

CORE RULES

Science fiction



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54 Science Fiction

Chapter 1 - Welcome to 54 – Future!	5	Discipline	47
What is a Role-playing Game?	5	Endurance	48
What Do I Need to Play?	5	Evade	48
The Basics.....	5	Handle Animal.....	48
Extras	5	Knowledge.....	48
How Do I Play?	5	Language	50
How Do I Win?.....	6	Linguistics.....	51
Chapter 2 - Character Creation	7	Perception	51
Steps to Create a Character	7	Perform	52
Choose a Concept	7	Persuasion	52
Background.....	7	Pilot.....	53
Generate Abilities	8	Stealth	53
Select Race.....	9	Survival.....	53
Select Profession.....	9	Weapon Group.....	54
Select Skills	9	Chapter 6 - Equipment.....	56
Select Maneuvers and Discipline Powers	10	Armor & Shields.....	57
Select Starting Equipment	10	Armor Descriptions.....	57
Play!.....	10	Weapons	59
Chapter 3 - Race	12	Melee Weapons	59
Ancient.....	13	Ranged Weapons	62
Cathe.....	14	Equipment.....	69
Chimerae.....	15	Clothing	70
Cyberhomid	16	Food, Services and Lodging	71
Deevi.....	17	Miscellaneous Equipment.....	71
Eloi.....	18	Vehicles	77
Gray	19	Civilian Transport / Vehicles	77
Grazops.....	20	Commercial Vehicles.....	77
Human	21	Military Vehicles	78
Morlock	22	Masterwork Items	86
Veredun	23	Chapter 7 - Expertise	89
Chapter 4 - Profession	24	Item Equipment Lists.....	89
Creating New Professions.....	24	Do-It-Yourself Crafting	89
Creating New Specialties.....	24	Determine Difficulty.....	89
A Final Word	25	Completion Time	89
Professions.....	25	Getting Help.....	89
Dilettante	26	Making the Check.....	89
Disciple	28	Completing the Item	90
Expert.....	31	Selling	90
Rogue.....	33	Levels of Expertise	90
Missionary	35	Chapter 8 - Maneuvers.....	92
Warrior.....	37	Skill Level.....	92
Chapter 5 - Skills	41	Special Actions	93
Skill List	41	Reading the Maneuvers	94
Alphabetic List.....	41	Attack Line	94
Skills by Group.....	42	Untrained Maneuvers (No ranks).....	94
Skills Overview	43	Initiate Maneuvers (Rank 0)	94
Selecting Skills	43	Novice Maneuvers (Rank 1)	94
Using Skills.....	43	Apprentice Maneuvers (Rank 2).....	95
Untrained Skills	43	Journeyman Maneuvers (Rank 3)	97
Ranked Skills	43	Master Maneuvers (Rank 4).....	99
Trained Only Skills.....	43	Grand Master Maneuvers (Rank 5).....	100
Skill Descriptions.....	44	Chapter 9 - Disciplines	103
Acrobatics.....	44	Types of Disciplines	103
Armor.....	44	Bioengineering.....	103
Athletics.....	45	Cybernetics	103
Craft	46	Eugenics.....	103
Deception.....	47	Mutation.....	103
Disable Device.....	47	Psionics	103

54 – Science Fiction

Supernatural.....	104	Natural Healing	137
Sources of Discipline.....	104	Advanced Wounds.....	137
Augmentation	104	Natural Hazards	138
Evolution	104	Buried	138
Training	104	Fire	138
Learning Discipline Powers.....	104	Exhaustion	138
Reading Discipline Power Entries	104	Suffocation/Drowning	139
Ranks	104	Poison	139
Usage.....	104	Chapter 11 - Game Set Up and Play	140
Range.....	105	Session Preparation	140
Duration.....	105	Scene Sequence	140
Repeated Power usage	106	Round Sequence	141
Stacking Effects.....	106	End of A Scene	142
Building Powers	106	End of Session	142
Skill Level	106	Chapter 12 - Action Resolution	143
Discipline Power Abilities.....	107	Standard Action Resolutions	143
Bioengineering Powers.....	109	Static Difficulties	143
Rank 1 Bioengineering	109	Combat/Skill Modifiers	144
Rank 2 Bioengineering	110	Persuasion Modifiers	144
Rank 3 Bioengineering	111	Describe Your Action.....	145
Rank 4 Bioengineering	112	Making the Check.....	145
Rank 5 Bioengineering	113	Players	145
Cybernetic Powers.....	114	Game master.....	145
Rank 1 Cybernetics.....	114	Defending	145
Rank 2 Cybernetics.....	115	Resolving the Action	145
Rank 3 Cybernetics.....	116	Successes	145
Rank 4 Cybernetics.....	117	Attacking and Damage	146
Rank 5 Cybernetics.....	118	Playing Multiple Cards.....	146
Eugenic Powers	119	Aces	147
Rank 1 Eugenics	119	Move Action resolutions	147
Rank 2 Eugenics	119	Movement Types	147
Rank 3 Eugenics	120	Move Actions	147
Rank 4 Eugenics	120	Ranges	148
Rank 5 Eugenics	121	Presence Checks	148
Mutation Powers.....	122	Chapter 13 - Running the Game	149
Rank 1 Mutations	122	The Rules.....	149
Rank 2 Mutations	123	Learning the Rules.....	149
Rank 3 Mutations	125	Using the Rules.....	149
Rank 4 Mutations	126	House rules	150
Rank 5 Mutations	126	Players	151
Psionic Powers	127	Player Types	151
Rank 1 Psionics	127	Play Styles	151
Rank 2 Psionics	127	Handling Difficult Players.....	154
Rank 3 Psionics	128	Campaigns	154
Rank 4 Psionics	129	Campaign Arcs	154
Rank 5 Psionics	130	The World.....	154
Supernatural Powers.....	131	Stories	154
Rank 1 Supernatural	131	Adventures.....	155
Rank 2 Supernatural	132	NPC's	155
Rank 3 Supernatural	132	PC's	157
Rank 4 Supernatural	134	Awards.....	159
Rank 5 Supernatural	134	Treasure	159
Chapter 10 - Hazards	136	Experience	159
Disease.....	136	An Example of Play.....	162
Contracting a Disease	136	Chapter 14 - Monsters	164
Overcoming a Disease.....	136	Creating Monsters	164
Treating a Disease	136	Size Effects.....	164
Falling.....	137	Reading the Entries.....	164

54 – Science Fiction

Preconstructed Monsters.....	166	Backed into the Core.....	Error! Bookmark not defined.
Ancient.....	166	Fury Unleashed.....	Error! Bookmark not defined.
Android.....	169	Part 4 - Outracing Hell.....	Error! Bookmark not defined.
Animal.....	171	Escape.....	Error! Bookmark not defined.
Cadriiff.....	173	Vengeneance.....	Error! Bookmark not defined.
Cathe.....	174	Chapter 17 - Pregon Characters.....	238
Chimerae.....	176	Zoroaster.....	239
Clone.....	178	Trall Victor.....	240
Cyberhomid.....	180	Iothemar Alpha.....	241
Cybernetic.....	182	Technoran C3-8813b.....	242
Cyborg.....	185	Ezzel & Xin Huong.....	243
Daikaiju.....	187	Lothan de Ortezen Izal der Roane.....	245
Deevi.....	189	Mydoron Quetzlhoppe.....	246
Demon.....	191	Yzenn.....	247
Elemental.....	193	Heimdall Kraige.....	248
Eloi.....	195	Kess of Clan Thorsblade.....	249
Gargoyle.....	197	Gerard Lacombe.....	250
Gray.....	198	Lisa Melbourne-Ubanks.....	251
Hetepetian.....	200		
Human.....	201		
Insectovar.....	207		
Moreau.....	209		
Morlock.....	210		
Robot.....	212		
Shapeshifter.....	214		
Singe.....	215		
Veredun.....	219		
Vampire.....	220		
Xenomorph.....	221		
Zombie.....	223		
Chapter 15 - Sample Campaign World - Starquest.....	224		
Story.....	224		
History.....	224		
Major Races.....	224		
Worlds of the Alliance.....	225		
Independant Empires.....	226		
Adventure.....	226		
Interstellar Vision.....	226		
Action.....	227		
Discovery.....	227		
Trade.....	227		
Chapter 16 - Sample Adventure – “A Thousand Fires”.....	228		
Summary.....	228		
Background.....	228		
Baker's World.....	228		
Station Seven.....	228		
Getting the Players Involved.....	229		
Tweaking the Adventure.....	229		
Part 1 - The Tour.....	230		
Greeting and Ceremony.....	230		
Walkabout.....	231		
Part 2 - Saboteur.....	234		
A Whiff of Danger.....	234		
Tracking the Bomb.....	236		
Part 3 - Unwanted Visitors.....	Error! Bookmark not defined.		
The Breech.....	Error! Bookmark not defined.		

54 – Science Fiction

Chapter 1 - Welcome to 54 - Future!

Welcome to the 54 Future game. This game is a role-playing game that is designed to let you play in a world of aliens, starships and planetary wars in search of fame, glory or even vast wealth.

What is a Role-playing Game?

Have you ever sat down and watched a movie or read a book, either wishing you could be the dashing hero (or heroine) or find yourself shaking your head at the decisions made by the characters, knowing you wouldn't make the same mistakes?

Well, in a role-playing game, you take on the role of an imaginary hero (or anti-hero) as you lead them through a series of narrative adventures. Now, it's your turn to make the decisions as the story unfolds around you.

Normally, one person in the role-playing game acts as the story narrator and referee. Referred to in this book as the game master, it is the duty of the game master to present the situation and make the decisions for the villains and supporting cast. In many ways, the game master is the director; though the players aren't given a script they have to work from, and can go in just about any direction they want.

Meanwhile, you and several others of your friends take on the role of the main characters in the story. Each of you makes the decisions for what your character does and how they act. To reflect how good (or bad) your imaginary character is, each character is defined by a set list of traits and abilities. For example, you might have a character who is a powerful soldier, and how powerful he is will be reflected in statistics like his Strength score, while how well he can fight on the battlefield might be determined by his Melee Combat skill.

When a situation occurs where the outcome needs to be determined impartially – such as in combat or when making a death-defying leap across a bottomless chasm, you and the game master play cards from a deck of playing cards to determine if your action is successful or not. In many ways, your character has an advantage as the players of the heroes get to choose from a hand of cards, while the game master simply flips over a random card.

It's possible your character may succeed or fail due the outcome directed by the cards; though you have some control over this, you won't always have complete control, which helps to lead to dynamic tension and ongoing interest in the story. Will your character succeed? Or will the evil alien triumph, leaving your hero broken and battered and

in need of rescue by an as yet-to-be-inducted next character?

What Do I Need to Play?

The Basics

All you need to play this game is one person willing to take on the role of the game master, one or more players, this rulebook and deck of cards for the game master and each player. You also need an extra “community” deck.

You will also need a sheet of paper with your imaginary character's information and a few pencils (and erasers). You can write up your own sheets or print out the sheets at the back of this book.

Extras

These are all items that may help the game, but are not necessary.

It can also be helpful to have a gridded mat (called a battle mat) for mapping out combats and miniature figures to represent the player characters.

Players who have characters that can use Discipline powers might find it useful to have (index) cards with their powers printed on them.

Also, some players may want cards for their gear for quick reference.

Player handouts are always fun ways of immersing players into the game. Whether it is a crumpled copy of the character's treasure map, a rendering of the room they've entered, a picture of evil alien they're facing or some play money to represent the credits they've just won, these props are always great ways to remember the action in a game.

The game master might want a screen of some sort to conceal his story notes and any other information he does not want the players to accidentally see during the game.

The game master is encouraged to make his own adventures and campaign world (see Running the Game), but may choose to buy pre-made adventures or campaign worlds – such as the Romeworld campaign world.

How Do I Play?

First, you have to make your imaginary character through whom you will interact with the game master's story. Most of the rest of this book is dedicated to the system of creating your character and the rules for interacting with the fantasy world. Don't worry though; the basic rules are fairly simple and quick to learn. The rest is information you only need a portion of for any single character, and most of the rest is information the person presenting the

54 – Science Fiction

story (known as a game master) needs to know. Your first character may take longer to make because you're still learning the rules, but making a character usually takes 10-15 minutes or less.

Once your character has been created and equipped, the game master will present the story to get things rolling. This will either be a pre-made story created by others or made up by the game master himself.

Once the game master has presented the opening scene, everything else is up to you and your friends. If there is a question whether or not something you want to try will be successful, you use cards to help determine if your action is successful. The more successes you gain the more skilled and powerful your character becomes.

Will you undertake the quest presented to you and face the dangers it presents? Will your name ring down through the ages with your victory, or will your names simply join the long lines of the forgotten who tried and failed?

How Do I Win?

Unlike most other games, a role-playing game isn't about winning so much as telling a story and having a good time. It's always nice when the heroes win the day and defeat the bad guy's plan, but sometimes things go wrong. But in a role-playing game, that isn't necessarily the end. Perhaps you will struggle on with your character, attempting to escape the dungeons of the bad guys to try again, or you'll make new characters to make the attempt anew, or have to endure the aftermath of the bad guys succeeding in their plan.

Even when the heroes "win the day" and save the world, it doesn't have to end there. Your characters may undertake a new quest – much like the sequel of a movie – or perhaps it will be time to retire the old characters and start anew, perhaps even with the offspring of the old heroes.

54 – Science Fiction

Chapter 2 - Character Creation

Steps to Create a Character

1. Choose a concept for the character (i.e., what do you want to play?)
2. Generate ability scores and record them on your sheet.
3. Select your race and record the special abilities and traits for your race.
4. Select your profession and an optional specialty. Record the special abilities for your profession.
5. Select your skills
6. Select your maneuvers and/or discipline powers
7. Select your starting equipment
8. Record your attribute derived abilities
9. Start adventuring!

Choose a Concept

Before you begin generating a character, you'll probably want to think about what sort of character you want. Do you want a dashing rogue who is quick with a saber and a jibe at his enemy? Or do you prefer a hulking barbarian who beats his opponent into the ground in a spray of gore? Perhaps you fancy a silver-tongued diplomat or a minstrel who can woo the ladies with the strumming of his lyre. You might want to play a reclusive sorcerer whose blood boils with magical might or a bookworm of a wizard who can always be found with an old tome in one hand and a ball of brilliant flame in the other.

Once you have your concept, its time to start putting that concept together into a character.

Background

As part of your character concept, spend some time working up a background. You can wrap your background up in a simple sentence or two or write out a detailed background for your character if you like.

Sample Backgrounds

2. You recently returned home from military service to find someone or something terrorizing your neighborhood. You're not willing to stand still for it.
3. The roguish caretaker who taught you all of the scams you know was recently

apprehended for his deeds. You decided it's probably a good time to skip town – and if you're kind-hearted enough, you'll do it after you break your patron free.

4. You have just completed your seminary training, and the church is eager for you to take your newfound skills on the road for the benefit of the faithful.
5. After years of study, you have finally graduated from the local academy and are ready to seek a career in your chosen profession.
6. You've spent your childhood fantasizing battling hostile aliens and other foul creatures. You stumbled on a cache of weapons and armor and now you have a chance of making your dream come true.
7. You've been raised as a slave to an alien race who taught you the ropes of your profession when others weren't looking. He's just given you your freedom and now you're striking out on your own.
8. As the child of a wealthy businessman, you've lived in the lap of luxury. However, a recent indiscretion has cast you out of the family home, and you've got to find a way to make it in this world.
9. You've been raised all your life for this day. All your life, those who have cared for you and trained you have spoken of the day you would face the greatest of challenges and overcome it. Armed and armored, you are now ready to begin your journey to your destiny.
10. Screw the hard work. Kill a few aliens, strike it rich and retire is what you're planning.

Jack. You survived the slaughter, just barely. Now, you plan to train and gather some help to get your revenge. It will be bloody.

Queen You were born into a life of luxury and it bored you, so you decided to run away, adopt a pseudonym and undertake a grand adventure.

King Your family was wronged, and imprisoned or enslaved. Only you escaped, and you had to go underground to clear it and free your family.

Ace Somehow you got swept up into this mess. Everyone keeps calling you by some name you've only heard in legend, and keep looking to you for help – and they won't let you be until you comply.

Joker Someone, or something wants you dead, and they want some item from you that you never even heard of. The only way to escape is to get very far away, or find

54 – Science Fiction

what they're looking for first – and get your enemies out of the way.

Mysteries and Hooks

One of the more advanced techniques to building a character involves building a bit of the unknown into the character's past, or elements that the game master can draw on to help flesh out the group's stories.

A mystery is simply an unknown factor or feature that you leave open to be revealed at a later date. It might be, for example, a sackcloth hooded swordsman who slew your father for a perceived insult – the force that drove you to take a sword of your own to discover his identity and kill him.

A hook is like a mystery, but is simply an element the game master can bring up at a later date. For example, if as a part of your background, you have a brother serving in the local military, the game master might use it to draw you to visiting your brother before he is sent off to battle against the armies of the evil warlord you're attempting to thwart.

Generate Abilities

Take your deck of cards and temporarily remove the jokers, tens, jacks, queens, kings and aces (or simply ignore them and redraw until you don't get one of those cards). Shuffle the deck and draw 5 cards. Select 4 of the cards and assign them as you see fit to the four primary scores. Note both the value and the suit (C = clubs, D = diamonds, H = hearts, S = spades). If the total of your kept cards is less than 20 or greater than 32, consider reshuffling and drawing again.

If you wish to use a point buy method, start your character with 26 points to distribute between the four primary abilities, and assign one of the four suits to each ability (one clubs, one diamonds, one hearts, and one spades). No ability score can be greater than 9 or less than 2, before racial modifiers.

Primary Abilities

Strength (Str): This score is a representation of physical, raw strength and healthiness. A character with a high strength can pick up and carry heavy things and can use their strength to deal out a lot of punishment in hand-to-hand combat. A person with a high strength is also healthy and generally tone of body.

Dexterity (Dex): This score is a representation of how nimble a character is, as well as hand-eye coordination. A character with a high dexterity has good balance, maneuverability and will likely be very accurate with ranged weapons.

Intelligence (Int): This score is a representation of both how smart and how quick of a learner a

character is. A character with a high intellect is quick to catch on and may understand the complexities of magic.

Presence (Pre): This score is a representation of a character's ability to forcefully present themselves. A character with a high Presence can easily make themselves heard and is not someone easily ignored.

Secondary Abilities

Melee Combat (Mel): To determine your Melee Combat skill, add half your Strength + half your Dexterity and divide by 2, rounding down. Your Melee Combat skill has no suit; it will gain the suit of the weapon you use in melee combat. Your Melee Combat skill is your ability to strike you opponent accurately, as well as deliver a blow forcible enough to injure the opponent.

Ranged Combat (Ran): To determine your Ranged Combat skill, add ½ your Dexterity + ½ your Intelligence and divide by 2, rounding down. Your Ranged Combat skill has no suit; it will gain the suit of the weapon you use in ranged combat. Your Ranged Combat skill is your ability to predict a target's motion and then strike it in a crucial location to bring it down.

Discipline Aptitude (Disp): To determine your Discipline Aptitude ability score, add half your Intellect + half your Presence and divide by 2, rounding down. Your Discipline ability has a suit depending on the Discipline. Your Discipline Aptitude ability is your ability to manipulate the various forms of controlling the universe through aptitudes such as technology, psionics or even genetic enhancement. However, without proper training, you can't manifest your abilities.

Defense (Def): To determine your Defense skill, add your ½ your Dexterity + ½ your Intelligence and divide by 2. Your Defense ability has the same suit as your Intelligence. Your Defense skill is your innate ability to avoid incoming melee and ranged attacks directed at you.

Resistance (Res): To determine your Resistance skill, add ½ your Presence + ½ your Strength and divide by 2. Your Resistance ability has the same suit as your Presence. Your Resistance skill represents your ability to protect yourself from harm.

Tertiary Abilities

Resolve (Resv): Add Strength + Intelligence + Presence and divide by 3. Resolve is your ability to resist persuasion attempts and non-lethal damage.

Wounds (Wnd): Add Strength + Dexterity + Presence and divide by 3. Wounds is your

54 – Science Fiction

ability to take physical damage as well as your ability to avoid or turn a deadly wound into a less debilitating wound.

Example: Jim has decided he wants to make a dashing privateer who has some psychic abilities named Gerard. Encompassing all of those traits into a starting character is likely to make him ineffective at all three areas, so Jim decides first to concentrate on Gerard's fighting ability and working outward from there. With a concept in mind, he starts constructing Gerard.

First, Jim decides to draw a card for Gerard's background. He draws a 4♥ - a seminal background, which is certainly odd for his character concept, but he decides to roll with it. So Gerard has had ecclesiastical training and church support at one time, but obviously something didn't quite sit right with him. Gerard's falling out with the church will probably be something to develop in-game.

Next, Jim draws 5 cards for Gerard's primary abilities: 7♦, 2♠, 5♥, 6♣, and 4♠. Not a bad draw, overall. Discarding the 2, Jim decides to give Gerard the following primary abilities: Strength 6♣, Dexterity 7♦, Intelligence 4♠, and Presence 5♥.

This gives Gerard the following secondary abilities: Melee Combat 3, Ranged Combat 3, Discipline Aptitude 2, Defense 3, and Resistance 2.

Gerard also has the following tertiary abilities: Resolve 4, Wounds 6.

Select Race

Once you have derived your basic ability scores, select the race of your character. The basic playable races are listed below. The game master may have more or alternate races available.

Ancients: Also known as Titans, these psionically capable humanoids were once revered as gods before their society fell into decline.

Cathe: Cat-like humanoids with a strong code of honor. Lithe and predatory, they thrive on strife.

Cyberhomids: Mechanical robots with a humanoid shape, these constructs are near indestructible and devoid of emotion.

Deevi: Incorporeal entities who inhabit the bodies of others to interact with the world. They are sometimes mistaken as demons or angels.

Eloi: This humanoid race is genetically and psychically superior to most other races and seeks to continue to improve at every turn.

Gray: Somewhat short but highly intelligent, grays have some of the most advanced technology in the universe.

Grazop: These are insectile aliens who ply the spacelanes in a never-ending quest to sate their unending appetites.

Humans: The most prolific and diverse of humanoids, humanity has spread across the world, seeking to dominate it.

Morlock: This humanoid race has been over-exposed to the strange energies and chemicals and has created bizarre mutations and instabilities and mental regression among their kind.

Veredun: Often mistaken as werewolves, veredun are vicious wolf-like humanoids who enslave other races to use as food stock.

Example: Jim, still creating his character Gerard, decides to make him human. This gives him a +1 bonus to one primary ability and a -1 penalty to one ability. Jim decides to give the +1 to Dexterity, and take the -1 to Strength. This gives Gerard Dexterity 8♦ and Strength 5♣. His Discipline remains at 2. His other secondary scores do not change. His tertiary abilities do not change either.

He also writes down the Destiny and Adaptable ability on his character sheet under abilities.

Select Profession

After you have determined your basic abilities and selected your race, you next choose your profession, and if you desire, your specialty within that profession.

Your profession provides you with a package of skills and special abilities, along with some possible drawbacks.

Example: Though Jim could start Gerard off as a Soldier with the Swashbuckler specialty, he decides instead to pick Dilettante and Noble as his specialty.

Select Skills

Each profession gives you access to one or more broad skills that you gain automatically. Next, select five broad skills for your character. You cannot start any skill higher than Rank 2 (Apprentice).

Example: Jim decides to take Deception (Sleight of Hand) as his human racial skill and notes that he has Endurance 0, Language (Galactic) 2, Perception (Listen, Spot) 0 and Weapon Group (Primitive Melee) 1.

Jim picks for his profession and specialty skills the following: Armor (Light) 2, Knowledge (Nobility) 1, Persuade (Diplomacy) 1 and Weapon Group (Firearms) 2. Jim puts one of his two broad skill choices from his class into Evade 1. He puts the other broad skill into Stealth 1. Also, since being human gave him a rank in any one Weapon Skill already, he decides to gain Weapon Skill (Firearms) 2.

54 – Science Fiction

From here, Jim picks five additional broad skills for Gerard. He chooses Athletics 2, Persuasion 1 and Stealth, giving him Stealth 2. Because Gerard already has Diplomacy, he gains Persuade (Diplomacy) 2, though all his other Diplomacy skills are only Rank 1. The same occurs for his Deception and Deception (Sleight of Hand) skill. Gerard's skill list looks thus:

Armor (Light) 2
Athletics 2
Deception 1
Deception (Sleight of Hand) 2
Endurance 0
Evade 1
Knowledge (Nobility) 1
Language (Galactic) 2
Perception (Listen) 1
Perception (Spot) 1
Persuade 1
Persuade (Diplomacy) 2
Discipline (Eugenics) 0
Stealth 2
Weapon Group (Primitive Melee) 1
Weapon Group (Firearms) 2

Later on, after gaining some experience, Jim hopes to pick up one of the Discipline skills to round out his character concept.

Select Maneuvers and Discipline Powers

Once you have finished with your skills, select your starting assortment of maneuvers and any Discipline powers that you may begin the game with.

Example: *Gerard begins with the combat maneuvers Avoid, Defend and Strike (all Rank 0 Maneuvers). He chooses Ranged Weapon Style (a Rank 1 maneuver) and chooses Dual Engagement (a Rank 2 maneuver). Gerard can use all of his maneuvers (since he is Rank 3 with Firearms weapons), including the Dual Engagement maneuver with any projectile weapon, but can only use Strike and One-handed Weapon Style with any other weapon (since he is Rank 0 with all other weapons).*

Select Starting Equipment

Once you have finished with your skills, purchase your equipment. Draw a card and multiply the result by 200. If you draw a face card, draw again and multiply the result by 500 (ignore further face card draws). If you pull an Ace on your first draw, draw again and multiply the result by 1,000. Finally, if you draw a Joker on your first draw, draw another card (ignoring anything higher than 10) and

multiply the result by 5,000. This is shown on the table below.

The gamemaster can choose to augment your funds to fit the campaign; in modern/future worlds it is not uncommon for the character to have access to a place to stay (and knickknacks to fill said dwelling) and a vehicle to travel back and forth from any job the character may hold.

1 st Draw	Result
2-10	x200
Jack, Queen, King	Draw again x500
Ace	Draw again x1,000
Joker	Draw again x5,000

Note that this is not necessarily gear you physically purchase – you may have gained it from previous employment, have worked for it, gained it as a family heirloom or even received it as a gift for a job well done.

Example: *Gerard draws a 5♣, and thus starts with 1,000 credits. From this, he decides to buy his battle gear first.*

Play!

At this point, you should have a completed character. Now go out there and make a name for yourself!

54 – Science Fiction

Less Experienced Characters

If you're new to roleplaying, or want a greater challenge, you may want to consider starting characters out as Novices. To represent Novice characters, a character should not be allowed to start with greater than Rank 1 in a given skill (overlapping skill points should be applied to a different skill as approved by the game master), and instead of buying broad skills, the character should buy each subskill individually.

54 – Science Fiction

Chapter 3 - Race

Once you have assigned your basic ability scores, select a race from the list below. You are not restricted to the races below; your game master may have additional or fewer races available, or you can make your own with your game master's approval.

The races included here for play are:

Ancients – A race of humanoid aliens who reached the height of their civilization ages ago and are on the decline

Chimerae – Highly adaptive reptiles with a strong community work ethic

Cyberhomid – Sentient machines who favor cold logic

Deevi – Disembodied spirits who seek to possess others to experience mortal pleasures

Eloi – Genetic superior humanoids with an aristocratic bend

Gray – Small, gray aliens with vast intellects and superior technology

Human – An adaptable humanoid race with great curiosity

Morlock – A withered race of humanoids with wildly unstable mutations.

Veredun – Wolfish predators that can assume human form to hunt other races

54 – Science Fiction

Ancient

Also known as Titans, the ancients are a race of highly evolved humanoids that reached their apex during Earth's early history. In fact some ancients are believed to have influenced humanity and may be the kernel of truth behind many ancient culture's gods, such as the Greek and Egyptian gods.

Physical Traits

Ancients have a wide variety of frames, though they tend to be athletic in nature. Some appear to be completely human, but most ancients have some unnatural features ranging from unusual skin (covered in scales, feathers or the like) or features that appear animalistic in nature (and may resemble known or unknown animals). Height ranges from 1.9 meters up to 2.5 meters tall. Females tend to be a few centimeters shorter. Average weight is around 135-225 kg, with females about 1/3 lighter.

Ancients have many different skin tones, though they tend towards earthy browns or greens. Albinism is possible, but exceptionally rare, making up less than 1% of the population. Ancients may or may not have hair, and may even sport other materials besides hair. Hair can be any color imaginable, but tends towards metallic colors when present. Ancients may have from one to a dozen eyes, sometimes in unusual places.

Culture

Ancients often cluster into clans who tend to share a common appearance and culture. Ancient clans are as likely to be matriarchal as patriarchal, and in many cases consist of an oligarchy instead of being ruled by a single individual.

Most ancients keep lesser beings as slaves or servants to tend to their needs, allowing the ancients to pursue psychic or intellectual pursuits. They tend towards decadence, but a rare few ancient clans are progressive in nature, seeking to expand and improve their race's knowledge.

In the distant past, ancients frequently used bioengineering to tailor themselves or their pet races to life on the various planets they inhabited, or in some cases, merely for show. However, after a particularly devastating civil war in which horrible bioweapons were used, such technology was banned from further use by their kind. This has also made them look poorly upon such races that do employ biosciences.

Racial Traits

Vision: Standard

Speed: Standard

Ability Modifiers: +1 to Disc, -1 to Mel or Ran Combat.

Skills: Discipline (Psionics) R1, Endurance R0, Knowledge (Any One) R1, Language (Ancient) Ranks=1/2 Int, Language (Galactic) Ranks =1/3 Int, Perception (Intuition, Spot) R0

Naturally Psionic: You start with one Rank 1 Psionic power. Once a scene, an Ancient may reuse a psionic power that is normally limited to once per scene with no consequences.

No Psionic Prohibition: You ignore psionic prohibitions due to your profession or specialty.

Decadent: Up to once per scene, when faced with the option to indulge in a vice, the game master can choose to require you to make a Presence check. On a failure, you must spend an action each turn to indulge in the vice until you succeed the check or the scene ends.

Bioengineering Prohibition: An ancient cannot take ranks in Discipline (Bioengineering).



54 – Science Fiction

Cathe

Reminiscent of humanoid cats, cathe are aggressive, honor-bound creatures with a taste for war. They enjoy the hunt and combat with opponents who test their skill.

Physical Traits

Cathe tend to have lithe frames that are sleek and agile. Height ranges from 1.6 meters to 2 meters, with females being usually 2-3 cm or less shorter. Average weight is around 65-85 kg, with females about 1/3 lighter.

Cathe tend have fur-covered bodies that range from pitch black, gray and white to a deep umber color. “Hunter” breeds are often marked with stripe-like patches, “purebreds” tend towards a single coloration such as black, gray, white or orange, while “mongrel” breeds often sport spots, stockings, color variations or patterns. Eyes tend to be gray, green or yellow and have cat-like slits.

Male cathe do not grow beards, but may instead grow manes that they groom as a symbol of status and leadership.

Culture

There are two major groups in cathe society. Common or ordinary cathe are pooled into a competitive work force with little distinction between “breeds”, other than a slight condensation towards “mongrel” cathe.

Above this common pool are cadres that are filled with the ranks of predatory-minded cathe. These cadres often only adopt cathe of a certain “breed”. These cathe fill both the warrior and elite ruling class of the culture. Even the latter tend towards positions similar to warlord or even hostile corporate overlords that specialize in acquisitions and trade wars.

Elitist cathe tend to be obsessive about their “breed”, and they abhor mutations among their own kind - to the point of disavowing them as being cathe at all.

Cathe are driven by a strong devotion to personal honor and are drawn to adversity and contention. They greatly prize working through adversity to accomplish their goals and place little value on something that is not earned through trial and/or tribulation of some sort.

Friendships are often marked with friendly rivalry, though families are often expected to staunchly stand beside their kin through thick and thin. While families or friends can provide aid - and most especially comfort - in difficult times, many cathe feel dishonor if they are not capable of fending for themselves.

Racial Traits

Vision: Low-light

Speed: Normal

Ability Modifiers: +1 Dex, -1 Int

Skills: Acrobatics (Balance) R1, Endurance R0, Language (Cathe) Ranks = ½ Int, Language (Galactic) Ranks = 1/3 Int, Perception (Listen, Spot) R0, Weapon Skill (Natural) R1

Athletic: Once per scene, when making a Melee or Strength-based skill check, cathe may draw an extra card from the top of their deck for an extra success.

Natural Attack: Cathe have a natural Claw attack. Attack +4/Damage +1.

Honorbound: Up to once per scene, when an individual makes a disparaging remark directed at you or your companions, the game master may require you to make a Presence check. On a failure, you must take an action to force the individual to apologize and/or pay for the insult. You must continue to act until restitution is made, you make the check or the scene ends.

Mutation Prohibition: A cathe cannot take ranks in Discipline (Mutation).

Families will heartily support blood members, though they are careful to not act in a manner that brings dishonor or removes the glory of struggle from any endeavor a cathe undertakes. Moral support is highly encouraged during times of adversity, and many cathe thrive on the accolades they receive when they successfully overcome adversity.



54 – Science Fiction

Chimerae

Chimerae are a race of reptilian humanoids whom are known for their mastery of a given job.

Physical Traits

Chimerae have a wide range of heights and body frames due their use of bioengineering. Various individuals are engineered for specific life-duties, and their appearance is molded to best carry out that life-duty. Chimerae can range from as little as 1 meter tall to over 2.5 meters. There tends to be no outward height or weight differentiation between the three chimerae sexes. Like height, a chimerae's weight depends on their breeding specialization and runs the gamut from as little as 12 kg to over 225 kg.

Chimerae generally have scaly skin and lizard-like heads, but a few breeds of chimerae have tough, hide-like skin and/or crocodilian heads. All chimerae sport a tail, though the length and thickness of the tail depends on the breed's job function; combat-orientated chimerae tend to have stubs whereas dexterous chimerae tend to have long, slim tails and "noble" or diplomatic chimerae tend to have long, thick tails that can be used for a wide variety of means. The rarest of chimerae breeds resemble snakes, though such breeds possess arms but have a snake-like lower section.

Chimerae do not grow beards, but many breeds often sport horns or decorative frills that are groomed and decorated like various human hair styles.

Culture

Chimerae are born in specially engineered clutches that are all designed to perform a specific "life job". Each chimerae clutch forms a sort of family bond in which all members are raised, trained and mated for life. A given clutch has about 2-6 members – the numbers are always initially an even number, with one male and female pair. Likewise, not all the members are blood related.

Because chimerae are trained for a life job, they tend to be very focused and good at what they do. They are rarely disdainful towards other chimerae, though competition between clutches with the same life job is not only common, but encouraged.

Unfortunately, because of the "life job" all chimerae are born into, cross-training or delving outside of one's life job is frowned upon. Though it is rare that a chimerae may be "repurposed" to learn another life job (usually to fill in a needed gap caused by a death), it is considered shameful and degrading to be diverted from one's original intent.

Even so, there are a rare few "perverts" among chimerae society who seek to broaden their knowledge or skills willingly. Such individuals face ostracization, ridicule and possibly even legal repercussions for daring to go beyond the bounds of their life path.

Racial Traits

Vision: Low-light

Speed: Normal

Ability Modifiers: +1 to any one, -1 to any one

Skills: Discipline (Bioengineering, Eugenics or Psionics) R1, Endurance R0, Knowledge (Any one) or Craft (Any One) R1, Language (Chimerae) Ranks = ½ Int, Linguistics (Galactic) Ranks = 1/3 Int, Perception (Spot, Smell) R0, Weapon (Natural) (R0)

Hyperspecialization: Once per scene, when making a skill check based on your Life Job skill, you can draw an extra card from the top of your deck for an extra success.

Life Job: Choose one subskill (except Armor, Endurance or Evade). You gain Rank 2 in the skill. You may increase the skill up to Rank 4 at character generation.

Natural Attack (Bite): You have a natural attack of Attack +4/Damage +1 or Attack +2/Damage +3 (+draw for extra wound).

Small (Optional): You gain a +1 bonus to Dexterity, but take a -1 penalty to Strength. You have -1 wound. *Cannot be taken with Large.*

Large (Optional): You gain a +1 bonus to Strength and a +1 bonus to Resistance. You draw an extra card to deal damage. You require double the normal amount of food and water. You also take a -1 penalty to Defense and Dexterity. *Cannot be taken with Small.*

Cybernetic Prohibition: You cannot take ranks in Discipline (Cybernetics).

Bounds of Life: Choose 3 broad skills at character generation. You cannot take ranks in those 3 skills.

Clutchborn: Up to once per scene, when attempting to perform the same skill check as another individual who is not part of your birth clutch, the gamemaster can require you to make a Presence check. On a failure, you must act in an adversarial manner towards the individual, such as attempting to outdo or sabotage their efforts. This lasts until you succeed at the Presence check or the scene ends.



54 – Science Fiction

Cyberhomid

Cyberhomids are a race of machines who have become sentient. Logical and efficient, they continually seek to make sense of the universe and improve their own nature.

Physical Traits

Cyberhomids have a wide variety of frames; each specialized for their specific mission. Soldiers tend have imposing, armored frames while scientists are often slim, lithe and unimposing. Height ranges from 1.6 meters upwards to 2.5 meters tall. Based on the materials they are made from, cyberhomids range from 47- 115 kg. Cyberhomids are sexless, though their frame, personality and voice can be modified to appear more masculine or feminine.

Cyberhomids have a steel and ceramic skeletal-like frame, though those units designed to interact with other races can have their chassis modified to appear to be that of a living creature, complete with life-like or actual outer flesh.

Culture

Cyberhomids are part of a collective, with each individual programmed for a specific task within the collective. This collective is not race-wide, and there are many collectives, some of which vie violently against each other. All cyberhomids have built in transceivers that allow them to “mentally” communicate with others within their collective.

As a general rule, cyberhomids are disdainful towards other living creatures, though certain units are programmed to sympathize with and interact with certain life forms when the collective determines that such life forms have useful resources or information that the collective can benefit from.

Rogue cyberhomids are possible, but they must keep their rogue status somehow secret from other cyberhomids within their former collective lest they be hunted down to be returned to the collective and properly reprogrammed.

Racial Traits

Vision: Lowlight

Speed: Enhanced

Ability Modifiers: +1 Str, +1 Dex, +1 Int, -3 Pre

Skills: Any one subskill R1, Endurance (Physical) R1, Language (Binary) Ranks = 1/3 Int, Language (Galactic) Ranks = 1/2 Int, Perception (Spot, Listen) R0

Machine: A cyberhomid is immune to poison and does not need to eat, drink or breathe.

Natural Armor: A cyberhomid has a natural armor of +3. A cyberhomid may choose to give up 1 point of natural armor for a +1 bonus to any one skill. This choice must be made at character creation and cannot later be changed.

Transceiver: A cyberhomid can communicate with any other cyberhomid in its collective at up to Long range. You do not need to play a card or expend a power point to use this ability. This is otherwise considered a Rank 1 Cybernetic power.

No Cybernetic Prohibition: You ignore cybernetic prohibitions due to your profession or specialty.

Cold Logic: Up to once per scene, when faced with a decision between an emotional response and a rational choice, the game master can require a Presence check. On a failure, you must choose the rational course of action until you beat the difficulty or the scene ends.

Bioengineering Prohibition: A cyberhomid cannot take ranks in Discipline (Bioengineering).

Supernatural Prohibition: A cyberhomid cannot take ranks in Discipline (Supernatural).



54 – Science Fiction

Deevi

Deevi are a race of bodiless souls that inhabit other beings to interact and experience the world around them. They are sometimes misidentified by primitive cultures as demons or angels.

Physical Traits

In their natural form, deevi appear as a bright, star-like spark, only a few centimeters in diameter. The light is usually a sky blue color, but based on the “aura” of the deevi, can vary from a bloody crimson through a fluorescent green to a pulsing black color. As incorporeal beings, they have no weight.

Culture

Deevi do not generally congregate when in energy form though they have been known to organize secret societies once they have acquired a physical form.

Most deevi do not seek the permission of the host they intent to inhabit, nor do they share control of the body they possess. These deevi usurp the original possessor of the body, driving the original personality into a sort of coma while the deevi takes control.

There are a rare few deevi, however, who will not possess an individual without permission and may even take a “back-seat” to the individual’s consciousness, only providing suggestions and advice, taking over the body only when the individual is rendered unconscious or willingly gives control over to the deevi.



Racial Traits

Vision: Life sense

Speed: Fly Normal

Ability Modifiers: 0 Str, +5 Pre

Skills: Discipline (Supernatural) R1, Endurance (Mental) R1, Language (Galactic) Ranks = ½ Int, Perception (Any one, Intuition) R0

No Supernatural Prohibition: You ignore supernatural prohibitions due to your profession or specialty.

Possess: Once per scene, a deevi can target an individual to possess. If the Deevi successfully persuades the target via Diplomacy, Seduce, Intimidation or Torture, the deevi can inhabit the target’s body. The deevi gains the Strength, Dexterity, Speed, Vision and natural attacks (but not necessarily the skill to use said attacks) of the possessed creature and uses all of its own other abilities and skills. It cannot use any of the host’s disciplines or maneuvers. Damage to a host body deals the same amount of damage to the deevi.

Host Body: You start with a basic host body that you are in possession of. You automatically win any attempts to possess your host body. You may abandon the host body to possess another, and return to the host body at another time if you so wish. You can expend experience to improve the host body (You cannot expend experience to improve other seized bodies). If you lose the basic host body or it is slain, you can replace it within 24 hours with another basic host body.

Cybernetic Prohibition: A deevi cannot take ranks in Discipline (Cybernetics).

Dependant: If a deevi is away from its original host body for 24 or more hours, it suffers 1 wound/hour until it returns and remains in its host for a like amount of time.

Eugenics Prohibition: A deevi cannot take ranks in Discipline (Eugenics).

Insubstantial: When not possessing a body, you cannot wear or use items. Likewise, attacks directed against you automatically miss if the card used is a ♠ or a ♣.

Sensate: Up to once per scene, when confronted with a new experience, the game master can require you to make a Presence check. On a failure, you can spend no actions other to indulge in the new sensation until you succeed the check or the scene ends.

Humanoid Host

Medium Humanoid (Racial Type)

Str: 3♠ **Dex:** 3♦ **Int:** 3♣ **Pre:** 3♥

Mel: 1 **Ran:** 1 **Disc:** 1

Def: 1 (6♦A5) **Res:** 3♥

Resolve: 3 **Wounds:** 1

Vision: Normal **Speed:** Normal

Skills: Armor (Unarmored) (R0) 1, Evade (R0) 1, Endurance (R0) 3, Language (Galactic) (R2) 5, Perception (Listen, Spot) R0, Weapon Group (Any one) (R1) 3

Attack: By weapon

Gear: Clothes, one weapon worth up to 10 credits

54 – Science Fiction

Eloi

The eloi are a race of humanoids who have used genetic manipulation and breeding programs to produce a genetically enhanced and superior being. Unfortunately, they are sometimes blinded by their own arrogance and feelings of superiority to other races.

Physical Traits

Eloi males tend to have slim, yet athletic builds; with females have shapely, hourglass frames. The average male eloi stands between 2 meters to 2.5 meters tall, with females falling into a petite 1.5 to 1.8 tall. Males tend to weight 80 – 95 kg, while females tend to have 1/3 to 1/2 the same weight.

Eloi have a uniform, burnished bronze-like skin. All eloi have golden blonde hair and steel-blue eyes. Albinism or other genetic defects are absent in all eloi, and it is extremely rare for eloi to tolerate blemishes or scars acquired by accidents or through adventuring.

Eloi are incapable of growing beards and tend to treat those sporting beards or mustaches as being borderline feral creatures.

Culture

Eloi prize individualism and have little loyalty to one another, let alone other races. Adult members have little loyalty to former parents and child-rearing is treated more as an apprenticeship than done out of love.

Eloi continually seek self improvement in both physical and mental aptitudes. However, they loathe performing unskilled labor tasks, and prefer to hire other races or invent machines capable of handling such tasks.

Racial Traits

Vision: Standard

Speed: Standard

Ability Modifiers: +1 Int, -1 Mel

Skills: Discipline (Eugenics) R1, Endurance R0, Language (Galactic) Ranks = 1/2 Int (+1), Knowledge (Any one) R1, Perception (Any one, Spot) R0

Enhanced: At character generation, choose a primary ability and one secondary ability composed from the chosen primary ability. Once per scene, when making a skill check based on the chosen ability or secondary ability, you may draw an extra card from the top of your deck for an extra success.

Non-threatening: If you have not yet attacked in a combat or made a threatening gesture or speech, any opponent attempting to attack you must make a Presence check (Diff 5 + your Presence + Diplomacy skill) to target you.

No Eugenic Prohibition: You ignore eugenic prohibitions due to your profession or specialty.

Superior Lifeform: Once per scene, when interacting with non-eloi, the game master may require you to make a Presence check. On a failure, you are treated as being untrained in the Persuasion skill and all subskills until you succeed the check or the scene ends.

Mutation Prohibition: An eloi cannot take ranks of Discipline (Mutation).



54 – Science Fiction

Gray

Masters of technology, this ancient race is on the decline, a victim of its own technology.

Physical Traits

Grays are thin and almost featureless, showing little muscle tone. They have slightly enlarged heads set on disturbingly thin, long necks. Height hovers about 1.2 meters tall with the entire species being genderless. Average weight is 30-35 kg.

Grays have stone-gray skin that is criss-crossed with a maze-work of faintly visible black blood vessels. They are utterly hairless and their large eyes are black and pupilless.

Unlike most other races, though grays have sexual orientations of male or female, they do not display visible genitalia and reproduce by means of cloning.

Culture

Grays spend their waking lives pursuing intellectual pursuits, often focusing on developing new technologies. Unlike most other humanoids, grays dislike forming communities, and generally only gather into groups reluctantly or when forced.

Usually, those grays who do organize into larger groups will do so in the pursuit of the same goals or in developing new technologies.

Grays have no reason to form family bonds, and tend to have an emotional detachment towards other beings, though they may show great respect for other's skills.

Gray communities are always led by a single authoritative individual, and most communities use technological or psychic means to monitor and regulate the thoughts of individuals within the community to suppress stray or "harmful" thoughts.

Racial Traits

Vision: Normal

Speed: Slowed

Ability Modifiers: +1 Dex, +1 Discp, -1 Str

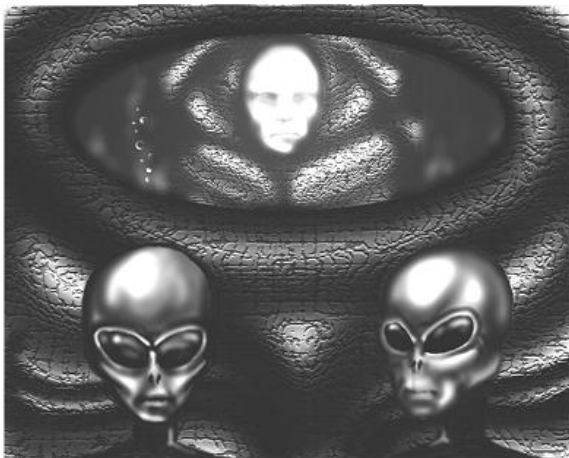
Skills: Craft (Any one) R1, Endurance R0, Knowledge (Any one) R1, Language (Gray) Ranks = 1/2 Int, Language (Galactic) Ranks = 1/3 Int, Perception (Spot, Touch) R0

Analytical: A gray is treated as having at least Rank 0 in any Intelligence-based skill.

Mental Giant: Once per scene, when making an Intelligence-based skill check, you may draw another card from the top of your deck to gain an extra success.

Detachment: Once per scene, when another individual requests your assistance, the game master may require you to make a Presence check (Diff 10 + drawn card). This check takes no action but cannot be performed more than once a turn. If you fail the check, you cannot spend any action to assist the individual until you make the check or the scene ends.

Bioengineering Prohibition: A gray cannot take ranks in Discipline (Bioengineering).



54 – Science Fiction

Grazops

Grazops are a race of intelligent insect-like humanoids. They are sociable creatures with a rigid hierarchy. Because of their bioengineered abilities, they have a constant need to explore (and conquer) to appease their insatiable appetites.

Physical Traits

Grazops have a typical three-segmented body with head, thorax and abdomen. They are six limbed, with generally massive rear legs and smaller forward limbs. Depending on caste, a Grazop will move about on all six limbs (laborers), four (military) or two limbs (most common grazops). Noble grazops always sport wings, but in many cases, such a display is just for show. Grazops are genderless except during a short one-month mating season.

Length ranges from 1.5 meters up to 3 meters, based on caste. Weight ranges from 35 to 200 kg, with 75 kg being the average for “common” Grazops.

Grazops are covered in an exoskeleton that is primarily green in color. In the higher castes, the exoskeleton takes on an emerald color, while lower castes have increasing amounts of brown in their exoskeleton.

The eyes of a grazop are multifaceted and normally black. Common grazops have a field of vision that gives them a 180 degree field of view but their eyes are geared for detecting motion, not detail. Higher castes tend to have smaller eyes, a narrower range of view but better ability to distinguish color and detail. Some variant species of grazops have eyes that are mounted on stalks, though the overall visual acumen is very similar to the majority of the race.

Culture

Grazops are born in communal clutches from eggs and cared for by specialized nursemaids instead of their birth parents. Even before they are born, a grazop’s caste is selected via a series of ancient rituals and they are fed enzymes that will affect their intelligence, growth and appearance. By the time a grazop is hatched, it will already be prepared to begin its life job.

Once hatched, a grazop will naturally migrate to the living and work areas defined by its task and life job. Generally, grazop hives are large affairs of thousands of individuals, with the lowest castes working and living in the base of the hive and those of higher castes living in tiers one above each other. Each caste has a special group of individuals whose only job is to deal with members of the caste below them. These facilitators are generally treated as an inferior subspecies of their given caste, yet at

the same time often have the greatest freedoms to do as they please in the hive.

Grazop hives are designed about mobility, as the entire colony must constantly be in search of sustenance to provide for its bioengineered individuals. While many Grazops hives have survived through trade for the goods they need, others have resorted to conquering or pillaging other worlds for what they need.

Racial Traits

Vision: Standard

Speed: *Runners:* Doubled

Centaurs: Enhanced

Bipeds: Normal

Ability Mods: *Runner:* +1 Str, -1 Int, -1 Pre

Centaur: +1 Mel, -1 Pre

Biped: +1 Int, -1 Pre

Skills: *Runner:* Athletics (Lift) R1

Centaur: Weapon Skill (Any Melee) R1

Bipeds: Craft (Any one) or Knowledge (Any one) R1

All Grazops have Endurance R0, Language (Grazops) Ranks = ½ Int, Language (Galactic) = 1/3 Int, Perception (Spot, Touch) R0

Bioengineered: Choose one Rank 1, Rank 2 or Rank 3 bioengineering ability to start with. You are treated as having Rank 3 in Bioengineering for purposes of using the ability, and must adhere to all normal consequences of using the discipline.

Big (Runners only): +1 Str, on attacks draw extra card for +1 wound damage, +1 Wnd

Hivemind: Up to once per scene, when making a decision, the GM may require you to make a Presence check. If the check is failed, you defer to highest-ranking individual or group majority until you make the check or the scene ends.

Supernatural Prohibition: A grazops cannot take ranks in Discipline (Supernatural)

54 – Science Fiction

Human

Humanity is the most diverse, and generally most populous of all the races. They are flexible, curious and adaptable to a wide range of environments, and their desire to always improve their situation leads them to build and invent – but it also leads them to war and sometimes wanton destruction of their surroundings.

Physical Traits

Humans have a wide range of body frames, with no particular body frame dominating. Height ranges from an average of 1.7 meters upwards to 2.1 meters, with females being about 5-15 cm shorter. Average weight is around 75-100 kg, again with females about 1/3 lighter.

Humans tend to have earthy toned skin color, ranging from pale, near-white skin through increasingly deeper browns to a near-black skin tone. Albinism is possible, but fairly rare, making up less than 5% of the population. Hair ranges from a platinum blonde through browns, reds and blacks and can be straight, kinked or curly. Eyes range in color including gray, light blue, green and brown. In some areas, epicanthic folds may be found among the inhabitants.

Male humans may have beards, with the style and presence of a beard highly subject to the local culture.

Culture

Human culture is extremely varied, ranging from primitive hunter-gatherers to vast nations wielding awesome power. While most human cultures are male-dominated, this is not always the case.

In general, humans seek to “improve” themselves wherever possible, always looking for newer, better and more efficient ways to get things done. Human societies who do not strive to advance often succumb to those societies that are on the move.

Racial Traits

Vision: Standard

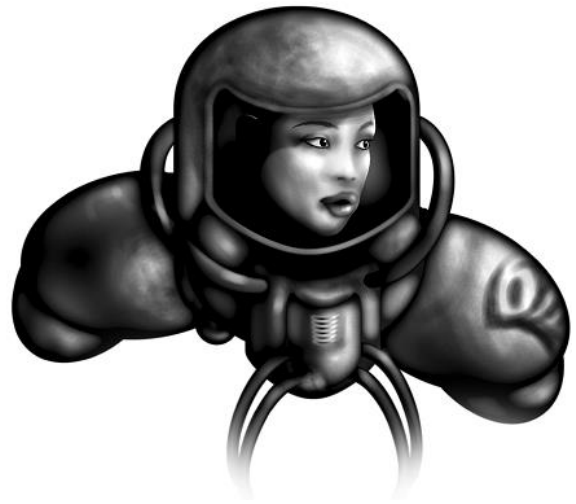
Speed: Standard

Ability Modifiers: +1 to one primary ability of choice, -1 to one primary ability of choice

Skills: Any one subskill R1, Endurance R0, Language (Galactic) Ranks = ½ Int, Perception (Spot, Listen) R0, Weapon Skill (Any one) R1

Destiny: Once per scene, Humans can discard and redraw their hand after playing any face card or an Ace.

Adaptable: Learning skills cost 1 less point per rank than normal.



54 – Science Fiction

Morlock

The race known as morlocks have become over-exposed to strange radiations and harmful elements that has caused extreme mutation and instability among their race. It has also unfortunately caused mental regression among the race, sending them to a near feral existence and having caused them to lose much of the knowledge of the amazing technology they once possessed.

Physical Traits

Morlocks have a wide range of body frames, often including deformities that can sometimes barely make them even humanoid. Height usually ranges between 1.6 meters to 2 meters tall with little difference between males and females. Weight ranges widely, from as little as 50 kg to upwards of 225 kg or more.

Morlocks tend to have thick, leatherish gray skin, often pock-marked with lesions or sores. They tend to be hairless, but a lucky few have thick white hair. Some strains of morlocks are totally blind and devoid of eyes (with their other senses enhanced to compensate), while those who can see tend to have yellow or solid-black pupiless eyes.

Culture

Morlocks tend to live in clans based around a single family line. These clans desperately cling to the technological knowledge and marvels they possess and constantly seek out the chance to repair or replace their failing technology.

Morlocks are known for taking slaves, especially prizing those who are technically savvy. They are not above eating those who displease or are worthless to them.

Racial Traits

Vision: Normal

Speed: Slowed

Ability Modifiers: +1 Strength, Dexterity or Presence, -1 Intelligence

Skills: Athletics (Lift), Endurance (Fortitude) R1, Language (Galactic) Ranks = 1/3 Int, Perception (Any two) R0, Weapon Skill (any one)

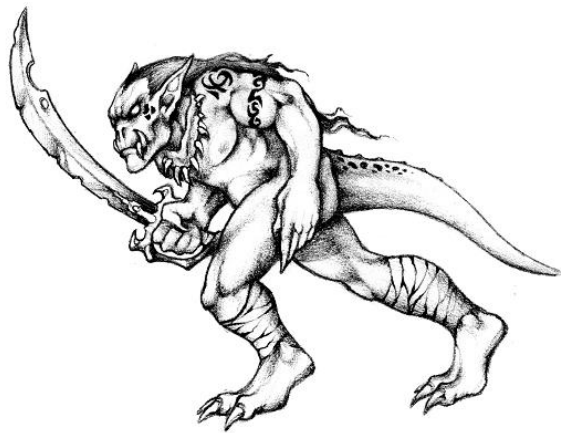
Controllable Mutation: Once per scene, a morlock can play a card from his hand instead of drawing from the top of the deck when activating a mutation.

Unstable Mutation: A morlock has one mutation of up to Rank 3. Once per game day, the morlock may swap the mutation out for another one of up to Rank 3. The morlock can use any card to activate the mutation.

No Mutation Prohibition: You ignore mutation prohibitions due to your profession or specialty.

Damaged Genes: Up to once per scene, when a morlock uses a mutation, the game master can require a Presence check. On a failure, one of your Primary ability scores (which matches the suit of a card drawn by the game master) drops to 1 until you succeed the check or the scene ends. The change to your primary ability score does not affect your secondary or tertiary abilities.

Eugenics Prohibition: A morlock cannot take ranks in Discipline (Eugenics).



54 – Science Fiction

Veredun

In their natural form, veredun strongly resemble wolves. However, this predatory race is capable of assuming the shape of other humanoid races in order to mingle with their prey.

Physical Traits

Veredun, in their natural form, appear to be large timber wolves. They have an average length of about 1.5 meters and are about .8-1.2 meter tall at the shoulder. Average weight is around 110-145 kg. Females tend to be significantly smaller by about 1/3 in length/height and weight.

In their natural form, a veredun's fur-covered body ranges in colors from gray, white, black or brown. "Noble" families often sport a contrasting streak along the back, underbelly, or a "sock" of contrasting color on the forepaws.

However, when among other creatures, veredun normally shapeshift to assume a form that blends in with the race they are hunting or deceiving. Veredun can alter their features slightly in humanoid form, but generally prefer to take on nondescript features so as to not draw attention to themselves and prefer to assume a constant disguise and false personality/background they use to hunt. However, significant scars, wounds and the like transfer from form to form, making a wounded or battle-scarred veredun somewhat easier to identify.

When a veredun attacks its prey, it generally uses its shapeshifting ability to assume a half-wolf, half-humanoid shape of frightening proportions that is primarily designed to frighten and keep prey off-guard. This form tends to exceed the average upper bounds of the humanoid race the veredun is stalking by a few centimeters and fifty kilos or so.

Culture

Veredun society is centered around an extended family known as a pack, with the oldest living members controlling the pack. Family members are expected to give their undying loyalty to the pack, and intrapack conflict is common.

Veredun packs constantly seek to improve their social position by subverting other humanoid groups for their resources, as well as maintaining large "herds" for use as food.

Most Veredun have utter contempt for other races, and only associate with other beings for the resources and opportunities they provide to thwart other veredun packs. Generally speaking, at the first opportunity, most Veredun will willingly turn on other races to devour them as food as soon as their usefulness is at an end. This also goes for Veredun who belong to a different pack, or in rare cases their

own packs, when a member becomes too much of a liability.

Racial Traits

Vision: Low-light

Speed: Normal

Ability Modifiers: +1 Melee, -1 Ranged

Skills: Deception (Disguise) R1, Endurance R0, Language (Galactic) Ranks = ½ Int, Perception (Smell, Spot) R0, Weapon Skill (Natural) R1

Natural Armor: A veredun has a +1♣ Natural armor bonus. For every 15 XP, you can upgrade the armor bonus by +1, to a max of +3. (Minimal Hide → Light Hide → Hide).

Natural Attack: A veredun has a natural Claw attack of Att +4♦/Dam +1♦ and Maw attack of Att +2♦/Dam +3♦ (+draw card for additional wound).

Shapeshift: Once per scene, a veredun can change its appearance between that of a great wolf, a humanoid or a humanoid-wolf hybrid with a successful Deception (Disguise) check (Diff 10). If the veredun wishes to make an additional change in a scene (including shifting its humanoid appearance), it takes a cumulative wound.

Great wolf form: +1 Dexterity, -1 Presence.

Hybrid form: +1 Strength, -1 Intelligence.

Humanoid form: No change.

Secondary and Tertiary abilities are not modified when a veredun shapeshifts.

Traitor: Up to once per scene, when another non-enemy individual fails a skill check, the game master may require the Veredun to make a Presence check. On a failure, you may not take an action to assist the individual and must instead attempt to thwart any action taken by the individual until you succeed the check or the scene ends.

Psionics Prohibition: A veredun cannot take ranks in Discipline (Psionics).



54 – Science Fiction

Chapter 4 - Profession

Once you have chosen your race, the next step is to choose your primary profession. Your chosen profession will determine which skills you automatically start with, from which you can expand your character's talents.

Each profession also has various specialties. You may choose a profession specialty, which grants you special abilities and extra skills, but will also have a drawback attached to selecting the specialized class. You are not required to take a specialty. If you dislike a chosen specialty, you can choose to drop it at a later time, but in so doing, you lose the special benefits as well as the drawbacks associated with it.

The professions and specialties listed here are by no means exhaustive. A game master may choose to add new professions or specialties as he sees fits, and may allow players to design and use professions and specialties of their own creation.

Creating New Professions

For the most part, it is wise to remain within the basic professions listed below. More often, you will want to create a specialty under one of the main professions (see the next section for creating Specialties). However, if you desire to make your own professions, here's the tools you'll need.

Automatic Skills

A profession should grant at least one Weapon Group skill and one Armor Group skill at Rank 1, as well as the Evade skill at Rank 1. Those who do not rely on Melee combat or Ranged combat skills to fight should either be given a rank in Armor (Unarmored) or Armor (Light). Those expecting direct Melee combat should be given access to multiple ranks of the Armor skill, and more ranks of the Evade skill.

Beyond this, the profession should grant six broad skills in total, preferably to set broad skills (such as Weapon Groups, the Athletics skill, etc.) No profession can allow any skill to start higher than Rank 3 (Journeyman).

Benefits

A profession should grant at least one combat-related ability and one out-of-combat ability that can be used once a scene. You may wish to combine the combat and out-of-combat ability. If you create two separate abilities, one or both abilities should have special limits that makes them slightly more difficult to use.

Usually these abilities allow for the drawing of additional cards for extra successes, but many other abilities are possible.

No ability should grant a character a bonus to skills; it can grant bonus skills or pseudo ranks in skills, but never above Rank 3 (Journeyman).

Maneuvers

All professions gain the combat maneuver Strike, One-handed Weapon Style and Ranged Weapon Style. Characters geared towards melee combat should gain one additional maneuver, usually up to Rank 2 (Apprentice). A profession should only grant two or more maneuvers if it cannot use a discipline at all.

Disciplines

Professions who are not focused on a single discipline generally grant only a single power of up to Rank 3 ability. Generally, such professions will have consequence of prohibiting them from advancing beyond Rank 3 (Journeyman) in their chosen discipline.

Professions whose primary ability revolves around a single discipline start with one power of each Rank in their chosen discipline. Generally, such professions will have a consequence that limits them to one discipline, though no limit on the Ranks.

Professions that cannot use disciplines, of course, do not grant any starting discipline powers and always have a consequence that prevents them from using any discipline. Remember to break out the consequences for preventing access to each discipline separately.

Consequences

All professions have one or more consequences associated with them. Unlike race and specialties, most of these consequences are mechanical restrictions that cannot be overcome by Presence checks.

Remember that it is possible to buy off consequences; in some cases you may want to split consequences into separate items to make it more expensive to remove restrictions to balance a strong profession.

Creating New Specialties

There are thousands of character concepts that lie untapped. Making a new specialty allows you to create your own set of abilities, restrictions and the like to customize your character's abilities as you see fit. The following guidelines are meant to help in creating your own specialties.

54 – Science Fiction

Bonus Skills

A specialty gains two specific subskills. Try and choose two subskills that you closely associate with the specialty. The same skill should not be chosen twice. Beware of granting a subskill whose broad skill will likely or automatically be chosen by the specialties primary profession, as the character can't start above Rank 3 (Journeyman) between the broad skill + subskill.

Special Ability

A specialty gains at least one special ability; usually this ability is a once per encounter ability that allows the character to draw extra cards for additional successes.

Most special abilities should work both within combat and out of combat. If the ability only works in combat or out of combat, it should be slightly stronger or easier to accomplish than abilities usable in a wider variety of situations.

No ability should grant a character a bonus to skills; it can grant bonus skills or pseudo ranks in skills, but never above Rank 3 (Journeyman).

Consequence

All specialties have one and only one consequence associated with them. Normally, this consequence requires Presence checks to be overcome. The consequence should be designed to make the character *occasionally* want to invoke it to enhance role-playing, and perhaps gain experience off of it coming into play.

Remember that it is possible to buy off consequences; consider this when using the consequence to balance a specialty's power.

A Final Word

You'll surely find both professions and specialties that violate what is suggested above; that's fine – these are just guidelines designed to help you design your own material that isn't any more powerful than what exists.

Professions

Each profession opens with a brief stereotypical presentation of the profession.

Automatic Skills

Your character gains the skills listed here; most give you 1 point (Rank 1) in the skill. In some cases, you may gain extra points in a given skill. Regardless of the number of points you are given, you cannot start with a given skill (Broad or a subskill) at higher than Rank 3 (Journeyman).

Benefits

Your character gains the following abilities. Generally speaking you will gain one ability that is useful in combat and one useful out of combat. Both skills generally work once a scene. In some cases, the two abilities may be combined into one that works in and out of combat.

If an ability tells you to choose a card from the top of your deck, you can choose to instead draw from the top of the community deck instead, unless the ability specifically denies you from doing this.

The same is true for abilities that allow you to play cards from your hand – you may choose to instead play cards from the community hand, unless the ability specifically denies you from doing this.

Maneuvers: All professions grant access to the Strike, One-handed Weapon Style and Ranged Weapon Style maneuvers. Maneuvers are explained in the chapter on maneuvers.

Disciplines: Some professions grant access to disciplines. You gain the indicated number of powers. See the chapter on disciplines for more details.

Consequences: Each profession has one or more consequences that place a limit on the character's abilities. It is possible to buy off these limitations to your character with success chits. See the chapter on Running the Game for more details (in the Awards subsection).

54 – Science Fiction

Specialties

Dilettante

A dilettante is a semi-skilled character with no particular specialty. You usually have a little bit of knowledge in a wide range array of skills, but are not a master in any particular field of study.

Automatic Skills

You gain the following skills, at Rank 1.

- ◆ Two weapon groups from below. You may choose the same weapon group twice, thus starting at Rank 2.
 - ◆ Laser
 - ◆ Missile
 - ◆ Particle
 - ◆ Powered Melee
 - ◆ Firearms
 - ◆ Railgun
- ◆ Three Ranks in Armor (Unarmored, Minimal or Light) or the Parry skill. You may choose the same Armor or Evade skill more than once, thus starting at up to Rank 2.
- ◆ Two broad skills of your choice

Benefit

Discipline Dabbler: You are treated as being at least Rank 0 in either Discipline (Bioengineering), Discipline (Cybernetics), Discipline (Eugenics), Discipline (Mutation) or Discipline (Psionics), even if you have not taken any ranks in Discipline.

Discipline Powers: You start with one discipline power of up to Rank 3 (Journeyman).

Maneuvers: You start with the Avoid, Deflect, Strike, and two maneuvers of your choice of up to Apprentice (Rank +2) level. See the maneuver chapter for details.

Dabbler: You cannot exceed Rank +3 (Journeyman) in any skill.

Disciplined Warrior: You are skilled at using weapons in combination with a discipline.

Bonus Skills: Armor (any one), Weapon group (any one)

Extra Discipline Attack: You start with a free attack ability from your chosen discipline. This does not count against the normal number of discipline abilities you start with.

Weapon Enhancement: You start with a free weapon that is powered by your discipline. The item only works while you wield it and does not require ammunition.

Single Discipline: Choose one discipline, which you can learn up to Rank 5 (Grand Master). You cannot take ranks in any other discipline.

Noble: Wealthy and generally well educated, the noble lacks little in the ways of material wealth.

Bonus Skills: Knowledge (Nobility), Persuade (Diplomacy)

Wealthy: You start with 100 credits.

Well-Trained: Up to once per scene, when using a skill you are trained in and you play a card from the hearts suit, you may draw an extra card from the top of your deck and compare it to the difficulty for an extra success. You may play the card before or after the difficulty has been revealed.

Sheltered: Up to once per scene, when you fail a check, the game master may require you to make a Presence check. On a failure, you are distracted and take a –2 penalty to all other actions until the end of the scene or until you succeed a Presence check.

Politician: A politician is an individual who seeks temporal power over others through persuasion and manipulation.

Bonus Skills: Knowledge (Bureaucracy), Perform (Orate)

Inspiring Words: Once a scene, when you make a successful Perform (Orate) skill against a listener's Resistance (Mental), you may cause a wound to a target or donate the next card off the top of your deck to an ally's next action.

Untrustworthy: Up to once per scene, if you fail a Deception (Bluff) check, the game master may require you to make a Presence check. On a failure, you suffer a +5 penalty to all Presence-related skill checks until you succeed the Presence check or the scene ends.

54 – Science Fiction

Polymath: A polymath is a storehouse of knowledge and secrets, and has a dabbling of skill in just about any trade.

Bonus Skills: Craft (Any one), Knowledge (History)

Dabble: You are considered to have at least Rank 0 in any skill check you make.

Refresh: When you refresh your hand after playing an Ace, you may also refresh the community deck.

Limited Discipline: You can gain ranks in one Discipline.

Wanderer: Much like the jack-of-all-trades, you travel from place to place taking odd jobs where you can, but you do not have a higher purpose to your wanderings.

Bonus Skills: Craft (Any one), Knowledge (Any one)

Talent: Up to once per scene, when making a Perform check, you may draw an extra card from the top of your deck and compare it to the difficulty for an extra success. You may draw the card before or after the difficulty is revealed.

Affable: You may use your Intelligence instead Presence to make Persuade checks to influence others.

Wanderer: If you remain in an area for a day or more, the game master may require you to make a Presence check. On a failure, you are overcome by the urge to move on and must attempt to travel for at least one full day away from the area.



54 – Science Fiction

Disciple

You are trained in a discipline. The character has an understanding of some of the forces that create and control the universe and seeks to master that control.

Automatic Skills

You gain the following skills at Rank 1.

- ◆ One Weapon Group from below
 - ◆ Laser
 - ◆ Powered Melee
 - ◆ Primitive Melee
 - ◆ Firearms
 - ◆ Railgun
- ◆ Armor (Unarmored) or Evade
- ◆ Craft (Any One)
- ◆ Discipline (Cybernetics, Eugenics or Bioengineering)
- ◆ Knowledge (Any two)

Benefits

Disciplined: You can use a single Discipline skill. You lose the Discipline Prohibition for the appropriate Discipline you start with.

Discipline Powers: You start with one Discipline ability per rank you have in the Discipline skill.

Maneuvers: You start with the Strike maneuver and two Rank 1 maneuvers. See the maneuver chapter for details.

Armor and Weapon Deficiency: You cannot take Ranks in Armor (other than Minimal) skills. You cannot take past Rank +2 (Apprentice) in any weapon group.

Bioengineering Prohibition: You cannot take ranks in the Discipline (Bioengineering) skill.

Cybernetics Prohibition: You cannot take ranks in the Discipline (Cybernetics) skill.

Eugenics Prohibition: You cannot take ranks in the Discipline (Eugenics) skill.

Faith Prohibition: You cannot take ranks in Discipline (Faith).

Mutation Prohibition: You cannot take ranks in the Discipline (Mutation) skill.

Psionics Prohibition: You cannot take ranks in the Discipline (Psionics) skill.

Assistant

Scientists often require an individual to aid them in their research endeavors. This assistant is usually a slightly lesser skilled apprentice of the same race as the scientist.

Any individual with at least three ranks in Craft (Any one) can attempt to attract an assistant. Doing so requires the proper paperwork to be filled out and investments (worth at least 10 credits). After

a period of between 1-2 days, an assistant will be assigned to the scientist. This grants the character the following benefits and consequences.

You may only have one assistant at any given time. If the assistant is slain, killed or dismissed, you can attempt to attract another assistant after a day has passed.

Research Assistance: You gain a +1 bonus to Craft skill checks.

Intern: The assistant has a score of 3 in all abilities and subabilities. The assistant has a Resistance and Resolve of 5. It has the same skill ranks in all skills as you do. It is the same race as you are. You can increase its ability scores by spending success chits at ½ normal cost. However, its primary ability scores cannot be raised past 5. You cannot increase its skill ranks, but it is considered to always have the same skills at the same ranks as you do. If the assistant is killed, you can replace them in 24 hours with a new assistant.

Scientific Discussion: Up to once per scene, the game master can draw a card from the top of his deck and require you to make a Presence check. On a failure, both you and the assistant become caught up in a heated discussion on how the use of the Craft or Discipline skill could be used to overcome any obstacle you currently face. Until you make a successful check or the scene ends, you lose one action a round and have a –2 penalty to all skill.

Specialties

Bioengineer: A bioengineer uses specialized living objects to perform amazing feats for his benefit.

Bonus Skills: Knowledge (Biology), Craft (Biomorphs)

Advanced Bioengineering: You can start with up to Rank 4 in Discipline (Bioengineering). You also start with one additional bioengineering power of up to Rank 4.

Bioengineer Specialization: Up to once per scene, when using Knowledge (Biology), Craft (Biomorphs) or Discipline (Bioengineering), you may draw an extra card to compare it to the difficulty for an extra success.

Symbiosis: Whenever one of your biomorphs is slain, you lose all actions for one round.

54 – Science Fiction

Cyberengineer: A cyberengineer uses machines to perform amazing feats for his benefit.

Bonus Skills: Craft (Manufacturing or Robotics), Knowledge (Technology)

Advanced Cybernetics: You can start with up to Rank 4 in Discipline (Cybernetics). You also gain an extra discipline power of up to Rank 4.

Cybernetics Specialization: Up to once per scene, when using Knowledge (Technology), Craft (Manufacturing), Craft (Robotics) or Discipline (Cybernetics), you may draw an extra card to compare it to the difficulty for an extra success.

Recharge: You must spend one hour each day recharging your cybernetic implants or they fail to work until recharged.



Geneticist: A geneticist is trained at using gene therapy to perform extraordinary feats.

Bonus Skills: Craft (Chemistry or Nanite), Knowledge (Chemistry or Medical Science)

Advanced Eugenics: You can start with up to Rank 3 in Discipline (Eugenics). You also gain an extra discipline power of up to Rank 3.

Eugenics Specialization: Up to once per scene, when using Knowledge (Chemistry), Knowledge (Medical Science), Craft (Chemistry), Craft (Nanites) or Discipline (Eugenics), you may draw an extra card to compare it to the difficulty for an extra success.

Mutant Phobia: Up to once per scene, when confronted with an individual with mutations or an effect that causes mutations, the game master can require a Presence check. On a failure, your discomfort causes you to suffer a +2 penalty to the difficulty of all skill checks until you succeed the Presence check or the scene ends.

Mad Scientist: A mad scientist has rejected the common wisdom and accepted practices of performing scientific researches and is only interested in the results achieved.

Bonus Skills: Craft (Any one), Deception (Bluff)

Mad Science: You can remove one extra discipline prohibition.

Uninhibited Genius: Up to once per scene, when making a skill check based on Intelligence or using an item based on a discipline you have ranks in, you can draw an extra card and compare it to the difficulty for an extra success.

Experimentation: Up to once per scene, after using a discipline power or item which you draw an extra card, the game master can require you to make a Presence check. On a failure, you suffer a detrimental mutation of the same rank as the discipline or item power you used. You can remove the mutation with a successful check or when the scene ends.

54 – Science Fiction

Mutant Master: A mutant master is capable of warping genes to create mutations that perform extraordinary feats.

Bonus Skills: Craft (Biomorphs or Chemistry), Knowledge (Chemistry or Medical Science)

Advanced Mutation: You can start with up to Rank 3 in Discipline (Mutation). You also gain an extra discipline power of up to Rank 3.

Mutation Specialization: Up to once per scene, when using Knowledge (Chemistry), Knowledge (Medical Science), Craft (Biomorph), Craft (Chemistry) or Discipline (Mutation), you may draw an extra card to compare it to the difficulty for an extra success.

Overexposure: Up to once per scene, when using a power or item that utilizes mutations, the game master can require a Presence check. On a failure, you suffer a wound. You also suffer a +2 penalty to all difficulties until you make the check or the scene ends.

Researcher: A researcher is devoted to understanding the deepest mysteries of his discipline.

Bonus Skills: Knowledge (any one), Perception (Intuition)

Pushing the Boundary: Once per scene, you can reduce the Difficulty of using a Discipline power by –2.

Subject Mastery: You can start with up to Rank 4 in one Knowledge subskill.

Intensive Study: Up to once per scene, when the researcher is presented with an opportunity to observe an advanced item or power in his field of study, the game master may require a Presence check. On a failure, you must spend one action each round to observe the item or power in action until you make the check or the scene ends.

Paranormalist: A paranormalist is capable of employing the supernatural discipline to perform extraordinary feats.

Bonus Skills: Craft (Blacksmith or Metalsmith), Knowledge (Paranormal or Religion)

Advanced Magic: You can start with up to Rank 3 in Discipline (Supernatural). You also gain an extra discipline power of up to Rank 3.

Supernatural Specialization: Up to once per scene, when using Knowledge (Paranormal), Knowledge (Religion), Craft (Blacksmith), Craft (Metalsmith) or Discipline (Supernatural), you may draw an extra card to compare it to the difficulty for an extra success.

Supernatural Backlash: Up to once per scene, when you fail to use a power or item that utilizes a supernatural power, the game master can require a Presence check. On a failure, you suffer a wound. You also suffer a +2 penalty to all difficulties until you make the check or the scene ends.

54 – Science Fiction

Expert

An expert is an individual who is skilled in one or more particular skills.

Automatic Skills

You gain the following skills, at Rank 1.

- ◆ One weapon group from below
 - ◆ Beam
 - ◆ Laser
 - ◆ Natural
 - ◆ Primitive Melee
 - ◆ Primitive Ranged
 - ◆ Firearms
- ◆ Armor (Unarmored or Minimal)
- ◆ Evade
- ◆ Any one broad skill
- ◆ 3 Ranks of Knowledge, Craft or the Perform skill. You may take 1 Rank in three skills or 2 Ranks in one skill and 1 Rank in another skill.

Benefits

Skilled: Up to once per scene, when making a skill check you may draw a card from the top of your deck and compare it to the difficulty of the action for an extra chance of success. The card is always considered to be the same Suit as the action you attempting, regardless of the actual card's Suit. You may draw the card before or after the difficulty has been revealed.

Discipline Powers: None

Maneuvers: You start with the Avoid, Deflect, and Strike maneuvers. You also start with one maneuver of Rank 1 (Initiate). See the maneuvers chapter for details

Focused Study: You can only learn one of the two following skills past Rank +2 (Apprentice): Weapon Group (Any one), Discipline (Bioengineering, Cybernetics, Eugenics, Mutation, Psionics or Supernatural). You can learn all other skills up to Rank +5 (Grand Master).

Specialty

Ascetic: An ascetic has decided to eschew the material world to instead dedicate their energy to achieving a form of enlightenment through purification and strengthening of the body and mind.

Bonus Skills: Athletics (Jump), Knowledge (Religion)

Insight: Up to once per scene you may discard a card from your hand to gain ranks in any one skill of your choice the next time you use that skill. The card you discard determines the Rank you gain for the next use of the selected skill.

2-5: Novice (Rank 1)

6-10: Apprentice (Rank 2)

Jack: Journeyman (Rank 3)

Queen or King: Master (Rank 4)

Ace or Joker: Grand Master (Rank 5)

Unburdened: You cannot keep treasure or items beyond its immediate usefulness to you.

