

N.E.W.

science fiction role-playing game

CHARACTER CREATION

June 2015

Character Creation

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

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

Good luck! We're all counting on you.

About This Chapter

This chapter on character creation includes the following information. A character, in its basic form, is simply a collection of three types of element: **attributes** (which define core capabilities), **skills** (which define areas of special competence or knowledge) and **exploits** (which are special abilities and traits). The rest of the elements listed below, such as careers, age, species, and so on, are simply choices which determine your attributes, skills, and exploits.

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

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

Character Creation Walkthrough

Follow these steps to create a character.

1. Note your starting attributes (**3 for each attribute**, except for PSI and REP which start at 0).
2. Choose a species.
 1. Apply species attribute adjustments.
 2. Note your **SIZE**.
 3. Choose **three** species skills.
 4. Note **all** the listed species exploits.
3. Choose a *hook*, and note it in your descriptor.
 1. Choose one attribute related to that hook; this is called your *hook attribute*.
4. Choose **five** careers. Start with an **origin**, and then select **four** further careers. For each career grade, do the following:
 1. Apply all of the listed attribute adjustments. Note that you may optionally substitute **either** one of your species attributes **or** your hook attribute for one of the listed attributes.
 2. Choose **two** of the listed skills and advance each by one point. Note that characters may optionally always select a **defensive skill** instead of a listed skill.
 3. Choose **one** new career exploit from the list shown **or** choose one universal exploit.
 4. Roll for the years spent at that career grade and increase your age (your age starts at zero).
5. Select *aim* or *feint* (free universal exploits) plus **one** other universal exploit of your choice for which you qualify.
6. Choose **one** trait based on your highest or lowest attribute and note that in your descriptor.
7. Calculate your derived statistics.
8. Determine your age and build (height and weight). If these are unusual, include them in the descriptor.
9. Spend money to equip your character with armor, weapons, and equipment.

Total Checklist

When you have finished finished, you will have chosen:

5 career exploits.

10 skill ranks from your careers plus 3 from your species, making 13 in total.

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

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

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

Attributes

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

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

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

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

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

Attributes & Dice Pools

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

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

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

Attribute & Skill Scale

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

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

Primary Attributes

All characters share these attributes. Only player characters have a LUCK attribute - NPCs and monsters do not typically use this attribute.

STRENGTH (STR)

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

AGILITY (AGI)

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

ENDURANCE (END)

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

INTUITION (INT)

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

LOGIC (LOG)

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

WILLPOWER (WIL)

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

CHARISMA (CHA)

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

LUCK (LUC)

LUCK is an unpredictable force, and some people are naturally luckier than others. Your LUCK

dice pool forms a resource of dice which can be added at will to other dice pools on order to improve your chances. That resource replenishes itself every day.

Secondary Attributes

Not all characters have these attributes, and not all settings will use them.

REPUTATION (REP)

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

PSIONICS (PSI)

PSIONICS (PSI) measures the psionic potential of a character. It is used for mental and telepathic attacks and abilities.

What Attribute Scores Mean

Though the following terms are not used in the game in any meaningful way, they can help you to envisage what your character's attribute scores actually mean. The table below can be used as a quick tool to understanding your character's attributes as viewed from a human perspective (although a T-Rex might not consider a human with 12 STR to be powerful!) It doesn't include all the attributes, but the ones it does include should give you a reasonable perspective on the overall scale.

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

Grade

Your grade is equal to the total number of career grades you have taken, and the largest dice pool you can form during play is defined by your grade. A starting character with 5 career grades is **grade 5**, and has a maximum pool size of **5d6**. Some NPCs, civilians, or weak monsters may be lower than grade 5, and their maximum dice pool is equal to their grade.

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

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

Starting Grade

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

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

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

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

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

Descriptor

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

an erudite android medic who _____

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

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

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

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

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

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

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

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

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

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

Skills

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

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

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

Academic Skills

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

Artistic Skills

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

Combat Skills

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

Crafting Skills

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

Developmental Skills

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

Gaming Skills

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

Miscellaneous Hobby Skills

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

Physical Skills

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

Performance Skills

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

Psionic Skills

examples: telepathy, telekinesis, foresight, empathy

Scientific Skills

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

Sporting Skills

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

Subterfuge Skills

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

Social Skills

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

Technical Skills

examples: computers, engineering, demolitions

Trivia Skills

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

Vehicle Skills

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

Outdoor Skills

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

Other Skills

examples: bureaucracy, hypnotism, local knowledge

Skill Notation

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

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

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

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

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

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

Skill Levels

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

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

Einstein had a score of 15 (5d6) in *physics*. Miyamoto Musashi had a score of 15 (5d6) in *swords*. Characters with skills that high are extremely rare, and there may only be one or two such people in the universe for any given subject.

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

Species

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

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

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

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

A Note About Gender & Ethnicity

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

Species Attribute Bonuses

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

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

Attributes which grant a species bonus also serve another important function. The starting bonus to your attributes isn't overwhelming. However, later in the character creation process, whenever you take a career grade, you may substitute one of the listed attribute advancements for one of the attributes to which your species grants a bonus – so Ogron characters may replace one of their attribute increases with either STRENGTH or ENDURANCE, and Venetians may substitute a listed attribute increase with AGILITY, LOGIC, or PSIONICS.

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

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

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

*+1 to one other attribute



Humans

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

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

STATISTICS

Size: Medium

Attributes: LUC +2, add 1 to any attribute

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

EXPLOITS

Varied. Humans boast more variation within their species than most. Add 1 to any attribute (noted above).

Explorers. Driven by an inquisitive, exploratory nature, Humans reset their LUCK pool every time they stand on a planet new to them.



Ogrons

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

Ogron adventurers tend to be mercenaries and soldiers.

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

STATISTICS

Size: Large

Attributes: STR+2, END +2

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

EXPLOITS

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

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



Venetians

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

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

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

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

STATISTICS

Size: Medium

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

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



EXPLOITS

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

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

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

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

Borians

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

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

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

STATISTICS

Size: Small

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



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

EXPLOITS

Darksight. Borians can see in the dark to a distance of 60'.

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

Androids

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

Androids make excellent scientists, engineers, and scientists.

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

STATISTICS

Size: Small, medium, or large

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

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

EXPLOITS

Upgrades. Whenever an android might take a new career grade, it may instead choose to upgrade itself. The android gains the bonus from the Android species again - the attributes, three skills, and a new modification exploit.

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

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

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

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

Choose one of the following modification exploits:

- **Organic appearance.** The android's appearance is uncannily like that of a human (or other species) although not so alike that it would fool anyone.
- **Wheels.** The android moves on wheels instead of legs. This reduces its SPEED to 2 across difficult terrain, but increases its SPEED by 2 on normal terrain.
- **Armor.** The android is plated with armor, giving it SOAK 5. The android's weight is 200% normal instead of 150%.
- **Access ports.** The android can "plug in" to a computer or computerized system, granting it a +1d6 bonus to computer checks.
- **Scanner.** The android has an inbuilt scanner (equal to a hand scanner) which it is always considered to be carrying. This scanner might be part of its body, or simply part of its



sensory equipment, and may or may not be visible.

Spartans

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

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

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

STATISTICS

Size: Medium

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

Skill choices: [Combat], intimidate, carousing.

EXPLOITS

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

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

Warlike. Spartans gain one bonus [combat] skill.



Felans

Felans, unimaginatively named by the first human explorers to encounter them, are a cat-like species. Like their four-legged namesake, Felans are often beautiful to the eye, and move with a graceful, acrobatic purpose. Easily able to jump and climb, Felans like to make use of their environment, and tend to sleep in precarious locations high above the ground.

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

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

STATISTICS

Size: Medium

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

Skill choices: Acrobatics, climbing, jumping, [unarmed fighting], reactions,



appraisal, bluffing, stealth, negotiating.

EXPLOITS

Fast. Felans are fast and nimble, adding 1 to their SPEED.

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

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

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



Careers

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

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

The *Excalibur* was the first of its kind. A new, class XIII battleship, she boasted forward and aft pulse cannons and the newest torpedo technology. Two shield generators provided enough power to repel almost any Spartan attack, and her enormous antimatter engines were capable of FTL-12 - over 1,700 times light speed. On top of all that, she ran the newest experimental EMS-3 control computer system from Cooke Construction Systems, which were said to improve battle response times by over 13%, and the latest ESH-4 sensor arrays, finely tuned to improve targeting accuracy.

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

"I will!" Roland passed back the viewpiece.

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

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

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

"Roland - it's here!"

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

"Naval Academy Application Acceptance."

Careers are occupations held by characters over the course of their lives. Characters may hold multiple careers over a period of many years, and gain knowledge and skills from each.

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

Prerequisites. Careers do not have career prerequisites, but they can have skill prerequisites. A skill prerequisite can be thought of as a qualification – an ability to demonstrate competence in a given area. Specific game settings or organizations may have more stringent prerequisites – for example, a military organization might require that a character complete Basic Training before becoming a Marine.

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

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

attribute advancement.

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

Career List

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

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

Academic: College, Engineer, Medic, Scientist.

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

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

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

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

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

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

Origins

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

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

Borian Apprentice [2d6+6 years]

Prerequisites: Borian.

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

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

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

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

Everyman [2d6+6 years]

Prerequisites: none.

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

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

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

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

Experiment [1d6 years]

Prerequisites: none.

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

Skill choices: [physical]

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

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

Farmhand [2d6+6 years]

Prerequisites: none.

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

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



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

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

Felan Scavenger [1d6 years]

Prerequisites: Felan.

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

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

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

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

Hacker [2d6+6 years]

Prerequisites: none.

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

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

You were obsessed with computer systems in your adolescent years.

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

Jock [15 years]

Prerequisites: none.

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

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

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

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

Navy Brat [2d6+6 years]

Prerequisites: none.

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

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

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

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

Novice [2d6+6 years]

Prerequisites: none.

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

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

You were brought up in a monastic or religious order.

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

Orphan [2d6 +6 years]

Prerequisites: none.

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

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

Your childhood was not a happy one.

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

Prodigy [2d6 years]

Prerequisites: none.

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

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

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

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

Scion [15 years]

Prerequisites: none.

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

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

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

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

Service Droid [1d6 years]

Prerequisites: Android.

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

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

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

Unsuspicious. Everybody trusts a service droid; it doesn't even occur to them that one might lie or attack. You gain a +1d6 bonus to all



attempts to bluff or deceive or to access an ambush turn.

Talent [2d6+6 years]

Prerequisites: none.

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

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

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

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

Traveller [2d6+6 years]

Prerequisites: none.

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

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

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

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

Careers

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

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

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

Academic Careers

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

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

Criminal Careers

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

Investigative Careers

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

Military Careers

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

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

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

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

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

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

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

Navy Careers

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

A Bachelor's Degree can replace Basic Training.

