company. The two compete for resources and technology, often hiring sharpers to sabotage each other's efforts. Why the Church hasn't intervened and shut down TTMC remains a mystery, one that frustrates SMD management.

Positions:
- **Laborer:** Anyone with permanent employment at an SMD factory.
- **Liaison:** A middling position responsible for hiring workers and sharpers.
- **SMD Security:** A military-like force that protects SMD interests and occasionally acts on behalf of the Church.
- **Engineer:** An intensely sought-after position where one can study and progress technology. Most engineers are Synthetics.
- **Executive:** An esteemed position managing product lines and sales for the corporation. The wage is so high that an executive can support an entire family and live extravagantly.
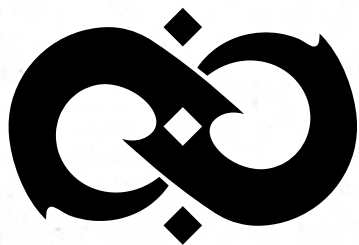
Torchdreamers

Headquarters: Rumored to be Drakka
Goals: Become the most powerful psychics in the Galaxy by controlling all Illuminix production
*Members:* Powerful psychics, simple thugs, and slaves
Initiation: Invitation only

Though few belong to this faction, almost every psychic in the Galaxy buys Illuminix made by the Torchdreamers. They don't sell directly, but any observant street-dealer traces his product back to Torchdreamer suppliers. In addition to their Illuminix trade, the Torchdreamers offer psychic-for-hire services. They accept requests for detective work, internal security, mercenary jobs for battle-oriented psychics, and more. The Torchdreamers don't have an official headquarters, but it's rumored their Illuminix production takes place in the jungles of Drakka.

Positions:
- **Cooker:** Though slaves, cookers are the backbone of the Torchdreamers. They work day and night in jungle facilities to produce Illuminix for the Galaxy. Some cookers are able to ascend from slavery, especially if they demonstrate psychic talent.
- **Rock head:** A non-psychic member, usually tasked with violent dirty work or shipping drugs.
- **Ember:** Psychics assigned menial tasks, such as overseeing rock heads and cookers. They are usually weaker than other Torchdreamers.
- **Branded:** Experienced psychics covered with Torchdreamer tattoos. These members make big decisions about where to ship drugs and when to send out psychic freelancers.
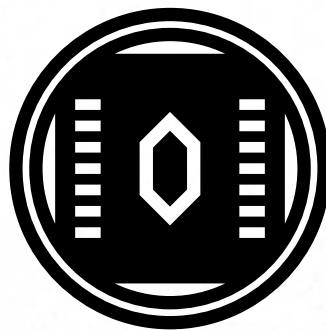
TTMC

Headquarters: Corsus, Sunrider City
Goals: Become the most powerful economic force in the Galaxy and subvert Church authority
Members: Laborers, officers, geologist, no Synthetics
*Initiation:* Apply for low positions, rise through a ruthless meritocracy

This organization is the most powerful non-Church entity in Tharnaxist Space. Founded on Corsus by Jarrix Taam only 40 years ago, Taam's Transport and Mining Company has become a ubiquitous shipping service with side businesses in supplying raw material and developing new equipment. TTMC didn't get so large through brilliant business strategy – the corporation gains and maintains power through extortion, violence, and manipulation. Anyone, from a geologist to a truck driver, or even a psychotic cyborg brawler, can find work in this glorified gang.

TTMC does everything they can to undermine both SMD and the Church. They sabotage SMD shipments, race to beat the Church in locating resources and fund violent street gangs throughout Tharnaxist space to keep things unstable. It's even rumored that TTMC hires sharpers to kill Priests, though evidence of a connection has never been proven.

All three organizations are embroiled in a shadow war, but the Tharnaxist Church has yet to openly call for the destruction of TTMC. The reason remains a mystery, especially as TTMC grows powerful enough to oppose the Priests. One theory is that ancient documents were discovered in the ruins of Sunrider City, and this information is slowly ransomed to the Church.

Positions:
- **Laborer/Driver:** This is an extremely low paying job to process or deliver goods for TTMC
- **TTMC Security:** Fearlessness and unquestioning loyalty can win gigs as TTMC muscle. A few eggheads are sprinkled in to spot skilled thieves and con men targeting their corporation.
- **Primary Advancement Officer (PAO):** This is a low management role where one oversees site productivity, security teams and hires sharpers.
- **Geologist/Engineer:** Individuals in this role hunt star charts, research records, develop weapons and ships, or both.
- **Executive Officer:** Employees at this level set corporate goals, approve dangerous missions and keep track of gang and sharper affiliations. They never interface directly with the public, choosing to speak through PAOs instead.
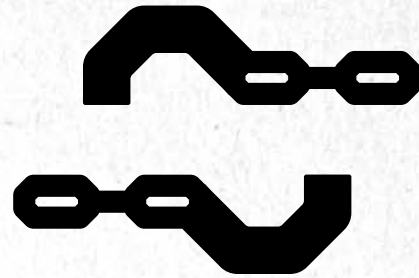
The Unbound
Headquarters: Terran Altar
Goals: Oppose Tharnaxist Priests
Members: Synthetics
Initiation: Personally kill a Priest

This robot cabal is hostile to all outsiders. Little is known about them or why they chose to occupy Terran Altar, an uninhabitable world lost to history. Rumors and speculation are all that survive.