Field Expert: A field expert is extremely knowledgeable about a subject both in theory and practical experience.

Bonus Skills: Any two subskills

Knowledgeable and Experienced: Once per scene, you can use a Knowledge skill in place of the skill you would normally use.

Divisive Study: You cannot learn past Rank 3 in any non-knowledge skill

Investigator: A detective is an individual who is skilled in the research of crimes or mysteries. Many detectives eventually learn a discipline to assist in their work.

Bonus Skills: Perception (Intuition), Persuade (Gather Information)

On the chase: Up to once per scene, when attempting to solve a mystery, you may draw an extra card from the top of your deck and compare it the difficulty for an extra success. You may draw the card before or after the difficulty is revealed.

Pursuit of Mystery: Up to once per scene, when confronted with a mystery, the game master may require you make a Presence check. On a failure, you can take no other action except to unravel the mystery until the end of the scene or until you succeed on the Presence check.

54 – Science Fiction

Mastermind: A mastermind is an individual who is virtually unparalleled in a particular ability.

Bonus Skills: none

Mastery: Once per scene, when making a skill check you may use any skill and ability score (Str, Dex, Int, Pre) to make the skill check instead.

True Expert: You can start with up to 5 ranks in one subskill besides Armor, Weapon Skill or Evade.

Unparallel Ego: Up to once per scene, if your mastery of any skill or ability you possess at Rank 4 or above is questioned, the game master can require you to make a Presence check. On a failure, you spend your actions revealing your genius to everyone around you until you make the check, you are placed in mortal peril, or the scene ends.

Specialist: A specialist is an expert in one particular field of study.

Bonus Skills: Any one subskill, two ranks

The Right Tools: You start with two masterwork tools to assist you in your area of expertise.

True Expert: You can start with up to 5 ranks in one subskill besides Armor, Weapon Skill or Evade.

Focused: You suffer a –2 penalty to all other subskills in the skill you gained bonus ranks in.

Wheelman: A wheelman is an expert in piloting vehicles, whether a ground vehicle, a waterborne craft, aircraft or starcraft.

Bonus Skills: Craft (Vehicles), Pilot (Any one)

Custom Ride: You start with one vehicle of your choice (with GM's approval). If the vehicle is destroyed, you may replace it after 24 hours with a vehicle of equal or lesser value.

Stunt Specialist: Once per scene, when making a skill check to operate your custom ride, you may draw a card from the top of your deck for an extra success.

Maintenance: Up to once a scene, when your vehicle takes a wound, the game master can require you to make a Presence check. On a failure, the vehicle becomes difficult to control and you suffer a –2 penalty to all skill checks while in the vehicle until you make the check or the scene ends.

Yogi: A yogi is trained at using psionics to perform extraordinary feats.

Bonus Skills: Craft (Jeweler), Knowledge (Psychology or Religion)

Advanced Psionics: You can start with up to Rank 3 in Discipline (Psionics). You also gain an extra discipline power of up to Rank 3.

Psionics Specialization: Up to once per scene, when using Knowledge (Psychology), Knowledge (Religion), Craft (Jeweler) or Discipline (Psionics), you may draw an extra card to compare it to the difficulty for an extra success.

Mental Barrage: Up to once per scene, after failing to use a psionic power, the game master can require a Presence check. On a failure, your mind is psychically overloaded, incurring a +2 penalty to the difficulty of all skill checks until you succeed the Presence check or the scene ends.



54 – Science Fiction

Specialty

Rogue

You are a scoundrel at heart, living off your wits, skill and charm. A rogue is an individual adept at living off the work of others. Often flaunting the law, a rogue works to better his own situation, often heedless of the consequences of his actions to other individuals.

Automatic Skills

You start with the following skills at Rank 1.

- ◆ Two weapon groups from below. You may choose the same weapon group twice, thus starting at Rank 2.
 - ◆ Firearms
 - ◆ Laser
 - ◆ Natural
 - ◆ Powered Melee
 - ◆ Primitive Melee
 - ◆ Primitive Ranged
 - ◆ Railgun
- ◆ Three Ranks in Armor (Unarmored, Minimal or Light) or Evade. You may choose the same Armor or the Evade skill more than once, thus starting at up to Rank 2.
- ◆ Deception
- ◆ One broad skill of your choice

Benefits

Distraction: Up to once per scene, when making skill check against a distracted or unaware opponent, you may draw a card from the top of your deck and add it to the total. You may draw the card after the difficulty has been revealed.

Skilled: Up to once per scene, when making a skill check you may draw a card from the top of your deck and compare it to the difficulty of the action for an extra chance of success. You may draw the card before or after the difficulty has been revealed.

Discipline Powers: None

Maneuvers: You start with the Avoid and Strike maneuvers. You can choose up to two additional maneuver of up to Apprentice (Rank +2) level. See the maneuver chapter for details.

Discipline Handicap: You can only learn up to Rank +2 (Apprentice) in Discipline (Any).

Weapon Handicap: You can only learn up to Rank +3 (Journeyman) with any Weapon Group.

Assassin: An assassin is an individual who covertly murders others for money or a cause. Most are amoral beings, though some might have a higher purpose for eliminating their foe.

Bonus Skills: Deception (Ambush), Stealth (Hide)

Deathblow: Up to once per scene, if you make an attack against an unaware opponent, each card of the spade suit that you play deals an extra success to the opponent if you beat the opponent's difficulty. You may play as many extra cards as you desire, ignoring the limit of two cards a turn. You may play the cards before or after the difficulty has been revealed.

Honorless: Up to once per scene, when interacting with an individual who is aware of your profession, the game master may require you to make a Presence check. On a failure, the difficulty of interacting with the individual increases by +5 and the victim is not considered unaware until the end of the scene or until you make a successful Presence check.

Burglar: A burglar is an individual who robs others of their wealth.

Bonus Skills: Stealth (Move Silently), Stealth (Sleight of Hand)

Light-fingered: Up to once per scene, when making a Dexterity-based skill check, you can draw an additional card from you deck and compare it to the difficulty for an extra success. You may draw the card before or after the difficulty has been revealed.

Criminal: Up to once per scene, when interacting with an individual who is aware of your profession, the game master may require you to make a Presence check. On a failure, the difficulty of interacting with the individual increases by +5 until the end of the scene or until you make a successful Presence check.

54 – Science Fiction

Con Artist: Your talent lies in parting fools from their money. Slick, scheming and often handsome or beautiful, you're in an out before they know they've been scammed.

Bonus Skills: Deception (Bluff), Persuade (Diplomacy)

Scam: Up to once per scene, when attempting to deceive others, you can draw an additional card from your deck and compare it to the difficulty for an extra success. You may draw the card before or after the difficulty has been revealed.

Hunted: Up to once per scene, when someone recognizes you, the game master may require you to make a Presence check. On a failure, the difficulty to deceive the individual increases by +5 until the end of the scene or until you make successful Presence check.

Shadow Warrior: You are a skilled assassin and spy of the night, employing a wide range of specialized skills and equipment to perform your tasks.

Bonus Skills: Stealth (Hide), Deception (Disguise)

Achieve the Impossible: Up to once per scene, if you play a card from the spade suit, you may draw another card from the top of your deck and compare it to the difficulty to attempt an extra success or add it to the value of your action. You may draw the card before or after the difficulty has been revealed.

Fear-inspiring: Up to once per scene, if your true identity is discovered, the game master may draw a card from the top of his deck and require you to make a Presence check. On a failure, you cannot use face cards on actions against the opponent until the end of the scene or until you succeed a Presence check.

Spy: A spy is an individual who thrives on stealing and exposing other's secrets.

Bonus Skills: Deception (Disguise), Persuade (Gather Information)

Secrets Revealed: Up to once per scene, if you make a successful Persuade (Gather Information) against an individual, you gain a bonus to skill checks against that individual equal to your Rank in Persuade (Gather Information).

Living On the Edge: Up to once per scene, when not facing mortal peril, the game master can require you to make a Presence check. If you fail the check, you spend your actions in revelry until you make the check, you are placed in mortal peril or the scene ends.

Thug: You are hired muscle who has little or no scruples, working for whoever pays the best or gives you the chance to knock skulls.

Bonus Skills: Persuade (Intimidate), Weapon Group (Club)

Bash Skulls: Up to once per scene, if you catch an opponent unaware when making an attack, you may draw a card from the top of your deck and compare it to the difficulty for an extra success. You may draw the card before or after the difficulty has been revealed.

Thuggery: Up to once a scene, if you are presented with the chance to make money by "looking the other way", the game master may require you to make a Presence check. On a failure, you are willing to take reasonable bribes to leave the individual unharmed until the scene ends or you succeed at the Presence check.



54 – Science Fiction

Specialties

Missionary

You have strong devotion to a higher power that manifests itself in your ability to channel miracles.

A missionary is generally a member of a religious order whose devotion is great enough that he or she can channel unusual abilities against the enemies of the church, or in service to its congregation.

Automatic Skills

You start with the following skills at Rank 1.

- ◆ One Weapon Group from the list below.
 - Primitive Melee
 - Natural
 - Firearms
- ◆ Armor (Unarmored)
- ◆ Evade.
- ◆ Knowledge (Religion)
- ◆ Discipline (Faith)

Benefits

Supernatural: You can use Discipline (Supernatural). See the Discipline chapter for details.

Maneuvers: You start with the Deflect and Strike maneuvers. You can choose up to two additional maneuvers of up to Apprentice (Rank +2) level. See the maneuver chapter for details.

Discipline Powers: You start with two Rank 1 powers and one Rank 2 power.

Bioengineering Prohibition: You cannot take ranks in Discipline (Bioengineering).

Cybernetics Prohibition: You cannot take ranks in Discipline (Cybernetics).

Eugenics Prohibition: You cannot take ranks in Discipline (Eugenics).

Mutation Prohibition: You cannot take ranks in Discipline (Mutation).

Psionics Prohibition: You cannot take ranks in Discipline (Psionics).

Avenger: An avenger is a holy warrior who has dedicated himself to rooting out and destroying evil.

Bonus Skills: Perception (Intuition), Weapon Group (Any one)

Divine Justice: Up to once per scene, when you attack a creature, you can draw an additional card from the top of your deck and compare it to the difficulty to gain an extra success. You can draw the card before or after the difficulty is revealed.

Avenging Weapon: Your primary weapon deals an extra wound on a success. It only retains this ability while in your possession.

Supernatural Deficiency: You cannot gain past Rank 3 (Journeyman) in Discipline (Supernatural). You also do not automatically start with Discipline powers.

Druid: A druid is a priest of the natural order of life and death. They do not worship a deity but instead worship the primal forces of nature itself.

Bonus Skills: Knowledge (Nature), Survival (Wilderness Lore)

Bionengineered: Druids use bioengineering to enhance their own abilities. They lose the Bioengineering Prohibition.

Wildshape: Up to once per scene, you can transform yourself into a wild animal by discarding a face card. You take the animal's basic appearance, and may increase one of your primary ability scores by +2 while transformed. This increase does trickle down to your secondary ability scores.

Supernatural Prohibition: You cannot take ranks in Discipline (Supernatural).

Primitive: You cannot wear or use items made from refined materials, such as steel or boiled leather.

Evangelist: An evangelist is a missionary dedicated to preaching the word of his deity and attempting to convert all he meets to his faith.

Bonus Skills: Diplomacy (Seduce), Perform (Oratory)

Convert: If you defeat a target through Diplomacy, it willingly converts to your faith and becomes a trusted ally. If you betray, lie or attack the target, it ceases to be an ally.

Judged and Be Judged: If you perform an act contrary to your religion's ideals, you lose the ability to use your Convert ability until you atone, and any converted creatures cease to be your ally.

54 – Science Fiction

Mystic Hermit: Through social isolation, fasting and other regimens of denying worldly temptations, you have gained a greater insight and communion with your deity.

Bonus Skills: Endurance (Fortitude), Survival (Wilderness). May replace Discipline (Faith) with Discipline (Psionic)

Righteous Bastion: Up to once per scene, you can discard a face card to use a Discipline Power.

- ♦ If you discard a Jack, Queen or King, you can use up to a Rank 3 (Journeyman) Discipline power.
- ♦ If you discard a Queen or King, you can use a Rank 4 (Master) Discipline power.
- ♦ If you discard a King, you can use a Rank 5 (Grand Master) Discipline power.

Supernatural/Psionic Disciple: A mystic hermit can choose to use Supernatural or Psionic powers. They cannot utilize both. A mystic hermit that uses Psionic powers loses the Psionic Prohibition.

Social Outcast: Up to once per scene, when attempting to interact with others, the game master may require you make a Presence check. On a failure, you suffer a +5 Diff to all attempts to interact with others until the end of the scene or you succeed the Presence check.

Discipline Prohibition: A mystic hermit that can use Supernatural powers cannot use Psionic powers. A mystic hermit that can use Psionic powers cannot use Faith powers.

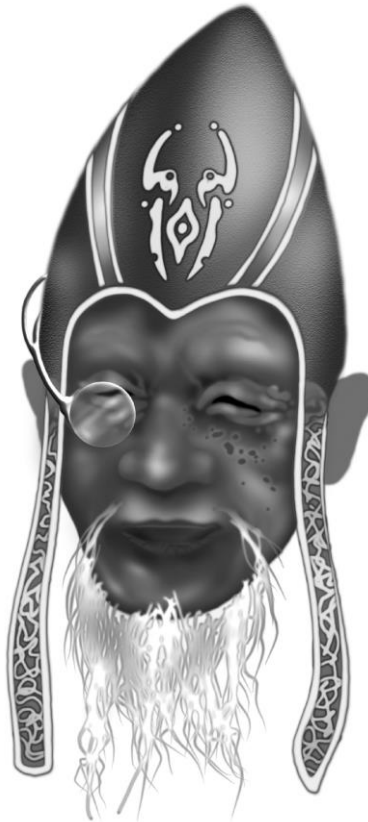
Prophet: A prophet has been granted insight into the will of his deity, and has become a mouthpiece of the will and desires of his deity.

Bonus Skills: Perception (Intuition), Perform (Oratory)

Communion: Once per week, you can use the Supernatural power Divination, though you can ask 3 questions, instead of two.

Gift of Prophecy: Up to once per scene, you can draw a card from the top of your deck and compare it to the difficulty of an action for an extra success. The card you draw is always considered to be of the same Suit of the action you perform, regardless of the card's actual suit. You can draw the card before or after the difficulty has been revealed.

Pawn of the Gods: One of the questions you use with your Communion ability must be to ask the deity what acts he desires of you for the week. If you fail to use Communion or disobey the deity's commands, you lose both Communion and Gift of Prophecy until you atone.



54 – Science Fiction

Warrior

You are trained in the art of fighting. A warrior is skilled in tactics, the use of a wide variety of weapons and skill with armor and shields to protect themselves from harm.

Automatic Skills

You start with the following skills at Rank 1.

- ◆ Three weapon groups. You may take the same weapon group more than once, thus starting at Rank 2 in one Weapon skill. You cannot start one weapon group at Rank 3.
- ◆ Three Ranks in Armor (Any) or Evade. You may choose the same Armor or Evade more than once, starting at Rank 2 in one armor or in Evade. You cannot start with Rank 3 in an Armor or Evade.
- ◆ One Rank in Acrobatics, Athletics, Craft, Endurance, Knowledge (Strategy) or Perception

Benefits

Combat Superiority: Up to once per scene, when making an attack, you may draw an extra card from the top of your deck and compare it to the difficulty of the action to attempt an extra success. You may draw the card either before or after the difficulty has been revealed.

Discipline Powers: None

Maneuvers: You start with Avoid, Deflect and Strike, maneuvers. You also start with three maneuvers of up to Rank 2 (Apprentice). See the maneuver chapter for details.

Bioengineering Prohibition: You cannot take ranks in the Discipline (Bioengineering) skill.

Cybernetics Prohibition: You cannot take ranks in the Discipline (Cybernetics) skill.

Eugenics Prohibition: You cannot take ranks in the Discipline (Eugenics) skill.

Faith Prohibition: You cannot take ranks in Discipline (Faith).

Mutation Prohibition: You cannot take ranks in the Discipline (Mutation) skill.

Psionics Prohibition: You cannot take ranks in the Discipline (Psionics) skill.

Specialties

Berserker: A berserker loses themselves to the fight, seeking to utterly annihilate their opponent, heedless of their own peril.

Bonus Skills: Persuasion (Intimidate), Weapon Group (Primitive Melee)

Berserk: Up to once per scene, you may subtract from your defense and add that amount to your attack. You cannot take more than a -4 penalty to your defense to add up to +4 to your attack.

Wild: Up to once per scene, when facing an unfriendly or hostile individual, the game master can require you to make a Presence check. On a failure, you must attempt to attack the target, whether pummeling the opponent with fists, beating him with an improved weapon or blasting with firearms. You continue to fight all available opponents until the end of the scene or until you succeed a Presence check.

Discipline Fighter: You are a warrior augmented by one of the six disciplines. With the aid of your selected discipline, you are a fearsome foe to face.

Bonus Skills: Discipline (Any one), Knowledge (Bioengineering = Biology, Cybernetics = Technology, Eugenics = Medical Science, Faith = Religion, Mutation = Biology or Medical Science, Psionics = Psychology, Supernatural = Paranormal)

Discipline Access: Lose the prohibition against the Discipline you have chosen as a bonus skill. You gain one Rank 1 power in your chosen discipline.

Discipline Deficiency: You cannot learn beyond Rank 3 (Journeyman) in your chosen discipline.

Lesser Understanding: Powers in your chosen discipline can never have a duration greater than “Persist”. If you take a power with a duration of a Scene or longer, its duration turns to “Persist”. Powers that already have a duration of “Persist” last for ½ the normal time.

54 – Science Fiction

Officer: You don't just fight, you lead. Your martial experience and ability to analyze a combat makes you a fearsome team player.

Bonus Skills: Knowledge (Strategy), Persuasion (Gather Info)

Analyze Opponent: Once per scene, you can donate a card from the community deck to the GM at no experience cost.

Command & Control: Once per scene, even when it is not your turn, you can draw a card from the top of the community deck for any ally or yourself to generate an extra success.

In Command: Up to once per scene, when your character perceives a loss in the chain of command, the game master can require you to make a Presence check. On a failure, you must attempt to dress down those you perceive behind the insubordination or lack of coordination. You can take no other action until you succeed the Presence check.

Martial Artist: A martial artist is a skilled practitioner of a form of combat that relies on using the body as a weapon.

Bonus Skills: Acrobatics (Any one), Weapon Group (Natural)

Natural Weapon: When you make an attack, you can distribute up to 5 points between attack and damage to represent your attack. This replaces the normal +5 Attack/+0 Damage for a basic unarmed Slam attack.

Martial Style: When making an unarmed attack, you may draw an extra card and compare it to the difficulty for an extra success.

Athletic Training: Up to once per scene, when making an Acrobatic or Athletics skill check, you gain a +2 bonus to the check.

Lethal Force: Up to once per scene, when facing an opponent who challenges your skill at unarmed combat, the game master can require you to make a Presence check. On a failure, you must attempt to duel the opponent in unarmed combat. You continue to fight all available opponents until the end of the scene or until you succeed a Presence check.

Mercenary: Mercenaries are warriors who work for pay. While some may scrupulous about whom they work for and why they fight, most are amoral and only care about their next paycheck.

Bonus Skills: Athletics (Endurance), Deception (Bluff)

Dirty Fighting: Up to once per scene, you draw an extra card from the top of your deck and subtract it from your opponent's Defense check or add it to your total value. You may draw the card either before or after the difficulty has been revealed.

Amoral: Up to once per scene, when you face an opponent superior to your skill that you have not yet engaged in battle, the game master may require you to make a Presence check. On a failure, you abandon the fight against the opponent – whether you run away, join its side or otherwise cease hostilities – until the end of the scene or you succeed the Presence check.

Pilot: Pilots are skilled warriors who are trained to fight from vehicles, from battletanks to starcraft.

Bonus Skills: Craft (Vehicle), Pilot (any one)

Signature Craft: You start with one military craft of your choice (with the GM's approval). If the vehicle is destroyed, you can request a replacement after 24 hours.

Redline Maneuvers: Up to once a round, you or your craft can take a wound to reduce the difficulty of skill check performed while controlling your signature craft by -2.

Hang Together: Up to once per scene, when your craft is damaged, the game master may require you to make a Presence check. On a failure, you cannot willingly take any action (including Redline Maneuvers) that will damage the craft further until you make the check or the scene ends.

54 – Science Fiction

Ranger: Rangers are warriors trained to operate ahead of a main force or on their own.

Bonus Skills: Stealth, Survival (Wilderness Lore)

Guerilla Fighter: Up to once per scene, when taking an action from a hidden position, you may draw an extra card from your deck and compare it to the difficulty to attempt an extra success.

Augmented: You can take ranks in one Discipline of your choice, up to Rank 3 (Journeyman). You lose the appropriate Discipline Prohibition.

Rough Around the Edges: Up to once per scene, when interacting with others, the game master may choose to draw a card from his deck and require you to make a Presence check (Diff 10 + drawn card). This check takes no action, but can be done no more than once per turn. If you fail the Presence check, you suffer a –5 penalty to all attempts to interact with the individuals until the end of the scene or you succeed a Presence check.

Soldier: Whether you are currently enlisted or now freed from active duty, you were trained to fight in a formal army.

Bonus Skills: Athletics (Endurance), Knowledge (Heraldry)

Teamwork: Up to once per scene, when you attack an opponent that an ally has just attacked, you may draw a card from the top of your deck and compare it to the difficulty for an extra success. You may draw this card before or after the difficulty has been revealed.

Leave None Behind: Up to once per scene, if an ally loses all his wound points or is rendered unconscious, the game master may require you to make a Presence check. On a failure, you can take no other action except to get the character out of harm's way and attempt to revive them until the end of the scene or until you succeed the Presence check.



Special Forces: Special forces are specially trained warriors who fight as an elite force on the battlefield – often in missions that require guerilla warfare.

Bonus Skills: Athletics (Endurance), Knowledge (Strategy)

Highly Trained: Up to once per scene, if you fail a skill check, you can draw an extra card from the top of your deck to retry the action or force your opponent to draw a replace card for their check total.

Code of Honor: Up to once per scene, when confronted with a perceived injustice (such as an armed warrior bullying an unarmed civilian, you are tempted to lie to a superior, an opponent is disarmed of his weapon or the like), the game master can require you to make a Presence check. On a failure, you must act in an honorable manner to rectify the situation. You can take no other action until you succeed the Presence check.

54 – Science Fiction

Swashbuckler: Whether a sonic knife fighter or plasma sword user, you are highly trained in the art of fighting with flashy melee weapons.

Bonus Skills: Acrobatics (Tumble), Evade

Canny Defense: Up to once per scene, when making a Defense check while in Light armor or less, you may play a card from you hand instead of drawing from the top of your deck.

Fencing Master: Up to once per scene, when you play a card from the Diamond suit while making a Melee Combat attack, you may draw an additional card from the top of your deck to compare to the difficulty for an extra success. You may draw this card before or after the difficulty has been revealed.

Can't Refuse A Challenge: Up to once a scene, when formally or informally challenged to a combat, the game master can require you make a Presence check. On a failure, you must attempt to fight the opponent. Your desire to fight lasts until the end of the scene or until you succeed a Presence check.

Weapon Expert: A weapon expert is master of a single weapon, who mercilessly trains his spirit and soul to become one with his weapon.

Bonus Skills: Perform (Weapon Drill), one Weapon Group of choice. You can start at Rank 3 with this weapon group.

Weapon Mastery: Select a weapon. You gain an extra +1 bonus to your Melee or Ranged Combat skill when utilizing your chosen weapon.

Weapon Devotion: You cannot raise Weapon group skills above Rank 0 that are not usable with your chosen weapon and cannot take Maneuvers that cannot be used with your chosen weapon.

54 – Science Fiction

Chapter 5 - Skills

Skill List

Alphabetic List

Acrobatics

Act (Deception)
Aircraft (Pilot)
Ambush (Deception)
Animal Training (Handle Animal)
Architecture (Knowledge)

Armor

Armorsmith (Craft)
Astronomy (Knowledge)

Athletics

Balance (Acrobatics)
Bioengineering (Discipline)
Biology (Knowledge)
Biomorphs (Craft)
Blacksmith (Craft)
Bluff (Deception)
Bowyer/Fletcher (Craft)
Brewing (Craft)
Bureaucracy (Knowledge)
Carpentry (Craft)
Chemistry (Craft)
Chemistry (Knowledge)
Climb (Athletics)
Comedy (Perform)
Connoisseur (Knowledge)

Craft

Cybernetics (Discipline)
Dance (Perform)
Debate (Perform)

Deception

Decipher (Linguistics)
Demolitions (Craft)
Diplomacy (Persuasion)

Disable Device

Discipline

Disguise (Deception)
Economics (Knowledge)
Electronics (Craft)
Encode (Linguistics)

Endurance

Escape (Acrobatics)
Eugenics (Discipline)

Evade

Exotic (Weapon Group)
Exotic Vehicle (Pilot)
Faith (Discipline)
Farming (Craft)
Firearms (Weapon Group)
Fly (Athletics)

Food (Craft)
Forgery (Linguistics)
Fortitude (Endurance)
Full (Armor)
Gamble (Persuasion)
Gather Information (Persuasion)
Geography (Knowledge)
Ground Vehicle (Pilot)
Gunsmith (Craft)
Haggle (Persuasion)

Handle Animal

Heal (Survival)
Heavy (Armor)
Hide (Stealth)
History (Knowledge)
Intimidate (Persuasion)
Intuition (Perception)
Jeweler (Craft)
Jump (Athletics)
Keyboard Instruments (Perform)

Knowledge

Laser (Weapon Group)
Lift (Athletics)
Light (Armor)

Linguistics

Listen (Perception)
Local Lore (Knowledge)
Manufacturing (Craft)
Masonry (Craft)
Mecha (Pilot)
Medical Science (Knowledge)

Medium (Armor)

Mental (Endurance)
Metalsmith (Craft)
Minimal (Armor)
Missile (Weapon Group)
Move Silently (Stealth)
Mutation (Discipline)
Nanite (Craft)

Natural (Armor)

Natural (Weapon Group)
Nature (Knowledge)
Open Locks (Disable Device)
Oratory (Perform)
Paranormal (Knowledge)
Particle (Weapon Group)

Perception

Percussion Instruments (Perform)

Perform

Persuasion
Physical (Endurance)
Physics (Knowledge)

Pilot

Poisonmaker (Craft)

Polymetrics (Craft)
Powered Melee (Weapon Group)
Primitive Melee (Weapon Group)
Primitive Ranged (Weapon Group)
Psionics (Discipline)
Psychology (Knowledge)
Railgun (Weapon Group)
Religion (Knowledge)
Ride (Handle Animal)
Robotics (Craft)
Run (Athletics)
Sabotage (Disable Device)
Sapping (Disable Device)
Sculpture (Craft)
Seduce (Persuasion)
Sing (Perform)
Sleight of Hand (Stealth)
Smell (Perception)
Social Science (Knowledge)
Spacecraft (Pilot)
Speak Language (Language)
Spot (Perception)

Stealth

Strategy (Knowledge)
Streetwise (Survival)
String Instruments (Perform)
Supernatural (Discipline)

Survival

Swim (Athletics)
Taste (Perception)
Technology (Knowledge)
Torture (Persuasion)
Touch (Perception)
Track (Survival)
Trapmaking (Craft)
Tumble (Acrobatics)
Natural (Weapon Group)
Unarmored (Armor)
Vehicles (Craft)
Waterborne Craft (Pilot)
Weapon Drill (Perform)

Weapon Group

Wilderness Lore (Survival)
Wind Instruments (Perform)
Write Language (Language)

54 – Science Fiction

Skills by Group

Acrobatics

Balance
Escape
Tumble

Armor

Unarmored
Natural
Minimal
Light
Medium
Full
Heavy

Athletics

Climb
Fly
Lift
Jump
Run
Swim

Craft

Armorsmith
Biomorphs
Blacksmith
Brewing
Carpentry
Chemistry
Demolitions
Electronics
Farming
Food
Gunsmith
Jeweler
Manufacturing
Metalsmith
Masonry
Nanite
Polymetrics
Robotics
Sculpture
Trapmaking
Vehicles

Deception

Act
Ambush
Bluff
Disguise

Disable Device

Open Locks
Sabotage
Sapping

Discipline

Bioengineering
Cybernetics
Eugenics
Mutation
Psionics
Supernatural

Endurance

Fortitude
Mental
Physical

Evade

Handle Animal

Animal Training
Ride

Knowledge

Architecture
Astronomy
Bureaucracy
Chemistry
Connoisseur
Economics
Geography
History
Local Lore
Medical Science
Paranormal
Physics
Psychology
Religion
Social Science
Strategy
Technology

Linguistics

Decipher
Encode
Forgery
Speak Language
Write Language

Perception

Intuition
Listen
Smell
Spot

Taste

Touch

Perform

Comedy
Dance
Debate
Keyboard Instruments
Oratory
Percussion Instruments
Sing
String Instruments
Weapon Drill
Wind Instruments

Persuasion

Diplomacy
Haggle
Gamble
Gather Information
Intimidate
Seduce
Torture

Pilot

Aircraft
Exotic Vehicle
Ground Vehicle
Mecha
Spacecraft
Waterborne Craft

Stealth

Hide
Move Silently
Sleight of Hand

Survival

Heal
Streetwise
Track
Wilderness

Weapon Group

Exotic
Firearms
Laser
Missile
Natural
Particle
Powered Melee
Primitive Melee
Primitive Ranged
Railgun

54 – Science Fiction

Skills Overview

The following rules apply to use of selection and using skills.

Selecting Skills

Your profession gives you a list of automatic skills. After you have gained your automatic skills, you can choose 5 broad skills for your character.

Armor, Craft, Knowledge, Perform and Weapon Groups cannot be taken as broad skills. Instead, you must select a specific subskill under the broad skill with each skill choice.

If you choose a broad skill in which you already have a specific subskill, you gain the broad skill and the specified subskill gains a +1 bonus. Starting characters cannot have more than +3 ranks (Journeyman level) in any skill they start with

Using Skills

Using a skill generally requires a check against a static difficulty or against an opponent's total value. See the action resolution chapter for details.

Your base ability with a trained skill is equal to the related ability score (for example, your Intelligence score for the Disguise skill), plus your Rank in the skill. You may play a card from your hand to add to this total to beat the difficulty of completing the task.

As stated before, the difficulty will either be a static number, or a number based on the opponent's opposing skill + card value.

In one instance, you may use the Jump skill to attempt to cross a chasm. This skill check is made against a static value, based on the width of the chasm you are attempting to cross.

Or, if you are using the Axe weapon group skill to attempt to hit an opponent, you would make a check against the Opponent's Defense skill plus the value of the card they drew.

Untrained Skills

If you are untrained in a skill, your chance with success is equal to half your ability score, rounded down. For example, if you were untrained in Acrobatics with a Dexterity of 5 and wanted to attempt to Tumble, you would treat your base value as 2 ($5 / 2 = 2.5$, rounded down to 2).

Ranked Skills

If you have at least one point in a skill or subskill, you are considered ranked in that skill. Skills are ranked from 0 to 5. Each rank has an attached descriptive name – Initiate (Rank 0), Novice (Rank 1), Apprentice (Rank 2), Journeyman (Rank 3), Master (Rank 4), Grand Master (Rank 5). No skill can exceed a rank of 5 (Grand Master).

If you have at least 1 rank in a subskill, but no ranks in the overall skill, then you are treated as being Rank 0 in the overall skill and any subskill that you don't actually have ranks for. This may occur for many of the trained only skills, such as Armor, Craft, Knowledge and Weapon Group skills.

At Rank 0 (Initiate) and above, you gain your full related ability score plus the rank level as your base value. For example, if you were Rank 2 in Acrobatics and had a Dexterity of 5, you would have a base value of 7 before drawing a card.

Trained Only Skills

Normally, you cannot perform a trained only skill in which you are Untrained. There are cases of desperation though, in which you may need to attempt such a feat. In such a case, your base value with the skill is 0, and playing an Ace counts as an 11, not an automatic success. You also cannot draw an extra card for an extra success. For example if you had a Defense of 3, wearing chain mail (+2), but didn't have any ranks in Armor (Medium), your base value would be 0 before you draw a card – thus

Skill Rules Variant

If you want a simpler method of tracking skills, try this.

Broad skills become Base skills and subskills become specialties. When characters are made, you select 5 ranks worth of Base skills (no skill can exceed Rank 2). Your race and profession provide you with their listed Specialties. Specialties cannot be increased and give you a +1 bonus to any Broad skill when their use would come into play.

Though you generally use Base skills to perform actions, any subskill that is "trained only" (such as Knowledge, Chemistry) can only be used if you have the appropriate specialty.

If a maneuver mentions a specialty required for use, your character must have the named specialty, not just the Base skill.

When spending XP, you can increase Base skills at normal cost. Acquiring a specialty requires 5 XP.

This variant tends to make characters more skilled and advance quicker in skill progression, but generally makes tracking overall skills known much easier.

54 – Science Fiction

ignoring your Defense score and the actual armor you are wearing – a bad situation indeed!

Note that in the above case, if you even had, say, Armor (Unarmored) at Rank 1 or higher, you would be treated as having Rank 0 in Armor (Medium), and thus you would have a base value of 5 before drawing a card. As you can see, having some sort of Armor skill can really save your hide in combat!

Ranked Bonuses

As an optional part of the game, several skills list special bonuses you gain for achieving a given skill Rank in a skill.

Normally, these bonuses are a free perk of achieving this level of skill. The gamemaster however, is free to require characters to acquire these separately as if these were maneuvers of a rank equal to the skill rank. However, this is not encouraged.

Note that the NPCs built in this book have these abilities already in their statblock where appropriate.

If the gamemaster is using the “Spells and Maneuvers” supplement, these bonus ranked abilities should not be used.

Skill Descriptions

Acrobatics

These are physical skills that require quick reactions, nimbleness and/or quick reactions.

Balance

Dexterity vs. Static

This skill is used to keep your balance on narrow surfaces or in slippery areas.

Escape

Dexterity vs. Strength

This skill is used to escape bonds or an enemy’s grapple.

Tumble

Dexterity vs. Static or vs. Weapon Skill

This skill is used to perform acrobatic stunts such as cartwheels, somersaults and other agile maneuvers. When you are adjacent to an opponent, you can use Tumble as a move action against their Weapon Skill to gain an advantage to Attack or Defense.

Armor

Trained Only

Reactive; Defense vs. Weapon Skill

This is a series of subskills that allows you to use armor of the appropriate type. If you don armor without having the appropriate skill, the action check penalty for the armor is doubled.

Like other skills, you can take ranks in the armor to both increase your Defense score with the armor and to decrease any penalty the armor applies to skill checks.

Unarmored

This is the only armor skill that can be used untrained. When used, your Defense gains the suit of your Dexterity.

Minimal

This is armor that provides little to no protection and is usually no more than thick clothing.

Light

These are armors designed to provide some protection but not impede movement nor weigh down the wearer.

Medium

These are armors that are designed to provide fairly decent protection. However, they tend

54 – Science Fiction

to slow the wearer somewhat and impede with some actions.

Heavy

These are armors designed to provide full-body protection, and are usually reinforced with several layers of armor. Then tend to slow the wearer and often impede significantly with mobility.

Full

These armors cover the wearer from head to toe in reinforced armor plates. Even joints and the like are reinforced against weapons, making the wearer practically impervious to physical harm. Unfortunately, the armor tends to greatly slow the wearer and impedes significantly with mobility.

Natural

This covers any natural hide, scales or other bodily protection a creature may have.

Athletics

Strength vs. Static

This skill is used for actions requiring physical motion, such as running, jumping and the like. The subskills for athletics is Run, Climb, Jump, Lift, Burrow and Fly.

Note: If you are using the variant Base/Specialty skill rules, having the Run, Climb, Jump, Burrow or Fly Specialty gives you the speed increase bonus as if you had 3 Ranks.

Burrow

Trained only

This skill is used to tunnel through loose earth and avoid underground obstacles or collapse. Burrowing movement is reduced 2 steps (to a minimum of Ponderous) for non-native burrowers.

3+ Ranks: Increase your burrow speed by one step.

5 Ranks: Increase your burrow speed by two steps.

Climb

This skill is used to climb sheer surfaces too steep to walk up. Climbing movement is reduced 2 steps (to a minimum of Ponderous) for non-native climbers.

3+ Ranks: Increase your climb speed by one step.

5 Ranks: Increase your climb speed by two steps.

Fly

Trained Only

This skill is used by creatures capable of flight to evade pursuit or to avoid obstacles while flying. It is also used by flying creatures to recover from a fall. If you have at least 3 Ranks in Fly you

3+ Ranks: Increase your fly speed by one step.

5 Ranks: Increase your fly speed by two steps.

Jump

This skill is used to jump obstacles or reach higher or lower positions with a single leap.

Each .5 meters of jumping distance is 1 point of difficulty for a standing jump, while each meter of jumping distance is 1 point of difficulty for a running jump. Each .5 meter of height is 1 point of difficulty for a high jump. For each movement step above Normal, you gain a +2 bonus to your Jump check. If you are Slowed, you suffer a –2 penalty to your Jump check.

Lift

This skill is used to pick up heavy objects. A successful check allows the character to pick up and hold the weight for a ten count.

Each 10 kg of mass has a difficulty of 1 for a medium character. Double the weight for a point of difficulty for each size above medium and half the weight for a point of difficulty for each size category below medium.

Size	Weight per Diff
Tiny	2 kg
Small	5 kg
Medium	10 kg
Large	20 kg
Huge	40 kg
Gargantuan	80 kg
Titanic	160 kg

Note: If you are using the variant Base/Specialty skill rules, having the Lift Specialty increases your effective size for lifting items by one.

54 – Science Fiction

Run

This skill is used to evade opponents through speed, or to maneuver through obstacles (such as over hurdles or through crowds) while moving at a rapid pace.

3+ Ranks: Increase your ground speed by one step.

5 Ranks: Increase your ground speed by two steps.

Craft

Trained Only

Intelligence vs. Static

This is a series of subskills that gives you skill in the creation of a particular group of items. See the chapter on Expertise for more information on using Craft skills.

When using a craft skill, you need an appropriate set of tools for the job you are performing. If you are using improvised tools, you work at a disadvantage (-2 to checks). If you have no tools at all, you cannot succeed at the check, regardless of your result.

Armorsmith

This skill lets you fashion armor for both creatures and vehicles. You can create such items imbued with any discipline powers with this skill.

Biomorphs

This skill allows you to create objects from bio-organic matter. You can imbue such items with Bioengineering, Eugenic or Mutation abilities.

Blacksmith

This skill lets you forge items made of metal and iron for non-combat purposes. You can imbue such items with any discipline powers of up to Rank 3.

Brewing

This skill allows you to create liquors and spirits. You can imbue such items with Bioengineering, Eugenics, Mutation or Supernatural discipline powers.

Carpentry

This skill allows you to create items crafted from assembled wood pieces. You can create such items imbued with Bioengineering, Eugenics, Psionic or Supernatural discipline powers with this skill.

Chemistry

This skill allows you to create chemical compounds including pharmaceuticals, gases, non-organic compounds and refined raw materials. This skill can be used to imbue existing items with

Bioengineering, Cybernetics, Eugenics, Mutation or Psionic discipline powers.

Demolitions

This skill allows you to craft explosives and bombs from raw materials. This skill can be used to produce items with any discipline power that performs an attack. The item has a range of Close and the Blast weapon ability.

Electronics

This skill allows you to craft appliances powered by the Cybernetics discipline.

Farming/Husbandry

This skill is used to grow crops, tending fields, harvesting and storing crops. You can imbue such items with Bioengineering, Eugenics or Mutation discipline powers.

Food

This skill allows you transform raw foodstuff into meals as well proper preservation and storage of such items. You can imbue such items with Bioengineering, Eugenics or Mutation discipline powers.

Jeweler

This skill allows you to refine and cut gemstones as well as make jewelry from gemstones that does not including precious metals. You can use this skill to imbue such items with Psionic discipline abilities.

Manufacturing

This skill allows you transform raw material (including living or organic items) into mass-produced items. Other craft skills are usually made to craft the “master” model, and this skill is used to produce subsequent copies. This skill cannot be used without molds or an assembly line of sorts. You can use this skill to reproduce Bioengineering or Cybernetic discipline items.

Metalsmith

This skill allows you to make items made from precious metals such as gold and silver. You can use this skill to imbue such items with Supernatural discipline abilities.

Masonry

This skill allows you to make items from brick or assembled from stone. This skill can be used to imbue such items with Supernatural or Psionic discipline abilities.

54 – Science Fiction

Nanite

This skill allows you to create microscopic quasi-organic creatures that perform preprogrammed functions in living things. This skill can imbue such existing beings with Bioengineering, Cybernetics, Eugenics or Mutation discipline powers.

Photography

This is the skill in capturing and manipulating real-world images. This skill can be used with any discipline to create items that affect Perception (Spot).

Polymetrics

This skill allows you to create plastics and polymer materials from various compounds. This skill can be used to imbue items with Cybernetic or Bioengineering discipline powers.

Robotics

This skill allows you to create non-organic complex machines, including sentient machines. This skill can be used to imbue such items with Cybernetic or Eugenic discipline powers.

Sculpture

This skill allows you to craft items from a single block of material. This skill can be used to imbue such items with Supernatural discipline powers.

Trapmaking

This skill allows you to craft mechanical traps to capture, impede or harm. You can create traps that imbue any such items with discipline powers.

Vehicles

This skill allows you to craft or repair vessels such as ground vehicles, aircraft and starcraft. You can imbue such items with any discipline powers.

Weaponsmith

This skill allows you to craft weaponry. Such items can be imbued with any discipline powers.

Deception

Presence vs. Perception (Intuition)

Deception skills are used to deceive others, whether by pretending to be someone else or by lying or spreading disinformation.

Act

This is the ability to adopt a false persona or mimic another individual's habits and speech patterns.

Ambush

This is the ability to surprise opponents or lead them into dangerous situations.

Bluff

This is the ability to lie or misdirect others.

Disguise

This skill is used to conceal a person or object's true appearance

Disable Device

Intelligence vs. Static

While these skills require actual manipulation of items, they more so require figuring out how an item can be rendered inoperative with the least amount of effort – a task well suited to the intelligence of an individual. After all, anyone can bash in a lock or break a trunk open with a little bit of work.

Sabotage

This is the ability to sabotage mechanical items so they cease to function properly.

Sapping

This is the ability to sabotage buildings to weaken or destroy them.

Open Locks

This is the ability to open locking mechanisms and other devices that prevent entry into an object or area.

Discipline

Discipline Aptitude vs. Varies

Trained only

This skill encompasses various different methods to produce change on the universe at large.

Bioengineering

By deliberate modification of symbiotic lifeforms, bioengineering utilizes specially evolved living creations to perform specific tasks.

Cybernetics

By using technological creations and implants, cybernetics are used to augment and enhance living beings with artificial mechanisms.

54 – Science Fiction

Eugenics

By using genetic manipulation, eugenics seeks to augment and improve an individual's body.

Mutation

Through uncontrolled exposure to mutagenic materials, mutations produce unpredictable changes to an individual – often as debilitating as beneficial.

Psionics

Through the mastery and manipulation of the mind, psionics allows an individual to use their sheer force of will to influence the world around them.

Supernatural

Through arcane knowledge of supernatural agents or powers, the supernatural discipline allows an individual to perform extraordinary abilities.

Endurance

**Resistance vs. Static or
Reactive; Resolve vs. Discipline**

This skill is used to perform generally easy, repetitive tasks over long periods of time or to endure environmental hardships. It is also used to resist attacks meant to damage an individual from discipline attacks, disease or poison.

Fortitude

This skill is used to resist the effects of prolonged exposure to one's surroundings, such as avoiding sunstroke in a desert. It is also used to resist thirst, hunger and suffocation or holding your breath. You can hold your breath for a number of rounds equal to your Endurance check.

3+ Ranks: Once per scene, you may play a card from your hand instead of drawing from the deck to make an Endurance (Fortitude) check.

5 Ranks: Once per scene, instead of making a Str or Dex-base skill check, you may use Endurance (Fortitude) instead.

Mental

This skill is used to resist attempts at mental possession or control.

3+ Ranks: Once per scene, you may play a card from your hand instead of drawing from the deck to make an Endurance (Mental) check.

5 Ranks: Once per scene, you can negate one point of Resolve damage.

Physical

This skill is used to resist certain energy-based attacks aimed at your person. This includes acid, cold, electricity, disease, fire, necrotic, poison, radiant, and sonic attacks.

3+ Ranks: Once per scene, you may play a card from your hand instead of drawing from the deck to make an Endurance (Physical) check.

5 Ranks: Once per scene, you can negate one wound you would take from an attack.

Evade

Reactive; Resistance vs. Weapon Skill or Discipline

This skill is used to add to Defense against attacks. If you are using a shield, you add the shield's bonus plus your Rank bonus to your Defense against attacks.

Handle Animal

Ability Varies

Animal Training

Intelligence vs. Presence

This is the skill of controlling and training animals to do as you desire.

Ride

Dexterity vs. Static

This is the skill to control and ride a mount in dangerous situations.

Knowledge

Intelligence vs. Static

Trained only

These skills are used to provide information about a specific subject. They do not represent hands-on skill, but instead theoretical knowledge.

Architecture

This skill is used to design buildings, understand layouts and discern strong and weak points in a building.

Astronomy

This skill is used to chart star and planet locations, navigate star travel, and locate astral phenomenon and hazards.

3+ Ranks: When making a Pilot (Starcraft) skill check, draw an additional card and compare it to the difficulty for an additional success.

5 Ranks: When using Pilot (Starcraft), you increase your vessel's movement rate by +1 step.

54 – Science Fiction

Biology

This skill is used to identify fauna and flora and to study their internal systems and workings, as well as their relation with the ecosystem.

3+ Ranks: When making a Discipline (Bioengineering, Eugenics or Mutation) skill check, reduce the difficulty by -1.

5 Ranks: Bioengineering powers require 1 less meal.

Bureaucracy

This skill is used to navigate, understand, manipulate or administrate a complex social, political or economic organization, such as an agency, government or business.

3-4 Ranks: Items cost 15% less than normal.

5 Ranks: When making Persuade (Diplomacy, Haggle, Gather Information or Seduce) skill checks, reduce the difficulty by -1.



Chemistry

This skill is used to analyze the chemical composition of organic or non-organic matter.

3+ Ranks: When crafting Cybernetic, Supernatural or Bioengineering items, draw an additional card and compare it to the difficulty for an extra success.

5 Ranks: When using a Discipline, treat 2's as Aces.

Connoisseur

This skill is used to know and understand the finer social mores, habits and tastes of a social group.

3+ Ranks: When using Persuade (Seduce) on another individual, you may draw an additional card for attempt an additional success.

5 Ranks: When making Persuade (Seduce) checks, treat 2's as Aces.

Divination

This skill is used to gain insight to probable future events, usually in conjunction with the use of a Discipline. It ranges through methods such as numerology, astrology, meteorology, market forecasting or any such method.

3-4 Ranks: Once per session, you may look at the top 3 cards of your deck or the community deck.

5 Ranks: Once per session you may look at the top 5 cards of your deck or the community deck.

Economics

This skill is used to understand and manipulate systems of financial compensation. It includes knowledge of the value of objects and goods.

3+ Ranks: When using Persuade (Haggle) on another individual, you may draw an additional card to attempt an additional success.

5 Ranks: You gain 2 successes with each successful Persuade (Haggle) check.

Geography

This skill is used to navigate natural landscapes and basic familiarity with the geological features of an area.

3+ Ranks: When making a Survival check, draw an additional card and compare it to the difficulty for an extra success.

5+ Ranks: When making a Survival check, treat 2's as Aces.

History

This skill provides knowledge of past events.

Local

This skill provides familiarity with local customs, legends and the people of an area.

3+ Ranks: When using Persuade (Gather Information) on another individual, you may draw an additional card for attempt an additional success.

5 Ranks: Reduce the difficulty of Persuade (Gather Information) checks by -1.

Medical Science

This skill is used to diagnose and treat injury, infection and the spread of disease. A successful skill check (and 1 minute of time) heals a wound.

3-4 Ranks: Draw additional card and compare to difficulty to heal extra wound.

5 Ranks: Heal 2 wounds on a successful check.

54 – Science Fiction

Religion

This skill is used to identify the trappings and traditions of religious organizations.

3+ Ranks: Reduce the difficulty of Discipline (Supernatural) checks by -1.

5 Ranks: When making a Persuade (Diplomacy) check, treat 2's as Aces.

Paranormal

This skill is used to identify supernatural traditions and powers, supernatural creatures and places known for supernatural occurrences.

3+ Ranks: When crafting Supernatural items, draw an additional card and compare it to the difficulty for an extra success.

5 Ranks: When making a Knowledge (Paranormal) check, treat 2's as Aces.

Physics

This skill is used to understand and manipulate physical forces and phenomenon.

3+ Ranks: Decrease the difficulty of Discipline (Cybernetics) checks by -1.

5 Ranks: Once per scene, when making a Str, Dex, Mel, Ran or Disc-based skill, draw an additional card and compare it to the difficulty for an additional success.

Psychology

This skill is used to understand mental states and disorders in sentient organisms.

3-4 Ranks: When using Persuade (Diplomacy, Seduce or Torture) another individual, you may draw an additional card to attempt an extra success.

5 Ranks: You gain 2 successes on a successful Persuade (Diplomacy, Seduce or Torture) check.

Social Science

This skill is used to study and understand social groups and mores.

3+ Ranks: When using Persuade (Gather Information) on another individual, you may draw an additional card for attempt an additional success.

5 Ranks: Reduce the difficulty of Persuade (Gather Information) checks by -2.

Strategy

This skill is used in large scale combat to organize and conduct war. When drawing for initiative, you add your Strategy rank to the draw.

3+ Ranks: You may add +2 to one ally's initiative check.

5 Ranks: You may add +2 to all allies initiative totals.

Technology

This skill is used to understand and operate advanced artificial mechanisms created from different disciplines or crafts.

3+ Ranks: When crafting Cybernetic items draw an additional card and compare it to the difficulty for an extra success.

5 Ranks: Reduce the time to manufacture an item by ½.

Language

The skills here relate to speaking, reading and writing languages. Each language is a separate trained only skills, though generally all creatures can speak Common and their own racial dialect.

The game master can decide if he wants to break language knowledge out into separate skills of reading, speaking and writing (more realistic) or treat the ability to read, speak and write as one single skill for a given language.

Read (Language)

Automatic success at Rank +1 or better

Trained Only

This skill has a specialization for each different language. It is used to be able to read a language. All characters start with knowledge of the Common language.

Normally, you do not need to make a check to use a language, unless you have Rank 0 (Initiate) in a language. The rank you have in the language determines how well you can read, write or speak the language.

Rank 0 (Initiate): Can identify letter/symbols from the language, but not meaning.

Rank 1 (Novice): Can read individual simple words.

Rank 2 (Apprentice): Can read a passage after a couple readings or a minute's study.

Rank 3 (Journeyman): Native reading/writing ability

Rank 4 (Master): Learned wordsmith with large vocabulary.

Rank 5 (Grand Master): Learned wordsmith who likewise understands ancient versions of the language and its entomology.

54 – Science Fiction

Speak (Language)

Automatic success at Rank +1 or better
Trained Only

This skill has a specialization for each different language. It is used to be able to speak a language. All characters start with knowledge of the Common language.

Normally, you do not need to make a check to use a language, unless you have Rank 0 (Initiate) in a language. The rank you have in the language determines how well you can read, write or speak the language.

Rank 0 (Initiate): Knows one or two words in the language.

Rank 1 (Novice): Must speak slowly, heavily accented and uses simple words. Can understand single spoken words but can't follow a conversation.

Rank 2 (Apprentice): Heavily accented. Can listen to a conversation at slow speed.

Rank 3 (Journeyman): Native speaker

Rank 4 (Master): Learned speaker with large vocabulary.

Rank 5 (Grand Master): Learned speaker who likewise understands ancient versions of the language.

Write (Language)

Automatic success at Rank +1 or better
Trained Only

This skill has a specialization for each different language. It is used to be able to write a language. All characters start with knowledge of the Common language.

Normally, you do not need to make a check to use a language, unless you have Rank 0 (Initiate) in a language. The rank you have in the language determines how well you can read, write or speak the language.

Rank 0 (Initiate): Can write own name.

Rank 1 (Novice): Can write simple words but cannot make sentences.

Rank 2 (Apprentice): Many grammar errors, but readable first time through.

Rank 3 (Journeyman): Native reading/writing ability.

Rank 4 (Master): Learned wordsmith with large vocabulary.

Rank 5 (Grand Master): Learned wordsmith who likewise understands ancient versions of the language and its entomology.

Linguistics

Varies

The skills here relate to manipulating languages for uncommon or deceitful uses.

Decipher

Intelligence vs. Linguistics (Encode)

This skill is used to decode dead languages or coded messages – either written, oral or utilizing body language and the like. You can use it to decipher messages in an unknown language if you know the context of the message.

Encode

Intelligence vs. Linguistics (Decipher)

This skill is used to create cryptic messages. The message can be written, oral, spoken or delivered through disguised body language.

Forgery

Intelligence vs. Perception (Spot)

This is the skill of replicating documents, whether for legal or illegal means.

Perception

Intelligence vs. Static

Intuition

Intelligence vs. Deception (Bluff)

This skill is used to sense deception or “wrongness” to a situation.

Listen

Intelligence vs. Stealth (Hide)

This skill is used to hear noises.

Smell

This skill is used to pick up and identify smells.

Spot

Intelligence vs. Stealth (Hide)

This skill is used to see and notice things.

Taste

This skill is used to detect unusual tastes or identify food ingredients

Touch

This skill is used to sense or identify something by touch.

54 – Science Fiction

Perform

Presence vs. Static

These are a variety of skills used to entertain others.

3+ Ranks: You have a professional-level skill. You can earn a regular salary from your performances.

5 Ranks: Your skill has made you famous. Once a scene, you may make a Perform skill check in place of a Presence-based check.

Comedy

This is the knack to crack amusing jokes, perform comedic buffoonery or to humorously mock others.

Dance

This is the skill to perform various dances – formal or folk.

Debate

This is the skill to effectively argue a point or position.

Keyboard Instruments

This is the skill to play musical instruments like pianos, harpsichords or pipe organs.

Oratory

This is the skill in reciting epic poems, odes or ballads.

Percussion Instruments

This is the skill to play bells, chimes, drums and gongs.

Sing

This is the skill to perform with musical voice.

String Instruments

This is the skill to play fiddles, guitars, harps, lutes and mandolins.

Weapon Drill

This skill is used to perform stunts or intimidate opponents with weapons.

3+ Ranks: Once per scene, you

can use a maneuver of Rank 3 or less with a weapon, even if you do not know the maneuver normally.

5 Ranks: You can use Perform (Weapon Drill) in place of Persuade (Intimidate).

Wind Instruments

This is the skill to play flutes, pan pipes, recorders, shawms, and trumpets.

Persuasion

Ability Varies

The persuasion skills are used to influence others to act as you desire. Each successful check is tallied against the Resolve of the target. When the tally equals or exceeds the target's Resolve, your persuasion is successful.

Diplomacy

Caution: Roleplaying Ahead

Persuasion can be a tricky skill, and in some groups there may be a requirement of roleplaying any Persuasion attempts in addition to (or in the placed of) any skill checks.

The GM is advised to modify the difficulty of any persuasion based on the actions of both parties and the nature of the request.

For example, a suspicious NPC may be harder to persuade than one who the character's just saved the life of. Likewise, The Emperor of the Galaxy isn't likely to give up his throne nor is a lover likely to betray their beloved to someone who wants to kill them, for example.

Modifier to a Persuasion check can range anywhere from -20 to as high as the GM wants to put the modifier (say, up to +30), before applying any resisting skills or attributes. As an example, asking an NPC to give up something they have a moderate attachment to might qualify for a +5 modifier to the difficulty.

Whichever way you go with handling Persuasion skill checks, remember that players *are not* their characters, and you should always defer to the ability (or lack thereof) of the character, not the player.

Presence vs. Persuasion (Diplomacy)

This skill is used to persuade an individual through peaceful means and negotiation. If you or an ally attacks the target, all successes are lost.

Haggle

Presence vs. Persuade (Haggle)

This skill is used to lower prices (when buying) or raise prices (when selling). Each success alters the price by $\pm 10\%$. On a failure, you can no longer modify the price. You cannot modify a price greater than $\pm 10\% \times \text{Rank bonus}$. *Do not tally haggle checks against Resolve.*

Gamble

Intelligence vs. Deception (Bluff) or Static

This skill is used to manipulate odds in the character's favor. A successful gamble check usually earns 1 credit per point of Total value. *If your successes exceed the Resolve of your target, you have played out their on-hand funds (unless the GM rules otherwise).*

54 – Science Fiction

Gather Information

Presence vs. Deception (Bluff) or Static

This skill is used to gather rumors and gossip about individuals, objects or places. *Do not tally Gather Information checks against Resolve.*

Intimidate

Presence vs. Perception (Intuition)

This skill is used to persuade an individual through threats or implications of harm. Using this skill always turns the target hostile towards you. On a failure, you can no longer intimidate the target.

Seduce

Presence vs. Persuasion (Haggle)

This skill is used to persuade an individual by appealing to their emotional attachment to money, power, morals, or even affections. If you or an ally attacks the target, all successes are lost.

Torture

Presence vs. Endurance

This skill is used to persuade an individual to act as you desire or reveal information through inflicting pain or harm. Using this skill automatically makes the target hostile towards you. The target must be restrained for you to be able to use this skill. On a failure, you can no longer successfully torture the target.

Pilot

Trained Only

Dexterity vs. Pilot or Static

Pilot skills are used not only to control various vehicles, but also to perform stunts or avoid obstacles or other hazards.

Typically, in societies where vehicles are common, most individuals will automatically have at least Rank 0 skill with the appropriate vehicle type. For example, in a campaign set on modern day earth in the United States, starting characters 16 years of age or older would normally begin with Rank 0 in Pilot (Ground Vehicle).

Rank 3: Increase the Piloted vehicle's speed by +1 step.

Rank 4: Increase the Piloted vehicle's wounds by +1 per size category.

Rank 5: Decrease Pilot skill check difficulty by -1.

Aircraft

This skill is used to pilot atmospheric craft.

Exotic Vehicle

This skill is used for unique vehicles that do not fall under the other categories.

Ground Vehicle

This skill is used to pilot ground-based or burrowing craft.

Mecha

This skill is used to pilot organic or inorganic craft designed to move or act in a manner similar to a living creature.

Spacecraft

This skill is used to pilot vessels designed to be operated in deep space.

Waterborne Craft

This skill is used to pilot vessels that move over a liquid surface (usually water) or are submersible in a liquid.

Stealth

Dexterity vs. Perception (Spot)

Hide

This skill is used to remain unseen. If you have some sort of cover – shadows, a low wall or other obstacle you can screen yourself behind, you can remain unseen. If you remove yourself from cover or attack, you are no longer hidden after you complete the act that breaks your cover.

Move Silently

Dexterity vs. Perception (Listen)

This skill is used to remain unheard. If you attack or make a loud noise (such as shouting), you lose your silent movement.

Sleight of Hand

This skill is used to palm small objects without being seen.

Survival

Intelligence vs. Static

The survival subskills consist of skills used to survive against hostile conditions and effects.

Heal

Intelligence vs. Wounds (+15 to difficulty)

This skill is used to treat injuries, disease, poisoning and other conditions that threaten life and limb. A successful check heals one wound. The difficulty of the check is equal to 15 + the number of wounds the target has suffered. It takes at least 1 minute (10 rounds) to heal a wound.

54 – Science Fiction

Streetwise

This skill comprises the skills to survive in an urban environment. It includes knowledge of where to find services, who to talk to, who to avoid, and how to get around in an urban community safely.

Track

This skill comprises following the trail of another, whether looking for signs of passage or actively tailing an individual.

Wilderness

This skill comprises the skills to survive in the wilderness. It includes knowledge of foraging for food or water, finding/constructing shelter, trailblazing and avoiding dangerous local wildlife.

Weapon Group

Trained only

Varies

Weapon group skills are used to express a character's skill with a given group of weapons. Characters with ranks in weapon groups can perform maneuvers with those weapons. See the chapter on Maneuvers for more details.

Axe

Melee/Ranged Combat vs. Armor

This skill is used for handling axes and hatchets.

Blade

Melee/Ranged Combat vs. Armor

This skill is used for handling swords and other weapons designed for use as thrusting or slashing weapons.

Club

Melee/Ranged Combat vs. Armor

This skill is used for handling blunt weapons.

Exotic

Melee/Ranged Combat vs. Armor

This skill is used for difficult or unusual weapons.

Firearms

Ranged Combat vs. Armor

This skill is used for ballistic weaponry using some sort of chemical propellant. Generally, these weapons will not fire in a vacuum.



Laser

Ranged Combat vs. Armor

This skill is used for beam weaponry. Beam weapons can usually be “fired” to sweep an area or multiple targets with a single shot.

Missile

Ranged Combat vs. Armor

This skill is used for explosive ballistic weaponry using a propellant to hurtle and possibly aim the ammunition at a target. Missiles can be designed to work in a vacuum.

Natural

Melee/Ranged Combat vs. Armor

This skill covers the use of natural weaponry, such as claws, bites, slams or even unarmed attacks such as with fists. Natural attacks vary the suit they are associated with.

Particle

Ranged Combat vs. Armor

This skill is used for charged electron weaponry. Particle weapons are similar to laser/beam weapons, but generally must be “held” on a single target to be effective.

Powered

Melee Combat vs. Armor

This skill is used for melee weapons that are augmented or powered by a discipline.

Primitive Melee

Melee Combat vs. Armor

This skill is used for melee weapons powered entirely by muscle force.

Primitive Ranged

Ranged Combat vs. Armor

This skill is used for ranged weapons powered entirely by muscle force.

54 – Science Fiction

Railgun

Ranged Combat vs. Armor

This skill is used for high-velocity ranged weapons powered by magnetic or graviometric forces. These weapons are similar to common firearms, but do not use propellants, allowing their use in vacuums.

54 – Science Fiction

Chapter 6 - Equipment

<i>Armor</i>	<i>Suit</i>	<i>Cost</i>	<i>Wt.</i>	<i>Defense Bonus</i>	<i>Resistance Bonus</i>	<i>End Bonus</i>	<i>Check Penalty</i>
Natural							
Minimal Hide	♣	-	-	+4	+1	+0	-
Light Hide	♣	-	-	+3	+2	+0	-1
Hide	♣	-	-	+2	+3	+0	-2
Heavy Hide (-1 move)	♣	-	-	+1	+4	+0	-3
Full Hide (-1 move)	♣	-	-	+0	+5	+0	-4
None							
Naked	-	-	-	+6	-1	-1	-
Cloth	♥	varies	1 kg.	+5	+0	+0	-
Minimal							
Reinforced Vest	♣	5	4 kg.	+3	+1	+1	-1
Padded Vest	♦	10	6 kg.	+4	+1	+0	-1
Resistance Vest	♠	15	8 kg.	+2	+1	+2	-1
Light							
Archaic Hard Leather	♥	20	9 kg.	+2	+2	+1	-1
Ballistic Vest	♠	60	9 kg.	+2	+2	+1	-2
Exo Vest	♦	75	6 kg.	+3	+2	+0	-2
Riot Vest	♣	50	8 kg.	+1	+2	+2	-3
Medium							
Archaic Chain Mail	♥	50	18 kg.	+1	+3	+1	-3
Ballistic Plate Vest	♠	100	14 kg.	+2	+3	+1	-2
Light Exo Suit	♦	175	7 kg.	+2	+3	+0	-3
Military Harness	♣	150	9 kg.	+2	+3	+0	-4
Heavy (-1 movement)							
Archaic Scale Mail	♣	75	14 kg.	+0	+4	+1	-3
Archaic Chain & Plate ^R	♠	100	23 kg.	+1	+4	+0	-3
Ballistic Plate Mail	♠	300	11 kg.	+1	+4	+1	-4
Heavy Exo Suit	♦	375	9 kg.	+1	+4	+0	-3
Tactical Ceramic Plate ^R	♥	350	18 kg.	+1	+4	+0	-3
Full (-1 movement)							
Archaic Plate Mail ^R	♥	350	20 kg.	+0	+5	+1	-4
Military Assault Harness ^R	♠	550	18 kg.	+0	+5	+0	-3
Full Exo Suit ^R	♦	650	14 kg.	+0	+5	+0	-4

<i>Armor</i>	<i>Suit</i>	<i>Cost</i>	<i>Wt.</i>	<i>Defense Bonus</i>	<i>Check Penalty</i>
Shield					
Buckler	-	50	1 kg	+1*	-0
Light Shield	-	100	2 kg	+1	-1
Heavy Shield	-	150	3 kg	+2	-2
Force Screen					
Half Panel	-	100	-	+1	-0
Single Panel	-	500	-	+2	-0
Three Panel	-	750	-	+3	-0
Bubble (-2 move)	-	1,500	-	+5	-0

54 – Science Fiction

Armor & Shields

Armor is designed to protect a wearer from physical harm by reducing the lethality of a blow. Thicker and more solidly built armor generally provides better protection, but its bulk can be tiring and somewhat restrictive.

Suit: When you wear armor, your Defense skill gains a suit (Clubs, Diamonds, Hearts, Spades) according to the type of armor you are wearing, which allows you to gain Suit bonuses or suffer Trump penalties when make a defense check.

Cost: The cost of the armor, in credits.

Weight: The weight of the worn armor, in kilograms.

Armor Bonus: The bonus applied to Armor skill checks from the Armor. This is an equipment bonus.

Evade Bonus: The bonus applied to Evade skill checks from the armor. This is an equipment bonus.

Endurance Bonus: The bonus applied to Endurance (Physical) skill checks from the armor. This is an equipment bonus.

Check Penalty: This penalty is applied to any skill check attempted in the armor that uses a Dexterity or Strength ability, as well as to the Discipline (Supernatural) skill. If you are not proficient with the armor's use, it also applies to Melee Combat and Ranged Combat based skills. Each rank you have with a given armor reduces that armor's check penalty by -1.

Note: when you use a shield, add the check penalty to the armor penalty – don't treat it as a separate penalty. Thus, when wearing Full Plate and carrying a Heavy Shield, you have a -6 check penalty, meaning that with Armor (Heavy) R5, you still have a -1 check penalty.

Heavy and Full armors decrease a wearer's movement rate by one step, as follows: Doubled → Enhanced → Normal → Slowed → Pondering → Immobile). Note that having Rank 3 Athletics (Run) skill can offset this penalty.

Armor Qualities

R = Reinforced. When wearing medium or heavy reinforced armors, if the initial defense check is failed, draw an extra card and compare it to the weapon's damage check. If you succeed, you take 1 less wound. When wearing reinforced heavy armor, even on a failed armor check, you take 1 less wound.

Armor Descriptions

Archaic Chain & Plate: This is a full-body armor with metal plates protecting the chest, arms and legs. Underneath the plates is a suit of chain mail, which also provides protection to the vulnerable joints.

Archaic Chain Mail: This is a full-body suit of fine chain links that protects the entire body from slashing and piercing weapons and lessens the impact of bludgeoning weapons.

Archaic Hard Leather: This is a vest made of boiled and hardened leather. While it protects only the chest, its rigidity provides more protection than most minimal armor.

Archaic Plate Mail: This is a full-body armor of articulated metal plates. It is fully enclosed and generally so well made that not even a stiletto can be slipped in between the plate's seams.

Archaic Scale Mail: This is a full-body armor comprised of metal or lacquered leather plates that resemble scales.

Ballistic Plate Mail: This armor is a civilian version of the military assault harness which provides full-body protection. However, the materials in its construction are greatly inferior to military grade materials, making it immensely bulkier than its military counterparts.

Ballistic Plate Vest: While only protecting the shoulders, chest, stomach and back, a ballistic plate vest is much sturdier than it's lightweight counterpart and provides more protection against heavier arms than a simple ballistic vest.

Ballistic Vest: This light armor is designed to be concealed easily and only protects the chest and stomach area. It provides minimal protection, being designed to lessen a mortal wound to something less deadly instead of entirely negating an attack.

Cloth: This is simply heavy clothing, such as padded robes, a biker's jacket, untreated animal furs and the like.

Exo Vest: This bone-like armor is highly flexible but durable. It protects the chest and stomach.

Exo Suit, Light: This bone-like armor covers the entire body with flexible plates designed to fit the body like a glove.

Exo Suit, Heavy: This bone-like armor of overlapping semi-flexible plates protects the entire body and it is designed to fit like a glove.

Exo Suit, Full: This bone-like armor of rigid plates protects the entire body and is designed to fit like a glove.

Force Screen, Bubble: This transparent screen of force provides a protective bubble around an individual. The bubble screen not only provides 360 degree protection, it also prevents liquids (such as water) and gases from entering the bubble. The bubble can only support one individual and reduces their movement by -2 steps. One use lasts for 5 rounds.

Force Screen, Half: This transparent screen of force provides frontal protection from the head to waist. A half screen only provides a bonus to Defense

54 – Science Fiction

when you draw a card as the same suit as your Defense. The half screen uses one use per scene.

Force Screen, Single: This transparent screen of force provides frontal protection from head to foot. The single screen uses one use per 5 rounds.

Force Screen, Triple: This transparent screen of force protects the right, left and front of its wielder from head to foot. The single screen uses one use per 5 rounds.

Hide, Full: This armor represents a shell-like carapace like that found on an animal such as a giant space tortoise.

Hide, Heavy: This armor represents extremely tough hide like that found on an animal such as armadillo.

Hide, Light: This armor represents thick hide like that found on an animal such as a bear.

Hide, Medium: This armor represents tough hide like that found on an animal such as a rhino.

Hide, Minimal: This armor represents coarse hair or thick skin found on an animal such as horse.

Military Assault Harness: Sometimes also called the “dreadnought”, the military assault harness takes the basic military harness and provides full-body protection (including a closed helmet) over an advanced mesh bodysuit. The combined armor can generally stop all but the most determined attacker.

Military Harness: This armor provides an open-faced helmet and vest that protects the shoulders, chest, stomach, back, sides and thighs. It is designed to be used by military personnel and is usually unavailable to civilians.

Naked: Consisting of little more than a speedo, this state of being is only used for those beings that are completely unarmored and do not have a natural hide armor.

Padded: Also sometimes referred to as quilted armor, this is simply heavy cloth with a layer of thick padding woven together. It normally protects the chest, upper arms and a skirting to protect the upper legs.

Reinforced Vest: This armor/clothing mix resembles a jacket with durable, lightweight plates sewn between the cloth.

Resistance Vest: This armor covers the chest, stomach and arms. It is designed to protect against the environment as well as providing physical protection against harm.

Riot Vest: This armor covers the chest and stomach area, providing protection designed to divert the force of an impact into a lesser wound. It is designed with pockets that can accept light-weight plates (for an additional +100 credits) which provide additional protection (+1 Resistance bonus). However, if an attack deals 3 or more wounds, the ceramic plates are destroyed, though they can be replaced.

Shield, Buckler: Also called a roundel or target shield, this small shield is generally used by archaic archers or archaic two-weapon fighters to provide a small amount of extra protection. A buckler only provides a bonus to Defense when you draw a card as the same suit as your Defense.

Shield, Heavy: This large shield generally extends from shoulder to knee. Modern shields are often made of a material that allows the user to see through it.

Shield, Light: This shield protects the upper body to just below the waist. Modern shields are often made of a material that allows the user to see through it.

Tactical Ceramic Plate: This armor covers the entire body in a special cloth mesh that is designed to absorb weapon and ballistic impacts and diffuse them. Vital areas of the body are further protected by ceramic plates to provide extra protection to vulnerable areas.

54 – Science Fiction

Weapons

Melee Weapons

Weapon	Suit	Weapon Group	Cost	Wt.	Range Increment	Attack Mod	Damage Mod	Strength Min	Critical
One-handed Weapons									
Battleaxe	♦	Primitive	50	3 kg.	-	+2	+3	5	King
Bite	♦	Natural	-	-	-	+3	+2	2	-
Chain blade	♦	Powered	400			+3	+3		Ace
Claws	♦	Natural	-	-	-	+4	+1	1	-
Club	♣	Primitive	20	1 kg.	-	+3	+2	3	-
Combat Knife ^X	♦	Primitive	10	¼ kg.	Short	+4	+1	2	-
Gravmace ^H	♣	Powered	200			+2	+4		-
Hand axe	♦	Primitive	25	½ kg.	Short	+3	+2	3	Ace
Hatchet	♦	Primitive	15	¼ kg.	Short	+4	+1	2	Ace
Kama	♥	Primitive	20	1 kg.	-	+4	+2	3	-
Longsword	♦	Primitive	40	2 kg.	-	+2	+3	4	Ace
Nunchuk ^{W,X}	♣	Primitive	30	1 kg.	-	+3	+2	2	-
Plasma blade ^{A,H}	♦	Powered	1,200			+3	+5		King
Psi blade ^(H)	♦	Powered	500			+3	+3	1	King
Sabre	♥	Primitive	25	1 kg.	-	+3	+2	3	King
Sai ^{D,X}	♠	Primitive	15	¼ kg	-	+4	+1	2	-
Sap	♥	Primitive	15	¼ kg	-	+4	+1	1	-
Slam/Gore	♣	Natural	-	-	-	+5	+0	1	-
Sonic blade	♦	Powered	800			+3	+4		Ace
Stun baton ^{A,S}	♣	Powered	200	¼ kg	-	+3	+2	1	-
Tonfa ^{D,X}	♣	Primitive	25	½ kg	-	+3	+2	3	-
Transitional Weapons (+draw card for extra wound)									
Katana ^X	♦	Primitive	400	2 kg.	-	+2	+3	3	King
Maw	♠	Natural	-	-	-	+2	+3	3	-
Quarterstaff ^X	♣	Primitive	25	1 kg.	-	+3	+2	3	-
Spear	♠	Primitive	35	1 kg.	Medium	+2	+3	3	-
Whip ^{E, R, T, W}	♥	Exotic	10		-	+4	+1	2	-
Two-Handed Weapons (+1 wound)									
Greatsword	♦	Blade	250	3 kg.	-	+2	+4	6	Ace
Heavy club	♣	Primitive	60	9 kg.	-	+1	+5	6	-
Tail	♣	Natural	-	-	-	+1	+4	4	-

A = armor piercing. At Rank 2 skill you can use a face card to reduce the opponent's Armor bonus. See the maneuvers chapter for details.

E = entangling. At Rank 2 skill you can use a face card to entangle the opponent with a successful attack. See the maneuvers chapter for details.

D = disarming weapon. At Rank 2 skill you can use a face card to disarm the opponent on a successful attack. See the maneuvers chapter for details.

H = heavy weapon. The weapon deals +1 wound

S = shieldbreaker. At Rank 2 skill you can use a face card to reduce the opponent's shield bonus. See the maneuvers chapter for details.

T = tripping weapon. At Rank 2 skill you can use a face card to trip the opponent. See the maneuvers chapter for details.

W = whirled weapon. If you spend a move action to put the weapon in motion, treat it as the next category higher weapon for dealing damage (one-handed → transitional → two-handed → two-handed heavy)

54 – Science Fiction

X = defense weapon. This weapon provides +1 defense when used with the Weapon and Shield Style maneuver. See the maneuvers chapter for details.

One-handed Weapon: This weapon can be used in a single hand.

Transitional Weapon: This weapon can be used in one or two hands. When used two-handed, use the attack and damage bonus after the slash. When used two-handed, draw an extra card for damage and compare it the target's Resistance to cause an extra wound.

Two-handed Weapon: This weapon must be used in both hands. It gains a +1 wound bonus for being used two-handed.

Melee Weapon Traits

Suit: When you use a melee weapon, your Melee Combat skill gains the indicated suit. Thus, when you play a card from your hand or deck, if it matches the suit, you get a +1 bonus to your total. However, if you play a trump card from your hand or deck, you suffer a -1 penalty to your total.

Likewise, when the game master draws a card for an opponent, the opponent gains a +1 bonus to its Defense if the game master's card trumps your weapon. If your weapon trumps the game master's drawn card, the opponent suffers a -1 penalty to its Defense.

Weapon Group: This is the weapon group skill you need to effectively use the weapon. If you do not have the appropriate weapon group skill, you do not gain the weapon's Melee Combat modifier.

When you use a weapon two-handed, you can draw an extra card from the top of your deck and compare it to the difficulty to gain an extra success. You must draw the card before the difficulty is revealed. This is an item draw.

Range Increment: This is the range the weapon can be thrown without penalty. If no range is indicated, it is possible to still attempt to throw the item, but it incurs an automatic range penalty.

Attack Modifier: You add the listed bonus to your Melee Combat or Ranged ability when attacking with this weapon.

Damage Modifier: You add the listed bonus to your Melee Combat or Ranged ability when dealing damage with this weapon.

Minimum Strength: You must have a Strength skill of the indicated value or higher to use this weapon. If you do not have the minimum strength and attempt to use the weapon, you do not gain the Melee Combat modifier for the weapon.

Critical: When you draw the face card or higher indicated as part of dealing damage, you deal an extra success/wound with the weapon. You do not deal extra wounds with additional card draws, unless they would be criticals as well.

-: This weapon cannot critical.

Ace: Aces only.

King: Aces and Kings only.

Queen: Aces, Kings and Queens only.

Jack: Aces, Kings, Queens and Jacks only.

Melee Weapon Descriptions

Battleaxe: This bearded axe is designed for combat use. Improvised battleaxes, like a woodcutter's axe, provide no Attack bonus.

Bite: This is a fanged attack from a creature without an elongated snout, such as a lion's.

Claw: These are animalistic claws designed for shredding foes. Can also be used to represent claw-like weapons such as "tiger claws" and baling hooks.

Club: While virtually any object can be turned into a club, a combat club has been crafted or otherwise reinforced to withstand the rigors of combat. Improvised clubs (such as baseball bats) provide no Attack bonus.

Club, Heavy: Like the club, this is a massive object used in two hands that is designed to bludgeon the opponent into a pulp.

Combat Knife: This one-sided heavy duty knife is designed for military use. Kitchen knives and other improvised combat knives provide no Attack bonus.

Gravmace: This baton contains a gravity generator at one end or a sliding weight system that allows it to create extremely powerful blows. It is a heavy weapon.

Greatsword: Known by a variety of other names including claymore and zweihander, the greatsword is a double-edged bladed sword nearly as long as the wielder is tall.

Hand axe: This is a larger version of a hatchet, designed for one-handed use. It has a heavy, chopping head capable of cutting through the thickness of a man's arm.

Hatchet: This is a light axe that light and balanced enough to be thrown as well as wielded in hand-to-hand combat. Utility hatchets provide do not provide an Attack bonus.

Katana: This unique single-edged sword is the primary weapon of the samurai. It can be used with one or two hands, with two-handed use being the common method employed. When used two-handed, it deals +1 wound instead of + draw card for extra wound, as if it were a two-handed sword. A katana is a defensive weapon.

Longsword: Also known as a knight's sword, this sword is about as long as its wielder's entire arm. It is double-edged and is used primarily for slashing, with some thrusting attacks. It is often used one-handed, with a shield in the other hand.

Maw: This is a bite attack from a creature with an elongated snout, such as a wolf or crocodile.

54 – Science Fiction

Nunchuks: This weapon consists of two pieces of iron or wood held together with a short chain. It is a whirled, defensive weapon.