Marine Careers

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

A Bachelor's Degree can replace Basic Training.

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

Psionic Careers

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

Vocational Careers

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

Species Careers

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

Academy [3 years]

Prerequisites: none.

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

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

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

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

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

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

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

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

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

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

Assassin [1d6 years]

Prerequisites: stealth, tracking, [combat].

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

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

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

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

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

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

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

Athlete [1d6 years]

Prerequisites: [sport] or [physical].

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

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

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

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

Runner. You gain a +2 SPEED bonus.

Fit. You gain a +5 HEALTH bonus.

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

Bartender [1d6 years]

Prerequisites: none.

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

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

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

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

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

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

Battlepsyche [1d6 years]

Prerequisites: concentration.

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

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

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

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

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

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



the power fails.

Electrokinetic blast. You blast an opponent with a range increment of 20' with a bolt of focused electricity. Make a PSI vs. DEFENSE attack; if you succeed, you do 2d6 electricity damage.

Biopsyctic [1d6 years]

Prerequisites: medicine.

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

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

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

Psychic healing. You can heal 1d6 HEALTH by touch. Any given creature can only benefit from this power once per day.

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

Psychic resuscitation. You may stabilize a dying creature by touch by spending two actions.

Bounty Hunter [1d6 years]

Prerequisites: none.

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

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

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

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

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

Burglar [1d6 years]

Prerequisites: *stealth.*

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

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

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

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

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

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

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

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

College [4 years]

Prerequisites: none.

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

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

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

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

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

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

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

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

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

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

Con Artist [1d6 years]

Prerequisites: *bluffing*.

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

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

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

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

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

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

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

Craftsman [1d6 years]

Prerequisites: [crafting] or [technical].

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

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

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

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

Toolkit. You gain a set of high quality tools.

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

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

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

Detective [1d6 years]

Prerequisites: none.

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

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

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

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

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

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

Diplomat [1d6 years]

Prerequisites: [social].

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

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

You have represented your planet elsewhere.

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

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

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

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

Drifter [1d6 years]

Prerequisites: none.

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

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

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

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

Engineer [1d6 years]

Prerequisites: *engineering*.

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

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

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

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

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

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

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

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

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

Saboteur. You are able to disable any mechanical or electronic device to which you have access. This exploit does not open a locked door (disabling the lock just means it remains stuck in whatever configuration it is currently in). This takes you five minutes.





Gambler [1d6 years]

Prerequisites: [gaming].

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

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

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

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

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

Gangster [1d6 years]

Prerequisites: *intimidate*.

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

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

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

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

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

Intelligence Officer/Spy [1d6 years]

Prerequisites: none.

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

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

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

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

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

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

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

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

Marine Cadet Assignment [2 years]

Prerequisites: none.

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

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

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

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

Marine Tour [1d6 years]

Prerequisites: none.

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

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

A tour of duty in the Star Marines means a deployment to a probably dangerous environment where you engaged enemy forces in infantry based ground battles or boarded hostile starships. Star Marines pride themselves on their sense of duty and their courage, and consider themselves the most professional soldiers in known space.



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

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

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

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

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

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

Medic [1d6 years]

Prerequisites: *medicine*.

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

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

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

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

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

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

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

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

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

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

Medical officer. On board a starship, your vessel's daily sickbay capacity for restoring casualties to active duty is increased by 10% as long as you are in charge of the medical facilities.



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

Miner [1d6 years]

Prerequisites: none.

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

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

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

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

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

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

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

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

Navy Cadet Cruise [1 year]

Prerequisites: none.

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

Skill choices: *piloting, computers, leadership*

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

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

Navy Tour [1d6 years]

Prerequisites: none.

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

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

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

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

Brace yourself [requires Starship Familiarity]. You are so accustomed to the starship environment,

instinctively knowing how to brace yourself, that you never take damage from external starship fire.

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

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

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

Performer [1d6 years]

Prerequisites: [performance].

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

Skill choices: *carousing*, [performance]

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

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

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

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

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

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

Pilot [1d6 years]

Prerequisites: piloting.

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

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

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

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

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



pool.

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

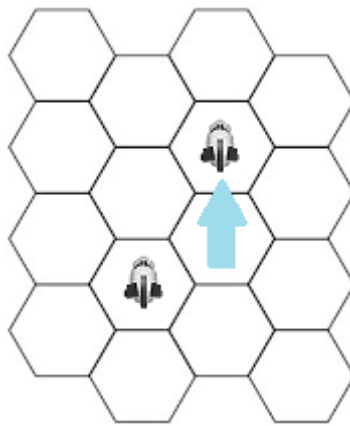
Stay on target [requires Evasive Flying]. While in the rear arc of a target ship, you negate any bonus it gets from Evasive Flying.

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

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

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

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



Police Officer [1d6 years]

Prerequisites: none.

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

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

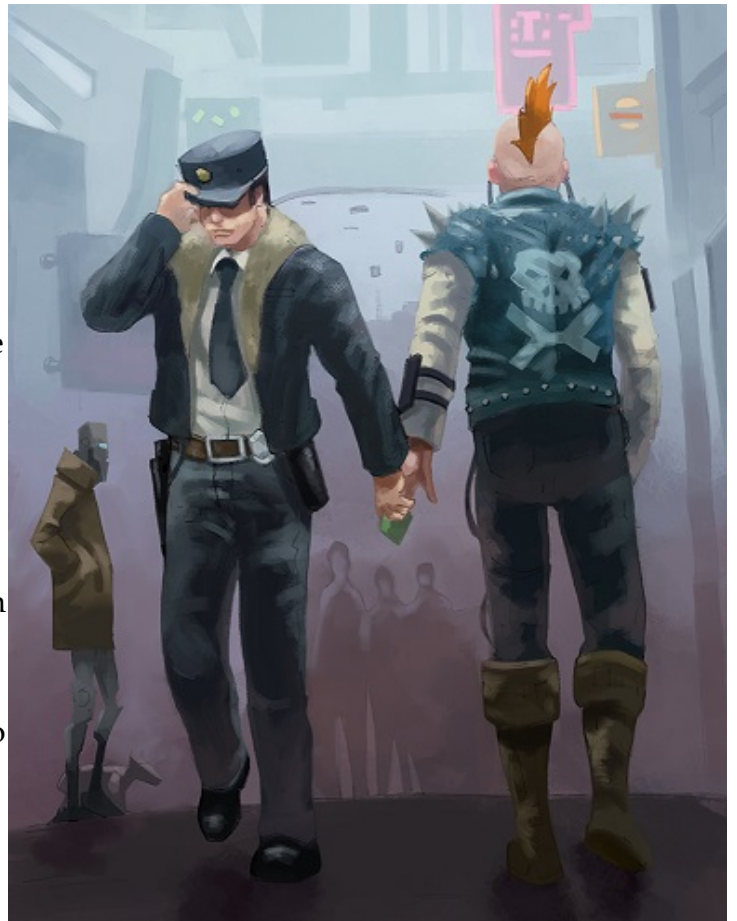
You join the police or other security force and begin a career as a uniformed officer.

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

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

Freeze! You can compel a target to “freeze!” with a CHA vs. MENTAL DEFENSE check. If successful, the target stops in his tracks and is stunned for one round. The target must be able to understand you and have an INT attribute of 2 or more.

Backup. In an allied urban environment, you can call for backup once per day in the form of



1d6 police officers who arrive within 5 minutes and who will follow your orders.

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

Priest [1d6 years]

Prerequisites: religion.

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

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

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

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

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

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

Prisoner [2d6 years]

Prerequisites: none.

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

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

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

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

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

Psi-cop [1d6 years]

Prerequisites: law.

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

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

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

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

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

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

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

Psychic [1d6 years]

Prerequisites: none.

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

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

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

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

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

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

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

Scientist [1d6 years]

Prerequisites: one [scientific] skill.

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

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

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

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

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

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

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

Scout/Special Forces [1d6 years]

Prerequisites: stealth, [combat].

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

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

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

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

Hustle. Your SPEED increases by 2.

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

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

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



Smuggler [1d6 years]

Prerequisites: *piloting*.

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

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

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

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

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

Haggler. You're a born haggler, and can reduce the cost of any purchase by 3d6%.

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

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

Sniper [1d6 years]

Prerequisites: stealth, rifles.

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

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

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

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

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

Good position. You cannot be pinned down in combat.

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

Socialite [1d6 years]

Prerequisites: [social].

Attributes: CHA +2, REP +2

Skill choices: [social]

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

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

Space Jockey [1d6 years]

Prerequisites: none.

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

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

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

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

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

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

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

Spartan Battle School [1d6 years]

Prerequisites: Spartan.

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

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

Spartan education is brutal and militaristic.

Swordsman. You gain a high quality Spartan sword.

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

Starbase Assignment [1d6 years]

Prerequisites: none.

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

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

You were assigned to a Starbase or space station.

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

Star Knight [1d6 years]

Prerequisites: concentration or meditation; law

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

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

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

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

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

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

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

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

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

Precognitive. You always gain access to the ambush turn.

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

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

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

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

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

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

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

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



Street Thug [1d6 years]

Prerequisites: none.

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

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

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

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

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

Trader [1d6 years]

Prerequisites: appraisal.

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

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

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

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

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

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

Venetian Retreat [4d6 years]

Prerequisites: Venetian.

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

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

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

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

Careers & Ranks

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

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

Navy Rank	Marine Rank	Police Rank	Promotion Difficulty
Crewman (non-officer)	Private (non-officer)	Constable	-
Ensign	Private, first-class	Police Corporal	Automatic
Lieutenant, junior grade	Lance Corporal	Sergeant	<i>Easy</i> [17]
Lieutenant	Corporal	Lieutenant	<i>Routine</i> [10]
Lieutenant Commander	Sergeant	Captain	<i>Challenging</i> [13]
Commander	Sergeant Major	Deputy Inspector	<i>Difficult</i> [16]
Captain	Captain	Inspector	<i>Demanding</i> [21]
Commodore	Major	Commander	<i>Strenuous</i> [25]
Rear Admiral	Lieutenant Colonel	Superintendent	<i>Severe</i> [29]
Vice Admiral	Colonel	Assistant Chief	<i>Herculean</i> [33]
Admiral	Brigadier	Chief of Police	<i>Superhuman</i> [37]
Fleet Admiral	General	Police Commissioner	<i>Impossible</i> [40]

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

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

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

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

Universal Exploits

Universal exploits are distinct exploits a character has learned; any character can learn a universal exploit as long as he qualifies for it. A universal exploit costs 500 XP to purchase; it is the only type of exploit that can be purchased directly with XP. Characters begin play with one free universal exploit of their choice plus either Aim or Feint. Characters also gain universal exploits when they repeat a career for which they have already chosen all the available career exploits.