The most popular story is that a Tharnaxist enforcer robot founded the group. Perhaps through a flaw in its conditioning, the enforcer broke free of Tharnaxist doctrine. It slew its Priest master and emancipated its brethren. This small group began a killing spree, slaughtering Priests in brutal public displays. Their radical actions prompted other Synthetics to follow suit, eventually expanding their number to 1,000 members.

The motivations of the Unbound are unclear. Some believe these Synthetics wish to free the entire Galaxy from Church influence, while others worry the Unbound seek the destruction of all organics. As they kill almost everyone they encounter, this savior/destroyer dichotomy is purely speculative.

Positions:
- **Unbound:** Any Synthetic who can prove they've killed a Priest may attempt to join this faction. However, most applicants don't survive the Unbound's secret initiation rights; only the fiercest and most dedicated robots may join.
- **Errant Blade:** Daring and powerful Unbound leave the hidden enclave on Terran Altar to continue killing Priests. Though they are inevitably captured and destroyed by the Church, they are the most revered members within the cabal.

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APPENDIX

SHORT STORY: LUCKY BREAK

By Anna Gold and Jace Hanavan

Orange and purple clouds streaked over a distant planet floating in Kimber's vision. A cybernetic autopilot, affixed to her occipital bone, released a chemical into the base of her skull. Familiar warming fluid inched down the spine of her neck. A tingling metallic taste formed in her throat and her eyes glazed over. A moment later they refocused. *Where am I?* The planet was gone. The view out of her cockpit window had shifted to an inky black void dotted with pinpricks of stars and ancient debris. A ship alarm blared and strobing red light flooded the cabin.

"Ranix Gelding!" She spat as she strained to regain control of her body. Sluggish to the unscheduled wake-up, she willed her arms backward on the flight controls, narrowly dodging a beam of scrap metal.

Her mind was as sluggish as her body. Memories fought to the surface of her serotonin-soaked brain. *Right! Forge. I'm shipping a package to Forge.*

"Where is it?!" She called the ship's navigation coordinates, rapping hard on the cracked screen. The dead planet wasn't far in the distance. She was too close to slip back into autopilot. *Too much junk out there.*

Kimber's eyes darted from one screen to another, scanning her surroundings. Scattered remnants of a satellite floated ahead of her. She leaned hard on the controls, maneuvering the small clipper between a shattered cooling fin and a busted solar cell, eyes peeled for whatever may pierce the hull.

Sighing, she edged the clipper into a clearing and settled back into her chair. Her stomach growled angrily. "Gelding spawn," she muttered. *When did I eat last? Two jumps ago or three?* The autopilot let her ignore the fatigue, but the hunger-pang wake-ups were a steep price. She would be approaching the dock on Forge in a few more minutes. *Landing. Gotta focus on landing.* Her stomach fought her focus for attention. She flipped open the compartment above the nav computer, retrieving the medical kit. "Ranix! No more adrenaline."

Another bottle of green capsules caught her eye. *Only two left.* Kimber was growing disgusted with her burgeoning dependency on feast pills. She had tried to use them sparingly, but now she didn't know if those hunger pains were natural or the outcome of a creeping addiction. There was little chance of a hot meal on Forge; robots didn't cater to organics. Downing a capsule meant skipping another three meals. But it was always easier to find a Pan Trader than food. She had to trade away her last ration to buy the feast pills for this trip.

The payoff would be worth it, though. She'd be in the black again with this delivery. For once, she could enjoy an extravagant meal. Potatoes, corn, even a strip of beef - like the one the TTMC agent ate during their meeting. Her mouth watered at the thought of tasting steak for the first time. Patching the ship took all of her spare lurans. Having enough to not only repair, but improve her clipper would be a breakthrough. A hot meal should be a distant dream. "This job is your lucky break." That's what he said when he handed her the innocuous khaki backpack. Kimber never really believed in luck.

She glanced towards the hidden compartment on the portside of her clipper, under the navigation unit. *This whole setup is sketchier than a tattooed Torchdreamer.* She couldn't afford to ask questions. Her contact at TTMC knew it. She had taken a few under the table jobs before, but the payout from this one would help her fly legit.

Glancing again at the unmarked bottle in her hand, Kimber shook the memory of steak out of her mind. *Nothing savory, but at least I'll feel full.* Her hand hovered over the lid. In one motion, she uncapped the bottle and threw back the green capsules, emptying the contents. That would sate her hunger. She could go without nutrition for a couple days. The pills took hold quickly, unclenching her stomach and restoring her focus. Slowly, she reentered the debris field.