Plasma blade: This weapon consists of a metal cylinder from which is produced a beam of focused plasma that resembles a sword. The blade is capable of cutting all but the most protected or resilient materials. It is an armor-piercing weapon. Despite being almost weightless, it is considered a heavy weapon.

Psi blade: This weapon has a crystal core that focuses the user's mental energy into a blade of force. In the hands of someone with Discipline (Psionics) Rank 3 or higher, it is considered a heavy weapon.

Quarterstaff: A war-ready quarterstaff is typically made of wood with iron shodding at each end. It can be wielded somewhat clumsily with one hand, but is generally used two-handed. Broomsticks and other makeshift quarterstaffs provide no Attack bonus.

Sap: This is a small weapon that consists of a leather bag filled with metal shot or a similar heavy material. It is used to knock an opponent unconscious without otherwise harming them.

Sabre: This is a moderately sized single-edged blade with a slight curve to it, often used by archaic military officers. The curve is designed to create a larger area to land a fearsome blow to the opponent.

Sonic Blade: A sonic blade takes a normal knife blade, and with the application of subsonic vibrations, gives the weapon powerful cutting force.

Spear: The spear is usually a shaft of wood (though it can be metal) that ends in a pointed tip. It can be wielded in one hand, though it is more efficient if gripped two-handed. Sharpened sticks and other makeshift spears provide no Attack bonus.

Stun Baton: This weapon produces a field effect that disrupts the target's neural centers. It does not cause wounds, but the victim loses an action each round until they make a successful Endurance (Physical) Diff 11 check.

Tail: This is an attack from a creature with a substantial-sized tail, such as that of a dragon or crocodile.

Tonfa: A tonfa is "T"-shaped baton usually wielded in pairs. They are great weapons for subduing and/or disarming opponents.

Whip: A whip is a snake-like length of leather. It takes a good bit of room to properly wield a whip and is best used against unarmored opponents. A whip is an exotic and entangling weapon.

54 – Science Fiction

Ranged Weapons

<i>Weapon</i>	<i>Suit</i>	<i>Weapon Group</i>	<i>Cost</i>	<i>Wt.</i>	<i>Range Increment</i>	<i>Ranged Attack Mod</i>	<i>Ranged Damage Mod</i>	<i>Ammo</i>	<i>Critical</i>
One-handed Ranged Weapons									
Bola ^{E, T}	♥	Exotic	10	1 kg.	Short	+4	+1	1	-
Boomerang ^R	♣	Exotic	10	¼ kg.	Close	+4	+1	1	-
Crossbow, Hand	♦	Crossbow	7	½ kg.	Short	+4	+1	1	-
Grenade, Hand ^{L, H}	♦	Hurled	25	¼ kg.	Close	+2	+3	1	-
Javelin	♠	Hurled	15	1 kg.	Medium	+3	+2	1	-
Pistol									
Beam ^{B, M}	♦	Beam	25	1 kg.	Close	+3	+2	10	-
Laser ^{B, M}	♥	Laser	65	1 kg.	Medium	+4	+2	15	Ace
Micromissile ^{H, M}	♣	Missile	50	2 kg.	Short	+2	+3	1	-
Projectile									
Automatic ^{U, M}	♠	Firearms	40	1 kg.	Short	+2	+3	15	-
Revolver ^M	♠	Firearms	25	1 kg.	Medium	+3	+2	5	Ace
Semiauto ^{B, M}	♠	Firearms	35	1 kg.	Medium	+3	+2	10	Ace
Psychic ^M	♥	Beam	35	1 kg.	Medium	+3	+2	10	-
Shuriken	♠	Exotic	1	¼ kg.	Close	+5	+0	1	-
Sling	♣	Hurled	7	¼ kg.	Short	+4	+1	1	-
Stunner ^X	♦	Beam			Short	+3	+2	2	-
Transitional Ranged Weapons (+draw card for extra wound)									
Blowgun	♠	Exotic	3	½ kg.	Close	+5	+0	1	-
Bow, Short	♠	Bow	15	1 kg.	Medium	+3	+2	1	-
Crossbow, Light ^M	♦	Crossbow	20	2 kg.	Medium	+3	+2	1	Ace
Grenade Launcher ^{L, S}	♦	Firearms	50		Medium	+2	+3	5	Ace
Net ^{E, R}	♥	Exotic	12	3 kg.	Close	+5	+0	1	-
Rifle									
Beam									
Heavy ^{B, M, U}	♦	Beam	65	3 kg.	Medium	+2	+3	2	-
Light ^{B, M}	♦	Beam	45	2 kg.	Medium	+3	+2	5	-
Flame ^{M, U}	♥	Beam	100	3 kg.	Short	+1	+4	10	-
Gyrojet									
Heavy ^{(L), (H), M}	♣	Missile	155	5 kg.	Medium	+2	+3	2	-
Light ^{H, M}	♣	Missile	30	4 kg.	Long	+3	+2	5	-
Laser									
Heavy ^{A, U}	♥	Laser	145	3 kg.	Long	+1	+4	5	King
Light ^{A, U}	♥	Laser	125	2 kg.	Long	+2	+3	10	Ace
Missile ^{H, L, M}	♣	Missile	110	5 kg.	Long	+1	+4	1	-
Projectile									
Automatic ^{U, M}	♠	Firearms	45	3 kg.	Medium	+2/+3	+3/+2	15	-
Semiauto ^{B, M}	♠	Firearms	70	3 kg.	Long	+2	+3	10	Ace
Shotgun ^{(L), (H), M}	♣	Firearms	55	4 kg.	Short	+4/+1	+1/+4	5	-
Single Action ^{A, H, M}	♠	Firearms	135	4 kg.	Extreme	+1	+4	5	King
Psychic	♥	Beam	55	3 kg.	Long	+3	+2	5	-
Rail ^{H, X, S}	♠	Rail	70	5 kg.	Extreme	+2	+3	1	

54 – Science Fiction

Weapon	Suit	Weapon Group	Cost	Wt.	Range Increment	Ranged Attack Mod	Ranged Damage Mod	Ammo	Critical
Two-handed Ranged Weapons (+1 wound)									
Bow, Long	♠	Bow	35	2 kg.	Long	+2	+3	1	Ace
Crossbow, Heavy ^{A,S}	♦	Crossbow	60	3 kg.	Long	+1	+4	1	Ace
Heavy Gun									
Automatic ^{S,U}	♠	Firearms	150	38 kg.	Medium	+1	+4	25	-
Beam ^{B,S}	♦	Beam	125		Medium	+1	+4	5	Ace
Flame ^{A,S,U}	♥	Beam	195	30 kg.	Short	+0	+5	25	-
Laser ^{A,M,U}	♥	Laser	220	13 kg.	Extreme	+2	+4	25	King
Missile ^{H,L,S}	♣	Missile	200	4 kg.	Long	+0	+5	2	-
Projectile ^{A,H,S}	♠	Firearms	120	13 kg.	Long	+1	+4	15	Ace
Rail ^{S,V,X}	♦	Rail	300	15 kg.	Extreme	+0	+5	1	Queen
Vehicular Weapons									
Autogun ^{A,S,U,V}	♠	Firearms	250	58 kg.	Long	+3	+2	50	Ace
Beam ^{B,S,V}	♦	Beam	250	40 kg.	Medium	+1	+4	25	Ace
Cannon ^{A,S,V}	♠	Firearms	300	600 kg.	Long	+1	+4	50	King
Flamer ^{A,S,U,V}	♥	Beam	200	40 kg.	Short	+2	+3	25	-
Laser ^{A,M,U,V}	♥	Beam	350	30 kg.	Extreme	+4	+1	50	King
Missile, Heavy ^{A,H,L,S,V}	♣	Missile	300	30 kg.	Extreme	+0	+5	5	-
Missile, Micro Swarm ^{A,L,M,U,V}	♣	Missile	275	32 kg.	Long	+4	+1	25	-
Missile, Micro ^{A,L,V}	♣	Missile	225	25 kg.	Long	+5	+0	50	-
Missile, Swarm ^{A,L,S,U,V}	♣	Missile	325	40 kg.	Long	+4	+3	50	-
Missile ^{A,L,M,V}	♣	Missile	250	30 kg.	Long	+3	+2	10	-
Rail ^{H,S,V,X}	♦	Rail	400	25 kg.	Extreme	+0	+5	1	Queen

A = armor piercing. At Rank 2 skill you can use a face card to reduce the opponent's Armor bonus. See the maneuvers chapter for details.

B = multiframe. At Rank 2 skill you can use a face card to deal an extra wound. See the maneuvers chapter for details.

E = entangling. At Rank 2 skill you can use a face card to entangle the opponent with a successful attack. See the maneuvers chapter for details.

D = disarming weapon. At Rank 2 skill you can use a face card to disarm the opponent on a successful attack. See the maneuvers chapter for details.

H = heavy. The weapon deals +1 wound on a hit.

L = blast weapon. At Rank 2 skill, this weapon affects multiple adjacent targets. At the point of detonation, all targets in Close proximity are attacked by the weapon.

M = moderately slow. This weapon is slow to load. It takes a move action to load.

R = returning. At Rank 2 skill you can use a face card to have the weapon return to your hand after making an attack. See the maneuvers chapter for details.

S = slow. This weapon is slow to load. It takes two actions (Move + Standard) to reload.

T = tripping weapon. At Rank 2 skill you can use a face card to trip the opponent. See the maneuvers chapter for details.

U = automatic weapon. At Rank 2 skill you can use a face card to affect multiple targets. See the maneuvers chapter for details.

V = antivehicle weapon. This weapon deals +2 damage and +3 wounds per Scale value of the weapon (not shown in table)..

X = penetration weapon. The weapon ignores 2 points of AR per scale category.

One-handed Ranged Weapon: This weapon can be used with one hand. Reloading always takes two hands.

Transitional Weapon: This weapon can be used in one or two hands. When used two-handed, use the attack and damage bonus after the slash. When used two-handed, draw an extra card for damage and compare it the target's Resistance to cause an extra wound.

Two-handed Ranged Weapon: This weapon requires two hands to use and gains a +1 wound bonus for being used two-handed.

Vehicular Weapon: This weapon is designed to be mounted in a fixed location. It deals wounds as indicated on the table below (thus a vehicular weapon

54 – Science Fiction

sized for a medium creature deals a base of 3 wounds). A creature or being one size larger than the weapon was designed for can use it in two hands at a -2 penalty to their attack.

Scale	Size	Wounds
1	Tiny - Medium	+2
2	Large - Huge	+4
3	Gargantuan	+6
4	Colossal	+8
5	Titanic	+10

Ranged Weapon Traits

Discipline: All of the weapons described here are independent of the various disciplines. In our own world, all the ranged weapons would be created via crafting cybernetic weapons. However, in the game, these items could be created by any one of the six disciplines, though their game effect is essentially the same.

For example, a bioengineering single action rifle could consist of an organic rigid-snout creature that accepts an egg sac filled with parasitic beetles. When the rifle organizers' reflexive trigger is stroked, it reaches into the egg sack and pulls a beetle into it's "mouth". There, it strips the beetle of its abdominal exoskeleton, causing the beetle's abdomen to explode, and hurling the remains out the barrel and into the enemy, replicating the effects of a bolt-action rifle. This is but one way to describe such a weapon, and how the different disciplines invoke the usage of each weapon is left up to the imagination of the game master and players.

Suit: When you use a ranged weapon, your Ranged Combat skill gains the indicated suit. Thus, when you play a card from your hand or deck, if it matches the suit, you get a +1 bonus to your total. However, if you play a trump card from your hand or deck, you suffer a -1 penalty to your total.

Likewise, when the game master draws a card for an opponent, the opponent gains a +1 bonus to its Defense if the game master's card trumps your weapon. If your weapon trumps the game master's drawn card, the opponent suffers a -1 penalty to its Defense.

Weapon Group: This is the weapon group skill you need to effectively use the weapon. If you do not have the appropriate weapon group skill, you do not gain the weapon's Melee Combat modifier.

When you use a weapon two-handed, you can draw an extra card from the top of your deck and compare it to the difficulty to gain an extra success. You must draw the card before the difficulty is revealed. This is an item draw.

Range Increment: This is the range the weapon can be thrown without penalty. If no range is indicated, it

is possible to still attempt to throw the item, but it incurs an automatic range penalty.

Ranged Attack Modifier: You add the listed bonus to your Melee Combat or Ranged ability when attacking with this weapon.

Ranged Damage Modifier: You add the listed bonus to your Melee Combat or Ranged Combat ability when dealing damage with this weapon.

Minimum Strength: You must have a Strength skill of the indicated value or higher to use this weapon. If you do not have the minimum strength and attempt to use the weapon, you do not gain the Melee Combat modifier for the weapon.

Critical: When you draw the face card or higher indicated as part of dealing damage, you deal an extra success/wound with the weapon. You do not deal extra wounds with additional card draws, unless they would be criticals as well.

-: This weapon cannot critical.

Ace: Aces only.

King: Aces and Kings only.

Queen: Aces, Kings and Queens only.

Jack: Aces, Kings, Queens and Jacks only.



Ranged Weapon Descriptions

Blowgun: This small tubular weapon is held to the mouth to blow darts at an opponent. The darts cause no wounds, but are usually covered in a poison.

Bola: This is a series of 2-5 weights attached together with a light rope. It is used to entangle opponents or trip them.

Bow, Long: This bow is made of tough, flexible wood. Unless specially designed (masterwork quality at least), it cannot be used from the back of a mount or vehicle.

Bow, Short: This small, quick-to-use bow is made of supple, flexible wood.

Crossbow, Hand: This one-handed bow mounted on a wooden stock is prized for its easy concealment. It lacks real punch and the bolts are often coated in poison to make them more effective.

54 – Science Fiction

Crossbow, Light: This weapon consists of a wood or metal bow strapped to a wooden stock. It is usually held in two hands, but can be used in one hand in a pinch. A light crossbow takes a move action to reload.

Crossbow, Heavy: This weapon is a steel bow mounted on a reinforced wooden stock and has terrible armor-punching power. It is also slow to load, taking two actions – a move and a standard action – to reload. A heavy crossbow is an armor-piercing weapon. It is slow-loading.

Boomerang: This weapon is made of wood in a wide, “v” shape. When thrown it spins and travels in a wide arc. This is a returning weapon.

Grenade, Hand: This palm-sized weapon produces a blast of deadly shrapnel to injure and disable nearby opponents. The hand grenade is a blast weapon.

Grenade Launcher: This weapon launches grenades at a target, unleashing a blast of deadly shrapnel at the target area. The grenade launcher is a blast weapon and a heavy weapon.

Heavy Gun, Automatic: This weapon is a multibarreled weapon capable of spewing a steady stream of projectiles at targets. It is a multifire, automatic weapon. It is slow loading.

Heavy Gun, Beam: This weapon is a rifle-like weapon with a cone or fork-shaped ending. It uses an energy pack that is usually worn as a backpack. The Heavy Beam Gun is a multifire weapon. It is slow loading.

Heavy Gun, Flame: This weapon is a rifle-like weapon with an attached fuel tank (usually a backpack). It projects a beam of fire at the opponent – all wounds it causes are (fire). The target continues to burn, taking 1 (fire) wound every other round until the target makes a successful Endurance (Physical) check (Diff 14). It is an armor-piercing, automatic weapon. It is slow loading.

Heavy Gun, Laser: This weapon is a rifle-like weapon with attached power source (usually a backpack). It emits an ultraviolet laser with a visible light targeting beam. It is an armor piercing, automatic weapon. It is moderately slow loading.

Heavy Gun, Missile: This weapon is usually a tube-like shoulder carried device loaded with several missiles and is generally referred to as a missile launcher. The heavy missile gun is a heavy, blast weapon. It is slow loading.

Heavy Gun, Projectile: These represent heavy, single user antimaterial rifles. It is a heavy, armor-piercing weapon. It is slow loading.

Heavy Gun, Rail: This weapon has an extremely long barrel and is usually powered by a power pack worn as a backpack. It fires a single heavy slug at the target and is designed to punch through any

material. The Heavy Rail Gun is a penetrating antivehicle weapon. It is a slow loading weapon.

Javelin: A javelin is a long shaft of wood with a sharpened wooden head or tip made of steel, often similar in appearance to a spear. Unlike a spear, a javelin is designed for throwing, not melee combat.

Net: Made of heavy rope woven together in a grid pattern and weighted at the edges, nets have a rope attached to allow them to be drawn back on a miss. A net is an entangling weapon and a returning weapon.

Pistol, Projectile – Revolver: The revolver is a pistol that uses a revolving chamber to deliver the bullet for firing. The gun represented here is a .38 caliber weapon. A revolver pistol is moderately slow loading.

Pistol, Projectile – Semiauto: The semiauto pistol is a magazine-fed pistol that can fire as quickly as the user can pull the trigger. The gun represented here is a 9mm pistol. A semiauto pistol is a multifire weapon. It is moderately slow loading.

Pistol, Projectile – Automatic: The automatic pistol is a magazine-fed pistol that shoots a spray of bullets for as long as the user holds down the trigger. The gun represented here is a 9mm automatic gun. An automatic pistol is an automatic weapon. It is moderately slow loading.

Pistol, Laser: The laser pistol is a single hand-held weapon that projects a concentrated burst of ultraviolet light with a visible light targeting beam. It is magazine fed. A laser pistol is a multifire weapon. It is moderately slow loading.

Pistol, Micromissile: A micromissile pistol fires a “smart” bullet that explodes on impact. The micromissiles are univocally fed into the weapon. A micromissile pistol is a heavy weapon. It is moderately slow loading.

Pistol, Beam: A beam pistol is an energy weapon that fires a bolt of hot-burning plasma at the target. The beam pistol is a multifire weapon. A beam pistol is a moderately slow loading weapon.

Pistol, Psychic: A psychic pistol discharges a beam designed to disrupt the mental processes of an opponent. In addition to the wounds it inflicts, the target loses an action every round until they make a successful Endurance (Mental) check (Diff 9). The psychic pistol is a moderately slow loading weapon.

Rifle, Flame: This weapon is a rifle-like weapon with a fuel cartridge. It produces a blast of fire that burns opponents – all wounds it causes are (fire). The target also continues to burn, taking 1 (fire) wound every other round until the target makes a successful Endurance (Physical) check (Diff 11). It is an automatic weapon. The flame rifle is moderately slow loading.

54 – Science Fiction

Rifle, Missile: This tube-like weapon holds a single missile. It is a heavy and blast weapon. It is moderately slow loading.

Rifle, Projectile – Single Action: This rifle is a single shot weapon designed for long range, accurate shooting and are generally suitable as sniping rifles. The single action rifle is an armor piercing heavy weapon. It is moderately slow loading.

Rifle, Projectile – Semiauto: This rifle is designed for medium-range to long range shooting, such as a .306 hunting rifle. It either accepts a magazine or multiple individually fed bullets. A semiauto rifle is a multifire weapon. it is moderately slow loading.

Rifle, Projectile – Shotgun: This rifle is a heavy caliber weapon that has two primary modes, allowing it accept short-range pellet shot that while designed for maximum accuracy deals little damage or to accept heavy slugs designed to deal maximum damage. When loaded with pellets, a shotgun is a blast weapon (epicenter is the shooter). When loaded with slugs, a shotgun is a heavy weapon. The shotgun is a moderately slow loading weapon.

Rifle, Projectile – Automatic: Often referred to as an assault rifle or a submachine gun, the automatic rifle accepts a magazine of bullets and dispenses them as long as the user holds down the trigger. An automatic rifle is an automatic weapon. It is moderately slow loading.

Rifle, Laser – Heavy: This rifle-like weapon is a magazine-fed weapon that produces an ultraviolet laser beam with a visible aiming beam for as long as the trigger is depressed. It is an armor-piercing, automatic weapon.

Rifle, Laser – Light: This rifle-like weapon is a magazine-fed weapon that produces a bolt of ultraviolet laser light with a visible aiming beam as fast as the user can squeeze the trigger. It is an armor-piercing, automatic weapon.

Rifle, Gyrojet - Heavy: This rifle fires “smart” bullets at a target that explode in or near the target. The individual missile can be set to produce a burst effect by exploding before it hits the target, or can be set to be a heavy weapon by setting the missile to explode in the target. It is moderately slow loading.

Rifle, Gyrojet - Light: This rifle fires “smart” bullets at a target that explode upon striking the target. It is moderately slow loading.

Rifle, Beam – Heavy: This rifle unleashes a blast of plasma energy. A heavy beam rifle is a multifire, automatic weapon. It is moderately slow loading.

Rifle, Beam – Light: This rifle unleashes pulses of plasmatic energy at targets. A light beam rifle is a multifire weapon. It is moderately slow loading.

Rifle, Psychic: This rifle emits a beam that disrupts the mental faculties of the target. In addition to dealing wounds, the target loses an action each turn until it makes a successful Endurance (Mental) check (Diff 11). A psychic rifle is moderately slow loading.

Rifle, Rail: This long-barreled rifle uses magnetic induction to hurl a bullet at the target at high velocity. A rail rifle is a penetration heavy weapon. It is slow loading.

Shuriken: Shurikens are tiny knives, often designed in a spiked wheel pattern, designed for throwing at foes. They cause minimal damage, but are easily concealed. Because they cause so little damage themselves, users often coat them with poison.

Sling: A sling consists of a leather strap with a cloth or leather “cup” in the middle. A stone is laid in the cup and both ends are seized, then the whole is spun over one’s head. The user releases one end of the strap, causing the stone to hurl at the opponent with great force.

Stunner: This weapon produces a field effect that disrupts the target’s neural centers. It does not cause wounds, but the victim loses an action each round until they make a successful Endurance (Physical) Diff 11 check.

Vehicular Autogun: This weapon is a belt-fed automatic rifle designed to punch through armored opponents or foes. It is an anti-vehicle, armor piercing and automatic weapon. It is slow-loading.

Vehicular Cannon: This weapon is a rifled gun designed to obliterate a single target. It is an anti-vehicle, armor piercing weapon. It is slow loading.

Vehicular Flamer: This weapon consists of a nozzle and tank that ejects a deadly stream of clinging flame. It projects a beam of fire at the opponent – all wounds it causes are (fire). The target continues to burn, taking 1 (fire) wound every other round until the target makes a successful Endurance (Physical) check (Diff 17). A vehicular flamer is an anti-vehicle, armor piercing and automatic weapon. It is slow-loading.

Vehicular Laser: This weapon projects a tight beam of light designed to cut a swathe through enemy targets. It is an anti-vehicle, armor piercing and automatic weapon. It is moderately slow loading.

Vehicular Micro Missile: This is a weapon that releases relatively small guided explosives – about 1/6th or less the size of the vehicle - designed to take out targets smaller than the vehicle it is mounted on. It is an anti-vehicle, armor-piercing and blast weapon.

Vehicular Micro Missile Swarm: This is a weapon that releases 2-6 relative small guided explosives at a target; the swarm is designed to increase damage and the chance to hit. It is an anti-vehicle, armor-piercing, automatic and blast weapon. It is moderately slow-loading.

54 – Science Fiction

Vehicular Missile: This is a weapon approximately 1/4th to 1/2 the size of the vehicle designed to seek out and destroy enemy targets. It is an anti-vehicle, armor-piercing and blast weapon. It is moderately slow-loading.

Vehicular Missile Swarm: This is a weapon that releases 2-5 guided explosives at a target; the swarm is designed to increase damage and the chance to hit. It is an anti-vehicle, armor piercing, automatic and blast weapon. It is slow-loading.

Vehicular Heavy Missile: This is a weapon that fires large heavy guided explosives – usually the size of or up to 1 1/2 the size of the vehicle it is fired from. It is an anti-vehicle, heavy, armor-piercing and blast weapon. It is slow-loading.

Vehicular Beam: This weapon produces a large, heavily charged burst of plasma designed to melt a target into slag. It is an anti-vehicle, multifire and blast weapon. It is slow-loading.

Vehicular Rail: This weapon fires heavy, supersonic slugs at the enemy and is designed to rip a target to shreds. It is an anti-vehicle, heavy and penetration weapon. It is slow-loading.

Ammunition Variants

Firearms can be loaded out with a wide variety of ammunition. These variant ammunitions are generally more expensive than the standard ammunition, and are designed with specific uses in mind. Some of the variant available ammunitions that exist are listed below.

Some ammunition requires an endurance check to be made to stop a condition inflicted upon the target. The conditions persists until the check is made or a number of rounds pass equal to the damage rating of the weapon. The difficulty of this based on the Damage value of the weapon as shown below.

All ammunition variants are treated as masterwork items for pricing.

Damage	Difficulty
+0	7
+1 to +2	9
+3 to +4	11
+5 to +6	14
+7 to +8	17
+9 to +10	20
+11 to +12	23
+13 to +14	25
+15 to +16	27
+17 to +18	29
+19 to +20	31

Armor Piercing: This weapon uses reinforcing material to punch through armor. It ignores 1/2 its Damage rating from Armor bonus to Resistance on armor of it's scale or less.

Burning: This ammunition uses a chemical that continues to burn upon impact with the target. The target takes 1 (fire) wound every other round until a successful Endurance (Physical) check is made. *A weapon that uses burning ammunition has a -1 penalty to hit.*

Disintegrating: This weapon leaves behind no identifiable round to be traced. *A weapon that uses disintegrating ammunition has a -1 penalty to damage.*

Explosive: This ammunition is designed to detonate inside or near the target, causing excessive damage. A weapon using this ammunition gains the multifire trait. *A weapon that uses explosive ammunition has a -1 penalty to Attack rating.*

Extended Clip: The weapon utilizes a longer-than normal clip, doubling the ammunition. *Reloading an extended clip takes an additional move action.*

Non-Lethal: This ammunition is designed to strike at low velocity and with less force to avoid killing the target. All wounds taken from non-lethal ammunition is temporary damage. *A weapon that uses non-lethal ammunition has a +1 bonus to Attack rating, but a -1 penalty to Damage rating and -1 Range increment.*

Poison: This ammunition uses a contact poison to kill the target. All wounds from the weapon are (poison). The target takes 1 (poison) wound every other round until a successful Endurance (Fortitude) check is made. *A weapon that uses poison ammunition has -1 Range increment.*

Flachete: This ammunition is designed to fragment in flight. The weapon gains the automatic trait. *A weapon that uses flachete ammunition has -1 Range increment.*

Slimline: This ammunition is extremely aerodynamic, improving range. The weapon gains +1 Range increment. *A weapon that uses slimline ammunition has +1 Attack rating, but -1 Damage rating.*

Slug: The ammunition is very heavy, designed to cause extra damage. On a hit, draw a card to deal an extra wound. *A weapon that uses slug ammunition has -1 Range increment.*

Subsonic: This ammunition is designed to be quieter when fired. If used with a “♣” card for damage, it does not break Stealth. *A weapon that uses subsonic ammunition has -1 Range increment and a -1 penalty to Damage rating.*

Tracer: This ammunition leaves a visible trail as it speeds toward the target. For each round of automatic fire with the weapon, it gains a +1 bonus to hit, up to a value equal to it's Attack rating. *A weapon that uses tracer ammunition has a -1 penalty to damage.*

Tranquilizer: This ammunition delivers a potent cocktail designed to render the target

54 – Science Fiction

unconscious. If the attack deals damage, the target must make an Endurance (Fortitude) check or is rendered unconscious. *A weapon that uses tranquilizer ammunition has -1 Range and has a 0 Damage Rating.*

Weapon Enhancements

The following is a list of equipment that can be applied to most ranged weapons to improve them.

Belt-fed: This can only be applied to weapons with the Automatic quality. The weapon's magazine is instead replaced with a belt-fed drum, vastly increasing the amount of ammunition available by x12. However, the weapon no longer accepts standard magazines. *This is treated as a masterwork quality of +1.*

Bipod/Tripod: A bipod or tripod is a stand attached to a transitional or larger weapon. It is designed to brace the attacker and provide a more accurate shot. To be used, the attacker must either be squatting or lying down. A bipod/tripod adds +1 to Attack rating if squatting, or +2 to Attack rating if lying down. A bipod/tripod weighs 50% of the weapon's weight. *This is treated as a masterwork quality of +1.*

Breakdown: The weapon is designed to be easily and quickly dismantled and concealed. When taken apart, you gain a +1 bonus per masterwork rank to disguise or hide the weapon. *This is treated as a masterwork quality equal to the Disguise/Hide bonus.*

Bullpup/Carbine: This can only be applied to rifles. By placing the magazine behind the trigger (bullpup) or shortening the barrel (carbine), it makes the weapon easier to use in close combat. The weapon gains a +1 Attack rating against Close or Adjacent targets. *This is treated as a masterwork quality of +1.*

Scope: A scope is a device attached to the top of a weapon to aid in sighting a target at far distances. A scope increases a weapon's Range Increment equal to its masterwork value. *This is treated as a masterwork quality equal to the Range Increment bonus.*

Underslung: An underslung weapon is an abbreviated version of a transitional or smaller weapon "slung under" the barrel of a primary weapon (such as grenade launcher underslung beneath a rifle barrel). An underslung weapon costs ½ the normal cost and has 1/10th the ammo capacity of the normal weapon. *It also has -1 Attack rating. This is treated as a masterwork quality of +1.*

54 – Science Fiction

Equipment

The tables below include a wide variety of items characters may need or acquire during their adventures. The list is not all-inclusive, and is focused primarily on items useful in a game. The game master can expand or subtract from the lists below as he sees fit.

Starting Equipment

A character is assumed to have at least two average sets of clothes, a poor apartment room and a means to get around – usually a used ground vehicle. Beyond that, characters have 100 credits to outfit themselves with gear.

Salary

A character who performs a week's worth of employed work is assumed to garner an income of approximately 250 credits per Rank in a Craft skill, 100 credits per Rank in a Knowledge skill or 50 credits per Rank in a Perform skill. If the character knows multiple Craft, Knowledge or Perform skills, add the income from each together to determine the final value. The game master can allow other skills to generate income (such as Drive), if the character is employed at a job that requires the use of the skill, usually at a salary of 25 credits per Rank.

If you do not wish to track individual costs for the character, assume 60% of the character's income must be sacrificed to pay for bills and other obligations.

Note that if a character does not work a full-time job (and most adventurers do not), the weekly wage should be reduced appropriately. In some cases (such as most criminal "jobs", mercenary work or commissions), a wage is not set and a character must take direct action to earn an income.

Setting Prices

Most of the prices for basic objects in the game – those that don't provide bonuses to skills and such – are based on real-world prices, with a conversion factor of about 5\$ = 1 credit.

Items that provide skill bonuses have a price based on both the portability of the item and the bonus or "power" it provides. Portable items are generally priced at Rank x Rank x 10 credits (where Rank equals the Rank level of the power the item replicates). Items that are not easily portable are generally priced at Rank x Rank x 5 credits. If an item has multiple powers, base the price on the highest ranking power plus half the cost of any additional powers.

Price Fluctuations

The price listed for items in this section can be considered the MSRP (Manufacturer's Suggested Retail Price) of the item – and generally the cheapest and most generic version at that. As in real life, supply and demand will have a huge impact on the cost of an item as well as its availability. Most items do not fluctuate to more than 50% higher or 30% lower than the MSRP.

Used Items

If the game master allows, certain items can be purchased as a used item. A used item costs about 75% of the normal cost and still be reliable. Used items purchased below 50% of the normal cost generally are missing items or are malfunctioning. To represent this, the item fails when it is used with a ♠ card and must be repaired via the Craft skill before it can be used again. The difficulty of this check is the same difficulty as crafting the item in the first place. Repairing such a damaged item takes 10 minutes.

Credit

In the modern world of finance, characters often have access to credit – in the form of loans, credit cards and/or other such means. If the game master allows it, characters can attempt to purchase an item on credit, as described below.

Background Connections: If the game master allows, the character can draw on individuals from their character background to finance purchases for the character. This requires a Persuade (Diplomacy) check, with the difficulty equal to 1/5th the amount of credit the character needs to purchase the item.

Consequences: Character must return the item or pay back the loan at no interest within 10 game sessions. The character is limited to the connection's ability to acquire weaponry and military hardware (thus most civilian contacts cannot supply military hardware and will be limited to one-handed and Att +3/Dam +2 transitional weapons). Failure to repay the loan results in action to recover the money and the connection cannot be used again to acquire equipment.

Legal Credit: This requires a Persuade (Diplomacy) check, with the difficulty equal to 1/5th the amount of credit the character needs to purchase the item.

Consequences: Character must pay back the loan at 30% to 50% interest (as decided by the game master – character can choose to turn down the offer if the interest is too high) within 10 game sessions. Legal credit cannot be used to purchase

54 – Science Fiction

weapons or military vehicles nor can it be used when the character still owes money for another loan (including a defaulted loan). Failure to repay the loan results in legal action to recover the money.

Loan Shark: If the game master allows, characters with underworld or shady connections can contact a loan shark willing to loan the character money. This requires a Survival (Streetwise) check to contact, with the difficulty equal to 1/10th the amount of credit the character needs to purchase the item.

Consequences: Character must pay back the loan at 50% to 100% interest (as decided by the game master – character can choose to turn down the offer if the interest is too high) within 10 game sessions. Loan sharks can be used to purchase weapons or military vehicles but tend to charge 150-200% cost of the base item, *before* adding interest. A loan shark may still loan money to characters that owe them money (so long as they haven't defaulted yet), but add ½ the difficult of any previous loans to the check to determine the difficulty of obtaining the extra loan. Failure to repay the loan results in punitive action to recover the money – usually involving repossession of the item and possibly the use of a hit man or legbreaker.

Rent

Items over 100 credits in price are generally available to rent. The rent per month is usually 1/10th the cost of the item. If the rented item is damaged or destroyed, and repairs (or replacement of the item) must be paid for by the character. If an item is badly damaged or destroyed by misuse, it is unlikely characters will be able to rent a replacement in the future.

If a character wishes to “rent to own” an object, the item is considered purchased once the character pays *twice* the base value of the item.

Clothing

<i>Clothing</i>	<i>Cost</i>
Apron	
Cloth	2
Leather	10
Bandana	1
Belt	2
Biohazard suit	100
Bracers	
Leather	10
Metal	20
Boots	
Soft	12
Trail	35
Riding	40
Steel toe	30
Waterproof	

Business suit	
Cheap	20
Average	40
Expensive	100
Cap, hat	1
Cape	
Half	12
Full	20
Cloth (sq yard)	
Cotton	2
Linen	1
Satin	3
Silk	5
Velvet	3
Wool	2
Coat / Jacket	
Arctic	40
Leather	20
Light	6
Windbreaker	4
Winter	20
Dress	
Ballroom	60
Business	40
Evening gown	20
Sundress	10
Gloves	
Soft leather	4
Hard leather	5
Cloth	2
Hip boot waders	8
Hood	
Wool/linen	2
Fur	8
Jeans	5
Knife sheath	1
Lounging robe	4
Mittens	2
Moccasins	3
Money belt	4
Nightshirt	4
Pin	5
Plain brooch	2
Poncho	4
Purses	
Average	10
Leather	20
Handbag	4
Sandals	3
Sash	
Linen	2
Silk	10
Wool	5
Shirt, blouse	4
Shoes	
Athletic	10
Baby	4
Business	20
Common / Sneakers	5
Dancing	12
Slippers	2
Snowshoes	12
Spacesuit	
Heavy	500
Light	100
Spurs	8
Suspenders	
Canvas	4
Leather	12
Sword scabbard, hanger, baldric	5
Tabard	2
Tabi	10

54 – Science Fiction

Terrain suit	60
Toga	3
Turban	2
Tuxedo	40
Underwear	1
Uniform	
Duty	20
Military	25
Vest	6

Food, Services and Lodging

<i>Item</i>	<i>Cost</i>
Alcohol	
Beer, cheap (6-pack)	1
Beer, average (6-pack)	2
Beer, good (6-pack)	3
Brandy (flask)	5
Wine, good (bottle)	20
Wine, cheap (bottle)	4
Apartment (per month)	
Common	80
Poor	40
Superior	200
Banquet (per person)	
Buffet	2
Good	10
Drinks (Non-alcoholic)	
12 oz. (12-pack)	1
20 oz. (6-pack)	1
2-liter (2-pack)	1
Medical	
Doctor Visit	20
Emergency Room Visit	80
Hospital bed (per day)	40
Intensive care (per day)	100
House (per month)	
One bedroom, common	100
Two bedroom, common	150
Three bedroom, common	300
Three bedroom, fancy	400
Five bedroom, fancy	600
Mansion/Estate (25 room)	1,300
Mansion/Estate (50 room)	6,600
Mansion/Estate (75 room)	20,000
Mansion/Estate (100 room)	67,000
Inn / Hotel lodging (per day)	
Common	15
Good	60
Poor	5
Insurance (per month)	
Vehicle	1/250 vehicle cost
Home/Property	1/1000 home cost
Medical	20
Meals (per meal)	
Rich	10
Good	5
Common	3
Poor	1
MRE	2
Storage Unit (per month)	
Tiny (1 X 1 m)	10
Small (2 X 2 m)	15
Medium (5 X 5 m)	20
Large (7 X 7 m)	30
Huge (15 X 15 m)	40
Gargantuan (20 X 20 m)	60
Colossal (30 X 30 m)	80

Miscellaneous Equipment

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Ability Booster		
Dexterity	15	¼ kg.
Intelligence	15	¼ kg.
Presence	15	¼ kg.
Skill Mastery	10	¼ kg.
Strength	15	¼ kg.
Artificial Life Form		
Level 1	100	10 kg.
Level 2	400	45 kg.
Level 3	600	180 kg.
Level 4	800	545 kg.
Assayer's Kit	10	¼ kg.
Backpack		
Backpack	6	1 kg.
Equipment Frame	20	3 kg.
Rucksack	4	½ kg.
Bag	1	¼ kg.
Bag, Spell component	10	3 kg.
Balm	1	¼ kg.
Bandages		-
2 cm squares, 100	5	-
4 cm strip, 50 meters	7	-
Bandolier		-
Double	10	1 kg.
Single	25	½ kg.
Barrel		-
Small	20	14 kg.
Large	50	28 kg.
Batteries		
Small	10	¼ kg.
Medium	30	½ kg.
Heavy	70	3 kg.
Bedroll	5	3 kg.
W/ wool padding	7	4 kg.
Bell	1	¼ kg.
Binoculars	10	¼ kg.
Blanket	2	2 kg.
Winter	10	3 kg.
Block and tackle		3 kg.
Book		
Novel, Hardcover	4	½ kg.
Novel, Paperback	1	¼ kg.
Academic Textbook	20	1 kg.
Magazine	1	¼ kg.
Newspaper	1	¼ kg.
Bottle, flask	1	¼ kg.
Breathing tube	1	½ kg.
Briefcase		
Cloth	15	½ kg.
Leather	25	2 kg.
Metal	50	4 kg.
Bucket		2 kg.
Camelback	12	1 kg.
Camouflage paint kit	10	¼ kg.
Candle	1	¼ kg.
Canteen	5	½ kg.
Canvas (per sq yard)	2	1 kg.
Cathole Tool	5	3 kg.
Chain (per meter)		-
Heavy	5	2 kg.
Light	3	½ kg.
Medium	2	1 kg.
Fine, small	1	¼ kg.
Chalk	1	¼ kg.
Charcoal (5 kgs)	3	5 kg.
Chisels (set of 12)		-
Wood	3	½ kg.
Stone	7	1 kg.
Clamps		-

54 – Science Fiction

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
12 cm	1	¼ kg.
20 cm	2	¼ kg.
40 cm	3	½ kg.
Clone		
Blank	1,500	80 kg
Organ Donor	200	60 kg.
Mini	450	25 kg.
Replacement	5,000	80 kg.
Slave	900	80 kg.
Cloth (per 10 sq meters)		-
Common	1	5 kg.
Fine	3	5 kg.
Rich	5	5 kgs
Coal (5 kgs)	3	5 kgs
Comb	1	-
Comlink	7	
Computer		
Desktop	300	11 kg
Handheld	20	½ kg
Netbook/Notebook	200	1 kg/3 kg
Server Rack	500	13 kg.
Wrist	80	½ kg
Crampons	5	1 kg
Crate (Empty)		-
Huge	50	18 kg
Large	20	23 kg
Small	5	5 kg
Crutch		1 kg
W/ armpit rest	9	2 kg
Crowbar	2	1 kg
Dice		-
Loaded	5	-
Unloaded	1	-
First Aid Kit	2	3 kg
Fishhooks	1	¼ kg
Fishing net,(3 sq m)	5	3 kg
Fishing tackle	4	½ kg
Glue, Instant (2 oz.)	1	¼ kg
Grappling hook	3	2 kg
Gun cabinet	100	36 kg
Gun case	20	7 kg
Hacksaw	2	1 kg
Hairbrush	1	-
Hammer		-
Claw	1	½ kg
Sledge	4	2 kg
Hammock	5	13 kg
Hoe	2	3 kg
Hunting knife	3	½ kg
Ink (2 oz)	1	¼ kg
Insect Repellant	1	¼ kg
Ladder		-
10 foot	7	9 kg
12 foot	10	12 kg
Lantern		-
Beacon	20	22 kg
Bullseye	5	2 kg
Hooded	4	1 kg
Spelunker	3	1 kg
Lathe	20	¼ kg
Lathe bits		-
Stone	2	-
Wood	1	-
Lighter	1	
Lock		-
Biometric	20	2 kg.
Combination	5	½ kg.
Keyed	3	½ kg.
Lockpicks		
Magnifying glass		¼ kg
Manacles (pair & key)	5	1 kg

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Matches	1	¼ kg
Merchant's scale	5	½ kg
Mess Kit	5	2 kg
Metal file	1	¼ kg
Mirror		-
Hand	3	¼ kg
small metal	5	½ kg
Wall		-
3'	10	5 kg
5'	20	13 kg
Nails (iron, 100)	3	½ kg
Nose-squeezer		¼ kg
Paint (gallon)	3	3 kg
Paintbrush		-
Fine	1	¼ kg
Medium	2	¼ kg
Large	3	¼ kg
Paper (Velum) (100 sheets)	1	-
Papyrus (25 sheets)	1	-
Parchment (25 sheets)	1	-
Pen		-
Fine, wood or metal	10	-
Quill	12	-
Perfume, cologne (1 oz)	3	½ kg
Pickaxe, mining	3	7 kg
Pitchfork		-
Wood	3	2 kg
Steel	4	4 kg
Pipe, smoking	5	¼ kg
Piton	2	¼ kg
Pliers	1	¼ kg
Plow		-
Small	15	13 kg
Large	30	15 kg
Powered tool		
Drill	20	2 kg
Saw	25	3 kg
Screwdriver	15	½ kg.
Quilt	15	4 kg
Quiver	5	½ kg
Rake	3	3 kg
Rations		
Iron, 1 week	15	3 kg
Standard, 1 week	7	9 kg.
Razor	1	-
Remote Sensor	10	½ kg
Repair & cleaning kit		-
Armor	15	
Gun	10	1 kg
Melee Weapon	12	1 kg
Respirator Mask	10	
Robot		
Drone	20	23 kg.
Industrial	1,000	1,800 kg
Home	500	110 kg.
Military	2,000	135 kg.
Rope (per)		
Hemp	5	9 kg.
Silk	10	4 kg.
Rope Set Pack	12	3 kg.
Rope ladder (per meter)	5	3 kg.
Sack		-
Large	2	.3 kg
Small	1	.½ kg
Safe		
Portable	10	5 kgs.
Small	30	50 lbs.
Large	50	200 lbs.
Saws		-
Amputation	10	½ kg
Crosscut	7	½ kg

54 – Science Fiction

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
2 person rip saw	12	5 kgs
Jigsaw	5	½ kg
2 person logging	15	10 kg
Scabbard	5	½ kg.
Scent Lure	5	¼ kg
SCUBA	20	15 kg
Sheath	-	-
Dagger	1	¼ kg
Knife	1	¼ kg
Scissors	1	¼ kg
Sealing/candle wax (per kg)	1	1 kg
Sewing needle (10)	1	¼ kg
Shovel	-	-
Coal	8	3 kg
Gardening	5	3 kg
Postholer	6	3 kg
Snowshovel	10	3 kg
Sieve	1	½ kg
Signal booster	-	2 kgs
Signal whistle	1	½ kg
Signet ring or personal seal	5	½ kg
Soap (bar)	1	½ kg
Spade	3	3 kg
Spyglass	-	½ kg
Strap, belt (per dozen)	-	-
Long	3	¼ kg
Medium	2	¼ kg
Short	1	½ kg
String (15 m)	1	-
Sun goggles	5	-
Sunburn ointment	2	½ kg
Survival kit	5	2 kgs
Table vise	3	1 kgs
Telescope	20	11 kg
Tent	-	-
Bell	30	-
Large	40	9 kg.
Pavilion	60	20 kg.
Small	20	5 kgs
Wedge	15	7 kg..
Theriaca (poison antidote)	2	½ kg
Thread (spool)	1	-
Torch	1	½ kg
Tourniquet	2	¼ kg
Towel	-	-
Bath	5	½ kg
Hand	3	¼ kg
Washcloth	2	¼ kg.
Transport Pad	1,000	23 kg
Traps/snares	-	-
Lobster	5	½ kg
Eel	3	½ kg
Small bird	5	2 kg
Large bird	10	3 kg
Rabbit	2	2 kg
Boar	20	4 kg
Bear	50	13 kg
Lethal	25	1 kg
Tree bed	10	4 kg
W/pitched roof	15	4 kg
Tree seat	20	5 kg
Tube, Screwcap	2	¼ kg
Vial	1	.½ kg
Video Display	-	-
Diminutive (6 cm)	10	¼ kg
Tiny (12 cm)	15	1 kg
Small (24 cm)	20	3 kg
Medium (48 cm)	50	12 kg
Large (75 cm)	100	25 kg
Huge (150 cm)	200	40 kg
Video Recorder (Moving Image)	-	-

<i>Item</i>	<i>Cost</i>	<i>Weight</i>
Handheld	25	1 kg
Small	20	2 kg
Video Recorder (Still Image)	-	-
Handheld	15	½ kg
Small	10	2 kg
Walking Stick	5	1 kg
Water Purification Tablets	5	¼ kg
Weeding claw	1	¼ kg
Wheelbarrow	20	3 kg
Whetstone	5	¼ kg
Whistle	1	¼ kg
Animal Call	3	¼ kg
Waterskin	-	-
One gallon	5	½ kg
Three gallon	10	2 kg
Wound Packing	1	-
Wristwatch	1	¼ kg
Writing pen (pack of 10)	1	¼ kg

Not all items are described below; only those items with in-game mechanics are listed below. Several items are created from imbuing a discipline power into the item and have special requirements to be used, usually given in the form “activates for X amount of time per use.” The requirement for each use, based on the item’s Rank is given below.

<i>Discipline</i>	<i>Usage Cost Per Rank</i>
Bioengineering	1 meal/rank
Cybernetics	1 power/rank
Eugenics	single use*
Mutation	not possible
Psionics	15 minutes rest/rank
Supernatural	1 credit X rank X rank

* Only possible to create items that augments the user’s ability scores or skills.

Ability Booster, Dexterity: Discipline Device Rank 1. Grants +1 item bonus to Dexterity. Lasts for 1 scene (15 minutes) per use.

Ability Booster, Intelligence: Discipline Device Rank 1. Grants +1 item bonus to Intelligence. Lasts for 1 scene (15 minutes) per use.

Ability Booster, Presence: Discipline Device Rank 1. Grants +1 item bonus to Intelligence. Lasts for 1 scene (15 minutes) per use.

Ability Booster, Skill Mastery: Discipline Device Rank 1. Grants +1 item bonus to one Skill subskill (chosen at item creation). Lasts for 1 scene (15 minutes) per use.

Ability Booster, Strength: Discipline Device Rank 1. Grants +1 item bonus to Strength. Lasts for 1 scene (15 minutes) per use.

Artificial Life Form, Level 1: Discipline Device Rank 1. This is a life-like copy of a living creature. It has a 2 in all Ability Scores. It has one Skill at Rank 1. It activates for one scene (15 minutes) per use.

54 – Science Fiction

Artificial Life Form, Level 2: Discipline Device Rank 2. This is a life-like copy of a living creature. It has a 4 in all Ability Scores. It has two Skills at Rank 2. It activates for one scene (15 minutes) per use.

Artificial Life Form, Level 3: Discipline Device Rank 3. This is a life-like copy of a living creature. It has a 6 in all Ability Scores. It has three Skills at Rank 3. It activates for one scene (15 minutes) per use.

Artificial Life Form, Level 4: Discipline Device Rank 4. This is a life-like copy of a living creature. It has a 8 in all Ability Scores. It has four Skills at Rank 4. It activates for one scene (15 minutes) per use.

Assayer's Kit: This set contains tools for weighing, measuring and determining the value of various minerals.

Backpack: holds 50 lbs.

Backpack, Equipment Frame: holds 150 lbs.

Backpack, Rucksack: holds 23 kgs.

Bag: holds 50 lbs.

Bag, Spell Component: Adds +1 item bonus to Discipline (Supernatural) checks.

Balm: Soothes burns or other irritants.

Bandages: Adds +1 item bonus to Survival (Heal) checks.

Bandolier, Double: Holds 17 small items

Bandolier, Single: Holds 10 small items

Barrel, Small: Holds 173 kgs./21 gallons.

Barrel, Large: Holds 350 lbs./42 gallons

Batteries, Heavy: Cybernetic Device Rank 3. Provides 50 power points for cybernetic devices or powers. Can be recharged for ¼ the original cost

Batteries, Medium: Cybernetic Device Rank 2. Provides 25 power points for cybernetic devices or powers. Can be recharged for ¼ the original cost.

Batteries, Small: Cybernetic Device Rank 1. Provides 10 power points for cybernetic devices or powers. Can be recharged for ¼ the original cost.

Binoculars: Grants +2 item bonus to Perception (Spot).

Briefcase, Cloth: holds 11 kgs.

Briefcase, Leather: holds 23 kgs.

Briefcase, Metal: holds 23 kgs. AR1.

Bucket: holds 2 gallons or 13 kgs.

Camelback: A watertight backpack that holds 1 gallon.

Clone, Blank: Bioengineering Device Rank 3. This is a full-grown clone that has the same ability scores as the original, but no Skills or memories of the original.

Clone, Organ Donor: Bioengineering Device Rank 2. This is a partial clone used to harvest organs to heal injuries. Has 1 for all ability scores and no Skills or memories. Can be destroyed to heal up to 5 wounds.

Clone, Mini: Bioengineering Device Rank 2. This is a miniaturized clone that is one size category smaller than the original. Has Strength –1 of the original and Dexterity +1 of the original. Has a Intelligence and Presence of 4. It has a Discipline ability of 0. Has two Skills known by the original at Rank 2. Has the racial abilities (and consequences) of the original. Does not have a profession. See the monster chapter for a sample Mini Clone.

Clone, Replacement: Bioengineering Device Rank 5. This is a complete copy of the original creature with all ability scores, Skills and memories.

Clone, Slave: Bioengineering Device Rank 4. This copy has the original's ability scores and a full set of skills, which can be different than the original's. It has a Discipline ability of 0. It has none of the memories of the original.

Comlink: Discipline device Rank 2. Can communicate to any other individual in range with similar device. **Range:** Long

Computer, Desktop: Cybernetic device Rank 3. +5 item bonus to Knowledge subskill checks. Consumes 3 power points per hour. Includes medium video display.

Computer, Handheld: Cybernetic device Rank 1. +1 item bonus to Knowledge checks. Consumes 1 power point per hour. Includes small video display.

Computer, Notebook: Cybernetic device Rank 2. +2 item bonus to Knowledge checks. Consumes 2 power points per hour. Includes medium video display.

Computer, Server Rack: Cybernetic device Rank 4. +6 item bonus to Knowledge subskill checks. Consumes 4 power points per hour. Includes medium video display.

Computer, Wrist: Cybernetic device Rank 1. +1 item bonus to Knowledge checks. Consumes 1 power point per hour. Includes diminutive video display.

Chain, Heavy: Break Diff: 23

Chain, Light: Break Diff: 11

Chain, Medium: Break Diff: 17

Chain, Fine: Break Diff: 5

Chisels, Wood: Grants +1 item bonus to Craft (Carpentry).

Chisels, Stone: Grants +1 item bonus to Craft (Sculpture).

Crate, Huge: holds 400 lbs.

Crate, Large: holds 200 lbs.

Crate, Small: holds 100 lbs.

First Aid Kit: Grants a +2 item bonus to Survival (Healing).

Fishing Net: Grants +3 item bonus to Survival (Wilderness Lore) to gather food. As a weapon, it acts like an improvised net.

54 – Science Fiction

Fishing Tackle: Grants +1 item bonus to Survival (Wilderness Lore) to gather food via fishing.

Gun Cabinet: holds 73 kgs.

Gun Case: holds 5 kgs.

Hammer, Claw: If used as a weapon, treat as an improvised club.

Hammer, Sledge: If used as a weapon, treat as an improvised maul.

Hunting Knife: If used as a weapon, treat as an improved combat knife.

Lantern, Beacon: Discipline Device Rank 3. Provides light out to Extreme distance in a 90 degree arc. Lasts one scene (15 minutes) per use.

Lantern, Bullseye: Discipline Device Rank 2. Provides light out to Long distance in a 90 degree arc. Lasts up to 12 scenes (2 hours) per use.

Lantern, Hooded: Discipline Device Rank 2. Provides light out to Short range. Lasts up to 12 scenes (2 hours) per use.

Lantern, Spelunker: Discipline Device Rank 1. This light is worn on the head. It provides light out to Short range in a 90 degree arc. Lasts up to 6 scenes (1 hour) per use.

Lighter: Discipline Device Rank 1.

Lock, Biometric: Discipline Device Rank 3. Open difficulty 20.

Lock, Combination: Discipline Device Rank 2. Open difficulty 17.

Lock, Keyed: Discipline Device Rank 1. Open difficulty 14.

Lockpicks: Grants +1 item bonus to Disable Device (Open Locks).

Magnifying Glass: Grants +1 item bonus to Perception (Spot) when examining closely.

Manacles: Acrobatics (Escape) difficulty 15 (treat as a +2 item bonus).

Merchant's Scale: Accurately measures up to 23 kgs.

Nose-squeezer: Increases difficulty of Perception (Smell) by +1.

Pickaxe, Mining: If used as a weapon, treat as an improvised war pick.

Powered Tool, All: Bioengineering/Cybernetic Device Rank 1. Provides a +1 item bonus to Craft (Manufacture) checks. Requires 1 meal/power per scene of use.

Remote Sensor: Discipline Device Rank 2. Allows remote viewing of an area (via a video display) up to Medium range. Lasts 1 scene (15 minutes) per use.

Respirator Mask: Discipline Device Rank 2. Negates up to 2 wounds of damage from inhaled toxins or attacks. Lasts 1 scene (15 minutes) per use.

Robot, Drone: Small Cybernetic Device Rank 1. Has 1 in all ability scores and 1 skill at Rank 1.

Robot, Industrial: Large Cybernetic Device Rank 3. Has 6 Strength and Dexterity, 1 Intelligence and Presence. Has 3 skills at Rank 3.

Robot, Home: Medium Cybernetic Device Rank 2. Has 4 Strength and Dexterity, 1 Intelligence and Presence. Has 2 skills at Rank 2.

Robot, Military: Medium Cybernetic Device Rank 4. Has 8 Strength and Dexterity, 1 Intelligence and Presence. **Skills:** Armor (Natural) (R4), Athletics (R4), Evade (R4), Weapon (Any one) R4

Signal Booster: Discipline Device Rank 3. Increases the usable range of a device by Long range. Has no effect on weapons or powers.

Sack, Large: Holds 150 lbs.

Sack, Small: Holds 50 lbs.

Safe, Portable: Holds 11 kgs.

Safe, Small: Holds 23 kgs.

Safe, Large: Holds 100 lbs.

SCUBA (Self-Contained Underwater Breathing Apparatus): Bioengineering/Cybernetic Device Rank 1. Provides 1 scene of air per meal/power point.

Shovel (All): Treat as an improvised club if used in combat.

Spyglass: Grants +1 item bonus to Perception (Spot) checks.

Survival Kit: Grants +3 item bonus to Survival (Wilderness Lore).

Telescope: Grants +3 item bonus to Perception (Spot) checks and reduces visual range to target by one step.

Tent, Bell: Accommodates 1 person.

Tent, Large: Accommodates 5 people.

Tent, Pavilion: 3 meter square area.

Tent, Small: Accommodates 3 people.

Tent, Wedge: Accommodates 2 people.

Torch: Provides light out to Short range. Lasts 12 scenes.

Transport Pad: Bioengineering or Cybernetic Device Rank 4, Diff 10 to operate. Transports one individual up to Extreme distance away. For each +2 to the difficulty to operate the pad, double the distance it can transport an individual and increase the price by x2.5.

Video Display, Diminutive/Small: Discipline Device Rank 2. Displays moving or still prerecorded images. Display one scene (15 minutes) per use.

Video Display, Medium/Large: Discipline Device Rank 3. Displays moving or still prerecorded images. Displays one scene (15 minutes) per use.

Video Display, Huge: Discipline Device Rank 4. Displays moving or still prerecorded images. Displays one scene (15 minutes) per use.

Video Recorder, Moving Image (All): Discipline Device Rank 2. Records and can display moving visual images. Can record one scene (15 minutes) per use.

54 – Science fiction

Video Recorder, Still Image (All): Discipline

Device Rank 1. Records and can display non-moving visual images. Can record 100 Images per use.

Wristwatch: Discipline Device Rank 1. Provides accurate time to one second.

54 – Science Fiction

Vehicles

Vehicles are often an important method of getting around in a modern world.

The vehicles listed here are assumed to be independent of the discipline used to construct them. While in our world, all of these items would be constructed using the cybernetics discipline, in the game these vehicles could have been constructed via any one of the six disciplines. For example, a supernatural VTOL may actually be a flying carpet, while a bioengineered one might be some sort of flying insect that accepts passengers in a protected thorax casing.

Civilian Transport / Vehicles

<i>Item</i>	<i>Size</i>	<i>Cost</i>
Aeronautic		
Glider	1	700
Parachute	1	35
Subsonic, Small	2	16,000
Passenger Subsonic, Small	3	1,400,000
Tickets (per 150 km.)		
Subsonic, Small (250 mph)	3	2
Subsonic, Medium (500 mph)	4	4
Subsonic, Large (600 mph)	4	5
Supersonic, Med (1,300 mph)	3	12
Ultralight	1	1,400
Ground		
1 passenger, enclosed	1	1,500
1 passenger, open off-road	1	10
1 passenger, open speed	1	20
2 passenger	1	2,000
2 passenger, medium, sport	2	3,500+
2 passenger, medium, performance	2	4,500+
2 passenger, small, sport	2	4,000+
4 passenger	2	2,500
6 passenger	2	4,500
Cargo	2	3,000
Cargo, Heavy	3	8,000
Cargo, Superheavy	3	16,000
City bus (per ride)	3	1
Covered cargo	2	6,000
Mobile dwelling	3	20,000
Heavy Equipment		
Lawn tractor	1	90
Farm tractor	2	140
Combine	3	3,500
Backhoe	2	5,000
Hover		
Cargo, Heavy	3	5,000
Cargo, Light	2	3,500
Passenger	2	3,000
Speed	1	2,500
Nautical		
Fishing	3	18,000
Houseboat	3	15,000
Inflatable Raft	1	30
Powered, large	4	300
Powered, medium	3	150
Powered, small	2	75
Sailboat, large	2	1,250
Sailboat, medium	2	750
Sailboat, small	2	500

Speedboat	2	10,000
Tickets (per 2Km)		
Commercial	4	2
Luxury Liner	4	10
Unpowered	1	20
Waterski	1	80
Yacht, huge	5	2,000,000
Yacht, large	4	140,000
Yacht, medium	3	80,000
Yacht, small	3	30,000
Rail (per 50 km)		
Train (160 kmph)	4	2
Speed (400 kmph)	4	4
Subterranean (120 kmph)	3	1
Spacecraft		
Cargo tug	4	1,000,000
Luxury Liner (per trip)	4	1,000
Tickets (per hour travel)		
Hyper (30Tmph)	4	500
Intersystem (670Mmph/ C)	4	100
Planetary (150Kmph)	4	30
Shuttle (25Kmph)	3	5
Personal jumper	2	100,000
VTOL		
Small	1	
Large	2	11,200
Huge	3	
Walker		
Quadruped	2	35,000
Avian-legged	2	6,000
Humanoid	2	10,000
Hexapod	2	3,000

Commercial Vehicles

<i>Item</i>	<i>Size</i>	<i>Cost</i>
Aeronautic		
Passenger Subsonic		
Medium	4	800,000
Large	4	2,050,000
Jumbo	5	5,800,000
Supersonic		
Medium	3	3,800,000
Large	4	4,500,000
Construction		
Backhoe	3	10,000
Bulldozer, small	2	3,500
Bulldozer, large	3	15,000
Crane, telescopic boom	3	35,000
Dumper, medium	3	5,000
Dumper, large	4	500,000
Excavator	2	150
Grader	3	35,000
Forklift	1	1,500
Ground		
Ambulance	2	8,000
Armored Transport	2	2,000
Commercial Hauler	2	11,000
Commercial Hauler Trailer	2	4,500
Fire Fighting, hook and ladder	3	80,000
Fire Fighting, pumper	3	6,000
Police Cruiser	2	3,000
Police Interceptor	2	3,500
Nautical		
Barge	3	
Commercial transport, huge	5	450,000
Commercial transport, large	4	200,000
Commercial transport, medium	3	38,000
Commercial Transport, small	3	10,000
Fish processing plant, huge	4	30,000

54 – Science Fiction

Fish processing plant, large	4	100,000
Fuel rig	4	3,500,000
Passenger liner, huge	4	2,000,000
Passenger liner, large	4	1,500,000
Submarine, Small	2	10,000
Submarine, Large	4	100,000
Submarine, Medium	3	60,000
Tanker, huge	5	250,000
Tanker, large	4	170,000
Tanker, medium	3	120,000
Tug	3	20,000
Hover		
Transport	4	750,000
Rail		
Cargo	3	750,000
Passenger	3	500,000
Speed	3	2,000,000
Spacecraft		
Commercial tug, huge	5	17,000,000
Commercial tug, large	4	12 Km.,000
Commercial tug, medium	4	5,000,000
Commercial Tug, small	3	2,500,000
Space dock	4	125,000,000
Space port	4	75,000,000
Space station, huge	5	500,000,000
Space station, large	5	350,000,000
Space station, medium	4	275,000,000
Space station, small	4	225,000,000
VTOL		
Cargo	3	160,000
Passenger	3	95,000
Walker		
All-Terrain	3	3,125,000
Avian-legged	3	2,000,000
Humanoid	3	4,000,000
Hexapod	3	6,000,000

Military Vehicles

<i>Item</i>	<i>Size</i>	<i>Cost</i>
Aeronautic		
Recon	3	900,000
Interceptor	3	1,500,000
Fighter	3	3,500,000
Fighter-bomber	3	8,000,000
Bomber	4	10,600,000
Transport	4	6,000,000
Transport, Jumbo	5	33,200,000
Ground		
Armored Personnel Carrier	3	150,000
Light Infantry Fighting Vehicle	3	200,000
Medium Transport	2	100,000
Recon Transport	2	75,000
Self-Propelled Artillery	3	225,000
Tank	3	
Light	2	250,000
Medium	3	750,000
Heavy	3	1,000,000
Superheavy	4	2,000,000
Ground Walker		
Heavy		
Scout	2	12,000,000
Transport	5	15,000,000
Assault	4	20,000,000
Light		
Scout	2	5,000,000
Assault	3	12 Km.,000
Medium		
Scout	3	8,000,000

Transport	4	9,000,000
Assault	3	10,500,000
Hovercraft		
Transport	3	100,000
Scout	2	75,000
Assault	3	1,000,000
Nautical		
Submarine	4	5,000,000
Patrol boat	3	750,000
Destroyer	4	10,000,000
Frigate	4	30,000,000
Battleship	5	50,000,000
Aircraft carrier	5	75,000,000
Transport	4	2,500,000
Landing craft	3	500,000
Starcraft		
Armored shuttle	3	10,000,000
Recon	3	15,000,000
Interceptor	3	25,000,000
Fighter	3	20,000,000
Fighter-bomber	3	35,000,000
Bomber	4	40,000,000
Transport	4	17,000,000
Patrol craft	3	45,000,000
Destroyer	4	55,000,000
Frigate	4	75,000,000
Battleship	5	100,000,000
Starfighter carrier	5	150,000,000
VTOL		
Recon	2	160,000
Scout	2	200,000
Assault	3	3,000,000
Transport	3	1,000,000

Vehicle Construction or Modification

Vehicles are built using the normal crafting rules. However, because of their size and vast speeds they can obtain, there are few special guidelines needed for their construction.

Scale (S): Vehicles are generally larger than individual people and often can take or deal punishment much greater than that an individual can withstand.

Each point of scale is double the size of the previous scale. Pedestrian scale is 1. Most civilian vehicles are scale 2, while most commercial vehicles are scale 3. Scale 4 and scale 5 vehicles are usually mobile bases or extremely large commercial vessels that are akin to small cities unto themselves.

For each increase in scale, the number of wounds a vehicle can soak or dish out increases by +3. As noted in the weapon section, Vehicle weaponry mounted on vehicles gain a +2 to damage and deal +3 wounds for each point of scale of the vehicle above 1. Heavy weapons gain an additional +3 wounds per point of scale above 1.

For example, a 4-passenger ground vehicle (Scale 2, or S2) with an attached Scale-2 (S2) automatic projectile rifle gains a +2 bonus to damage rolls vs. Resistance and deals 4 wounds with each shot of the rifle. The same vehicle

54 – Science Fiction

armed with a heavy rail gun would have the same damage bonus but deal 8 wounds with each shot, as the heavy rail gun is a heavy weapon.

<i>Scale</i>	<i>Size</i>	<i>Base Wounds</i>	<i>Attack Wounds</i>
1	Tiny - Medium	7	+2
2	Large - Huge	11/14	+4
3	Gargantuan	17	+6
4	Colossal	21	+8
5	Titanic	24	+10

Cost: Increasing the scale of a vehicle increases the cost by x1.5. The reverse applies when decreasing the scale of a vehicle. Note that weapons, passengers, cargo and range are likewise affected with a scale change.

Crew: The minimum number of people required to properly operate the vehicle. If the full crew is unavailable, each missing crew member increase the difficulty of Piloting checks by +2.

An additional entry may be included noting how many additional passengers may be contained in the vehicle. This assumes a weight of up to 250 lbs. per passenger.

Cargo: This is the normal maximum additional weight the vehicle can carry beyond passengers and crew. This can be exceeded, up to 1.5X normal, but it increases the difficulty of Piloting checks by +2. At greater than 1.5X cargo weight, the vehicle is too loaded down to move.

Armor (Armr): This represents the amount of protection provided to passengers/crew against attacks made to breach the vehicle's hull. The number before the slash adds to Defense, the number after the slash adds to Resistance.

Defense/Resistance: These values represent how

hard it is to "hit" and damage the vehicle when it is in motion. It includes the armor value from the previous entry. The pilot may add his Ranks in Piloting to the Defense or Resistance values, split as the pilot sees fit. **Note:** You cannot add a bonus from Piloting to Defense or Resistance greater than the value of the vehicle's corresponding Armor value.

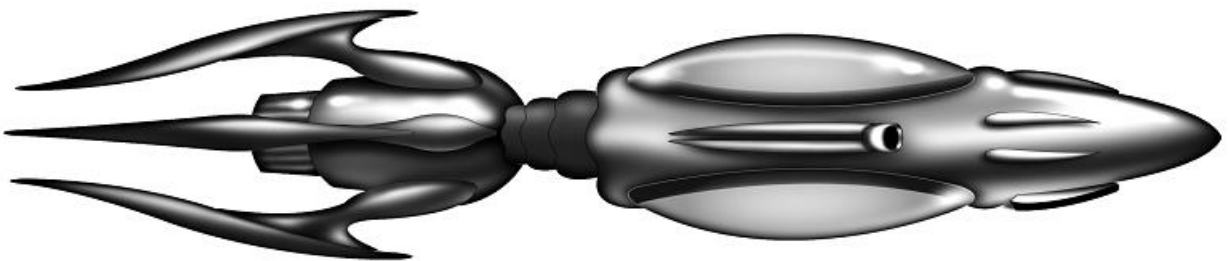
Armor Rating (AR): Vehicles are naturally resistance to weapons that are smaller than their own scale. A weapon subtracts the Armor Rating (AR) from the damage from attacks made against it. It is possible that the vehicle takes no damage from the attack.

Most civilian and commercial vehicles have, at best, an Armor Rating of 3. Most military vehicles have an Armor Rating of at least 3, though most generally have a 5.

For example, a 4-passenger ground vehicle has an AR of 3. If a person shoots at the vehicle with a projectile pistol, they would have to deal at least 4 wounds from a single shot before the vehicle would take a single wound!

Wounds (Wnd): The number of wounds the vehicle can take before it is destroyed. Most vehicles begin to act erratically after losing half their wounds. To simulate this, when you perform an action with a vehicle at ½ wounds or less using a card with the "♠" suit, the vehicle goes out of control.

Speed (Spd): Vehicles are capable of achieving incredible speeds that simply leave individuals in the dust. Each vehicle is given a speed ranking similar to that of characters. However, a vehicle's speed is generally much quicker than a pedestrian's, as shown below.



	<i>Slowed</i>		<i>Normal</i>		<i>Enhanced</i>		<i>Doubled</i>		<i>Tripled</i>	
<i>Type</i>	<i>Round</i>	<i>kmPH</i>	<i>Round</i>	<i>kmPH</i>	<i>Round</i>	<i>kmPH</i>	<i>Round</i>	<i>kmPH</i>	<i>Round</i>	<i>kmPH</i>
Particulate	30 m	15	60 m	30	90 m	45	120 m	60	180 m	90
Ground	45 m	25	70 m	50	115 m	62	140 m	75	210 m	130
Air		70		140		210		280		420
Orbital		800		1.6K		2K		3.2K		4.8K
Interplanetary		16K		32K		40K		64K		96K
Intersystem		2.4M		4.8M		6M		9.6M		14.4M
Intergalactic		40Qa		80Qa		100Qa		160Qa		240Qa
Hyperspace		800Qa		1.6Qi		2Qi		3.2Qi		4.8Qi

54 – Science Fiction

Vehicle Descriptions

Aeronautic, Bomber: This is a subsonic bomber aircraft, such as the B-52. **Wpn** 1 hardpoint S4, 4 hardpoint S3, 8 hardpoint S2; **S4** (Colossal); **Armr** +1/+4; **Def/Res:** 5/13; **AR6;** **Wnd**20; **Crew:** 5; **Speed:** Normal flight. **Range:** 8 Km

Aeronautic, Fighter: This is a subsonic air-to-air combat plane, such as the F-15. **Wpn** 1 hardpoint S2, 1 hardpoint S1; **S2** (Huge); **Armr:** +3/+2; **Def/Res:** 7/9; **AR4;** **Wnd** 14; **Crew:** 1; **Speed:** Enhanced flight. **Range:** 4 Km

Aeronautic, Fighter-Bomber: This is a subsonic aircraft designed for dogfighting or bombing missions, such as the A-10. **Wpn** 1 hardpoint S3, 2 hardpoint S2, 1 hardpoint S1; **S2** (Huge); **Armr:** +2/+3; **Def:** 6/10; **AR4;** **Wnd:** 14; **Crew:** 2; **Speed:** Enhanced flight. **Range:** 4.5 Km

Aeronautic, Glider: An unpowered one person flight vehicle that utilizes updrafts to keep aloft. **S1** (Medium); **Armr:** +5/+0; **Def:** 10/5; **AR0;** **Wnd**3; **Crew** 1. **Cargo** 45 kg; **Speed** Slow Flight, Cannot climb. **Range:** 20 km

Aeronautic, Interceptor: This is a supersonic fighting aircraft designed to intercept/deter enemy aircraft, such as the F-16. **Wpn:** 1 hardpoint S2, 1 hardpoint S1; **S2** (Huge); **Armr:** +4/+1; **Def:** 8/8; **AR4;** **Wnd**14; **Crew** 1; **Speed:** Doubled flight. **Range:** 1,500 Km

Aeronautic, Jumbo Passenger Subsonic: This is huge subsonic aircraft designed for carrying passengers, like a Boeing 747. **S4** (Colossal); **Armr:** +0/+5; **Def:** 5/10; **AR4;** **Wnd**24; **Crew** 3, **Seats** 530. **Cargo** 122 Kg. **Spd:** Enhanced flight. **Range:** 15 Km

Aeronautic, Large Passenger Subsonic: This is a large passenger aircraft, like a Boeing 707. **S3** (Gargantuan); **Armr** +1/+4; **Def:** 4/12; **AR3;** **Wnd**21; **Crew** 3, **Seats** 140. **Cargo** 40 Kg. **Spd:** Enhanced flight. **Range:** 10 Km

Aeronautic, Large Subsonic Plane: This is a slow flight aircraft designed for carrying a mix of passengers and cargo. **S3** (Gargantuan); **Armr** +1/+4; **Def:** 4/12; **AR3;** **Wnd**21; **Crew** 3, **Seats** 90, **Cargo** 100 Kg; **Spd:** Normal flight. **Range:** 4.5 Km

Aeronautic, Medium Passenger Subsonic: This is a fairly large passenger aircraft, like a McDonnell Douglas DC-9. **S3** (Gargantuan); **Armr** +2/+3; **Def** 5/11; **AR3;** **Wnd**17; **Crew** 3, **Seats** 70 **Cargo** 35 Kg. **Speed:** Enhanced flight. **Range:** 7 Km

Aeronautic, Medium Subsonic Plane: This a slow flight aircraft designed for carrying a mix of passengers and cargo. **S2** (Large); **Armr** +2/+3;

Def 6/10; **AR3;** **Wnd**11; **Crew** 3, **Seats** 48, **Cargo** 10 Kg; **Spd:** Normal flight. **Range:** 1.5 Km

Aeronautic, Military Recon: This is an unarmed reconnaissance aircraft such as an E-3 Sentry. +5 bonus to Perception (Spot) checks. **S3** (Gargantuan); **Armr** +1/+4; **Def:** 4/12; **AR6;** **Wnd**17; **Crew** 4, **Mission Crew** 13, **Cargo** 72 Kg; **Spd:** Normal flight. **Range:** 1.5 Km.

Aeronautic, Military Transport, Jumbo: This is a subsonic armored transport aircraft that is designed to carry both passengers and heavy cargo, such as the C-5 Galaxy. **S5** (Titanic); **Def** +0/+5; **AR4;** **Wnd**24; **Crew** 3. **Cargo** 122 Kg. **Spd:** Normal flight. **Range:** 15 Km.

Aeronautic, Military Transport: This is subsonic armored transport aircraft that is designed to carry either passengers or heavy cargo, such as the C-130. **S3** (Gargantuan); **Armr:** +1/+4; **Def:** 4/12; **AR6;** **Wnd**21; **Crew** 3. **Cargo** 20 Kg. **Spd:** Enhanced flight. **Range:** 7 Km

Aeronautic, Small Passenger Subsonic: This is a personal or small group aircraft, likes a Cessna 510. **S2** (Large); **Armr:** +3/+2; **Def:** 7/9; **AR2;** **Wnd**11; **Crew** 2. **Seats** +5. **Cargo** 3 Kg. **Spd** Enhanced Flight; **Range:** 1.5 Km

Aeronautic, Small Subsonic plane: This is a slow flight aircraft designed for carrying a mix of passengers and cargo, like a piper cub. **S2** (Large); **Armr:** +3/+2; **Def:** 8/9; **AR2;** **Wnd**11; **Crew** 1. **Seats** +1. **Cargo** 205 kg. **Spd:** Normal flight. **Range:** 750 km

Aeronautic, Ultralight: This is essentially a glider attached to a small powered craft. **S1** (Medium); **Armr:** +4/+1; **Def:** 9/6; **AR0;** **Wnd**5; **Crew** 1. **Cargo** 90 kg **Spd** Normal flight. **Range:** 150 km

Ground Walker, Heavy, Assault: This is a 6 or more legged ground based vehicle designed as a mobile weapons platform. Gives slow ground Spd to users. **S3** (Gargantuan); **Armr:** +0/+5; **Def:** 3/13; **AR7;** **Wnd**21; **Crew** 2; **Cargo** 90Kg, **Spd:** Slowed. **Range:** 500 km

Ground Walker, Heavy, Scout: This is a 6 or more legged ground based reconnaissance vehicle designed for Spd and light attack. **S3** (Gargantuan); **Armr:** +2/+3; **Def:** 5/11; **AR4;** **Wnd**17; **Crew** 2, **Seats** 2; **Cargo** 9 Kg; **Spd:** Enhanced. **Range:** 500 km

Ground Walker, Heavy, Transport: This is a 6 or more legged ground base vehicle designed to transport smaller vehicles or passengers. **S4** (Colossal); **Armr:** +1/+4; **Def:** 3/13; **AR4;** **Wnd**21; **Crew** 2, **Seats** 24; **Cargo** 50 Kg; **Spd:** Normal. **Range:** 750 km

Ground Walker, Light, Assault: This is a 2-legged ground based vehicle designed as a mobile weapon platform. Gives enhanced ground Spd to users. **S2** (Huge); **Armr** +2/+3; **Def** 7/9; **AR3;** **Wnd**14;

54 – Science Fiction

- Crew 2, Seats 2; Cargo 1 Kg; Spd:** Enhanced.
Range: 300 km
- Ground Walker, Light, Scout:** This is a 2-legged ground based vehicle designed for Spd and light attack. **S2 (Large); Armr +4/+1; Def 9/7; AR3; Wnd11; Crew 1; Cargo 400 kg; Spd:** Doubled.
Range: 450 km
- Ground Walker, Medium, Assault:** This is a 4-legged ground based vehicle designed as an attack platform. **S3 (Gargantuan); Armr +1/+4; Def 4/12; AR5; Wnd17; Crew 2, Seats 2; Cargo 12 Kg; Spd:** Slowed. **Range:** 400 km
- Ground Walker, Medium, Scout:** This is a 4-legged ground based reconnaissance vehicle designed for speed and light attack. **S2 (Huge); Armr +3/+2; Def 7/9; AR5; Wnd 14; Crew 1, Seats 2; Cargo 2 Kg; Spd:** Enhanced ground.
Range: 450 km
- Ground Walker, Medium, Transport:** This is a 4-legged ground based vehicle designed to transport smaller vehicles or passengers. **S3 (Gargantuan); Armr +2/+3; Def 5/11; AR3; Wnd17; Crew 2, Seats 18; Cargo 10 Kg; Spd:** Normal. **Range:** 600 km
- Ground, 1 Passenger Enclosed:** This is a one person vehicle, such as a Smartcar. **S1 (Medium); Armr +4/+1; Def 9/6; AR 1; Wnd7; Crew 1; Cargo 80 kg; Spd:** Normal ground; **Range:** 150 km
- Ground, 1 Passenger Open Off-road:** This is a one person vehicle designed for rough terrain, such as a dirt motorcycle. **S1 (Medium); Armr +5/+0; Def 10/5; AR0; Wnd5; Crew 1; Cargo 60 kg; Spd:** Normal ground; **Range:** 150 km.
- Ground, 1 Passenger Open Speed:** This is a one person vehicle designed for speed, such as a Yamaha Ninja. **S1 (Medium); Armr +5/+0; Def 10/5; AR0; Wnd5; Crew 1; Cargo; Spd:** Enhanced ground; **Range:** 300 km.
- Ground, 2 Passenger Medium Performance:** This is a two person sports vehicle, such as a Bugatti Veyron. **S2 (Large); Armr +4/+1; Def 9/7; AR2; Wnd11; Crew 1, Seats 1; Cargo 80 kg; Spd:** Doubled ground; **Range:** 450 km.
- Ground, 2 Passenger Medium Speed:** This is a two person sports vehicle, such as a Corvette. **S2 (Large); Armr +3/+2; Def 8/8; AR2; Wnd11; Crew 1, Seats 1; Cargo 80 kg; Spd:** Enhanced ground; **Range:** 450 km.
- Ground, 2 Passenger Small Speed:** This is a two person small sports vehicle, such as a . **S2 (Large); Armr +4/+1; Def 9/7; AR2; Wnd11; Crew 1, Seats 1; Cargo 80 kg; Spd:** Enhanced ground; **Range:** 300 km.
- Ground, 2 Passenger:** This is a two person vehicle, such as a Mini-Cooper. **S1 (Medium); Armr +3/+2; Def 8/7; AR1; Wnd8; Crew 1, Seats 1; Cargo 80 kg; Spd:** Normal ground; **Range:** 300 km
- Ground, 4 Passenger:** This is a four person vehicle, such as a Toyota Camry. **S2 (Large); Armr +2/+3; Def 7/9; AR2; Wnd 11; Crew 1, Seats 3; Cargo 160 kg; Spd:** Normal ground; **Range:** 450 km
- Ground, 6 Passenger:** This is a six-person vehicle, such as a Ford Caravan. **S2 (Large); Armr +1/+4; Def 6/10; AR2; Wnd11; Crew 1, Seats 5; Cargo 300 kg; Spd:** Normal ground; **Range:** 450 km
- Ground, Ambulance:** This is a vehicle designed to treat and transport injured individuals. **S2 (Huge); Armr +0/+5; Def 5/11; AR3; Wnd14; Crew 1, Seats 2; Cargo 300 kg; Spd:** Normal ground; **Range:** 450 km
- Ground, Armored Personal Carrier (APC):** This is an armored troop transport designed to quickly transport troops to and from a battlefield. While equipped with weapons, it is not designed for sustained combat. **Weapons 1 Vehicular autogun S2, gunports. S2 (Huge); Armr +1/+4; Def 6/10; AR3; Wnd14; Crew 2, Seats 8; Cargo 1 Kg; Spd:** Normal ground; **Range:** 450 km
- Ground, Armored Transport:** This is an armored vehicle designed to transport VIPs or precious cargo. **S2 (Huge); Armr +0/+5; Def 5/11; AR3; Wnd14; Crew 1, Seats 4; Cargo 1 Kg; Spd:** Slowed ground; **Range:** 300 km
- Ground, Cargo:** This is a two person vehicle with a large, open cargo area, such as a Ford F150. **S2 (Large); Armr +2/+3; Def 7/9; AR2; Wnd11; Crew 1, Seats 3; Cargo 400 kg; Spd:** Normal ground; **Range:** 450 km
- Ground, Covered Cargo:** This is a two person vehicle with a large cargo area, such as a Toyota Suburban. **S2 (Large); Armr +2/+3; Def 7/9; AR2; Wnd11; Crew 1, Seats 3; Cargo 300 kg; Spd:** Normal ground; **Range:** 450 km
- Ground, Fire Truck:** This is a vehicle designed to combat fire. **S2 (Huge); Armr +1/+4; Def 5/11; AR2; Wnd14; Crew 1, Seats 1; Cargo 160 kg; Spd:** Normal ground; **Range:** 450 km.
- Ground, Heavy:** This is a commercial vehicle used for hauling civilian cargo from place to place, such as a 10-wheeled cargo truck. **S2 (Huge); Armr +1/+4; Def 5/11; AR3; Wnd14; Crew 1, Seats 2; Cargo 5 Kg; Spd:** Slowed ground; **Range:** 450 km.
- Ground, Light Infantry Fighting Vehicle:** This is a lightly armored vehicle that can carry a small group of infantry support into battle. It is designed to support an infantry advance, but not take on other armored vehicles or tank. **Weapons 1 hardpoint S3, gunports. S2 (Huge); Armr +1/+4; Def 6/10; AR3; Wnd14; Crew 2, Seats 10 Cargo 1 Kg; Spd:** Normal ground; **Range:** 450 km.
- Ground, Military Recon:** This is a lightly armored vehicle designed to harry infantry positions, such as the M1040 DPV. **Weapons 1 hardpoint S2, 1 hardpoint S1. S2 (Large); Armr +4/+1; Def 9/7;**

54 – Science Fiction

AR1; Wnd11; Crew 1, Seats 3; Cargo 160 kg; Spd: Enhanced ground; **Range** 450 km.