Once per turn. A character may use exploits once per turn, but is free to combine multiple exploits into a single maneuver or combination. For example, a soldier might choose to disregard cover, stand out in the open (Reckless Attack) and take careful aim (Aim) in order to disarm an opponent (Disarm). He gets +3d6 to his attack rolls from the recklessness and careful aim, and -3d6 for the disarm attempt. However, his opponents get a +2d6 bonus to attack him for the next round. Another common combination is a Charge and a Knockdown.

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

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

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

Paying For Effects

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

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

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

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

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

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

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

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

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

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

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

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

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

Charge. Move your speed in a straight line and then attack at the END of it and pay 2d6. You gain +1d6 damage to your attack.

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

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

Deadly strike (requires AGI or STR 5+). You inflict an additional 1d6 damage with a successful hit. For a ranged attack, this is likely a headshot. This can only gain you one bonus damage die. By default, any character can trade attack dice to increase damage on a 2:1 basis.

Death from on high (requires charge). You pay 2d6 and drop down on your opponent from at least

5' above him. This counts as a charge but knocks your opponent prone and does 2d6 extra damage instead of 1d6.

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

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

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

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

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

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

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

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

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

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

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

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

Knockdown (requires STR 5+). The target is knocked prone for a cost of 2d6. Size large creatures only pay 1d6 for this, and size enormous or larger pay no dice. Size enormous or larger get this trick for free. You cannot knockdown a target two sizes or more larger than you.

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

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

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

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

Protector (requires END 5+). You can take an attack meant for an adjacent ally. If the attack hits

your ally, you take the damage instead. If you have a shield, the ally also benefits from your shield's defense bonus.

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

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

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

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

Relativity corkscrew (requires piloting skill; physics skill; LOG 6+). This complex maneuver uses FTL speeds, time dilation, and high-level calculations to gain a temporal advantage in starship combat. An FTL drive is necessary. One action is used to perform the relativity corkscrew, but the ship gains two actions in return. However, this is a dangerous maneuver and requires a *Strenuous* [25] LOG check to accomplish. It cannot be performed again until at least one hour has been spent maintaining the FTL engines.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Derived Statistics

Derived statistics are values which are calculated based on existing statistics. You'll need to calculate each of the derived statistics in the section below, and record them on your character sheet.

Skills & Derived Statistics

HEALTH	<i>hardy</i>
SPEED	<i>running, climbing, swimming</i>
CARRY	<i>carrying</i>
INITIATIVE	<i>tactics, reactions</i>
DEFENSE	<i>acrobatics, dodging, foresight, [melee skills]</i>
MENTAL DEFENSE	<i>concentration, meditation</i>

Dice Pools

For each attribute and each skill, record the derived dice pool on your character sheet. These are noted on the character worksheet for convenience. They are as follows:

1-2	3-5	6-9	10-14	15-20	21-27
1d6	2d6	3d6	4d6	5d6	6d6

The actual attribute scores are not needed during play; you need only refer to the dice pools. The attribute scores are used during character creation to provide an expanding granular scale to attribute development.

HEALTH

Health is a mixture of physical and mental stamina. Roll an END dice pool and a WIL dice pool. If you have the *hardy* skill, you may roll that also. Record the total as your HEALTH. If the total is less than 10, then increase your HEALTH to 10. When you are hit, you take damage; when you reach 0 HEALTH you are unconscious.

SPEED

You need to determine your regular SPEED, and your CLIMB speed. Note that this process also applies to SWIM and other forms of movement.

Your SPEED is equal to the size of your STR dice pool plus your AGI dice pool. You may also add your *running* dice pool if you have that skill.

For *climbing*, *swimming*, etc. replace the *running* skill and **halve the final total** unless a career tells you otherwise.

Small (or smaller) characters suffer a -1 penalty to SPEED.

JUMP

This is the distance and height you may jump automatically without making any kind of attribute

check. It should be recorded on your character sheet in units of feet, not squares (unlike SPEED) in the format 7'4'. These values assume a 10' run-up. From a standing start, they are halved.

Your horizontal jump is equal to twice your AGI attribute in feet.

Your vertical jump is equal to your STR attribute in feet, but cannot exceed your horizontal jump.

Jumps exceeding these figures require attribute checks equal to the number of feet jumped horizontally or twice the number of feet jumped vertically.

CARRY

Your basic carry increment is equal to STR + END multiplied by 10. Record the value in pounds. If you have the *carry* skill, you may add this (the raw value, not the dice pool) before the multiplier.

Each carry increment inflicts a -1d6 penalty to physical attribute checks and -1 to SPEED.

INITIATIVE

Initiative measures how quickly you can react in combat situations. It is equal to your INT dice pool. You may also add *tactics* or *reactions* dice pools (in starship combat, *starship tactics* is used instead).

DEFENSE

You have three DEFENSE scores – MELEE DEFENSE, RANGED DEFENSE, and MENTAL DEFENSE.

These scores are pre-calculated dice pools; because they are used frequently, the average value is used and noted on your character sheet.

For each score, form a dice pool consisting of attribute, skill, and equipment, as normal (and subject to the normal dice pool limit). Use the following elements to form the dice pool:

Attribute (use one)

For DEFENSE against melee, use the highest of your STR and AGI.

For DEFENSE against ranged, use your AGI.

For MENTAL DEFENSE use the highest of INT, LOG, WIL, and PSI.

Skill (use one)

For melee and ranged DEFENSE, you may use *acrobatics*, *dodging*, or *foresight*.

For MENTAL DEFENSE you may use *concentration* or *meditation*.

Skill with a melee weapon or unarmed combat can apply to DEFENSE against melee attacks, but not ranged attacks.

If you double-move in a round, you may use *running* for DEFENSE.

Equipment (use one)

For DEFENSE against melee, the quality of your weapon or shield can be used in your dice pool (although you cannot benefit from more equipment quality dice than skill dice; see the section on dice pools, later in this book).

For DEFENSE against ranged, the quality of your or shield can be used (again, you cannot benefit from more equipment quality dice than skill dice).

Having formed your DEFENSE and MENTAL DEFENSE dice pool(s), consult the following table

to determine the corresponding static score. This is an average roll of the dice pool, and is used to speed up play (you could, theoretically, roll it as an opposed check each time).

POOL	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6
DEFENSE	4	7	11	14	18	21	25	28	32

Adjust the final score according to your SIZE.

Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal
+8	+4	+0	-4	-8	-16	-32

The minimum value is zero. You cannot have a negative DEFENSE score.

Finally, adjust melee and ranged DEFENSE for shields and armor.

Small shields give +2, **medium shields** +4, and **large shields** +6.

Medium armor inflicts a -4 penalty, and **heavy armor** a -6 penalty. **Light armor** inflicts no penalty.

Small shield	+2
Medium shield	+4
Large shield	+6
Light armor	+0
Medium armor	-4
Heavy armor	-6

Careers & Defensive Skills

As noted earlier, any time you take a career skill, you may take a DEFENSE skill instead. These aren't specifically called out in the careers, but all DEFENSE skills are always available to all careers.

The following skills (remember anything can be a skill - feel free to invent your own!) are defensive skills:

DEFENSE

Acrobatics

Dodging

Foresight

MENTAL DEFENSE

Concentration

Meditation

Additionally melee skills apply to DEFENSE against melee attacks (as does weapon quality), but not against ranged attacks.

You need to train DEFENSE; otherwise you will get hit a lot. It's as important as training in weapons. You should aim to get your DEFENSE pool to at least 4d6 if possible.

Equip Your Character

Roll your total CREDITS in d6s based on your REP dice pool and multiply this by 20. You may also add your LUC dice pool before the multiplication. If the final total is less than 100Cr, increase your starting money to 100Cr. You should now peruse the *Equipment* chapter and purchase weapons, armor, and other equipment for your character. Record this on your character sheet.

Attacks

Finally, note down your attacks. You should have two or three, depending on your equipment. The first is an unarmed attack (*brawling, boxing, wrestling, martial arts*, depending on skills) and the others might be a melee and a ranged weapon.

An attack is recorded in this format:

Laser pistol 3d6 (2d6+2 heat damage; range 12; notes)

The first value (3d6 in the example) is your attack roll. This is a dice pool formed as normal from attribute + skill + equipment.

Melee attacks use STR or AGI.

Ranged attacks use AGI or INT.

The damage value, range, and any notes are found in the weapon's entry in the *Equipment* chapter.

Unarmed damage is 1d6 plus the number of dice in your STRENGTH dice pool for size Medium and smaller creatures, plus 1d6 for each size category above Medium. For example, a medium sized Venetian with STR 4 does 1d6+2 unarmed damage, and a large Ogron with STR 10 does 2d6+4 unarmed damage.

Size	Unarmed Damage
Small - Medium	1d6
Large	2d6
Enormous	3d6

Trait

A character's trait is a dominant characteristic based on his attributes. It provides an ability or quality related to either his highest or lowest attribute. Traits include things like *rugged*, *massive*, *alcoholic*, *inspiring*, and so on.

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

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

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

Alert. You always gain access to the ambush turn.

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

Asthmatic/anemic. Your poor health often prevents you from undertaking extended physical exertion. However, you have developed coping strategies which enable you to recover quickly from hardship. Once per day you may use one action to gather your strength and determinedly recover 1d6 HEALTH.

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

Brawny. You gain a +40lb carrying capacity.

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

Clumsy. You often stumble or drop items. You are so used to falling that you take less damage

than most from a fall. Reduce the height fallen by 10' when calculating falling damage.

Commanding. You have presence, and people listen to you. By spending two actions (a full turn) you can give an ally within earshot an immediate single free action.

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

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

Disfigured. Your appearance is memorable. However, it serves to instill fear when you need it to. You gain a +1d6 bonus to intimidation attempts.

Distracted. Your attention is always somewhere else and can be a cause of frustration for others. However, a nonsequiter can sometimes prove useful; once per day, as an ally is making an attribute check, you can make a completely random comment which jogs their memory and grants them a +2d6 bonus to the check.

Egotistical. You have a very high opinion of yourself, which manifests itself as extreme confidence and surety. You gain a +4 MENTAL DEFENSE bonus. Unfortunately, you sometimes ask "don't you know who I am?"

Empathic. You are able to easily understand how others feel. Once per day as an action you can attempt to adjust another's mood with a CHA vs. MENTAL DEFENSE check. If you succeed, you can make them either bad-tempered or happy. You must be able to converse with your target to do this.

Erudite. You remember a vast catalog of knowledge. At any time you may make a LOG check in place of any CHA check to interact with someone by recalling a piece of trivia of interest to them.