The clipper groaned as it lurched to one side. Kimber's hands shot out, punching the control panel as she struggled to keep balance. *What the hell? Did I run into something?* She looked out the window and silently cursed. A corvette was flying parallel with her ship. They must have been hiding in the debris. *Was that a grappler?*

She sucked in air, trying to calm herself. *Don't panic. You can still get out of this.* Kimber learned quick escapes as a TTMC asteroid miner. Her workhorse was hard-earned, and while it might not have the speed of a corvette, it handled well enough. Her chances would slim considerably if that corvette were teamed up with a freighter. But more than likely, that corvette was alone, taking advantage of the satellite debris to prey on cargo shippers en route to Forge.

A raspy voice burst out of the comms. "Ha! Right where he said you'd be."

Kimber cursed again but the power had gone out of it. *I knew there was no such thing as luck.* Her contact had double crossed her. There was no payday. There probably wasn't even a buyer on Forge. So much for a hot meal.

Kimber plotted escape velocities. *They're on my starboard side. I could roll out of their grip and be on Forge before they catch me.* Her console lit up with a collision warning as she entered in the details for the maneuver, indicating the corvette to her right. "No kidding. Tell me something I don't know." Ignoring the blinking light, she jerked the thrust control, spinning the clipper up and over the attached corvette.

Her eyes shot open wide in horror. The violent noise of shearing metal tore through her eardrums, soon drowned out by a blaring ship alarm. A blast door dropped into place, dividing the cargo bay from the cabin. The attacking ship was in full view now. A Razor Cog emblem was scrawled above their hydraulic arm.

"Ranix! Ranix! Ranix! Gelding! Spawn!" Each curse was punctuated by Kimber's fists smashing the control panel in frustration. They had caught her with a crusher, not a grappler.

"Cabin pressure at 60% and falling."

"Thank. You. Computer." She wouldn't make it to the shipyard. Kimber ran through crash roll procedures. She hoped the ship wouldn't fall apart before she landed. Forge had been stripped of its atmosphere long ago. There wouldn't be any friction. She still had a chance. "Come on old girl. Just one more ride. You can do it." Another groan reverberated through the ship as a panel blasted backwards. Scrambling out of her seat, she snatched a helmet from a nearby shelf and sealed her suit. "Ranix, if you're a god..."

"Warning. Altitude 500 feet, 450, 400…"

"Shut up, shut up, shut up!"

"200, 150, 125, 100, 90." With a screaming cacophony, the ship tore in half. Her ejector seat launched free of the wreckage. Fire bloomed beneath Kimber. Her clipper crashed into planet's surface.

The sudden heat from oxygen-fueled flames swelled upward into her parachute, the last breath from her dying ship. They briefly counteracted Forge's gravity, despite the lack of atmosphere. She let herself hope. Then the chute went slack. Kimber began to plummet. The sudden pressure rolled her eyes backwards into blackness. The last thing she saw was the ground.

"Huuh" her lungs burned. She needed air. *Why's there no air?* Her vision swam listlessly. She couldn't feel anything. Her left arm was fifty feet away, next to the wreckage of her ship. Bubbles of blood and oxygen popped from her missing humerus. She squeezed hard onto the raw jagged wound with her other hand. The med kit was near the blazing scraps of her clipper. The strap dangled down from the hidden compartment of her ship, now exposed. As she crawled forward, the fire inflamed the pain of her wound, nearly overwhelming her. Kimber's vision blurred. Her consciousness waning, she willed herself back into autopilot. *On the bright side: if I die, I won't know it.* Her body moved towards the burning ship, mindlessly scanning for healing sealant, oblivious to the heat lapping at the exposed nerves of her arm.

Kimber's unconscious body yanked down hard on the strap of the medical kit. The khaki bag above it tumbled onto the ground. Her body applied both the wound sealant and healing accelerant to the leaking stump, stunting the blood loss. Nothing could be done about the air seeping from the her suit. Task complete, her body calmly walked away from the wreckage and deactivated her cybernetic autopilot. Kimber slipped back into consciousness. Blinding pain seared her brain. Her lungs screamed for air. A skiff was approaching. *Please, please be help.*

Two Tharnaxist Enforcers stood in the open hangar bay. A third could be seen in the cockpit. The chrome skiff was covered in banners of the Tharnaxian church.

A Synthetic voice burst through her comm unit. "Hands up."
Kimber looked back towards her severed arm. She turned her gaze to her other gloved hand. It only barely restricted the air loss of her suit. Yet if she pulled her hand away, she was certain she'd die.

I am unarmed. They can see that, right?

"Comply, sharper scum." Drawing a Hellfire pistol, an Enforcer took aim at the ground by her feet and fired a warning shot.
Reflectively, she stepped backwards, tumbling over the smuggled pack that had fallen out of the hidden cargo hold. The last of her air was knocked out of her lungs in a loud gasp. The bag began shifting; its contents pouring out onto the ground. *Is that an artifact?*

Kimber stared in awe as a pool of quicksilver swayed in one direction, then another - as though it were sensing its surroundings. It quivered for a moment and suddenly lurched towards her, submerging her spacesuit. Her inflamed nerves quieted. A calmness drifted over her, calling her to sleep. *Goo bag will have to wait in line to kill me. This airless planet called dibs. I think the Enforcers are next.*

Her eyes jerked open as oxygen flooded her lungs. She could breathe. Her vision cleared as her suit repressurized. The tear was gone.