Ground, Military: This is a lightly armored vehicle designed to transport troops or provide support to advancing infantry, such as the HMMWV “Humvee”. **Weapons** 1 hardpoint S2. **S2** (Large); **Armr** +2/+3; **Def** 7/9; **AR3; Wnd11; Crew 1, Seats 4; Cargo 160 kg ; Spd** Normal ground; **Range** 450 km.

Ground, Police Cruiser: This is a vehicle designed to transport police or security individuals. **S2** (Large); **Armr** +2/+3; **Def** 7/9; **AR2; Wnd11; Crew 1, Seats 3; Cargo 160 kg; Spd:** Normal ground; **Range** 450 km.

Ground, Police Interceptor: This is a vehicle designed to chase criminals or quickly deploy to a crime scene. **S2** (Large); **Armr** +3/+2; **Def** 8/8; **AR2; Wnd11; Crew 1; Seats 3; Cargo 80 kg; Spd** Enhanced ground; **Range** 450 km.

Ground, Self-Propelled Artillery: This is a lightly armored vehicle designed to deliver a heavy battlefield punch at long ranges. It is not designed for close quarter combat. **Wpn** 1 hardpoint S3; **S2** (Huge); **Armr** +0/+5; **Def** 4/12; **AR5; Wnd14; Crew 1, Seats 2; Cargo 80 kg; Spd** Slowed ground; **Range** 450 km.

Ground, Superheavy Tank: This is a heavily armored and armed vehicle designed to withstand heavy combat and provide battlefield supremacy, such as the Abrams M1. **Wpn** 1 hardpoint S3, 1 hardpoint S2, 1 hardpoint S1; **S3** (Gargantuan); **Armr** +0/+5; **Def** 3/13; **AR6; Wnd17; Crew 3, Seats 7; Cargo 300 kg; Spd** Slowed ground; **Range** 450 km.

Ground, Superheavy: This is a commercial vehicle used for hauling commercial cargo from place to place, such as a 16-wheeler semi rig. **S3** (Gargantuan); **Armr** +0/+5; **Def** 3/13; **AR3; Wnd17; Crew 1, Seats 4; Cargo 36 Kg; Spd** Slowed ground; **Range** 750 km.

Ground, Tank, Heavy: This is a heavily armored assault vehicle designed for battlefield supremacy against all comers, such as the M60 Patton tank. **Wpn** 1 hardpoint S2, 2 hardpoint S1; **S2** (Huge); **Armr** +0/+5; **Def** 4/12; **AR5; Wnd14; Crew 2, Seats 5; Cargo 300 kg; Spd** Slowed ground; **Range** 450 km.

Ground, Tank, Light: This is a fast, heavily armored vehicle designed to take on infantry and other armored vehicles, such as the M551 Sheridan. **Wpn** 1 hardpoint S2, 1 hardpoint S1; **S2** (Large); **Armr** +1/+4; **Def** 6/10; **AR4; Wnd11; Crew 2, Seats 3; Cargo 180 kg; Spd** Normal ground; **Range** 450 km.

Ground, Tank, Medium: This is a well-armored vehicle designed for vehicle to vehicle combat, such as the FV4201 Chieftain. **Wpn** 1 hardpoint S3, 1 hardpoint S2, 1 hardpoint S1; **S2** (Huge);

Armr +0/+5; **Def** 4/12; **AR4; Wnd14; Crew 2, Seats 5; Cargo 220 kg; Spd** Slowed ground; **Range** 300 km.

Hovercraft, Assault: This is a lightly armored ground vessel that hovers a few cm to a meter off the ground. It is designed as a light mobile weapons platform. **Wpn** 1 hardpoint S2, 3 hardpoint S1; **S2** (Huge); **Armr** +3/+2; **Def** 8/8; **AR3; Wnd14; Crew 2, Seats 3; Cargo 180 kg; Speed:** Hover Normal. **Range:** 150 km.

Hovercraft, Heavy Cargo: This is a ground vessel that hovers a few cm to a meter off the ground. It is designed to transport large amounts of cargo, such as the N500 Naviplane. **S4** (Colossal); **Armr** +2/+3; **Def** 4/12; **AR4; Wnd21; Crew 3, Seats 15; Cargo 10 Kg; Speed:** Hover Normal. **Range:** 225 km.

Hovercraft, Light Cargo: This is a ground vessel that hovers a few cm to a meter off the ground. It is designed to transport a moderate amount of cargo. **S2** (Huge); **Armr** +2/+3; **Def** 6/10; **AR3; Wnd14; Crew 1, Seats 1; Cargo 3 Kg; Speed:** Hover Normal. **Range:** 225 km.

Hovercraft, Passenger: This is a ground vessel that hovers a few cm to meters off the ground. It is designed to transport multiple passengers. **S2** (Huge); **Armr** +3/+2; **Def** 7/9; **AR2; Wnd14; Crew 1, Seats 20; Cargo 1 Kg; Speed:** Hover Enhanced. **Range:** 225 km.

Hovercraft, Scout: This is a lightly armored ground vessel that hovers a few cm to a meter off the ground. It is designed for swift attack and reconnaissance. **Wpn** 1 hardpoint S1; **S2** (Large); **Armr** +4/+1; **Def** 9/7; **AR2; Wnd 11; Crew 1; Cargo 80 kg; Speed:** Hover Enhanced. **Range:** 150 km.

Hovercraft, Speed: This is a ground vessel that hovers a few cm to a meter off the ground. It is designed for quick travel from location to location. **S1** (Medium); **Armr** +4/+1; **Def** 9/6; **AR1; Wnd7; Crew 1; Cargo 35 kg; Speed:** Hover Doubled. **Range:** 150 km.

Hovercraft, Transport, Military: This is an armored ground vessel that hovers a few cm to a meter off the ground. It is designed to transport large amounts of cargo. **Wpn** 1 hardpoint S2, 2 hardpoints S1; **S4** (Colossal); **Armr** +0/+5; **Def** 2/14; **AR5; Wnd21; Crew 3, Seats 7; Cargo 5 Kg; Speed:** Hover Normal. **Range:** 300 km.

Hovercraft, Transport: This is a ground vessel that hovers a few cm to a meter off the ground. It is designed to transport extremely heavy cargo. **S3** (Gargantuan); **Armr** +3/+2; **Def** 5/11; **AR3; Wnd14; Crew 1, Seats 20; Cargo 25 Kg; Speed:** Hover Enhanced; **Range:** 225 km.

Mecha, Light Commercial: This two-legged machine is used for moving heavy objects. **S2; Armr** +3/+2; **Def** As wearer (7/7); **AR2; Wnd** As

54 – Science Fiction

- wearer +2; **Crew** 1; **Spd**: Enhanced Ground; **Special**: Gives wearer +2 Str, -1 Dex, +2 Athletics (Lift) **Range** 50 km.
- Mecha, Heavy Commercial**: This six-legged machine is used for transporting goods over difficult terrain. **S3**; **Armr** +3/+2; **Def** 6/8; **AR3**; **Wnd** 14; **Crew** 2; **Cargo** 9 Kg; **Spd**: Enhanced Ground; **Range** 75 km.
- Nautical, Aircraft Carrier**: This waterborne vessel acts as a launching and recovery point for aeronautic vehicles. **Wpn** 3 hardpoint S4, 6 hardpoints S3, 8 hardpoints S2; **S5** (Super); **Armr** +1/+4; **Def** 0/16; **AR10**; **Wnd30**; **Crew** 50, Seats 3,000; **Cargo** 75 Large aeronautical vessels, 6 large/2 huge nautical vessels, 130 Kg; **Speed**: Swim Slowed; **Range**: 22 Km
- Nautical, Barge**: This is a large unpowered waterborne vessel used to transport cargo from place to place. It is often moved via a nautical tug. **S2** (Huge); **Armr** +0/+5; **Def** 4/7; **AR3**; **Wnd14**; **Cargo** 75 Kg; **Speed**: Slowed (when towed) **Range**: -
- Nautical, Battleship**: This enormous attack waterborne vessel is designed to rule the high seas with massive firepower, such as the USS Iowa. **Wpn** 3 hardpoints S5; 1 hardpoint S4; 6 hardpoint S3; 12 hardpoint S2, 6 hardpoint S1; **S5** (Super); **Armr** +0/+5; **Def** -1/17; **AR10**; **Wnd30**; **Crew** 50, Seats 350; **Cargo** 1 Large aeronautic vehicle, 90 Kg; **Speed** Swim Normal; **Range**: 22 Km
- Nautical, Commercial Transport, Huge**: This is a waterborne vessel designed to transport large amounts of cargo from one location to another. **S5** (Super); **Armr** +1/+4; **Def** 0/16; **AR7**; **Wnd30**; **Crew** 14, Seats 20; **Cargo** 100 Mg; **Speed** Swim Slowed; **Range**: 22 Km
- Nautical, Commercial Transport, Large**: This is a waterborne vessel designed to transport large amounts of cargo from one location to another. **S5** (Titanic); **Armr** +1/+4; **Def** 2/14; **AR6**; **Wnd24**; **Crew** 12, Seats 15; **Cargo** 50 Mg; **Speed** Swim Slowed; **Range**: 22 Km
- Nautical, Commercial Transport, Medium**: This is a waterborne vessel designed to transport large amounts of cargo from one location to another. **S4** (Colossal); **Armr** +1/+4; **Def** 3/13; **AR5**; **Wnd21**; **Crew** 9, Seats 12; **Cargo** 25 Mg; **Speed** Swim Slowed; **Range**: 12 Km.
- Nautical, Commercial Transport, Small**: This is a waterborne vessel designed to transport large amounts of cargo from one location to another. **S3** (Gargantuan); **Armr** +1/+4; **Def** 4/12; **AR4**; **Wnd17**; **Crew** 7, Seats 10; **Cargo** 5 Mg; **Speed** Swim Slowed; **Range**: 12 Km
- Nautical, Destroyer**: This large attack waterborne vessel is designed to engage light enemy vessels or assist with beach landings. **Wpn** 2 hardpoints S4; 3 hardpoints S3; 5 hardpoints S2; 2 hardpoints S1; **S5** (Titanic); **Armr** +0/+5; **Def** 0/16; **AR10**; **Wnd24**; **Crew** 35, Seats 50; **Cargo** 1 Huge aeronautic vessel, 2 Large aeronautic vessels ; **Speed** Swim Normal; **Range**: 22 Km
- Nautical, Fish Processing Plant, Huge**: This is a waterborne vessel designed for capture and processing of vast amounts of seafood. **S5** (Super); **Armr** +1/+4; **Def** 0/16; **AR7**; **Wnd30**; **Crew** 50, Seats 50; **Cargo** 7 Mg; **Speed** Swim Slowed; **Range** 22 Km
- Nautical, Fish Processing Plant, Large**: This is a waterborne vessel designed for capture and processing of vast amounts of seafood. **S4** (Colossal); **Armr** +0/+5; **Def** 2/14; **AR5**; **Wnd21**; **Crew** 40, Seats 40; **Cargo** 7 Mg; **Speed** Swim Slowed; **Range** 22 Km
- Nautical, Fishing**: This is a waterborne vessel designed for deep sea mass fishing, such as a shrimp boat. **S3** (Gargantuan); **Armr** +1/+4; **Def** 4/12; **AR4**; **Wnd17**; **Crew** 5, Seats 8; **Cargo**: 2 Mg; **Speed**: Slowed **Range**: 450 km.
- Nautical, Frigate**: This large attack waterborne vessel is designed for combat superiority on the high seas. **Wpn** 2 hardpoint S3; 5 hardpoint S2; 3 hardpoints S1; **S5** (Titanic); **Armr** +0/+5; **Def** 0/16; **AR9**; **Wnd24**; **Crew** 25, Seats 50; **Cargo** 1 aeronautical vessel, 2 Large nautical vessels, 1 Mg ; **Speed** Swim Normal; **Range** 12 Km
- Nautical, Fuel Rig**: This is a semi-mobile base used to collect and refine minerals or other products from beneath the ocean. **S4**; **Armr** +1/+4; **Def** 3/13; **AR6**; **Wnd21**; **Crew** 50, Seats 50; **Cargo** ; **Speed** Swim Slowed; **Range** 12 Km
- Nautical, Houseboat**: This is a waterborne vessel designed to permanently or semi-permanently house a group of individuals. It is powered so that it can be moved from place to place. **S4** (Colossal); **Armr** +1/+4; **Def** 3/13; **AR5**; **Wnd21**; **Crew** 2, Seats 8; **Cargo**: 600 kg; **Speed**: Swim Slowed. **Range**: 225 km.
- Nautical, Inflatable Raft**: This is a light-weight waterborne vessel that can be “deflated” and stored in a small area. **S1** (Medium); **Armr** +5/+0; **Def** 10/5; **AR0**; **Wnd7**; **Crew** 1, Seats 3; **Cargo**: 160 kg; **Speed**: Swim Slowed **Range**: -
- Nautical, Landing Craft**: This waterborne vessel is designed to carry troops from larger waterborne vessels to a combat zone. **Wpn** 1 hardpoint S1; **S2** (Huge); **Armr** +2/+3; **Def** 5/10; **AR4**; **Wnd14**; **Crew** 2, Seats 14; **Cargo** 600 kg; **Speed** Swim Normal; **Range** 450 km.
- Nautical, Passenger Liner, Huge**: This is a waterborne vessel designed to convey passengers from one location to another. **S5** (Super); **Armr** +1/+4; **Def** 0/16; **AR8**; **Wnd30**; **Crew** 900, Seats 2500; **Cargo** 150 Mg; **Speed** Swim Normal; **Range** 22 Km

54 – Science Fiction

Nautical, Passenger Liner, Large: This is a waterborne vessel designed to convey passengers from one location to another. **S5** (Super); **Armr** +1/+4; **Def** 2/14; **AR6**; **Wnd**30; **Crew** 400, **Seats** 1250; **Cargo** 100 Mg; **Speed** Swim Normal; **Range** 22 Km

Nautical, Patrol Boat: This fast attack waterborne vessel is used to patrol for enemy vessels in a variety of waterways. **Wpn** 1 hardpoint S3, 2 hardpoint S2, 3 hardpoint S1; **S3** (Gargantuan); **Armr** +1/+4; **Def** 4/12; **AR6**; **Wnd**17; **Crew** 3, **Seats** 12; **Cargo** 15 Kg; **Speed** Swim Enhanced; **Range** 1.5 Km

Nautical, Powered, Large: This is a waterborne vessel capable of traveling under its own power on various waterways. It is not intended for long excursions. **S5** (Titanic); **Armr** +1/+4; **Def** 2/14; **AR6**; **Wnd**24; **Crew** 12, **Seats** 20; **Cargo** ;**Speed**: Swim Slow; **Range** 12 Km.

Nautical, Powered, Medium: This is a waterborne vessel capable of traveling under its own power on various waterways. It is not intended for long excursions. **S4** (Colossal); **Armr** +2/+3; **Def** 4/11; **AR5**; **Wnd**21; **Crew** 7, **Seats** 5; **Cargo** 10 Kg; **Speed** Swim Normal; **Range** 5 Km

Nautical, Powered, Small: This is a waterborne vessel capable of traveling under its own power on various waterways. It is not intended for long excursions. **S3** (Gargantuan); **Armr** +2/+3; **Def** 4/12; **AR4** ;**Wnd**17; **Crew** 2, **Seats** 4; **Cargo** 7 Kg; **Speed** Swim Normal; **Range** 2 Km.

Nautical, Sailboat, Large: This is a waterborne vessel powered by wind currents. **S4** (Colossal); **Armr** +2/+3; **Def** 4/12; **AR5**; **Wnd**21; **Crew** 5, **Seats** 14; **Cargo** ; **Speed** Swim Normal; **Range** Wind Dependant

Nautical, Sailboat, Medium: This is a waterborne vessel powered by wind currents. **S3** (Gargantuan); **Armr** +2/+3; **Def** 5/11; **AR4**; **Wnd**17; **Crew** 3, **Seats** 10; **Cargo** ; **Speed** Swim Normal; **Range** Wind Dependant

Nautical, Sailboat, Small: This is a waterborne vessel powered by wind currents. **S2** (Huge); **Armr** +2/+3; **Def** 6/10; **AR3**; **Wnd**14; **Crew** 2, **Seats** 5; **Cargo** ;**Speed** Swim Normal; **Range**: Wind Dependant

Nautical, Submarine, Large: This waterborne vessel is designed for traveling liquid depths. **S5** (Titanic); **Armr** +2/+3; **Def** 3/13; **AR6**; **Wnd**24; **Crew** 15, **Seats** 20; **Cargo** ; **Speed** Submersible Slow; **Range** 22 Km

Nautical, Submarine, Medium: This waterborne vessel is designed for traveling liquid depths. **S3** (Gargantuan); **Armr** +2/+3; **Def** 5/11; **AR4**; **Wnd**17; **Crew** 12, **Seats** 10; **Cargo** ; **Speed** Submersible Normal; **Range** 12 Km

Nautical, Submarine, Military: This waterborne vessel is designed for traveling liquid depths. **Wpn**

1 hardpoint S5, 3 hardpoints S4, 5 hardpoints S3; **S5** (Gigantic); **Armr** +0/+5; **Def** 0/16; **AR10**; **Wnd**27; **Crew** 20, **Seats** 70; **Cargo** ; **Speed** Submersible Slowed; **Range** 22 Km

Nautical, Submarine, Small: This waterborne vessel is designed for traveling liquid depths. **S2** (Huge); **Armr** +2/+3; **Def** 8/10; **AR3**; **Wnd**14; **Crew** 2, **Seats** 1; **Cargo** ; **Speed** Submersible Normal; **Range** 2 Km.

Nautical, Tanker, Huge: This waterborne vessel is designed for transporting stores of liquids from one location to another. **S5** (Mega); **Armr** +1/+4; **Def** -1/17; **AR7**; **Wnd**33; **Crew** 50, **Seats** 25; **Cargo** ; **Speed** Swim Slowed; **Range** 22 Km

Nautical, Tanker, Large: This waterborne vessel is designed for transporting stores of liquids from one location to another. **S5** (Super); **Armr** +1/+4; **Def** 0/16; **AR7**; **Wnd**30; **Crew** 40, **Seats** 20; **Cargo** ; **Speed** Swim Slowed; **Range** 22 Km

Nautical, Tanker, Medium: This waterborne vessel is designed for transporting stores of liquids from one location to another. **S5** (Gigantic); **Armr** +1/+4; **Def** 1/15; **AR6**; **Wnd**27; **Crew** 35, **Seats** 15; **Cargo** ; **Speed** Swim Slowed; **Range** 22 Km

Nautical, Transport, Military: This waterborne vessel is designed to carry troops and vehicles from location to location. **S5** (Titanic); **Armr** +0/+5; **Def** 1/15; **AR8**; **Wnd**24; **Crew** 15, **Seats** 600; **Cargo** ; **Speed** Swim Slowed; **Range**: 22 Km

Nautical, Tug: This waterborne vessel is used to help larger vessels leave or enter docking areas. A nautical tug can move up to a Size 5 unpowered vessel. **S3** (Gargantuan); **Armr** +2/+3; **Def** 5/11; **AR4**; **Wnd**21; **Crew** 5; **Cargo** ; **Speed** Swim Slowed; **Range** 2 Km.

Nautical, Unpowered: This is a slim waterborne transport powered by paddling or other physical exertion of its occupants. **S2** (Large); **Armr** +4/+1; **Def** 9/7; **AR2**; **Wnd**11; **Crew** 2, **Seats** 2; **Cargo** ; **Speed**: Slowed **Range**: -

Nautical, Waterski: This is a single person waterborne vessel designed for speed and agility. **S1** (Medium); **Armr** +4/+1; **Def** 9/6; **AR1**; **Wnd**7; **Crew** 1; **Cargo** ; **Speed** Swim Doubled; **Range** 150 km.

Nautical, Yacht, Huge: This is a waterborne vessel that blends size, speed and comfort. It is designed for extended excursions. **S5** (Titanic); **Armr** +2/+3; **Def** 3/13; **AR6**; **Wnd**24; **Crew** 12, **Seats** 15; **Cargo** ; **Speed** Swim Normal; **Range** 12 Km. miles

Nautical, Yacht, Large: This is a waterborne vessel that blends size, speed and comfort. It is designed for extended excursions. **S4** (Colossal); **Armr** +2/+3; **Def** 4/12; **AR5**; **Wnd**21; **Crew** 7, **Seats** 12; **Cargo** ; **Speed** Swim Normal; **Range** 5 Km.

Nautical, Yacht, Medium: This is a waterborne vessel that blends size, speed and comfort. It can

54 – Science Fiction

- be used for extended excursions. **S3** (Gargantuan); **Armr** +2/+3; **Def** 5/11; **AR4**; **Wnd**17; **Crew** 5, **Seats** 6; **Cargo** ; **Speed** Swim Normal; **Range**: 2 Km.
- Nautical, Yacht, Small:** This is a waterborne vessel that blends size, speed and comfort. It is not designed for extended excursions. **S2** (Huge); **Armr** +2/+3; **Def** 6/10; **AR3**; **Wnd**14; **Crew** 3, **Seats** 4; **Cargo** ; **Speed** Swim Normal; **Range** 1 Km.
- Rail, Cargo:** This is a vehicle bound to predefined track, used to transport large volumes of cargo from place to place. **S2** (Huge); **Armr** +2/+3; **Def** 6/10; **AR3**; **Wnd**14 per car; **Crew** 2; **Cargo** per car; **Speed** Guided Ground Normal; **Range** 1 Km.
- Rail, Passenger:** This is a vehicle bound to a predefined track, used to transport passengers from place to place. **S2** (Huge); **Armr** +2/+3; **Def** 6/10; **AR3**; **Wnd**14 per car; **Crew** 5 + 1 per car, **Seats** 70 per car; **Cargo** ; **Speed** Guided Ground Enhanced; **Range** 1 Km.
- Rail, Speed:** This is a vehicle bound to a predefined track, used to swiftly transport passengers from place to place. **S2** (Huge); **Armr** +3/+2; **Def** 7/9; **AR3**; **Wnd**14 per car; **Crew** 5, **Seats** 70 per car; **Cargo** ; **Speed** Guided Ground Doubled; **Range** 1 Km.
- Starcraft, Armored Shuttle:** This lightly armored space vessel is designed for transport between planets or planet to vessel. **Wpn** 2 hardpoints **S3**; **S4** (Colossal); **Armr** +1/+4; **Def** 6/9; **AR6**; **Wnd**21; **Crew** 3, **Seats** 2; **Cargo** ; **Speed** Flight Enhanced, **Space** Slowed; **Range**: 1 Light Year
- Starcraft, Battleship:** This space vessel is designed to engage other capital ships or engage in planetary bombardments. **Wpn** 3 hardpoints **S5**; 1 hardpoint **S4**; 6 hardpoint **S3**; 12 hardpoint **S2**, 6 hardpoint **S1**; **S5** (Super); **Armr** +0/+5; **Def** -1/17; **AR10**; **Wnd**30; **Crew** 50, **Seats** 350; **Cargo** 1 Transatmospheric, ; **Speed** Space Normal; **Range**: 1K Light Years
- Starcraft, Bomber:** This space vessel is designed to tackle capital-size starcraft, space stations or make planetary bombardments. **Wpn** 2 hardpoint **S5**; **S4** (Colossal); **Armr** +1/+4; **Def/Res**: 5/13; **AR6**; **Wnd**20; **Crew**: 5 ; **Speed**: Space Normal **Range**: 100 Light Years
- Starcraft, Commercial Tug, Huge:** This is a huge transport craft designed for hauling large amounts of cargo from world to world. **S5** (Mega); **Armr** +1/+4; **Def** -1/17; **AR7**; **Wnd**33; **Crew** 50, **Seats** 25; **Cargo** ; **Speed** Space Slowed; **Range** 1.5K Light Years
- Starcraft, Commercial Tug, Large:** This is a large transport craft designed for hauling large amounts of cargo from world to world. **S5** (Super); **Armr** +1/+4; **Def** 0/16; **AR7**; **Wnd**30; **Crew** 40, **Seats** 20; **Cargo** ; **Speed** Space Slowed; **Range** 1.5K Light Years
- Starcraft, Commercial Tug, Medium:** This is a transport craft designed for hauling cargo from world to world. **S5** (Gigantic); **Armr** +1/+4; **Def** 1/15; **AR6**; **Wnd**27; **Crew** 35, **Seats** 15; **Cargo** ; **Speed** Space Slowed; **Range** 1.5K Light Years
- Starcraft, Commercial Tug, Small:** This is a compact transport craft designed for hauling cargo between planets and moons. **S5** (Titanic); **Armr** +1/+4; **Def** 2/14; **AR5**; **Wnd**24; **Crew** 25, **Seats** 10; **Cargo** ; **Speed** Space Slowed; **Range** 1.K Light Years
- Starcraft, Destroyer:** This space vessel is designed to engage other capital ships or small spacecraft. **Wpn** 2 hardpoints **S4**; 3 hardpoints **S3**; 5 hardpoints **S2**; 2 hardpoints **S1**; **S5** (Titanic); **Armr** +0/+5; **Def** 0/16; **AR10**; **Wnd**24; **Crew** 35, **Seats** 50; **Cargo** 1 VTOL, ; **Speed** Space Normal; **Range**: 1.5K Light Years
- Starcraft, Fighter:** This space vessel is designed to engage other small starcraft. **Wpn** 1 hardpoint **S2**, 1 hardpoint **S1**; **S2** (Huge); **Armr**: +3/+2; **Def/Res**: 7/9; **AR4**; **Wnd**14; **Crew**: 1; **Speed**: Space Enhanced; **Range**: 500 Light Years
- Starcraft, Fighter-Bomber:** This space vessel is designed to attack enemy starcraft of all sizes. **Wpn** 1 hardpoint **S3**, 1 hardpoint **S1**; **S2** (Gargantuan); **Armr**: +2/+3; **Def**: 6/10; **AR4**; **Wnd**: 17; **Crew**: 2; **Speed**: Space Enhanced **Range**: 500 Light Years
- Starcraft, Frigate:** This space vessel is designed to engage other capital ships. **Wpn** 2 hardpoint **S3**; 5 hardpoint **S2**; 3 hardpoints **S1**; **S5** (Titanic); **Armr** +0/+5; **Def** 0/16; **AR9**; **Wnd**24; **Crew** 25, **Seats** 50; **Cargo** 1 Transatmospheric, ; **Speed** Space Normal; **Range** 1.5K Light Years
- Starcraft, Interceptor:** This space vessel is designed to intercept / repel other small starcraft. **Wpn**: 1 hardpoint **S2**, 1 hardpoint **S1**; **S2** (Huge); **Armr**: +4/+1; **Def**: 8/8; **AR4**; **Wnd**14; **Crew** 1; **Speed**: Enhanced Space **Range**: 150 Light Years
- Starcraft, Patrol ship:** This space vessel is designed to harry capital ships. **Wpn** 1 hardpoint **S3**, 2 hardpoint **S2**, 3 hardpoint **S1**; **S3** (Gargantuan); **Armr** +1/+4; **Def** 4/12; **AR6**; **Wnd**17; **Crew** 3, **Seats** 12; **Cargo** ; **Speed** Space Normal; **Range** 750 Light Years
- Starcraft, Recon:** This lightly armored and armed space vessel is designed for reconnaissance and light attack. **Wpn**: 2 hardpoint **S1**; **S2** (Large); **Armr**: +4/+1; **Def**: 9/7; **AR3**; **Wnd**11; **Crew** 1; **Speed**: Doubled Space **Range**: 150 Light Years
- Starcraft, Space Dock:** This is a hollow space station designed for refitting or building starships. **S5** (Gigantic); **Armr** +2/+3; **Def**: 2/14; **AR7**; **Wnd**27; **Crew** 40; **Cargo** ; **Speed** Space Slowed; **Range** 1.5K Light Years

54 – Science Fiction

Starcraft, Space Port: This is a hollow space station designed for loading and unloading cargo from starships or harboring starships. **S5 (Super); Armr +1/+4; Def: 0/16; AR7; Wnd30; Crew 50; Cargo ; Speed Space Slowed; Range 1.5K Light Years**

Starcraft, Space Station, Huge: This is a city in space. **S5 (Monolithic); Armr +1/+4; Def: -3/19; AR8; Wnd39; Crew 350, Seats 1,000; Cargo ; Speed Space Slowed; Range 1.5K Light Years**

Starcraft, Space Station, Large: This is a small city in space. **S5 (Mega); Armr +1/+4; Def: -1/17; AR8; Wnd33; Crew 200, Seats 750; Cargo ; Speed Space Slowed; Range 1.5K Light Years**

Starcraft, Space Station, Medium: This is a permanent base in space. **S5 (Gigantic); Armr +1/+4; Def: 1/15; AR7; Wnd27; Crew 150, Seats 500; Cargo ; Speed Space Slowed; Range 1.5K Light Years**

Starcraft, Space Station, Small: This is a small semi-mobile base in space. **S5 (Titanic); Armr +1/+4; Def: 2/14; AR6; Wnd24; Crew 100, Seats 250; Cargo ; Speed Space Slowed; Range 1.5K Light Years**

Starcraft, Starfighter Carrier: This space vessel is designed to act as a launch / retrieval point for small starcraft. **Wpn 3 hardpoint S4, 6 hardpoints S3, 8 hardpoints S2; S5 (Super); Armr +1/+4; Def 0/16; AR10; Wnd30; Crew 50, Seats 3,000; Cargo 75 aircraft, ; Speed: Space Slowed; Range: 1.5K Light Years**

Starcraft, Transport, Military: This armored space vessel is designed to transport troops or smaller vehicles from location to location. **S5 (Titanic); Armr +0/+5; Def 1/15; AR8; Wnd24; Crew 15, Seats 600; Cargo ; Speed Space Slowed; Range: 15K Light Years**

VTOL Cargo: This is an aerial vehicle capable of subsonic flight or hovering, designed to transport large loads of heavy cargo. **S3 (Large); Armr: +2/+3; Def: 5/11; AR2; Wnd11; Crew 2, Cargo 205 kg.; Spd: Normal Flight, Hover Range: 750 km.**

VTOL Transport, Military: This is a lightly armed and lightly armored aerial vehicle capable of subsonic flight or hovering. It is used to transport passengers from location to location. **S2 (Large); Armr: +2/+3; Def: 7/10; AR3; Wnd11; Crew 2, Seats 3 Cargo 205 kg.; Spd: Normal Flight, Hover Range: 750 km.**

VTOL, Assault: This heavily armed and lightly armored aerial vehicle is capable of subsonic flight or hovering. It is used as a flying weapons platform. **Wpn 1 hardpoint S2, 1 hardpoint S1 S2 (Huge); Armr: +3/+2; Def/Res: 7/9; AR4; Wnd14; Crew: 1; Speed: Normal flight, Hover; Range: 4 Km.**

VTOL, Passenger: This aerial vehicle is capable of subsonic flight or hovering. It is used to transport passengers from location to location. **S2 (Large); Armr: +3/+2; Def: 8/9; AR2; Wnd11; Crew 2, Seats 3 Cargo 205 kg.; Spd: Normal Flight, Hover Range: 750 km.**

VTOL, Recon: This unarmed aerial vehicle is capable of subsonic flight or hovering. It is used for reconnaissance. **S2 (Large); Armr: +4/+1; Def: 9/7; AR1; Wnd11; Crew 1; Cargo 205 kg. Spd: Enhanced Flight, Hover; Range: 750 km.**

VTOL, Scout: This lightly armed and armored aerial vehicle is capable of subsonic flight or hovering. It is used as a fast attack vessel. **Wpn: 1 hardpoint S2, 1 hardpoint S1; S2 (Huge); Armr: +4/+1; Def: 8/8; AR4; Wnd14; Crew 1; Speed: Enhanced Flight, Hover; Range: 1.5 Km.**



Masterwork Items

Most of the items on the equipment list are “common” quality items. However, there may come a time when you wish to purchase a masterwork version of an item to increase the chance of success with the use of a skill.

By increasing the price of an item as shown below, you can purchase an item that grants a bonus to a skill check from +1 to +5. Note that some items, such as weapons and armor, already grant bonuses to skill checks; when buying masterwork versions, the total they add to a skill check cannot exceed +5. For example, if you buy a masterwork dagger that gives a

54 – Science fiction

+1 bonus, its attack bonus remains +5, but its damage bonus increases to +2.

54 – Science Fiction

<i>Cost Multiplier</i>	<i>Bonus</i>	<i>Min. Rank</i>
x10	+1	Novice
x20	+2	Journeyman
x40	+3	Master
x80	+4	Grand Master
x160	+5	Grand Master

Cost Multiplier: Increase the creation and selling cost of the base item by this amount.

Bonus: The item grants this bonus to skill checks when used properly.

Min. Rank: The creator of this item must have at least this rank in the appropriate Craft skill to create an item with this bonus.

54 – Science Fiction

Chapter 7 - Expertise

Expertise is the heart of the craftsman. Expertise is used for crafting items either for personal use or for sale to others.

Item Equipment Lists

The items on the item equipment list assume that the items are ordinary items created by a Journeyman or better craftsman. Masterwork items are normally assumed to have been crafted by a Master in his craft.

The game master may seek to alter the quality and cost of items based on the level of skill available in a given town or city. Characters may also opt to seek out better or inferior quality items if the game master allows.

Do-It-Yourself Crafting

If characters wish to craft items for themselves or for sale, the rules below should assist in this process. The time and money it takes to fashion an item, as well as the item's final value, depends on the character's skill.

Determine Difficulty

The difficulty of creating an item is based directly on the complexity of crafting the item. The table below gives a general basis for the difficulty of creating an item.

<i>Difficulty</i>	<i>Item Type</i>	<i>Example</i>
2-4	Simple	A wooden spike
5-7	Easy	A flint axe
8-10	Effortless	A fishing pole
11-13	Minor	A furniture kit
14-16	Average	A piece of furniture
17-19	Challenging	A do-it-yourself electronic kit
13-14	Difficult	A automobile, revolver pistol or an electronic appliance
15-19	Hard	A house, a magazine fed weapon or a computer
20-24	Tasking	A manor house or mechanized walker
25-30	Record-breaking	A skyscraper or a humanoid android
31+	Impossible	Uh, it's impossible

Completion Time

Based on the difficulty, an item has a standard completion time. The game master may modify this time as he deems appropriate to the complexity of the item's construction and the skill of the craftsman (see the Skill Levels section later on for details).

<i>Difficulty</i>	<i>Completion Time</i>
Simple	10 minutes
Easy	30 minutes
Effortless	1 hour
Minor	2 hours
Average	4 hours
Challenging	1 day
Difficult	3 days
Hard	1 week
Tasking	1 month
Record-breaking	1 year
Impossible	--

Getting Help

Some tasks are very difficult, and their difficulty can be mediated by having assistants help you. When you gain assistance, you add the Rank of your assistants to your skill total. The table below shows how many people can effectively assist based on the size of the project.

<i>Size</i>	<i># of Assistants</i>
Tiny	None
Small	None
Medium	1
Large	2
Huge	3
Gargantuan	4
Colossal	5

Making the Check

Once you have determined the difficulty of making the item, you make one or more skill checks – usually one skill check per day it takes to complete the item.

If you are not in a time sensitive situation, you can simply announce you play an appropriate card (but never an Ace or Joker) to complete the work on the item for that day. There is no need to actually play the card from your hand. Note that if the difficulty is 10 or more above your Ability score + Skill total, you cannot automatically succeed on the check.

54 – Science Fiction

If it is a time sensitive situation, or the game master has dramatic reasons for you to actually play a card from your hand, you must then play an appropriate card from your hand to succeed at the task for the day. You may play extra cards following the standard action resolution system if you are forced to play cards.

Completing the Item

You must make a check for each work period to successfully work towards completing the item. If you fail to make a check in a given work period, you make no progress and extend the amount of time required to complete the project by one work period. Once you have completed all checks and the appropriate amount of time has passed, the item is complete and ready for use, display, enchantment or sale.

Selling

The price listed is the base price value of the completed item.

Levels of Expertise

Untrained (No Ranks)

The untrained know only how to perform a craft based on hearsay or observation of others performing their craft.

Untrained individuals can only craft a masterwork item out of sheer luck (Trademark Joker only), and takes at least 1,000x longer than normal to create a masterwork item.

Simple Items: Material costs 250% of item cost. Value of item 25% of item cost. Construction time 250x longer than normal. Item breaks on a draw of a face card for difficulty.

Complex Items: Material cost 500% of item cost. Value of item 10% of item cost. Construction time 500x longer than normal. Item breaks on a draw of a face card for difficulty.

Masterwork items: Material cost 1,000% of item cost. Value of item 10% of item cost. Construction time 1,000x longer than normal. Item breaks on a draw of a face card for difficulty.

Initiate (0 Rank)

An initiate knows many of the terms and basic techniques of the craft. They generally can render simple items or slightly more complex items if given completed plans or instruction from a Journeyman or higher level craftsman.

It is extremely rare that an initiate has the skill to produce a masterwork item (Jokers only) and it takes an initiate 500x longer to create a masterwork item.

Simple Items: Material costs 100% of item cost. Value of item 25% of item cost. Construction time 100x longer than normal. Item breaks on a draw of a King or higher for difficulty.

Complex Items: Material cost 250% of item cost. Value of item 25% of item cost. Construction time 250x longer than normal. Item breaks on a draw of a Queen or higher for difficulty.

Masterwork items: Material cost 500% of item cost. Value of item 25% of item cost. Construction time 500x longer than normal. Item breaks on a draw of a Jack or higher for difficulty.

Novice (+ 1 rank)

A novice knows many of the terms and basic techniques of the craft. They generally can render simple items or slightly more complex items if given completed plans or instruction from a Journeyman or Master.

Novices might be able to produce a masterwork item with much effort (Jokers only). It takes a novice 250x longer to create a masterwork item.

Simple Items: Material costs 75% of item cost. Value of item 75% of item cost. Construction time 10x longer than normal. No item breakage.

Complex Items: Material cost 100% of item cost. Value of item 50% of item cost. Construction time 100x longer than normal. Item breaks on a draw of an Ace card for difficulty.

Masterwork items: Material cost 250% of item cost. Value of item 25% of item cost. Construction time 250x longer than normal. Item breaks on a draw of a face card for difficulty.

Apprentice (+2 Rank)

An apprentice has had some experience or training in their craft and has basic techniques down, and is beginning to develop their own style. They can produce simple items by rote, and can produce more complex items with plans or the tutage of a Journeyman or higher level craftsman.

Apprentices have some skill to produce masterwork items with effort (Ace & Jokers only). It takes an apprentice 100x longer to create a masterwork item.

Simple Items: Material costs 50% of item cost. Value of item 100% of item cost. Construction time is normal. Item breaks on a draw of a face card for difficulty.

Complex Items: Material cost 75% of item cost. Value of item 100% of item cost. Construction time 10x longer than normal. Item breaks on a draw of a face card for difficulty.

54 – Science Fiction

Masterwork items: Material cost 250% of item cost. Value of item 50% of item cost. Construction time 100x longer than normal. Item breaks on a draw of a face card for difficulty.

Journeyman (+3 Rank)

A Journeyman is fairly experienced and can easily produce simple items and has skill with making more complex items without plans or direction from others. Items created by a Journeyman can often be identified by details that are specific to the individual's style.

Journeyman can produce masterwork items with difficulty, but can usually produce them given time (Kings & Jokers only). It takes a journeyman 10x longer to create a masterwork item.

This is the default level for commonly purchased items bought off the equipment list.

Simple Items: Material costs 50% of item cost. Value of item 100% of item cost. Construction time ½ normal. No item breakage.

Complex Items: Material cost 75% of item cost. Value of item 100% of item cost. Construction time normal. No item breakage.

Masterwork items: Material cost 100% of item cost. Value of item 75% of item cost. Construction time 10x longer than normal. Item breaks on a draw of a Ace or Joker for difficulty.

Master (+4 Rank)

A master is greatly skilled in his craft, capable of producing nearly any item asked of him. A master's work can easily be identified among a pile of other works due to the individual traits specific to the master.

Masters produce masterwork items on a regular basis, if they have the time (Queen, King or Jokers). It takes a master the normal time to create a masterwork item.

This is the default level for masterwork or magic items bought or found.

Simple Items: Material costs 25% of item cost. Value of item 150% of item cost. Construction time ¼ normal. No item breakage.

Complex Items: Material cost 75% of item cost. Value of item 100% of item cost. Construction time ½ normal. No item breakage.

Masterwork items: Material cost 75% of item cost. Value of item 100% of item cost. Construction time normal. No item breakage.

Grand Master (+5 Rank)

Grand masters are rare, and their skill with a craft borders on pure art. Items created by a grand master are recognizable on sight – they have a unique style that others cannot reproduce accurately.

Grand masters are well known for their masterwork items, and rarely bother to create items of “regular” construction. They can create a masterwork item by using any face card. It takes a grand master 50% the normal time to create a masterwork item.

Simple Items: Material costs 10% of item cost. Value of item 150% of item cost. Construction time ¼ normal. No item breakage.

Complex Items: Material cost 50% of item cost. Value of item 100% of item cost. Construction time ¼ normal. No item breakage.

Masterwork items: Material cost 50% of item cost. Value of item 100% of item cost. Construction time ½ normal. No item breakage.

54 – Science Fiction

Chapter 8 - Maneuvers

Maneuvers are attack “packages” using the action resolution system to predetermine the chance of success and result of an attack you can make.

This system adds a level of complexity to the basic action resolution system, allowing you to pull off advanced stunts based on the level of skill you have with Weapon Group skills.

Skill Level

There are multiple skill levels you can have with a skill, which limit what sort of special actions you can take.

Unskilled (No Ranks)

You are not proficient with the weapon or action, and are lucky that you can even make a basic attack with a weapon. You cannot perform maneuvers other than an Untrained Attack at this level with a skill.

Initiate (Rank 0)

This is the basic level of proficiency of skill. At best, you can make a basic attack. You cannot perform Novice or higher level maneuvers at this level.

Mechanics: Upon gaining this level of skill with

Unified Mechanics

If you want to cut down on some bookkeeping, you can use one unified mechanic for what cards are needed to activate Maneuvers (basically, the Grand Master rules). This certainly makes maneuvers more powerful, and the GM should consider using the unified mechanic for Disciplines to keep things balanced and fair.

Mechanic: You can perform Initiate (Rank 0) and Novice (Rank 1) moves with any card. You can perform Apprentice (Rank 2) maneuvers with any card of the same suit as the skill associated with the maneuver. You can perform Novice (Rank 3) maneuvers with a Jack or higher card, Master (Rank 4) maneuvers with a Queen or higher card and Grand Master (Rank 5) maneuvers with a King or higher card.

You must have the appropriate Rank to use a maneuver, and must know the maneuver as well.

your first weapon, you gain the Strike maneuver. You can use any card with Initiate maneuvers.

Novice (Rank +1)

At this level, you are skilled enough to make a basic attack, but not yet skilled at taking special actions. You can perform basic maneuvers at this level, but at a penalty.

Mechanics: You can perform Initiate maneuvers with any card. You can perform Novice special maneuvers with a King or Joker. You cannot perform Apprentice or higher level maneuvers.

Apprentice (Rank +2)

At this level, you are proficient at basic attacks and making some minor special attacks.

Mechanics: You can perform Initiate moves with any card. You can perform Novice (Rank 1) maneuvers with any card of the same suit as the skill the maneuver uses. You can perform Apprentice (Rank 2) special maneuvers, but must use face card as part of the attack. You cannot perform Journeyman or higher level maneuvers.

Journeyman (Rank +3)

At this level, you can effortlessly make basic attacks, and learn some of the more effective special attacks. This is the minimum level at which you can begin to train others.

Mechanics: You can perform Initiate (Rank 0) and Novice (Rank 1) moves with any card. You can perform Apprentice (Rank 2) moves with any card of the same suit as the skill associated with the maneuver. You can perform Journeyman (Rank 3) maneuvers with a Jack or higher card. You cannot perform Master or Grand Master maneuvers.

Master (Rank +4)

At this level, basic attacks are second nature to you, and you excel at special attacks. Others who view in action are often intimidated with your skill, and pick you out from a crowd of other practitioners.

Mechanics: You can perform Initiate (Rank 1) and Novice (Rank 1) moves with any card. You can perform Apprentice (Rank 2) maneuvers with any card of the same suit as the skill associated with the maneuver. You can perform Journeyman (Rank 3) maneuvers with a Jack or higher card, and a Master (Rank 4) maneuver with a Queen or higher card. You cannot perform Grand Master maneuvers.

Grand Master (Rank +5)

At this level, you are one with your weapon. Special attacks are practically second nature for you. Anyone who witnesses you in action has no doubt that your skill is unmatched.

54 – Science Fiction

<i>Rank</i>	<i>Attack bonus</i>	<i>Damage bonus</i>	<i>Base Wounds</i>	<i>Extra Wounds</i>	<i>Resist/ Resolve bonus</i>	<i>Power Difficulty</i>	<i>Difficulty to Resist</i>	<i>Ability Score Boost</i>	<i>Skill Boost (General/ Specific)</i>
1 st	+5	+0	1	1	+1	11	9	+1 / 1 pt.	+1/+2
2 nd	+4	+1	1	2	+2	13	11	+2 / 2 pt.	+2/+4
3 rd	+3	+2	1	3	+3	15	14	+3 / 3 pt.	+3/+5
4 th	+2	+3	2	4	+4	17	17	+4 / 4 pt.	+4/+6
5 th	+1	+4	3	5	+5	21	20	+5 / 5 pt.	+5/+8

Mechanics: You can perform Initiate (Rank 0) and Novice (Rank 1) moves with any card. You can perform Apprentice (Rank 2) maneuvers with any card of the same suit as the skill associated with the maneuver. You can perform Novice (Rank 3) maneuvers with a Jack or higher card, Master (Rank 4) maneuvers with a Queen or higher card and Grand Master (Rank 5) maneuvers with a King or higher card.

Defend: As a special action you can increase your Defense or Resistance. This lasts until your next turn.

Initiate: None

Novice: +1 difficulty

Apprentice: +2 difficulty

Journeyman: +3 difficulty

Master: +4 difficulty

Grand Master: +5 difficulty

Impede: You can attempt to impede an opponent, making it either harder for them to succeed at an action or to resist an action taken against them. The penalty lasts until the end of the scene or until the target makes a successful Resolve check at the listed difficulty.

<i>Rank</i>	<i>Penalty</i>	<i>Resolve</i>
<i>Initiate (R0)</i>	None	-
<i>Novice (R1)</i>	+1	9
<i>Apprentice (R2)</i>	+2	11
<i>Journeyman (R3)</i>	+3	14
<i>Master (R4)</i>	+4	17
<i>Grand Master (R5)</i>	+5	20

Multiple Attacks: You can attempt to make an extra attack as a special ability.

Initiate: None

Novice: Only with off-hand weapon 1x/scene

Apprentice: Only with off-hand weapon

Journeyman: +1 attack 1x/scene

Master: +1 attack

Grand Master: +2 attacks

Special Actions

If you wish to build your own maneuvers, the following guidelines should help you when devising them.

Normally, a Initiate (Rank 0) or Novice (Rank 1) maneuver has one special ability. An Apprentice (Rank 2) or Journeyman (Rank 3) maneuver allows you to deal a wound and do one special ability, and a Master (Rank 4) or Grand Master (Rank 5) maneuver allows you to deal a wound and have two special abilities.

Multiple Targets: You can attempt to affect more than one creature at a time as a special effect.

Initiate: None

Novice: None

Apprentice: +1 enemies

Journeyman: +2 enemies

Master: +3 enemies

Grand Master: +4 enemies

Perform Stunt: You can attempt to perform a stunt that requires the opponent to spend an action to recover, such as disarming them or knocking them prone.

Initiate: None

Novice: None

Apprentice: Only with weapon special ability

Journeyman: Any weapon with use of face card

Master: Any weapon

Grand Master: Any weapon, does not count toward special effect limit

Deny Action: You can attempt to deny an opponent an action as a special ability.

Initiate: None

Novice: None

Apprentice: None

Journeyman: lose move action

Master: lose standard action

Grand Master: lose both actions

Extra Wounds: You can deal extra wounds to your opponent, based on the Rank of the attack:

Initiate: None

Novice: +1 wound.

Apprentice: +2 wounds.

54 – Science Fiction

Journeyman: +3 wounds.

Master: +4 wounds.

Grand Master: +5 wounds.

Reading the Maneuvers

Attack Line

Any Card

This indicator means that you ignore the normal rules for what sort of card you need to activate the maneuver; it can be used with any card in your deck.

Attack

You make an attack against an opponent, using Ability score + Attack bonus from maneuver + Attack bonus from Weapon + Played card vs. Opponent's Defense + Armor worn + Armor skill + Drawn card.

Damage

To deal damage to the opponent, you use Ability score + Damage bonus from maneuver + Damage bonus from Weapon + Played card vs. Opponent's Resistance + Evade Skill + Shield + Drawn card.

Difficulty

This is a static check, using Ability score + associated Skill rank vs. Difficulty. You do not add the weapon's Attack bonus to add to this check.

Skill

This lists the skill required to perform maneuver. You must have the skill at a Rank equal to the Maneuver rank to use the Maneuver.

Duration

This lists how long the maneuver lasts.

Instant: The maneuver deals its effects and ends.

Persist: The maneuver continues to deal its secondary effect for a number of rounds equal to the value of the card used to make the attack or check.

Scene: The maneuver's effects last for the duration of the scene.

Untrained Maneuvers (No ranks)

Untrained Attack

Untrained, Attack ½, Weapon Group skill, Instant
Make a weapon attack. On a hit, the target takes a wound. *This is the only maneuver you can use normally when untrained.*

Initiate Maneuvers (Rank 0)

Avoid

Initiate (R0), Diff 11, Acrobatics (Tumble) skill, Instant

Make an Acrobatics (Tumble) skill check. On a success, you gain a +1 to your Defense until your next action.

Deflect

Initiate (R0), Diff 11, Weapon Group skill, Instant

Make a Weapon skill check. On a success, you gain a +1 to your Resistance until your next action.

Strike

Initiate (R0), Attack By Skill/Damage By Skill, Weapon Group skill, Instant

Make a weapon attack. On a hit, the target takes a wound. *Strike is always the first maneuver learned with a weapon group.*

Novice Maneuvers (Rank 1)

Cross Weapons

Novice (R1), Weapon Group skill, Instant

Make a weapon attack. On a hit, deal no damage and the target must spend an action to regain the use of his weapon.

Heavy Strike

Novice (R1), Weapon Group skill, Instant

Make a weapon attack. On a hit, the target takes 2 wounds.

Inspiration

Novice (R1), Diff 11, Any skill, Persist

Make a skill check. For the duration of the maneuver, you gain a +1 bonus to skill checks with any skill associated with the same Ability used for the skill check.

Minor Avoidance

Novice (R1), Diff 11, Acrobatics (Tumble) skill, Persist

Make an Acrobatics (Tumble) skill check. On a success, you gain a +1 bonus to Defense. *Using this maneuver does not count as an action.*

Minor Parry

Novice (R1), Evade skill, Persist

Make a weapon attack. On a success, the target takes a wound and you gain a +1 to Defense.

Minor Wound

Novice (R1), Weapon Group skill, Persist

54 – Science Fiction

Make a weapon attack. On a success, the target takes a wound and takes a +1 penalty to the difficulty of his actions until target makes a successful Endurance (Fortitude) check (Diff 9).

Moving Strike

Novice (R1), Acrobatics (Tumble) or Athletics (Run) skill, Instant

You can move at -1 movement step from your base speed and make a weapon attack. On a success, you deal 1 wound to the target. *This move does not count as your move action for the round.*

One-Handed Weapon Style

Novice (R1), No Card, Attack By Skill/Damage By Skill, Weapon Group skill, Instant

When using a single one-handed weapon, you gain a +1 bonus to hit. *This maneuver does not take an action. You can use this maneuver in conjunction with other maneuvers in a turn.*

Ranged Weapon Style

Novice (R1), No Card, Attack By Skill/Damage By Skill, Weapon Group skill, Instant

You can use ranged weapons in melee combat without opening yourself up to attack by adjacent enemies. *This maneuver does not take an action. You can use this maneuver in conjunction with other maneuvers in a turn.*

Second Wind

Novice (R1), Diff 11, Endurance skill, Instant

Make an Endurance skill check. On a success, you regain a wound.

Consequences: You can use this maneuver once a scene.

Two-Handed Weapon Style

Novice (R1), No Card, Attack By Weapon, Weapon Group skill, Instant

When using a two-handed weapon, you deal an extra wound with a hit. If you use a transitional weapon, draw a card and compare it to the target's Resistance to deal an extra wound. You only deal 1 wound with additional card draws. *This maneuver does not take an action. You can use this maneuver in conjunction with other maneuvers in a turn.*

Two-Weapon Style

Novice (R1), No Card, Attack By Skill/Attack By Skill -2, Weapon Group skill, Instant

Make an attack with the primary weapon (Attack By Skill/Damage By Skill). Draw a card from the top of your deck for an extra success using the secondary weapon (Attack By Skill -2/Damage By Skill -2). *This maneuver does not take an action. You can use this maneuver in conjunction with other maneuvers in a turn.*

Unbalance

Novice (R1), Weapon Group skill, Instant

Make a weapon attack. On a success, the target is knocked prone.

Unhindered

Novice (R1), Diff 11, Armor (Unarmored), Persist

You can apply your Armor (Unarmored) skill as a bonus to your Defense. *This maneuver does not take an action. You can use this maneuver in conjunction with other maneuvers in a turn.*

Weapon and Shield Style

Novice (R1), No Card, Attack By Weapon/Defense By Weapon, Weapon Group skill/Evade skill, Instant

Make an attack with the primary weapon (Attack By Skill/Damage By Skill). Apply a +1 bonus to your Defense (Defense By Skill). If the off-hand item is a shield, you can apply the shield's bonus (but not your Evade skill ranks) to Resistance instead of Defense. You still apply your Evade skill ranks to Defense when you do this. *This maneuver does not take an action. You can use this maneuver in conjunction with other maneuvers in a turn.*

Apprentice Maneuvers (Rank 2)

Aggravated Wound

Apprentice (R2), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes a wound and takes a +2 penalty to the difficulty of his actions until the target makes a successful Endurance (Fortitude) check (Diff 11).

Armor Piercing

Apprentice (R2), Weapon Group (Armor Piercing Weapon), Instant

Make a weapon attack. On a success, You ignore 1 point of Armor and/or the opponent's Armor skill. If you hit, you deal a wound. *You can use this maneuver only with weapons that have the Armor Piercing special ability.*

54 – Science Fiction

Avoidance

Apprentice (R2), Diff 15, Acrobatics (Tumble) skill, Persist

Make an Acrobatics (Tumble) skill check. On a success, you gain a +2 bonus to Defense. *Using this maneuver does not count as an action.*

Defensive Stance

Apprentice (R2), Diff 13, Weapon Group skill (any Melee Weapon), Scene

Make a Weapon skill check. On a success, you gain a +2 to Defense.

Consequence: You can use this maneuver once per scene

Devastating Strike

Apprentice (R2), Weapon group skill, Instant

Make a weapon attack. On a success, the target takes 3 wounds.

Disarm

Apprentice (R2), Weapon Group (Disarming Weapon) skill, Instant

Make a weapon attack. On a success, the target takes a wound and drops a held item. The target cannot pick items back up until a successful Endurance (Fortitude) check (Diff 11). *You can use this maneuver only with weapons that have the Disarm special ability.*

Dual Engagement

Apprentice (R2), Weapon Group skill, Instant

Make a weapon attack against two opponents. You play one card; both opponents share the same Defense and Resistance card. On a success, you deal 1 wound to each target.

Entangle

Apprentice (R2), Weapon Group (Entangling Weapon) skill, Persist

Make a weapon attack. On a success, the target takes a wound and must spend an action to get free with an Acrobatics (Escape) or Athletics (Lift) skill check (Diff 11). The target is immobilized until it gets free. If you persist this maneuver on an opponent who has not gotten free, you deal a wound every other round.

You can use this maneuver only with weapons that have the Entangle special ability.

Evade

Apprentice (R2), Diff 13, Acrobatics (Tumble) skill, Persist

Use this ability instead of drawing a card for your defense. Make an Acrobatics (Tumble) skill check. On a success, you avoid the attack and gain a +2 bonus to your Defense.

Impacting Strike

Apprentice (R2), Weapon Group (“♣” Weapon) skill, Instant

Make a weapon attack. On a success, you draw up to 3 cards from the top of your deck or play up to three cards from your hand (or any combination of the two). Each “♣” you play deals an extra wound. Compare each additional card to the target’s Resistance to determine if it deals an extra wound normally. Add extra wounds from weapons or abilities to only one hit. These wounds count as extra successes.

Impale

Apprentice (R2), Weapon Group (“♠” Weapon) skill, Instant

Make a weapon attack. On a success you may draw up to 3 cards from the top of your deck or play up to 3 cards from your hand (or any combination of the two). Each “♠” you play deals an extra wound. Compare each additional card to the target’s Resistance to determine if it deals an extra wound normally. These wounds count as extra successes.

Leaping Strike

Apprentice (R2), Athletics (Jump), Instant

You make a jump that moves you –1 movement step from your base speed through the air and you make a weapon attack. On a success, the target takes a wound. *This move does not count as your move action for the round.*

Offensive Stance

Apprentice (R2), Diff 15, Weapon Group skill, Scene

Make a Weapon skill check. On a success, you gain a +2 to Melee or Ranged combat.

Consequence: You can use this maneuver once per scene

Parry

Apprentice (R2), Evade skill, Persist

Make a Weapon attack, using Evade instead of Melee/Ranged skill. On a success, the target takes a wound and you gain a +2 bonus to your Defense.

54 – Science Fiction

Returning Weapon

Apprentice (R2), Weapon Group (Returning Weapons) skill, Instant

Make a weapon attack. On a success, the target takes a wound. The weapon returns to your hand after the attack. *You can use this maneuver only with weapons that have the Returning special ability.*

Shieldbreaker

Apprentice (R2), Weapon Group (Shieldbreaker Weapons) skill, Instant

Make a weapon attack. You ignore 1 point of Shield bonus and/or the Evade skill. If you hit, the target takes a wound. *You can use this maneuver only with weapons that have the Shieldbreaker special ability.*

Slashing Strike

Apprentice (R2), Weapon Group (“♦” Weapon) skill, Instant

Make a weapon attack. If you hit, you may draw up to 3 cards from the top of your deck or play up to 3 cards from your hand (or any combination of the two). Each “♦” you play deals an extra wound. Compare each additional card to the target’s Resistance to determine if it deals an extra wound normally. Add extra wounds from weapons or abilities to only one hit. These wounds count as extra successes.

Surgical Strike

Apprentice (R2), Weapon Group (“♥” Weapon) skill, Instant

Make a weapon attack. If you hit, you may draw up to 3 cards from the top of your deck or play up to 3 cards from your hand (or any combination of the two). Each “♥” you play deals an extra wound. Compare each additional card to the target’s Resistance to determine if it deals an extra wound normally. Add extra wounds from weapons or abilities to only one hit. These wounds count as extra successes.

Trip

Apprentice (R2), Weapon Group (Tripping Weapon) skill, Instant

Make a weapon attack. On a success, the target takes a wound and is knocked prone. *You can use this maneuver only with weapons that have the Tripping special ability.*

Tumbling Strike

Apprentice (R2), Athletics (Run)/Acrobatics (Tumble) skill, Instant

You move your base speed and make a weapon attack. On a hit, the target takes a wound. *The*

movement does not count as your move action for the turn.

Journeyman Maneuvers (Rank 3)

Critical Strike

Journeyman (R3), Weapon Group skill, Instant

Make a weapon attack. On a success, the target takes 4 wounds.

Consequences: This maneuver can be used once per scene.

Focus

Journeyman (R3), Diff 15, Any skill, Scene

Make a skill check. For the duration of the maneuver, you gain a +3 bonus to skill checks with any skill associated with the same Ability used for the skill check.

Consequences: This maneuver can be used once per scene.

Improved Armor Piercing

Journeyman (R3), Weapon Group skill, Instant

Make a weapon attack. You ignore 2 points of Armor bonus and/or Armor skill. If you hit, you deal a wound.

Consequences: This maneuver can be used once per scene.

Improved Avoidance

Journeyman (R3), Diff 17, Acrobatics (Tumble) skill, Persist

Make an Acrobatics (Tumble) skill check. On a success, you gain a +3 bonus to Defense. Using this maneuver does not count as an action.

Consequences: This maneuver can be used once per scene.

Improved Disarm

Journeyman (R3), Weapon Group skill, Instant

Make a weapon attack. On a success, the target takes a wound and drops a held item. The target cannot pick items back up until a successful Endurance (Fortitude) check (Diff 14).

Consequences: This maneuver can be used once per scene.

54 – Science Fiction

Improved Entangle

Journeyman (R3), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes a wound and must spend an action to get free with an Acrobatics (Escape) or Athletics (Lift) check (Diff 14). The target is immobilized until it gets free. If you persist this maneuver on an opponent who has not gotten free, you deal a wound every other round.

Consequences: This maneuver can be used once per scene.

Improved Parry

Journeyman (R3), Evade skill, Persist

Make a weapon attack. On a success, the target takes a wound. You gain a +3 bonus to Defense.

Consequences: This maneuver can be used once per scene.

Improved Returning Weapon

Journeyman (R3), Weapon Group skill, Instant

Make a Ranged combat attack. The target draws two cards for Defense and uses the lower one. On a hit, the target takes a wound. The weapon returns to your hand after the attack. *You can only use this maneuver with weapons that have the Returning special ability.*

Consequences: This maneuver can be used once per scene.

Improved Shieldbreaker

Journeyman (R3), Weapon Group skill, Instant

Make a weapon attack. You ignore 2 points of Shield bonus and/or Evade skill. If you hit, the target takes a wound.

Consequences: This maneuver can be used once per scene.

Improved Surgical Strike

Journeyman (R3), Weapon Group (“♥” Weapon) skill, Instant

Make a weapon attack. On a hit, you may draw up to 3 cards from the top of your deck or play up to 3 cards from your hand (or any combination of the two). Each “♥” you reveal deals an extra wound. Add extra wounds from weapons or abilities to only one hit. These wounds count as extra successes.

Consequences: This maneuver can be used once per scene.

Improved Trip

Journeyman (R3), Weapon Group skill, Instant

Make a weapon attack. On a success, the target takes a wound and is knocked prone.

Consequences: This maneuver can be used once per scene.

Painful Blow

Journeyman (R3), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes a wound and a +3 penalty to the difficulty of his actions until the target makes a successful Endurance (Fortitude) check (Diff 14).

Consequences: This maneuver can be used once per scene.

Spring Attack

Journeyman (R3), Run/Tumble skill, Instant

You can move your base speed then make a weapon attack. On a success, deal a wound to the target. After the attack, you can move your base speed at a –1 step penalty. *The move actions from this maneuver do not count as your move action for the round.*

Consequences: This maneuver can be used once per scene.

Triple Threat

Journeyman (R3), Weapon Group skill, Instant

You play one card against up to 3 targets. Draw two cards for the targets Defense and Resistance and use the lowest card. All opponents share the same Defense and Resistance card. On a hit, you deal 1 wound to each target.

Consequences: This maneuver can be used once per scene.

Twin Strike

Journeyman (R3), Weapon Group skill, Instant

Make two separate weapon attacks. You may only play a card from your hand for one of the two attacks; all other cards must be drawn from the top of your deck. Each successful attack deals 1 wound.

Consequences: You may use this maneuver once per day.



54 – Science Fiction

Whirlwind Strike

Journeyman (R3), Perform (Weapon Drill), Instant

Make a weapon attack. You play one card against up to 6 targets; all opponents share the same Defense and Resistance card. On a success, you deal 1 wound to each target.

Consequences: This maneuver can be used once per scene.

Master Maneuvers (Rank 4)

Bleeding Wound

Master (R4), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 2 wounds. The target also takes a wound every other round and suffers a +4 penalty to the difficulty of his actions until the target makes a successful Endurance (Fortitude) check (Diff 17).

Consequences: You may use this maneuver once per day.

Charging Strike

Master (R4), Acrobatics (Tumble) or Athletics (Run) skill, Instant

You can move your current move speed then make a weapon attack. On a success, deal 2 wounds to the target. After the attack, you can move your base speed at a –1 movement step penalty. *The move actions from this maneuver do not count as your move action for the round.*

Consequences: You may use this maneuver once per day.

Crippling Strike

Master (R4), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 2 wounds, loses a move action and a +4 penalty to the difficulty of his actions until the target makes a successful Endurance (Fortitude) check (Diff 17).

Consequences: You may use this maneuver once per day.

Debilitating Strike

Master (R4), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 2 wounds and a +5 penalty to the difficulty of his actions until the target makes a successful Endurance (Fortitude) check (Diff 17).

Consequences: You may use this maneuver once per day.

Disembowel

Master (R4), Weapon Group skill, Instant

Make a weapon attack. On a success, deal 7 wounds to the target and the target loses an action.

Consequences: You may use this maneuver once per day.

Full Engagement

Master (R4), Weapon Group skill, Instant

Make a weapon attack. You play one card; all opponents share the same Defense and Resistance card. You deal 2 wounds to up to 4 opponents. Each opponent takes a +4 penalty to the difficulty of their actions until the end of their next turn.

Consequences: You may use this maneuver once per day.

Greater Armor Piercing

Master (R4), Weapon Group skill, Scene

Make a weapon attack. You ignore 3 points of Armor bonus and/or Armor skill. If you hit, you deal 2 wounds.

Consequences: You may use this maneuver once per day.

Greater Avoidance

Master (R4), Diff 21, Acrobatics (Tumble) skill, Scene

Make an Acrobatics (Tumble) skill check. On a success, you gain a +4 bonus to Defense. *Using this maneuver does not count as an action.*

Consequences: You may use this maneuver once per day.

Greater Catch

Master (R4), Weapon Group skill, Scene

Make a weapon attack. On a success, the target takes 2 wounds and is immobilized until it makes a successful Endurance (Fortitude) check (Diff 17).

Consequences: You may use this maneuver once per day.

Greater Disarm

Master (R4), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 2 wounds and drops an item. The target cannot retrieve the item until it makes a successful Endurance (Fortitude) check (Diff 17).

Consequences: You may use this maneuver once per day.

Greater Entangle

Master (R4), Weapon Group skill, Scene

Make a weapon attack. On a success, the target takes 2 wounds and must spend an action to get free with an Acrobatics (Escape) or Athletics (Lift) skill check

54 – Science Fiction

(Diff 17). The target is immobilized until it escapes. If you persist this maneuver on an opponent who has not freed themselves, you deal a wound every other round.

Consequences: You may use this maneuver once per day.

Greater Parry

Master (R4), Weapon Group skill, Scene

Make a weapon attack. On a success, the target takes 2 wounds. You gain a +4 bonus to Defense.

Consequences: You may use this maneuver once per day.

Greater Shieldbreaker

Master (R4), Weapon Group skill, Persist

Make a weapon attack. You ignore 3 points of Shield bonus and/or Shield skill. If you hit, the target takes 2 wounds.

Consequences: You may use this maneuver once per day.

Greater Trip

Master (R4), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 2 wounds and is knocked prone. The target cannot stand until it makes a successful Endurance (Fortitude) check (Diff 17).

Consequences: You may use this maneuver once per day.

Impenetrable Defense

Master (R4), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 5 wounds and you gain a +4 to Defense.

Consequences: You may use this maneuver once per day.

Render Helpless

Master (R4), Weapon Group Skill, Instant

Make a weapon attack. On a success, the opponent takes 2 wounds, is disarmed and knocked prone.

Consequences: You may use this maneuver once per day.

Spinning Strike

Master (R4), Weapon Group Skill, Instant

Make a weapon attack. You play one card; all opponents share the same Defense and Resistance card. On a hit, you deal 2 wounds to up to 7 targets you can legally strike.

Consequences: You may use this maneuver once per day.

Stunning Strike

Master (R4), Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 2 wounds and is stunned (no actions) until it makes a successful Endurance (Fortitude) check (Diff 17).

Consequences: You may use this maneuver once per day.

Sweeping Blow

Master (R4), Weapon Group Skill, Instant

Make a weapon attack. You play one card; all opponents share the same Defense and Resistance card. On a hit, you deal 2 wounds to 4 targets you can legally strike and knock each prone.

Consequences: You may use this maneuver once per day.

Grand Master Maneuvers (Rank 5)

Behead

Grand Master (R5), Card: King+, Weapon Group skill (♦ Weapons only), Instant

Make a weapon attack. On a success, the target takes 13 wounds.

Consequence: You take a wound. You can use this maneuver once per day.

Lay Out

Grand Master (R5), Card: King+, Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 3 wounds, is disarmed, knocked prone and stunned until the target makes a successful Endurance (Fortitude) check (Diff 20).

Consequence: You take a wound. You can use this maneuver once per day.

Lunging Strike

Grand Master (R5), Acrobatics (Tumble) or Athletics (Run) skill, Instant

You can move your current move speed then make a weapon attack. On a success, deal 1 wound. After the attack, you can move your current speed. *The move actions from this maneuver do not count as your move action for the round.*

Consequences: You take a wound. You may use this maneuver once per day.

54 – Science Fiction

Maim

Grand Master (R5), Card: King+, Weapon Group skill, Persist

Make a weapon attack. On a success, the target takes 3 wounds and draw an extra card from the top of your deck and compare it to the difficulty to deal an extra wound. The target takes a +5 penalty to all actions until it makes a successful Endurance (Fortitude) check (Diff 20).

Consequences: You take a wound. You may use this maneuver once per day.

Over-extend

Grand Master (R5), Card: King+, Perform (Weapon Drill), Instant

Make a weapon attack. You play one card; all opponents share the same Defense and Resistance card. On a success, you deal 3 wounds to up to 5 opponents. Draw an extra card to deal an extra wound to each opponent.

Consequences: You take a wound. You may use this maneuver once per day.

Perfect Armor Piercing

Grand Master (R5), Any card, Weapon Group skill, Scene

Make a weapon attack. You ignore 4 points of Armor bonus and/or Armor skill. If you hit, you deal a wound.

Consequences: You may use this maneuver once per day.

Perfect Avoidance

Grand Master (R5), Any card, Diff 23, Acrobatics (Tumble) skill, Scene

Make an Acrobatics (Tumble) skill check. On a success, you gain a +5 bonus to Defense. *Using this maneuver does not count as an action.*

Consequences: You may use this maneuver once per day.

Perfect Disarm

Grand Master (R5), Any card, Weapon Group skill, Scene

Make a weapon attack. On a success, the target takes a wound and drops an item. The target cannot retrieve the item until it makes a successful Endurance (Fortitude) check (Diff 20).

Consequences: You may use this maneuver once per day.

Perfect Entangle

Grand Master (R5), Any Card, Weapon Group skill, Scene

Make a weapon attack. On a success, the target takes a wound and can take no other action than attempt to get free. The target is immobilized until it gets free with a successful Acrobatics (Escape) or Athletics (Lift) check Diff 20. If you persist this maneuver on an opponent who has not gotten free, you deal a wound every other round.

Consequences: You may use this maneuver once per day.

Perfect Parry

Grand Master (R5), Any Card, Evade skill, Scene

Make a weapon attack. On a success, the target takes a wound. You gain a +5 bonus to your Defense.

Consequences: You may use this maneuver once per day.

Perfect Returning Weapon

Grand Master (R5), Any Card, Weapon Group skill, Instant

Make two attacks against the same target with the same piece of ammunition. On a hit, the target takes a wound. The weapon returns to your hand after the attack. *You can only use this maneuver with weapons that have the Returning special ability.*

Consequences: You may use this maneuver once per day.

Perfect Shieldbreaker

Grand Master (R5), Any Card, Weapon Group skill, Scene

Make a weapon attack. You ignore 4 points of Shield bonus and/or Shield skill. If you hit, the target takes a wound.

Consequences: You may use this maneuver once per day.

54 – Science Fiction

Perfect Trip

Grand Master (R5), Any Card, Weapon Group skill, Scene

Make a weapon attack. On a success, the target takes a wound and is knocked prone. The target cannot stand until it makes a successful Endurance (Fortitude) check (Diff 20).

Consequences: You may use this maneuver once per day.

54 – Science Fiction

Chapter 9 - Disciplines

Disciplines are essentially pre-selected special actions that certain characters can play to replicate unusual effects. While some of the higher ranked powers can be more powerful than what can be accomplished with a mere warrior on a battlefield, disciplines also take a toll on the body – possibly even resulting in death.

Types of Disciplines

There are five main types of disciplines described here. These are not the only types; any the game master (and players) are free to make new categories as they see fit.

Bioengineering

Bioengineering uses genetically bred organisms to produce special effects. Usually these organisms are mindless symbiotes that must be attached to the user, though it is possible to craft entire creatures that can operate independently or in concert with a bioengineer. Bioengineering is considered the discipline opposite of Cybernetics and Mutation.

The use of bioengineering power requires the consumption of food and water to power its effects. Each time you use a bioengineering power you must afterwards consume a number of meals equal to the rank of the power. If you fail to do so, you suffer a –1 penalty to all primary abilities per rank of the power used and take 1 wound/2 ranks of the power as your body devours itself to make up for the energy used. If any of your abilities drops to 0 or less, you are incapacitated (though awake) and start dying, losing 1 wound a round until you are somehow fed something.

Cybernetics

Cybernetics employs machines or inorganic robotic components to achieve special effects. Cybernetics usually requires implantation into an individual, but it is possible to create devices or sentient machines with cybernetic enhancements. Cybernetics is considered to be the discipline opposite of Bioengineering and Supernatural.

Cybernetics require power to be used. You must expend one point of power for each rank of a cybernetic power that you use.

Eugenics

Similar to bioengineering, eugenics uses serums, breeding and direct gene manipulation to

improve an individual. Unlike most of the other disciplines, it is rare, if not impossible to port these augmentations into a device or object. Eugenics is considered to be the discipline opposite of Mutation and Psionics.

Eugenics has no drawback for the use of its abilities, but always has a range of ‘Self only’.

Mutation

Mutation is an uncontrolled form of bioengineering and eugenics. Random and sometimes debilitating, mutation seeks to improve the body through random change. Sometimes it works, sometimes it doesn't. Mutation is considered to be the discipline opposite of Bioengineering and Psionics.

When attempting to use a mutation, you do not play cards from your hand. Instead, you draw from the top of your deck. However, when drawing from the top of your deck, you do not need to play a face card to activate the mutation – any card of high enough value will work. This represents the more unpredictable nature of mutations.

If you fail to activate the mutation, the game master will draw a card from his deck to determine a side effect. The side effect stays in play until you make a successful Endurance (Fortitude) check (Diff 10 + drawn card).

- | |
|--|
| <p>2 – Nothing happens
3 – You suffer a –1 penalty to Strength
4 – You suffer a –1 penalty to Dexterity
5 – You suffer a –1 penalty to Intelligence
6 – You suffer a –1 penalty to Presence
7 – You suffer a –1 penalty to Melee or Ranged combat
8 – You suffer a –1 penalty to Defense
9 – You suffer a –1 penalty to Resistance
10 – You suffer a –1 penalty to Resolve
Jack – You take a wound every 3rd round
Queen – The mutation has the reverse effect on you
King – You cannot use the mutation for the rest of the scene.
Ace – You cannot use the mutation for the rest of the day.
Joker – The mutation works, but you take a wound every 2nd round. You can end the power at any time to stop taking wounds, though you still take at least one wound.</p> |
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Psionics

By mastering the power of the mind, psionic strives to bend the universe to the will of the mind. Practitioners of psionics often have mystical trappings that they ascribe to the source of their

54 – Science Fiction

power. Psionics is considered the discipline opposite of Eugenics and Supernatural.