Feeble. You are physically weak and frail, which has taught you the value of brains over brawn. Once per day you may use an LOG check in place of a STR check and accomplish your goal through cunning and ingenuity.

Forgetful. You constantly forget and misplace things; often they are still about your person. Once per day, as an action, you may produce an item you didn't know you were carrying. The item can be any type of item, but must be worth less than 5 credits and be something you would have had reasonable access to without use of theft or subterfuge.

Illiterate. You cannot read. Instead, you have learned to memorize common words which you need to recognize often. You gain a +1d6 bonus when attempting to recall visual information.

Inspiring. You are able to instill positive emotions in people with your words, using an action to give one ally a +1d6 bonus to their next attribute check if they are within 30' feet of you.

Lame. You have a limp, and move slowly, possibly with a cane. This causes people to underestimate you, granting you a +1d6 bonus to INITIATIVE checks.

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

Naïve. Naivete can be an endearing trait in some; it can also act as an insulation. Once per day you may completely ignore a fear-based effect or condition.

Nimble. You gain a climb speed equal to your regular SPEED.

Obnoxious. Your personality really repels people. You are an expert at insults, and can use an action to make an INT vs. WIL check to enrage and distract others, causing them to suffer a -2d6

penalty until the beginning of your next turn.

Persuasive. You are adept at negotiating with others. When you purchase anything under 1 MCr in value, you are able to save 3d6 percent.

Reckless. Your poor judgment often lands you in trouble, but it leads to a certain confidence. If you completely ignore cover, you gain a +1d6 attack bonus as long as you are not using a shield.

Rugged. You are tough and shrug off hardships. Once per day you can spend two actions (a full turn) to recover to half your normal maximum HEALTH.

Spendthrift. You lack self-discipline and spend your money on trivialities and things you don't need. This can have its advantages, however; once per day as an action you can pull a small item from your pocket that you forgot you'd bought, retroactively spending up to 5 Cr.

Stoic. You are able to hide pain and discomfort. Once per day, when you would normally be reduced to zero HEALTH, you are reduced to 1 HEALTH instead.

Suave. Once per day a CHA vs. MENTAL DEFENSE attack can be used to stun a target until they shake off the effect.

Tottering. You find it a struggle to stand and require the use of a wheelchair which gives you a +1 SPEED bonus on normal terrain.

Tough-as-nails. You have a natural SOAK of 3. This stacks with other natural SOAKs, but not with armor SOAK.

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

Unwashed. Your unkempt appearance causes others to overlook you. You can hide in plain sight using INT in place of AGI.

Well-known. You are famous; people recognize you, for good or ill. You have learned to use this reputation. Once per day you may substitute your REP attribute for any mental attribute in order to make an attribute check.

Your exploit should be noted on your character sheet as part of the descriptor. For example:

Gorrrrat is an illiterate Ogron marine who....

Age

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

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

Young Characters

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

Young. Once per day, when rolling a dice pool, you may declare it to be an exploding dice pool. Any 6s that you roll may be rolled again, the new roll adding to the existing 6. If you roll a 6 again, repeat, until you roll less than a 6.

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

Old Characters

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

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

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

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

Age Categories By Species

The following table lists age categories according to species.

N.E.W. Species	Young	Adult	Old
Human	1-25	26-59	60+
Android	-	-	-
Borian	1-89	90-209	210+
Felan	1-11	12-29	30+
Ogron	1-19	20-39	40+
Venetian	1-189	190-549	550+

AGEING IN THE FUTURE?

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

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

The approach of *N.E.W. The Roleplaying Game* is that this is a setting-dependent decision rather than one baked into the core rules.

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

Below are some options.

- Characters age as normal; humans may live a little longer than they did in the early 21st century, but not drastically so. Perhaps an unavoidable psychological or neurological limit was discovered; perhaps society has some kind of economic, legal, or moral barrier to artificially extended life; or perhaps it simply wasn't as easy to keep really old folks alive as we thought it would be.
- Characters reach venerable age and then simply continue like that until they die from non-natural causes. General medical care ensures that they retain a perfectly decent quality of life and remain active.
- Characters age as normal, but make use of anti-ageing drugs and other procedures to reverse the effects of ageing; in this setting, their 'age' could go down as well as up. While they can continue to afford the drugs, they may be able to hold themselves at a young or adult age, but when the money starts to run dry perhaps they start to get noticeably older. In a universe like this, the old-looking people are the poor people and the rich live thousands of years.
- You'll notice that one of the core species, the Android, does not age at all. Perhaps Androids used to be people in your setting, and they upload their neural configurations to artificial bodies as their natural bodies start to wear down.
- Some species may just be incredibly long lived, immortal, or possess regenerative abilities.

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

Equipment

Your character's skills and attributes are only part of the full story. On top of all that, you need to equip him. Most characters outfit themselves with weapons, armor, and other supplementary equipment.

Money & Credits

In *N.E.W. The Roleplaying Game*, the standard unit of currency is the **Credit**. Large purchases (starships and the like) are sometimes priced in Megacredits (MCr), each of which is equal to one-million credits.

The **Credit** is a generic term. The GM may tailor the currency unit to his or her own setting. They may be “creds” or Altairian Dollars or New Stalingrad Rubles, or perhaps pennies, drabs, yen, crowns, cubits, units, marks, dits, or bytes.

Depending on career choices, a starting character typically begins play with 100-500 Credits to spend on equipment – enough to buy a basic weapon, armor, and a couple of items of equipment. Some careers also grant free bonus starting items to the character.

Typical monthly salaries (as a point of comparison) can be 500 Cr (for the lowest paid jobs) to 1500 Cr for an average middle-management style occupation.

Example Salaries

The examples below are for reference only; player-characters will not (typically) have a monthly salary. An NPC will typically only carry 5% of his monthly salary on his person, and have access to an amount equal to his monthly salary in the form of savings.

Occupation	Monthly	Yearly	Carry
Cleaner, fast-food server	500	6,000	25
Waiter/waitress/retail clerk/cab driver	800	9,600	40
Bank teller, tourist guide, admin	950	11,400	50
Reporter, local	1,800	21,600	90
Security guard, private	1,000	12,000	50
Factory labor, cargo handler	1,500	18,000	75
Scientist, lab technician	1,500	18,000	75
Scientist, project leader	2,500	30,000	125
Military, recruit	400	4,800	20
Military, lieutenant	2,000	24,000	100
Military, ensign	1,600	19,200	80
Military, captain	3,400	40,800	170
Military, admiral	4,800	57,600	240
CEO, major company	16,500	198,000	825

Equipment, Skills, & Quality

Throughout this chapter, prices and information are presented for the basic, “standard” version of each item of equipment, whether that be a pair of binoculars, a weapon, or a suit of clothing.

Sometimes equipment is of a higher quality. Such items are more expensive, but grant the user bonuses to attribute checks made while using them. Equipment gives a dice bonus if it is of *high quality* or greater. Performing the action already assumes you are using appropriate basic tools.

Basic equipment doesn't add to the dice pool; it merely allows you to perform the action. For example, a rifle allows you to shoot somebody, a lockpick allows you to pick a lock, a medical kit allows you to perform emergency medical aid.

To gain an equipment bonus, you need *high quality* equipment or better. A high quality laser sword gives you +1d6 to your attack dice pool, a high quality lockpick gives you +1d6 to your lockpicking dice pool, and so on.

You can also improvise equipment if you don't have the right tools available. This inflicts a -2d6 penalty to your dice pool.

This same rule applies in combat. When trying to attack somebody, the character rolls a dice pool made up of an attribute, a skill, and sometimes equipment bonuses. When **Mandallan** swings his longsword at an opponent, he rolls 3d6 for his STRENGTH, 1d6 for his skill in *swords*, and an additional 1d6 because it is a high quality longsword, making his dice pool 5d6 in total.

Quality	Price	Rarity	Dice Pool
Improvised	-	-	-2d6
Standard	Normal	Common	-
High quality	x3 then +100	Uncommon	+1d6
Exceptional	x5 then +250	Rare	+2d6
Mastercraft	x10 then +500	Very rare	+3d6
Artisanal	x100 then +1,000	Very rare	+4d6
Legendary	x1,000 then +2,500	Unique	+5d6

The dice granted by equipment can never exceed the dice granted by a skill, however – to get the most out of a high quality item, you need to know how to use it. Therefore, a character with a skill of 3 in *computers*, which grants a dice pool of 2d6, does not benefit from having a hand scanner of mastercraft quality or higher – she can only gain +2d6 from it.

Item Quality In Context

Exceptional quality items are rare, and those of mastercraft quality and above should seldom be encountered in a campaign. Generally speaking, characters should not be able to easily purchase items of higher than high quality, and those of mastercraft quality should require considerable effort to obtain (also, given that they grant a +3d6 bonus to attribute checks, only characters with 6 or more ranks in a related skill will be able to fully benefit from them). Items of artisanal or legendary quality are items spoken of in awe, and never seen by regular people.

In 20th-century terms, as a point of comparison, a standard new automobile might cost \$20,000; a luxury car would be considered high quality at \$60,000; a high-end sports car is exceptional at \$100,000; mastercraft vehicles at \$200,000 would include the average supercar. Artisanal automobiles, therefore, are priced in the region of \$2,000,000 – the very best cars in the world, such as the Bughatti Veyron in 2014 (also in 2014, the Lamborghini Veneno Roadster cost around \$4,000,000, and only nine were ever made), and legendary cars would be unique vehicles worth something in the region of \$20,000,000 – the sort of vehicle only bought and sold in private auctions.

These real-world examples should give you an idea of what the equipment quality categories mean, and help give a sense of perspective on what it means for a character to run around in an artisanal set of armor.



General Gear

General gear consists of a variety of basic, universal equipment types. All general gear has an advancement level of 6 (available in any future setting). General gear is usually widely available, and can be purchased easily at even the smallest frontier tradertowns.

Backpack A typical backpack holds up 60 lb of equipment. It grants the wearer a +20lb carrying capacity bonus.

Binoculars Binoculars enable the user to see long distances; most are electronic, and can have enhancements which enable larger ranges of the EM spectrum to be viewed. A standard pair enables scenes a mile distant to be viewed clearly. A high quality pair includes light-intensification which allows them to be used in the dark, and a exceptional quality pair encompasses a wide spectrum from infra-red to X-rays.

Bug A bug is a surveillance device. A basic bug can record and transmit high quality holographic audio and visual data within 30' up to a range of 200 miles.

Bugsweeper A bugsweeper is used to find bugs by measuring radio frequencies and wavelengths.

Clothing Clothing comes in various prices and quality. As with many things, you get what you pay for, and high quality, exceptional quality, mastercrafted, and artisanal clothing can be obtained for the appropriate prices. Higher quality clothing can include smart fabrics which resist stains and remain perfectly clean.