"This is your last warn-" The threat was cut short. The silver puddle arced towards the Enforcers. The first Synthetic, then the second, were liquified. The pilot slammed the skiff into reverse, but the grey goo was already dissolving holes into the repulsor lifts. Kimber stood helplessly as the robots and their ship

melted into nothing. The writhing mass of metallic liquid may have saved her from the Enforcers, but they'd sentence her with Synthicide anyway.

Kimber looked back hopelessly at her wrecked ship, silhouetted against the setting red sun. No chance of escaping. *Those Enforcers got a good look at me. My face has already been sent to all of the other patrols in the area. And I have no ship to escape in.* The only thing she'd ever called her own was now just another set piece to Forge's desolate desert.

The liquid pool veered towards her ship. She hung her head in pity, unwilling to watch it melt too. A piercing creak brought her eyes back up. *Wait. It's not dissolving. It's fixing itself!* The ship slowly tilted and grew. The silver ooze snapped and stretched, stitching her beloved ship back together.

"Was that grey goo your cargo? I think it's called an Insta-tower. Ballsy using it to kill those robots." Though the voice spoke through her comm unit, she was dimly aware of an organic behind her. "They were after us. You know the Church will never stop hunting you, right?"

Kimber didn't turn around. She barely registered his words, too enamored with the ship before her. Sleek and shining, it was easily frigate sized, with four engines. It looked fast. "Yeah. I know."

"Smart girl. Me an' my sharpers are looking for a ship. It seems you're looking for a crew. Would you like a reprieve on that Church death sentence? It's only fair, seeing how you've helped us..."

Kimber turned around. A massive man in a protective suit stared back at her, a purple visor distorting the hard lines of his face. Two others stood behind him at ease; a hardshell with a mechanical tail traded glances with a mutant woman covered in long bony spikes. Kimber considered her new ship and crew. The throbbing around her shoulder was lessening. Maybe she was lucky after all.

"Why not? Welcome aboard the *Lucky Break*." Noticing their bags, her eyes lit up. "Is that food?"

SYNTHICIDE

BASE TOTAL | **CURRENT TOTAL**

AWARENESS

COMBAT

TOUGHNESS

INFLUENCE

OPERATION

NERVE

SPEED

1/2 SPEED + **OTHER** + 3 = **ACTION POINTS**

AWARENESS + **SPEED** = **BATTLE REFLEX**

HIT POINT TRACKER

MAX HP

HP/LEVEL

UNSPENT TRAIT POINTS

LEVEL UP TRACKER (TRAIT POINTS GAINED)

☐☐☐☐ **LVL 2 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 3 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 4 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 5 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 6 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 7 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 8 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 9 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 10 (+1 ATTRIBUTE)**
☐☐☐☐ **LVL 11 (+1 ATTRIBUTE)**

CHARACTER NAME

LEVEL

BIOCLASS

BODY TYPE | **MIND TYPE**

MOTIVATION | **CYNICISM** /10 | **RESOLVE** /5

TOUGHNESS **OTHER** **TOUGHNESS DEFENSE**

+ 5 + =

TOUGHNESS **OTHER** **ARMOR** **ARMOR DEFENSE**

+ 5 + + =

ARMOR WORN **SPEED RATING**

NERVE **OTHER** **NERVE DEFENSE**

+ 5 + =

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES

W. PROFICIENCIES ☐ **STRIKING** ☐ **PISTOLS** ☐ **RIFLES** ☐ **SHOTGUNS**

ASPECT

CHARACTER TRAITS

CURRENT ALIASES	MUG SHOT

CONTACTS/FRIENDS	NOTES

PSYCHIC POWERS	OVRCHRG.	USES

POSSESSIONS	NOTES	LOCATION

DAYS OF FOOD	DAYS WITHOUT EATING

EAT AT LEAST 1 MEAL A DAY OR SUFFER -2 TO ALL ROLLS, INCLUDING DMG
SHARPERS DIE AFTER 6 + TOUGHNESS DAYS WITHOUT FOOD
THE DAY COUNT DOES NOT RESET UNTIL YOU EAT FOOD 2 DAYS IN A ROW