The use of psionics is mentally tiring. After a scene in which you use psionics, you must rest a number of minutes equal to the Rank of the power squared. If you fail to rest afterwards, you suffer a –1 penalty to Intelligence, Presence and Resolve per rank of the power until you rest. If any of these abilities drops to 0 or less, you fall unconscious for 1 hour.

Supernatural

A rare sight in science fiction, the supernatural discipline defies scientific principles and can produce mysterious and unusual effects. No one – save its practitioners – is truly sure of where the power behind the supernatural discipline emanates, but it seems able to defy to all rational explanations. supernatural powers tend to be subtle, but their results can be dramatic. The Supernatural discipline is considered to be the opposite of Cybernetics and Psionics.

Supernatural powers require the use of a focus to activate a power. The focus costs a minimum of the Rank squared in credits, and is destroyed activating the power.

You can acquire foci whose value is a multiple of the price to use a given power. Each such use devalues the foci item by its activation cost, and the item is destroyed when its value drops to 0. Such foci must be of masterwork quality and have no other use than as a foci – you can't, for example, use a magical/masterwork sword as a foci that you also use in combat – or a battleship, for that matter.

An example of a multi-use focus is the dagger-like athame.

Sources of Discipline

Beyond the various ways disciplines are grouped, there are a wide variety of ways in which disciplines manifest themselves. Each of these methods is a theme to help the player explain how his character's access to the discipline came to be.

Augmentation

Augmentation takes a normal, unaltered individual and somehow modifies it to enhance its abilities. This augmentation may be through surgery, exposure to drugs or chemicals. This is the common form for Cybernetics and Mutation to work. It is rarer for access to Bioengineering, Eugenics and Psionics. It is almost unheard of for access to the Supernatural discipline.

Evolution

In this scenario, the individual is born with the latent ability to use their discipline powers, only gaining access to them after some triggering event. This is the common form for Bioengineering and Eugenics. It is rarer for Mutation, Psionics and the Supernatural discipline. It is almost unheard of for access to the Cybernetic discipline.

Training

By means of a rigorous course of study, mental or physical training, practitioners of a discipline learn how to manifest and use their powers. This is the common form for Psionics and the Supernatural discipline. It is rarer for access to Eugenics. It is almost unheard of for Bioengineering, Cybernetics and Mutations.

Learning Discipline Powers

Each character that starts out with ranks in a discipline starts with one or more powers for that discipline, as determined by their profession.

As characters advance, they can add more discipline powers to their character. These are usually bought with experience points.

It is up to the player to explain how their new power manifests itself. The player should keep in mind the source of their discipline, and the game master can choose to incorporate the initial manifestation as he sees fit.

Reading Discipline Power Entries

Discipline Power Name

Rank, Usage, Subschool, Range, Duration
Effects

Ranks

The ranks listed under each discipline power correspond to a Rank level in the discipline. Characters that do not possess the necessary Ranks in the discipline cannot choose to add the power to their list of known discipline powers.

Usage

Attack

Attack powers use your Discipline Aptitude ability + appropriate Discipline skill + power Attack value + card value against an opponent's Defense + Shield + Evade skill + drawn card to determine if you successfully hit with the Discipline. To determine if the discipline deals damage, make a Discipline skill +

54 – Science Fiction

power Damage value + card value against an opponent's Resistance + Armor skill + card drawn.

Based on the rank of the power, an attack power grants you a bonus to hit as shown below. The power also inflicts the wounds indicated if successful. If you play a card to gain an additional success, the power only causes one additional wound, regardless of the base wounds the power inflicts.

Draw Card – you draw a card from the top of your deck and compare to the opponent's defense to inflict an extra wound.

Play Card – you can draw a card from the top of your deck or play a card from your hand to compare to the opponent's defense to inflict an extra wound.

Resolve (Resv)

Resist powers use your Discipline Aptitude ability + Discipline skill + Resolve bonus + card value against an opponent's Resolve + Endurance (Mental) + drawn card to determine if you are successful with the power.

Difficulty

A power with a difficulty uses your Discipline Aptitude ability + Discipline skill + card value to beat the difficulty of the power to determine if you are successful.

The base difficulty of a power is equal to 11 + 3 per Rank past 1, as shown on the master discipline effects table.

Range

Personal

The power only affects the caster. This is the default range for mutations and eugenic powers.

Touch

The power only affects someone within reach of the caster, or the caster himself. This is the default range for bioengineering powers and cybernetic powers.

Close

The power has a short range (about 10 meters), but can be used while facing melee opponents without penalty. This is the default range for psionic powers.

Short

The discipline has a slightly longer range (about 20 meters), but if used while in melee combat with an opponent, they gain a free attack against the user. If the user is hit, the discipline fails to activate.

Medium

The discipline has a fairly good range of about 40 meters, but if used while in melee combat with an opponent, they gain a free attack against the user.

Long

The discipline has an effective range of about 80 meters, but if used while in melee combat with an opponent, they gain a free attack against the user.

Duration

Instant

The power resolves itself immediately. Wounds persist, but all other effects are gone by the time the user's turn comes around, if not before. This is the default duration for any power that deals damage.

Persist

The power continues to function for a number of rounds equal to the value of a card the player or game master played to activate the power. This does not cost an action to maintain. You cannot persist more than one power at a time. This is the default duration for powers at Rank 1.

Persisted powers usually allow the target to make an Endurance check at the start of their turn to shake the effects of the power. This Endurance check takes no action, but cannot be performed more than once a round. To make the check, the target uses Resolve + Endurance (varies) + Drawn card against the power's stated difficulty. In rare cases, this check may be against Resistance (such as for an acid attack). Other than using Resistance instead of Resolve, the check is made in the same way.

Note that if the target fails to successfully make the Endurance checks, the power will still end after a number of rounds equal to the value of the card used to activate the discipline (see the first paragraph).

Scene

The power continues to work for the remainder of the scene or up to 15 minutes, without need for cards to be discarded to maintain the discipline. You can discard a card from your hand to stop the power during your turn.

Day

The power continues to work for an entire day (24 hours), without need for cards to be discarded to maintain the power. You can discard a card from your hand to stop the power during your turn.

54 – Science Fiction

Repeated Power usage

You can freely use powers of Rank 1 to 2 at any time unless otherwise stated in the power. You can use Rank 3 powers once a scene or 15 minutes, whichever is longer. You can only use a power Rank 4 and 5 once a day. Using a Rank 5 power normally inflicts a wound to the user.

Stacking Effects

If a power provides a bonus to an ability or skill, you only gain the benefit of the power that grants you the best bonus. For example, if you use Improved Might on someone to give them a +2 Strength bonus, and someone else uses Perfect Might on the same person (which grants a +5 bonus), only the +5 bonus from Perfect Might applies.

You cannot gain more than a +5 bonus from a single power or ability. You cannot gain a combined bonus exceeding +7 from all sources.

Building Powers

Powers are built by adding different effects together. Example effects are listed below. The game master can create more and assign their attributes as desired, using the examples below.

A Rank 1 power generates a single special ability with its use. With each rank increase, a power gains a special effect. Note that range and duration increases are special effects as well.

Skill Level

There are multiple skill levels you can have with a skill, which limit what sort of special actions you can take.

Unskilled (No Ranks)

You have no skill with a discipline at this level.

Mechanics: You cannot use a power from the discipline.

Initiate (0 Ranks)

This is the basic level of proficiency of skill. At best, you can use Rank 1 powers.

Mechanics: You can use a Rank 1 power if you play a King or Ace when activating the power.

Novice (Rank 1)

At this level, you are skilled enough to use Rank 1

powers.

Mechanics: You can use Rank 1 powers by playing a face card or ace as part of the activation of the power.

Apprentice (Rank 2)

At this level, you are proficient with Rank 1 and 2 powers.

Mechanics: You can use Rank 1 or 2 powers by playing a face card or ace as part of the activation of the power.

Journeyman (Rank 3)

At this level, you can effortlessly use Rank 1 powers, though Rank 2 and 3 powers are more taxing to accomplish.

Mechanics: You can activate Rank 1 powers with any card. To use a Rank 2 power, you must play a face card as part of the activation. For a Rank 3 power, you must play a Queen or higher as part of the activation.

Master (Rank 4)

At this level, Rank 1 and 2 powers are trivial to activate, though it still takes effort to activate Rank 3 and 4 powers.

Mechanics: You can use Rank 1 powers with any card. You can use Rank 2 powers with any card whose suit matches your discipline. You can use Rank 3 powers with any face card as part of the activation. You can use Rank 4 powers by playing a Queen or higher as part of the activation of the power.

Grand Master (Rank 5)

At this level, you are one with your discipline, and practically no power is beyond you, though higher Rank powers are still difficult to use.

Mechanics: You can activate Rank 1 and 2 powers with any card. You can use Rank 3 powers with any card whose suit matches your discipline. To use a Rank 4 power, you must use a face card as part of the activation. You can use a Rank 5 power with a Queen or higher card as part of the activation.

Unified Mechanics

If you want to cut down on some bookkeeping, you can use one unified mechanic for what cards are needed to activate Disciplines (basically, the Grand Master rules). This certainly makes disciplines more powerful, and the GM should consider using the unified mechanic for Manuevers to keep things balanced and fair.

Mechanic: You can activate Rank 1 and 2 powers with any card. You can use Rank 3 powers with any card whose suit matches your discipline. To use a Rank 4 power, you must use a face card as part of the activation. You can use a Rank 5 power with a Queen or higher card as part of the activation.

You must have the appropriate Rank to use a discipline, and must know the power as well.

54 – Science Fiction

<i>Rank</i>	<i>Attack bonus</i>	<i>Damage bonus</i>	<i>Extra Wounds</i>	<i>Resist/ Resolve bonus</i>	<i>Power Diff</i>	<i>Difficulty to Resist</i>	<i>Ability Score Boost</i>	<i>Skill Boost (General/ Specific)</i>
1 st	+5	+0	1	+1	11	9	+1 / 1 pt.	+1/+2
2 nd	+4	+1	2	+2	13	11	+2 / 2 pt.	+2/+4
3 rd	+3	+2	3	+3	15	14	+3 / 3 pt.	+3/+5
4 th	+2	+3	4	+4	17	17	+4 / 4 pt.	+4/+6
5 th	+1	+4	5	+5	21	20	+5 / 5 pt.	+5/+7

Discipline Power Abilities

Ability Boost: You grant a bonus to a single primary ability score. You can grant a +1 bonus per 3 circles of the power. An ability boost stacks with a Skill boost.

Charm: You make the target friendly towards you. If you or an ally attacks the target, the power is broken.

Combat Boost: You can grant a bonus to Melee Combat, Ranged Combat or Powercasting. You can grant a +1 bonus per Circle of the power. A combat boost stacks with a Skill boost.

Create Creature: You can create a creature whose best ability score is no better than twice the Rank of the power. Created Creatures from powers never lasts more than a scene. Permanent creatures are created via the craft skill. When a created creature makes a check requiring a card to be used, you draw a card off the top of your deck for the result.

Deal Damage: The power inflicts damage as shown. You can double the damage at the cost of *two* extra special effects.

Defense Boost: You can grant a bonus to the Defense, Resistance or Resolve ability. You can grant a +1 bonus per 2 circles of the power. A Defense boost stacks with a Skill boost.

Draw Extra Card: As a special effect, once during the power's duration, the target can draw an extra card and compare it to the difficulty of the action he is attempting for an extra success. Or, a number of cards can be drawn to create a special hand that the caster can use to play for his actions or opponent actions, even when such action would require the card being drawn from the top of a deck, instead of a hand. The number of extra cards that can be draw is based on the power's circle.

<i>Rank</i>	<i>Extra cards</i>
1	-
2	1
3	2
4	3
5	4

Dominate: When it is the opponent's turn, you choose the target's action, and play cards from your own hand to determine the success of that action. *To use this effect, you must first apply a condition that causes the target to lose one or more actions on its turn, which you perform instead.*

Energy Attack: As a special effect, your attack deals energy damage (acid, cold, electricity, fire, force, necrotic, radiant). Each energy type adds the following special effect that generally lasts until a Resistance check is made. See the Persist duration earlier for the Difficulty required to succeed on the Resistance check.

Acid: The target takes 1 (acid) wound every other round until it makes a successful Armor check.

Cold: The target is slowed until it makes a successful Endurance (Physical) check.

Electricity: The target takes a –1 penalty to skill checks until a successful Endurance (Physical) check is made.

Fire: The target continues to burn, and takes 1 wound every other round past the first until a successful Endurance (Physical) check is made.

Force: Ghostly creatures cannot evade the attack.

Necrotic: The target cannot heal damage until it makes a successful Endurance (Fortitude) check.

54 – Science Fiction

Poison: The target takes 1 wound every round past the first until a successful Endurance (Fortitude) check is made.

Radiant: Undead creatures take a –2 penalty to Endurance (Mental) checks against the attack.

Extend Duration: You can increase the duration of a power at the cost of a special effect or increase the Rank of the power by +1. Extended ranges go from Instant, Persist, Scene to Day.

Extend Range: You can increase the range of a power at the cost of a special effect or increase the circle of the power by one Rank. Extended ranges go from Touch, Close/Short, Medium to Long.

Extra Action: You can grant yourself an extra action (standard or move) for every tier of the power as a special effect. You cannot use this ability on a power below Rank 2.

Extra Movement Type: You can grant yourself an extra means of locomotion such as flying, burrowing or swimming as a special effect or by raising the Rank of the power by +1.

Extra Target: You affect additional targets as a special effect or by increasing the Rank of the power by +1.

Gain Knowledge: As a special effect, you can reveal hidden knowledge about an object or creature. The range at which you can gather information is dictated by the power's Rank, as shown below.

Rank	Range
1	Touch
2	Short
3	Medium
4	Long
5	Any distance

Gain Temporary Wounds: You can increase a creature's wound points above its maximum with temporary wounds. When a creature takes damage, it loses temporary wounds first. You can add +1 temporary wound for each Rank of the power.

Heal: You can heal a wound in a creature. You can heal a wound for each Rank of the power. Healing has a default range of Touch, regardless of Rank.

Illusion: You can fool the senses of an opponent with an imaginary image, sound, taste, smell or the like or by disguising the true nature of an existing object. Piercing the illusion requires an appropriate Perception check with a difficulty of 9 + circle of the power. Each sense beyond the first you want to fool increases the power's circle by +2.

Limited Use: By limiting how often the power can be used, you can add an extra effect.

If you limit a Rank 1-2 power to once per scene, you can add 1 extra effect.

If you limit a Rank 1-2 power to once per day, you can add 2 extra effects.

If you limit a Rank 3 power to once per day, you can add 1 extra effect.

If you limit a Rank 5 power to once per week, you can add 1 extra effect. You cannot limit a Rank 1 - 4 power to once a week.

Lose Action: The opponent loses an action, either standard or movement. You cannot use this ability on a 0 or 1st circle power. You can make an opponent lose both his standard and movement action by increasing the power's circle by +4 or at the cost of three special effects.

Penalty: The opponent suffers a penalty to a subskill of up to –1 per circle of the power. You can provide a –1 penalty to a broad skill per 2 circles (minimum 2nd circle) at the cost of a special effect.

You can provide a –1 penalty to all skills that use a particular ability score per 3 circles (minimum 3rd circle) at the cost of a special effect.

You can provide a –1 penalty to all skills per 4 circles (min 4th circle) at the cost of a special effects.

Shorten Range: You can shorten the range of a power one or more steps to add an extra effect to a power or lower the Rank of the power by –1 for each range decrease. Range stepping goes from greatest to least as Long, Medium, Short/Close, Touch, Personal.

Shorten Duration: You can shorten the duration one step to add an extra effect to a power or lower the Rank of the power by -1. Duration stepping goes from greatest to least as Day, Scene, Persist, Instant.

Skill Boost: You grant a +1 bonus to a single subskill. You can grant a +1 bonus Rank of the power.

Slow: You can reduce the target's movement rate to slowed, even if the target has an Enhanced or doubled movement rate.

Stack (Any): You can expend a special effect to allow an effect to stack. You can only stack effects once.

Take Wounds: If a power deals a wound to you, you can add a special effect at no cost. Note that Rank 5 powers already cause a wound normally, so adding this to a power of that rank would make you suffer 2 wounds instead.

54 – Science Fiction

Bioengineering Powers

Bioengineering powers produce effects from modifying living organisms or through symbiotic organisms. As a result, the powers are fairly reliable but are limited in power by what a living creature can withstand. Bioengineering power require vast consumption of bodily energy to activate, which the user must replenish by consuming 1 meal per rank of the power used.

Rank 1 Bioengineering

Acid Strike

Rank 1, Att +5♣/Dam +0♣, Touch, Persist

The target takes 1 (acid) wound. The target takes a -1 penalty to defense until it succeeds a Endurance (Physical) check (Difficulty 9).

Consequences: You can use this attack once a scene.

Adrenaline Rush

Rank 1, Diff 11, Touch, Persist

The target gains 1 temporary wound.

Camouflage

Rank 1, Difficulty 11, Touch, Persist

Target gains a +1 bonus to Stealth.

Create Rank 1 Creature

Rank 1, Diff 11, Self, Persist

You create a short-lived creature with 2♥ in its primary ability scores and a 1 in its secondary ability scores. It has a Resistance 2♥A1 and Resolve 5♥. It has a Weapon Skill (Natural) (R1) A6/D2, an Armor Skill (Natural) (R1) 3 and Evade skill (R1) 2. It has 1 wound. The creature lasts until destroyed or the power expires.

Consequences: You can use this power once a scene.

Enhanced Endurance

Rank 1, Diff 11, Touch, Persist

Target gains a +1 bonus to Resistance.

Enhanced Intellect

Rank 1, Diff 11, Touch, Persist

Target gains a +1 bonus to Intellect.

Enhanced Might

Rank 1, Diff 11, Touch, Persist

Target gains a +1 bonus to Strength.

Enhanced Perception

Rank 1, Diff 11, Touch, Persist

Target gains a +1 bonus to Perception checks.

Enhanced Reflexes

Rank 1, Diff 11, Touch, Persist

Target gains a +1 bonus to Dexterity.

Lowlight Vision

Rank 1, Diff 11, Self, Scene

You gain lowlight vision.

Consequences: You can use this power once a scene.

Natural Armor

Rank 1, Diff 11, Touch, Persist

Target gains a Def +4♣/Res +1♣ Armor bonus.

Does not stack with other armor.

Natural Attack

Rank 1, Diff 11, Self, Persist

You gain a +5 Att/+0 Dam natural attack.

Natural Healing

Rank 1, Diff 11, Touch, Instant

The target heals a wound.

Consequence: You can use this power once a day.

Photosynthesis

Rank 1, Diff 11, Self, Instant

You can replace the requirement to eat one meal with an hour of exposure to direct sunlight. For each additional hour of sunlight and +2 increase to difficulty, you require one less meal. Using this power does not require the consumption of a meal and can offset meal requirements for use of biological powers.

Consequences: You can use this power once a scene. You cannot offset more than one day's requirement of food.

Poison Strike

Rank 1, Att +5♠/Dam +0♠, Touch, Persist

The target takes 1 (poison) wound. The target takes 1 wound every other round until it succeeds a Resistance check (Diff 9).

Consequences: You can use this attack once a scene.

Reaching Strike

Rank 1, Att +5/Dam +0, Close, Instant

The target takes 1 wound.

54 – Science Fiction

Rank 2 Bioengineering

Augmented Healing

Rank 2, Diff 14, Touch, Instant

The target heals 2 wounds.

Consequences: You can use this power once a scene.

Create Rank 2 Creature

Rank 2, Diff 14, Touch, Persist

You create a short-lived creature with 4♥ in its primary ability scores and a 2 in its secondary ability scores. It has a Resistance 4♥A2 and Resolve 5♥. It has a Weapon Skill (Natural) (R2) A6/D3, an Armor Skill (Natural) (R2) 6 and Evade skill (R2) 4. It has 1 wound. The creature lasts until destroyed or the power expires.

Darkvision

Rank 2, Diff 14, Self, Scene

You gain darkvision.

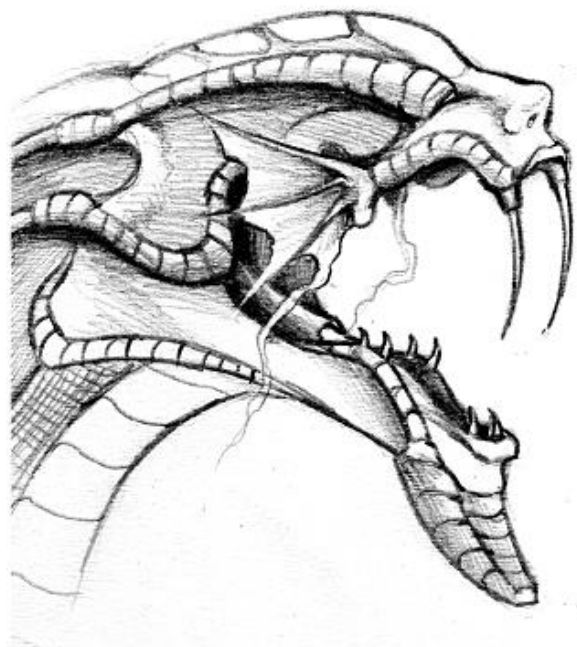
Consequences: You can use this power once a scene.

Dual Power

Rank 2, Diff 14, Self, Persist

Choose two Rank 1 Bioengineering powers with the same duration when this power is chosen. When you activate this power you can use both selected powers.

Consequences: You must abide by both powers consequences.



Haste

Rank 2, Diff 14, Touch, Persist

The target's movement rate increases one step. The progression is Slowed → Normal → Enhanced → Doubled.

Improved Acid Strike

Rank 2, Att +4♣/Dam +1♣, Touch, Persist

The target takes 3 (acid) wounds. The target takes 1 (acid) wound every other round until it succeeds an Armor check (Diff 11).

Consequences: You can use this attack once a scene.

Improved Adrenaline Rush

Rank 2, Diff 14, Self, Scene

You gain 2 temporary wounds.

Improved Athletics

Rank 2, Diff 14, Touch, Scene

Target gains a +2 bonus to Athletics.

Improved Camouflage

Rank 2, Diff 14, Touch, Persist

Target gains a +2 bonus to Stealth.

Improved Endurance

Rank 2, Diff 14, Touch, Scene

Target gains a +2 bonus to Resistance.

Improved Intellect

Rank 2, Diff 14, Touch, Scene

Target gains a +2 bonus to Intellect.

Consequences: You can use this power once a day.

Improved Might

Rank 2, Diff 14, Touch, Scene

Target gain a +2 bonus to Strength.

Consequences: You can use this power once a day.

Improved Natural Armor

Rank 1, Diff 14, Touch, Persist

You gain a Def +3♣/Res +2♣ Armor bonus. *Does not stack with other armor.*

Improved Perception

Rank 2, Diff 14, Touch, Scene

Target gains a +2 bonus to Perception checks.

Improved Poison Strike

Rank 2, Att +4♠/Dam +1♠, Touch, Persist

The target takes 1 (poison) wound. The target takes 1 wound every other round until it succeeds a Resistance check (Diff 11).

54 – Science Fiction

Improved Reaching Strike

Rank 2, Att +4/Dam +1, Short, Instant
The target takes 1 wound.

Improved Reflexes

Rank 2, Diff 14, Touch, Scene
Target gains a +2 bonus to Dexterity.

Water Breathing

Rank 2, Diff 14, Self, Persist
You can breathe underwater.

Rank 3 Bioengineering

Create Rank 3 Creature

Rank 3, Diff 17, Close, Persist
You create a short-lived creature with 6♥ in its primary ability scores and a 3 in its secondary ability scores. It has a Resistance 6♥A3 and Resolve 6♥. It has a Weapon Skill (Natural) (R3) A6/D2, an Armor Skill (Natural) (R3) 9 and Evade skill (R3) 6. It has 1 wound. The creature lasts until destroyed or the power expires.

Consequences: You can use this power once a scene.

Fast Healing

Rank 3, Diff 17, Self, Instant
You heal 3 wounds and gain 3 temporary wounds.
Consequences: You can use this power once a scene.

Greater Acid Strike

Rank 3, Att +3♣/Dam +2♣, Close, Persist
The target takes 4 (acid) wounds. The target takes a -2 penalty to defense until it succeeds a Defense check (Diff 14).
Consequences: You can use this attack once a scene.

Greater Athletics

Rank 3, Diff 17, Touch, Scene
Target gains a +5 bonus to one Athletic and one Acrobatic subskill.
Consequences: You can use this power once a scene.

Greater Camouflage

Rank 3, Diff 17, Touch, Scene
Target gains a +3 bonus to Stealth and a +5 bonus to Stealth (Hide).
Consequences: You can use this power once a scene.

Greater Dual Power

Rank 3, Diff 17, Self, Persist
Choose one Rank 1 and one Rank 2 Bioengineering powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.
Consequences: You must abide by the consequences of each power.

Greater Endurance

Rank 3, Diff 17, Touch, Scene
Target gain a +3 bonus to Resistance and a +3 bonus to the Endurance skill.
Consequences: You can use this power once a scene.

Greater Intellect

Rank 3, Diff 17, Touch, Scene
Target gain a +3 bonus to Intelligence and a +5 bonus to one Knowledge subskill.
Consequences: You can use this power once a scene.

Greater Leap

Rank 3, Diff 17, Touch, Scene
Target gains a +3 bonus to Dexterity and a +5 bonus to Athletics (Leap).
Consequences: You can use this power once a day.

Greater Might

Rank 3, Diff 17, Touch, Scene
Target gains a +3 bonus to Strength and a +3 bonus to the Athletics skill.
Consequences: You can use this power once a scene.

Greater Natural Armor

Rank 3, Diff 17, Touch, Scene
Target gains a Def +2♣/Res +3♣ Armor bonus and +3 bonus to Resistance. *Does not stack with other armor.*
Consequences: You can use this power once a scene.

Greater Natural Attack

Rank 3, Diff 17, Touch, Scene
Target gains a +3 Att/+2 Dam natural attack. The attack deals +1 wound.
Consequences: You can use this power once a scene.

Greater Perception

Rank 3, Diff 17, Touch, Scene
Target gains a +5 bonus to all Perception subskills.
Consequences: You can use this power once a scene.

54 – Science Fiction

Greater Poison Strike

Rank 3, Att +3♠/Dam +2♠, Touch, Persist

The target takes 1 (poison) wound. The target takes 1 wound every other round until it succeeds a Resistance check (Diff 14).

Consequences: You can use this power once a scene.

Greater Reaching Strike

Rank 3, Att +3/Dam +2, Medium, Instant

The target takes 1 wound.

Greater Reflexes

Rank 3, Diff 17, Short, Scene

Target gains a +3 bonus to Dexterity and a +3 bonus to the Acrobatics skill.

Consequences: You can use this power once a day.

Regeneration

Rank 3, Diff 17, Self, Persist

When you make a Resistance check, if you draw or play a ♥, you regain a wound.

Consequence: You can use this power once a scene.

Rank 4 Bioengineering

Create Rank 4 Creature

Rank 4, Diff 20, Close, Persist

You create a short-lived creature with 8♥ in its primary ability scores and a 4 in its secondary ability scores. It has a Resistance 8♥A4 and Resolve 8♥. It has a Weapon Skill (Natural) (R4) A6/D7 (+1 wound), an Armor Skill (Natural) (R4) 12 and Evade skill (R4) 8. It has 2 wounds. The creature lasts until destroyed or the power expires.

Consequences: You can use this power once a day.

Superior Acid Strike

Rank 4, Att +2♣/Dam +3♣, Medium, Persist

The target takes 5 (acid) wounds. The target takes a -2 penalty to defense until it succeeds a Defense check (Diff 17).

Consequences: You can use this attack once a scene.

Superior Athletics

Rank 4, Diff 20, Touch, Scene

Target gains a +4 bonus to Athletics and Acrobatics.

Consequences: You can use this power once a scene.

Superior Camouflage

Rank 4, Diff 20, Touch, Scene

Target gains a +4 bonus to Stealth.

Superior Dual Power

Rank 4, Diff 20, Self, Persist

Choose two Rank 2 Bioengineering powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You must abide by the consequences of each power.

Superior Endurance

Rank 4, Diff 20, Short, Scene

Target gains a +4 bonus to Resistance.

Consequences: You can use this power once a scene.

Superior Intellect

Rank 4, Diff 20, Short, Scene

Target gains a +4 bonus to Intelligence and a +6 bonus to one Knowledge subskill.

Consequences: You can use this power once a scene.

Superior Might

Rank 4, Diff 20, Short, Scene

Target gains a +4 bonus to Strength and a +4 bonus to the Athletics skill.

Consequences: You can use this power once a scene.

Superior Natural Armor

Rank 4, Diff 17, Self, Scene

You gain a Def +1♣/Res +4♣ Armor bonus and a +4 bonus to Resistance. *Does not stack with other armor.*

Consequences: You can use this power once a scene.

Superior Natural Attack

Rank 4, Diff 17, Self, Scene

You gain a Att +1/Dam +4 natural attack. The attack deals +1 wound.

Consequences: You can use this power once a scene.

Superior Fast Healing

Rank 4, Diff 17, Self, Instant

You heal 4 wounds and gain 4 temporary wounds.

Consequences: You can use this power once a scene.

Superior Poison Strike

Rank 4, Att +2♠/Dam +3♠, Touch, Persist

The target takes 2 (poison) wounds. The target takes 1 wound every other round until it succeeds a Resistance check (Diff 17).

54 – Science Fiction

Superior Reaching Strike

Rank 3, Att +2/Dam +3, Medium, Instant

The target takes 2 wounds.

Superior Reflexes

Rank 4, Diff 20, Short, Scene

You gain a +4 bonus to Dexterity and a +4 bonus to the Acrobatics skill.

Consequences: You can use this power once a scene.

Rank 5 Bioengineering

Create Rank 5 Creature

Rank 5, Diff 23, Close, Scene

You create a short-lived creature with 10♥ in its primary ability scores and a 5 in its secondary ability scores. It has a Resistance 10♥A5 and Resolve 10♥. It has a Weapon Skill (Natural) (R5) A6/D9 (+1 wound; crit King), an Armor Skill (Natural) (R5) 15 and Evade skill (R5) 10. It has 3 wounds. The creature lasts until destroyed or the power expires.

Consequences: You take a wound. You can use this power once a day.

Perfect Acid Strike

Rank 5, Att +1♣/Dam +4♣, Long, Persist

The target takes 6 (acid) wounds. The target takes a -3 penalty to defense until it succeeds a Defense check (Diff 20).

Consequences: You take a wound. You can use this power once a day.

Perfect Athletics

Rank 5, Diff 23, Touch, Persist

Target gains a +8 bonus to all Athletics subskills.

Consequences: You take a wound. You can use this power once a scene.

Perfect Dual Power

Rank 5, Diff 23, Self, Persist

Choose one Rank 3 and one Rank 2 Bioengineering powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You take a wound. You must abide by the consequences of each power.

Perfect Endurance

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Resistance and a +5 bonus to the Endurance skill.

Consequences: You take a wound. This power can be used once a day.

Perfect Intellect

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Intelligence and a +5 bonus to all Intelligence-based skills..

Consequences: You take a wound. This power can be used once a day.

Perfect Might

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Strength and a +5 bonus to all Strength-based skills.

Consequences: You take a wound. You can use this power once a day.

Perfect Natural Armor

Rank 5, Diff 23, Self, Scene

You gain a Def +0/Res +5♣ Armor bonus and +5 bonus to Resistance. *Does not stack with other armor.*

Consequences: You can use this power once a scene.

Perfect Natural Attack

Rank 5, Diff 23, Self, Scene

You gain an Att +0/Dam +5 natural attack. The attack deals +2 wounds.

Consequences: You can use this power once a scene.

Perfect Poison Strike

Rank 5, Att +1♠/Dam +4♠, Touch, Persist

The target takes 3 (poison) wounds. The target takes 1 wound every other round until it succeeds a Resistance check (Diff 20).

Consequences: You take a wound.

Perfect Reaching Strike

Rank 5, Att +1/Dam +4, Long, Instant

The target takes 3 wounds.

Consequences: You take a wound.

Perfect Reflexes

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Dexterity and a +5 bonus to all Dexterity-related skills.

Consequences: You take a wound. You can use this power once a day.

54 – Science Fiction

Cybernetic Powers

Cybernetics uses artificial devices to produce effects. While it has the widest range of abilities, it is also the most difficult to maintain. Being artificial machines, a user needs refined materials, a power source and the objects tend to be susceptible to being interrupted, damaged or failing to work under extreme weather conditions.

Rank 1 Cybernetics

Comlink

Rank 1, Diff 11, Medium, Persist

You can communicate with another willing individual.

Consequences: The target must have a comlink as well. To communicate back to you, they must activate their comlink.

Electrical Projection

Rank 1, Att +5♦/Dam +0♦, Close, Persist

The target takes 1 (electrical) wound. The target takes a –1 penalty to actions until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

Energy Resistance

Rank 1, Diff 11, Touch, Persist

The target takes 1 less wound from energy (acid, cold, electricity, fire) attacks or effects.

Consequences: You can use this power once a scene.

Enhanced Intellect

Rank 1, Diff 11, Self, Scene

You gain a +1 bonus to Intellect.

Consequences: You can use this power once a day.

Enhanced Might

Rank 1, Diff 11, Self, Scene

You gain a +1 bonus to Strength for the scene.

Consequences: You can use this power once a day.

Enhanced Reflexes

Rank 1, Diff 11, Self, Scene

You gain a +1 bonus to Dexterity.

Consequences: You can use this power once a day.

Enhanced Skill Boost

Rank 1, Diff 11, Touch, Persist

Choose a Skill's subskill when this power is taken. The target gains a +2 bonus to the Skill's subskill.

Consequences: You can use this power once a day.

Fire Projection

Rank 1, Att +5♥/Dam +0♥, Close, Persist

The target takes 1 (fire) wound. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

Force Field

Rank 1, Diff 11, Self, Persist

You gain a +1 bonus to Defense.

Consequences: You can use this power once a scene.

Ice Projection

Rank 1, Att +5♠/Dam +0♠, Close, Persist

The target takes 1 (cold) wound. The target is slowed until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

Light

Rank 1, Diff 11, Close, Persist

You illuminate a close area with bright light.

Consequences: You can use this power once a scene.

Lowlight Vision

Rank 1, Diff 11, Self, Scene

You gain lowlight vision.

Consequences: You can use this power once a day.

Natural Armor

Rank 1, Diff 11, Self, Scene

You gain a Def +4♠/Res +1♠ Armor bonus. *Does not stack with other armor.*

Projectile Attack

Rank 1, Att +5♠/Dam +0♠, Close, Instant

The target takes a wound.

54 – Science Fiction

Solar Power

Rank 1, Diff 11, Self, Instant

You can generate one point of power with an hour of exposure to direct sunlight. For each additional hour of sunlight and +2 increase to difficulty, you gain one additional point of power. Using this power does not consume power and can offset power requirements for use of cybernetic powers.

Consequences: You can use this power once a scene. You cannot retain more than 4 points of power at any one time through this power.

Sonic Projection

Rank 1, Att +5♣/Dam +0♣, Close, Instant

The target takes 1 (sonic) wound. The target is deafened until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

Rank 2 Cybernetics

Adaption

Rank 2, Diff 14, Touch, Persist

The target can breathe in a hostile environment.

Consequences: You can use this power once a scene.

Darkvision

Rank 2, Diff 14, Self, Scene

You gain darkvision.

Consequences: You can use this power once a day.

Durability

Rank 2, Diff 14, Self, Persist

You ignore 1 wound from a non-energy form of attack.



Flight

Rank 2, Diff 14, Self, Persist

You gain a flight speed equal to your ground speed.

Haste

Rank 2, Diff 14, Touch, Persist

The target's movement rate increases one step. The progression is Slowed → Normal → Enhanced → Doubled.

Improved Comlink

Rank 2, Diff 14, Long, Scene

You can communicate with another willing individual.

Consequences: The target must have a comlink as well. To communicate back to you, they must activate their comlink.

Improved Energy Resistance

Rank 2, Diff 14, Touch, Persist

The target takes 2 less wounds from energy (acid, cold, electricity, fire) attacks or effects.

Consequences: You can use this power once a day.

Improved Force Field

Rank 2, Diff 14, Close, Persist

Up to 2 targets gain a +2 bonus to Defense.

Consequences: You can use this power once a scene.

Improved Intellect

Rank 2, Diff 14, Self, Scene

You gain a +2 bonus to Intellect.

Consequences: You can use this power once a day.

Improved Might

Rank 2, Diff 14, Self, Scene

You gain a +2 bonus to Strength.

Consequences: You can use this power once a day.

Improved Reflexes

Rank 2, Diff 14, Self, Scene

You gain a +2 bonus to Dexterity.

Consequences: You can use this power once a day.

Improved Electrical Projection

Rank 2, Att +4♦/Dam +1♦, Close, Persist

The target takes 1 (electrical) wound. The target takes a -1 penalty to actions until it makes a successful Endurance (Physical) check (Diff 12).

54 – Science Fiction

Improved Fire Projection

Rank 2, Att +4♥/Dam +1♥, Close, Persist

The target takes 1 (fire) wound. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 12).

Improved Force Field

Rank 2, Diff 14, Close, Scene

Up to 3 targets gain a +2 bonus to Defense.

Consequences: You can use this power once a scene.

Improved Ice Projection

Rank 2, Att +4♠/Dam +1♠, Close, Persist

The target takes 1 (cold) wound. The target is slowed until it makes a successful Endurance (Physical) check (Diff 12).

Improved Light

Rank 2, Diff 14, Close, Scene

You illuminate a close area with bright light.

Improved Natural Armor

Rank 2, Diff 14, Self, Scene

You gain a Def +3♠/Res +2♠ Armor bonus. *Does not stack with other armor.*

Improved Natural Attack

Rank 2, Diff 14, Self, Scene

You gain a +4 Att/+1 Dam natural attack.

Improved Projectile Attack

Rank 2, Att +4♠/Dam +1♠, Short, Instant

The target takes a wound.

Improved Skill Boost

Rank 2, Diff 14, Touch, Persist

Choose a Skill's subskill when this power is taken. The target gains a +4 bonus to the Skill's subskill.

Consequences: You can use this power once a scene.

Improved Sonic Projection

Rank 2, Att +4/Dam +1, Close, Persist

The target takes 1 (sonic) wound. The target is deafened until it makes a successful Endurance (Physical) check (Diff 12).

Invisibility

Rank 2, Diff 14, Self, Persist

You cannot be detected by Perception (Spot) checks.

Consequences: If you attack, the power ends.

Silence

Rank 2, Diff 14, Self, Persist

You cannot be detected by Perception (Listen) checks.

Consequences: If you attack, the power ends.

Rank 3 Cybernetics

Greater Durability

Rank 3, Diff 17, Self, Persist

You ignore 2 wounds from a non-energy form of attack.

Consequences: You can use this power once a scene.

Greater Electrical Projection

Rank 3, Att +3♦/Dam +2♦, Close, Persist

Up to 4 targets takes 2 (electrical) wounds. The target takes a –2 penalty to actions until it makes a successful Endurance (Physical) check (Diff 15).

Consequences: You can use this power once scene.

Greater Energy Resistance

Rank 3, Diff 17, Close, Persist

Up to 4 targets take 3 less wounds from energy (acid, cold, electricity, fire) attacks or effects.

Consequences: You can use this power once day.

Greater Fire Projection

Rank 3, Att +3♥/Dam +2♥, Close, Persist

Up to 4 targets take 2 (fire) wounds. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 15).

Consequences: You can use this power once a scene.

Greater Force Field

Rank 3, Diff 17, Close, Scene

Up to 4 targets gain a +3 bonus to Defense.

Consequences: You can use this power once a scene.

Greater Ice Projection

Rank 3, Att +3♠/Dam +2♠, Short, Persist

The target takes 2 (cold) wounds and loses an action. The target is slowed until it makes a successful Endurance (Physical) check (Diff 15).

Greater Intellect

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Intelligence and a +5 bonus to one Knowledge subskill.

Consequences: You can use this power once a day.

54 – Science Fiction

Greater Might

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Strength and a +3 bonus to the Athletics skill.

Consequences: You can use this power once a day.

Greater Natural Armor

Rank 3, Diff 17, Self, Scene

You gain a Def +2♠/Res +3♠ Armor bonus and AR 1. *Does not stack with other armor.*

Consequences: You can use this power once a scene.

Greater Projectile Attack

Rank 3, Att +2♠/Dam +3♠, Short, Instant

The target takes a wound. Draw a card and compare it to the target's Resistance to deal an extra wound.

Greater Reflexes

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Dexterity and a +3 bonus to the Acrobatics skill.

Consequences: You can use this power once a day.

Greater Skill Boost

Rank 3, Diff 17, Touch, Scene

Choose a Skill's subskill when this power is taken. The target gains a +5 bonus to the Skill's subskill and a +3 bonus to the overall selected Skill.

Consequences: You can use this power once a scene.

Greater Sonic Projection

Rank 3, Att +3/Dam +2, Close, Persist

Up to 4 targets takes 2 (sonic) wounds. The target is deafened until it makes a successful Endurance (Physical) check (Diff 15).

Consequences: You can use this power once a scene.

Rank 4 Cybernetics

Superior Electrical Projection

Rank 4, Att +3♠/Dam +2♠, Short, Persist

Up to 5 targets takes 2 (electrical) wounds. The target takes a –2 penalty to actions until it makes a successful Endurance (Physical) check (Diff 15).

Consequences: You can use this power once scene.

Superior Energy Resistance

Rank 4, Diff 20, Close, Persist

Up to 5 targets take 4 less wounds from energy (acid, cold, electricity, fire) attacks or effects.

Consequences: You can use this power once day.

Superior Fire Projection

Rank 4, Att +2♥/Dam +3♥, Short, Persist

Up to 5 targets takes 2 (fire) wounds. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 18).

Consequences: You can use this power once scene.

Superior Force Field

Rank 4, Diff 20, Short, Scene

Up to 5 targets gain a +3 bonus to Defense.

Consequences: You can use this power once a scene.

Superior Ice Projection

Rank 4, Att +2♠/Dam +3♠, Medium, Persist

The target takes 2 (cold) wounds and loses an action. The target is slowed until it makes a successful Endurance (Physical) check (Diff 18).

Consequences: You can use this power once scene.

Superior Intellect

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Intelligence and a +6 bonus to one Knowledge subskill.

Consequences: You can use this power once a day.

Superior Might

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Strength and a +4 bonus to the Athletics skill.

Consequences: You can use this power once a day.

Superior Natural Armor

Rank 4, Diff 17, Self, Scene

You gain a Def +1♠/Res +4♠ Armor bonus and AR 1. *Does not stack with other armor.*

Consequences: You can use this power once a scene.

Superior Projectile Attack

Rank 4, Att +2♠/Dam +3♠, Medium, Instant

The target takes 2 wounds.

Superior Reflexes

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Dexterity and a +4 bonus to the Acrobatics skill.

Consequences: You can use this power once a day.

54 – Science Fiction

Superior Skill Boost

Rank 4, Diff 20, Touch, Scene

Choose a Skill's subskill when this power is taken. The target gains a +6 bonus to one Skill's subskill and a +4 bonus to the overall selected Skill.

Consequences: You can use this power once a day.

Teleportation

Rank 4, Diff 20, Special, Instant

You can transport up to 5 targets up to Long distance.

Consequences: You can double the distance traveled for each +2 to Difficulty. You can use this power once a day.

Rank 5 Cybernetics

Perfect Durability

Rank 5, Diff 23, Self, Persist

You ignore 3 wounds from a non-energy (acid, cold, electricity, fire, necrotic, radiant) attack.

Consequences: You take a wound. You can use this power once a day.

Perfect Electrical Projection

Rank 5, Att +1♦/Dam +4♦, Short, Persist

Up to 6 targets take 3 (electrical) wounds. The target takes a –3 penalty to actions until it makes a successful Endurance (Physical) check (Diff 15).

Consequences: You take a wound. You can use this power once a day.

Perfect Energy Resistance

Rank 5, Diff 23, Close, Persist

Up to 6 targets take 5 less wounds from energy (acid, cold, electricity, fire) attacks or effects. The targets also gain a +5 bonus to Endurance (Physical) checks.

Consequences: You take a wound. You can use this power once day.

Perfect Fire Projection

Rank 5, Att +4/Dam +1, Medium, Persist

Up to 6 targets takes 3 (fire) wounds. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 21).

Consequences: You take a wound. You can use this power once a day.

Perfect Force Field

Rank 5, Diff 23, Medium, Scene

Up to 6 targets gain a +5 bonus to Defense and a +8 bonus to the Evade skill.

Consequences: You take a wound. You can use this power once a day.

Perfect Ice Projection

Rank 5, Att +4♠/Dam +1♠, Medium, Persist

The target takes 3 (cold) wounds and loses their turn. The target is slowed and loses an action until it makes a successful Endurance (Physical) check (Diff 21).

Consequences: You take a wound. You can use this power once a day.

Perfect Intellect

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Intellect and a +5 bonus to all Intelligence-based skills.

Consequences: You take a wound. This power can be used once a day.

Perfect Might

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Strength and a +5 bonus to all Strength-based skills.

Consequences: You take a wound. You can use this power once a day.

Perfect Natural Armor

Rank 5, Diff 20, Self, Scene

You gain a Def +0♠/Res +5♠ Armor bonus and AR 2. *Does not stack with other armor.*

Consequences: You can use this power once a scene.

Perfect Projectile Attack

Rank 5, Att +4♠/Dam +1♠, Long, Instant

The target takes 3 wounds.

Perfect Reflexes

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Dexterity and a +5 bonus to all Dexterity-related skills.

Consequences: You take a wound. You can use this power once a day.

Perfect Skill Boost

Rank 5, Diff 23, Touch, Scene

Choose a Skill's subskill when this power is taken. The target gains a +7 bonus to the Skill's subskill and a +5 bonus to the overall selected Skill.

Consequences: You take a wound. You can use this power once a day.

54 – Science Fiction

Eugenic Powers

Eugenic powers focus on enhancing existing abilities. Eugenic powers tend to be easier to activate than other disciplines, but are limited to affecting only the individual.

Rank 1 Eugenics

Adrenaline Rush

Rank 1, Diff 9, Self, Persist

You gain 1 temporary wound.

Enhanced Attack

Rank 1, Diff 9, Self, Persist

You gain a natural attack (Att +4/Dam +1) that deals 1 wound on a hit.

Enhanced Endurance

Rank 1, Diff 9, Self, Scene

You gain a +1 bonus to Resistance.

Consequences: You can use this power once a day.

Enhanced Intellect

Rank 1, Diff 9, Self, Scene

You gain a +1 bonus to Intelligence.

Consequences: You can use this power once a day.

Enhanced Might

Rank 1, Diff 9, Self, Scene

You gain a +1 bonus to Strength.

Consequences: You can use this power once a scene.

Enhanced Reflexes

Rank 1, Diff 9, Self, Scene

You gain a +1 bonus to Dexterity.

Consequences: You can use this power once a scene.

Enhanced Sense

Rank 1, Diff 9, Self, Scene

Choose a single Perception subskill when this power is taken. You gain a +2 bonus to the subskill.

Consequences: You can use this power once a scene.

Lowlight Vision

Rank 1, Diff 9, Self, Scene

You gain lowlight vision.

Consequences: You can use this power once a scene.

Natural Healing

Rank 1, Diff 9, Self, Instant

You heal a wound.

Consequence: You can use this power once a day.

Skill Mastery

Rank 1, Diff 9, Self, Scene

Choose a Skill when this power is taken. You gain a +1 bonus to the Skill or a +2 bonus to one subskill of the chosen Skill.

Consequences: You can use this power once a scene.

Rank 2 Eugenics

Augmented Healing

Rank 2, Diff 12, Touch, Instant

You heal 2 wounds.

Consequences: You can use this power once a scene.

Darkvision

Rank 2, Diff 14, Self, Scene

You gain darkvision.

Consequences: You can use this power once a scene.

Dual Power

Rank 2, Diff 14, Self, Persist

Choose two Rank 1 Eugenic powers with the same duration when this power is chosen. When you activate this power you can use both selected powers.

Consequences: You must abide by both powers consequences.

Haste

Rank 2, Diff 12, Self, Persist

Your movement rate increases one step. The progression is Slowed → Normal → Enhanced → Doubled.

Improved Attack

Rank 2, Diff 12, Touch, Persist

You gain a natural attack (Att +3/Dam +2) that deals 1 wound on a hit.

Improved Endurance

Rank 2, Diff 12, Self, Scene

You gain a +2 bonus to Resistance.

Consequences: You can use this power once a scene.

54 – Science Fiction

Improved Intellect

Rank 2, Diff 12, Self, Scene

You gain a +2 bonus to Intelligence.

Consequences: You can use this power once a scene.

Improved Might

Rank 2, Diff 12, Self, Scene

You gain a +2 bonus to Strength.

Consequences: You can use this power once a scene.

Improved Reflexes

Rank 2, Diff 12, Self, Scene

You gain a +2 bonus to Dexterity.

Consequences: You can use this power once a scene.

Improved Skill Mastery

Rank 2, Diff 12, Self, Scene

Choose a Skill when this power is taken. You gain a +2 bonus to the Skill or a +4 bonus to one subskill of the chosen Skill.

Consequences: You can use this power once a scene.

Water Breathing

Rank 2, Diff 12, Self, Persist

You can breathe underwater.

Wings

Rank 2, Diff 12, Self, Persist

You gain a flight speed equal to your base ground speed.

Rank 3 Eugenics

Fast Healing

Rank 3, Diff 15, Self, Instant

You heal 3 wounds and gain 3 temporary wounds.

Consequences: You can use this power once a scene.

Greater Attack

Rank 3, Diff 15, Self, Scene

You gain a natural attack (Att +2/Dam +3) that deals 1 wound (+draw card) on a hit.

Greater Dual Power

Rank 3, Diff 15, Self, Persist

Choose one Rank 1 and one Rank 2 Eugenic powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You must abide by the consequences of each power.

Greater Endurance

Rank 3, Diff 15, Self, Scene

You gain a +3 bonus to Resistance and a +3 bonus to the Endurance skill.

Consequences: You can use this power once a scene.

Greater Intellect

Rank 3, Diff 15, Self, Scene

You gain a +3 bonus to Intelligence and a +5 bonus to one Knowledge subskill.

Consequences: You can use this power once a scene.

Greater Might

Rank 3, Diff 15, Self, Scene

You gain a +3 bonus to Strength and a +3 bonus to the Athletics skill.

Consequences: You can use this power once a scene.

Greater Reflexes

Rank 3, Diff 15, Self, Scene

You gain a +3 bonus to Dexterity and a +3 bonus to the Acrobatics skill.

Consequences: You can use this power once a scene.

Greater Skill Mastery

Rank 3, Diff 15, Self, Scene

Choose a Skill when this power is taken. You gain a +3 bonus to the Skill and a +5 bonus to one subskill in the Skill.

Consequences: You can use this power once a scene.

Rank 4 Eugenics

Superior Attack

Rank 4, Diff 18, Self, Scene

You gain a natural attack (Att +1/Dam +4) that deals 2 wounds on a hit.

Superior Dual Power

Rank 4, Diff 18, Self, Persist

Choose two Rank 2 Eugenic powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You must abide by the consequences of each power.

54 – Science Fiction

Superior Endurance

Rank 4, Diff 18, Self, Scene

You gain a +4 bonus to Resistance and a +4 bonus to the Endurance skill.

Consequences: You can use this power once a scene.

Superior Intellect

Rank 4, Diff 18, Self, Scene

You gain a +4 bonus to Intelligence and a +6 bonus to one Knowledge subskill.

Consequences: You can use this power once a scene.

Superior Might

Rank 4, Diff 18, Self, Scene

You gain a +4 bonus to Strength and a +4 bonus to the Athletics skill.

Consequences: You can use this power once a scene.

Superior Reflexes

Rank 4, Diff 18, Self, Scene

You gain a +4 bonus to Dexterity and a +4 bonus to the Acrobatics skill.

Consequences: You can use this power once a scene.

Superior Skill Mastery

Rank 4, Diff 18, Self, Scene

Choose a Skill when this power is taken. You gain a +4 bonus to the Skill and a +6 to one subskill in the chosen Skill.

Consequences: You can use this power once a scene.

Regeneration

Rank 4, Diff 18, Self, Persist

When you make a Resistance check, if you draw or play a ♥, you regain a wound.

Consequence: You can use this power once a scene.

Rank 5 Eugenics

Perfect Attack

Rank 5, Diff 23, Self, Scene

You gain a natural attack (Att +0/Dam +5) that deals 3 wounds on a hit.

Perfect Dual Power

Rank 5, Diff 23, Self, Persist

Choose one Rank 3 and one Rank 2 Eugenic powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You must abide by the consequences of each power.

Perfect Endurance

Rank 5, Diff 21, Self, Scene

You gain a +5 bonus to Resistance and a +5 bonus to the Armor and Endurance skill.

Consequences: You can use this power once a scene.

Perfect Intellect

Rank 5, Diff 21, Self, Scene

You gain a +5 bonus to Intelligence and a +5 bonus to all Intelligence-based skills.

Consequences: You can use this power once a scene.

Perfect Might

Rank 5, Diff 21, Self, Scene

You gain a +5 bonus to Strength and a +5 bonus to all Strength-based skills.

Consequences: You can use this power once a scene.

Perfect Reflexes

Rank 5, Diff 21, Self, Scene

You gain a +5 bonus to Dexterity and a +5 bonus to all Dexterity-based skills.

Consequences: You can use this power once a scene.

Perfect Skill Mastery

Rank 5, Diff 21, Self, Scene

Choose a Skill when this power is taken. You gain a +5 bonus to the Skill and a +7 bonus to one subskill in the chosen Skill.

Consequences: You can use this power once a scene.

54 – Science Fiction

Mutation Powers

Mutations result from unintended manipulation of an individual's genes. They are erratic and often have significant detrimental side effects. Failure to properly activate a mutation generally has detrimental side effects (see the

Rank 1 Mutations

Allure

Rank 1, Resv +1, Close, Persist

The target becomes friendly towards you.

Consequences: If you attack or harm the target, the power ends.

Body Change

Rank 1, Diff 11, Self, Persist

You can change your physical appearance, such as skin color or texture, eye shape, limb appearance and the like. The change does not provide any ability or skill bonus.

Consequences: You can use this power once a scene.



Camouflage

Rank 1, Diff 11, Self, Persist

You gain a +2 bonus to Stealth (Hide).

Consequences: You can use this power once a scene.

Electrical Projection

Rank 1, Att +5/Dam +0, Close, Persist

The target takes 1 (electrical) wound. The target takes a –1 penalty to actions until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

Energy Resistance

Rank 1, Diff 11, Touch, Persist

The target takes 1 less wound from energy (acid, cold, electricity, fire) attacks or effects.

Consequences: You can use this power once a scene.

Enhanced Intellect

Rank 1, Diff 11, Self, Scene

You gain a +1 bonus to Intellect.

Consequences: You can use this power once a day.

Enhanced Might

Rank 1, Diff 11, Self, Scene

You gain a +1 bonus to Strength.

Consequences: You can use this power once a day.

Enhanced Reflexes

Rank 1, Diff 11, Self, Scene

You gain a +1 bonus to Dexterity.

Consequences: You can use this power once a day.

Extra Arm

Rank 1, Diff 11, Self, Persist

You gain an extra arm that grants a +1 bonus to skill checks requiring the manipulation of items. You can use the extra arm to make additional attacks at a –3 penalty to hit.

Fire Projection

Rank 1, Att +5♥/Dam +0♥, Close, Persist

The target takes 1 (fire) wound. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

Ice Projection

Rank 1, Att +5♠/Dam +0♠, Close, Persist

The target takes 1 (cold) wound. The target is slowed until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

54 – Science Fiction

Lowlight Vision

Rank 1, Diff 11, Self, Scene

You gain lowlight vision.

Consequences: You can use this power once a day.

Mental Blast

Rank 1, Resv +1♠, Close, Instant

The target loses an action.

Consequences: You can use this power once a scene.

Natural Armor

Rank 1, Diff 11, Self, Persist

You gain a Def +4♥/Res +1♥ Armor bonus. *Does not stack with other armor.*

Natural Attack

Rank 1, Diff 11, Self, Persist

You gain a +5 Att/+0 Dam natural attack.

Photosynthesis

Rank 1, Diff 11, Self, Instant

You can replace the requirement to eat one meal with a half-hour of exposure to direct sunlight.

Consequences: You can use this power once a scene.

Poison Strike

Rank 1, Att +5♠/Dam +0♠, Touch, Persist

The target takes 1 (poison) wound. The target takes 1 wound every other round until it succeeds a Endurance (Fortitude) check (Diff 9).

Skill Mastery

Rank 1, Diff 11, Self, Persist

You gain a +1 bonus to one Skill or a +2 bonus to one subskill of a Skill.

Consequences: You can use this power once a scene.

Sonic Projection

Rank 1, Att +5♣/Dam +0♣, Close, Instant

The target takes 1 (sonic) wound. The target is deafened until it makes a successful Endurance (Physical) check (Diff 9).

Consequences: You can use this power once a scene.

Rank 2 Mutations

Cold Aura

Rank 2, Diff 14, Close, Persist

You make an Att +4♠/Dam +1♠ attack against any target that comes within close range of you. On a hit you deal 1 (cold) wound and the target is –1 movement step until it makes a successful Endurance (Physical) check (Diff 11).

Consequences: You can use this power once a day.

Darkvision

Rank 2, Diff 14, Self, Scene

You gain darkvision.

Consequences: You can use this power once a day.

Displacement

Rank 2, Diff 14, Self, Persist

When you make a Defense check, if you draw or play a ♥, the attack misses.

Consequences: You can use this power once a scene.

Dual Power

Rank 2, Diff 14, Self, Persist

Choose two Rank 1 Mutation powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You must abide by the consequences of each power.

Electrical Aura

Rank 2, Diff 14, Close, Persist

You make an Att +4♦/Dam +1♦ attack against any target that comes within close range of you. On a hit you deal 1 (electrical) wound and the target takes a –1 penalty to actions until it makes a successful Endurance (Physical) check (Diff 11).

Consequences: You can use this power once a day.

Fire Aura

Rank 2, Diff 14, Close, Persist

You make an Att +4♥/Dam +1♥ attack against any target that comes in close range of you. On a hit, you deal 1 (fire) wound and the target continues to burn taking 1 wound every other turn until it makes a successful Endurance (Physical) check (Diff 11).

Consequences: You can use this power once a day.

Flight

Rank 2, Diff 11, Self, Persist

You gain a flight speed equal to your base ground speed.

54 – Science Fiction

Haste

Rank 2, Diff 14, Touch, Persist

The target's movement rate increases one step. The progression is Slowed → Normal → Enhanced → Doubled.

Improved Electrical Projection

Rank 2, Att +4♦/Dam +1♦, Close, Persist

The target takes 1 (electrical) wound. The target takes a –1 penalty to actions until it makes a successful Endurance (Physical) check (Diff 12).

Improved Energy Resistance

Rank 2, Diff 14, Touch, Persist

The target takes 2 less wounds from energy (acid, cold, electricity, fire) attacks or effects.

Consequences: You can use this power once a day.

Improved Fire Projection

Rank 2, Att +4♥/Dam +1♥, Close, Persist

The target takes 1 (fire) wound. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 12).

Improved Ice Projection

Rank 2, Att +4♠/Dam +1♠, Close, Persist

The target takes 1 (cold) wound. The target suffers –1 movement rate until it makes a successful Endurance (Physical) check (Diff 11).

Improved Intellect

Rank 2, Diff 14, Self, Scene

You gain a +2 bonus to Intelligence.

Consequences: You can use this power once a day.

Improved Mental Blast

Rank 2, Att +4♠/Dam +1♠, Short, Persist

The target loses an action each round until it makes a successful Endurance (Mental) check (Diff 11).

Consequences: You can use this power once a scene.

Improved Might

Rank 2, Diff 14, Self, Scene

You gain a +2 bonus to Strength.

Consequences: You can use this power once a day.

Improved Natural Armor

Rank 1, Diff 14, Self, Scene

You gain a Def +3♥/Res +2♥ Armor bonus. *Does not stack with other armor.*

Improved Natural Attack

Rank 2, Diff 14, Self, Scene

You gain a +4 Att/+1 Dam natural attack.

Improved Reflexes

Rank 2, Diff 14, Self, Scene

You gain a +3 bonus to Dexterity.

Consequences: You can use this power once a day.

Improved Skill Mastery

Rank 2, Diff 14, Self, Scene

You gain a +2 bonus to a Skill or a +4 bonus to one subskill of a given Skill.

Consequences: You can use this power once a scene.

Improved Sonic Projection

Rank 2, Att +4♣/Dam +1♣, Close, Persist

The target takes 1 (sonic) wound. The target is deafened until it makes a successful Endurance (Physical) check (Diff 12).

Necrotic Aura

Rank 2, Diff 14, Close, Persist

You make an Att +4♠/Dam +1♠ attack against any target that comes in close range of you. On a hit, you deal 1 (necrotic) wound and the target cannot heal until it makes a successful Endurance (Fortitude) check (Diff 11).

Consequences: You can use this power once a day.

Size Control

Rank 2, Diff Varies, Self, Persist

You can change your size upwards or downwards. The base difficulty to change one size category is 14. For each additional size category, add +3 to the difficulty. Consult the size modifier table for how this affects ability scores, wounds and the like. You do not gain or change Armor Rating (AR) via this ability. Do not recalculate secondary or tertiary abilities based on changes to primary abilities.

Consequence: You can use this power once a scene.

Water Breathing

Rank 2, Diff 14, Self, Persist

You can breathe underwater.

Consequences: You can use this power once a scene.

54 – Science Fiction

Rank 3 Mutations

Greater Dual Power

Rank 3, Diff 17, Self, Persist

Choose one Rank 1 and one Rank 2 Mutation powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You must abide by the consequences of each power.

Greater Electrical Projection

Rank 3, Att +3♦/Dam +2♦, Close, Persist

Up to 4 targets takes 2 (electrical) wounds. The target takes a –2 penalty to actions until it makes a successful Endurance (Physical) check (Diff 15).

Greater Energy Resistance

Rank 3, Diff 17, Close, Persist

Up to 4 targets take 3 less wounds from energy (acid, cold, electricity, fire) attacks or effects.

Consequences: You can use this power once a scene.

Greater Fire Projection

Rank 3, Att +3♥/Dam +2♥, Close, Persist

Up to 4 targets take 2 (fire) wounds. The target continues to burn, taking a wound every other turn until it makes a successful Endurance (Physical) check (Diff 15).

Greater Ice Projection

Rank 3, Att +3♠/Dam +2♠, Short, Persist

The target takes 2 (cold) wounds and loses an action. The target is –1 movement step until it makes a successful Endurance (Physical) check (Diff 15).

Greater Intellect

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Intelligence and a +3 bonus to Discipline Aptitude.

Consequences: You can use this power once a day.

Greater Mental Blast

Rank 3, Att +3♠/Dam +2♠, Short, Instant

The target takes a wound and loses an action. The target also loses an action each round until it makes a successful Endurance (Mental) check (Diff 14).

Greater Might

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Strength and a +3 bonus to the Melee Combat skill.

Consequences: You can use this power once a day.

Greater Natural Armor

Rank 3, Diff 17, Self, Scene

You gain a Def +2♥/Res +3♥ Armor bonus. Does not stack with other armor.

Consequences: You can use this power once a scene.

Greater Natural Attack

Rank 3, Diff 17, Self, Scene

You gain a +3 Att/+2 Dam natural attack. The attack deals +1 wound.

Consequences: You can use this power once a scene.

Greater Reflexes

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Dexterity and a +3 bonus to the Ranged Combat Skill.

Consequences: You can use this power once a day.

Greater Sonic Projection

Rank 3, Att +3♣/Dam +2♣, Close, Persist

Up to 4 targets takes 2 (sonic) wounds. The target is deafened until it makes a successful Endurance (Physical) check (Diff 15).

Greater Telekinetic Thrust

Rank 3, Att +3♠/Dam +2♠, Close, Instant

You hammer an opponent with mental force. The target takes a wound + draw card for an additional wound.

Regeneration

Rank 3, Diff 17, Self, Persist

When you make a Resistance check, if you draw or play a ♥, you regain a wound.

Consequence: You can use this power once a scene.

54 – Science Fiction

Rank 4 Mutations

Metamorphosis

Rank 4, Diff 20, Self, Persist

You can change into another creature whose ability score total does not exceed your own. You gain the Strength, Dexterity, natural attacks and abilities of the form you assume. You do not gain the discipline powers, feats or equipment of the new form.

Consequences: You can use this power once a scene.

Superior Dual Power

Rank 4, Diff 20, Self, Persist

Choose two Rank 2 Mutation powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You must abide by the consequences of each power.

Superior Intellect

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Intelligence and a +4 bonus to Discipline Aptitude.

Consequences: You can use this power once a day.

Superior Might

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Strength and a +4 bonus to the Melee Combat.

Consequences: You can use this power once a day.

Superior Reflexes

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Dexterity and a +4 bonus to Ranged Combat.

Consequences: You can use this power once a day.

Superior Sonic Projection

Rank 4, Att +3♣/Dam +2♣, Short, Persist

Up to 5 targets takes 2 (sonic) wounds. The target is deafened until it makes a successful Endurance (Physical) check (Diff 15).

Teleportation

Rank 4, Diff 20, Special, Instant

You can transport up to 5 targets up to Long distance.

Consequences: You can use this power once a day.

Rank 5 Mutations

Perfect Dual Power

Rank 5, Diff 23, Self, Persist

Choose one Rank 3 and one Rank 2 Mutation powers with the same duration when you take this power. When you activate this power, you gain the use of both powers.

Consequences: You take a wound. You must abide by the consequences of each power.

Perfect Intellect

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Intelligence and a +5 bonus to all Intelligence-based skills.

Consequences: You take a wound. This power can be used once a day.

Perfect Might

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Strength and a +5 bonus to all Strength-based skills.

Consequences: You take a wound. You can use this power once a day.

Perfect Reflexes

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Dexterity and a +5 bonus to all Dexterity-related skills.

Consequences: You take a wound. You can use this power once a day.

54 – Science Fiction

Psionic Powers

Psionic powers utilize the power of the mind over the physical universe. Most psionic powers work directly against other minds, but some applications allow the manipulation of objects or even event. The use of psionics is mentally taxing and tends to cause fatigue.

Rank 1 Psionics

Consume Mind

Rank 1, Resv +1♣, Close, Persist

Target takes a –1 penalty to Intelligence until it makes a successful Endurance (Mental) check (Diff 9).

Consequences: You can use this power once a scene.

Enhanced Intellect

Rank 1, Diff 11, Self, Scene

You gain a +1 bonus to Intelligence.

Consequences: You can use this power once a scene.

Influence

Rank 1, Resv +1♦, Close, Persist

The target becomes friendly towards you.

Consequences: You can use this power once a scene. If you attack or harm the target, the power ends.

Levitate

Rank 1, Diff 11+, Close, Persist

You can move an object of up to 23 kgs. at a slowed flight speed. For each +2 to the difficulty, you can move an additional 23 kgs.

Consequences: You must take a standard action to move the target. This power can be used once a scene.

Lowlight Vision

Rank 1, Diff 11, Self, Scene

You gain lowlight vision.

Consequences: You can use this power once a scene.

Mental Blast

Rank 1, Resv +1♠, Close, Persist

The target loses an action.

Consequences: You can use this power once a scene.

Mental Squeeze

Rank 1, Att +5♣/Dam +0♣, Close, Persist

The target is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check Diff (9). The target takes a wound every other round it remains immobile.

Consequences: You can use this power once a scene.

Minklink

Rank 1, Diff 9, Close, Persist

You can mentally communicate with the subject.

Psychic Shield

Rank 1, Diff 11, Close, Persist

The target gains a +1 bonus to Resolve.

Consequences: You can use this power once a scene.

Psychic Surge

Rank 1, Resv +1♥, Touch, Instant

The target takes 2 wounds.

Read Object

Rank 1, Diff 11, Touch, Instant

You can see the last hour of activity of a person or item that occurred within Close range of the target. For each +2 to difficulty, you can look back an extra hour.

Telekinetic Thrust

Rank 1, Att +5♠/Dam +0♠, Close, Instant

You turn a tiny object into a deadly projectile. The target takes a wound.

Rank 2 Psionics

Affinity

Rank 2, Resv +2, Medium, Persist

When you take or heal a wound, the target does likewise until it makes a successful Endurance (Mental) check (Diff 11).

Daze

Rank 2, Resv +2, Close, Instant

The target loses an action.

Flight

Rank 2, Diff 11, Self, Persist

You gain a flight speed equal to your base ground speed.

54 – Science Fiction

Improved Consume Mind

Rank 2, Resv +2♣, Close, Persist

The target takes a –2 penalty to Intelligence until it makes a successful Endurance (Mental) check (Diff 11).

Improved Intellect

Rank 2, Diff 14, Self, Scene

You gain a +2 bonus to Intelligence.

Consequences: You can use this power once a day.

Improved Mental Blast

Rank 2, Resv +2♠, Short, Persist

The target takes a wound. The target also loses an action each round until it makes a successful Endurance (Mental) check (Diff 11).

Consequences: You can use this power once a scene.

Improved Mental Squeeze

Rank 2, Att +4♣/Dam +1♣, Close, Persist

The target takes a wound and is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check Diff (11). The target takes a wound every other round it remains immobile.

Consequences: You can use this power once a scene.

Improved Mindlink

Rank 2, Diff 14, Short, Persist

You can mentally communicate with the subject.

Improved Psychic Shield

Rank 2, Diff 14, Close, Persist

The target gains a +2 bonus to Resolve.

Improved Psychic Surge

Rank 2, Resv +2♥, Short, Instant

The target takes 3 wounds.

Improved Telekinetic Thrust

Rank 2, Att +4♠/Dam +1♠, Close, Instant

You turn an object into a deadly projectile. The target takes a wound + draw card for additional wound.

Mindread

Rank 2, Resv +2♦, Short, Instant

You read the target's thoughts.



Telekinesis

Rank 2, Diff Varies, Close, Persist

You can move 50 lbs. at a slowed fly speed. For each +2 to difficulty past 14, you can move an additional 23 kgs.

Rank 3 Psionics

Astral Travel

Rank 3, Diff 17, Self, Persist

You fall unconscious and create a ghostly version of yourself. You have Str 0, Mel 0 and Ran 0 in this form but can pass through solid objects. You are visible to others in this form, but gain a +3 bonus to Stealth. When this power ends, you instantly travel back to your body and awaken.

Consequences: You can use this power once per scene.

Greater Consume Mind

Rank 3, Resv +3♣, Medium, Persist

The target takes a –3 penalty to Intelligence and a –5 penalty to Discipline (Psionics) until it makes a successful Endurance (Mental) check (Diff 14).

Consequences: You can use this power once a scene.

54 – Science Fiction

Greater Intellect

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Intellect and a +5 bonus to one Knowledge subskill.

Consequences: You can use this power once a day.

Greater Mental Blast

Rank 3, Resv +3♠, Short, Persist

The target takes a wound and loses an action. The target also loses an action each round until it makes a successful Endurance (Mental) check (Diff 14).

Consequences: You can use this power once a scene.

Greater Mental Squeeze

Rank 3, Att +3♣/Dam +2♣, Short, Persist

The target takes a wound + draw a card to deal an additional wound and is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check Diff (14). The target takes a wound every other round it remains immobile.

Consequences: You can use this power once a scene.

Greater Telekinetic Thrust

Rank 3, Att +3♠/Dam +2♠, Medium, Instant

You turn an object into a deadly projectile. The target takes 2 wounds.

Greater Mindlink

Rank 3, Diff 17, Medium, Scene

You can mentally communicate with up to 4 targets.

Greater Psychic Shield

Rank 3, Diff 17, Short, Persist

Up to 4 targets gain a +3 bonus to Resolve.

Consequences: You can use this power once a scene.

Greater Psychic Surge

Rank 3, Resv +3♥, Medium, Instant

The target takes 4 wounds and loses an action.

Consequences: You can use this power once a scene.

Greater Will

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Presence and a +5 bonus to Persuade (Diplomacy) skill.

Consequences: You can use this power once a scene.

Mental Fortress

Rank 3, Diff 17, Self, Scene

You gain a +3 bonus to Resolve and a +5 bonus to Endurance (Mental).

Consequences: You can use this power once a scene.

Suggestion

Rank 3, Resv +3♦, Short, Persist

The target loses its turn. On your turn, instead of acting you control the target's actions until it makes a successful Endurance (Mental) check (Diff 14).

Consequences: You can use this power once a scene.

Suspend Life

Rank 3, Diff 17, Touch, Scene

You suspend the body functions of a willing target, putting them in a death-like state. The target requires little air and no food or water. The target can awaken at any time it chooses. For each +2 to difficulty, you can extend the suspension an additional scene.

Consequences: You can use this power once a scene.

Rank 4 Psionics

Superior Consume Mind

Rank 4, Resv +4♣, Medium, Scene

The target takes a –4 penalty to Intelligence and a –6 penalty to Discipline (Psionics) until it makes a successful Endurance (Mental) check (Diff 17).

Consequences: You can use this power once a day.

Superior Intellect

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Intelligence and a +6 bonus to one Knowledge subskill.

Consequences: You can use this power once a day.

Superior Mental Squeeze

Rank 4, Att +2♣/Dam +3♣, Medium, Persist

The target takes 2 wounds and is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check Diff (11). The target takes a wound every round it remains immobile.

Consequences: You can use this power once a day.

Superior Mental Blast

Rank 4, Resv +4♠, Medium, Persist

The target takes 2 wounds and loses an action. The target also loses an action each round until it makes a successful Endurance (Mental) check (Diff 17).

Consequences: You can use this power once a day.

54 – Science Fiction

Superior Mindlink

Rank 4, Diff 20, Long, Scene

You can mentally communicate with up to 5 targets.

Consequences: You can use this power once a scene.

Superior Psychic Shield

Rank 4, Diff 20, Medium, Persist

Up to 5 targets gain a +4 bonus to Resolve.

Consequences: You can use this power once a day.

Superior Psychic Surge

Rank 4, Resv +4♥, Long, Instant

The target takes 5 wounds and loses an action.

Consequences: You can use this power once a day.

Superior Suggestion

Rank 4, Resv +4♦, Medium, Persist

The target loses its turn. On your turn, instead of acting you control the target's actions until it makes a successful Endurance (Mental) check (Diff 14).

Consequences: You can use this power once a day.

Superior Telekinetic Thrust

Rank 4, Att +2♠/Dam +3♠, Medium, Instant

You batter a foe with mental force. The target takes 2 wounds and is pushed a Close distance.

Superior Will

Rank 4, Diff 20, Self, Scene

You gain a +4 bonus to Presence and a +6 bonus to the Persuade (Diplomacy) skill.

Consequences: You can use this power once a day.

Teleport

Rank 4, Diff 20, Special, Instant

You and up to 4 willing targets move up to 1 mile distant. For each additional +2 to difficulty, you can double the distance traveled. The targets must land on solid ground.

Consequences: You can use this power once a day.

Rank 5 Psionics

Blackout

Rank 5, Resv +5♣, Medium, Persist

The target falls unconscious until it makes a successful Endurance (Mental) check (Diff 20).

Consequences: You take a wound. You can use this power once a day. If the target takes a wound, this power ends.

Dominate

Rank 5, Resv +5, Long, Persist

The target loses its actions on its turn until it makes a successful Endurance (Mental) check (Diff 20). On your turn, instead of acting you can control the target, spending your own cards to perform actions by the target.

Consequences: You take a wound. For each additional wound you take, you can affect one additional target. This power can be used once a day.

Perfect Astral Travel

Rank 5, Diff 23, Self, Scene

You become a ghostly version of yourself. You have Str 0, Mel 0 and Ran 0 in this form but can pass through solid objects. You are visible to others in this form, but gain a +5 bonus to Stealth. When this power ends, you become solid at your current location.

Consequences: You take a wound. You can use this power once per day.

Perfect Consume Mind

Rank 5, Resv +5♦, Medium, Scene

The target takes a –5 penalty to Intelligence, a –5 penalty to Discipline Aptitude and a –8 penalty to Discipline (Psionics) until it makes a successful Endurance (Mental) check (Diff 20).

Consequences: You can use this power once a day.

Perfect Intellect

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Intelligence and a +5 bonus to all Intelligence-based skills.

Consequences: You take a wound. This power can be used once a day.

Perfect Mental Squeeze

Rank 5, Att +1♣/Dam +4♣, Long, Persist

The target takes 6 wounds and is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check (Diff 20). The target takes a wound every other round it remains immobile.

Consequences: You can use this power once a day.

54 – Science Fiction

Perfect Mental Blast

Rank 5, Resv +5♠, Medium, Persist

The target takes 3 wounds and loses its turn. The target also loses an action each round until it makes a successful Endurance (Mental) check (Diff 20).

Consequences: You take a wound. You can use this power once a day.

Perfect Psychic Shield

Rank 5, Diff 23, Medium, Scene

Up to 6 targets gain a +5 bonus to Resolve and a +5 bonus to Endurance (Mental).

Consequences: You take a wound. You can use this power once a day.

Perfect Psychic Surge

Rank 5, Resv +4♥, Extreme, Instant

The target takes 6 wounds and loses its turn.

Consequences: You take a wound. You can use this power once a day.

Perfect Telekinetic Thrust

Rank 5, Att +1♠/Dam +4♠, Long, Instant

You hurl the opponent about with great force. The target takes 2 wounds, is pushed a Short distance and is knocked prone.

Perfect Will

Rank 5, Diff 23, Self, Scene

You gain a +5 bonus to Presence and a +5 bonus to Presence-based skills.

Consequences: You take a wound. This power can be used once a day.

Supernatural Powers

Supernatural powers draw upon poorly understood principles or entities to perform seemingly impossible feats. Supernatural powers seem to violate not only scientific laws, but the very understanding of what individuals observe to be possible. The use of supernatural powers is literally costly, as its use is powered by items of monetary value.

Rank 1 Supernatural

Arcane Bolt

Rank 1, Att +5♠/Dam +0♠, Close, Instant

The target takes 2 wounds.

Arcane Protection

Rank 1, Diff 11, Self, Persist

You gain a +1 bonus to Defense, Resistance or Resolve.

Enhanced Ability

Rank 1, Diff 11, Touch, Persist

The target gains a +1 bonus to one primary ability score.

Illusion

Rank 1, Diff varies, Close, Persist

You create an illusion that affects one sense (sight, sound, touch, taste, smell). A Perception check that exceeds the Discipline (Supernatural) check you make reveals the true nature of the illusion.

Levitate

Rank 1, Diff 11, Close, Persist

A willing target gains a slowed flight speed.

Consequences: You must take a standard action to move the target. This power can be used once a scene.

Skill Mastery

Rank 1, Diff 11, Touch, Persist

Choose a Skill when this power is used. You gain a +1 bonus to the Skill or a +2 bonus to one subskill in the given Skill.