Communicator Communicators are basic voice-based communication devices. Standard versions are hand-held items, while exceptional quality versions consist of a voice-activated badge on the exterior of the user's clothing.

Computer, personal Personal computer units are quite old-fashioned and quaint. Wearable, integrated, and environmental tech is the usual personal computing interface, generally designed to be invisible. An actual personal computer unit is a fashion statement as much as anything else.

Cryostasis Unit A cryostasis unit is an enclosed bed or "coffin" into which a wounded or ill patient can be placed. The unit maintains their exact condition. These units can also be used for long-term travel, and occupants do not age, nor does time pass for them in any other way.

Dressing, spray A spray dressing is a basic liquid bandage and local anesthetic which restores 1 point of HEALTH. Spray dressings typically have 20 uses before they are exhausted.

Geiger counter A Geiger counter detects the presence and strength of radiation. Note that all scanners are able to do this, also.

Generator A generator is the size of a suitcase and is able to provide enough power to run portable equipment, recharge power packs, and maintain a small habitat.

Lightstick, chemical A chemical lightstick can be shaken to give off a 30' radius glow for one hour before it is exhausted.

Musical instrument The list of musical instruments is vast, especially taking into account the many alien cultures in the universe. A musical instrument works much like a toolkit – it offers bonuses to related checks depending on its quality.

Respirator A respirator is a small mask which is strapped to the face, and allows the user to breath in vacuum (or toxic atmospheres) for one hour. High quality respirators are much smaller mouthpieces, and exceptional quality respirators take the form of tiny nasal plugs.

Scanner There are three basic types of hand-held scanner – science, medical, and military. Science scanners scan for energy sources and substances; medical scanners scan for life forms; military scanners are more robust, and focus primarily on the location of life forms without needing to gather additional data – they determine the presence, number and location of lifeforms, but cannot determine other details. Mining scanners locate substances, but can't scan life forms or energy

sources.

Tent A tent is designed to protect against extreme elements. Most tents are pressurized shelters which are thermally insulated, and can provide safety from all but the most extreme of conditions including light radiation and toxic environments.

Toolkit A toolkit is an important piece of equipment. Almost any specialized technical activity uses a toolkit (a medpouch is, essentially, a medical toolkit). A toolkit allows you to undertake the activity with no improvisation penalties; high quality toolkits grant bonuses to your dice pool.

Medical Pouch A medical pouch, medkit, or field kit contains various items, including a laser scalpel, spray dressings (50 sprays), various drugs, hypospray, and other basic medical equipment.

Engineering Toolbox An engineering toolbox includes mini-fabricators, hyperspanners, laser wrenches, coil spanners, flux couplers, gravitic calipers, interphasic compensators, laser welders, energy converters, and a hammer, amongst other things.

Forensic Kit A forensic kit is used to survey crime scenes, take and test samples, and look for clues. It includes DNA scanners, microvision goggles, sampling kits, and more, allowing a large amount of forensic work to take place at the scene.

Thieves Tools Thieves tools in the future often resemble those of the past. Electronic and sonic lock-picks, tiny engineering tools designed to disable traps, miniature hacking devices, laser knives and plasma saws, microvision goggles, sound dampeners, and more.

Climbing Gear Climbing gear includes laser pitons, hand-help harpoon guns, duranium ropes, and more.

Survival Kit A survival it includes a compass, electronic mapping devices, emergency rations, a small selection of 10 spray dressings, 10 chemical lightsticks, and a portable laser stove.

Interrogation Kit This type of kit is not looked upon favorably; it consists of drugs and devices designed to facilitate the gathering of information from a captured suspect. It doesn't include torture equipment; but some of the techniques can be unpleasant.

General Gear List

General Items	Cost	Weight	Notes
Anti-grav unit, small	125cr	1 lb	Lifts up to 200 lb
Anti-grav unit, large	800cr	2 lb	Lifts up to 1,000 lb
Backpack	4cr	2 lb	
Compass	5cr	0.6 lb	
Binoculars	100cr	2 lb	
Clothing	varies	4 lb	
Communicator	30cr	0.5 lb	Planetary
Communicator, long-range	75cr	0.5 lb	Near orbit
Computer, personal	750cr	5 lb	
Cryostasis unit	5,000cr	500 lb	
Goggles, infra-red	225cr	1 lb	
Medical pouch/field kit	750cr	2 lb	
Dressing, spray	50cr	1 lb	20 sprays
Protoplaser	450cr	1 lb	
Scanner, medical	400cr	2 lb	
Scanner, military	300cr	2 lb	
Scanner, science	400cr	2 lb	
Scuba gear	300cr	10 lb	
Tent, 2-man	50cr	50 lb	
Tent, 7-man shelter	350cr	200 lb	
Translation unit	2,000cr	0.5 lb	
Bug	200cr	-	
Geiger counter	200cr	4 lb	
Respirator	100cr	0.5 lb	
Toolkit	750cr	2 lb	
Musical instrument	varies	varies	
Lightstick, chemical	5cr	0.5 lb	
Bugsweeper	500cr	2 lb	

Weapons

There are many weapons available to a character – melee weapons, ranged weapons, archaic weapons, modern weapons, large weapons, small weapons, laser weapons, sonic weapons, and more. The following sections list a number of common weapons and their statistics.

Reading The Weapon Tables

Damage: this entry tells you how much damage a weapon does to a target on a successful hit. Damage may be reduced by SOAK values often found in armor or large creatures. Most weapons do at least 2d6 damage.

Type: this is the type of damage the weapon does, such as piercing, heat, or sonic. Usually this won't matter, but sometimes different armors have different SOAK values vs. different types of damage, or certain creatures or objects might be vulnerable to certain damage types.

Cost: the cost in CREDITS to purchase a standard version of this item.

Size: the size of the item (tiny, small, medium, or large) can be used to determine one or two-handed use of a weapon, eligibility for two-weapon use (see the *Combat* chapter) and more. Size is a relative term – the table indicates a weapon's size as compared to a human, but larger or smaller species will adjust the (relative) size up or down. For example, an Ogron, which is size Large, using a longsword, which is size Medium, considers it to be a Small weapon. Similarly, a size Small Borian considers a shortsword (a Small weapon) to be size Medium.

Weight: this is the item's weight in pounds. A pound is just under half a kilogram (0.45kg).

Range: in the case of ranged weapons, this indicates a range increment. For each range increment, an attacker takes a 1d6 penalty to his attack roll. Some melee weapons have a range, which means they can be thrown.

Special Traits

This column indicates any particular properties or notes associated with a weapon or item.

Auto. Automatic weapons are better at suppressive fire. They give an additional die of cover to protected allies.

Beam. Beam weapons, such as phasers and lasers, project a visible continuous line of energy at their target. For this reason, they operate as tracers (see tracer rounds, below).

Combust. A combusting weapon sets fire to its target (sometimes through the use of sticky flammable liquid). A target is aflame, taking 1d6 heat damage every round, until the fire is put out using two actions and a *Challenging* [13] AGI check.

Double. Double weapons are melee weapons treated as though they were two weapons, one in each hand. This typically means that the attacker will gain an additional attack per turn with it as long as she has access to ambidexterity. Ambidexterity is attained as an attribute trait.

Heavy. A heavy weapon is difficult to use. You need a STRENGTH of 7 to use it without penalty, otherwise you take a -1d6 penalty to your attack rolls. Additionally, a heavy weapon requires two actions to use rather than one.

Pain. Spartans make special agonizing weapons with this trait, but many radiation weapons cause immense pain, also. These weapons cause more pain than most, and inflict the *debilitated* condition (see *Conditions*) on their target until they shake it off.

Reach. A reach weapon is a longer melee weapon. It can attack opponents up to 10' (2 squares) away.

Restrains. A weapon which restrains does so on a successful hit, rendering the target *immobilized*

(see *Conditions*) until they shake it off.

Sidearm. Weapons designated as sidearms gain a +1d6 bonus to hit at point blank range (when adjacent to their target).

Stun. Stunning weapons (including some phaser modes, electricity damage, and psionic damage) do non-lethal damage. Lethal and non-lethal damage are essentially the same up until the shot or blow which takes the victim down to zero HEALTH. At that point, the victim falls unconscious as normal but is not considered dying, does not have to form a death dice pool, and wakes up automatically 5 minutes later with 1 HEALTH.

“Stun” is a weapon trait. The weapon still does its normal damage *type* (heat, electricity, etc.), but that damage is non-lethal. Otherwise, stunning weapons work exactly like regular weapons.

Some weapons have a stun setting (phasers being a prime example of this). The wielder may choose which setting to use when firing the weapon; changing settings does not require an action.

Damage Types

Every bit of damage caused to a creature or object is of a certain type, whether that be heat damage, blunt damage, or any of dozens of other damage types. A laser does heat damage, a projectile weapon does ballistic damage, and a sword does slashing or piercing damage. The list of damage types is an open-ended keyword system. Any given weapon can have multiple damage keywords associated with it (although most only have one). These damage types are listed in the weapons tables.

Resistance

Some armor, creatures, objects, or materials have SOAK values based on a damage type. This means that they are particularly good at resisting damage of that type. Fire-resistant armor, for example, might have a SOAK entry which reads *SOAK 5 (heat)*. Many creature stat-blocks will also list resistances (and, in some cases, immunities) to certain damage types. A SOAK value is the amount by which damage of that type is reduced when it affects the target.

SOAK only applies to attacks which target DEFENSE (not MENTAL DEFENSE) and does not affect environmental damage unless otherwise noted.

Vulnerability

Conversely, something might be particularly vulnerable to a damage type. Crystalline creatures are vulnerable to sonic damage, and wood and paper are vulnerable to heat damage. Mechanoids and electronic objects are vulnerable to ion damage. A vulnerability entry will generally note how vulnerable the target is – typically 1d6 or 2d6 – and that entry tells you how many extra damage dice to roll when affecting the target. An android, for example, has *Vulnerability 2d6 ion* which means that an ion pistol which normally does 2d6 ion damage would do 4d6 ion damage to an android.

Because damage type is a keyword system, there is no finite list of damage types. However, you will find a list of some common types below.

Blunt. blunt damage comes from falls, or heavy blunt weapons

Crushing. Crushing damage can be caused by large objects or gravity weapons and effects

Ballistic. Projectile pistols and rifles tend to do ballistic damage

Cold. Cryo weapons are uncommon, but cold is a common environmental damage

Electricity. Electricity damage can come about in a number of ways, including booby traps; mechanoids are *vulnerable 1d6* to electricity damage. Electricity weapons usually have the *stun* trait.

Force. Force is a type of energy damage

Heat. Heat damage is caused by fire, lasers and other energy weapons.