LURANS

CHARACTER ORIGIN STORY

OTHER NOTES

SYNTHICIDE

NPC WORKSHEETS

NPC NAME	BOSS?	LEVEL
NPC TYPE	NPC ROLE	
SPECIAL ABILITY		
POWER	BOSS POWER	
NOTES		

A C T I O N S

☐ ☐ ☐ ☐ ☐ ☐ ☐

T DEF · A DEF · N DEF · AP · B. REFLEX · HP

☐ ☐ ☐ ☐ ☐ ☐

MASTERED ATTACK

ALL OTHER ATTACKS

VALUABLES/EQUIPMENT

NPC NAME	BOSS?	LEVEL
NPC TYPE	NPC ROLE	
SPECIAL ABILITY		
POWER	BOSS POWER	
NOTES		

A C T I O N S

☐ ☐ ☐ ☐ ☐ ☐ ☐

T DEF · A DEF · N DEF · AP · B. REFLEX · HP

☐ ☐ ☐ ☐ ☐ ☐

MASTERED ATTACK

ALL OTHER ATTACKS

VALUABLES/EQUIPMENT

NPC NAME	BOSS?	LEVEL
NPC TYPE	NPC ROLE	
SPECIAL ABILITY		
POWER	BOSS POWER	
NOTES		

A C T I O N S

☐ ☐ ☐ ☐ ☐ ☐ ☐

T DEF · A DEF · N DEF · AP · B. REFLEX · HP

☐ ☐ ☐ ☐ ☐ ☐

MASTERED ATTACK

ALL OTHER ATTACKS

VALUABLES/EQUIPMENT

NPC NAME	BOSS?	LEVEL
NPC TYPE	NPC ROLE	
SPECIAL ABILITY		
POWER	BOSS POWER	
NOTES		

A C T I O N S

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T DEF · A DEF · N DEF · AP · B. REFLEX · HP

☐ ☐ ☐ ☐ ☐ ☐

MASTERED ATTACK

ALL OTHER ATTACKS

VALUABLES/EQUIPMENT

SYNTHICIDE

BATTLE QUICK REFERENCE

- All participants roll battle reflex [1d10 + Speed + Awareness] at the beginning of every fight.
- Spend Action Points (AP) to take actions.
- There are limits to how many times you can take certain actions.

Action	AP Cost	Uses Limit?
Move	1	No limit
Attack	1	Once per turn
Second Attack	2	Once per turn
Third Attack	3	Once per turn
Guard/Counter Attack	See description	Once per round
Use Power	Varies	No limit
Defend	1	Once per turn
Gain Advantage	2	Once per turn
Keep Watch	Varies	Once per turn
Stealth	1	Once per turn
Other	Varies	No limit

Move

Characters travel up to 4 squares per movement action. Diagonal movement is allowed. Note the following:

- **Characters may not move through enemies or obstructions.** You may only move through allies.
- **If you have been *overpowered,* you cannot move.** Removing the status costs 1 AP.

Attack

1. **Roll 1d10 a single time.**
2. **Add your attack bonuses to see if you hit.**
   d10 result + Combat + ATT Bonuses
3. **If you hit, calculate damage.** Add the following:
   Original d10 result + Combat + DMG Bonuses

The following things may affect attacks:

- **Ranged weapons.** You attack within one range increment at no penalty. Additional increments needed to reach a target add a cumulative -1 on your attack roll.
- **Ganging up.** If any allies are adjacent to the target, you receive +1 to attack rolls.
- **Overpowered Status.** Over powered characters take -2 to all rolls and all others get +1 against them.
- **Cover.** Bonuses range from +1 to +4.

Guard/Counter Attack

Guard/counter attacks are granted for free when certain conditions are met. Your character must be wielding a *guard* or *counter* weapon to do the following:

- **Guard Attack:** Once per round, make a free attack against an target that enters a square adjacent to your character.
- **Counter Attack:** Once per round, when your character is hit by an adjacent attack, he or she may take a free attack in retaliation.

Keep Watch

You can save actions for later by doing the following:

1. **Choose an action or series of actions to hold.**
2. **Spend the AP needed to perform the actions this turn.**
3. **Declare a trigger that allows you to take the saved actions.**
4. **End your turn.** Keep Watch always ends your turn.

Use Power

Activating a power varies in its AP cost.

Defend

Defending yourself raises any cover you have by +1, to a max of +4. If you have no cover, you still gain 1 cover if you took a move action this turn.

Gain Advantage

As a catchall for gritty combat and dirty tactics, *gaining advantage* always costs 2 AP. Perform the following:

1. **Choose a target.** Unless the GM says otherwise, you can only *gain advantage* against 1 target.
2. **Describe your advantage.** This could include having higher ground than your target, or the element of surprise.
3. **Choose an effect.** Below are your options:
   a. **Forced Movement:** Move the target 1 square, or up to 4 if you take a move action and move with them.
   b. **Overpower:** Target becomes *overpowered*. Overpowered characters take -2 on all rolls. All rolls against them gain +1. They cannot move unless forced.
   c. **Attack Bonus:** You receive +2 to your next attack against the target this round.
   d. **Melee Takedown:** Your turn ends. You and your target are *overpowered* and lose your next turns. However, you may renew this effect during your lost turn with another successful roll.
   e. **Ranged Takedown:** When you lay down suppressing fire as part of a *ranged takedown*, your target does not completely lose their turn. Instead, they may take a single 4 square move away from you, though they remain *overpowered* after that move.
4. **The GM may require a roll to *gain advantage*.** Trying to outsmart a target would require an Influence vs. Awareness check, while knocking over an target would be a contest of Toughness.
5. **Failure has consequences.** The GM may further penalize characters for failing their check by 5 or more. Consequences include:
   a. **Forced Movement:** You lose 1 AP as your character recovers from botched positioning.
   b. **Overpower:** Your character gains the *overpowered* status instead.
   c. **Attack Bonus:** There are no consequences for failing in this action – the wasted attempt is enough of a penalty.
   d. **Takedown:** Your turn doesn't end, but you immediately lose 1 AP and become *overpowered*.