Summon Rank 1 Creature

Rank 1, Diff 11, Close, Persist

You create a short-lived creature with 2♥ in its primary ability scores and a 1 in its secondary ability scores. It has a Resistance 2♥A1 and Resolve 5♥. It has a Weapon Skill (Natural) (R1) A6/D2, an Armor Skill (Natural) (R1) 3 and Evade skill (R1) 2. It has 1 wound. The creature lasts until destroyed or the power expires.

Consequences: You can use this power once a scene.

Swift Steps

Rank 1, Diff 11, Touch, Scene

The target's speed increases one category (Immobile → Pondering → Slowed → Standard → Enhanced → Doubled).

Consequences: This power can be used once a scene.

54 – Science Fiction

Rank 2 Supernatural

Arcane Portal

Rank 2, Diff 14, Special, Instant

You and up to 3 additional allies step through a doorway next to you and exit at a Long distance (80 meters) away.

Consequences: This power can be used once a scene.

Arcane Strike

Rank 2, Att +4♣/Dam +1♠, Short, Instant

The target takes 3 wounds.

Curse

Rank 2, Resv +2, Short, Persist

The target gains a consequence of the caster's choice (for examples, see the Races and Profession chapters). The target must make a Presence check (Diff 11) to cancel the consequence.

Darkvision

Rank 2, Diff 14, Self, Scene

You gain darkvision.

Dispel Magic

Rank 2, Diff Varies, Short, Instant

You can end an active supernatural power. The difficulty to succeed is equal to as if you were using the power that is to be dispelled.

Flight

Rank 2, Diff 11, Touch, Persist

The target gains a flight speed equal to its ground speed.

Improved Ability

Rank 2, Diff 14, Touch, Persist

The target gains a +2 bonus to one primary ability score.

Improved Arcane Protection

Rank 2, Diff 14, Self, Persist

You gain a +2 bonus to Defense, Resistance or Resolve.

Improved Skill Mastery

Rank 2, Diff 14, Self, Persist

Choose a Skill when this power is used. You gain a +2 bonus to the Skill or a +4 bonus to one subskill of the given Skill.

Lightning Arc

Rank 2, Att +4♦/Dam +1♦, Short, Instant

The target takes 1 (electrical) wound. The target also takes a –1 penalty to all actions until it makes a successful Endurance (Physical) check (Diff 12).

Polymorph

Rank 2, Diff 14, Self, Persist

You take the shape of another creature. Its combined ability scores (Str, Dex, Int, Pre) cannot exceed your own. You gain the creature's racial abilities, natural attack modes and its Strength and Dexterity score. Your secondary abilities, skills, wounds and resolve do not change. You do not gain the shape's maneuvers, power list, card hand size or equipment.

Consequences: This power can be used once a scene.

Shrink Item

Rank 2, Diff 14, Touch, Day

A target item of 25 kg. or less shrinks to fit in the palm of your hand. You can restore the item to normal size with a standard action.

Consequences: You can use this power once a day.

Summon Rank 2 Creature

Rank 2, Diff 14, Close, Persist

You create a short-lived creature with 4♥ in its primary ability scores and a 2 in its secondary ability scores. It has a Resistance 4♥A2 and Resolve 5♥. It has a Weapon Skill (Natural) (R2) A6/D3, an Armor Skill (Natural) (R2) 6 and Evade skill (R2) 4. It has 1 wound. The creature lasts until destroyed or the power expires.

Rank 3 Supernatural

Arcane Assault

Rank 3, Att +3♣/Dam +2♠, Medium, Instant

The target takes 4 wounds and is knocked prone.

Consequences: You can use this power once a scene. You can take a cumulative wound to use the power again the same scene.

54 – Science Fiction

Fireball

Rank 3, Att +3♥/Dam +2♥, Medium, Instant

Up to three targets takes 1 wound. The targets continue to burn, taking 1 wound every other round until they make a successful Endurance (Physical) check (Diff 15).

Consequences: You can use this power once a scene. You can take a cumulative wound to use the power again the same scene.

Greater Ability

Rank 3, Diff 17, Touch, Scene

The target gains a +3 bonus to one ability score and a +5 ability to one subskill related to the ability score.

Consequences: You can use this power once a scene.

Greater Arcane Protection

Rank 3, Diff 17, Self, Persist

You gain a +3 bonus to Defense, Resistance or Resolve and a +5 bonus to Armor (Unarmored) or Endurance (Fortitude, Mental or Physical).

Consequences: You can use this power once a scene.

Greater Curse

Rank 3, Resv +3, Medium, Persist

The target gains a consequence of the caster's choice (for examples, see the Races and Profession chapters). The target must make a Presence check (Diff 14) to cancel the consequence.

Consequences: You can use this power once a scene.



Greater Skill Mastery

Rank 3, Diff 17, Close, Scene

Choose a Skill when this power is used. You gain a +3 bonus to the Skill and a +5 bonus to one subskill in the Skill.

Consequences: You can use this power once a scene.

Ice Storm

Rank 3, Att +3♠/Dam +2♠, Medium, Instant

The target takes 4 (cold) wounds. The target is also slowed until it makes a successful Endurance (Physical) check (Diff 15).

Consequences: You can use this power once a scene. You can take a cumulative wound to use the power again in the same scene.

Phantom Image

Rank 3, Diff 17, Medium, Scene

You create an image that can be seen and heard. It acts you command, but cannot cause real harm. It can be disbelieved with a successful Perception (Spot or Listen) check (Diff 14).

Consequences: This power can be used once a scene.

Polymorph Other

Rank 3, Resv +3, Short, Scene

The target take the shape of another creature of your choice. Its combined ability scores (Str, Dex, Int, Pre) cannot exceed your own. The target gains the creature's racial abilities, natural attack modes and its Strength and Dexterity score. Its secondary abilities, skills, wounds and resolve do not change.

Consequences: This power can be used once a scene.

Summon Rank 3 Creature

Rank 3, Diff 17, Short, Persist

You create a short-lived creature with 6♥ in its primary ability scores and a 3 in its secondary ability scores. It has a Resistance 6♥A3 and Resolve 6♥. It has a Weapon Skill (Natural) (R3) A6/D2, an Armor Skill (Natural) (R3) 9 and Evade skill (R3) 6. It has 1 wound. The creature lasts until destroyed or the power expires.

Consequences: You can use this power once a scene.

54 – Science Fiction

Teleport

Rank 3, Diff 17, Special, Instant

You and up to 5 willing targets are transported up to 1 mile in any direction. You do not need to travel with the individuals if you do not desire. The target creatures must arrive on a solid surface capable of supporting their weight. You can double the distance by increasing the difficulty by +2.

Consequences: You can use this power once a scene.

Rank 4 Supernatural

Arcane Barrage

Rank 4, Att +2♠/Dam +3♠, Long, Instant

The target takes 5 wounds and is knocked prone.

Consequences: You can use this power once a day. You can take a cumulative wound to use the power again the same day.

Dominate

Rank 4, Resv +4, Long, Persist

The target loses its actions on its turn until it makes a successful Endurance (Mental) check (Diff 23). On your turn, instead of acting you can control the target, spending your own cards to perform actions by the target.

Consequences: You take a wound. For each additional wound you take, you can affect one additional target. This power can be used once a day.

Firestorm

Rank 4, Att +2♥/Dam +3♥, Medium, Instant

Up to four targets take 2 (fire) wounds. The targets continue to burn, taking 1 wound every other round until they make a successful Endurance (Physical) check (Diff 18).

Consequences: You can use this power once a day. You can take a cumulative wound to use the power again the same day.

Summon Rank 4 Creature

Rank 4, Diff 20, Medium, Scene

You create a short-lived creature with 8♥ in its primary ability scores and a 4 in its secondary ability scores. It has a Resistance 8♥A4 and Resolve 8♥. It has a Weapon Skill (Natural) (R4) A6/D7 (+1 wound), an Armor Skill (Natural) (R4) 12 and Evade skill (R4) 8. It has 2 wounds. The creature lasts until destroyed or the power expires.

Consequences: You can use this power once a day.

Superior Skill Mastery

Rank 4, Diff 20, Short, Scene

Choose a Skill when this power is taken. You gain a +4 bonus to the Skill and a +6 to one subskill in the chosen Skill.

Consequences: You can use this power once a day.

Withering Curse

Rank 4, Resv +4, Short, Scene

The target gains a consequence of the caster's choice (for examples, see the Races and Profession chapters). The target must make a Presence check (Diff 17) to cancel the consequence.

Rank 5 Supernatural

Arcane Storm

Rank 5, Att +1♠/Dam +4♠, Extreme, Instant

The target takes 6 wounds, is knocked prone and loses an action.

Consequences: You take a wound. You can use this power once a day. You can take a cumulative wound to use the power again in the same day.

Hail of Meteors

Rank 5, Att +0♥/Dam +5♥, Long, Instant

Up to five targets take 5 (fire) wounds. The targets continue to burn, taking 1 wound every other round until they make a successful Endurance (Physical) check (Diff 21).

Consequences: You take a wound. This power can be used once a day. You can take a cumulative wound to use the power again the same day.

Perfect Skill Mastery

Rank 5, Diff 23, Medium, Scene

Choose a Skill when this power is used. You gain a +5 bonus to the Skill and a +7 bonus to one subskill in the chosen Skill.

Consequences: You can use this power once a day.

54 – Science Fiction

Summon Rank 5 Creature

Rank 5, Diff 23, Long, Scene

You create a short-lived creature with 10♥ in its primary ability scores and a 5 in its secondary ability scores. It has a Resistance 10♥A5 and Resolve 10♥. It has a Weapon Skill (Natural) (R5) A6/D9 (+1 wound; crit King), an Armor Skill (Natural) (R5) 15 and Evade skill (R5) 10. It has 3 wounds. The creature lasts until destroyed or the power expires.

Consequences: You take a wound. You can use this power once a day.

Ultimate Curse

Rank 5, Resv +5, Short, Persist

The target gains a consequence of the caster's choice (for examples, see the Races and Profession chapters). The target must make a Presence check (Diff 21) to cancel the consequence.

Consequences: You take a wound. You can use this power once a day.

54 – Science Fiction

Chapter 10 - Hazards

This section deals with events that characters may face that can cause harm or injury.

Disease

Unseen but dangerous, diseases and plagues are the bane of ancient cultures, bringing ruin and death to the otherwise general safety of society.

Contracting a Disease

If you are exposed to a disease, the game master makes an attack against your Resistance, to see if you contract the disease.

Once you have contracted a disease, you make checks at a proscribed interval (usually 1 day or week) to see if you get better or worse.

Some sample diseases are listed below.

<i>Disease</i>	<i>Vector</i>	<i>Diff</i>	<i>Effect</i>
Black death	Touch	17	Wounds
Body rot	Touch	12	Wounds
Mindfire	Ingested	12	Intelligence
Muscle rot	Ingested	12	Strength
Red ache	Wound	10	Wounds
Slow death	Intimate	15	Resistance

Disease: The name of the disease

Vector: This is how the disease is acquired.

Inhaled: Breathed in while in close proximity to a tainted area (such as a infected individual.

Ingested: Acquired from consuming tainted food.

Intimate: Requires intimate contact with an infected individual

Touch: Contacting an object previously worn or held by an infected individual or directly contacting an infected individual.

Wound: Passed from an infected creature's attack or due to mishandling of a wound.

Diff: The difficulty required to match or beat with a Endurance (Physical) check to avoid contracting the disease.

Effect: The type of damage the character takes when the disease is contracted.

Black death: This disease causes painful, purplish sores and fatigue. In advanced cases dehydration and weakness overcome the victim.

Body rot: This infection causes the skin to yellow and slowly die. If not treated, it can result in the loss of fingers and toes, and in advanced cases, entire limbs.

Mindfire: The victim displays alternating chills and fever. In advanced stages, the victim may hallucinate or succumb to shock.

Muscle rot: The victim experiences fatigue and nausea. In advanced stages, the victim experiences muscle tremors or complete loss of coordination.

Red ache: The victim of this disease displays a red, puffy area around a wound that throbs with a dull ache. In advanced stages, purplish traceries lead outward from the affected area.

Slow death: The victim becomes pale and develops flu-like symptoms. In advanced cases, the victim becomes extremely susceptible to even common illnesses.

Overcoming a Disease

Once a day, a character makes an Endurance (Physical) check to overcome a disease. A character that makes three back-to-back successful Endurance (Physical) checks against a disease is able to shake off the disease. For each day the character is free of the disease, he regains one attribute point lost to the disease.

Treating a Disease

Once a day, a character can use the Survival (Heal) skill to attempt to treat the symptoms of a disease, using the difficulty of the disease as the target difficulty for the Survival (Heal) skill check. With a successful skill check, the victim can make an immediate Endurance (Physical) check and add the healer's skill Rank to his Endurance (Physical) check.

A character can only treat an individual once a day for a given disease.

54 – Science Fiction

Falling

If you fall, the game master makes an attack against your Defense to see if you are injured. If you are hit, an attack is made against Resistance to deal damage, ignoring armor.

Attack

Attack value + GM's draw card vs. Defense + Acrobatics (Tumble) + your drawn card

Damage

You take 1 wound + 1 wound for every 3 points you fail the on your defense check from above.

<i>Height</i>	<i>Attack</i>
0 – 1 meter	-
1-3 meters	+5
4-6 meters	+7
7-9 meters	+9
10-12 meters	+11
13-15 meters	+13
16-18 meters	+15
19-21 meters	+17
22-24 meters	+19
25-27 meters	+21
28-30 meters	+23
31-33 meters	+25
34-36 meters	+27
37-39 meters	+29
40-42 meters	+31
43-45 meters	+33
46-48 meters	+35
49-51 meters	+37
52+ meters	+39

Natural Healing

Characters heal one wound per day normally if left alone to their own devices.

You can heal more often using a discipline, the Survival (Healing) skill and the Second Wind maneuver. In all three cases, you cannot use these abilities more than once per scene or 15 minutes, whichever is longer.

Advanced Wounds

Both of these systems are optional rules if the game master wishes to create a “grittier” game. The second system should only be used if the first system is in place.

Injured

Once a character has lost more than ½ their wounds (rounded down), the character takes a –1 penalty to all actions. When the character is down to

his last wound, the character takes a –2 penalty to all actions. If a character receives healing that takes them above these totals, the penalties are removed.

Massive Wounds

If a character takes more than one wound from an attack, there is a chance that the character suffers a grievous, lasting wound. The character makes a Resistance + Endurance check against the difficulty shown below. If the check fails, the wounded character draws a card from the top of his deck to determine the result. A character can suffer multiple massive wounds.

The card is not returned to the deck until the wound is healed. It takes at least 1 minute to tend to the wound to heal it. Each day that the character rests, reduce the Heal Difficulty for the wound by –2.

<i>Wounds</i>	<i>Difficulty</i>
2	9
3	11
4	14
5	17
6	20
7	23
8	26
9	29
10	32

<i>Card</i>	<i>Effect</i>	<i>Heal Difficulty</i>
2	Incapacitation	29
3	Concussion	27
4	Concussion	25
5	Concussion	23
6	Break	21
7	Break	19
8	Break	17
9	Sprain	15
10	Sprain	13
Jack	Sprain	11
Queen	Bruise	9
King	Bruise	7
Ace	Bruise	5
Joker	Bruise	3

Bruise: The character suffers a –1 penalty to Dexterity-based checks, including Ranged combat.

Sprain: The character suffers a –1 penalty to Strength and Dexterity-based checks, including Melee and Ranged combat.

Break: The character suffers a –2 penalty to Strength and Dexterity-based checks, including Melee and Ranged combat. The character's movement rate is reduced to Slowed.

54 – Science Fiction

Concussion: The character suffers a –3 penalty to all checks. The character's movement rate is reduced to Slowed.

Incapacitation: The character suffers a –4 penalty to all checks. The character must take a standard and move action to move at a Slowed movement rate.

Natural Hazards

The natural world can be a hazardous place at time. Whether truly natural, supernatural in nature or a result of mortal meddling, there are times when the natural world can present a danger to player's characters. Some of the more common hazards are listed below.

Buried

Cave-ins, landslides, falling mecha and other hazards can bury and crush characters. Besides pinning the character in place, the general mass and weight of the material pressing upon the character affects how likely an injury will occur, as indicated on the table below. Note that characters who are buried often risk suffocation as well.

<i>Weight</i>	<i>Diff</i>	<i>Escape</i>
1 – 20 kg.	1	5
21 – 40 kg.	3	7
41 – 60 kg.	5	9
61 – 80 kg.	7	11
81 – 100 kg.	9	13
101 – 120 kg.	11	15
121 – 141 kg.	13	17
142 – 160 kg.	15	19
161 – 180 kg.	17	21
181 – 200 kg.	19	23
201 – 220 kg.	21	25
221 – 240 kg.	23	27
241 – 260 kg.	25	29
261 – 280 kg.	27	31

Weight: The overall mass of an item the character is trapped under. This assumes a medium-sized creature. For each size category larger, double the weight, and for each size category smaller, half the weight.

Difficulty: A character must make an Endurance (Fortitude) skill check each minute with this difficulty to avoid taking wounds. If the check is failed, the character takes 1 wound, plus 1 wound for every 3 points the check is failed by. A creature gains a +2 bonus to its check for every size category above Medium, and a -2 penalty to its check for each size category below Small.

Escape: A character must make an Acrobatics (Escape) skill check or an Athletics (Lifting) skill

check at this difficulty to wriggle free of his entrapment.

Fire

Fire is a dangerous opponent that knows no mercy. Merely being close to a source of fire can injure or kill, and those not immune to the flickering flames take automatic damage if placed within a fire.

<i>Fire</i>	<i>Radiant / Immersed</i>
Candle	+0/+0
Burning coals	+3/+5
Campfire	+5/+10
Bonfire	+7/+15
Small Inferno	+10/+20
Large Inferno	+12/+25
Supernatural Inferno	+15/+30
Magma/lava	+17/+35

Radiant: If a character or creature is in close proximity, make an attack (Radiant value + drawn card vs. Resistance + drawn card) to see if the target takes damage.

Damage: If a character fails the Resistance roll, they take 1 wound, plus 1 wound for every 3 points the check is failed by.

Exhaustion

Strenuous activities, lack of sleep, starvation or extreme climates can take their toll on characters, tiring them or even leading to deadly consequences if ignored for too long.

When performing strenuous activity, such as running, climbing or fighting, a character needs to make a check once every minute for exhaustion after performing the activity for 1 minute per Rank of the Endurance (Fortitude) skill the character possesses. The initial difficulty of the check is generally 12, and the difficulty increases by +1 for each additional check made before resting.

When a character is placed in an environment that can cause exhaustion, the character generally makes a check based on their level of activity. The character does not need to make the first check until a number of time intervals has passed equal to their Rank in Endurance (Fortitude). If the character is idle, the check is made once every 30 minutes, with no increase to difficulty. If the character is performing light activity, check once every 10 minutes, increasing the difficulty by +2 for each additional check.

If a character fails to eat, drink or sleep properly, the character makes an exhaustion check after 24 hours. A character can ignore a number of days without food or sleep equal their Rank in

54 – Science Fiction

Endurance (Fortitude). A character cannot ignore more than 24 hours without water before checks for exhaustion are made, and such checks are made every 12 hours thereafter.

If the character fails to make the check, he or she becomes exhausted. The character suffers a –5 penalty to all actions until the character is no longer subjected to the extreme climate and manages at least 10 minutes of rest. The character can overcome the exhaustion (and temporarily negate the penalty) until the next check by taking a cumulative wound. If the character fails the next check however, they suffer a wound. If the character later rests, these wounds are not automatically healed.

Suffocation/Drowning

Whether caught in a sealed mine, buried under a ton of earth or beneath the surface of the waves, characters who find their ability to breath hindered can attempt to stave off eventual suffocation.

A character can hold his breath for 5 rounds + Endurance (Fortitude) skill ranks in rounds before needing to make a check. Each round after the initial time period requires an Endurance (Fortitude) skill check with a starting difficulty of 10. Each round, the difficulty increases by 1. A failure on the skill check results in a wound to the character.

Poison

A wide variety of both mundane and supernatural creatures have access to poisoned attacks. Likewise, many sentient creatures have learned how to extract and use poison on their enemies, often applying it weapons, mixing it into food or even turning it into an inhaled substance.

A sample list of poisons is included below. Many, many others exist.

<i>Poison</i>	<i>Delivery</i>	<i>Diff</i>	<i>Effect</i>
Alcohol (50 proof)	Ingested	13	Impairment
Alcohol (100 proof)	Ingested	15	Impairment
Alcohol (150 proof)	Ingested	17	Impairment
Alcohol (200 proof)	Ingested	19	Wounds
Arsenic	Ingested	20	Wounds
Cyanide	Inhaled	23	Wounds
Radiation, High	Contact	21	Wounds
Radiation, Low	Contact	17	Impairment
Radiation, Medium	Contact	19	Wounds
Rattlesnake venom	Injected	12	Wounds
Viper venom	Injected	15	Wounds

Poison: The name of the poison

Delivery: How the poison is administered. Injected poisons require wounding the opponent. Ingested poisons are eaten or drunk. Inhaled poisons are breathed.

Difficulty: The difficulty of the Endurance (Physical) skill check that must be made to avoid the effects of the poison. If you fail the skill check, you must make a subsequent skill check 1 minute later until you get a success. Each time you fail the check, you suffer the poison's effect.

The GM can set the difficulty of a creature's poison to be equal to its Strength + Weapon Skill (Natural), though this may vary, especially for manufactured poisons like demonsblood and dragonblood.

Effect: The result of failing the Endurance (Physical) skill check.

Wounds: The character takes 1 wound.

Impairment: The character takes a –1 penalty to all checks.

Attribute: The listed attribute is reduced by 1 for a day.

Hallucination: The character experiences random delusions and loses an action each round.

54 – Science Fiction

Chapter 11 - Game Set Up and Play

Once you've gotten past the creation of your character and the game master has had time to prepare an adventure, it's time to get down to playing the game. This chapter contains an overview of how a game should run.

Each time the players and game master get together to play, this is considered a session. A session consists of several scenes. A scene is basically a sequences of actions that occurs in a variable length of time – often like the various scenes in a movie or book. Scenes are often further broken down into rounds or turns, indicating a brief span of time (usually 6 seconds) in which a given character takes a single action.

Session Preparation

When the players and game master gather and are ready to begin play, the following steps should be taken.

- 1) **Each player shuffles their deck:** Depending on the number of players in the group, set up your deck as shown on the table below.

Players	Deck	Hand	Community Hand
1	All	5	-
2	Aces	4	1
3	Aces	3	2
4	No Face	3	2
5	No Face	2	3
6+	No Face	1	4

All: Put all 54 cards (13 of each suit + 2 Jokers) into your deck.

Aces: Put the 2 to 10 and Ace for each suit into your deck. Leave the Jacks, Queens, Kings and Jokers out of the deck.

No Face: Put the 2 to 10 of each suit into your deck. Leave the Jacks, Queens, Kings, Aces and Jokers out of the deck.

- 2) **Game master shuffles his deck:** As above, the game master should ensure he has 54 cards in his deck and give the deck a good shuffle.
- 3) **Community deck is shuffled:** As above, check that the community deck has all 54 cards and give it a good shuffle.
- 4) **Pass out wound chits:** If the players are not tracking damage to wounds on the character sheet, the game master should hand out tokens,

poker chips or some other device to allow the players to track damage they take. Wound chits should be different colors from success chits. We suggest red chits/poker chips for wounds.

- 5) **Place success chits in center pile:** If the players are not tracking experience on their character sheets, the game master should compile tokens, poker chips or other markers to allow the players to track their successes and thus experience earned. We suggest white chits/poker chips to track successes, with blue chits/poker chips to represent 5 successes (they will build quickly).
- 6) **Each player draws their hand off their deck:** This pretty much speaks for itself. If continuing from a previous session, the player should rebuild his hand from the prior session and shuffle all remaining cards in his deck.
- 7) **The community hand is drawn from the community deck are placed face up between players:** These cards are considered to be part of the player's hand. They should never leave the community pool to avoid getting them mixed up with the player's deck – simply play them from the pool and put them in the community discard pile when used.

With setup out of the way, your are ready to begin play with the first scene.

Scene Sequence

Scenes are the bread and butter of the 54 game. Whether it is the players starting their career in the local tavern or entering the forbidding dungeon at the edge of civilization, scenes are the action of the game takes place..

A scene doesn't have a fixed length, but it usually ends when the characters move from one static area to the next. Characters relaxing in tavern treat the experience as a single scene, while those exploring a dungeon treat each room or area as a single "scene", while a group traveling from one town to the next usually treat each day of the journey as a single scene. Generally, a scene ends when the characters take a break or rest from the action before moving on to the next location or encounter.

Every time a new scene starts, the following steps should be taken.

- 1) **Game master shuffles his deck:** To ensure a bit of randomness to the game, the game master should give his deck a good shuffle between scenes.
- 2) **(Optional) Game master draws 1-5 cards:** These cards are only used by creatures who have abilities that allow a card to be played from a hand. Such creatures tend to be named NPCs, minor or major villains. Even if such a creature

54 – Science Fiction

will not be appearing in the scene, the GM may wish to draw card to avoid giving away the presence or absence of such a creature beforehand (If there is no creature that can use the cards, avoid looking at them and play them in the order they were drawn, as if drawing off the top of the deck).

If the game master is using multiple creatures that have a hand size, add the number of cards allowed together; the creatures may use any card from the game master's hand as if it were a community deck. Regardless of the number of creatures, the game master cannot have a hand bigger than 5 cards.

- 3) **Players fill up hand:** This gives the players a full hand to work from to represent the “refreshed” nature of the new scene. Players DO NOT shuffle their decks between scenes.
- 4) **Community hand is filled up:** Again, this gives players a full hand to work from. Shuffle the discarded community deck cards after filling up the community hand.

Round Sequence

In a given scene, each player (and NPC or monster), will take an action in turn. When all players, monsters and NPCs have acted, this is a round. The following step should be taken at the start of each turn.

- 1) **Players and Game master each reveal the top card off their deck to establish initiative.** Each player or the game master performs their actions in order, from the highest cardholder to the lowest. Normally, all of the game master's creatures act at the same time, but the game master should break different groups of creatures up with their own card. Likewise, if there are more than five creatures the game master is running, he should break every five monsters into a single group with their own card for initiative.

On a player's turn, a player takes the following steps.

- 2) **Players play one or more cards from their hand and/or top of the deck:** The player may play one card from his hand or the community hand and up to three cards from the top of his deck – one for an item/maneuver/power, one for race and one for profession/specialty. Consult Action Resolution chapter for details.
- 3) **For each success, the player gains one success chit:** Achieving successes is discussed in the Action Resolution chapter. A character gains one – and only one - success per card played,

even if that success deals multiple wounds or counts multiple times as a success.

- 4) **If the player does not play a card, he may instead draw a card from the top of his deck and add it to his hand:** A player cannot increase his hand above his normal hand limit; if he has more, he must discard down to his hand limit of cards. The player may choose which card(s) to discard.
- 5) **If the Player played an Ace card, they may discard and fill their hand back up to full:** This is fairly self-explanatory. If you play an Ace and fill your hand back up, you don't draw a card at the end of the turn.
- 6) **If Player or Community deck is expended, shuffle deck:** Fairly self-explanatory. If there are no cards left to draw from the player's deck or the community deck, reshuffle all the used cards.
- 7) **The Player may choose to discard one card from his hand at the cost of one success chit or the Community hand at no cost and draws one card from the appropriate deck to replace it.**

Sometimes, you may get stuck with a bad hand full of cards that are basically useless. This allows you to attempt to get rid of a bad card and replace it. It costs nothing to do this to community cards, but to clean out your own hand costs you one success chit.

Note that you can choose to purposely perform an action (in an earlier step) that you know will fail to get rid of a low card at no cost. You can choose to play a low card and discard a card to effectively replace two cards (see below for replacing the played card).

- 8) **The Player draws a card from the top of his deck or Community deck to replaced played cards:** The community deck has priority; if there are any cards missing from the community hand, the player must draw a single card from the community deck to fill the community hand back up. DO NOT draw a card from your own deck to fill the community deck. If the community deck is full, you instead draw a single card from the top of your deck to replace played cards from your hand. DO NOT draw a card from the community deck to fill your personal hand. If you played an Ace to discard your hand and replace it, skip this step entirely.

Be aware that a player can, through using abilities, “draw out” his hand, ending up with less than 3 cards in his hand and/or the community hand. Only one card is replaced in the hand.

The game master has a slightly different sequence of steps to perform, outlined below.

54 – Science Fiction

master can quickly pick up on the game the next time you gather to game.

- 1) **The game master plays one or more cards from their hand and/or top of the deck:** The game master may play one card from his hand and up to three cards from the top of his deck – one for an item/maneuver/power, one for race and one for class. Consult Action Resolution chapter for details.
OR a player donates a card from his hand for the game master to use. Any player may choose to spend 1 XP to play a card from his hand in place of the game master drawing from the top of his deck. Community cards may not be donated to the GM. The game master may refuse to allow the card to be played if he intends to play a card from his own hand. If a player “donates” a card and the result is a success, the character who is the target of the action gains an experience point. If no character is a target of the action, but it is a success anyway, the character who donated the card gets an experience point. No card is drawn to replace the donated card.
- 2) **The game master draws a card from the top of his deck to replace played cards:** If the game master played a card from his hand, he draws a single card from the top of his deck to replace it.
- 3) **If the game master’s deck is expended, shuffle deck.**

End of A Scene

After a scene ends, there are a few steps that should be taken to “tidy up” and prepare for the next scene, as listed below.

- 1) **Players may expend a *single* success chit or a face card from their personal hand to regain one wound.**

End of Session

At the end of a session or adventure, the characters have an opportunity to reflect on their deeds. Likewise, some game management issues should be taken at this time. The following steps should be taken at the end of a game session.

- 1) **Players may spend success chits to advance characters abilities, or retain to spend at a later date:** See the section on Experience in the chapter Running the Game for details on how to advance character abilities.
- 2) **Note wounds, spent powers/maneuvers, unspent experience chits and cards in hand:** This information will be helpful for setting up the next game’s session. Record any important information at this time so the players and game

54 – Science Fiction

Chapter 12 - Action Resolution

In a given turn, each character gets two actions – a standard action and a move action. The standard action can be used to perform any skill check

The move action is, of course, used for movement.

Standard Action Resolutions

Static Difficulties

<i>Number</i>	<i>Difficulty</i>
1	Simple
2-4	Easy
5-7	Effortless
8-10	Minor
11-13	Average
14-16	Challenging
17-19	Difficult
20-22	Hard
23-25	Tasking
26-28	Record-breaking
29-31	Inhuman
32+	Impossible

Simple: These are tasks so easy, you don't need to even make a check for success. If something has a difficulty of 1, it's probably just best to let the action be successful without a check of any kind. Getting out of bed, sitting down and eating lunch or taking a walk in the woods out back are simple tasks.

Easy: These are tasks that you might only fail at if you're otherwise distracted or lack any sort of skill. It includes tasks like chopping down an immobile sapling, riding a horse, stealing something when no one else can see you and the like.

Effortless: These are tasks that you rarely fail at, even under duress. They include tasks like sucker punching or sapping an unaware opponent, sneaking past a sleeping guard, opening a stuck door and the like.

Minor: These are tasks that take some effort and concentration to pull off, but generally end in success. It includes tasks like sneaking up on a distracted individual, hitting an unarmed opponent, palming a small item while no one is looking and the like.

Average: These are tasks that you have a fair chance of completing. It includes things like trying to hit a typically competent dodging opponent, hitting an archery target at close range, palming an object while being casually observed and the like.

Challenging: These are tasks that a skilled individual can accomplish fairly easy, but might be difficult for an untrained individual. This includes tasks like hitting the inner rings of an archery target at medium range, opening an average lock, playing a musical instrument and the like.

Difficult: These are tasks that even a trained individual might find difficult to do on a regular basis. This includes tasks like escaping a death trap, snapping an opponent's sword with your own or painting a realistic mural that covers an entire wall and the like.

Hard: These are tasks that few people can perform, even with practice. They are often legendary or superhuman tasks. They include tasks like splitting an arrow with another arrow, catching an arrow in mid-flight, snapping a sword with your bare hands, swimming in the open seas while wearing chain mail and the like.

Tasking: These are tasks so trying you might accomplish it only with the right combination of luck, skill and perseverance – and then probably only once in your life. These include tasks like shooting an arrow through a coin tossed in the air, cleaving an opponent's head from their body with a single stroke, leaping an impossibly vast chasm and the like. *Note that 25 is the maximum you can normally get with a character – 10 ability plus a card value of 10 plus a skill value of 5. Anything above a 25 usually requires equipment, bonuses and/or an Ace or Joker to perform successfully.*

Record-Breaking: These are tasks that likely no one will ever be able to accomplish again. These include tasks like dropping three opponents with a single shot from a bow, killing an enemy army while armed with only the jawbone of an ass, defeating a demigod in an arm-wrestling contest and the like.

Impossible: These are tasks so absurd that no human could hope to accomplish even in legend. These tasks are generally reserved for tasks that inhuman creatures could accomplish with some difficulty but that a human would have no chance of success with.

54 – Science Fiction

Combat/Skill Modifiers

Difficulty Modifier	Condition
+2	Low/Impaired Visibility
+4	Blinded/No Visibility
-1	Height Advantage
-1	Skilled Assistance
-1	Prone
+1	Range, Medium
+2	Range, Long
+3	Range, Extreme
-1	Advantage
+1	Disadvantage
+1	Trump penalty
-1	Suit bonus

Low/Impaired Visibility: This modifier is applied to situations with bad lighting, injury to the eyes or other factors that make it hard to see what you're doing.

Blind/No Visibility: This modifier is applied to situations where the character has been blinded or otherwise cannot see the target or what he is working on.

Height Advantage: This modifier is applied when the character is looking down onto whatever task he is performing. The game master can declare in certain instances that height provides no advantages to completing the task (for example, cooking while towering over the cooking flames tends to be hazardous, not advantageous).

Skilled Assistance: This modifier is applied when the character has good-quality tools or the assistance of another skilled character aiding in completing the action. The individual providing assistance must give up their own action to provide this bonus.

Prone: This modifier is applied when the character is working from a prone position. The game master can declare in certain instances that there is no penalty to performing a task while prone.

Advantage: This is a catch-all for significant advantages that a character may gain to complete a task that aren't listed here. No more than one advantage should be counted at any one time.

Disadvantage: This is a catch-all for problems or complications a character may be afflicted by when attempting to complete a task that aren't listed here. No more than one disadvantage should be counted at any one time.

Suit bonus: If you play a card that matches the same suit as your ability score, you gain this bonus.

Trump penalty: If you play a card whose suit trumps the suit of your ability score, you suffer this penalty. Suits are trumped in a rock →

paper → scissors fashion as shown: Hearts → Spades → Diamonds → Clubs → Hearts.

Persuasion Modifiers

Difficulty Modifier	Condition
-10	Done deal
-6	In agreeance
-4	Willing / Friendly
-2	Disposed toward / friends
+0	Slight attachment / acquainted
+2	Moderate attachment / co-worker
+3	Sentimental value / stranger
+5	Strong attachment / dislike
+10	Can't live without / hatred
+20	Core to being / mortal enemy
+1	Trump penalty
-1	Suit bonus

Done deal: The target actively wants to cooperate, despite any danger. The target has regularly dealt in a favorable fashion for at least 20 years.

In agreeance: The target would like nothing better than to aid, even if danger is involved. The target has regularly dealt in a favorable fashion for at least 10 years.

Willing / Friendly: The target is willing with minimal risk of loss. The target has regularly dealt in a favorable fashion for at least 5 years.

Disposed toward / Friends: The target is willing to cooperate, but expects no risk of loss. The target has regularly dealt in a favorable fashion for at least 3 years.

Slight attachment/ Acquainted: The target has some reservations. The target has regularly dealt in a favorable fashion for less than a year.

Strong attachment / Dislike: The target is unwilling to cooperate or has a reason for the persuader to fail. The target has never dealt in a favorable fashion with the persuader and has been known by name for a year or more.

Can't live without / Hatred: The target is being asked to give up or give in to something that is detrimental to its well-being. The target would actively like to see the persuader harmed.

Core to being / Mortal enemy: The target is being asked to betray its most sacred beliefs or what makes the target unique. The target will risk its own life and/or limbs to dispatch with the persuader.

Suit bonus: If you play a card that matches the same suit as your ability score, you gain this bonus.

Trump penalty: If you play a card whose suit trumps the suit of your ability score, you suffer this penalty. Suits are trumped in a rock →

54 – Science Fiction

paper → scissors fashion as shown: Hearts → Spades → Diamonds → Clubs → Hearts.

Describe Your Action

The easiest way to become bored with this system is to let the numbers talk for you. When you perform your action, take a moment to describe what it is you're doing.

Are you furiously hacking at your orc opponent with overhand chops, driving him backwards with each swing? Are you scuttling to one side of the room, positioning yourself to stab the foul troll in the back with your knife? With a deft stroke from your rapier are you attempting to disarm the villainous count you face?

Or did you just pull a 9C from your hand for a total of 17C to hit campaign opponent #35?

Which sounds more interesting to you?

Making the Check

On your turn, you will usually perform an action that requires a skill check to determine success or failure of the action.

Players

To see if you succeed performing an action, you use your base ability and play a card from your hand to represent how much effort you put into the action. Add the base ability + card value together.

Vs. Difficulty

If the action is against a set difficulty, the game master does not draw a card; the character's total is compared to the difficulty of the action.

Opposed

If the action is actively opposed, such as if the character is attacking an opponent or defending against an attack by the opponent, the game master uses the opponent's base ability score and draws and reveals a card from the top of his deck, adding it to the opponent's base ability score.

Game master

The game master uses the active creature's base ability score and draws a card from the top of his deck. He adds the base ability + card value together.

If the action is against a set difficulty (such as jumping a pit), the creature's total is compared to the difficulty of the action.

If the action is actively opposed, such as if the creature is attacking a character, the character

uses the appropriate base ability and plays a card from his or her hand, adding the two together.

Defending

Static: The game master draws a card from the top of the deck and adds it to the difficulty of the action.

Players: You draw a card from the top of your deck and add it to the appropriate defense against the action. For a Melee or Ranged attack, the defense is the Defense ability to hit and the Resistance ability to deal damage. For powers, the defense is directly against the Resistance ability to hit and the Resolve ability to deal damage. For skill checks, the skill description lists the appropriate skill or ability that defends against the action.

NPCs: The game master draws a card from the top of the deck and adds it to the appropriate defense against the action. For a Melee or Ranged attack, the defense is the Defense ability. For powers, the defense is the Resistance ability. For skill checks, the skill description lists the appropriate skill or ability that defends against the action.

Resolving the Action

If the value of the active creature or character's ability score + card value exceeds the difficulty of the action, the active creature or character gains a success. If the value on the character's card does not exceed the difficulty, or if the values tie, the action is unsuccessful.

Successes

Each time the active being's ability score + skill ranks + equipment bonus + card value beats the difficulty, the active being gains a success towards his or her desired goal. Normally, this means that each turn the characters moves one step closer to his goal.

It also means, at best, a character can gain up to four successes a round for a single activity – the initial skill check and then drawing extra cards from the top of the deck for (1) a racial ability, (2) a class ability and (3) an item/magic bonus and applying the extra success special action.

Most simple tasks take a single success to meet the goal – such as jumping a pit. More complex tasks may require a small or larger number of successes before you can meet your goal – such as defeating an opponent in combat.

Deliberate Failure

Once a scene, you can choose to play a 2, 3 or 4 card from your hand and declare that you are deliberately failing at an action. When you do this, your action automatically fails (even if the result

54 – Science Fiction

would have normally been a success), but you gain 2 success chits for “learning from your failure.”

Attacking and Damage

When making an attack, it is a two step process. Because attacking is a two-step process, you can choose for which of the two steps you play a card from your hand, and which step you draw a card for. Unless you state otherwise, it is assumed you play a card from your hand to attack and draw from your deck to deal damage.

The first step consists of making the actual attack. You play a card from your hand to make the attack. Normally, you only make one attack, even if you have abilities that allow you to gain additional successes; additional successes are used to add to damage. If you do have an ability that allows you to make multiple attacks, you draw the additional cards from the top of your deck, never from your hand.

If you hit with an attack, you normally draw a card from the top of your deck for each hit and compare it to the target's Resistance + target's drawn card + Armor bonus + Armor skill (or for magic Resolve + target's drawn card + Endurance skill). If you beat the target's total, you successfully wound your opponent. If you have an ability that allows multiple successes, you always apply this ability to dealing extra damage against the target's former total. The target does not draw a card against each additional success, he instead uses his former total as the Difficulty to beat.

Out of Wounds

When an individual is reduced to 0 wounds or less, they are incapacitated. This does not necessarily mean they are dead; the individual is simply rendered unable to act.

If an incapacitated character wishes to take an action, the player must either play an Ace or Joker to take an action that requires no skill check, or play a Joker to take and succeed at an action that requires a skill check. The card must be played from the character's hand, the community hand or donated to the player. Once played, the character does not draw a card to replace the played card.

Killing An Incapacitated Character

A character, NPC or monster who takes 4 or more wounds as part of a single attack that reduces them to 0 or less wounds is instantly killed by the attack; the character can only take one last action if they use a Joker from their hand on their next turn to perform the action.

Any other character that has been reduced to 0 or less wounds can be killed by deliberately inflicting 1 or more wounds to the character with the

intent to kill. As above, the killed character can attempt one last action if they use a Joker from their hand on their next turn to perform the action.

Healing Wounds

Survival (Heal), powers, magic items and resting can all return wounds to injured characters.

A successful Survival (Heal) check can restore up to one wound per scene. See the skill description for further information.

Powers and magic items can heal one or more wounds, based on their power. See the appropriate power or item section for further information.

If a character rests for one full day, they can restore a single wound. To qualify, the character cannot engage in any strenuous activity – such as adventuring – and spend at least half the day in bed or otherwise sleeping.

Playing Multiple Cards

If the active player is using an ability that allows him to draw an extra card, the character uses his base ability score + extra card's value to determine if the extra action is a success.

The difficulty against which the additional card is compared to remains unchanged.

You cannot play more than three extra card during an action – one for a racial ability, one for a profession/specialty ability and one for an item/power or maneuver ability, regardless of how many abilities you have that let you draw extra cards.

54 – Science Fiction

Movement Types

Aces

If the active player uses an Ace or Joker with a trademark on it, the action is an automatic success – unless the opponent likewise drew an Ace or Joker with a trademark on it, in which case the action fails.

The active player may only contest an Ace defense if his Ace trumps the suit of the defender's Ace. In this case, both sides draw another card from the top of their deck and compare the values. If the active player's drawn card is higher, his action is a success, otherwise it is a failure.

In any case, after an action has been resolved, if the active player had drawn or played an Ace, he may choose to discard any number of cards from his hand and then draw cards to fill his hand back up to five cards.

Move Action resolutions

Besides their standard action, all creatures gain a move action. The basic movement speeds are listed below. Whenever a creature takes a –1 movement step, move down the chart to the next lower speed rating. When a creature gains a +1 movement step, it moves up the chart to the next higher speed rating. There is no upper bound to speed increased, but a creature cannot be reduced below Immobile.

<i>Speed</i>	<i>Distance</i>
x5, etc.	+10 meters
x4	40 meters
x3	30 meters
Doubled	20 meters
Enhanced	15 meters
Standard	10 meters
Slowed	5 meters
Pondering	2 meters
Immobile	-

Burrow: This is a digging movement through the ground. Burrowing usually does not leave a tunnel behind usable by other creatures. Most creatures that burrow do so at –1 movement step over their ground speed.

Flight: This movement allows a creature to move through open air. Except where elsewhere noted, a creature with wings has a wingspan approximately twice their body height/length. Most flying creatures have a +1 movement step over their ground speed when flying. Any creature with a size of small or larger usually cannot hover in place.

Glide: This is similar to flight in that the creature moves through open air, but the creature cannot gain altitude (can't climb).

Ground: This is the standard movement type. The creature crosses over some sort of solid surface.

Swim: This allows movement through a liquid that renders the swimmer buoyant. Most ground-based creatures swim at –1 movement step over their ground speed. Natural swimmers generally have little or no ground movement but at least Standard swim speeds.

Move Actions

Despite the form of movement a creature has, it can perform any of the moves listed below. If a creature does not have a listed type of movement, it can, at best, perform a walk or stand up maneuver.

Crawl: To perform this move, a creature must already be prone or take a dive (as part of the move) to become prone. The creature moves at –2 movement steps while crawling. There is no skill check for crawling and you cannot gain successes by crawling.

Stand Up: The creature can get up off the ground. A creature getting up off the ground exposes themselves to a free attack by an enemy adjacent to them. There is no skill check for standing up and you cannot gain successes by standing.

Kip Up: The creature can get up off the ground without exposing themselves to attack. Make an Athletics (Tumble) check vs. any adjacent opponent's Weapon Skill (Any melee weapon) check. If the

Grid-Based Movement

If you are planning to use miniature figures on a battlemat or other gridded surface, you probably want to track exact movement. In that case, medium-sized creatures move at a base rate of 10 meters a round. Small characters or characters slowed by heavy armor and/or gear move at 5 meters. Fast creatures move at 15 meters a round.

When counting diagonal movement on a grid, treat every other square of diagonal movement as costing an extra square of movement.

We suggest using a scale of one square on the battlemat being equal to about 1 meter of distance. This means an average character can move 10 squares, a slowed character moves 5 squares and a fast character moves 15 squares.

Note that an average prone character will fill 2 squares at this scale.

54 – Science Fiction

check is failed, treat it as a stand up attempt.

Walk: A creature moves at its normal movement rate. There is no skill check for walking and you cannot gain successes by walking.

Hustle: By giving up their standard action, a creature can move at +2 movement steps - about 20 meters in a turn at a hustle for most creatures, or two range increments (see below). You make a Skill check for a hustle (Diff base 2, +1 for each round of hustling, +2 for each round of running in a scene) and you cannot gain successes by hustling unless participating in a race or chase.

Run: By giving up their standard action, a creature can move at +3 movement steps - about 30 meters in a turn while running for a medium creature, or three range increments (see below). While running, a creature gains a +1 bonus to Defense against Ranged Combat attacks, but if he passes adjacent to another creature, that creature gains a free attack as the creature passes. The creature gains a +1 bonus to hit the creature, and treats 2's as Aces for the attack. You make a Skill check for a run with an Athletics (Run) skill check (Diff base 2, +1 for each round of hustling, +2 for each round of running in a scene) and you cannot gain successes by running unless participating in a race or chase.

Slow: A creature can willingly move at -2 movement steps, or half a range increment (see below). Doing so gives the creature a +1 bonus to Acrobatic (Balance) and Stealth (Move Silently) checks, as long as the creature is not reduced to Immobile. There is no skill check for slow movement and you cannot gain successes by performing a slow walk.

Ranges

Rather than use exact distances, distances between creatures are expressed in a simple moniker, as shown below.

<i>Range</i>	<i>Actual Distance</i>
Adjacent	0 – 2 meters
Close	3 – 10 meters
Short	11 – 20 meters
Medium	21 – 30 meters
Medium (Long)	31 – 40 meters
Long	41 – 50 meters
Long (Medium)	51 – 60 meters
Long (Long)	61 – 70 meters
Extreme	71 – 80 meters
Extreme (Medium)	81 – 90 meters
Extreme (Long)	91 – 100 meters
Extreme (Extreme)	101 – 110 meters
Out of Range	111+ meters

As can be seen by the table, a medium-sized non-slowed character can close one range rank with each move action. A slowed character can close one

range rank with two move actions, and a fast character can close 1 ½ range ranks per move action.

Presence Checks

A special type of check in the game is a Presence check. These are often initiated by the GM activating one or more consequences due to a character's actions or surroundings. A Presence check has a base difficulty of 10, plus the value of a card the GM draws. The player must beat this difficulty with a Presence + drawn card result. No skill adds to the Presence check. The character can spend a success chit to play a card from his hand for the Presence check instead of drawing from the top of his deck. No more than one check each round can be made to succeed the Presence Checks.

Presence checks often take a character out of action until they succeed at the check. The game master should initiate these checks wisely; they are meant to temporarily incapacitate a character for a short time, but should not be used in situations that would likely result in the character's death.

Players should look for appropriate moments when such Presence checks would be warranted; it should be noted that a character does receive a success chit for successfully overcoming a Presence check, so it is to the player's benefit to find uses for such checks that both fit his character's outlook and give the character a chance to shine.

54 – Science Fiction

Chapter 13 - Running the Game

The Rules

Learning the Rules

The rules are not here to be memorized, nor are they encyclopedic in nature. While it is a good idea to be familiar with the basic rules and how they work, it is not necessary to memorize them.

The best and easiest way to learn the rules is to sit down with someone who already knows them and play. Failing that, learn enough of the rules so you can put together a character and send them through a “tourney” – have the character fight someone else, craft an item for sale and run an obstacle race (First to 5 successes against a difficult of 15 wins!). This will help give you an idea of how the rules work in many situations.

Using the Rules

RAW vs. RAI

RAW, or “Rules as Written” are not nearly as important to the game as RAI, or “Rules as Interpreted”. The spirit of the game is far more important than what you actually see on paper. This is a game of fantasy-based stories – of mortal men and women in a fantastic world struggling against those forces that would bring ruin and destruction to all within in.

If the rules get in the way, kick them aside and go with what *feels* right. This is not a law book with rules written in stone; this is a set of guidelines designed to help you tell the story you and your friends want to hear.

Goal of the Rules

The goal of the 54 game is to provide a framework for the impartial resolution of actions. In other words, the rules are here to help you define whether a character’s action succeeds or fails.

To that end, the rules have to be able to quantify what the character is capable or not capable of doing. That is the sole purpose behind the ability scores, skills and even profession of a character.

Some of the rules are complex and fairly rigid in their execution, such as the rules for Maneuvers and powers. Game masters (and players) are encouraged to treat the listed Maneuver and powers as samples, pre-made packages and examples, not a limit of what can or cannot be done. A swordsman with Rank 3 in Blades should feel like

a competent fighter who can hold his own in a fight and is capable of pulling off interesting combat stunts that would be impossible for someone with lesser or no training. The same holds true for magic; A Rank 3 Arcane caster should feel “magical” and be able to accomplish minor mystical tricks on a regular basis and draw on powerful, mysterious and dangerous magic every once in a while. If you’re not feeling this in the game; if the use of powers and maneuvers is becoming a mechanical burden or hindrance, lighten up on the rules for maneuvers and powers (or ignore them) until they feel right for the stories you’re telling.

The rules are not meant to inhibit, though they do impose some limits and constraints on player creation, most of which are designed to maintain balance between different styles of characters. Character creation is, overall, very organic and designed to allow for all sorts of concepts to be possible. If you should find the limitations on the rules are preventing from designing a character that, to you, makes sense, by all means feel free to change, discard or add to the rules until it works. Just be sure you tell the players what it is you are changing.

Limitations of the Rules

The rule set presented here is a very basic framework. It makes no attempt to be all encompassing, defining every thing that can or cannot be done. It is a simplistic, basic system whose defining purpose is to answer the question “did I do it?” It makes no attempt to *tell you how* you did it or in what manner you succeed or fail at the action. That level of detail tends to kill creative game play more than it encourages it. Determining how you accomplished your goal is left up to the game master and players to describe.

Game vs. Simulation

This rule set is, by no stretch of the imagination, an attempt to be an in-depth simulation of a fantasy world. Instead it is intended as a framework to help you present an enjoyable and playable game with a story-centered plot. For the purpose of these rules, making things fun and playable is more important than reality. There are bound to be instances where mechanics clash with an attempt to simulate what is going on; this becomes a time to be creative and look for a way to explain, story-wise, why the mechanics worked out the way they did. And if the game mechanics just do not mesh with your attempts to define and describe the world around it, change it until it fits – but just remember that no fit is perfect and sometimes mechanics need to be mechanics; just apply the rules and come up with an excuse later why things worked out the way they did. Which leads us to...

54 – Science Fiction

Suspension of Belief

This is, first and foremost, a *game* derived from legends, stories and tales. While there has been some effort to reproduce effects that feel, on the surface, real, most of the crux of the game deals with super heroic or legendary feats. While starting characters may feel somewhat mundane, as characters gain experience, they will become superhuman, as will the enemies they face – at some point characters will pull off a stunt or two that flies in the face of the laws of physics, reality, relativity, common sense or the like.

If it's not rule breaking or game breaking, go with it. Breaking away from reality is what this game is about. As long as it isn't harming anyone's fun, let the characters – or the villains – accomplish the impossible.

There will, of course, be those who find performing the impossible or improbable somehow jerks them out of their immersion in the game; different people will have different levels of how far they're willing to stretch reality before it "just becomes a game". There is, unfortunately, no magic bullet to fix this. The best a game master can hope for is to attempt to learn what his player's thresholds for suspending belief are and try to find a level that the majority of the group can live with – including himself.

House rules

There will come a time in the game when the game master either does not agree with the written rules or runs across a situation the rules do not cover. In these cases, house rules may be put in place to resolve these situations – basically custom rules for the group to use.

There are no hard and fast rules to making house rules. However, two factors should be high on the list when considering house rules:

Is it fair? Avoid house rules that punish players over NPCs or monsters, or even one character over another.

Will it cause issues? Sometimes, house rules have unintended side effects or may cause a cascade that affects other game rules. Carefully consider what other areas of the game a house rule will affect before incorporating it.

The game master should always incorporate house rules on a trial basis. Thus, if the rule doesn't work as intended and needs to be changed, the game master can modify it as needed.

It is usually a bad idea to alter an in-effect house rule in the middle of a game; where possible, make any modifications to house rules before or after a game session.

Example House Rules

Halved Primary Ability Scores: When generating characters, half the starting value for Strength, Dexterity, Intelligence and Presence. Secondary ability scores are generated by adding two scores together and halving them (not half the scores added together and then halved again). You will have to use double the primary ability score for tertiary abilities. All Difficulties for skill checks should be lowered by 3. NPCs will have to have their ability scores modified to match as well.

Reason: By halving the primary ability scores, you make Ranks in skills much more important – you will derive up to 50% of your base value by skill instead of a mere 33% derived by skill Ranks. It also increases the value of played and drawn cards.

Fumble on a 2

Since you can "ace" or "critical" with the use of an Ace, many gamers like to enforce the possibility of the other extreme of the spectrum – the fumble. If you want to add a "fumble" system to the game, try this:

If you draw a "2" into your hand, you cannot discard the card and cannot draw extra cards into your hand until it is used; it must be played to be removed from your hand.

If you play a "2" from the top of your deck, it is an instant failure. You likewise cannot use special abilities to draw extra cards or replace the card for the action that failed.

Dice Instead of Cards

54 Sci-Fi is designed for use with cards instead of dice as a hand of cards gives the players slightly more control over the game, whereas the use of dice tends to generate more random results.

If you wish to use dice instead of a deck of cards for the game, try the following suggestions.

Whenever asked to play or draw a card, roll two six-sided dice instead. Add the two dice together for the result.

If you roll doubles, you get a +1 bonus to the result. Much as if you had played a card that gives you a suit bonus.

If you roll a 12, treat it as an Ace.

When you want to use or activate an ability that requires a face card, roll two six-sided dice. If you need a Jack, you must roll a 9 or higher to activate it. If you need a Queen, you need to roll a 10 or higher. If you need a King, you need to roll a 11 or higher. If you need a Joker, you need to roll a 12, followed by a second roll of 7 or higher. If you succeed in the roll to emulate a face card, treat the value you end up with as the face card value – 5 for a Jack, 7 for a Queen, 9 for a King and any value for a Joker. If you fail to get the minimum card you need, the roll fails, regardless of the end value.

54 – Science Fiction

Players

The players are the most important aspect of this game; without players, you don't have a game. The game master should always keep the importance of the players in the game in mind when designing adventures or running the game. After all, if the players don't follow up on the hooks the game master presents, the adventure he's toiled over won't get played.

Player Types

These aren't hard and fast types, and are instead simply generalizations. When the game master knows his players, he can tailor the game to their various play styles. Note that a given player may have aspects of many player types – a single player might be something like 50% storyteller, 25% creator, 15% thinker and 10% basher.

This information isn't to categorize and control players; instead, use keep this information in the back of your mind to aid you in thinking like your players so you can create a more enjoyable experience for everyone at the table.

Actor

The actor likes to “act out” his character. He may show up to the game dressed like his or her character (or simply carry a “trinket” his character possesses), may mimic the character's quirks and/or voice and enjoys speaking in character.

Goading: The promise of interaction between PCs or NPCs.

Reward: A scene that allows the player to act in character.

Avoid: Boggling the game down by requiring even minor interactions to be roleplayed out. Also be wary of attempts to hog the spotlight; give other players reason to interact in the scene as well.

Basher

Likely armed with every weapon known to man and with character stats that will make your eyes pop, the basher is usually just hanging around looking for an excuse to bash some heads in.

Goading: The promise of action

Reward: A romping, stomping straight-up fight.

Avoid: Letting everything be solved by force or rushing others to “get to the action.”

Creator

He or she shows up with a character from a race you never heard of, wanting to use their own homebrewed rules that they've made up to expand, fix or replace rule systems.

Goading: A quest for something unusual and unique

Reward: Allowing them to use their homebrew creation in the game (within reason).

Avoid: Letting the creator alter, add or change your game without your consent. While a good game master is open to new ideas, the person running the game knows what is best for his campaign – and if he makes a poor decision he'll hear about it from the others.

Rules Lawyer

This player likely knows every rule and is a stickler for ensuring that the letter of the rules are enforced. In extreme cases, the rules lawyer may twist the intent of the rules to his own favor or advantage.

Goading: Unusual challenges that require obscure rulings.

Reward: Playing by the rules and letting the rules lawyer espouse his knowledge of the system to aid the game master and players have a fair and pleasant game.

Avoid: Do not allow the rules lawyer to buffalo you. The intent of the game and the fun of all involved is more important than “being right.”

Storyteller

The storyteller, quite naturally, is seeking to tell a story through the actions of his character. This type of player delights in making extravagant backgrounds for their character and often plants story hooks he or she expects the game master to pick up on and incorporate into the game.

Goading: Details that tie into the character's background or ultimate goal.

Reward: A scene that plays on the player's background or furthers the ultimate goal of his character.

Avoid: Centering adventures on the storyteller character; be sure to include other player's desires for the advancement and nurturing of their own characters. Also be wary of attempts to hog the spotlight.

Thinker

The thinker loves puzzles and enigmas. They want to discover the secrets of the adventure and/or game world and often love coming up with cunning plans just to stump the game master.

Goading: A mystery, riddle or puzzle to solve.

Reward: Setting up a scene that involves creative thinking instead of brawn to solve.

Avoid: Boggling down play chasing red herrings or delving into trivial matters.

Play Styles

There are hundreds of ways to play a role-playing game; quite often two groups may have very

54 – Science Fiction

different play styles. The list below is not exhaustive, but simply a quick overview of the most common styles of play that may occur with 54 Sci-Fi.

Alternate Future

Somewhere in our past, something different happened - the American Civil War never ended, the Allies lost in World War II, an alien invasion occurred following nuclear tests in the Pacific, etc.

In the alternate future, some dramatic, world-changing event occurred differently than in our world. These changes allow for the creation of an entirely different level of technology, society and world demographic.

The alternate future campaign can be mixed with a Time Travel campaign based on “fixing” whatever the current change is.

Apocalyptic

Set several generations in the future, this genre is generally earth-based, set after some sort of calamity that nearly wiped humanity off the face of the earth. Whether a global weather change, a virulent disease, a meteor, economic meltdown, zombie plague, an apocalyptic alien invasion, war or even nuclear calamity caused the event, society was brought to the brink of destruction.

Often, at least one race besides humanity has emerged – often Eloi or Morlocks, as a result of the calamity. At least one discipline had reached its peak, with much knowledge now lost, with at least one new discipline (such as mutations) coming to the fore.

In such a world, characters are often stragglers roaming from community to community, struggling to survive and possibly even thrive in the aftermath of the disaster. It could be that the characters have within them the spark to save – or damn – the world that humanity has left behind.

Comedy/Slapstick

Whether an outright comedic parody of B-movie science fiction or the genre overall, comedy is one of the hardest styles to maintain for long, and is often best used as a counterpoint to an otherwise straight-forward campaign.

Comedy often uses characters whose names are puns put into outrageous situations that result in the humiliation of PCs and/or NPCs. Reality and physics often takes a back seat to crazy or absurd actions performed by either side of the table.

Evil

Self-serving, despicable, cruel and greedy, the characters represent the anathema of heroes – bringing misery in their wake as they set about attempting to fulfill their own debase goals of

accumulating power, wealth and prestige. Where heroes build up hope, evil tears it down and replaces it with misery and suffering.

The evil game is one that players often clamor for, but often end up resenting. The best evil campaigns work with a group capable and willing to work together, though working towards separate goals. While each of the characters may be a despicable rascal, as long as the group has a reason to remain cohesive, the game won't devolve into player vs. player squabbling and bickering.

An evil game requires a level of maturity that is hard to follow through – the threat of constant betrayal at the hands of one's fellow is a constant danger and the pitting of player against player when self-centered goals come into conflict can ruin not only the current game, but all future interactions between such players. Beware!

Horror

Something scrabbles at the edge of light, but cannot be seen by the flickering flame of the candle as the group's scientist pores over the crumbling tome. He flicks through mad gibberish and horrific depictions of debased anatomy seeking the key to lay the foul spirits of the house away. Suddenly, the nearby shattered grandfather clocks begins to toll the hour – ringing thirteen heart-stopping tones as it marks the arrival of the Hour of Darkness. Useless weapons are drawn to protect the reader in his search as the room seems to shudder and shimmer with a growing cloud of blackest ink. Then, the blackened wood of the ancient study roars back alive with the flames that consumed it so many years ago, sheets of living flame racing up the walls as it peels back the shadows of the darkness growing in the room.

With a roar, the slime-coated tentacle of some horrid warted beast lashes out of the fading darkness as a maw of dagger-filled teeth pushes forward, dripping saliva as it seeks to slake its hundred-year-old hunger on the adventurers foolish enough to stand before it.

Horror is a difficult style to effectively put into play. It requires the proper timing, mood and atmosphere to effectively work – something obviously difficult to evoke around a game table full of chip-munching gamers. Likewise, it is difficult to properly put into play because it often relies on the helplessness – or seemingly insurmountable odds the characters face. In a horror game blindly charging a foe only gets you killed; often victory only comes at the cost of sanity, self-sacrifice or the simple delay of the inevitable.

Modern

A modern game tends to focus on the current times and is usually firmly grounded in at

54 – Science Fiction

least one aspect of the real world. Disciplines beyond cybernetics may be rare or impossible, or at the least are practiced in secret out of the sight of the common folk. Supernatural, eugenics, psionics and mutations fit in best into a modern genre game as secondary, secret disciplines that the characters may be battling against or using against the foes of humanity.

Generally speaking in the modern genre, the only available race is humans, though something such as eloi, veredun or morlocks exist as a secret brotherhood in the world. Depending on the character's relation to the "secret" side of the world, these races may be allies, enemies or even the player characters themselves.

Adventures in a modern genre usually revolve around the "secret" side of the modern world; the hidden dangers of our world that are not known to the common man, but threaten to destroy it if left unchecked.

Near Future

Set usually less than 25 years into our future, this is a "what if" sort of setting. Cybernetics tends to be the dominate discipline, but one or more new disciplines may be emerging. Humanity is just reaching for the stars, and may have just run across its first starfaring race and is likely having a difficult time adjusting to the fact that humans are not the only the intelligent species in the universe. War between humanity and the new race may well erupt, or at the very least bitter prejudice.

Adventures in a near future genre game usually focus on the changing state of the world; how the rise of a new race or discipline challenges the established way of doing things and their impact on the individuals involved.

Political Intrigue

In a game of political intrigue, many may wish for the open field of battle and drawn swords over the honeyed words and poisoned daggers of the seats of power. Whether a corporate boardroom or the audience hall of the local bureaucrat, this is a place for the witty and suave. Brute strength is often worthless in such a setting, replaced by connected alliances, the power of coin and acknowledgement or censor by influential beings.

In a political intrigue campaign, you may want to put strict limits on Persuasion skills to prevent PCs from rolling enemies aside with simple skill checks.

Adventures in a political campaign often deal in the duality of open negotiations and secret rendezvous; possibly coupled with a bit of backroom brawling once one side or the other has been backed into a corner.

Space Opera

This is the normal standard for the rules. Characters come from a wide range of races and the various disciplines are common throughout the known worlds. Space travel from world to world is common. For the most part, the various races tend to get along, though there may be strained relations between various political or economic factions.

Adventures in a space opera tend to deal with grand, epic adventures that follow a character's growth from a common individual to that of a great and influential hero, with a fantastic backdrop as the background.

Time Travel

One of the more difficult science fiction tropes to handle, the time travel campaign can take one of two general aspects.

In the first, the characters have a method to travel to different times, either on a mission or by accident and happenstance. In such campaigns, the character's job usually resolves around correcting some problem with the timeline before moving on to the next.

The second form of time travel strands the characters in a timeline different from their own. It generally revolves around the struggle of adapting and surviving the perils of the given timeline until such time as the characters can return to their own time. In these adventures, characters generally do not return to their own time until the climax of the campaign.

In both forms, the greatest challenge becomes paradox – altering or controlling events yet to occur. The gamemaster has to decide how he will handle the characters attempts to alter upcoming "past events".

This, in itself has three generally accepted ways this can turn out:

1st) Upcoming "past events" cannot be altered – they already happened a certain way and any attempt to alter them failed – er, will fail because they've already happened a particular way. *You can't go back in time and stop Lincoln from being assassinated, you can't stop the French Revolution, the Allies will win World War II.* This can be off-putting to players as they will find themselves unable to significantly (or often, even minorly) affect their surroundings. It works well if the characters are simply observers to the events of the past and major events are merely backdrop for the character's adventures.

2nd) Time corrects itself. *If you stop Booth from shooting Lincoln, either someone else does it or Lincoln dies some other way.* This gives the characters some leeway to make minor alterations to

54 – Science Fiction

history, but they can't screw up history (and perhaps the campaign) too badly. This works well for time travel campaigns that revolved around sightseeing or side trips into the past.

3rd) Changes create new timelines. *The characters stop Booth from killing Lincoln, but his survival embitters him to the South and the Civil War drags on, forever splitting the USA.* This option requires the characters to tiptoe when travelling in the past lest they make major, unwanted changes to the past. This sort of campaign is great for those where the characters are either attempting to correct timelines or you want to keep the outcome in suspense.

Handling Difficult Players

Players are a varied lot, and many game masters have run into at least one player whose gaming style has completely opposed his own. In rare cases, a player may be simply disruptive to the game, performing contrary actions meant to annoy the other players or game master.

When a player is disruptive, it can put the game master in a difficult position. In most cases, politely pointing out what the player is doing that is disruptive should be enough to curb most players from continuing.

If the disruptive behavior continues, the game master may wish to implement a system that reduces the experience or wealth a player's character receives when being disruptive. When a player is being punished for disruptive behavior, make it clear why the player is being punished and do not invoke any penalties in a cruel or vindictive manner.

If a player is belligerent in his attempts to be disruptive, the game master should consider requesting the player to not attend play sessions until they are willing to correct their behavior.

Campaigns

A campaign is a series of interconnected adventures that tell a story, much like a series of novels or movies. A campaign usually follows the adventures of a small group of characters as they grow and evolve into more mature and experienced beings.

Campaign Arcs

A campaign arc is the overreaching story that interlinks several adventures. A campaign arc usually has at its end a confrontation against a significant power or entity. A campaign arc can be compared to that of the storyline you find in a single novel or movie.

The World

The rules that are presented here try to avoid defining the world at large; that is something that the game master can either create for his own or look for books or supplements that present a pre-created game world for the game master to use.

That said, there are some conceits built into the system that game master should take into account when making or using a game world.

The most obvious is the mixture of the presented races; the game assumes that the races presented in the rules exist in the game world and have a somewhat generic origin and influence on the campaign world.

Second, the presence of magic is initially set in this game at "space opera" level, being fairly easily available to the characters for use.

Likewise, the damage system doesn't provide permanent or lasting wounds – most characters can be up and running rather quickly after being initially injured.

If you choose to use a particular campaign world or you are creating your own, take the above into consideration and modify either the game rules or the campaign world accordingly. Be aware of letting your players know about any significant changes (and possibly even the small ones...) you intend to incorporate into the game. For example, if you've decided to set your game world in a dark reflection of King Arthur's Britain where magic is rare and the characters are all questing knights, you might want to disallow player character arcanists (and possibly priests) or even require the players to all be Warrior Knights. This is definitely information you want to pass on to the players so you don't end up with, for example, someone trying to make a Merlinesque character to try and fit into the game.

Stories

A campaign's story is a very important thing. It can be a very easy trap to turn a game into little more than a string of semi-linked encounters with a thin plot. While you don't have to be a literary genius, there should be some meat to the story behind any given campaign.

The game master should strive to craft events so that they both make sense in the overall plot (though it make take characters some time to figure out how point A and B are linked) and customize the events that are occurring to the player's characters. Sometimes it pays to stop and pay attention to the little details, to bring them to the fore and get the characters to concentrate on something other than killing monsters and looting bodies. For example, you might set up a meeting between the group and the local mayor, who wants them to stamp out an enemy in the nearby woods.

54 – Science Fiction

This can be a laid back scene with little dice rolling – the mayor simply talks with the characters for a short bit of time. Inquiring characters might snag some valuable information for their upcoming quest, make a request for supplies or even find out that the mayor's been philandering with the local school marm while his wife is away. This isn't a scene that's to be resolved with a few Diplomacy, Gather Information or Haggle skill checks. Instead, it allows the game master to set up the mayor as a "real" person as well as set the context and mood for the upcoming quest, and perhaps foreshadow upcoming quests.

Logs/Blogs/Journals

One tool that can greatly benefit players (and the game master) is a campaign log or journal. This can be as simple as a short, handwritten note giving a short summary of what happened the last game session, or as complex as a running story of the character's continuing adventures.

The log can be maintained by the game master, and can be used as a place to foreshadow coming events or to track player handouts such as maps, missives or other documents the characters have garnered in play, as well as present a history of what has happened in the past sessions.

However, it is often more insightful if the players have a level of interaction in the creation of the log – whether it is actual journal entries written in character or just written summaries by an appointed "chronicler" for the group. Having the players perform this task will often help the game master by giving him insight to what the characters *think* is happening (and perhaps inadvertently generating story ideas) as well as keeping the players involved in the story you are presenting. After all, if they have to write a report after the game about what happened, they're more likely to pay attention *during* the game. Just make sure it doesn't turn into a chore; it should always be something someone *wants* to do, not *have* to do.

Adventures

Adventures are like bare-bone scripts for the game. They contain the information the game master needs to present the situation – the plot, an encounter's contents and appearance, a NPC's description and statistics, and the like.

Area-Based Adventures

Area-based adventures are built around one or more locations. The adventure might take place in a single dungeon or tower, or perhaps the local inn. These type of adventures usually resolve around the exploration of an unknown area. They are often static in the fact that little changes unless the

characters take action to investigate and interact with the environment.

Branching

This is a combination of the area-based and event-based adventure. It is often initially triggered by an event, and based on the player's actions, branches out to different locations. Unlike an event-based adventure, there is usually no specific timeline. Players may have their characters travel to one location or witness an event in virtually any order without upsetting the course of the adventure. An example of this type of adventure might be one where the characters find a murdered victim and travel from place to place questioning witnesses and gathering clues, only to engage in a chase in the climax to catch the fleeing murderer. In some branching adventures, the player character's choices may have an effect on the final outcome; in the example above, perhaps a clue from one of the suspects might lead characters to discover that the real culprit is a vampire who beguiled the murderer to commit the foul deed – if the players never discover the vampire's involvement, the patsy may take the fall instead.

Event-Based Adventures

Event-based adventures are built around a series of events that occur on a timetable. Locations are usually of secondary importance – the driving factor is the events that are underway. An event-based adventure might revolve around things such as an assassin's plot to sneak into the city and kill the king at his coronation ceremony, with the player's characters attempting to hunt down and thwart the assassin before he succeeds, even as the coronation draws nearer. Event-based adventures usually have a strict timeline; if characters do not act in a timely fashion, things will rumble towards the inevitable conclusion – usually that result is something bad unless the players intervene.

NPC's

Non-Player Characters (NPC's) are caricatures the game master uses to represent anyone that the player's characters interact with. There are a wide variety of NPC's that can be used, from friendly commoners in the local town to horrible monsters waiting to devour the player's characters in the dungeons far from civilization.

One-Shot NPC's

The commoner the characters pass on the street. The city guardsman who asks the characters their business at a city's entrance. The grizzled woodsman the characters ask for directions. The shopkeeper the characters meet to outfit themselves

54 – Science Fiction

with new gear. They are the unsung masses who populate the world.

These are all typical one-shot NPCs, those whom the characters are likely to interact with once or never on a significant level. In most cases, all you need for these NPCs are a name and an idea of their personality and level of knowledge.

You rarely, if ever, need the actual stats for these sort of NPCs. If a question of stats ever does come up, you can assume a default ability score of 5 and 2-3 skill ranks in any significant skill the NPC might have. Unless it's important that the NPC survive an encounter with the player's characters, give the NPC 1 Wound.

Recurring NPC's

They are the helpful sage who researches the magical and mysterious items the characters bring back to town. Or they can be the crusty town Sheriff who barely tolerates weapon-toting vagabonds in his turf or even the tax collector who always seems to be able to find the characters after they return to town laden with gold. Perhaps they can be the king's master of arms, who outfits and sends the characters on their next quest. They are this and many, many more.

These are all examples of the kind of recurring NPC's characters may interact with on a recurring basis. Much like one-shot NPCs, unless they will be antagonistic towards the player's characters, you don't need actual stats for the NPC and can play them by ear.

If you do need stats for these recurring NPCs, assume a default score of 5 in each primary ability and calculate secondary abilities normal. The ability score most influential to the NPC's use of abilities should probably be a 6-7. The NPC should have a skill of Rank +3 to +5 in his most important skill(s), and up to Rank +2 in other often-used skills. The NPC should have about 3-5 Wound points.

Monsters

They are the murdering android or the marauding veredun, the assassin on a job or the misguided soldier performing an assassination for his country that the characters must somehow stop. They are these and many, many more.

Monsters are NPC's that can turn out to be allies or enemies of the player's characters. Monsters are meant to be interacted with, whether in combat, negotiations or in roleplay, and usually have fully developed stats. Though a monster might only be present for a single scene in a game, the game master usually needs a full stat block to pit them against the player's character in some way.

A monster's stats are not set, but they should be comparable to the player character's statistics.

The stats that a monster will use to pit itself against the player's characters should be within about 2-3 points of the character's own stats.

A group of monsters facing against the player characters should have about 2/3 the player character's amount of Wounds and Resolve. A single monster facing against the player characters should around $x2 - x3$ the number of Wounds the player characters have to give it somewhat of a fighting chance. It should also have special abilities that allow it to effectively take the equivalent of 2-3 actions in a single round, split to engage more than one player character at a time.

Villains

They are the conquering warlord who plans to take over the world or the fallen god who seeks to enslave the mortal world. Sometimes they are the mastermind who lurks in the shadows, manipulating groups, societies and even nations for their own malicious benefit. They are these horrors and many, many more.

Villains are NPCs designed to directly conflict with the player characters. They are built like monsters, and indeed you may wish to start with a standard monster's abilities, and then augment them to make them tougher and stronger than a standard creature of its type. Almost always, a given villain is at least slightly superior to the player characters in some form or fashion.

For minor villains or subordinates, a villain should have abilities and skills about equal to the *best* character in the group.

For a major villain or lieutenant to a more powerful entity, the villain should be slightly better than the *best* character in the group by about 2-3 points in a given attribute and/or skill.

For a truly epic villain, they should exceed the *best* character's ability in any given area by 4 or more points in a given attribute and/or skill.

Allies

They are the smith who forges the plasma sword that can slay the unstoppable xenomorph. Another may be the financier who gives them shelter and protects the characters from the political forces that wish to see them humiliated. They are the young bar waitress who always has a tip on the armored car filled with drug money the characters want to intercept.

Allies are NPCs who go out of their way to help or support the player's characters. Whether powerful heroes themselves or simple folk with a talent or knack with which to assist the player's characters, allies are as important to the game as the enemies the group faces. Without allies,

54 – Science Fiction

reinforcements, supplies and assistance when things are dire become a real danger.

Allies might or might not be statted out, depending on what sort of support they provide. If statted out, an ally is built just like a player's character, though the game master may choose to assign abilities rather than randomly generate them. Allies are often experienced in some skill or special ability and may be more or less powerful than the player's characters – though they tend to be more skilled in at least one area the player's characters may be deficient.

If the game master creates an ally who will adventure with the player's characters to assist them, consult the section on Player NPC's below for additional information on using such potent NPCs.

Game master “Player” NPC's

The game master should be extremely careful when introducing a character to the group that is, in truth, his own game character. Also known as a GMPC, these are NPC's that have abilities, skills and footing equal to (or often exceeding) that of the PC's.

A game master running a GMPC should:

1) Never come up with a plan of action, or force a plan of action on other PCs through a GMPC. As a rule, the game master has far more knowledge of what is ahead than the players. By suggesting a course of action, you prevent the PCs from solving the problem themselves, perhaps inadvertently. By forcing the PCs to follow a course of action, you are taking away the player's ability to decide for themselves. On the other hand, it is okay for the players to ask a GMPC for advice, and for the GMPC to know information about subject matter he or she is specialized, but it should be up to the other players to put the GMPC's knowledge to good use or discard as they see fit - and sometimes the GMPC can just be flat out wrong.

2) Never save the other characters from an enemy or threat with a GMPC. This both takes away from the PC's ability to prove their own worth and can make the player's dependant on being saved if they do something foolish.

3) Refrain from making the GMPC significantly more powerful than the PCs. If the GMPC can accomplish any given task by himself that the PCs conduct, the players are going to question why they are even along. In any case, the PCs should be capable of completing the adventure without the presence of the GMPC.

4) Don't let the GMPC make the character's lives miserable. Just as its bad to make the GMPC more powerful than the PC's, making the GMPC so bad

that he's a liability to the group is a similar problem. If the GMPC can't hold his own, it's likely the PCs will turn on him or abandon him.

5) Never revolve the story or plot around the GMPC. The players are the stars of the show, not the GMPC. Don't steal the limelight from the players.

PC's

The player's characters, or PC's, are the stars of the show – or they should be. Whether noble or villainous, heroic or cowardly, the game simply does not work without the presence of the PC's.

Incorporating Backgrounds

When a player makes a background for his PC, the game master should likewise take the time to try and incorporate that background into the game. It can be very satisfactory for players to see that the time they take to develop their own characters becomes reflected in what occurs in the adventure.

The Consequences of Actions

When players take – or fail to take – action, it should have an affect upon the game world around them. While not every action will be earth-shaking, the game world should react in a rational manner to the character's actions.

For example, if an evil mastermind has kidnapped a princess for use as a hostage until he can safely build a death ray in 5 days, if the characters don't stop the madman in the allotted time, they can kiss the princess goodbye.

As another example, villains don't always stay in their lair, waiting for the PCs to come kill them; they should respond intelligently to attacks against their homes, moving and reinforcing areas as they learn the characters have invaded – perhaps even employ the character's own tactics. They might even strike back at the PCs hometown if they aren't properly eliminated.