Ion. Ion damage is designed to damage electronics and shields; mechanoids are *vulnerable 2d6* to ion damage

Piercing. Piercing damage, like slashing damage, can be caused by swords and knives

Poison. Poison damage can come about from gas, bioweapons, atmosphere, radiation, food, stingers, bites and more; armor does not soak it unless noted.

Psionic. Psionic damage is caused not only by psionic powers, but also by some specially designed weapons. Psionic damage typically has the *stun* trait.

Slashing. Swords and other slashing weapons do slashing damage

Sonic. Sonic damage is caused by soundwaves; armor does not soak it unless noted

Targets suffer from **vulnerability** if the keyword is listed **amongst** a weapon's damage types.

Targets benefit from **resistances** only if they are resistant to **all** listed damage types.

Special Ammunition

Special ammunition can be obtained for projectile weapons in clips of 20 rounds at the indicated price. A weapon can only hold ammo of one type at a given time unless otherwise noted. Switching ammo counts as reloading. Only projectile weapons which do ballistic damage can use special ammunition.

Reloading: It's a free action to reload a pistol, an action to reload a rifle, or a two actions to load a heavy firearm.

Armor-Piercing (10 Cr) Armor-piercing rounds ignore 5 points of armor SOAK.

Hollow Point (15 Cr) Hollow point rounds increase the damage of a projectile weapon by 1d6; the attacker takes a -1d6 penalty to his attack roll, however.

Rubber Bullets (5 Cr) Rubber bullets can be used to cause non-lethal damage to the target (see *Stunning Weapons*, above). They are popular with bounty hunters seeking to take their prey alive, although the default on the frontiers tends to be "*Dead or Alive*"; and dead is easier. Rubber ammunition can be purchased for the same price as regular ammunition in any projectile non-automatic weapon.

Tracers (15 Cr) Highly visible rounds which assist in aiming, directing fire, and marking targets at the expense of revealing the gunner's position. Using tracer rounds causes a 1d6 penalty to any cover or concealment bonus enjoyed by the gunner, but grants a +1d6 bonus for one round to all ranged combatants firing on the same target (a successful hit is not required to grant this bonus). Note that beam weapons like phasers act like tracers.

Melee Weapons & Size

The size of a melee weapon is indicated in the weapons table. Weapons can be increased or decreased in size to make oversized or undersized versions suitable for larger or smaller creatures.

- An **oversized** weapon is one size category larger, weighs twice the regular weapon, and does an extra 1d6 points of damage. Oversized weapons cost three times the regular price.
- An **undersized** weapon is one size category smaller and weighs half the regular weapon.

The wielder of a weapon must use two hands to use a weapon one size category larger than himself, and must use his STRENGTH attribute for attacks even when the regular sized version offers an option to use AGILITY. Weapons two sizes larger cannot be used.

Melee Weapon Notes

You might expect melee weapons to fall out of favor in a universe full of energy weapons, laser rifles, and explosives. However, this is not the case – hand-to-hand combat still an important part of conflict, especially aboard the confined spaces of starships and space stations; and a sword is just as deadly as a bullet or a laser beam when it skewers you in the eye. Even if that were not the case, plenty of cultures use exotic weapons in a ceremonial capacity, and many more primitive civilizations still exist on planets not yet aware of the spacefaring community. Modern versions of primitive weapons may be made from duranium or other materials.

Axe, battleaxe This is a two-handed axe designed for combat. Many variations on the battleaxe exist, both primitive and, in the case of many spacefaring cultures, ceremonial.

Axe, handaxe A much smaller, one-handed axe, this weapon can also be thrown.

Baton, stun Stun batons are often used by law-enforcement or security personnel. A stun baton is a short, cylindrical object with a rubberized handle, and deals electricity damage to the target. See the section on stunning weapons for more information.

Club A simple wooden or metal stick or bat. This includes baseball bats, cricket bats, tire-irons, and other crude blunt weapons.

Hammer, light A light hammer is heavier than a standard tool, but lighter than a sledgehammer.

Hammer, warhammer A warhammer is designed especially for battle. Warhammers weigh about the same as a sledgehammer, although some designs are larger and heavier.

Knife/dagger Knives and daggers range from kitchenware to ceremonial blades.

Knife, laser A laser knife is a small version of a laser sword – a handle with a blade composed of energy. Laser knives are commonly used by thugs, although they have engineering uses also.

Net, energy An energy net is thrown at a target in order to restrain him. The filaments are not hot, but they do have an electric charge which causes discomfort to the victim.

Nunchaku Nunchaku are a primitive martial-arts weapon, descended from a farming implement. They are popular with certain gangs and with martial-arts hobbyists.

Quarterstaff A quarter staff is a six-foot staff, often made of wood, but sometimes of metal. Extendable versions exist (these cost 50 Cr). Quarterstaves are popular with Venetians.

Sap A sap is a small, blunt object used to render a target unconscious. It does little damage, and that damage is non-lethal (stunning) damage, and it is a weak melee weapon, but if the target is unaware of the attack he must make a *Difficult [16]* END check or be stunned for two rounds.

Spear A spear is a long stick with a point. It can be thrown.

Sword Various types of sword exist. Rapiers, scimitars, shortswords, and longswords are all one-handed weapons. Two-bladed swords feature blades protruding in both directions from the pommel and count as double weapons.

Sword, laser Laser swords or sabers are elegant, dangerous weapons. Emitting a characteristic hum, they are produced in a variety of colors (blue, green, and red are common); this color is determined by the type of focusing crystal used in the handle. Technically, laser swords are not lasers; they are made of plasma contained in a magnetic field.

Trident A trident is a three-pronged spear; originally designed for fishing, it was quickly adopted as a military weapon.

Whip A whip is a melee weapon with a 10' reach. Skilled practitioners can perform tricks with a whip.

Ranged Weapon Notes

Military Combination Carbine A favorite of military forces, the Military Combination Carbine is a heavy duty bludger with an inbuilt grenade function. The weapon stores two grenades at any one time (these must be purchased separately) and functions as a grenade launcher when used in that mode. It is a full-round action to reload a grenade into the carbine.



Cortex Radiation Emitter Extremely illegal, even in the most permissive of jurisdictions, this weapon causes continual damage to the target in the form of radiation poisoning. Upon a successful hit, the target takes 1d6 poison damage. Each round thereafter, he (or someone else) may attempt a *Demanding* [21] LOG check to treat the radiation poisoning. If the check is successful, the damage ends; if it fails, however, he takes another 1d6 poison damage and may attempt the check again next turn. The attack with this weapon is vs. END, not vs. AGI.

Cryo Weapons Cryo weapons (or *freezers* as they are commonly called) draw power from a canister of compressed mutagen resulting in a ray of extremely cold energy. A target reduced to negative hit points by the weapon instantly stabilizes and does not have to roll a death countdown. The large power supply on a cryo weapon means that cryo pistols do not qualify for the *sidearm* descriptor.

Dartgun A dartgun can be used to fire a small needle via compressed air. The needle does not inflict damage, but can be used to deliver chemicals including tranquilizers and poisons. These injections are expensive, but very effective. Each shot's cost is listed below. The below effects last until the target shakes them off.

Tranquilizer (150 Cr)	<i>Fatigued</i>
Tranquilizer, Heavy (1,500 Cr)	<i>Exhausted</i>
Poison (150 Cr)	<i>Debilitated</i>
Paralysis (1,000 Cr)	<i>Immobilized</i>
Pain (175 Cr)	<i>Debilitated</i>
Hallucinogen (200 Cr)	<i>Confused</i>

Electro-arc Often used by police to subdue targets, the electro-arc (or *shocker*) is a far future version of the tasers of the 20th and 21st centuries. The weapon emits an arc of blue electricity designed to incapacitate. A hit with an electro-arc deals the indicated damage, but it is non-lethal (see *Stunning Weapons*, above).

Gatling Gun, Heavy Polaron Developed for when just plain brute force is required. The weapon is large and bulky and difficult to wield; however it makes up for this by sheer rate of fire and immense destructive power. There are various modes on the gun ranging from a single burst of 10 shots all the way up to 2000 rounds a minute. The ammunition/power is stored in a backpack worn by the person firing the weapon.

Grenades Grenades come in a variety of forms, from old-style fragmentation grenades (the default

grenade listed) through sonic, gas, and pulse grenades which cause sonic, poison, and force damage respectively. It is even possible to get cryo and electro grenades (cold and electricity damage respectively). Grenades “attack” any creature within 5 ft. of the target (make an attack roll against each creature individually). A target square is typically DEFENSE 5 to hit, and the range increment of a grenade is 3 squares. The standard frag grenades costs 50 Cr as listed; other types cost as follows:

Frag (50 Cr), 2d6 heat damage

Sonic (100 Cr), 2d6 sonic damage

Gas (75 Cr), 3d6 poison damage

Cryo (200 Cr), 2d6 cold damage

Electro (100 Cr), 2d6 electricity damage

Ion (250 Cr), 1d6 ion damage (note that mechanoids are vulnerable)

Smoke (40 Cr), no damage, 5' radius area of full concealment for 2 rounds

Gravitic (1,500 Cr), 6d6 crushing damage

Dissolver (250 Cr), 2d6 acid damage; the gas cloud lingers for 1 minute

Stun (150 Cr), 2d6 force damage; damage is stunning damage (see *Stunning Weapons*)

Grenade process: roll to hit the square you are aiming at. If you miss, roll 1d6 to determine which square you hit instead using the chart below. Then make an attack roll against any target within the area of effect (usually 5' radius) and apply damage to those who you hit. The target attribute, unlike most weapons, can be END, STR, or WIL. These are calculated as static defenses in the same way that DEFENSE and MENTAL DEFENSE are. Grenades cannot be combined with ranged exploits.

1	2	3
4	O	5
	6	

Ion Pistol Ion weapons are unusual in that they do very little actual damage to living targets. However, cyborgs, robots, and machinery are *vulnerable* to them. For creatures, this is noted in their stat block.

Pulse Lasers These automatic laser weapons are the far future equivalent of a projectile-based machine gun, firing a series of rapid pulses which can easily lay down a wide field of suppressive fire.

Tangler A unique nonlethal weapon eagerly adopted by law enforcement agencies across the universe, the tangler gun fires condensed balls of an expanding adhesive compound. The compound expands to cover the target, after which it hardens, immobilizing the target for 5 minutes. A character struck by a tangler must make a *Demanding* [21] STR check to break free. This is an action.