SYNTHICIDE

VEHICLE BATTLE QUICK REFERENCE

- The GM decides which vehicles are in the scene.
- Determine Driver Velocity (if any drivers are trained)
- All drivers Roll 1d10 + DV to determine turn order.
- On a vehicle's turn, the driver and passengers of all take one action.

Pilot Actions	Required Rolls
Escape	DV vs. DV
Pursue	DV vs. DV
Play Chicken	Speed/Operation
Grapple	DV vs. DV
Ram	DV vs. DV

Escape
1. Lose all Pursuit Points you have.
2. Roll DV vs. DV against fastest pursuer. If successful, +1 Escape Point. If not, pursuer gains +1 Pursuit Point.
3. Starting with your 4th Escape Point earned, remove one of your slowest pursuers from the battle.

Pursue
1. Lose Escape Points/Pursuit Points assigned to others.
2. Roll DV vs. DV against Target. If successful, +1 Pursuit Point. If not, one of target's passengers gets extra action against you next turn.
3. Pursuit Points determine what you and your target may do. One Pursuit Point means both can attack with rifles. Two means pistols and shotguns. Three means both can ram, grapple, or use striking weapons.

Play Chicken
1. Lose any Pursuit Points you have.
2. Set a Speed AD to avoid crashing.
3. Make Speed rolls (or Operation if trained).
4. Vehicles that crash or abandon pursuit leave the battle.

Grapple
1. You must have three Pusruit Points assigned.
2. Pilots roll DV vs. DV. If the grappler wins, the ships lock together and cannot take escape actions.
3. There are two ways to escape a grapple: Play Chicken or use your own grappler to fight back.

Ram
1. You must have three Pusruit Points assigned.
2. Drivers roll DV vs. DV. If you win, both vehicles take damage equal to twice the other's Damage Threshold.
3. Drivers of vehicles taking damage must roll to avoid crashing. Operation AD equals half the rammer's DV. This rule doesn't apply to spaceships.

Passenger Actions	Required Rolls
Attack	Standard Attack action
Jump to Enemy vehicle	Toughness
Board Enemy Vehicle	None
Take Control	Toughness vs Toughness
Lookout	None
Steel	None
Poise	None

Attack
1. Your highest available cover after attacking is +1.
2. Your weapon must match the Pursuit Points range.
3. Enemy passengers have up to +4 cover if ducking.
4. Attacking vehicles auto hits. Damage must beat the Damage Threshold.
5. If you damage a vehicle or driver, its driver must roll to avoid crashing. Operation AD equals half the vehicle's DV. This rule doesn't apply to spaceships.

Jump to enemy vehicle
1. Your vehicles must be within striking range.
2. Roll Toughness vs. half the enemy DV. Round down.
3. If you win, jump. You now act on that vehicle's turn.
4. If not, fall. Take damage equal to 3x the target's DV.
5. Driver can later roll Operation vs. Speed to throw you.
6. You can take an action to climb inside a vehicle that has an open cabin or has taken damage.

Board Enemy Spaceship
1. Automatically board ship via your ship's grappler.
2. Draw out a grid for a standard character battle.
3. Character battles located on a ship play out a full round at the end of that ship's turn.

Take Control of a vehicle
1. Roll opposed Toughness. Winner controls the vehicle.
2. If you tie, the vehicle crashes. This rule doesn't apply to spaceships.

Lookout
1. Choose an enemy vehicle.
2. Before next turn, you can burn one Resolve Point to let your driver to roll an automatic 10 against the chosen enemy.

Steel
1. Gain +1 AP for the first turn of a boarding battle.
2. You can do this again, storing up to 3 AP.
3. Actions other than boarding negates this bonus.

Poise
1. Gain +1 Battle Reflex for the start of a boarding battle.
2. You can do this again, gaining up to +3 Battle Reflex.
3. Actions other than boarding negates this bonus.