Likewise, some players can get cocky and may decide they can take on the local law enforcement and either blow it away or ignore it as a trivial nuisance. And while they may experience initial success against low-level backwater town guards, it's very likely that more powerful, prepared law enforcement – or bounty/head hunters may come after the characters later on as words of their deeds spread. If need be, these enforcers may often wait for the most inopportune time to strike, such as just after or during a crucial fight, while the offenders are sleeping or even relieving themselves. Just try not to be unfair unless the offender really, really deserves it *for his character's actions in the game.*

54 – Science Fiction

Missing Players

There will likely be times when a player is absent from a game, due to obligations at work, school or family – or simply due to illness or other factors.

There are many ways to handle missing players; the easiest is to assume that the player's character is elsewhere and simply not present for the game's adventure.

Another option is to allow another player to play the missing player's character as if it were his own. While this allows the character to continue to advance and help the party, it should never be done without the player's agreement and care should be taken by the surrogate player to ensure he neither acts out of character nor accidentally gets the character killed.

Some groups choose to turn a former PC into an NPC usually run by the game master for the duration of the absence of the player so that the character can still gain experience and the group can still benefit from the character's often-needed skills and expertise. Like being run by another player, a game master should always ask the permission of the player, where possible, to handle the character in this matter before using it.

This latter method should be used with caution; players who return to find their character with missing equipment or worse, dead may very well be upset by events that they may believe they could have avoided were they present.

In any case, surrogate players or the game master should never spend the character's wealth or XP at the session's end. Let the original player make such decisions on how he wants to advance his character.

Replacement Characters

It happens to every player at some point in the game. A character dies, and the player is faced with the task of making a new character to replace the old.

The death of a character can be a surprisingly hard pill to swallow, especially the longer the player has had to play with and become familiar with the character.

When making a replacement character, the game master is encouraged to grant the character XP to spend on the replacement to bring the new character up to at least the minimum for the group, if not the average. The same goes for gear and possible magic items, based on the frequency of such items in the campaign.

54 – Science Fiction

Awards

As in life, as characters are exposed to activities in a given adventure, they grow and mature to fit the overall story.

While the game master is free to override any of the advice below, some baseline rules are established here to help establish a pattern of growth and development for characters that allows for slow yet steady advancement. The rules below allow characters to learn new skills and develop to competent individuals quickly, but to become powerful at a very slow rate. However, the game master should keep the desires of his own game and that of the players in mind when contemplating advancement; some game masters prefer a quicker advancement and others may simply hand out advancements when they feel they are warranted by the character's progress in the story.

Just remember, it's always fun to get "cool new toys", and the game master should keep in mind that nearly all players prefer to see some sort of progress or evolution to their character - that their characters are, in some way, working towards becoming "better".

Treasure

You should strive to award up to 10-30 credits of treasure per success the group needs to beat a scene. This is not a hard and fast rule by any means and the game master can modify the amount of treasure as seen fit. Avoid always giving the treasure out as pure money; mix it up a bit with other coinage, gemstones, art objects and the like.

Gear should be given out as appropriate, at a rate of about one every 3-4 encounters. Try to focus on items that the party will find useable immediately or within the next quest or so.

When awarding gear, it is often better to award items that require supplies (such as ammunition) or are consumed in a single use (given more frequently) or have charges than to give out permanent items. This allows you to more easily remove disruptive items, prevent the items from being used as a crutch and to keep the player's characters lean and in search of more items. Avoid allowing gear to define a character; they are a tool that should supplement a character's own abilities and skills – but never replace them.

Experience

Beyond treasure and the acquisition of items, another way for characters to improve is through gaining experience.

Every time a character gains a success with a non-trivial action, the character gains 1 experience

point. Generally speaking, a successful action only grants experience if there is some penalty to the character for failure (such as when the character is risking his life or well-being). The game master may award additional experience points for situations in which he feels the character (not necessarily the player) learns something new or significant.

If a player "donates" a card to the game master to use for an action and the result is a success, the character who is the target of the action gains an experience point. If no character is a target of the action, but it is a success anyway, the character who donated the card gets an experience point. This represents the characters learning from their opponent's success.

If you're playing a game where skill checks and the like are sparse and far apart, the game master should consider handing out 1-2 points of experience for about every 20 or so minutes of play.

Acquired experience can be spent to increase attributes, acquire or increase skills or even to remove consequences from the character. Normally, experience may be spent in any manner the player desires. In this case, new skills that are acquired are assumed to have been practiced during downtime or the result from an epiphany that may have occurred "off-camera".

The game master may opt (though he is discouraged from doing so) to require that experience only be spent towards the acquisition or increase of skills or abilities used in a session.

Increasing Primary Attributes

The cost to increase a primary attribute (Strength, Dexterity, Intelligence or Presence) is listed below.

Note that after character creation, secondary attributes do NOT automatically increase if a primary attribute has been increased. Likewise, wounds and resolve do not automatically increase when an attribute is increased.

Characters cannot increase an attribute beyond 10. You cannot increase your attribute by more than +1 in a six-week period.

<i>New Ability Score</i>	<i>XP Cost</i>
1	25
2	50
3	75
4	100
5	125
6	150
7	175
8	200
9	250

54 – Science Fiction

10	300
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Increasing Secondary and Tertiary Attributes

The cost to increase a secondary attribute (Melee, Ranged, Magic Aptitude, Resistance or Resolve) is listed below.

Note that after character creation, secondary attributes do NOT automatically increase if a primary attribute has been increased. Likewise, wounds and resolve do not automatically increase when an attribute is increased.

Characters cannot increase a secondary attribute beyond 10. You cannot increase your secondary or tertiary attribute by more than +1 in a single two-week period.

<i>New Ability Score</i>	<i>XP Cost</i>
1	50
2	100
3	150
4	200
5	250
6	300
7	350
8	400
9	450
10	500

Increasing Skills

When you choose to increase skills, you do so by slowly increasing each subskill separately. However, before you can raise subskills, you must have access to the broad skill. You can learn a new broad skill at 0 Rank at a cost of 5 experience points. From there, you can increase a subskill you already have Ranks in by expending experience points as shown below.

For example, a player may choose to spend 5 XP to purchase the Athletic skill at Rank 0. From there, the next day he may spend 10 XP to raise the Run subskill to +1 Rank (Novice). The other subskills, such as Jump, remain at Rank 0 at this time.

You cannot increase your Rank in a skill by more than +1 in a number of weeks equal to the new rank squared (for example, it takes 25 weeks to go from Rank 4 to Rank 5).

When you increase an attribute, it does not increase your rank in a skill, but does increase the overall value you have for a skill. For example, if a character previously had a Strength of 5 and Rank +1 in Athletics (Run), his total would have been 6 before

a card draw with the skill. If Strength were increased to 6, the character's total for Athletics (Run) would be 7 before a card is drawn.

<i>New Rank</i>	<i>XP Cost</i>
+1 Rank (Novice)	5
+2 Rank (Apprentice)	10
+3 Rank (Journeyman)	15
+4 Rank (Master)	30
+5 Rank (Grand Master)	60

Increasing Wounds

Wounds can be increased at a flat cost of 25 XP per additional Wound the character obtains.

Characters cannot obtain more than 20 Wounds.

You cannot increase your Wounds by more than +1 in a single week.

Removing Consequences

You can get rid of a single *consequence* by expending 50 XP.

Acquiring Maneuvers

You can learn new maneuvers at the cost listed below. You can only learn a maneuver if you have a weapon skill at least equal to the Rank of the maneuver you wish to learn.

If you study under the tutage of a master of at least Journeyman (3) Rank who already knows the maneuver you wish to learn, you can acquire the maneuver at ½ the cost (rounded up) listed here. Note that the master may choose to charge you money for teaching you the maneuver.

You can swap out a known maneuver for a new maneuver of the same level for ½ the normal XP cost (round down). If a master trains you (as above), you can swap out the maneuver for ¼ the normal XP cost (round down).

It takes at least one day per Rank of the maneuver to learn a new maneuver. You cannot learn more than one maneuver at a given time.

<i>Maneuver Rank</i>	<i>XP Cost</i>
+1 Rank (Novice)	5
+2 Rank (Apprentice)	10
+3 Rank (Journeyman)	15
+4 Rank (Master)	30
+5 Rank (Grand Master)	60

Acquiring / Improving Discipline Powers

You can learn new discipline powers at the costs listed below. You can only acquire a new

54 – Science Fiction

discipline power if your Discipline Rank is of the proper rank to utilize the power in question.

You can choose to upgrade an existing power by trading in the old power for ½ the XP cost and applying towards the cost of the increased power.

It takes at least one day per rank of the new power before you can effectively begin to use the new power. If you traded in an old power, you can still use the old power until the new power kicks in.

You cannot learn more than one new power at a given time.

<i>Discipline Power Rank</i>	<i>Trade in XP Value</i>	<i>XP Cost</i>
+1 Rank (Novice)	2	5
+2 Rank (Apprentice)	5	10
+3 Rank (Journeyman)	7	15
+4 Rank (Master)	15	30
+5 Rank (Grand Master)	30	60

54 – Science Fiction

An Example of Play

Jim, with his newly created human dilettante character Gerard Aplombe, gathers together with his friends Brian, playing the Cathe soldier Fersil, another friend Jill, playing a gray scientist named Othen and Scott, who plays the Cyberhomid SF-7. Steven, the game master, starts the group's adventure with the group already underway - in this case travelling to a newly commissioned Power Mining Station.

Everyone has their character sheet in front of them, as well as a deck of cards. Each player has drawn three cards for their hand, and a community deck has been set up between the players with two face-up cards (9♣, 2♠). The game master has his own deck, but has decided not to draw any cards from it yet, since there's no enemies that would use a hand, but he doesn't tell the players that.

Steven: Okay, you all have been cramped in a shuttle for the past four hours in transit to the new power mining station PM3-S1 on Tetran Four. So if you would, each of you give the others a brief introduction to your character and a short summary of why you're on this trip. Keep in mind that your guys goals should mesh well enough to want to stay together after this visit.

Jim: (Hand) Well, I guess I'll go first then. My character is Gerard Aplombe III. He's the son of a wealthy industrialist whose heavily invested in the building of this plant. He's sent me and my manservant - James - out here to inspect the facility. (mockingly rolling his eyes) "Dad thinks getting me involved like this'll help get me ready for the day when the company rolls over to me."

Steven: (As James, the manservant) "Well, master Gerard, it's better for your mind and health than those dreadful afternoons wasted at the spa with a bourban in one hand and this year's model in the other. I beleive her name was Bianca?"

Jim: (As Gerard) "Tell me, James, do you just enjoy torturing me or does my father pay you to do it?"

Scott: (Hand) Well, I guess I'll go next. I'm playing SF-7, a Cyberhomid from the Antilles collective. Our collective would like access to a new power production facility as our old one is a bit run down and decrepid. If my inspection of this facility's efficiency and defenses show it to be adequate, I am authorized to begin negotiations with Gerard's father to have a plant built in my home sector.

Jill: (Hand) Well, my character is a Gray named Androcles. It has been assigned to oversee the activation of the power station and evaluate the

plant's efficiency. I'm supposed to provide the best show I can so Gerard's company can get the Cyberhomid deal.

Brian: (Hand) My character is Fersil, a Cathe soldier from the Onii dynasty. My family dynasty also invested in this power mining station and we're concerned about the security at this facility. While Jill's character - Androcles - is focusing on ensuring the plant works, my goal is to make sure the station has adequate protection from any force that might want to take over or siphon energy from this plant for their own use.

Steven: Indeed - and it seems both like Fersil and Androcles might have their work cut out for them. The plant has been, of late, suffering several 'incidents' on the road to becoming active. Further, there's been rumors that some of the money to fund this operation has come from some not-very-much-above-the-table sort of backers, and there's already irregularities in the shipping manifest of power batteries off the station.

Jim: (As Gerard) "Oh, great. Someone didn't think to mention this before the son of the owner stepped on the shuttle?"

Brian: (As Fersil) "Not worry manchild. Fersil will not stain his honor by allowing harm to come to Gerard." Besides Jim, that's why you're carrying a gun, isn't it?

Steven: And now, after four long hours, the shuttle is finally completing the docking procedure at PM3-S1. After a few moments of loud clanking sounds and a jolt that shudders through the ship, the airlock opens allowing all of you to finally stand up and stretch your legs in the two-meter tall corridor outside the shuttle.

Jill: (As Androcles) "Ah, the smell of mass recycled, sterile air. How I've missed it."

Jim: (As Gerard) "I told you not to sit next to Fersil."

Steven: Anyways, there is two uniformed personnel at the airlock to greet you. One appears to a technician and the other is clearly a guard - judging by his red-visored helmet, flak vest and laser carbine. (As technician) "If you follow me, gentlepersons, they're waiting for you in the operations tower."

Scott: (As SF-7) "What, no tour of the facilities?"

Steven: (thinks for a moment, then responds as technician) "Um, well we'll be passing through the Arc Tunnel on the way to the ops tower, so you'll get an overview of the System Core. The only other places to tour would be the battery cells storage and the crew facilities - I don't think you'd find them very interesting."

54 – Science Fiction

Jill: (As Androcles) “Perhaps we can organize a tour later, SF-7. Let’s make sure everything is in working order first.”

Steven: Okay, if everyone is in agreement, you follow the technician to the ops tower (group nods in agreement). As you follow him through the maze of corridors, your group happens to pass by the Arc tunnel he mentioned earlier. Everyone make a Perception (Spot) check, please. And draw a card from the deck, instead of playing from your hand.

Jim: (draws a) I got a .

Jill: (draws a) I have a .

Scott: (draws a 2) Well, shucks, that gives me a . But, I get a success chit for using a 2, don’t I?

Steven: Sure. We’ll say you have some trouble with your vision due to the static electricity and magnetism in the area. You’ll be fine once you’re through the corridor, but Jim has to lead you through.

Brian: (draws a 10) Well, well, I got a . Anything I should know about?

Stephen: slips Brian a note that reads “You see the image of the technician flicker for a second and some sort of dark, hairy form in its place. It is holding a laser gun.” He also gives Brian a success chit.

Brian: Oh, that’s bad. Um, I’m going to scripticiously draw my gun and hide it behind my back.

Stephen: Make a Stealth (Hide) check for me Brian, and add +1 because of the gun’s small size.

Jim: What’s going on Brian?

Brian: (plays a) I got a . I don’t want to use all of my good cards yet, and I’m guessing if I want to tell the others without tipping off the technician it’s going to be another Stealth check of some sort, right?

Steven: Yep, that’d be about right. Though the rest of you can clearly see Fersil seems on guard for some reason. The technician hasn’t seemed to notice you’ve drawn the pistol though, Brian. Here, have another success chit.

Brian: Okay, I guess we proceed – for now.

Steven: You follow the technician the rest of the way to the ops tower. It’s a large, multi-leveled area filled with computer monitoring equipment. There are windows on all the walls looking out in space and the planet below. Despite the large number of workstations, there’s only a handful that are being manned – about four out of the twenty or so. At the far side of the room, standing on a pedestal is a surly looking man-like ape in heavy armor, chewing on a cigar. He’s flanked by two slightly smaller man-like apes carrying guns. The technician who led you here taps his forearm and the holographic projector he was wearing powers down,

revealing that he too is a man-like ape – likewise holding a laser gun.

Jill: Wait – are these singes? You talked about them before the game – they’re enemies of the Alliance aren’t they?

Steven: Normally, that’d be a Knowledge (Biology) check to identify them, but since we did talk about them pregame I’ll just make that an autopass. Have a success chit, Jill.

Brian: Should we do initiative?

Steven: That depends, do you want to just start blasting?

Jim: Let’s hold on just a second – let’s at least find out what’s going on first.

Steven: (After the others nod in agreement, including Brian) Seeing you arrive, the cigar-chewing signe gives a great laugh. “Ah, Monsuer Aplombe – you are just in time.”

Jim: (as Gerard) “In time? For what?”

Steven: (As the signe general) “To witness the first firing of my new interstellar laser!” He replies, gesturing to the Power station.

Jill: (as Androcles) “This is a power station, not an orbital weapon, you monster!”

Brian: Okay, I think we know what his plan is now. I start blasting.

Steven: Okay, let’s get initiative then.

54 – Science Fiction

Chapter 14 - Monsters

Technically, a monster is any creature in the game that is an opponent of the PCs, whether it is a human imperial guardsman or a cybernetic tank. Generally speaking, stat blocks are only needed for those individuals that characters will interact with in an adversarial manner – usually meaning combat, but possibly including contests, challenges and other competitions.

Creating Monsters

Monsters are created much in the same manner as characters. Determine the creature's primary and secondary stats, select skills and create any special abilities that the creature may have.

<i>Size</i>	<i>Str</i>	<i>Dex</i>	<i>Def</i>	<i>Res</i>	<i>Damage Mod</i>	<i>Attack Wounds</i>	<i>Resolve Difficulty</i>	<i>Armor Rating</i>	<i>Wounds</i>
Tiny	-2	+2	+1	-2	-1	-1	6	-	X ½
Small	-1	+1	-	-	-	-	9	-	-1
Medium	-	-	-	-	-	-	11	-	-
Large	+2	-1	-	+1	+1	+1	14	-	+2
Huge	+5	-1	-1	+2	+2	+3	17	3	+4
Gargantuan	+7	-2	-2	+3	+4	+6	20	5	+8
Colossal	+10	-2	-3	+4	+6	+9	23	8	+12
Titanic	+12	-4	-4	+5	+8	+12	26	11	+16

This table is not absolute, and creatures may vary from the “norm” given above.

Str: This is the modifier to the monster's Strength ability.

Dex: This is the modifier to the monster's Dexterity ability.

Def: This is the modifier to the monster's Defense.

Res: This is the modifier to the monster's Resistance ability.

Damage Bonus: This is the modifier to the monster's damage rolls for attacks.

Attack Wounds: The monster's attacks deal these many additional wounds. Power damage is likewise affected.

Resolve Difficulty: If the creature has a special attack that has continuing or special effects, this is the difficulty the target needs to match or beat with a Resolve check.

Armor Rating (AR): Like vehicles, a creature of the listed size subtracts the listed number of wounds from any attack directed against it.

Wounds: The monster's wounds are modified as shown.

The stat blocks listed here are for “average” or “minimally experienced” creatures. The game master is encouraged to adjust monsters from the stats presented here to make them challenging for PCs to engage. See the section on NPCs in the Running the Game chapter for more information on setting the challenge level for the monsters sampled here.

Size Effects

A creature that is larger or smaller than normal tends to have stats that vary slightly from the norm. The general differences to a creature by size is given below.

Reading the Entries

Creature Name
Size Shape (Subtype)
Str: X♥ **Dex:** X♠ **Int:** X♣ **Pre:** X♦
Mel: X **Ran:** X **Disc:** X
Def: X (Y♠) **Res:** X (Y♦) **AR:** X
Resolve: X **Wounds:** X
Vision: Type
Speed: Speed
Skills: Skill (Rank) X
Attack: attack type X
Maneuvers: maneuver (Rx)
Special Abilities:
Powers: powers
Gear: Gear
Hand: X cards

Creature Name: The name of the monster

Size: The size of the creature – see size effects.

Shape: The general shape of the creature, whether amorphous, humanoid (bipedal), quadruped (4-legged), insectoid / hexapod (6-legged), arachnid / octopod (8-legged) or invertebrate.

Subtype: The subtype of family of creatures the monster is from.

Str: The strength of the creature, and associated suit.

Dex: The dexterity of the creature, and associated suit.

Int: The intelligence of the creature, and associated suit.

54 – Science Fiction

Pre: The presence of the creature, and associated suit.

Note: When setting the four basic attributes, try to assign different suits to each ability, so that you end up with all four suits, one to each of the four ability scores.

Mel: The melee combat attribute of the creature.

Ran: The ranged combat attribute of the creature

Mag: The magic attribute of the creature

Def: The defense attribute of the creature. If the creature has armor of some sort, it is noted in parentheses with its suit. An “S” in parentheses indicates a creature with Weapon and Shield Style that can add its shield bonus to Defense. If the creature adds the shield bonus to Defense, its bonus to Resistance against the attack drops by the same amount Defense is raised.

Res: The resistance attribute of the creature, and associated suit. If the creature has the Endurance skill or a shield, its augmented resistance appears in parentheses with its suit.

AR: The armor rating of the creature. Especially large creatures are unaffected by smaller weapons and subtract the listed AR from the number of wounds an attack against them inflicts.

Resolve: How many resolve points the creature has

Wounds: How many wound points the creature has

Vision: The type of vision the creature has

Life Sense: The creature automatically detects any living creature within close range.

Tremorsense: The creature automatically detects the presence of any living creature that takes a move action or takes an action that uses Strength, Dexterity or Melee.

Speed: The creature’s speed and movement type

Attack: The attacks that are available to the creature. Attacks already have all modifiers for special abilities and skills added in. Suit of the attack is also noted.

Creatures utilizing Transitional weapons are statted out assuming both hands are used for the attack, unless otherwise specified.

Many creatures, especially those of Large size or greater, can cause 2 or more wounds with a single attack. If the notation “+ draw card” is shown, it means the creature draws an extra card from the top of the game master’s deck and compares it to the Resistance difficulty to deal an extra single wound.

If a creature gets to draw extra cards for extra successes or wounds, it only deals extra damage with the first draw, regardless of the number of cards it may draw for extra successes.

(Crit: X): This notation indicates that if the creature draws or plays this card or higher for damage, it inflicts an extra wound of damage.

(+X wounds): This indicates that when the attack successfully deals damage, it deals the listed number of additional wounds. In most cases, these additional wounds have already been added to the damage dealt by maneuvers, and should not be added again.

Maneuvers: The combat maneuvers that the creatures possess are listed here. See the chapter on maneuvers for details on what each maneuver does. Generally, a creature with ranks in a weapon skill have one maneuver per rank in their highest weapon skill. Note that in the case where a creature has more than one weapon skill, it cannot use maneuvers above its rank in a given weapon skill.

+Weapon Wounds: This notation indicates that based on the weapon used, the attack may deal extra wounds. Check the attack line and weapon to see if the attack should add any additional wounds on a hit.

The listed maneuvers are not set in stone, they are only suggestions for quick use and you may choose them as you see fit.

Special Abilities: Any of the creature’s special abilities are listed here. The can include class, race, maneuvers or powers the creature has access to.

Skills: Any skills the creatures has ranks in is noted here. The ranks are noted in parentheses as shown below.

When building monsters, a “green” creature should have about 15 skill points (with at least 1 point in armor, 1 point in evade and 1 point in a weapon and not including base languages) and not more than Rank 2 in a given skill.

For an “average” monster, it should have about 20 skill points, and not have more than Rank 3 (Journeyman) in any one given skill. Consider giving the monster two +1 bonuses to Melee, Ranged or Discipline, two +1 bonuses to Defense, Resistance or Resolve and +2 wounds.

An “advanced” monster should about 25 skill points, of not more than Rank 4 (Master) in any given skill. Consider giving the monster four +1 bonuses to Melee, Ranged or Discipline, four +1 bonuses to Defense, Resistance or Resolve and +4 wounds.

“Epic” monsters should have about 30 skill points and up to Rank 5 (Grand Master) in skills. Consider giving the monster six +1 bonuses to Melee, Ranged or Discipline, six +1 bonuses to Defense, Resistance or Resolve and +6 wounds.

Only exceptional, unique or powerful creatures should violate these guidelines.

The skill total, with all modifiers added in, is shown after the rank indicator. Note that for the

54 – Science Fiction

armor skill, only the relevant armor skill is shown. The creature is assumed to have all lesser armor skills at Rank 0 (R0). Note that if a subskill appears following a broad skill, the creature only has ranks in that subskill. If a subskill appears with a “+” in front of it, that means the creature has all subskills in addition to the listed trained only skill.

Text	Rank
R0	Rank 0 (Initiate)
R1	Rank +1 (Novice)
R2	Rank +2 (Apprentice)
R3	Rank +3 (Journeyman)
R4	Rank +4 (Master)
R5	Rank +5 (Grand Master)

Discipline Powers: If a creature gains discipline abilities, how many of each tier it possesses is listed here. See the Discipline chapter for more information about powers.

The listed powers *are not* set in stone, they are only suggestions for quick use and you may choose them as you see fit.

Gear: Any treasure or gear the creature is carrying/using.

Hand: Certain special creatures gain a hand of cards to perform special maneuvers or thwart player actions. A creature with a card hand may choose to trump donated cards from players and use a card from its hand instead. Generally, Rank 4 creatures should be given a minimum 1 card hand and Rank 5 creatures should be given a 3 card hand. Unique, named individuals should gain +2 cards to their hand.

Preconstructed Monsters

Presented below is a small sample of the fantastic creatures or basic NPCs that the player’s characters may encounter. This list is drawn from a wide dearth of science fiction stories, movies and ideas, designed to provide a list of well-known tropes for your use. The list is by no means exhaustive, nor should the stat blocks be rigidly adhered to. The monsters listed here can be modified, expanded upon or even subtracted from as the game master decides when presenting them in his own game.

The lists of monsters found here focuses on opponents who are likely to physically engage or be engaged by characters in combat in some manner. Most of the races listed here also have a wide variety of non-combat types that are simply not listed here; use the NPC rules in the “Running the Game” chapter to create such individuals, who need fewer details than these combat stat blocks.

One of the easiest ways to make a greater challenge for characters is to use “experienced” monsters – creatures that have gained and spent “XP” to increase their stats. Rather than sit down and

calculate exact XP gained and spent, the game master can simply increase one or more stats or skills as he sees fit. Note that increasing stats does not automatically increase Resolve or Wounds – those must be increased separately from stat or skills increases.

Why Is Strength a “♦” Dexterity a “♥”, Intelligence a “♠” And Presence a “♣”?

How do you determine which ability gets which suit? In most cases, it is simply personal choice, though some deliberate decisions went into assigning each suit for the monsters you see here. However, explaining which suit went where is ultimately not worth the effort; assign a monster’s card suits as you deem appropriate.

Rank 5 Opponents?

You may notice a lack of Rank 5 opponents among the many humanoid races in this section.

Besides this being an issue of space, opponents with Rank 5 skills should be unique – they are skilled masters of their race and should never be generic opponents. Instead, each should be a unique individual handcrafted to fit as opponents, allies or otherwise for the characters to encounter.

That said, there are a couple of beasties to be found in the following pages that constitute “epic”, Rank 5 threats for the characters to pale when encountering. Note that even these creatures are generic versions – the gamemaster is encouraged to tailor and empower unique, advanced versions of even these monstrosities for his own game.

54 – Science Fiction

Ancient

The race of ancients once ruled many worlds, often being mistaken for gods or titans. Though their ancient kingdoms have long fallen into ruin, ancients tend to seek to advise or rule “lesser” races. Many fall to tyranny and have little tolerance for those they see who fail them.

Ancient Reveler (Rank 2)

Medium Humanoid (Ancient)

Str: 7♦ **Dex:** 5♥ **Int:** 6♠ **Pre:** 5♣

Mel: 2 **Ran:** 2 **Disc:** 3

Def: 2 (9♥A5) **Res:** 3 (5♣)

Resolve: 6 (8M♣)

Wounds: 5

Vision: Normal

Speed: Normal

Skills: Armor (Unarmored) (R2) 5, Athletics (Lift) (R2) 9, Discipline (Psionics) (R2) 5, Endurance (Mental) (R2) 8, Evade (R2) 7, Knowledge (Astronomy) (R2) 8, Language (Galactic) (R2) 8, Language (Ancient) (R3) 9, Perception (Spot) (R2) 8, Weapon (Laser) (R2) 4

Attack: (Psionic) Laser Pistol +5♥/+8♥

Heavy Strike (R1): Make a (psionic) laser pistol attack. The target takes 2 wounds.

Defensive Stance (R2): Weapon (Laser) Diff 15, Scene; Once a scene, gain +2 to Defense.

Consequences: 1x/scene.

Enhanced Intellect (R1): Discipline (Psionics) Diff 11, Self, Scene; Once a scene, gain +1 Intelligence. **Consequences:** 1x/scene

Flight (R2): Discipline (Psionics) Diff 11, Self, Persist; Once a scene, gain Normal flight.

Naturally Psionic: Can use a Discipline (Psionic) power twice in a scene.

Gear: (Psionic) Laser Pistol, 2 clips

Ancient Titan (Rank 3)

Medium Humanoid (Ancient)

Str: 7♦ **Dex:** 5♥ **Int:** 6♠ **Pre:** 5♣

Mel: 3 **Ran:** 2 **Disc:** 4

Def: 4 (12♥A5) **Res:** 3 (6♣)

Resolve: 8 (10M♣)

Wounds: 7

Vision: Normal

Speed: Enhanced

Skills: Armor (Unarmored) (R3) 6, Athletics (R3) 10, Discipline (Psionics) (R3) 7, Endurance (Mental) (R2) 10, Evade (R3) 8, Knowledge (Astronomy) (R2) 8, Language (Galactic) (R2) 8, Language (Ancient) (R3) 9, Perception (Spot) (R2) 8, Weapon (Laser) (R2) 4

Attack: (Psionic) Laser Pistol +5♥/+8♥

Heavy Strike (R1): Make a (psionic) laser pistol attack. The target takes 2 wounds.

Defensive Stance (R2): Weapon (Laser) Diff 15, Scene; Once a scene, gain +2 to Defense.

Consequences: 1x/scene.

Enhanced Intellect (R1): Discipline (Psionics) Diff 11, Self, Scene; Once a scene, gain +1 Intelligence. **Consequences:** 1x/scene

Flight (R2): Discipline (Psionics) Diff 11, Self, Persist; Once a scene, gain Normal flight.

Greater Mental Blast (R3): Resv +3, Short, Persist; Once a scene, target takes a wound and loses an action. Target loses an action each round until it makes a Resolve check (Diff 14).

Consequences: 1x/scene.

Naturally Psionic: Can use a Discipline (Psionic) power twice in a scene.

Gear: (Psionic) Laser Pistol, 2 clips



54 – Science Fiction

Ancient Godspawn (Rank 4)

Medium Humanoid (Ancient)

Str: 7♦ **Dex:** 5♥ **Int:** 6♠ **Pre:** 5♣

Mel: 3 **Ran:** 2 **Disc:** 6

Def: 6 (20♥A5S5) **Res:** 3 (7♣)

Resolve: 10 (12M♣) **Wounds:** 9

Vision: Normal **Speed:** Normal (None)

Skills: Armor (Unarmored) (R4) 7, Athletics (R3) 10, Discipline (Psionics) (R4) 10, Endurance (Mental) (R2) 12, Evade (R4) 9, Knowledge (Astronomy, History) (R3) 9, Language (Galactic) (R2) 8, Language (Ancient) (R3) 9, Perception (Spot) (R2) 8, Weapon Group (Laser) (R3) 5

Attack: (Psionic) Laser Pistol +6♥/+9♥

Heavy Strike (R1): Make a (psionic) laser pistol attack. The target takes 2 wounds.

Defensive Stance (R2): Weapon (Laser) Diff 15, Scene; Once a scene, gain +2 to Defense.

Consequences: 1x/scene.

Spring Attack (R3): Once per scene, take a move action, make a (psionic) laser pistol action and then take a move action. On a hit, deal a wound.

Enhanced Intellect (R1): Discipline (Psionics) Diff 11, Self, Scene; Once a scene, gain +1 Intelligence. **Consequences:** 1x/scene

Flight (R2): Discipline (Psionics) Diff 11, Self, Persist; Once a scene, gain Normal flight. **Consequences:** Cannot move while Force Screen is up.

Greater Mental Blast (R3): Resv +3, Short, Persist; Once a scene, target takes a wound and loses an action. Target loses an action each round until it makes an Endurance (Mental) check (Diff 14). **Consequences:** 1x/scene.

Superior Suggestion (R4): Resv +4, Medium, Persist; Target loses a turn. On Ancient's turn, Ancient controls target's action until it makes a successful Endurance (Mental) check (Diff 14).

Naturally Psionic: Can use a Discipline (Psionic) power twice in a scene.

Gear: (Psionic) Laser Pistol, 2 clips, (Psionic) Force Screen Bubble

Hand: 1 card

54 – Science Fiction

Android

Androids are artificial life forms designed to pass as humans or other humanoid. Unlike cyberhomids, androids are usually designed to be incapable of harming living beings – until their programming goes on the fritz.

Androids have +3 wounds.

Android Servant (Rank 1)

Small Humanoid (Robot)

Str: 3♠ **Dex:** 3♥ **Int:** 3♦ **Pre:** 3♣

Mel: 1 **Ran:** 1 **Disc:** 0

Def: 1 (5♥A3) **Res:** 1 (4♣A2)

Resolve: 3(4P♣) **Wounds:** 6

Vision: Normal **Speed:** Normal

Skills: Armor (Natural) (R1) 3, Athletics (Lift) (R1) 4, Endurance (Physical) (R1) 4, Evade (R1) 2, Knowledge (Connoisseur) (R1) 4, Language (Galactic) (R4) 7, Perception (Listen, Spot) (R0) 2, Perform (Any One) (R1) 4, Persuasion (Diplomacy) (R1) 4, Weapon Group (Natural) (R0) 1

Attack: Slam A6♣/D1♣

Living Disguise: Gain a +4 bonus to Deception (Disguise) checks to pass as a living creature that it resembles.

Peaceful: An android cannot harm a living being.

Android Homemaker (Rank 2)

Medium Humanoid (Robot)

Str: 5♠ **Dex:** 5♥ **Int:** 5♦ **Pre:** 5♣

Mel: 1 **Ran:** 1 **Disc:** 0

Def: 2 (8♥A3) **Res:** 2 (6♣A2)

Resolve: 5 (7P♣) **Wounds:** 8

Vision: Normal **Speed:** Normal

Skills: Armor (Natural) (R2) 5, Athletics (Lift) (R2) 7, Endurance (Physical) (R2) 7, Evade (R2) 4, Knowledge (Connoisseur) (R2) 7, Language (Galactic) (R4) 9, Perception (Listen, Spot) (R0) 5, Perform (Any One) (R1) 6, Persuasion (Diplomacy) (R2) 7, Weapon Group (Natural) (R0) 2

Attack: Slam A7♣/D2♣

Living Disguise: Gain a +4 bonus to Deception (Disguise) checks to pass as a living creature that it resembles.

Peaceful: An android cannot harm a living being.

Android Companion (Rank 3)

Medium Humanoid (Robot)

Str: 7♠ **Dex:** 7♥ **Int:** 5♦ **Pre:** 3♣

Mel: 3 **Ran:** 3 **Disc:** 0

Def: 2 (8♣A3) **Res:** 4 (8♣A2)

Resolve: 5 (8P♣) **Wounds:** 7

Vision: Normal **Speed:** Enhanced

Skills: Armor (Natural) (R2) 6, Athletics (Lift) (R3) 10, Endurance (Physical) (R3) 8, Evade (R3) 5, Knowledge (Any One) (R3) 8, Language (Galactic) (R2) 7, Language (Any One) (R1) 6, Perception (Listen, Spot) (R0) 5, Perform (Any One) (R2) 5, Persuasion (Diplomacy or Seduce) (R3) 6, Weapon Group (Natural) (R1) 4

Attack: Slam A9♣/D4♣

Living Disguise: Gain a +4 bonus to Deception (Disguise) checks to pass as a living creature that it resembles.

Peaceful: An android cannot harm a living being.



54 – Science Fiction

Military Android (Rank 3)

Large Humanoid (Robot)

Str: 8♠ **Dex:** 6♥ **Int:** 5♦ **Pre:** 3♣

Mel: 3 **Ran:** 3 **Disc:** 0

Def: 2 (7♣A2) **Res:** 5 (11♣A3)

Resolve: 5 (8P♣) **Wounds:** 10

Vision: Normal **Speed:** Normal

Skills: Armor (Natural) (R3) 8, Athletics (Lift, Run) (R3) 11, Endurance (Physical) (R3) 8, Evade (R3) 5, Language (Galactic) (R2) 7, Perception (Listen, Spot) (R0) 5, Persuasion (Intimidate) (R3) 6, Weapon Group (Natural) (R2) 5, Weapon Group (Firearms) (R3) 6

Attack: Slam A10♣/D5♣ (+1 draw card) or Automatic Rifle A8♠/D9♠ (+ draw for extra wound)

Heavy Strike (R1): Make a slam or automatic rifle attack. On a hit, deal 2 wounds + weapon wounds.

Automatic Fire (R2): Once a scene, make a automatic rifle attack against up to 4 targets. On a hit deal 1 wound + draw card for extra wound.

Improved Armor Piercing (R3): Once a scene, make an automatic rifle attack, ignoring 2 points of armor. On a hit, deal 4 wounds.

Living Disguise: Gain a +4 bonus to Deception (Disguise) checks to pass as a living creature that it resembles.

Gear: Automatic rifle, 2 clips

54 – Science Fiction

Animal

There are a wide variety of animals in the world, but only handfuls are dangerous enough to attack other creatures. Instead of statting out each individual creature, broad types are listed here; if you wish to create a specific creature you can modify the base stats here as you see fit to fit a specific animal.

For the purposes of determining secondary and tertiary abilities, animals are treated as if having an ability of 5.

Predatory Animals

Bear (Rank 2)

Large quadruped/biped (Bear)

Str: 9♦ **Dex:** 4♥ **Int:** 1♠ **Pre:** 1♣

Mel: 3 **Ran:** 0 **Disc:** 0

Def: 4 (9♥A3) **Res:** 4 (8♣A2)

Resolve: 7 (9P♣) **Wounds:** 8

Vision: lowlight **Speed:** Normal

Skills: Armor (Natural) (R2) 6, Athletics (Lift) (R2) 11, Endurance (Physical) (R2) 9, Evade (R2) 6, Perception (Listen, Smell) (R2) 7, Weapon (Natural) (R2) 5

Attack: Claws A9♦/D7♦ (+1 wound) or maw A7♠/D9♠ (+1 wound + draw card)

Heavy Strike (R1): Once per scene, make a claw or bite attack. On a hit, deal 2 wounds (+ weapon wounds).

Entangle (R2): Once per scene, make a claw or bite attack; on a success target takes 1 wound + weapon wounds and cannot move until it gets free. Until target is free, bear deals 1 wound a round to held target.



Great Cat (Rank 2)

Medium quadruped (Feline/Canine)

Str: 7♦ **Dex:** 6♥ **Int:** 1♠ **Pre:** 1♣

Mel: 3 **Ran:** 0 **Disc:** 0

Def: 5 (11♥A4) **Res:** 3 (6♣A1)

Resolve: 5♣ **Wounds:** 6

Vision: lowlight **Speed:** Enhanced

Skills: Acrobatics (Balance) (R2) 8, Armor (Natural) (R2) 5, Athletics (Run) (R2) 9, Endurance (R0) 5, Evade (R2) 7, Perception (Listen, Spot) (R2) 7, Stealth (Move Silently) (R2) 8, Weapon Group (Natural) (R2) 5

Attack: Claws A9♦/D6♦ or Bite A8♦/D7♦

Moving Strike (R1): Once per scene, move half movement and make claw or bite attack

Parry (R2): Once per scene, make claw or bite attack and great cat gains +2 to Defense for 5 rounds.



Wolf (Rank 2)

Medium quadruped (Canine)

Str: 7♦ **Dex:** 6♥ **Int:** 1♠ **Pre:** 1♣

Mel: 3 **Ran:** 0 **Disc:** 0

Def: 5 (11♥A4) **Res:** 3 (6♣A1)

Resolve: 5♣ **Wounds:** 6

Vision: lowlight **Speed:** Enhanced

Skills: Armor (Natural) (R2) 5, Athletics (Run) (R2) 9, Endurance (R0) 5, Evade (R2) 7, Perception (Listen, Smell, Spot) (R2) 7, Stealth (Move Silently) (R2) 8, Weapon Group (Natural) (R2) 5

Attack: Maw A7♠/D6♠ (+draw card)

Unbalance (R1): Once per scene, make bite attack; deal no damage but target is knocked prone.

Aggravated Wound (R2): Once per scene, make bite attack; on a hit target takes 1 wound + draw card for wound and +2 penalty to actions until the end of his next turn until successful Endurance (Fortitude) check (Diff 12).



54 – Science Fiction

Herbivore

The animal stats presented here can be used to not only represent earthly creatures, but to be a base for alien creatures with similar attributes.

Bovine (Rank 2)

Large quadruped (Bovine)

Str: 7♦ **Dex:** 6♥ **Int:** 1♠ **Pre:** 1♣

Mel: 3 **Ran:** 0 **Disc:** 0

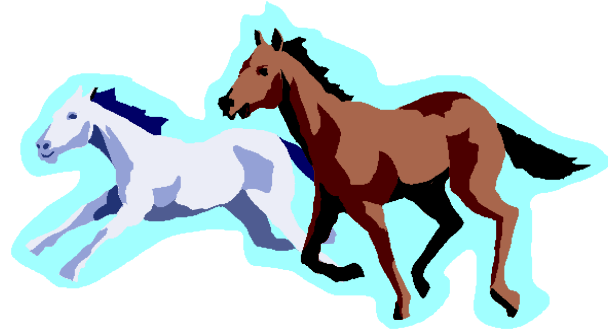
Def: 5 (11♥A4) **Res:** 4 (7♣A1)

Resolve: 6 (8F♣) **Wounds:** 8

Vision: lowlight **Speed:** Normal

Skills: Armor (Natural) (R2) 5, Athletics (Lift) (R2) 9, Endurance (Fortitude) (R2) 7, Evade (R2) 7, Perception (Listen) (R2) 7, Weapon (Natural) (R2) 5

Attack: Gore A10♠/D6♣ (+1 wound)



Horse (Rank 2)

Large quadruped (Horse)

Str: 6♦ **Dex:** 7♥ **Int:** 1♠ **Pre:** 1♣

Mel: 3 **Ran:** 0 **Disc:** 0

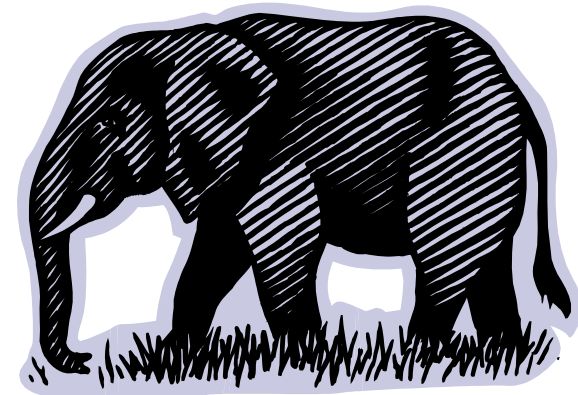
Def: 5 (11♥A4) **Res:** 4 (7♣A1)

Resolve: 6 (8F♣) **Wounds:** 8

Vision: lowlight **Speed:** Enhanced / Normal

Skills: Armor (Natural) (R2) 6, Athletics (Run) (R2) 8, Endurance (Fortitude) (R2) 7, Evade (R2) 7, Perception (Listen, Spot) (R2) 7, Weapon (Natural) (R2) 5

Attack: Hoof A10♣/D6♣ (+draw card)



Elephant (Rank 2)

Huge quadruped (Elephant)

Str: 12♣ **Dex:** 4♠ **Int:** 1♦ **Pre:** 1♥

Mel: 4 **Ran:** 0 **Mag:** 0

Def: 3 (7♠A2) **Res:** 6♣ (11♣A3)

Resolve: 5 (7EF♥) **Wounds:** 11 (AR3)

Vision: lowlight **Speed:** Normal

Skills: Armor (Natural) (R2) 8, Athletics (Lift) (R2) 14, Endurance (Fortitude, Physical) (R2) 11, Evade (R2) 5, Perception (Listen, Smell) (R2) 3, Weapon (Natural) (R2) 6

Attack: Gore A11♠/D8♣ (+3 Wounds + draw card)

Moving Strike (R1): Once per scene, make a Slowed move and make gore attack. On a hit, deal 4 wounds + draw card for extra wound.

Dual Engagement (R2): Once per scene, make a gore attack against two targets. On a hit, deal 4 wounds + draw card for extra wound.

54 – Science Fiction

Cadriff

Cadriff are cathe that have had the misfortune to be mutants. Cast out by their kin as “inferiors”, they are honorless cutthroats willing to do anything to stay alive.

While many cadriff are loners, those who do organize themselves into groups tend to develop strong ties to one another, though they tend to be ruthless to others.

Cadriff Vagrant (Rank 2)

Medium Humanoid (Cathe)

Str: 6♣ **Dex:** 6♦ **Int:** 3♥ **Pre:** 7♠

Mel: 3 **Ran:** 2 **Disc:** 2

Def: 2 (9♦A5) **Res:** 3 (5♣)

Resolve: 5♠ **Wounds:** 8

Vision: Lowlight **Speed:** Normal

Skills: Acrobatics (Balance) (R2) 8, Armor (Unarmored) (R2) 5, Athletics (Run) (R1) 7, Deception (Ambush) (R2) 9, Discipline (Mutation) (R2) 4, Endurance (R0) 5, Evade (R2) 4, Language (Cathe) (R1) 4, Language (Galactic) (R1) 4, Perception (Listen, Spot) (R0) 3, Weapon Group (Natural) (R3) 5, Weapon Group (Firearms) (R2) 4

Attack: Claws A9♦/D6♦ or Semiauto Pistol A7♠/D6♠

Minor Wound (R1): Persist; Make a claw or Semiauto pistol attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Defensive Stance (R2): Weapon (Natural) Diff 15; Gain a +2 bonus to Defense. **Consequence:** 1x/scene.

Enhanced Might (R1): Diff 11, Scene; Once a scene, gain a +1 bonus to Strength.

Improved Natural Armor (R2): Diff 14, Scene; Gain a +2 Armor bonus *Does not stack with other armor.*

Athletic: Once a scene, draw an extra card when making a Melee or Strength skill check.

Gear: Heavy robes, Semiauto Pistol, 2 clips

Cadriff Assaulter (Rank 3)

Medium Humanoid (Cathe)

Str: 6♣ **Dex:** 6♦ **Int:** 3♥ **Pre:** 7♠

Mel: 3 **Ran:** 2 **Disc:** 4

Def: 4 (12♦A5) **Res:** 3 (6♣)

Resolve: 6♠ **Wounds:** 8

Vision: Lowlight **Speed:** Normal

Skills: Acrobatics (Balance) (R2) 8, Armor (Unarmored) (R3) 6, Athletics (Run) (R1) 7, Deception (Ambush) (R3) 10, Discipline (Mutation) (R3) 7, Endurance (R0) 6, Evade (R3) 7, Language (Cathe) (R1) 3, Language (Galactic) (R1) 3, Perception (Listen, Spot) (R0) 4, Weapon Group (Natural) (R3) 6, Weapon Group (Firearms) (R2) 4

Attack: Claws A10♦/D7♦ or Semiauto Pistol A7♠/D6♠

Minor Wound (R1): Persist; Make a claw or Semiauto pistol attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Defensive Stance (R2): Weapon (Natural) Diff 15; Gain a +2 bonus to Defense. **Consequence:** 1x/scene.

Critical Strike (R3): Once a scene, make a semiauto pistol attack. On a success, target takes 4 wounds. **Consequences:** 1x/scene

Enhanced Might (R1): Diff 11, Scene; Once a scene, gain a +1 bonus to Strength.

Improved Natural Armor (R2): Diff 14, Scene; Gain a +2 Armor bonus *Does not stack with other armor.*

Greater Electrical Projection (R3): A10♦/D9♦, Close, Persist; Up to 4 targets take 2 (electrical) wounds. Target takes -2 penalty to actions until it makes a successful Endurance (Physical) check (Diff 15).

Athletic: Once a scene, draw an extra card when making a Melee or Strength skill check.

Gear: Heavy robes, Semiauto Pistol, 2 clips

54 – Science Fiction

Cathe

Cathe are a race of cat-like humanoids who have been bred into a warrior culture. While not all cathe are warriors, they have great respect and deference to those that are. Often, even the lowliest cathe has some skill or training in the art of battle.

While a cathe prefers hand-to-hand combat, they are likewise proficient with ranged weaponry. Cathe are easy to provoke to fight, but often prefer to take prisoners, to humiliate their foe, rather than killing their opponent. Likewise, cathe abhor their own slavery, and most would prefer death to being captured.

Cathe Mystic (Rank 3)

Medium Humanoid (Cathe)

Str: 4♣ **Dex:** 7♦ **Int:** 6♥ **Pre:** 5♠

Mel: 3 **Ran:** 3 **Disc:** 3

Def: 5 (14♦A6) **Res:** 2 (4♣A-1)

Resolve: 6 (5P♠A-1) **Wounds:** 10

Vision: Lowlight **Speed:** Normal

Skills: Acrobatics (Balance, Tumble) (R3) 10, Armor (Unarmored) (R3) 5, Athletics (Run) (R2) 6, Discipline (Eugenics) (R2) 5, Endurance (R0) 6, Evade (R3) 8, Knowledge (Any one) (R3) 9, Language (Cathe) (R3) 9, Language (Galactic) (R2) 8, Perception (Spot, Listen) (R2) 8, Weapon (Natural) (R2) 5

Attack: Claws A9♦/D6♦

Minor Avoidance (R1): Acrobatics (Tumble) Diff 11, Persist; Once a scene, gain +1 to Defense.

Tumbling Strike (R2): Once a scene, make a Normal move and a Claw attack. *This does not count as a move action.*

Enhanced Might (R1): Diff 9, Scene; Gain a +1 bonus to Strength. **Consequences:** 1x/scene.

Augmented Healing (R2): Diff 12, Touch; Heal 2 wounds. **Consequences:** 1x/scene.

Athletic: Once a scene, draw an extra card when making a Melee or Strength skill check.

Cathe Conscript (Rank 2)

Medium Humanoid (Cathe)

Str: 6♣ **Dex:** 8♦ **Int:** 4♥ **Pre:** 4♠

Mel: 3 **Ran:** 3 **Disc:** 2

Def: 3 (8♦A3) **Res:** 2 (5♣A1)

Resolve: 4 (7P♠A1) **Wounds:** 6

Vision: Lowlight **Speed:** Normal

Skills: Acrobatics (Balance) (R2) 10, Armor (Light) (R2) 4, Athletics (Run) (R1) 7, Endurance (Physical) (R2) 5, Evade (R2) 5, Language Cathe (R2) 6, Language (Galactic) (R1) 5, Perception (Spot, Listen) (R0) 4, Stealth (Move Silently) (R2) 10, Weapon (Natural) (R2) 5, Weapon (Firearms) (R2) 5

Attack: Claws A9♦/D6♦ or Semiauto Pistol A7♠/D6♠

Minor Wound (R1): Persist; Once a scene, make a claw or semiauto pistol attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Defensive Stance (R2): Weapon (Natural) Diff 15; Gain a +2 bonus to Defense. **Consequence:** 1x/scene.

Athletic: Once a scene, draw an extra card when making a Melee or Strength skill check.

Gear: Reinforced Vest, Semiauto Pistol, 2 clips

54 – Science Fiction

Cathe Soldier (Rank 3)

Medium Humanoid (Cathe)

Str: 6♣ Dex: 8♦ Int: 4♥ Pre: 4♠

Mel: 5 Ran: 3 Disc: 2

Def: 4 (9♦A2) Res: 3 (8♣A2)

Resolve: 4 (8P♠A1) Wounds: 8

Vision: Lowlight Speed: Normal

Skills: Acrobatics (Balance) (R3) 11, Armor (Light) (R3) 6, Athletics (Run) (R1) 7, Endurance (Physical) (R3) 7, Evade (R3) 7, Language Cathe (R2) 6, Language (Galactic) (R1) 5, Perception (Spot, Listen) (R0) 4, Stealth (Move Silently) (R2) 10, Weapon (Natural) (R3) 8, Weapon (Firearm) (R2) 5

Attack: Claws A12♦/D9♦ or Semiauto Pistol A7♠/D6♠

Minor Wound (R1): Persist; Once a scene, make a claw or semiauto pistol attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Defensive Stance (R2): Weapon (Natural) Diff 15; Gain a +2 bonus to Defense. *Consequence:* 1x/scene.

Critical Strike (R3): Once a scene, make a claw attack. On a success, target takes 4 wounds.

Athletic: Once a scene, draw an extra card when making a Melee or Strength skill check.

Gear: Ballistic Vest, Semiauto Pistol, 2 clips

Cathe Samurai (Rank 4)

Medium Humanoid (Cathe)

Str: 6♣ Dex: 8♦ Int: 4♥ Pre: 4♠

Mel: 7 Ran: 3 Disc: 2

Def: 5 (11♦A2) Res: 4 (11♣A3)

Resolve: 4 (9P♠A1) Wounds: 10

Vision: Lowlight Speed: Normal

Skills: Acrobatics (Balance, Escape) (R3) 11, Armor (Medium) (R4) 8, Athletics (Lift, Run) (R2) 8, Endurance (Physical) (R4) 8, Evade (R4) 9, Language (Cathe) (R2) 6, Language (Galactic) (R1) 5, Perception (Spot, Listen) (R0) 4, Stealth (Move Silently) (R3) 11, Weapon (Primitive Melee) (R4) 11, Weapon (Firearms) (R1) 4

Attack: Katana A13♦/D14♦ (+draw card) or Semiauto Pistol A7♠/D6♠

Minor Wound (R1): Persist; Once a scene, make a katana or semiauto pistol attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Defensive Stance (R2): Weapon (Primitive Melee) Diff 15; Gain a +2 bonus to Defense. *Consequence:* 1x/scene.

Critical Strike (R3): Once a scene, make a katana attack. On a success, target takes 4 wounds.

Crippling Strike (R4): Once a scene, make a katana attack. On a success, target takes 2 wounds (+draw card) and +4 penalty to actions until successful Endurance (Fortitude) check (Diff 17). *Consequences:* 1x/day.

Athletic: Once a scene, draw an extra card when making a Melee or Strength skill check.

Gear: Ballistic Plate Vest, Katana, Semiauto Pistol, 2 clips

Hand: 1 card

54 – Science Fiction

Chimerae

Chimerae are a race of humanoid reptiles that have perfected the art of bioengineering. They produce highly specialized individuals whom are genetically bred for their job – including war.

Chimerae organize themselves into clutches that live, work and mate together. These clutches tend to have strong family bonds, with pronounced competitive streaks towards other groups.

Chimerae Drudge (Rank 2)

Large Humanoid (Reptile)

Str: 10♥ **Dex:** 5♣ **Int:** 5♦ **Pre:** 3♠

Mel: 3 **Ran:** 2 **Disc:** 2

Def: 5 (12♣A5) **Res:** 4 (6♣)

Resolve: 7 (9F♠) **Wounds:** 8

Vision: Lowlight **Speed:** Normal

Skills: Armor (Unarmored) (R2) 6, Athletics (Lift) (R2) 12, Craft (Any one) (R4) 7, Discipline (Bioengineering) (R1) 3, Endurance (Fortitude) (R2) 9, Evade (R2) 7, Linguistics (Chimerae) (R2) 7, Language (Galactic) (R1) 6, Perception (Spot, Smell) (R0) 5, Weapon (Natural) (R2) 5

Attack: Bite A7♦/D9♦ (+1 wound + draw card)

Heavy Strike (R1): Once a scene, make a bite attack. On a hit, target takes 3 wounds (+draw card).

Parry (R2): Persist; Once a scene, make a bite attack. On a hit, deal 2 wounds (+draw card) and gain +2 bonus to Defense.

Natural Healing (R1): Discipline (Bioengineering) Diff 17, Self, Persist; Once a scene, heal a wound. **Consequences:** 1x/day.

Hyperspecialization: Once a scene, draw an extra card when making a Craft skill check.

Gear: Toolkit

Chimerae Diplomat (Rank 3)

Medium Humanoid (Reptile)

Str: 3♥ **Dex:** 5♣ **Int:** 6♦ **Pre:** 8♠

Mel: 2 **Ran:** 2 **Disc:** 5

Def: 2 (10♦A5) **Res:** 2 (5♣)

Resolve: 7♠ **Wounds:** 7

Vision: Lowlight **Speed:** Normal

Skills: Armor (Unarmored) (R3) 5, Deception (Bluff) (R2) 10, Discipline (Bioengineering) (R1) 6, Evade (R2) 5, Knowledge (Bureaucracy) (R3) 9, Language (Chimerae) (R3) 9, Language (Galactic) (R2) 8, Perception (Spot, Smell) (R0) 6, Perform (Debate) (R3) 11, Persuasion (Diplomacy) (R4) 12, Weapon Group (Natural) (R0) 2, Weapon Group (Beam) (R3) 5

Attack: Bite A9♦/D6♦ or Stunner A10♦/D6♦ (ignore armor; lose action until successful Endurance [Physical] check Diff 11)

One-Handed Weapon Style (R1): Gain a +1 bonus to hit with Weapon Group (Beam) [already calculated].

Parry (R2): Persist; Once a scene, make a stunner attack. On a hit, deal 1 wound + weapon wounds and gain +2 bonus to Defense.

Critical Strike (R3): Once a scene, make a stunner attack. On a success, target takes 4 wounds + weapon wounds.

Create Rank 1 Creature (R1): Discipline (Bioengineering) Diff 11, Self, Persist; Create Rank 1 creature (see Created/Summoned creature entry). **Consequences:** 1x/scene.

Hyperspecialization: Once a scene, draw an extra card when making a Persuade (Diplomacy) skill check.

Gear: Diplomatic robes, taser

54 – Science Fiction

Chimerae Dragoon (Rank 3)

Large Humanoid (Reptile)

Str: 10♥**Dex:** 5♣**Int:** 5♦ **Pre:** 3♠

Mel: 3 **Ran:** 4 **Disc:** 2

Def: 2 (4♦) **Res:** 5 (12♣A4)

Resolve: 7 (10F,8P♠A1) **Wounds:** 10

Vision: Lowlight **Speed:** Normal

Skills: Armor (Heavy) (R3) 8, Athletics (Lift) (R2) 12, Discipline (Bioengineering) (R1) 3, Endurance (Fortitude) (R3) 10, Evade (R2) 4, Knowledge (Strategy) (R1) 6, Language (Chimerae) (R2) 7, Language (Galactic) (R1) 6, Perception (Spot, Smell) (R0) 5, Weapon (Natural) (R3) 6, Weapon (Firearms) (R5) 9

Attack: Bite A8♦/D10♦ (+1 wound + draw card) or Heavy Gyrojet Rifle A11♠/D13♠ (+1 wound + draw card) [attack all targets in Close proximity]

Moving Strike (R1): Move at -1 movement step and make a bite or heavy gyrojet rifle attack. On a hit deal 1 wound (+ weapon wounds).

Parry (R2): Persist; Make a bite or heavy gyrojet rifle attack. On a hit, deal 1 wound (+ weapon wounds) and gain +2 bonus to Defense.

Critical Strike (R3): Once a scene, make a bite or heavy gyrojet rifle attack. On a success, target takes 4 wounds (+ weapon wounds).

Consequences: 1x/scene.

Dehabilitating Strike (R4): Persist; Once a day, make a heavy gyrojet rifle attack. On a success, target takes 3 wounds (+ draw card) and +5 penalty to actions until successful Endurance (Fortitude) check (Diff 17). **Consequence:** 1x/day

Lay Out (R5): King+, Persist; Make a heavy gyrojet rifle attack. On a success, target takes 4 wounds (+draw card), is disarmed, knocked prone and stunned until successful Endurance (Fortitude) check (Diff 20). **Consequences:** Chimerae takes a wound. 1x/day.

Natural Healing (R1): Discipline (Bioengineering) Diff 17, Self, Persist; Once a scene, heal a wound. **Consequences:** 1x/day.

Hyperspecialization: Once a scene, draw an extra card when making a Weapon (Firearms) skill check.

Gear: Archaic Scale Mail, Heavy Gyrojet Rifle, 2 clips

Hand: 1 card

Chimerae Spy (Rank 3)

Small Humanoid (Reptile)

Str: 2♥**Dex:** 8♣ **Int:** 5♦ **Pre:** 7♠

Mel: 2 **Ran:** 4 **Disc:** 4

Def: 5 (12♦A5) **Res:** 2 (5♣)

Resolve: 4♠ **Wounds:** 6

Vision: Lowlight **Speed:** Normal

Skills: Armor (Unarmored) (R3) 5, Craft (Demolitions) (R2) 7, Deception (Bluff) (R2) 10, Discipline (Bioengineering) (R1) 5, Disable Device (Sabotage) (R1) 6, Endurance (R0) 4, Evade (R2) 7, Language (Chimerae) (R4) 9, Language (Galactic) (R1) 6, Perception (Spot, Smell) (R2) 7, Persuasion (Seduce) (R3) 10, Stealth (Sleight of Hand) (R3) 11, Weapon Group (Natural) (R0) 2, Weapon Group (Missile) (R2) 6

Attack: Bite A6♦/D3♦ or Micromissile Pistol A8♣/D9♣ (+1 wound) or Explosives A8♦/D9♦ (+1 wound) [placed]

One-Handed Weapon Style (R1): Gain a +1 bonus to hit with Weapon Group (Beam) [already calculated].

Parry (R2): Persist; Once a scene, make a stunner attack. On a hit, deal 1 wound + weapon wounds and gain +2 bonus to Defense.

Camouflage (R1): Discipline (Bioengineering) Diff 11, Touch, Persist; Gain +1 bonus to Stealth.

Hyperspecialization: Once a scene, draw an extra card when making a Craft (Demolitions) skill check.

Gear: Utility belt, 5 explosives (treat as hand grenade), micromissile pistol

54 – Science Fiction

Clone

Clones are the result of genetically copying an individual or creature. Advanced clones can also have the memories of the original. Clones have a variety of uses, ranging from use as pets (in the case of minis), slaves, cheap soldiers, decoys or even infiltrators.

Clone rights vary from race to race and society to society. A common theme defers clones to a status of lesser beings that are property or an extension of the ones who created them.

The clones listed here are based off human stock.

Clone Mini (Rank 1)

Small Humanoid (Human)

Str: 4♣ **Dex:** 6♦ **Int:** 4♥ **Pre:** 4♠

Mel: 2 **Ran:** 2 **Disc:** 2

Def: 2 (8♦A5) **Res:** 2 (3♣)

Resolve: 4♠ **Wounds:** 4

Vision: Normal **Speed:** Slowed

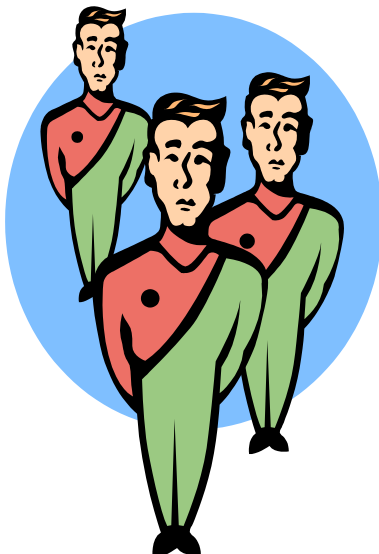
Skills: Armor (Unarmored) (R1) 3, Deception (Act) (R1) 5, Endurance (R0) 4, Evade (R1) 3, Language (Galactic) (R2) 5, Perception (Listen, Spot) (R0) 4, Perform (Act) (R1) 5, Weapon (Primitive Melee) (R1) 3, Weapon Group (Primitive Ranged) (R1) 3

Attack: Improvised club A5♣/D4♣ or light thrown rock A7♣/D2♣

Minor Parry (R1): Persist; Make an improvised club or improvised sling attack. On a hit, target takes 1 wound and clone mini gains +1 Defense.

Copy: Once per scene, use Perform (Act) in place of a normal skill check.

Gear: Improvised club, light thrown rock



Clone Slave (Rank 2)

Medium Humanoid (Human)

Str: 6♣ **Dex:** 5♦ **Int:** 5♥ **Pre:** 4♠

Mel: 2 **Ran:** 2 **Disc:** 2

Def: 2 (9♦A5) **Res:** 2 (4♦)

Resolve: 5♠ **Wounds:** 5

Vision: Normal **Speed:** Normal

Skills: Armor (Unarmored) (R2) 4, Athletics (Lift) (R2) 8, Craft (Manufacture) (R2) 7, Deception (Disguise) (R2) 6, Endurance (R0) 5, Evade (R2) 4, Language (Galactic) (R2) 7, Perception (Spot, Listen) (R0) 5, Perform (Act) (R2) 6, Persuasion (Gather Information) (R2) 6, Weapon (Natural) (R1) 3

Attack: Slam A8♣/D3♣

Minor Wound (R1): Persist; Once a scene, make a slam attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Copy: Once per scene, use Perform (Act) in place of a normal skill check.

Gear: Work clothes, tool kit

Clone Duplicate (Rank 3)

Medium Humanoid (Human)

Str: 4♣ **Dex:** 5♦ **Int:** 6♥ **Pre:** 7♠

Mel: 3 **Ran:** 3 **Disc:** 3

Def: 3 (8♦A2) **Res:** 2 (7♦A2)

Resolve: 6 (8M,7P♠A1) **Wounds:** 7

Vision: Normal **Speed:** Normal

Skills: Armor (Light) (R3) 5, Deception (Disguise) (R3) 10, Endurance (Mental) (R2) 8, Evade (R3) 9, Language (Galactic) (R3) 9, Perception (Spot, Listen) (R0) 6, Perform (Act) (R2) 9, Persuasion (Gather Information) (R2) 9, Stealth (Hide) (R2) 7, Weapon (Primitive Melee) (R1) 4, Weapon Group (Firearms) (R2) 5

Attack: Combat knife A8♦/D5♦ or Semiauto pistol A8♠/D7♠ (crit: Ace)

Minor Wound (R1): Persist; Make a knife or semiauto pistol attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Dual Engagement (R2): Once a scene, make a combat knife or semiauto pistol attack against two opponents. On a success, each target takes 1 wound.

Copy: Once per scene, use Perform (Act) in place of a normal skill check.

Gear: Ballistic vest, combat knife, semiauto pistol, 2 clips

54 – Science Fiction

Clone Soldier (Rank 3)

Medium Humanoid (Human)

Str: 7♣ **Dex:** 6♦ **Int:** 5♥ **Pre:** 4♠

Mel: 4 **Ran:** 3 **Disc:** 2

Def: 3 (8♦A2) **Res:** 3 (9♣A3)

Resolve: 5 (7F♠) **Wounds:** 7

Vision: Normal **Speed:** Normal

Skills: Armor (Medium) (R3) 6, Athletics (Run) (R2) 9, Deception (Ambush) (R1) 5, Endurance (Fortitude) (R2) 7, Evade (R3) 6, Language (Galactic) (R1) 6, Perception (Spot, Listen) (R0) 5, Perform (Act) (R2) 6, Persuasion (Intimidate) (R2) 6, Weapon Group (Primitive Melee) (R2) 6, Weapon Group (Firearms) (R3) 6

Attack: Combat knife A10♦/D7♦ or Semiauto rifle A8♠/D9♠ (crit: Ace)

Minor Wound (R1): Persist; Make a knife or semiauto rifle attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Dual Engagement (R2): Once a scene, make a combat knife or semiauto rifle attack against two opponents. On a success, each target takes 1 wound.

Improved Armor Piercing (R3): Once a scene, make a semiauto rifle attack, ignoring up to 2 points of Armor bonus and/or skill. On a hit, deal 1 wound (+draw card). *Consequences:* 1x/scene.

Copy: Once per scene, use Perform (Act) in place of a normal skill check.

Gear: Military harness, combat knife, semiauto rifle, 6 clips

54 – Science Fiction

Cyberhomid

Cold and calculating, cyberhomids are humanoid machines that act with unyielding purpose. They can be efficient diplomats, scientific geniuses and unfeeling warriors. They do not compromise or tire, and tend to treat organic beings as inferiors, if not show outright contempt for such beings.

While the majority of cyberhomids are interconnected into one sort of hivemind, there are some – usually those isolated from the hivemind – who seek to emulate or learn more about organic beings.

Cyberhomid Warrior (Rank 2)

Medium Humanoid (Cyberhomid)

Str: 8♠ **Dex:** 7♥ **Int:** 6♦ **Pre:** 1♣

Mel: 4 **Ran:** 4 **Disc:** 1

Def: 3 (8♥A2) **Res:** 4 (10♣A3)

Resolve: 5(8P♣) **Wounds:** 7

Vision: Lowlight **Speed:** Enhanced

Skills: Armor (Natural) (R3) 7, Athletics (Lift) (R2) 8, Endurance (Physical) (R3) 8, Discipline (Cybernetics) (R2) 3, Evade (R2) 6, Language (Binary, Galactic) (R3) 7, Perception (R1) 7, Weapon (Rail) (R3) 6, Weapon (Powered Melee) (R2) 5

Attack: Rail Rifle A8♠/D9♠ (ignore armor; +1 wound + draw card; slow loading) or Sonic Blade A8♦/D9♦ (crit: Ace)

Minor Wound (R1): Persist; Make a Rail rifle or Sonic Blade attack. On a hit, deal 1 wound (+ weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Offensive Stance (R2): Weapon (Rail Rifle or Powered Melee) Diff 15; Gain a +2 bonus to Melee or Ranged combat. **Consequence:** 1x/scene.

Critical Strike (R3): Once a scene, make a Rail rifle attack. On a success, target takes 6 wounds + draw card.

Machine: A cyberhomid is immune to poison and does not need to eat, drink or breathe.

Transceiver: A cyberhomid can communicate with any other cyberhomid at Long range.

Gear: Rail rifle, sonic blade, 10 bullets

Cyberhomid Infiltrator (Rank 3)

Medium Humanoid (Cyberhomid)

Str: 6♠ **Dex:** 5♥ **Int:** 7♦ **Pre:** 4♣

Mel: 2 **Ran:** 3 **Disc:** 4

Def: 2 (9♥A5) **Res:** 4 (6♣)

Resolve: 5 (6P♣) **Wounds:** 7

Vision: Lowlight **Speed:** Enhanced

Skills: Armor (Unarmored) (R2) 6, Athletics (Run) (R2) 8, Deception (Disguise) (R5) 9, Discipline (Eugenics) (R2) 6, Endurance (Physical) (R1) 6, Evade (R2) 4, Language (Binary, Galactic) (R3) 10, Perception (Spot, Listen) (R1) 8, Persuasion (Diplomacy) (R2) 6, Stealth (Hide) (R1) 6, Weapon Group (Primitive Melee) (R3) 5, Weapon Group (Firearms) (R2) 5

Attack: Combat Knife A9♦/D6♦, Automatic Rifle A7♠/D8♠ (+draw card)

Skill Mastery (R1): Discipline (Eugenics) Diff 9, Self, Scene; +2 bonus to Persuade (Diplomacy).

Haste (R2): Discipline (Eugenics) Diff 12, Self, Persist; Movement rate increased to Doubled.

Minor Wound (R1): Persist; Once a scene, make a Automatic rifle attack. On a hit, deal a wound (+draw card) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Automatic Fire (R2): Once a scene, make an automatic rifle attack against 2 targets. On a hit, deal 1 wound + draw card.

Critical Strike (R3): Once a scene, make a Combat knife attack. On a success, target takes 5 wounds.

Machine: A cyberhomid is immune to poison and does not need to eat, drink or breathe.

Transceiver: A cyberhomid can communicate with any other cyberhomid at Long range.

Gear: Automatic Rifle, combat knife, 2 clips

54 – Science Fiction

Cyberhomid Terminator (Rank 4)

Medium Humanoid (Cyberhomid)

Str: 8♠ **Dex:** 7♥ **Int:** 6♦ **Pre:** 1♣

Mel: 5 **Ran:** 5 **Disc:** 1

Def: 3 (9♥A2) **Res:** 6 (13♣A3)

Resolve: 5(7P♣) **Wounds:** 9

Vision: Lowlight **Speed:** Enhanced

Skills: Armor (Natural) (R4) 10, Athletics (Lift, Run) (R2) 10, Deception (Ambush, Disguise) (R2) 3, Endurance (Physical) (R2) 7, Evade (R4) 9, Language (Binary, Galactic) (R3) 9, Perception (Spot, Listen) (R1) 7, Persuasion (Intimidate, Torture) (R2) 3, Stealth (Hide) (R1) 8, Weapon (Rail) (R4) 9, Weapon (Powered Melee) (R3) 8

Attack: Heavy Rail Gun A9♠/D14♠ (ignore armor; +4 wounds; slow loading) or Sonic Blade A11♦/D12♦ (crit: Ace)

Minor Wound (R1): Persist; Make a Rail rifle or Sonic Blade attack. On a hit, deal 1 wound (+ weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Offensive Stance (R2): Weapon (Rail Rifle or Powered Melee) Diff 15; Gain a +2 bonus to Melee or Ranged combat. *Consequence:* 1x/scene.

Critical Strike (R3): Once a scene, make a Heavy Rail gun or sonic blade attack. On a success, target takes 4 wounds (+ weapon wounds).

Disembowel (R4): Once a scene, make a Heavy Rail gun attack. On a hit, target takes 7 wounds and loses an action. *Consequences:* 1x/day.

Machine: A cyberhomid is immune to poison and does not need to eat, drink or breathe.

Transceiver: A cyberhomid can communicate with any other cyberhomid at Long range.

Gear: Heavy Rail rifle, sonic blade, 10 bullets

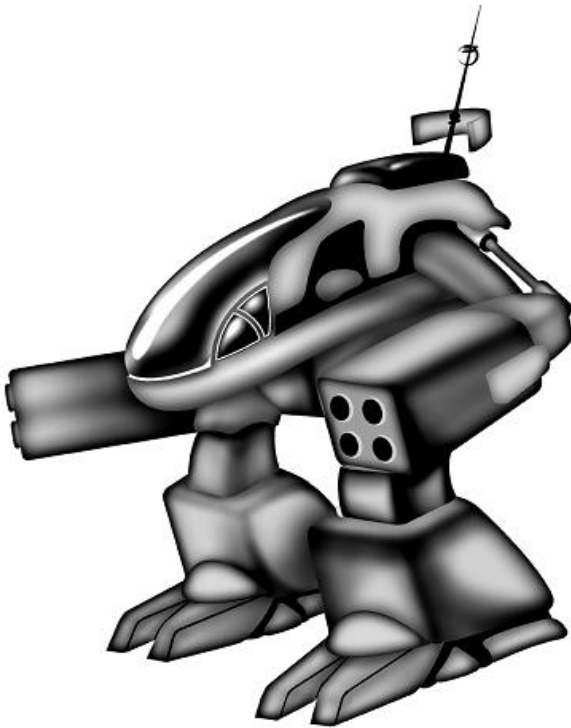
Hand: 1 card

54 – Science Fiction

Cybernetic

Cybernetic organisms are machines built by machines for special purposes, usually being an A.I. incorporated into some sort of vessel. Unlike cyberhomids, cybernetics prefer to have nothing to do with organic creatures, and may either ignore them, tolerate them, or treat them as pests or parasites.

Cybernetics are not necessarily the creation of cyberhomids, and they are not necessarily related or friendly towards cyberhomids.



Cybermecha (Rank 3)

Huge Humanoid (Cybernetic)

Str: 12♠ **Dex:** 5♥ **Int:** 5♦ **Pre:** 4♣

Mel: 4 **Ran:** 2 **Disc:** 4

Def: 1 (6♥A2) **Res:** 8 (13♣A3) **AR:** 3

Resolve: 7 (10P♣)

Wounds: 13

Vision: Darkvision

Speed: Enhanced

Skills: Armor (Natural) (R2) 10, Athletics (Lift, Run) (R3) 15, Discipline (Cybernetics) (R3) 7, Endurance (Physical) (R3) 10, Evade (R3) 4, Language (Binary, Galactic) (R2) 7, Perception (Listen, Spot) (R1) 6, Weapon (Firearms) (R3) 5, Weapon (Powered Melee) (R2) 6

Attack: Automatic Rifle A7♠/D10♠ (+3 wounds + draw card) or Chain Blade A9♦/D10♦ (+3 wounds)

Minor Wound (R1): Persist; Make an automatic rifle or chain blade attack. On a hit, deal 4 wound (+ draw card) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Automatic Fire (R2): Once a scene, make an automatic rifle attack against up to 4 targets. On a hit, deal 4 wounds (+ draw card) to the target.

Critical Strike (R3): Once a scene, make an automatic rifle attack. On a success, target takes 7 wounds + draw card.

Skill Mastery (R1): Discipline (Cybernetics) Diff 11, Self, Scene; +1 bonus to Weapon (Powered Melee) and Weapon (Firearms).

Durability (R2): Discipline (Cybernetics) Diff 14, Self, Persist; Once per scene, ignore one non-energy (acid, cold, electricity, fire, necrotic, radiant) attack.

Greater Force Field (R3): Discipline (Cybernetics) Diff 17, Close, Scene; Once per scene, up to 4 targets (or 1 huge target) gains a +3 bonus to Defense. **Consequences:** 1x/scene.

Born for War: Once a scene, when making an attack, draw an extra card for an additional success.

Machine: A cybernetic is immune to poison and does not need to eat, drink or breathe.

Gear: Automatic Rifle (Scale 2), chain blade (Scale 2), 10 clips

54 – Science Fiction

CyberNaut (Rank 3)

Huge Vehicle (Cybernetic)

Str: 12♠**Dex:** 7♥**Int:** 6♦ **Pre:** 1♣

Mel: 4 **Ran:** 5 **Disc:** 1

Def: 2 (7♥A2) **Res:** 7 (12♣A3) **AR:** 3

Resolve: 6 (9P♣)**Wounds:** 12

Vision: Darkvision **Speed:** Flight Enhanced

Skills: Armor (Natural) (R2) 9, Athletics (Fly) (R3) 15, Endurance (Physical) (R3) 9, Evade (R3) 5, Language (Binary, Galactic) (R3) 8, Perception (Spot, Listen) (R1) 7, Stealth (Move Silently) (R3) 10, Weapon (Missile) (R2) 6, Weapon (Firearms) (R3) 8

Attack: Heavy Automatic Gun (Scale 2) A9♠/D13♠ (+4 wounds) or Vehicle Missile (Scale 2) A9♣/D9♣ (+5 wounds)

Minor Wound (R1): Persist; Make a heavy automatic gun or vehicle missile attack. On a hit, deal 1 wound (+ weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Blast Attack (R2): Once a scene, make a vehicle rifle attack against 2 targets who are in close range of each other. On a hit, deal 6 wounds to each target.

Improved Automatic Fire (R3): Once a scene, make a heavy automatic gun attack against up to 4 targets. On a hit, each target takes 5 wounds.

Born for War: Once a scene, when making an attack, draw an extra card for an additional success.

Machine: A cybernetic is immune to poison and does not need to eat, drink or breathe.

Gear: Heavy automatic gun (Scale 2), vehicle missile (Scale 2), 5 clips

CyberTank (Rank 3)

Huge Tracked Vehicle (Cybernetic)

Str: 13♠**Dex:** 6♥**Int:** 6♦ **Pre:** 1♣

Mel: 4 **Ran:** 5 **Disc:** 1

Def: 2 (5♥) **Res:** 7 (14♣A5) **AR:** 3

Resolve: 6 (9P♣)**Wounds:** 12

Vision: Darkvision **Speed:** Normal

Skills: Armor (Natural) (R2) 9, Athletics (Run) (R3) 16, Endurance (Physical) (R3) 9, Evade (R3) 5, Knowledge (Strategy) (R1) 7, Language (Binary, Galactic) (R3) 8, Perception (Spot, Listen) (R1) 7, Persuasion (Intimidate) (R1) 2, Stealth (Hide) (R1) 7, Weapon (Firearms) (R2) 6, Weapon (Rail) (R3) 7

Attack: Vehicular Rail Gun A6♠/D12♠ (Scale 2; ignore armor, +6 wounds, slow loading) or Heavy Automatic Gun A7♦/D11♦ (Scale 2, +5 wounds, slow loading)

Minor Wound (R1): Persist; Make a Heavy Rail Gun or Heavy Projectile Gun attack. On a hit, deal 1 wound (+ weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Offensive Stance (R2): Weapon (Vehicular rail gun or Heavy automatic gun) Diff 15, Scene; +2 bonus to Ranged combat. **Consequence:** 1x/scene

Critical Strike (R3): Once a scene, make a vehicular rail gun attack. On a success, target takes 10 wounds. **Consequences:** 1x/scene.