Basic Melee Weapon List

Weapon	Damage	Type	Cost	Size	Weight	Special
Axe, battleaxe	3d6	Slashing	10 Cr.	M	6 lb.	
Axe, handaxe	2d6	Slashing	6 Cr.	S	3 lb.	Throw
Baton, stun	2d6	Electricity	100 Cr.	M	3 lb.	Stun
Club	2d6	Blunt	-	M	3 lb.	
Hammer, light	2d6	Blunt	1 Cr.	S	2 lb.	
Hammer, warhammer	3d6	Blunt	12 Cr.	M	5 lb.	
Knife/dagger	2d6	Piercing	2 Cr.	T	1 lb.	Throw
Knife, laser	2d6	Heat	40 Cr.	T	1 lb.	
Net, energy	1d6	Electricity	200 Cr.	L	2 lb.	Restrains, throw
Nunchaku	2d6	Blunt	4 Cr.	M	2 lb.	
Quarterstaff	2d6	Blunt	-	L	4 lb.	
Sap	2d6	Blunt	1 gp.	S	2 lb.	Stun
Spear	3d6	Piercing	3 Cr.	L	6 lb.	Throw
Sword, rapier	2d6	Piercing	20 Cr.	M	2 lb.	
Sword, scimitar	2d6	Piercing	15 Cr.	M	4 lb.	
Sword, shortsword	2d6	Piercing	10 Cr.	S	2lb.	
Sword, longsword	3d6	Slashing	15 Cr.	M	4 lb.	
Sword, two-bladed	2d6	Slashing	100 Cr.	L	10 lb.	Double
Sword, two-bladed, laser	2d6	Heat	1,000 Cr.	L	8 lb.	Double
Sword, two-handed	4d6	Slashing	25 Cr.	L	7 lb.	
Sword, laser	3d6	Heat	400 Cr.	M	2 lb.	
Trident	3d6	piercing	15 Cr.	L	4 lb.	Reach
Whip	2d6	Slashing	1 Cr.	M	2 lb.	Reach
Whip, energy	2d6	Force	100 Cr.	M	2 lb.	Reach

Exotic Melee Weapon List

Weapon	Damage	Type	Cost	Size	Weight	Special
Ding Transport FEK46 Sonic Scimitar	3d6+4	Sonic	950 Cr	M	16 lb	
Transtech Company JX23 Repulsor Trident	2d6	Blunt	211 Cr	L	40 lb	Push, reach
Highfarer SFR58 Antimatter Cutlass	2d6+2	Heat	172 Cr	M	15 lb	
Pantech WZB18 Flamebolt Matter Whip	2d6	Blunt	203 Cr	M	19 lb	Reach
WarpCo-Daybeam Group R41 Redsword EMP Flail	2d6+2	Electricity	187 Cr	M	12 lb	Stun
Ultradyne RBQ20 Sonic Sword	3d6+4	Sonic	850 Cr	M	11 lb	
Tang OSA17 Redspear Photonic Trident	2d6	Heat	153 Cr	L	32 lb	Reach
SilverCo S58 Deathsteel Flame Flail	3d6+2	Heat	850 Cr	M	20 lb	Combust
Eastwatch Merchants XJ1 Blackstorm Psionic Chainsaw	1d6+2	Psionic	617 Cr	M	17 lb	Stun
East Sun XMT28 Firesteel Phase Chainsaw	3d6+2	Heat	600 Cr	M	14 lb	
Galactic Yards PBW28 Electro Halberd	2d6	Electricity	441 Cr	L	29 lb	Stun, reach
Panlight Group HDK7 Zero-point Mace	3d6+2	Heat	800 Cr	M	20 lb	
Overwatch ZN41 Firemaker Atomic Mace	2d6	Heat	184 Cr	M	13 lb	
Way Sun UFT99 Whitestreak Electro Sword	1d6	Electricity	368 Cr	M	17 lb	Stun
Microlight ECE90 Tachyon Staff	4d6	Heat	8,000 Cr	L	21 lb	Reach, double

Basic Ranged Weapon List

Weapon	Damage	Type	Range	Cost	Size	Weight	Special
Military combination carbine	2d6 or grenade	Ballistic	10	1000 Cr.	S	2 lb.	Sidearm, grenades
Bow, longbow	2d6	Piercing	20	45 Cr.	M	2 lb.	
Bow, energy	2d6	Heat	20	45 Cr.	M	3 lb.	
Cortex radiation emitter	1d6	Radiation	3	1500 Cr.	S	3 lb.	1d6 damage every round until healed; highly illegal
Crossbow, light	2d6	Piercing	15	10 Cr.	S		
Crossbow, heavy	3d6	Piercing	25	25 Cr.	M		
Dartgun	-	-	5	75 Cr.	S	1 lb.	
Electro-arc	2d6	Electricity	3	1000 Cr.	S	3 lb.	
Gatling gun, heavy polaron	5d6	Heat	15	10000 Cr.	L	20 lb.	Heavy, auto
Grenade launcher	2d6	Varies	15	600 Cr.	L	20 lb.	Grenades
Laser, assault	3d6	Heat	15	2300 Cr.	L	5 lb.	Auto
Pistol	2d6	Ballistic	10	75 Cr.	S	3 lb.	Sidearm
Pistol, blaster	2d6	Heat	10	40 Cr.	S	3 lb.	Sidearm
Pistol, disruptor	3d6	Heat	12	100 Cr.	S	3 lb.	Sidearm
Pistol, cryo	3d6	Cold	5	1500 Cr.	S	6 lb.	Sidearm
Pistol, ion	1d6 (3d6)	Ion	10	250 Cr.	S	2 lb.	Sidearm
Pistol, laser	2d6	Heat	10	100 Cr.	S	2 lb.	Sidearm, beam
Pistol, phaser	3d6	Heat	15	150 Cr.	S	2 lb.	Sidearm, stun setting, beam
Pistol, sonic	2d6	Sonic	10	100 Cr.	S	2 lb.	Sidearm
Pulse cannon, portable	4d6	Force	20	4000 Cr.	L	15 lb.	Heavy, auto
Railgun	2d6	Ballistic	10	1400 Cr.	L	18 lb.	Heavy, auto
Rifle	2d6	Ballistic	20	100 Cr.	M	4 lb.	
Rifle, disruptor	4d6	Heat	20	350 Cr.	M	5 lb.	
Rifle, laser	3d6	Heat	20	250 Cr.	M	5 lb.	
Rifle, phaser	4d6	Heat	25	500 Cr.	M	4 lb.	Stun setting, beam
Rifle, sniper	4d6	Ballistic	35	500 Cr.	M	5 lb.	
Rifle, sniper, laser	4d6	Heat	40	1000 Cr.	M	7 lb.	Beam
Shotgun	3d6	Ballistic	4	35 Cr.	M	4 lb.	
Tangler	-	-	2	750 Cr.	M	5 lb.	Restrains

*Each range increment reduces the attack roll by 1d6.

Exotic Ranged Weapon List

Weapon	Damage	Type	Range	Cost	Size	Weight	Special
Yamamoto Cryogenics Q44 Thunderstreak Fission Portable Missile System	2d6+4	Heat	37	151 Cr	L	39 lb	Heavy
Daystellar N23 Whitesteel Electro Autopistol	1d6	Electricity	9	48 Cr	S	1 lb	Sidearm, auto
Trans Sun FC33 Fireswarm Antimatter Gun	2d6+2	Heat	20	196 Cr	M	12 lb	
Megadyne Y12 Bio Prototype	1d6	Poison	20	99 Cr	M	12 lb	
TerraCorp Q91 Zero-point Projector	1d6	Heat	24	23 Cr	M	13 lb	
Ding Psionics JQ54 Blackspear Psionic Portable Missile System	3d6	Psionic	21	450 Cr	L	33 lb	Heavy
Transbeam Yards ZOT24 Gauss Mortar	3d6	Ballistic	29	450 Cr	L	34 lb	Heavy
Fu Fuel Refining AX53 Radiation Assault Rifle	3d6	Radiation	23	600 Cr	M	17 lb	Auto, pain
Galactic Concepts KRH16 Starbird Disruptor Assault Rifle	3d6+2	Heat	24	1,000 Cr	M	16 lb	Auto
Outerwide-Overwatch Syndicate PI2 Electron Autopistol	2d6+2	Heat	11	152 Cr	S	3 lb	Sidearm, auto
Terralight IJ95 Hellswarm Neutron Autocannon	3d6+2	Radiation	23	950 Cr	L	24 lb	Auto, heavy, pain
Daywatch CQ32 Firefury Disintegration Autocannon	3d6	Heat	27	626 Cr	L	31 lb	Auto, heavy
Omniwatch IIX94 Flameflash Sonic Gun	1d6	Sonic	25	52 Cr	M	12 lb	
Korovin Private Security F58 Darkswarm Disintegration System	5d6	Heat	35	17,000 Cr	L	38 lb	Heavy
Silver Sun BRA7 Antimatter Assault Rifle	3d6+2	Heat	22	900 Cr	M	15 lb	Auto
Way Prime OZ54 Redbird Bio Crossbow	1d6+2	Poison	17	110 Cr	M	16 lb	
Waydyne-Eastlight Works WC78 Sonic Crossbow	4d6	Sonic	23	5,000 Cr	M	19 lb	
MicroCo JO40 Stingfury Tachyon Autopistol	2d6	Heat	8	198 Cr	S	4 lb	Sidearm, auto
Ding Exploration IG66 Zero-point Hunting Rifle	3d6	Heat	22	625 Cr	M	19 lb	
New Prime XDO74 Polaron Autocannon	3d6	Heat	31	600 Cr	L	32 lb	Auto, heavy
Megabreak T81 Bio Thrower	3d6+2	Poison	17	700 Cr	M	13 lb	
Transfarer R43 Fireflash Microwave Sniper Rifle	3d6+4	Radiation	18	1,750 Cr	M	13 lb	Pain
Daywide Construction GA80 Plasma Hunting Rifle	2d6	Heat	17	225 Cr	M	17 lb	
Bell Cybernetics RVM58 Stingbolt Repulsor Crossbow	2d6+4	Blunt	19	229 Cr	M	17 lb	Push

Armor

Even in the far future, armor is one of the most effective ways to protect yourself. The technology may have improved from the days of chain-mail and plate armor, but the principle is largely the same: wearing something resistant to damage in the hope that it will absorb any incoming damage before it gets through to you. Some armor types are less effective against certain damage types—for example, flexible armor usually does not help the wearer against blunt damage, and metallic armor may be vulnerable to electricity damage.

Reading The Armor Table

SOAK: this is the most important part of an armor's entry. It tells you how much damage it is able to absorb. Usually this is expressed as a simple number (SOAK 5, for example). Sometimes, however, a damage type might be noted also – so a SOAK 5 (heat) entry means that the armor soaks five points of heat damage, but cold or blunt damage is unaffected. An armor type can have multiple SOAK entries for different damage types.