SYNTHICIDE

VEHICLE NAME	VELOCITY	DMG THRESHOLD	HP
LIST PRICE	LOCKPICK AD	OVERRIDE AD	TRACKING AD

CUSTOMIZATIONS	DESCRIPTION	VALUE

FUEL CAPACITY   FUEL UNIT   CARGO CAPACITY

CURRENT FUEL

CARGO	VALUE

PURSUIT POINTS

1 — 2 — 3
RIFLE RANGE — SHOTGUNS & PISTOLS — STRIKING, RAMMING & GRAPPLING

ESCAPE POINTS

1 — 2 — 3 — 4+
ELIMINATE SLOWEST PURSUER

NOTES

SYNTHICIDE NPC VEHICLE SHEET

VEHICLE NAME	VELOCITY	DMG THRESHOLD	HP
LIST PRICE	LOCKPICK AD	OVERRIDE AD	TRACKING AD

CUSTOMIZATIONS/CARGO	DESCRIPTION	VALUE

PURSUIT POINTS ☐ ☐ ☐ **ESCAPE POINTS** ☐ ☐ ☐ ☐

VEHICLE NAME	VELOCITY	DMG THRESHOLD	HP
LIST PRICE	LOCKPICK AD	OVERRIDE AD	TRACKING AD

CUSTOMIZATIONS/CARGO	DESCRIPTION	VALUE

PURSUIT POINTS ☐ ☐ ☐ **ESCAPE POINTS** ☐ ☐ ☐ ☐

VEHICLE NAME	VELOCITY	DMG THRESHOLD	HP
LIST PRICE	LOCKPICK AD	OVERRIDE AD	TRACKING AD

CUSTOMIZATIONS/CARGO	DESCRIPTION	VALUE

PURSUIT POINTS ☐ ☐ ☐ **ESCAPE POINTS** ☐ ☐ ☐ ☐

VEHICLE NAME	VELOCITY	DMG THRESHOLD	HP
LIST PRICE	LOCKPICK AD	OVERRIDE AD	TRACKING AD

CUSTOMIZATIONS/CARGO	DESCRIPTION	VALUE

PURSUIT POINTS ☐ ☐ ☐ **ESCAPE POINTS** ☐ ☐ ☐ ☐

SYNTHICIDE
FACTION SHEETS

FACTION NAME	RESOURCE	PARTY FAVOR
	POWER	PARTY HEAT

FACTION GOALS & HISTORY	STATUS NOTES	NOTABLE PARTY INTERACTIONS

FACTION NAME	RESOURCE	PARTY FAVOR
	POWER	PARTY HEAT

FACTION GOALS & HISTORY	STATUS NOTES	NOTABLE PARTY INTERACTIONS

Hurting Factions	Heat Gained	Favor Lost
Foil minor faction goals or help enemies	+1	-2
Kill unimportant members	+2	-4
Foil major goals or greatly aid enemies	+3	-7
Kill important members	+5	-10

Helping Factions	Favor Gained	Heat Lost
Achieve minor faction goals	+1	0
Achieve major faction goals	+3	-1
Utterly crippling an enemy faction	+5	-3

Favor Level	Effect
0	No effect
1-2	Players can request 10% pay in advance
3-4	Players receive free meals, drinks, dock parking, and lodging in controlled areas
5-9	Players can request 20% pay in advance, Protection
10 (Maximum)	Players can request 50% pay in advance, may call in one or more favors (reduces favor level)

Heat	Effect
0	No effect
1-3	10% chance of verbal altercation – could turn violent.
4-6	40% chance of violence. Attack!
7-10 (maximum)	70% chance of violence. Call for backup and attack!

FACTION NAME	RESOURCE	PARTY FAVOR
	POWER	PARTY HEAT
FACTION GOALS & HISTORY	STATUS NOTES	NOTABLE PARTY INTERACTIONS

FACTION NAME	RESOURCE	PARTY FAVOR
	POWER	PARTY HEAT
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FACTION GOALS & HISTORY	STATUS NOTES	NOTABLE PARTY INTERACTIONS

SYNTHICIDE

OPTIONAL RULES QUICK REFERENCE

MENTAL TRAUMA
Roll to resist mental trauma in certain situations:
- **When an attack first drops you to half HP or less:** Nerve AD 6
- **You are unexpectedly betrayed:** Nerve AD 6.
- **You witness an ally's death:** Nerve AD 9
- **You are knocked unconscious:** Nerve AD 9
- **You are revived from death:** Nerve AD 12.

If you fail, choose a permanent mental trauma:
- **Shaken.** Gain the *overpowered* status. At the start of each turn in battle, you regain the overpowered status if it was removed.
- **Depressed.** You take a -4 to any rolls made for navigating social situations.

You can reroll to remove the trauma if you:
- **Sleep.**
- **Gain a Resolve point.**

You automatically remove a trauma if you spend a resolve point when rolling to resist it.

SHOCKING STRIKES
If you take damage from a hit that is double your armor defense, roll Toughness to avoid going to -1 HP and falling unconscious. The attack's damage sets the AD:
- **AD 3** (0-39 damage)
- **AD 4** (40-49 damage)
- **AD 5** (50-59 damage)
- **(…) +1 AD** (for every +10 damage)

BRUTAL STRIKES
If you suffer a shocking strike, you immediately die if the attack's lethality rating is equal to or above your defense.