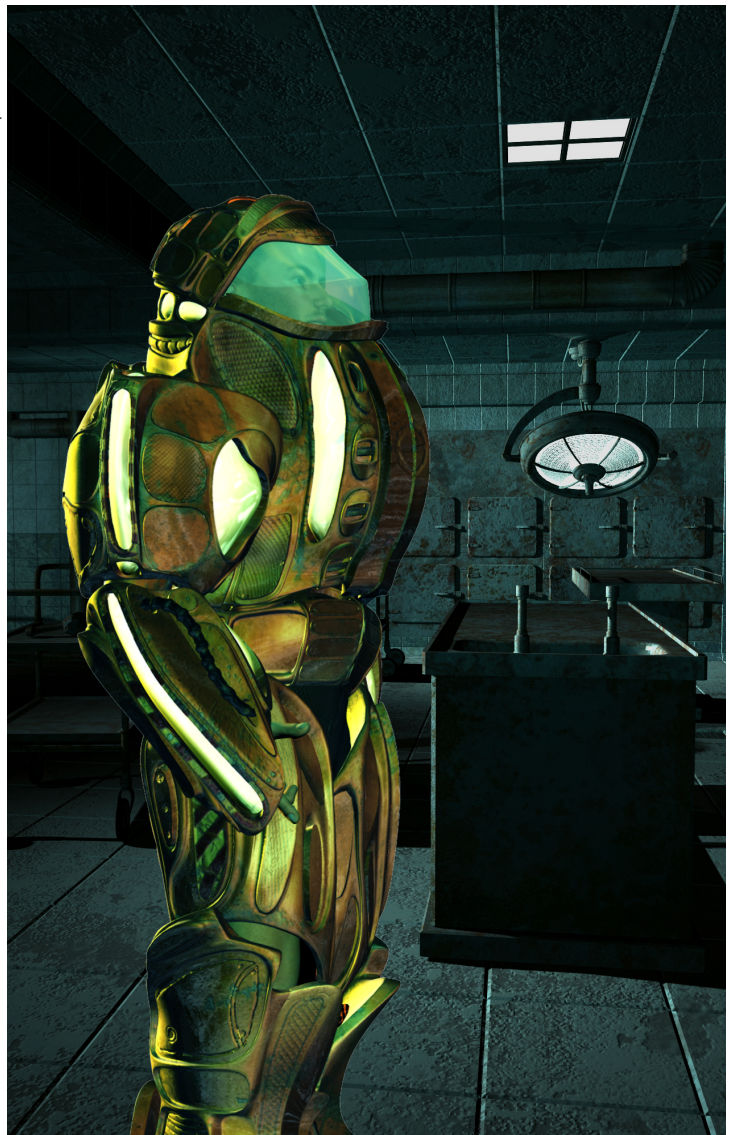
Cost: this is the cost in CREDITS of a standard example of this armor type.

Type: this indicates whether the armor is light, medium, or heavy, which can affect things like available upgrades and upgrade slots.

Weight: this is the weight in pounds of the armor. Armor can be heavy, and exceeding your CARRY value can negatively affect your AGILITY.

Vulnerable: the armor does not offer any SOAK towards damage of this type.

Special: this column notes any special properties of the armor.



Armor	SOAK	Cost	Type	Weight	Vulnerable	Special
Synthetic weave	2	30 Cr.	Light	5 lb.	Blunt	Almost undetectable
Padded	3	20 Cr	Light	10 lb	Heat	
Mesh lining	4	50 Cr.	Light	8 lb.	Blunt	
Leather	4	35 Cr	Light	15 lb		
Kevlar vest	5	100 Cr.	Light	30 lb.	Piercing	
Kevlar coat, long	6	200 Cr	Medium	50 lb	Piercing	
Environmental suit	4	500 Cr.	Medium	40 lb.	Piercing	
Riot armor	8	1,000 Cr.	Medium	50 lb.	-	
Basic battlesuit	10	2,000 Cr.	Heavy	60 lb.	Electricity	
Navy battlesuit	12	3,000 Cr.	Heavy	65 lb.	Electricity	
Powered combat armor	12	10,000 Cr.	Heavy	60 lb.	Electricity	+1d6 STR and +1d6 AGI; powered

Armor Notes

Battlesuit Battlesuits are specifically designed for soldiers, and provide both protection and integrated communications and scanning equipment. The naval version is a little bulkier and more protective than the basic version. Battlesuits have military scanners built in, as well as targeting HUDs which grant a +1d6 bonus to ranged attack rolls.

Environmental suit Environmental suits protect the wearer from extremes of temperature, toxic environments, radiation, and more. The suit regulates the wearer's temperature to a comfortable level and provides breathable atmospheric support. The suit is suitable for hazardous planetary environments, underwater, and deep space.

Kevlar, vest or long coat Kevlar is a fibrous, high strength fabric originally designed to withstand ballistic damage. The vest covers the upper torso, while the long coat is a distinctive kevlar-lined trench-coat.

Leather armor Hard-boiled leather, fashionably sewn or bonded together, leather armor is designed more as a fashion statement than it is for utility.

Mesh lining This is a jacket or other garment lined with a thin, flexible mesh layer of hardened plastic.

Riot armor This armor is the type typically worn by uniformed police, designed to allow movement while offering maximum protection. Riot armor includes padding, blast vest, kevlar pads on the arms, legs, and knees, and, typically, a helmet.

Synthetic weave A very thin, subtle layer of armor worn under clothing. The same thickness as an undershirt, it doesn't provide great protection, but it can mean the difference between a killing shot and a wound.

Padded armor Padded armor is a very basic tunic or vest filled with special foam designed to protect the wearer. Padded armor is the equivalent of the quilted cloth of medieval times, although modern versions are designed to last years.

Powered combat armor This heavy armor boosts the wearer's physical capabilities, augmenting both STRENGTH and AGILITY. Extremely expensive, this armor is not common.

Armor Traits

The following traits can be noted in the “special” column.

Powered. Powered armor counts as one category type lighter (*heavy, medium, light, none*) for the purposes of determining DEFENSE penalties. If the power is removed, it operates as its normal category.

Armor Quality

The indicated stats are for a basic quality armor. Better armor is available. Better armor has exceptional craftsmanship, better components, more reliable power sources, and other improvements.

Quality	Price	SOAK	Weight	Upgrades
High Quality	x3 then +100	+2	-5%	+1
Exceptional	x5 then +250	+4	-10%	+1
Mastercraft	x10 then +500	+6	-15%	+2
Artisanal	x100 then +1,000	+8	-20%	+2
Legendary	x1,000 then +2,500	+10	-25%	+3

Shields

Shields are not common in futuristic environments, although they are carried by some riot police or shock trooper types. Shields add to the wielder's DEFENSE rather than acting as a damage soak. A shield requires a free arm, and so cannot be used with two-handed weapons. Shields are most commonly made of duranium.

Shield	DEFENSE	Cost	Weight
Small, duranium	+2	40 Cr	6 lb
Medium, duranium	+4	90 Cr	10 lb
Large, duranium	+6	200 Cr	25 lb
Energy shield	+4	1,200 Cr	1 lb

Shield Notes

Duranium shield A small shield is about two-feet across, a medium shield is about three-feet across, a large shield is three-feet across and four-feet in height, while a tower shield is five or more feet in height. Shields are typically made of duranium, although other materials are possible.

Energy shield An energy shield is a wristband which projects a circular shield of weightless energy upon command. It is wielded just like a medium shield.



What's O.L.D. is N.E.W. Character Worksheet

RACE	ORIGIN	CAREER	CAREER	CAREER	CAREER
CAREER	CAREER	CAREER	CAREER	CAREER	CAREER

Attributes (circle highest or lowest for descriptor exploit)				Skills		
STR	3			DEFENSIVE		
AGI	3			RACE		
END	3			RACE		
INT	3			RACE		
LOG	3					
WIL	3					
CHA	3					
LUC	3					
REP	0					
MAG/PSI/CHI	0					

1-2 = 1d6

3-5 = 2d6

6-9 = 3d6

10-14 = 4d6

15-20 = 5d6

21-27 = 6d6

Exploits & Traits	
TRAIT	ATTRIBUTE EXPLOIT
AIM or FEINT	
UNIVERSAL	

MELEE DEFENSE POOL <u>ATTRIBUTE</u> + <u>SKILL</u> + <u>GEAR</u> = _____ SCORE: <u>POOL</u> +/- <u>SIZE</u> + <u>SHIELD</u> - <u>ARMOR</u> +/- <u>MISC</u> = _____ RANGED DEFENSE POOL <u>ATTRIBUTE</u> + <u>SKILL</u> + <u>GEAR</u> = _____ SCORE: <u>POOL</u> +/- <u>SIZE</u> + <u>SHIELD</u> - <u>ARMOR</u> +/- <u>MISC</u> = _____ MENTAL DEFENSE POOL <u>ATTRIBUTE</u> + <u>SKILL</u> + <u>GEAR</u> = _____ SCORE: <u>POOL</u> +/- <u>MISC</u> = _____	1d6 = 4 2d6 = 7 3d6 = 11 4d6 = 14 5d6 = 18 6d6 = 21 7d6 = 25 8d6 = 28 9d6 = 32 10d6 = 35	Tiny +8 Small +4 Medium +0 Large -4 Enormous -8 Gigantic -16 Colossal -32
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SPEED <u>STR</u> + <u>AGI</u> + <u>SIZE</u> + <u>SKILL</u> + <u>MISC</u> = _____ CLIMB <u>STR</u> + <u>AGI</u> + <u>SIZE</u> + <u>SKILL</u> + <u>MISC</u> = _____ /2 = _____ HORIZONTAL JUMP <u>2 x AGI</u> VERTICAL JUMP <u>STR</u> CARRY <u>STR</u> + <u>END</u> x10 = _____

HEALTH <u>END</u> + <u>WIL</u> + <u>HARDY</u> = _____
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>>Useful Character Creation Tables

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

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

Attribute/Skill	1-2	3-5	6-9	10-14	15-20	21-27	28-35	
Dice Pool	1d6	2d6	3d6	4d6	5d6	6d6	7d6	
Max Dice Pool	5d6	6d6	7d7	8d6	9d6	10d6	11d6	12d6
Grade	5	6-7	8-10	11-14	15-19	20-25	26-32	33-39

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

DICE POOL	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6
DEFENSE	4	7	11	14	18	21	25	28	32

Size	Tiny	Small	Medium	Large	Enormous	Gigantic	Colossal
DEFENSE	8	+4	+0	-4	-8	-16	-32

Equipment Quality	Price	Rarity	Dice Pool
Improvised	-	-	-2d6
Standard	Normal	Common	-
High	x3 then +100	Uncommon	+1d6
Exceptional	x5 then +250	Rare	+2d6
Mastercraft	x10 then +500	Very rare	+3d6
Artisanal	x100 then +1,000	Very rare	+4d6
Legendary	x1,000 then +2,500	Unique	+5d6