Weapon	LR
Striking	
Plasma Knife	7
Plasma Sword	8
Burst Glove	8
Boost Fist	9
Power Glaive	11
Pistols	
Beam Pistol	7
Arc Pistol	8
Hellfire Pistol	10
Rifles	
Beam Rifle	8
Arc Rifle	9
Hellfire Rifle	11

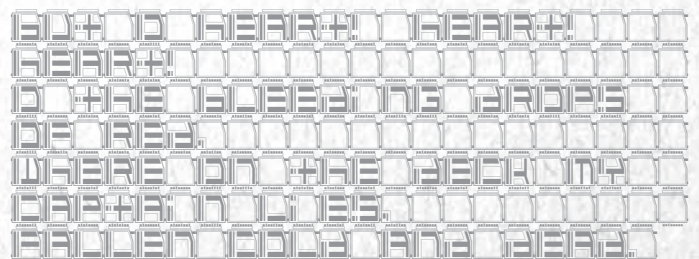| Weapon	LR
Shotguns	
Wave Gun	10
Arc Spreader	11
Hellfire Shotgun	13
Demolition	
IF Grenade	11
Obliterator	12
Structural Charge	12
Hellfire Grenade	14

EXPLODING 10s
Whenever you roll a natural 10 on the die, roll the die again and add the two results together. Continue rolling and adding until you do not roll a 10.

TWIST SYSTEM
Whenever a player rolls a 10 on the die, including spending resolve points, add 1 point to the Twist Pool. If a player rolls a 1 on the die, and there are 2 or more points in the Twist Pool, trigger a twist. Roll 1d10+Twist Pool, check the result, and reset the Twist Pool to 0.

(Twist chart on next page)

THE TWIST CHART

Roll Result	BIG REVEAL	MURPHY'S LAW	INTERFERENCE	NO ESCAPE
3-5	**Mysterious Call** Blackmail, veiled threats, a dangerous offer	**Temporary Malfunction** A weapon jams for a couple of turns, a computer freezes, the ship engine stalls	**Unwanted Attention** Hostile questioning, an alarm goes off, a crowd forms	**Blocked Path** A sealed door, security checkpoint, collapsed tunnel
6-8	**Secret Alliance** A merchant works with pirates, a neutral party works for the enemy, common rabble are actually a gang	**Something is missing** Lost tools, dropped keys, "the goods" were stolen	**Bad Timing** A vulnerable ally is in danger, competing patrons both appear, a buyer demands early delivery	**Lost** A faulty map, disorienting fog, navigation was out of sync
9-11	**False Identity** An ally is an imposter, famous fugitive, Church double agent	**Collateral Damage** Accidental deaths, killed the wrong man, damaged valuable property	**Enemy Sabotage** Damning rumors are spreading, an ambush lays in wait, a bomb is planted	**Found Out** You are identified, spotted mid-crime, your secret is made public
12-14	**Horrific Secret** A "human" is actually Synthetic, a freakish mutant, or a murderous sociopath	**Environmental danger** A chemical spill, exploding munitions, an electrical storm	**You are Not Alone** A dangerous stowaway, a lurker in the shadows, a stalker	**Hunted** You are chased by bounty hunters, desperate scavengers, feral predators
15+	**Brutal Betrayal** Led into a trap, a fixer robs you, a trusted ally tries to kill you	**Catastrophic Event** An earthquake, a city-wide fire, entire ship fleets suddenly crash	**Powerful Watchers** Church inquisitor arrives, ancient Synthetics reawaken	**The Dead Return** A lost lover comes back, an abandoned ally seeks revenge, an old enemy never died

PLANNED TWISTS

Many GMs will pre-plan plot twists or surprising events. The planned twists method is less improvisational but can help the GM make the twists more impactful. To combine pre-planned twists with this system, save them for when a player rolls a natural 1. You may want to plan different severities of the same twists, letting the size of the Twist Pool determine which version to use.

TIPS AND TRICKS

Here are some additional thoughts to help use the Twist System:
- Reveal secrets and surprises quickly; don't leave the players wondering what twist was triggered.
- Use information from character back-stories or previous sessions to make the twists more relevant.
- Avoid generating battle-type twists if the players are extremely wounded – opt for a story-based twist instead.
- If an NPC suddenly becomes significant through a twist, like *horrific secret* or *false identity*, upgrade him or her to a Boss NPC. This grants the NPC more HP, a boss power and better defenses.
- Generate traps to represent hazards or explosions resulting from twist.

NO JUSTICE. NO PEACE. NO FUTURE.

Civilization collapsed long ago in the wake of mutant warfare. Survivors toil beneath the bootheel of their privileged Synthetic overlords. The Tharnaxist Church, a corrupt machine cult, suffocates the Galaxy with their tyranical dogma. Yet you and your friends make a name for yourselves as sharpers, lowly space criminals contracting with gangs and mega-corporations alike.

Synthicide is a tabletop roleplaying game for 2-6 players. In this guide, you'll find everything you need to narrate compelling characters and thrilling adventures in a bleak, cynical universe where hunger guides your gunhand.

Useful bonus content, including automated GM tools, are available at at **www.synthiciderpg.com**

WILL POWER
GAMES

ACTIONS
RULE
CODEX

ARC