Born for War: Once a scene, when making an attack, draw an extra card for an additional success.

Gear: Heavy Rail Gun (Scale 2), Heavy Projectile Gun (Scale 2), 20 rail bullets, 5 projectile clips

54 – Science Fiction

CyberTank Dreadnought (Rank 4)

Gargantuan Tracked Vehicle (Cybernetic)

Str: 15♠Dex: 5♥Int: 6♦Pre: 1♣

Mel: 5 Ran: 6 Disc: 1

Def: 0 (4♥) Res: 11 (20♣A5) AR: 5

Resolve: 7 (10P♣) Wounds: 15

Vision: Darkvision Speed: Normal

Skills: Armor (Natural) (R4) 15, Athletics (Lift, Run) (R3) 18, Endurance (Physical) (R3) 10, Evade (R4) 4, Knowledge (Strategy) (R1) 7, Language (Binary, Galactic) (R3) 8, Perception (Spot, Listen) (R1) 7, Persuasion (Intimidate) (R1) 2, Stealth (Hide) (R1) 6, Weapon (Firearms) (R3) 9, Weapon (Rail) (R4) 10

Attack: Vehicular Rail Gun A9♠/D17♠ (Scale 3; ignore 4 armor, +8 wounds, slow loading) or Heavy Automatic Gun A10♦/D16♦ (Scale 3, +5 wounds, slow loading)

Minor Wound (R1): Persist; Make a Heavy Rail Gun or Heavy Projectile Gun attack. On a hit, deal 1 wound (+ weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Offensive Stance (R2): Weapon (Vehicular rail gun or Heavy automatic gun) Diff 15, Scene; +2 bonus to Ranged combat. *Consequence:* 1x/scene

Critical Strike (R3): Once a scene, make a vehicular rail gun attack. On a success, target takes 12 wounds. *Consequences:* 1x/scene.

Stunning Strike (R4): Once a scene, make a vehicular rail gun attack. On a success deal 10 wounds. Target takes no actions until successful Endurance (Fortitude) check (Diff 17). *Consequences:* 1x/day.

Born for War: Once a scene, when making an attack, draw an extra card for an additional success.

Gear: Heavy Rail Gun (Scale 2), Heavy Projectile Gun (Scale 2), 20 rail bullets, 5 projectile clips

Hand: 1 card



54 – Science Fiction

Cyborg

A cyborg is either a flesh and bone creature augmented by cybernetics, or a cybernetic disguised in a shell of flesh. Caught between the world of organics and machines, they tend to sell their services to whichever world is willing to accept them.

Cyborg Mercenary (Rank 2)

Medium Humanoid (Human, Cyberhomid)

Str: 8♠ **Dex:** 6♥ **Int:** 4♦ **Pre:** 4♣

Mel: 3 **Ran:** 2 **Disc:** 2

Def: 2 (6♥A2) **Res:** 3 (8♣A3)

Resolve: 5(6P♣) **Wounds:** 5

Vision: Normal **Speed:** Normal

Skills: Armor (Natural) (R2) 5, Athletics (Lift) (R2) 10, Craft (Robotics) (R1) 5, Deception (Disguise) (R1) 5, Discipline (Cybernetics) (R1) 3, Endurance (Physical) (R1) 6, Evade (R2) 4, Language (Binary) (R1) 5, Language (Galactic) (R3) 7, Perception (Spot, Listen) (R1) 5, Persuasion (Intimidate) (R1) 5, Weapon (Firearms) (R1) 4, Weapon (Primitive Melee) (R2) 5

Attack: Automatic Rifle A7♠/D6♠ (+draw card) or Combat knife A9♦/D6♦

Minor Wound (R1): Persist; Make a Automatic rifle or Combat knife attack. On a hit, deal a wound (+ draw card) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Devastating Strike (R2): Once a scene, make a Combat knife attack. On a hit, deal 3 wounds + draw card.

Enhanced Skill Boost (R1): Discipline (Cybernetics) Diff 11, Touch, Persist; Gain a +2 bonus to Weapon Group (Firearms).

Consequences: 1x/day.

Gear: Automatic Rifle, combat knife, 3 clips

Cyborg Warrior (Rank 3)

Medium Humanoid (Human, Cyberhomid)

Str: 8♠ **Dex:** 6♥ **Int:** 4♦ **Pre:** 4♣

Mel: 4 **Ran:** 3 **Disc:** 2

Def: 2 (7♥A2) **Res:** 5 (11♣A3)

Resolve: 5(6P♣) **Wounds:** 8

Vision: Normal **Speed:** Normal

Skills: Armor (Natural) (R3) 8, Athletics (Lift) (R2) 10, Craft (Robotics) (R1) 5, Deception (Disguise) (R1) 5, Discipline (Cybernetics) (R2) 4, Endurance (Physical) (R1) 6, Evade (R3) 5, Language (Binary) (R1) 5, Language (Galactic) (R3) 7, Perception (Spot, Listen) (R1) 5, Persuasion (Intimidate) (R1) 5, Weapon (Firearms) (R2) 5, Weapon (Primitive Melee) (R3) 7

Attack: Automatic Rifle A8♠/D7♠ (+draw card) or Combat knife A11♦/D8♦

Minor Wound (R1): Persist; Make a Automatic rifle or Combat knife attack. On a hit, deal a wound (+ draw card) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Devastating Strike (R2): Once a scene, make a Automatic rifle or Combat knife attack. On a hit, deal 3 wounds + draw card.

Improved Parry (R3): Persist; Once a scene, make a Combat knife attack. On a hit, target takes a wound and cyborg gains +3 Defense.

Consequences: 1x/scene

Enhanced Skill Boost (R1): Discipline (Cybernetics) Diff 11, Touch, Persist; Gain a +2 bonus to Weapon Group (Firearms).

Consequences: 1x/day.

Improved Fire Projection (R2): A8♥/D5♥, Close, Persist; Target takes 1 (fire) wound. Target takes 1 add'l (fire) wound every other round until successful Endurance (Physical) check (Diff 12).

Gear: Automatic Rifle, combat knife, 5 clips



54 – Science Fiction

Cyborg Commando (Rank 4)

Medium Humanoid (Human, Cyberhomid)

Str: 8♠ **Dex:** 6♥ **Int:** 4♦ **Pre:** 4♣

Mel: 5 **Ran:** 4 **Disc:** 2

Def: 2 (8♥A2) **Res:** 7 (14♣A3)

Resolve: 5(6P♣) **Wounds:** 10

Vision: Normal **Speed:** Normal

Skills: Armor (Natural) (R4) 11, Athletics (Lift) (R2) 10, Craft (Robotics) (R1) 5, Deception (Ambush, Disguise) (R2) 6, Discipline (Cybernetics) (R2) 4, Endurance (Physical) (R1) 6, Evade (R4) 6, Language (Binary) (R1) 5, Language (Galactic) (R3) 7, Perception (Spot, Listen) (R1) 5, Persuasion (Intimidate) (R1) 5, Weapon (Firearms) (R3) 7, Weapon (Primitive Melee) (R4) 9

Attack: Automatic Rifle A10♠/D9♠ (+draw card) or Combat knife A13♦/D10♦

Minor Wound (R1): Persist; Make a Automatic rifle or Combat knife attack. On a hit, deal a wound (+ draw card) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Devastating Strike (R2): Once a scene, make a Automatic rifle or Combat knife attack. On a hit, deal 3 wounds + draw card.

Improved Automatic Fire (R3): Once a scene, make an automatic rifle attack against 2 targets. On a hit, deal 1 wound + draw card.

Bleeding Wound (R4): Persist; Once a scene, make a Combat knife attack. On a hit, target takes 2 wounds and suffers a +4 penalty to the difficulty of all actions. Target takes 1 add'l wound every other round until a successful Endurance (Fortitude) check (Diff 17). **Consequences:** 1x/day.

Enhanced Skill Boost (R1): Discipline (Cybernetics) Diff 11, Touch, Persist; Gain a +2 bonus to Weapon Group (Firearms). **Consequences:** 1x/day.

Improved Fire Projection (R2): A8♥/D5♥, Close, Persist; Target takes 1 (fire) wound. Target takes 1 add'l (fire) wound every other round until successful Endurance (Physical) check (Diff 12).

Gear: Automatic rifle, combat knife, 5 clips

54 – Science Fiction

Daikaiju

Daikaiju (or “Kaiju” for short) are a variety of giant mutated monster. Large and powerful enough to destroy entire cities, they are often considered harbingers of civilization’s end.

Daikaiju Ape (Rank3)

Colossal Humanoid (Ape)

Str: 17♦**Dex:** 4♥**Int:** 4♣ **Pre:** 5♠

Mel: 11 **Ran:** 2 **Disc:** 2

Def: 3 (10♥A2) **Res:** 11 (19♣A3) **AR:** 8

Resolve: 8 (11FP♠) **Wounds:** 26

Vision: Lowlight **Speed:** Doubled

Skills: Acrobatics (R3) 7, Armor (Natural) (R5) 16, Athletics (R3) 20, Discipline (Mutation) (R2) 4, Endurance (Fortitude, Physical) (R3) 11, Evade (R5) 8, Perception (Listen, Spot) (R0) 4, Weapon Group (Natural) (R5) 16, Weapon Group (Thrown) (R4) 6

Attack: Claws A20♠/D23♠ (+9 wounds), Bite A19♠/D24♠ (+9 wounds) or two-handed rock A7♣/D16♣ (+10 wounds)

Minor Wound (R1): Persist; Once a scene, make a Rail rifle or Sonic Blade attack. On a hit, deal a wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Avoidance (R2): Acrobatics (Tumble) Diff 15, Persist; Once a scene, gain +2 bonus to Defense. *Does not take an action.*

Critical Strike (R3): Once a scene, make a claw or bite attack. On a success, target takes 14 wounds.

Stunning Strike (R4): Persist; Once a scene, make a claw or bite attack. On a hit, target takes 11 wounds and is stunned (no actions) until a successful Endurance (Fortitude) check (Diff) 17. **Consequences:** 1x/day

Perfect Entangle (R5): Scene; Make a claw or bite attack. On a hit, target takes 12 wounds and target is immobilized. Target can get free with successful Acrobatics (Escape) or Athletics (Lift) check Diff 20. If maneuver persisted, target takes 1 round every other round. **Consequences:** 1x/day.

Allure (R1): Resv +1, Close, Persist; Once per scene, target becomes friendly **Consequences:** If target is attacked or harmed, the power ends.

Improved Electrical Projection (R2): A8/D11, Close, Persist; Once per scene, target takes 10 (electrical) wounds. The target takes a –1 penalty to actions until a successful Endurance (Physical) check (Diff 12).

Hand: 3 cards

Daikaiju Insect (Rank 4)

Gargantuan Hexapod (Insect)

Str: 12♦**Dex:** 7♥**Int:** 2♣ **Pre:** 5♠

Mel: 4 **Ran:** 8 **Disc:** 1

Def: 6 (12♥A2) **Res:** 7 (14♣A3) **AR:** 5

Resolve: 6(9FP♠) **Wounds:** 20

Vision: Lowlight **Speed:** Normal, Flight Double

Skills: Acrobatics (R2) 9, Armor (Natural) (R4) 15, Athletics (R3) 15, Discipline (Mutation) (R2) 3, Endurance (Fortitude, Physical) (R3) 10, Evade (R4) 10, Perception (Spot, Taste) (R0) 2, Weapon Group (Natural) (R3) 7, Weapon Group (Hurled) (R4) 12

Attack: Claws A11♠/D12♠ (+6 wounds) or Wing blast A15♣/18♣ (+7 wounds)

Minor Wound (R1): Persist; Make a claw or wing blast attack. On a hit, deal 1 wound (+weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Avoidance (R2): Acrobatics (Tumble) Diff 15, Persist; Once a scene, gain a +2 bonus to Defense. *Does not count as an action.*

Critical Strike (R3): Once a scene, make a claw or wing blast attack. On a success, target takes 4 wounds (+ weapon wounds). **Consequences:** 1x/scene.

Stunning Strike (R4): Persist; Once a scene, make a Wing blast attack. On a hit, target takes 9 wounds and is stunned until a successful Endurance (Fortitude) check (Diff 17).

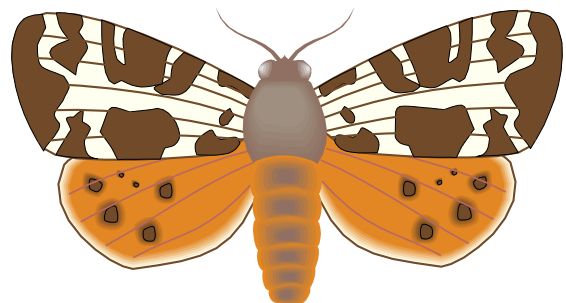
Consequences: 1x/day

Photosynthesis (R1): Discipline (Mutation) Diff 11, Self, Instant; Ignore requirement for extra meal with ½ hour exposure to sunlight.

Consequences: 1x/scene.

Improved Sonic Projection (R2): A8♣/D11♣, Close, Persist; Once per scene, target takes 10 (sonic) wounds. The target is deafened until a successful Endurance (Physical) check (Diff 12).

Hand: 1 card



54 – Science Fiction

DaiKaiju Reptile (Rank 5)

Colossal Humanoid (Reptile)

Str: 19♦ **Dex:** 4♥ **Int:** 2♣ **Pre:** 5♠

Mel: 8 **Ran:** 1 **Disc:** 4

Def: -2 (4♥A1) **Res:** 16 (25♣A4) **AR:** 8

Resolve: 8 (12FP♠) **Wounds:** 27

Vision: Lowlight **Speed:** Doubled

Skills: Armor (Natural) (R5) 21, Athletics (R5) 24, Discipline (Mutation) (R5) 9, Endurance (Fortitude, Physical) (R4) 12, Evade (R5) 3, Perception (Spot, Listen) (R1) 3, Weapon (Natural) (R5) 13

Attack: Claws A17♠/D20♠ (+9 wounds), Bite A16♠/D21♠ (+9 wounds), Tail A14♠/D23♠ (+10 wounds)

Minor Wound (R1): Persist; Make a claw, bite or tail attack. On a hit, deal 1 wound (+weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Trip (R2): Once a scene, make a tail attack. On a hit, target takes 11 wounds and is knocked prone.

Critical Strike (R3): Once a scene, make an claw, bite or tail attack. On a success, target takes 4 wounds (+weapon wounds). **Consequences:** 1x/scene.

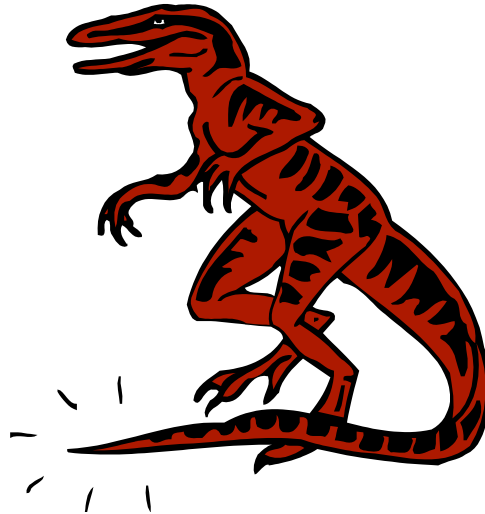
Disembowel (R3): Once a scene, make a claw, bite or tail attack. On a hit, target takes 5 wound (+weapon wounds) and loses an action. **Consequences:** 1x/day.

Perfect Trip (R5): Once a scene, make a claw, bite or tail attack. On a hit, target takes 3 wounds (+weapon wounds) and knocked prone. Target cannot stand until it makes a successful Endurance (Fortitude) check (Diff 20). **Consequences:** 1x/day.

Photosynthesis (R1): Discipline (Mutation) Diff 11, Self, Instant; Ignore requirement for extra meal with ½ hour exposure to sunlight. **Consequences:** 1x/scene.

Improved Electrical Projection (R2): A13♦/D16♦, Close, Persist; Once per scene, target takes 10 (electrical) wounds. The target takes a -1 penalty to actions until a successful Endurance (Physical) check (Diff 12).

Hand: 3 cards



54 – Science Fiction

Deevi

While often indulgent in all sorts of sensate activities, deevi prefer to keep their true nature secret. They are private beings, often insular and introverted towards others. Once exposed, they attempt to silence whomever has discovered their true nature, either by inducting them into their circle, bribing them into silence or destroying the individual.

Deevi Deviant (Rank 2)

Medium Humanoid (Deevi)

Str: 4(0)♠ **Dex:** 5(5)♦ **Int:** 7♦ **Pre:** 11♥

Mel: 2 **Ran:** 3 **Disc:** 4

Def: 2 (9♦A5) **Res:** 3 (5♦)

Resolve: 7 (8M♥) **Wounds:** 6

Vision: Normal (Life Sense) **Speed:** Normal (Fly Normal)

Skills: Armor (Unarmored) (R2) 5, Deception (Bluff) (R2) 13, Discipline (Supernatural) (R2) 6, Endurance (Mental) (R1) 8, Evade (R2) 4, Knowledge (Paranormal) (R2) 9, Language (Galactic) (R3) 10, Perception (Spot, Intuition) (R0) 7, Perform (Act) (R1) 12, Persuasion (Seduce) (R2) 13, Weapon Group (Natural) (R0), Weapon Group (Firearms) (R1) 4

Attack: Pistol Revolver A7♠/D6♠

Summon Rank 1 Creature (R1): Discipline (Supernatural) Diff 11, Close, Persist; Once per scene, summons a creature (see Supernatural Discipline powers).

Polymorph (R2): Discipline (Supernatural) Diff 14, Self, Persist; Once per scene, take the shape of another creature whose abilities does not exceed 23 total. Gain creature's racial abilities, natural attack modes, Strength and Dexterity.

Second Wind (R1): Endurance Diff 11, Instant; Once a scene, the deevi regains a wound.

Consequences: 1x/day.

Possess: Once per scene, make Presence + Endurance vs. opponents Resolve + Endurance (Mental) to possess enemy. Gains Strength, Dexterity, Speed, Vision and natural attacks of possessed.

Host Body: The deevi currently possesses a physical body.

Insubstantial: When not possessing a body, cannot wear or use items and attacks against deevi automatically miss if the attack uses a ♠ or a ♣.

Gear: Pistol Revolver, 2 clips

Deevi Indulgent (Rank 3)

Medium Humanoid (Deevi)

Str: 4(0)♠ **Dex:** 5(5)♦ **Int:** 7♦ **Pre:** 11♥

Mel: 2 **Ran:** 3 **Disc:** 6

Def: 3 (11♦A5) **Res:** 3 (6♦)

Resolve: 8 (9M♥) **Wounds:** 8

Vision: Normal (Life Sense) **Speed:** Normal (Fly Normal)

Skills: Armor (Unarmored) (R3) 6, Deception (Bluff) (R3) 14, Discipline (Supernatural) (R3) 9, Endurance (Mental) (R1) 9, Evade (R3) 6, Knowledge (Connoisseur, Paranormal) (R2) 9, Language (Galactic) (R3) 10, Perception (Spot, Intuition) (R0) 7, Perform (Act) (R1) 12, Persuasion (Seduce) (R3) 14, Weapon Group (Natural) (R0), Weapon Group (Firearms) (R1) 4

Attack: Pistol Revolver A7♠/D6♠

Summon Rank 1 Creature (R1): Discipline (Supernatural) Diff 11, Close, Persist; Once per scene, summons a creature (see Supernatural Discipline powers).

Polymorph (R2): Discipline (Supernatural) Diff 14, Self, Persist; Once per scene, take the shape of another creature whose abilities does not exceed 23 total. Gain creature's racial abilities, natural attack modes, Strength and Dexterity.

Consequences: 1x/scene.

Greater Ability (R3): Discipline (Supernatural) Diff 17, Touch, Scene; Once a scene, gain +3 to one Ability and a +5 bonus to one Skill subskill associated with ability. **Consequences:** 1x/scene

Second Wind (R1): Endurance Diff 11, Instant; Once a scene, the deevi regains a wound.

Consequences: 1x/day.

Possess: Once per scene, make Presence + Endurance vs. opponents Resolve + Endurance (Mental) to possess enemy. Gains Strength, Dexterity, Speed, Vision and natural attacks of possessed.

Host Body: The deevi currently possesses a physical body.

Insubstantial: When not possessing a body, cannot wear or use items and attacks against deevi automatically miss if the attack uses a ♠ or a ♣.

Gear: Pistol Revolver, 2 clips

54 – Science Fiction

Deevi Oracle (Rank 4)

Medium Humanoid (Deevi)

Str: 4(0)♠ **Dex:** 5(5)♦ **Int:** 7♦ **Pre:** 11♥

Mel: 2 **Ran:** 3 **Disc:** 8

Def: 4 (13♦A5) **Res:** 3 (7♦)

Resolve: 9 (10M♥) **Wounds:** 10

Vision: Normal (Life Sense) **Speed:** Normal (Fly Normal)

Skills: Armor (Unarmored) (R4) 7, Deception (Bluff, Disguise) (R3) 14, Discipline (Supernatural) (R4) 12, Endurance (Mental) (R1) 10, Evade (R4) 8, Knowledge (Divination, Paranormal) (R3) 10, Language (Galactic) (R3) 10, Perception (Spot, Intuition) (R0) 7, Perform (Act) (R1) 12, Persuasion (R2) 13, Weapon Group (Natural) (R0), Weapon Group (Firearms) (R1) 4

Attack: Pistol Revolver A7♠/D6♠

Summon Rank 1 Creature (R1): Discipline (Supernatural) Diff 11, Close, Persist; Once per scene, summons a creature (see Supernatural Discipline powers).

Polymorph (R2): Discipline (Supernatural) Diff 14, Self, Persist; Once per scene, take the shape of another creature whose abilities does not exceed 23 total. Gain creature's racial abilities, natural attack modes, Strength and Dexterity.

Consequence: 1x/scene.

Greater Ability (R3): Discipline (Supernatural) Diff 17, Touch, Scene; Once a scene, gain +3 to one Ability and a +5 bonus to one Skill subskill associated with ability. **Consequences:** 1x/scene.

Dominate (R4): Resv +4, Long, Persist; Target loses actions on its turn until it makes a successful Endurance (Mental) check (Diff 23). On Deevi's turn, it controls the target's actions. **Consequences:** Deevi takes a wound. For each additional wound, can affect an extra target. 1x/day.

Second Wind (R1): Endurance Diff 11, Instant; Once a scene, the deevi regains a wound. **Consequences:** 1x/day.

Possess: Once per scene, make Presence + Endurance vs. opponents Resolve + Endurance (Mental) to possess enemy. Gains Strength, Dexterity, Speed, Vision and natural attacks of possessed.

Host Body: The deevi currently possesses a physical body.

Insubstantial: When not possessing a body, cannot wear or use items and attacks against deevi automatically miss if the attack uses a ♠ or a ♣.

Gear: Pistol Revolver, 2 clips

Hand: 1 card

54 – Science Fiction

Demon

Demons are supernatural beings of evil made flesh. Those foolishly seeking power, revenge or wealth bring them to the world from their forbidding and torturous realms. The appearance and abilities of demons varies wildly; only a sampling of demonkind is given here.

Demons have a +3 bonus to Resolve.

Demonling (Rank 2)

Small Humanoid (Demon)

Str: 4♣ **Dex:** 7♦ **Int:** 4♥ **Pre:** 7♠

Mel: 2 **Ran:** 2 **Disc:** 2

Def: 2 (7♦A3) **Res:** 2 (6♠A2)

Resolve: 5 (7P) **Wounds:** 5

Vision: Darksight **Speed:** Slowed, Flight

Skills: Armor (Natural) (R2) 4, Deception (R2) 9, Discipline (Supernatural) (R2) 4, Endurance (Physical) (R2) 7, Evade (R2) 4, Knowledge (Bureaucracy) (R1) 5, Language (Infernal) (R2) 6, Language (Galactic) (R1) 5, Perception (R0) 4, Persuasion (Seduce) (R2) 9, Weapon (Natural) (R2) 4

Attack: Claws A8♦/D5♦

Minor Wound (R1): Persist; Make a claw attack. On a hit, target takes a wound. Target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Dual Engagement (R2): Once per scene, make a claw attack against two targets. On a hit, each target takes 1 wound.

Arcane Bolt (R1): A9♠/D4♠, Close; Make an arcane bolt attack. On a success, target takes a wound.

Curse (R2): Resv +2, Short, Persist; Target gains a consequence of the caster's choice until a successful Presence check (Diff 11) is made.

Soul Contract: A creature that sells its soul to the demon gains 2 Ranks in Discipline (Supernatural). However, if the creature dies, it cannot be brought back to life.

Demon (Rank 3)

Medium Humanoid (Demon)

Str: 5♠ **Dex:** 6♥ **Int:** 4♦ **Pre:** 7♠

Mel: 5 **Ran:** 2 **Disc:** 3

Def: 4 (9♥A2) **Res:** 4 (10♣R3)

Resolve: 6 (8P♣) **Wounds:** 8

Vision: Darksight **Speed:** Normal, Flight

Skills: Armor (Natural) (R3) 7, Deception (R3) 10, Discipline (Supernatural) (R3) 6, Endurance (Physical) (R2) 8, Evade (R3) 7, Knowledge (Bureaucracy) (R1) 5, Language (Infernal) (R2) 6, Language (Galactic) (R1) 5, Perception (R0) 4, Persuade (Seduce, Torture) (R2) 9, Weapon (Natural) (R3) 6

Attack: Poison Claws A12♦/D9♦ (+poison)

Heavy Strike (R1): Make a poison claw attack. On a hit, deal 2 wounds + draw card + poison.

Aggravated Wound (R2): Once per scene, the demon makes a poison claw attack; the target takes 1 wound + draw card + poison and a –2 penalty to skill checks until a successful Endurance (Fortitude) check (Diff 11).

Critical Strike (R3): Once per scene, the demon makes a poison claw attack; the target takes 5 wounds + draw card + poison. **Consequences:** 1x/scene

Arcane Bolt (R1): A11♠/D6♠, Close; Make an arcane bolt attack. On a success, target takes a wound.

Curse (R2): Resv +2, Short, Persist; Target gains a consequence of the caster's choice until a successful Presence check (Diff 11) is made.

Teleport (R3): Diff 17, Special, Instant; Demon and up to 5 willing targets travel 1 mile. **Consequences:** 1x/scene.

Battle-hungry: A demon gains a +2 bonus to Melee Combat and Defense (already added in)

Poison: 1 wound every other round until successful Endurance (Fortitude) check (Diff 17)



54 – Science Fiction

Greater Demon (Rank 4)

Large Humanoid (Demon)

Str: 7♠ **Dex:** 5♥ **Int:** 4♦ **Pre:** 7♣

Mel: 7 **Ran:** 2 **Disc:** 4

Def: 4 (9♥A1) **Res:** 6 (14♣A4)

Resolve: 8 (10P♣) **Wounds:** 12

Vision: Darksight **Speed:** Normal, Flight

Skills: Armor (Natural) (R4) 10, Deception (R4) 11, Discipline (Supernatural) (R4) 8, Endurance (Physical) (R2) 8, Evade (R3) 7, Knowledge (Bureaucracy) (R1) 5, Language (Infernal) (R2) 6, Language (Galactic) (R1) 5, Perception (R0) 4, Persuade (Seduce, Torture) (R2) 9, Weapon (Natural) (R4) 11

Attack: Poison Claws A15♦/D12♦ (+poison)

Heavy Strike (R1): Make a poison claw attack. On a hit, deal 2 wounds + draw card + poison.

Aggravated Wound (R2): Once per scene, the demon makes a poison claw attack; the target takes 1 wound + draw card + poison and a –2 penalty to skill checks until a successful Endurance (Fortitude) check (Diff 11).

Critical Strike (R3): Once per scene, the demon makes a poison claw attack; the target takes 5 wounds + draw card + poison. **Consequences:** 1x/scene

Bleeding Wound (R4): Once a scene, make a poison claw attack. On a hit, target takes 2 wounds (+ poison). Target takes +4 penalty to actions until successful Endurance (Fortitude) check Diff 17. **Consequences:** 1x/day.

Arcane Bolt (R1): A11♠/D6♠, Close; Make an arcane bolt attack. On a success, target takes a wound.

Curse (R2): Resv +2, Short, Persist; Target gains a consequence of the caster's choice until a successful Presence check (Diff 11) is made.

Teleport (R3): Diff 17, Special, Instant; Demon and up to 5 willing targets travel 1 mile. **Consequences:** 1x/scene.

Dominate (R4): Resv +4, Long, Persist; Target loses their actions until successful Endurance (Mental) check (Diff 23). On demon's turn, it controls the target. **Consequences:** Demon takes a wound. 1x/day.

Battle-hungry: A demon gains a +2 bonus to Melee Combat and Defense (already added in)

Poison: 1 wound every other round until successful Endurance (Fortitude) check (Diff 17)

Demon Lord (Rank 5)

Large Humanoid (Demon)

Str: 9♣ **Dex:** 9♠ **Int:** 9♦ **Pre:** 9♥

Mel: 9 **Ran:** 4 **Disc:** 9

Def: 6 (15♣A1) **Res:** 9 (18♥A4)

Resolve: 12 (17♥) **Wounds:** 18

Vision: Darksight **Speed:** Normal, Flight

Skills: Armor (Natural) (R5) 14, Deceit (R5) 14, Discipline (Supernatural) (R5) 14, Endurance (R5) 17, Language (+Infernal, +Galactic) (R4) 13, Perception (R2) 11, Persuade (R5) 14, Stealth (R3) 12, Weapon (Blade) (R5) 11

Attack: Flametongue long sword A16♦/D18♦ (2 (fire) wounds, + draw card +1 (fire) wound for each ♥)

Cross Weapons (R1): Make a flametongue long sword attack. On a hit, deal no damage but target must spend an action to regain use of weapon.

Aggravated wound (R2): Persist; Make a flametongue long sword attack. On a hit, target takes 3 (fire) wounds + draw card + 1/♥ and +2 difficulty to actions until successful Endurance (Fortitude) check (Diff 11).

Triple threat (R3): Make a flametongue long sword attack against 3 targets. All opponents share the same Defense and Resistance card. On a hit, deal 3 (fire) wounds + draw card + 1/♥.

Bleeding wound (R4): Persist; Make a flametongue long sword attack. On a hit, deal 4 (fire) wounds + draw card +1/♥. Target takes a wound every turn and suffers +4 penalty to actions until successful Endurance (Fortitude) check (Diff 17).

Maim (R5): Persist; Make a flametongue long sword attack. On a hit deal 10 (fire) wounds. Target takes +5 penalty to actions until successful Endurance (Fortitude) check (Diff 20).

Enhanced Ability (R1): Discipline (Supernatural) Diff 11, Touch, Persist; Once per scene, +1 bonus to one primary Ability.

Curse (R2): Resv +2, Short, Persist; Target suffers a consequence until a successful Presence check (Diff 11) is made.

Summon Demon (R3): Discipline (Supernatural) Diff 17, Short, Persist; Once per scene, create a demon. **Consequences:** 1x/scene

Dominate (R4): Resv +4, Long, Persist; Once per scene, target loses its action until it makes successful Endurance (Mental) check (Diff 23). On demon lords turn, instead of acting it controls the target's actions. **Consequences:** 1x/scene

Hail of Meteors (R5): Play Queen+, Att +14/Dam +20, Long, Instant; Up to 5 targets take 5 (fire) wounds. Target continues to burn, taking 1 (fire) wound every other round until successful Endurance (Physical) check (Diff 21). **Consequences:** Demon lord takes wound. 1x/day. Cumulative wound per extra use.

Battle-hungry: A demon lord gains a +2 bonus to Melee Combat and Defense (already added in)

Flaming Aura: Anyone meleeing a demon lord must make Endurance (Physical) vs. Demon Lord's Presence check or take 1 (fire) wound.

Hand: 3 cards

Gear: Flametongue long sword

54 – Science Fiction

Elemental

Elementals are extra-dimensional creatures summoned for various tasks by those proficient in the supernatural arts.

Note: when calculating an elemental's secondary and tertiary abilities, treat it as if it had a Intelligence 5 and Presence 5.

Air Elemental (Rank 3)

Large Elemental (Air)

Str: 7♣ **Dex:** 9♦ **Int:** 1♠ **Pre:** 1♥

Mel: 5 **Ran:** 4 **Disc:** 2

Def: 5 (19♦A6) **Res:** 4 (6♥-1)

Resolve: 5 (7P♥-1) **Wounds:** 10

Vision: Darksight **Speed:** Normal, Flight Doubled

Skills: Acrobatics (Tumble) (R2) 11, Armor (Unarmored) (R3) 7, Athletics (Fly) (R5) 12, Endurance (Physical) (R3) 8, Evade (R5) 10, Language (Auren) (R2) 3, Perception (Listen, Spot) (R0) 1, Stealth (R3) 12, Weapon (Natural) (R2) 7, Weapon (Hurled) (R1) 5

Attack: Wind Slam A11♦/D9♦ (+1 wound) or Ranged Wind Slam A8♦/D8♦ (+1 wound)

Unhindered (R1): Acrobatics (Tumble) Diff 11; Add Armor (Unarmored) bonus to Defense (already added in)

Evade (R2): Acrobatics (Tumble) Diff 15, Persist; Once a scene, make Acrobatics (Tumble) check. On a success, avoid attack and gain +2 Defense.

Improved Parry (R3): Persist; Make a Wind slam or Ranged wind slam attack. On a hit, target takes 2 wounds and Air elemental gains +3 Defense.

Consequences: 1x/scene.

Wind Slam: Melee or Long Range; When making an attack, an Air Elemental ignores the opponent's Evade skill.

Wind Defense: When making a Defense or Resistance check, an air elemental treats "♦" as Aces.

Earth Elemental (Rank 3)

Large Elemental (Earth)

Str: 12♣ **Dex:** 4♦ **Int:** 1♠ **Pre:** 1♥

Mel: 4 **Ran:** 2 **Disc:** 2

Def: 2 (5♦) **Res:** 7 (17♣A5) **AR** 3

Resolve: 7 (12P♥) **Wounds:** 10

Vision: Darksight **Speed:** Normal, Burrow

Skills: Armor (Natural) (R5) 12, Athletics (Burrow, Lift) (R3) 15, Endurance (Physical) (R5) 12, Evade (R3) 5, Language (Terran) (R2) 3, Perception (Spot, Listen) (R0) 1, Persuasion (Intimidate) (R3) 4, Weapon (Natural) (R3) 8, Weapon (Thrown) (R2) 4

Attack: Earth slam A13♣/D9♣ (+1 wound), Thrown two-handed rock A5♣/D9♣ (+2 wounds)

Heavy Strike (R1): Make an Earth slam or Thrown two-handed rock attack. On a success, deal 2 wounds (+ weapon wounds)

Offensive Stance (R2): Weapon (Natural) or Weapon (Thrown) Diff 15, Scene; Gain +2 to Melee or Ranged combat. **Consequence:** 1x/scene.

Improved Trip (R3): Once a scene, make an Earth slam attack. On a success, target takes 3 wounds and is knocked prone. **Consequences:** 1x/scene.

Earth Slam: When making an attack, Earth elemental ignores Armor bonus.

Earth Defense: When making a Defense or Resistance check, an earth elemental treats "♣" as Aces.

54 – Science Fiction

Fire Elemental (Rank 3)

Large Elemental (Fire)

Str: 9♠ **Dex:** 7♦ **Int:** 1♥ **Pre:** 1♣

Mel: 4 **Ran:** 5 **Disc:** 2

Def: 3 (9♦A2) **Res:** 5 (12♠A3)

Resolve: 6 (9P♣) **Wounds:** 9

Vision: Darksight **Speed:** Normal, Flight

Skills: Armor (Natural) (R4) 9, Deception (Ambush) (R3) 4, Endurance (Physical) (R3) 9, Evade (R4) 7, Language (Ignan) (R2) 3, Perception (Smell, Spot) (R0) 2, Persuasion (Torture) (R3) 8, Weapon (Natural) (R2) 6, Weapon (Thrown) (R5) 10

Attack: Fire Slam A11♥/D7♥ (+1 wound) or Fire Gout A13♥/D3♥ (+1 wound)

Minor Parry (R1): Persist; Make a Fire slam or Fire gout attack. On a hit, target takes 2 (fire) wounds. Fire elemental gains +1 Defense. Target continues to burn, taking 1 (fire) wound every other round until successful Endurance (Fortitude) check (Diff 14).

Aggravated Wound (R2): Persist; Once a scene, make a Fire slam or Fire gout attack. On a hit deal 2 (fire) wounds and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 11). Target continues to burn, taking 1 (fire) wound every other round until successful Endurance (Fortitude) check (Diff 14).

Critical Strike (R3): Once a scene, make a Fire gout attack. On a hit, deal 5 (fire) wounds. Target continues to burn, taking 1 (fire) wound every other round until successful Endurance (Fortitude) check (Diff 14).

Fire Slam: On a hit, target takes 2 (fire) wounds and continues to burn, taking 1 (fire) wound every other round until successful Endurance (Fortitude) check (Diff 14).

Fire Gout: Ranged Short; On a hit, target takes 2 (fire) wounds and continues to burn, taking 1 (fire) wound every other round until successful Resolve check (Diff 14).

Fire Defense: When making a Defense or Resistance check, a fire elemental treats “♥” as Aces.

Fire Growth: A fire elemental takes no damage from fire attacks and instead gains 1 temporary wound for every 3 (fire) wounds that would have been inflicted.

Water Elemental (Rank 3)

Large Elemental (Water)

Str: 8♣ **Dex:** 8♥ **Int:** 1♠ **Pre:** 1♦

Mel: 6 **Ran:** 3 **Disc:** 2

Def: 4 (10♥A2) **Res:** 4 (11♦A3)

Resolve: 7 (10P♦)

Wounds: 10

Vision: Darksight **Speed:** Normal, Swim

Skills: Armor (Natural) (R4) 8, Deception (Disguise) (R3) 8, Endurance (Physical) (R3) 10, Evade (R4) 8, Language (Aquan) (R2) 3, Perception (R0) 1, Weapon (Natural) (R5) 11, Weapon (Thrown) (R2) 5,

Attack: Tidal Slam A16♥/D12♥ (+1 wound) or Tidal Wave A8♥/D8♥ (+1 wound)

Cross Weapons (R1): Make a Tidal slam or Tidal wave attack. On a hit, deal no damage but target must spend an action to regain weapon.

Aggravated Wound (R2): Persist; Once a scene, make a Tidal slam or Tidal wave attack. On a hit deal 2 wounds and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 11).

Improved Entangle (R3): Persist; Once a scene, make a Tidal slam attack. On a hit, target takes 2 wounds and is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check (Diff 14). If persisted, target takes 1 wound every other round. **Consequences:** 1x/scene.

Tidal Slam: When making an attack, it ignore Evade skill and Armor skill. On a hit, deal 2 wounds.

Tidal Wave: Ranged Close; When making an attack, ignore Evade skill and Armor skill. On a hit, deal 2 wounds.

Watery Defense: When making a Defense or Resistance check, a water elemental treats “♥” as Aces.

54 – Science Fiction

Eloi

The eloi are genetically enhanced humanoids. They have “perfect” figures and are exceptionally bright. They tend to be arrogant towards “lesser” races and it is not unknown for them to forcibly enlighten, enslave or “purge” lesser beings.

Eloi Diplomat (Rank 3)

Medium Humanoid (Eloi)

Str: 4♣ **Dex:** 5♦ **Int:** 7♠ **Pre:** 7♥

Mel: 1 **Ran:** 3 **Disc:** 5

Def: 3 (12♦A5) **Res:** 2 (4♦)

Resolve: 7 (8M♥)

Wounds: 7

Vision: Standard

Speed: Standard

Skills: Armor (Unarmored) (R2) 4, Deception (Bluff) (R3) 10, Discipline (Eugenics) (R3) 8, Endurance (Mental) (R1) 8, Evade (R2) 5, Knowledge (Bureaucracy) (R3) 10, Language (Galactic) (R3) 10, Perception (Intuition, Spot) (R0) 7, Persuade (Diplomacy) (R3) 10, Weapon (Club) (R1) 2, Weapon (Laser) (R2) 5

Attack: Tonfa A5♣/D4♣, Laser pistol 9♥/7♥ (Crit: Ace)

Enhanced Endurance (R1): Diff 9, Self, Scene; Once per scene, +1 bonus to Resistance. **Consequences:** 1x/day

Improved Intellect (R2): Diff 12, Self, Scene; Once per scene, gain a +2 bonus to Intelligence. **Consequences:** 1x/scene

Greater Skill Mastery (R3): Diff 15, Self, Scene; Once per scene, gain +3 to Persuade and a +5 bonus to Persuade (Diplomacy). **Consequences:** 1x/scene

Weapon and Shield Style (R1): Gain +1 bonus to Defense (+1 for Tonfa) (Already added in)

Aggravated Wound (R2): Persist; Make a Laser pistol attack. On a hit, target takes 1 wound and +2 difficulty to actions until successful Endurance (Fortitude) check (Diff 11).

Enhanced: Once per scene, when making an Presence-based check or a Discipline-based check, may draw an extra card for an extra success.

Non-threatening: If the eloi diplomat has not attacked or threatened another, anyone attempting to attack the eloi must make a Presence check (Diff 15).

Gear: Expensive clothing, tonfa

Eloi Dominator (Rank 4)

Medium Humanoid (Eloi)

Str: 4♣ **Dex:** 5♦ **Int:** 7♠ **Pre:** 7♥

Mel: 1 **Ran:** 3 **Disc:** 7

Def: 4 (12♦A5) **Res:** 2 (4♦)

Resolve: 8 (9M♥)

Wounds: 9

Vision: Standard

Speed: Standard

Skills: Armor (Unarmored) (R2) 4, Deception (Bluff, Disguise) (R4) 11, Discipline (Eugenics) (R4) 11, Endurance (Mental) (R1) 9, Evade (R3) 7, Knowledge (Bureaucracy, Psychology) (R3) 10, Language (Galactic) (R3) 10, Perception (Intuition, Spot) (R1) 8, Persuade (Diplomacy, Gather Information) (R4) 11, Weapon (Club) (R1) 2, Weapon (Laser) (R2) 5

Attack: Tonfa A5♣/D4♣, Laser pistol 9♥/7♥ (Crit: Ace)

Enhanced Endurance (R1): Discipline (Eugenics), Diff 9, Self, Scene; Once per scene, +1 bonus to Resistance. **Consequences:** 1x/day

Improved Intellect (R2): Diff 12, Self, Scene; Once per scene, gain a +2 bonus to Intelligence. **Consequences:** 1x/scene

Greater Skill Mastery (R3): Diff 15, Self, Scene; Once per scene, gain +3 to Persuade and a +5 bonus to Persuade (Diplomacy). **Consequences:** 1x/scene

Regenerate (R4): Diff 18, Persist; When making a Resistance check, regain 1 wound when playing or drawing a “♥”. **Consequences:** 1x/scene.

Weapon and Shield Style (R1): Gain +1 bonus to Defense (+1 for Tonfa) (Already added in)

Aggravated Wound (R2): Persist; Make a Laser pistol attack. On a hit, target takes 1 wound and +2 difficulty to actions until successful Endurance (Fortitude) check (Diff 11).

Enhanced: Once per scene, when making an Presence-based check or a Discipline-based check, may draw an extra card for an extra success.

Non-threatening: If the eloi diplomat has not attacked or threatened another, anyone attempting to attack the eloi must make a Presence check (Diff 16).

Gear: Expensive clothing, tonfa

Hand: 1 card

54 – Science Fiction

Eloi Super-Soldier (Rank 3)

Medium Humanoid (Eloi)

Str: 7♣ Dex: 5♦ Int: 7♠ Pre: 4♥

Mel: 2 Ran: 5 Disc: 2

Def: 3 (9♦S3) Res: 3 (11♠A5)

Resolve: 6 Wounds: 7

Vision: Standard Speed: Standard

Skills: Armor (Full) (R3) 6, Athletics (Run) (R3) 10, Discipline (Eugenics) (R1) 3, Endurance (R0) 6, Evade (R3) 6, Knowledge (Strategy) (R3) 10, Language (Galactic) (R3) 10, Perception (Listen, Spot) (R0) 7, Survival (Wilderness) (R2) 9, Weapon (Laser) (R3) 8, Weapon (Powered Melee) (R2) 4

Attack: Light Laser Rifle A10♥/D11♥ (Crit: Ace; + draw card), Stun Baton A7♣/D6♣

Ranged Weapon Style (R1): No free attack to enemy when using ranged weapons adjacent to opponent.

Armor Piercing (R2): Once a scene, make a stun baton attack, ignoring 1 point of armor or armor skill. On a hit, deal a wound.

Triple Threat (R3): Once a scene, make a laser rifle attack against up to 3 targets. On a hit, deal 1 wound to each target. *Consequences:* 1x/scene.

Natural Healing (R1): Discipline (Eugenics), Diff 9, Self, Instant; Once per scene, heal a wound. *Consequences:* 1x/day

Enhanced: Once per scene, when making an Dexterity-based check or a Ranged Combat-based check, may draw an extra card for an extra success.

Non-threatening: If the eloi supersoldier has not attacked or threatened another, anyone attempting to attack the eloi must make a Presence check (Diff 9).

Gear: Military assault harness, triple force screen, Light laser rifle, stun baton, 2 clips

Eloi Ranger (Rank 4)

Medium Humanoid (Eloi)

Str: 7♣ Dex: 5♦ Int: 7♠ Pre: 4♥

Mel: 3 Ran: 6 Disc: 2

Def: 4 (11♦S3) Res: 4 (13♠A5)

Resolve: 6 (7F♥) Wounds: 9

Vision: Standard Speed: Standard

Skills: Armor (Full) (R4) 8, Athletics (Run) (R3) 10, Discipline (Eugenics) (R1) 3, Endurance (Fortitude) (R1) 6, Evade (R4) 8, Knowledge (Strategy) (R3) 10, Language (Galactic) (R3) 10, Perception (Listen, Spot) (R0) 7, Survival (Wilderness) (R2) 9, Weapon (Laser) (R4) 10, Weapon (Powered Melee) (R3) 6

Attack: Light Laser Rifle A12♥/D13♥ (Crit: Ace; + draw card), Stun Baton A9♣/D8♣

Ranged Weapon Style (R1): No free attack to enemy when using ranged weapons adjacent to opponent.

Armor Piercing (R2): Once a scene, make a stun baton attack, ignoring 1 point of armor or armor skill. On a hit, deal a wound.

Spring Attack (R3): Once a scene, make a laser rifle attack. On a hit, deal 1 wound. Afterwards, Eloi can move Slowed speed. *This move does not count as a move action.* *Consequences:* 1x/scene.

Render Helpless (R4): Once a scene, make a laser rifle attack. On a hit, target takes 2 wounds, is disarmed and knocked prone. *Consequences:* 1x/scene.

Natural Healing (R1): Discipline (Eugenics), Diff 9, Self, Instant; Once per scene, heal a wound. *Consequences:* 1x/day

Enhanced: Once per scene, when making an Dexterity-based check or a Ranged Combat-based check, may draw an extra card for an extra success.

Non-threatening: If the eloi supersoldier has not attacked or threatened another, anyone attempting to attack the eloi must make a Presence check (Diff 9).

Gear: Military assault harness, triple force screen, Light laser rifle, stun baton, 2 clips

Hand: 1 card

54 – Science Fiction

Gargoyle

Gargoyles are a monstrous race of humanoids that revel in destruction and murder. They have tough, stony skin that makes harming them difficult and upon their death they quickly crumble to dust leaving behind no proof of their existence.

Gargoyles tend to disdain technology and science, and have been known to destroy those technological items they find annoying or are unable to decipher.

Gargoyle Ravager (Rank 3)

Medium Humanoid (Gargoyle)

Str: 8♣ **Dex:** 6♦ **Int:** 4♥ **Pre:** 4♠

Mel: 5 **Ran:** 2 **Disc:** 2

Def: 2 (5♦A1) **Res:** 5 (12♣A4)

Resolve: 5 (8F♠) **Wounds:** 6

Vision: Normal **Speed:** Normal, Glide Slowed

Skills: Armor (Natural) (R3) 8, Athletics (Fly) (R2) 10, Deception (Ambush) (R2) 6, Endurance (Fortitude) (R3) 8, Evade (R2) 4, Language (Gargoyle) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Smell, Spot) (R1) 5, Persuasion (Intimidate) (R1) 5, Stealth (Hide) (R3) 9, Weapon (Natural) (R3) 8

Attack: Claws A12♠/D9♠

Minor Parry (R1): Evade Diff 11, Persist; Once a scene, gain a +1 bonus to Defense.

Devastating Strike (R2): Once per scene, make a Claw attack. On a hit, deal 3 wounds.

Triple Threat (R3): Once per scene, make a claw attack against up to 3 opponents. On a hit, target takes 1 wound. **Consequences:** 1x/scene.

Consume the Dead: A gargoyle that consumes fresh meat or a corpse heals 1 wound per size category of the victim.

Sonic Screech: Once per scene, make an A4♥/D5♥ short range attack on up to 4 targets. On a hit, deal a wound and the target loses an action.

Gargoyle Reaper (Rank 4)

Medium Humanoid (Gargoyle)

Str: 8♣ **Dex:** 6♦ **Int:** 4♥ **Pre:** 4♠

Mel: 7 **Ran:** 2 **Disc:** 2

Def: 2 (7♦A1) **Res:** 7 (15♣A4)

Resolve: 5 (8F♠) **Wounds:** 10

Vision: Normal **Speed:** Normal, Glide Slowed

Skills: Armor (Natural) (R4) 11, Athletics (Fly, Lift) (R2) 10, Deception (Ambush) (R2) 6, Endurance (Fortitude) (R3) 8, Evade (R4) 6, Language (Gargoyle) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Smell, Spot) (R1) 5, Persuasion (Intimidate) (R1) 5, Stealth (Hide, Move Silently) (R4) 10, Weapon (Natural) (R4) 11

Attack: Claws A15♠/D12♠

Minor Parry (R1): Evade Diff 11, Persist; Once a scene, gain a +1 bonus to Defense.

Devastating Strike (R2): Once per scene, make a Claw attack. On a hit, deal 3 wounds.

Triple Threat (R3): Once per scene, make a claw attack against up to 3 opponents. On a hit, target takes 1 wound. **Consequences:** 1x/scene.

Crippling Strike (R4): Persist; Once per scene, make a claw attack. On a hit target takes 2 wounds, loses a move and takes a +4 penalty to actions until successful Endurance (Fortitude) check (Diff 17). **Consequences:** 1x/day.

Consume the Dead: A gargoyle that consumes fresh meat or a corpse heals 1 wound per size category of the victim.

Sonic Screech: Once per scene, make an A4♥/D5♥ short range attack on up to 4 targets. On a hit, deal a wound and the target loses an action.

54 – Science Fiction

Gray

Grays are a race of advanced space-faring individuals of alien intelligence with powerful psychic aptitudes. Though they can be peaceful, diplomatic creatures, there are segments of their population who are raised and trained to be cold and effective killing machines. These warriors are used to protect and enforce gray interests on other worlds.

Some splinter groups from the central authority have sought to become conquerors and marauders, attacking other worlds in order to conquer, slay or steal the planet's population and its resources.

Gray Invader (Rank 2)

Small Humanoid (Gray)

Str: 3♣ **Dex:** 7♦ **Int:** 7♥ **Pre:** 5♠

Mel: 2 **Ran:** 3 **Disc:** 4

Def: 3 (12♦A4S3) **Res:** 2 (5♣A1)

Resolve: 5 **Wounds:** 5

Vision: Normal **Speed:** Slowed

Skills: Acrobatics (Escape) (R2) 9, Armor (Minimal) (R2) 4, Craft (Weaponsmith) (R1) 8, Deception (Ambush) (R2) 7, Discipline (Psionics) (R1) 5, Endurance (R0) 5, Evade (R2) 5, Knowledge (Strategy) (R1) 8, Language (Gray) (R3) 10, Language (Galactic) (R2) 9, Perception (Spot, Touch) (R0) 7, Stealth (Hide) (R1) 8, Weapon (Blade) (R1) 3, Weapon (Laser) (R2) 5

Attack: Laser Pistol A9♥/D7♥

Minor Parry (R1): Evade Diff 11, Persist; Once a scene, gain a +1 bonus to Defense.

Devastating Strike (R2): Once per scene, make a Laser Pistol attack. On a hit, deal 3 wounds.

Influence (R1): Resv +1, Close, Persist; Target becomes friendly to gray invader.
Consequences: 1x/scene. If target is harmed, effect ends.

Analytical: When making an Intelligence-based skill check, treated as if having at least Rank 0.

Mental Giant: Once per scene, when making Intelligence-based skill check, can draw extra card for an extra success

Gear: Padded Vest, Three Panel Force Screen, Laser Pistol, 2 clips, medium battery

Gray Peacekeeper (Rank 3)

Small Humanoid (Gray)

Str: 3♣ **Dex:** 7♦ **Int:** 7♥ **Pre:** 5♠

Mel: 2 **Ran:** 5 **Disc:** 4

Def: 4 (14♦A4S3) **Res:** 2 (5♣A1)

Resolve: 6 (7F♠) **Wounds:** 7

Vision: Normal **Speed:** Slowed

Skills: Acrobatics (Escape) (R2) 9, Armor (Minimal) (R3) 5, Athletics (Lift) (R1) 4, Craft (Weaponsmith) (R1) 8, Discipline (Psionics) (R1) 5, Endurance (Fortitude) (R1) 7, Evade (R3) 7, Knowledge (Strategy) (R1) 8, Language (Gray) (R3) 10, Language (Galactic) (R2) 9, Perception (Spot, Touch) (R0) 7, Persuasion (Diplomacy) (R1) 6, Stealth (Hide) (R1) 8, Weapon (Blade) (R2) 4, Weapon (Laser) (R3) 8

Attack: Laser Pistol A12♥/D10♥

Minor Parry (R1): Evade Diff 11, Persist; Once a scene, gain a +1 bonus to Defense.

Devastating Strike (R2): Once per scene, make a Laser Pistol attack. On a hit, deal 3 wounds.

Improved Entangle (R3): Once a scene, make a laser pistol attack. On a hit, target takes a wound and must spend an action to get free with Acrobatics (Escape) or Athletics (Lift) check (Diff 14). Target is immobilized until free. If persisted, target takes 1 wound every other round. **Consequences:** 1x/scene.

Influence (R1): Resv +1, Close, Persist; Target becomes friendly to gray invader.
Consequences: 1x/scene. If target is harmed, effect ends.

Analytical: When making an Intelligence-based skill check, treated as if having at least Rank 0.

Mental Giant: Once per scene, when making Intelligence-based skill check, can draw extra card for an extra success

Gear: Padded Vest, Three Panel Force Screen, Laser Pistol, 2 clips, medium battery

Uh, Entangle with a Laser Pistol?

Using the gray's R3 maneuver requires a little bit of creative thought – the laser may melt a section of floor to pin the target, hit a nerve cluster or may just have a special setting only usable by the gray that “stuns” the target – it all depends on how you want to describe it. Of course, if you and/or your players can't wrap your head around a laser pistol doing this, just choose a different maneuver – say Improved Disarm.

54 – Science Fiction

Gray Scientist (Rank 3)

Small Humanoid (Gray)

Str: 3♣ **Dex:** 7♦ **Int:** 7♥ **Pre:** 5♠

Mel: 2 **Ran:** 3 **Disc:** 6

Def: 3 (11♦A5) **Res:** 2 (5♣)

Resolve: 5 **Wounds:** 7

Vision: Normal **Speed:** Slowed

Skills: Armor (Unarmored) (R3) 5, Craft (Chemistry) (R3) 10, Discipline (Psionic) (R3) 9, Endurance (R0) 7, Evade (R3) 6, Knowledge (Astronomy, Chemistry) (R3) 10, Language (Gray) (R3) 10, Language (Galactic) (R2) 9, Perception (Spot, Touch) (R0) 7, Weapon (Blade) (R1) 3, Weapon (Laser) (R1) 4

Attack: Laser Pistol A8♥/D6♥

Minor Parry (R1): Evade Diff 11, Persist; Once a scene, gain a +1 bonus to Defense.

Levitate (R1): Diff 11, Close, Persist; Move 23 kgs. at slowed speed. **Consequences:** Standard action to move target. 1x/scene.

Daze (R2): Resv +2, Close; Once a scene, target loses an action.

Greater Intellect (R3): Diff 17, Self, Scene; Once a scene, gain +3 Intellect and +5 to one Knowledge subskill. **Consequences:** 1x/day.

Analytical: When making an Intelligence-based skill check, treated as if having at least Rank 0.

Mental Giant: Once per scene, when making Intelligence-based skill check, can draw extra card for an extra success

Gear: Lab suit, Laser Pistol, 2 clips, medium battery

Gray Lorekeeper (Rank 4)

Small Humanoid (Gray)

Str: 3♣ **Dex:** 7♦ **Int:** 7♥ **Pre:** 5♠

Mel: 2 **Ran:** 3 **Disc:** 8

Def: 3 (12♦A5) **Res:** 2 (5♣)

Resolve: 9 **Wounds:** 7

Vision: Normal **Speed:** Slowed

Skills: Armor (Unarmored) (R3) 5, Craft (Chemistry) (R3) 10, Discipline (Psionic) (R4) 12, Endurance (R0) 9, Evade (R4) 7, Knowledge (Astronomy, Chemistry, History) (R4) 11, Language (Gray) (R3) 10, Language (Galactic) (R2) 9, Perception (Spot, Touch) (R0) 7, Weapon (Blade) (R1) 3, Weapon (Laser) (R1) 4

Attack: Laser Pistol A8♥/D6♥

Minor Parry (R1): Evade Diff 11, Persist; Once a scene, gain a +1 bonus to Defense.

Levitate (R1): Diff 11, Close, Persist; Move 23 kgs. at slowed speed. **Consequences:** Standard action to move target. 1x/scene.

Daze (R2): Resv +2, Close; Once a scene, target loses an action.

Greater Psychic Shield (R3): Diff 17, Short, Persist; Up to 4 targets gain +3 bonus to Resolve. **Consequences:** 1x/scene.

Superior Intellect (R4): Diff 20, Self, Scene; Once a scene, gain +4 Intellect and +6 to one Knowledge subskill. **Consequences:** 1x/day.

Analytical: When making an Intelligence-based skill check, treated as if having at least Rank 0.

Mental Giant: Once per scene, when making Intelligence-based skill check, can draw extra card for an extra success

Gear: Lab suit, Laser Pistol, 2 clips, medium battery

Hand: 1 card

54 – Science Fiction

Hetepetian

The hetepetian are an ancient race of sentient symbiotes. Much like the deevi, hetepetians take control of a host body through which they can better experience the world around them. Hetepetians, however, tend to come from predatory origins and almost universally are consumed with the acquisition of power and control over others. Their ancient culture has access to powerful technology, which they often modify for use by their host body.

Note: A hetepetian false god is usually accompanied by a group of 2-5 fanatically loyal eloi super-soldiers.



Hetepetian False God (Rank 4)

Medium Humanoid (Hetepetian)

Str: 5(1) ♣ **Dex:** 5(5) ♠ **Int:** 7♦ **Pre:** 11♥

Mel: 2 **Ran:** 3 **Disc:** 8

Def: 4 (16♦A5S5)

Res: 4 (7♦)

Resolve: 9 (12M♥)

Wounds: 11

Vision: Low-light

Speed: Normal (Slow)

Skills: Armor (Unarmored) (R3) 7, Craft (Any two) (R1) 8, Discipline (Eugenics) (R4) 12, Endurance (Mental) (R3) 12, Evade (R2) 6, Knowledge (Physics, Psychology) (R4) 11, Language (Hetepian) (R4) 11, Language (Galactic) (R2) 9, Perception (All) (R0) 7, Perform (Oratory) (R1) 12, Persuasion (Diplomacy, Intimidate) (R4) 15, Weapon (Beam) (R3) 6

Attack: Stunner A9♦/D8♦, Beam Pistol A9♦/D8♦

Cross Weapons (R1): Make a Stunner or Beam pistol attack. On a hit, no damage but target must spend an action to regain use of their weapon.

Defensive Stance (R2): Weapon (Beam) Diff 14, Scene; Gain +2 Defense. **Consequences:** 1x/scene.

Skill Mastery (R1): Discipline (Eugenics) Diff 9, Self, Instant; Once per scene, gain +1 bonus to Weapon (Beam). **Consequences:** 1x/scene.

Improved Might (R2): Discipline (Eugenics) Diff 12, Self, Scene; Once per scene, gain +2 bonus to Strength. **Consequences:** 1x/scene.

Fast Healing (R3): Discipline (Eugenics) Dif 15, Self, Instant; Once a scene, heal 3 wounds and gain 3 temporary wounds. **Consequences:** 1x/scene.

Superior Endurance (R4): Discipline (Eugenics) Diff 18, Self, Scene; Once a scene, gain +4 bonus to Resistance and Endurance skill. **Consequences:** 1x/scene.

Mantle of Godhood: Once per scene, when making a skill check, a hetepetian can use its Presence instead of the normal attribute for a skill check.

Honeyed Words: Once per scene, when making a Persuasion check, the hetepetian can draw an additional card for an extra success.

Possess: Once per scene, make Presence + Endurance (Mental) vs. opponents Resolve + Endurance (Endurance) to possess enemy. Gains Strength, Dexterity, Speed, Vision and natural attacks of possessed.

Host Body: The hetepetian currently possesses a physical body. It can use its eugenic powers through the host body.

Gear: Ceremonial robes, Stunner, Beam pistol, bubble force screen

Hand: 1 card

54 – Science Fiction

Human

Humans are a diverse group of humanoids with varied skill and a progressive drive. However, they are very adept at war and host a surprising number of weapons and ways to kill or disable an enemy.

Human Cultist (Rank 2)

Medium Humanoid (Human)

Str: 5♣ **Dex:** 6♦ **Int:** 5♠ **Pre:** 7♥

Mel: 2 **Ran:** 2 **Disc:** 3

Def: 2 (9♦A5) **Res:** 3 (5♦)

Resolve: 5♥

Wounds: 6

Vision: Normal

Speed: Normal

Skills: Armor (Unarmored) (R2) 5, Discipline (Supernatural) (R1) 4, Endurance (R0) 5, Evade (R2) 4, Knowledge (Religion) (R1) 6, Language (Galactic) (R2) 7, Perception (Listen, Spot) (R1) 6, Perform (Dance) (R1) 8, Persuasion (Diplomacy) (R1) 8, Survival (Streetwise) (R2) 7, Weapon (Club) (R2) 4, Weapon (Firearms) (R1) 3

Attack: (Supernatural) Semiautomatic Pistol [Wand] A6♠/D5♠ (Crit: Ace), Club A7♣/D6♣

Minor Wound (R1): Make a Wand or club attack. On a hit, target takes 1 wound and +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Multifire (R2): Once a scene, make a semiautomatic pistol attack. On a hit, draw 3 cards. Deal 1 wound + 1 wound for each face card shown.

Illusion (R1): Diff varies, Close, Persist; Create an illusion that fools one sense (sight, sound, touch, taste, smell). A successful Perception check reveals the illusion.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Ritualistic clothes, Wand, Club

Human Warlock (Rank 3)

Medium Humanoid (Human)

Str: 5♣ **Dex:** 6♦ **Int:** 5♠ **Pre:** 7♥

Mel: 2 **Ran:** 2 **Disc:** 5

Def: 3 (10♦A5) **Res:** 3 (5♦)

Resolve: 6♥

Wounds: 8

Vision: Normal

Speed: Normal

Skills: Armor (Unarmored) (R2) 5, Discipline (Supernatural) (R3) 8, Endurance (R0) 6, Evade (R2) 5, Knowledge (Religion) (R3) 8, Language (Galactic) (R2) 7, Linguistics (Decipher) (R1) 6, Perception (Listen, Spot) (R1) 6, Perform (Any one) (R1) 8, Persuasion (Diplomacy) (R2) 9, Survival (Streetwise) (R2) 7, Weapon (Club) (R2) 4, Weapon (Firearms) (R1) 3

Attack: (Supernatural) Semiautomatic Pistol [Wand] A6♠/D5♠ (Crit: Ace), Club A7♣/D6♣

Minor Wound (R1): Make a Wand or club attack. On a hit, target takes 1 wound and +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Multifire (R2): Once a scene, make a Wand attack. On a hit, draw 3 cards. Deal 1 wound + 1 wound for each face card shown.

Illusion (R1): Diff varies, Close, Persist; Create an illusion that fools one sense (sight, sound, touch, taste, smell). A successful Perception check reveals the illusion.

Curse (R2): Resv +2, Short, Persist; Once a scene, target gains consequence of the caster's choice until successful Presence check (Diff 11).

Greater Skill Mastery (R3): Diff 17, Close, Scene; Once a scene, gain +3 bonus to Knowledge and a +5 bonus to Knowledge (Religion).

Consequences: 1x/scene.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Ritualistic clothes, Wand, Club

54 – Science Fiction

Human Demagogue (Rank 4)

Medium Humanoid (Human)

Str: 5♣ Dex: 6♦ Int: 5♠ Pre: 7♥

Mel: 2 Ran: 2 Disc: 7

Def: 3 (11♦A5) Res: 3 (5♦)

Resolve: 8♥

Wounds: 10

Vision: Normal

Speed: Normal

Skills: Armor (Unarmored) (R2) 5, Discipline (Supernatural) (R4) 11, Endurance (R0) 8, Evade (R3) 6, Knowledge (Psychology, Religion) (R4) 9, Language (Galactic) (R2) 7, Linguistics (Decipher, Encode) (R1) 6, Perception (Listen, Spot) (R1) 6, Perform (Any one) (R1) 8, Persuasion (Diplomacy, Seduce) (R4) 11, Survival (Streetwise) (R2) 7, Weapon (Club) (R2) 4, Weapon (Firearms) (R1) 3

Attack: (Supernatural) Semiautomatic Pistol [Wand] A6♠/D5♠ (Crit: Ace), Club A7♣/D6♣

Minor Wound (R1): Make a Wand or club attack. On a hit, target takes 1 wound and +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Multifire (R2): Once a scene, make a Wand attack. On a hit, draw 3 cards. Deal 1 wound + 1 wound for each face card shown.

Illusion (R1): Diff varies, Close, Persist; Create an illusion that fools one sense (sight, sound, touch, taste, smell). A successful Perception check reveals the illusion.

Curse (R2): Resv +2, Short, Persist; Once a scene, target gains consequence of the caster's choice until successful Presence check (Diff 11).

Greater Skill Mastery (R3): Diff 17, Close, Scene; Once a scene, gain +3 bonus to Knowledge and a +5 bonus to Knowledge (Religion).

Consequences: 1x/scene.

Dominate (R4): Resv +4, Long, Persist; Once a scene, Target loses actions until successful Endurance (Mental) check (Diff 23). On demagogue's turn, take actions for target.

Consequences: Demagogue takes a wound. Add'l wound to affect extra target. 1x/day.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Ritualistic clothes, Wand, Club

Hand: 1 card

Human Researcher (Rank 2)

Medium Humanoid (Human)

Str: 4♣ Dex: 6♠ Int: 8♦ Pre: 5♥

Mel: 2 Ran: 3 Disc: 3

Def: 3 (10♠A5) Res: 2 (4♠)

Resolve: 5♥

Wounds: 5

Vision: Normal

Speed: Normal

Skills: Armor (Unarmored) (R2) 4, Craft (Polymetrics) (R2) 10, Discipline (Cybernetics) (R2) 5, Endurance (R0) 5, Evade (R2) 5, Knowledge (Physics) (R2) 10, Language (Galactic) (R4) 12, Linguistics (Decipher) (R1) 9, Perception (Listen, Spot) (R2) 10, Persuasion (Gather Information) (R1) 6, Weapon (Firearms) (R1) 4

Attack: Semiautomatic Pistol A7♠/D6♠ (Crit: Ace)

Minor Wound (R1): Make a Semiautomatic pistol attack. On a hit, target takes 1 wound and +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Comlink (R1): Diff 11, Medium, Persist; Allows communication with another willing individual.

Improved Intellect (R2): Diff 14, Self, Persist; Once a scene, gain +2 bonus to Intellect.

Consequence: 1x/day.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: White uniform, Semiautomatic pistol

54 – Science Fiction

Human Examiner (Rank 3)

Medium Humanoid (Human)

Str: 4♣ Dex: 6♠ Int: 8♦ Pre: 5♥

Mel: 2 Ran: 3 Disc: 5

Def: 4 (11♠A5) Res: 2 (4♠)

Resolve: 6♥ Wounds: 7

Vision: Normal Speed: Normal

Skills: Armor (Unarmored) (R2) 4, Craft (Polymetrics) (R3) 11, Discipline (Cybernetics) (R3) 8, Endurance (R0) 6, Evade (R2) 6, Knowledge (Physics) (R3) 11, Language (Galactic) (R4) 12, Linguistics (Decipher) (R2) 10, Perception (Listen, Spot) (R2) 10, Persuasion (Gather Information) (R2) 7, Weapon (Firearms) (R1) 4

Attack: Semiautomatic Pistol A7♠/D6♠ (Crit: Ace)

Minor Wound (R1): Make a Semiautomatic pistol attack. On a hit, target takes 1 wound and +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Comlink (R1): Diff 11, Medium, Persist; Allows communication with another willing individual.

Durability (R2): Diff 14, Self, Persist; Once a scene, ignore 1 wound from a non-energy form of attack.

Greater Intellect (R3): Diff 17, Self, Scene; Once a scene gain a +3 bonus to Intellect and a +5 bonus to Knowledge (Physics). **Consequences:** 1x/day.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: White uniform, Semiautomatic pistol

Human Scientist (Rank 4)

Medium Humanoid (Human)

Str: 4♣ Dex: 6♠ Int: 8♦ Pre: 5♥

Mel: 2 Ran: 3 Disc: 7

Def: 4 (11♠A5) Res: 2 (4♠)

Resolve: 6♥ Wounds: 7

Vision: Normal Speed: Normal

Skills: Armor (Unarmored) (R2) 4, Craft (Manufacture, Polymetrics) (R4) 12, Discipline (Cybernetics) (R4) 11, Endurance (R0) 8, Evade (R2) 6, Knowledge (Chemistry, Physics) (R4) 12, Language (Galactic) (R4) 12, Linguistics (Decipher, Encode) (R2) 10, Perception (Listen, Spot) (R2) 10, Persuasion (Gather Information) (R3) 8, Weapon (Firearms) (R1) 4

Attack: Semiautomatic Pistol A7♠/D6♠ (Crit: Ace)

Minor Wound (R1): Make a Semiautomatic pistol attack. On a hit, target takes 1 wound and +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Comlink (R1): Diff 11, Medium, Persist; Allows communication with another willing individual.

Durability (R2): Diff 14, Self, Persist; Once a scene, ignore 1 wound from a non-energy form of attack.

Greater Intellect (R3): Diff 17, Self, Scene; Once a scene gain a +3 bonus to Intellect and a +5 bonus to Knowledge (Physics). **Consequences:** 1x/day.

Teleportation (R4): Diff 20, Special, Instant; Once a scene, transport self and up to 5 targets up to Long distance. **Consequences:** +2 Diff to double distance. 1x/day.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: White uniform, Semiautomatic pistol

54 – Science Fiction

Human Brigand (Rank 2)

Medium Humanoid (Human)

Str: 6♥ Dex: 8♦ Int: 3♠ Pre: 5♣

Mel: 3 Ran: 2 Disc: 2

Def: 2 (6♦A2) Res: 2 (6♦A2)

Resolve: 4 (5P♣A1) Wounds: 6

Vision: Normal Speed: Normal

Skills: Armor (Light) (R2) 4, Deception (Ambush) (R2) 7, Disable Device (Open Locks) (R1) 4, Endurance (R0) 4, Evade (R2) 4, Language (Galactic) (R1) 4, Perception (Listen, Spot) (R0) 3, Persuasion (Intimidate) (R2) 7, Stealth (Hide) (R1) 9, Survival (Streetwise) (R1) 4, Weapon (Combat Knife) (R2) 5, Weapon (Firearms) (R2) 5

Attack: Semiautomatic Pistol A7♠/D8♠ (Crit: Ace), Combat Knife A9♦/D6♦

Two Weapon Style (R1): Make a Combat Knife attack and a Semiautomatic Pistol attack at –2 penalty. On a hit deal a wound.

Multifire (R2): Once a scene, make a semiautomatic pistol attack. On a hit, draw 3 cards. Deal 1 wound + 1 wound for each face card shown.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Ballistic Vest, Semiautomatic Pistol, Combat Knife, 2 clips

Human Marauder (Rank 3)

Medium Humanoid (Human)

Str: 6♥ Dex: 8♦ Int: 3♠ Pre: 5♣

Mel: 4 Ran: 3 Disc: 2

Def: 4 (9♦A2) Res: 2 (7♦A2)

Resolve: 4 (5P♣A1) Wounds: 8

Vision: Normal Speed: Normal

Skills: Armor (Light) (R3) 5, Deception (Ambush) (R2) 7, Disable Device (Open Locks) (R2) 5, Endurance (R0) 4, Evade (R3) 7, Language (Galactic) (R1) 4, Perception (Listen, Spot) (R0) 3, Persuasion (Intimidate) (R2) 7, Stealth (Hide) (R2) 10, Survival (Streetwise) (R1) 4, Weapon (Combat Knife) (R2) 6, Weapon (Firearms) (R3) 6

Attack: Semiautomatic Pistol A8♠/D9♠ (Crit: Ace), Combat Knife A10♦/D7♦

Two Weapon Style (R1): Make a Combat Knife attack and a Semiautomatic Pistol attack at –2 penalty. On a hit deal a wound.

Multifire (R2): Once a scene, make a semiautomatic pistol attack. On a hit, draw 3 cards. Deal 1 wound + 1 wound for each face card shown.

Critical Strike (R3): Once a scene, make a semiautomatic pistol attack. On a hit, target takes 4 wounds. **Consequences:** 1x/scene.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Ballistic Vest, Semiautomatic Pistol, Combat Knife, 2 clips

54 – Science Fiction

Human Raider (Rank 4)

Medium Humanoid (Human)

Str: 6♥ Dex: 8♦ Int: 3♠ Pre: 5♣

Mel: 5 Ran: 4 Disc: 2

Def: 6 (12♦A2) Res: 2 (8♦A2)

Resolve: 4 (5P♣A1) Wounds: 10

Vision: Normal Speed: Normal

Skills: Armor (Light) (R4) 6, Deception (Ambush) (R2) 7, Disable Device (Open Locks) (R2) 5, Endurance (R0) 4, Evade (R4) 10, Language (Galactic) (R1) 4, Perception (Listen, Spot) (R0) 3, Persuasion (Intimidate, Torture) (R3) 8, Stealth (Hide, Move Silently) (R3) 11, Survival (Streetwise) (R1) 4, Weapon (Combat Knife) (R2) 6, Weapon (Firearms) (R3) 6

Attack: Semiautomatic Pistol A8♠/D9♠ (Crit: Ace), Combat Knife A10♦/D7♦

Two Weapon Style (R1): Make a Combat Knife attack and a Semiautomatic Pistol attack at –2 penalty. On a hit deal a wound.

Multifire (R2): Once a scene, make a semiautomatic pistol attack. On a hit, draw 3 cards. Deal 1 wound + 1 wound for each face card shown.

Critical Strike (R3): Once a scene, make a semiautomatic pistol attack. On a hit, target takes 4 wounds. **Consequences:** 1x/scene.

Crippling Strike (R4): Once a scene, make semiautomatic pistol attack. ON a hit, target takes 2 wounds, loses a move action and has +4 penalty to actions until successful Endurance (Fortitude) check (Diff 17). **Consequences:** 1x/day.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Ballistic Vest, Semiautomatic Pistol, Combat Knife, 2 clips

Hand: 1 card

Human Soldier (Rank 2)

Medium Humanoid (Human)

Str: 7♣ Dex: 7♦ Int: 4♥ Pre: 4♠

Mel: 3 Ran: 2 Disc: 2

Def: 2 (6♦A2) Res: 2 (7♦A3)

Resolve: 5♠ Wounds: 6

Vision: Normal Speed: Normal

Skills: Armor (Medium) (R2) 4, Athletics (Lift) (R2) 9, Deception (Ambush) (R1) 5, Endurance (R0) 5, Evade (R2) 4, Knowledge (Strategy) (R1) 5, Language (Galactic) (R2) 6, Perception (Listen, Spot) (R0) 4, Persuasion (Intimidate) (R2) 6, Survival (Wilderness) (R2) 6, Weapon (Powered Melee) (R1) 4, Weapon (Firearms) (R2) 4

Attack: Semiautomatic Rifle A6♠/D7♠ (+ draw card), Chain Blade A7♦/D7♦ (Crit: Ace) or Grenade 4♦/5♦ (+1 wound)

Ranged Weapon Style (R1): No free attack by enemy when using ranged weapons adjacent to opponent.

Multifire Attack (R2): Once a scene, make an automatic rifle attack. On a hit, draw 3 cards. Deal 1 wound +1 wound/♠.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Military harness, Automatic rifle, chain blade, 2 clips, 2 grenades

54 – Science Fiction

Human Marine (Rank 3)

Medium Humanoid (Human)

Str: 7♣ **Dex:** 7♦ **Int:** 4♥ **Pre:** 4♠

Mel: 4 **Ran:** 3 **Disc:** 2

Def: 3 (8♦A2) **Res:** 3 (9♦A3)

Resolve: 5♠ **Wounds:** 8

Vision: Normal **Speed:** Normal

Skills: Armor (Medium) (R3) 6, Athletics (Lift) (R2) 9, Deception (Ambush) (R1) 5, Endurance (R0) 5, Evade (R3) 6, Knowledge (Strategy) (R2) 6, Language (Galactic) (R2) 6, Perception (Listen, Spot) (R0) 4, Persuasion (Intimidate) (R2) 6, Survival (Wilderness) (R2) 6, Weapon (Powered Melee) (R2) 6, Weapon (Firearms) (R3) 6

Attack: Semiautomatic Rifle A8♠/D9♠ (+ draw card), Chain Blade A9♦/D9♦ (Crit: Ace) or Grenade 5♦/6♦ (+1 wound)

Ranged Weapon Style (R1): No free attack by enemy when using ranged weapons adjacent to opponent.

Multifire Attack (R2): Once a scene, make an automatic rifle attack. On a hit, draw 3 cards. Deal 1 wound +1 wound/♠.

Improved Shieldbreaker (R3): Once a scene, make an automatic rifle attack, ignoring 2 points of Shield bonus and/or Evade skill. On a success, deal 1 wound + draw card.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Military harness, Automatic rifle, chain blade, 2 clips, 2 grenades

Human SpecForce (Rank 4)

Medium Humanoid (Human)

Str: 7♣ **Dex:** 7♦ **Int:** 4♥ **Pre:** 4♠

Mel: 4 **Ran:** 5 **Disc:** 2

Def: 4 (11♦S3) **Res:** 4 (13♦A5)

Resolve: 5♠ **Wounds:** 10

Vision: Normal **Speed:** Normal

Skills: Armor (Full) (R4) 6, Athletics (Lift, Run) (R3) 10, Deception (Ambush) (R1) 5, Disable Device (Sabotage) (R1) 5, Endurance (R0) 5, Evade (R4) 8, Knowledge (Strategy) (R2) 6, Language (Galactic) (R2) 6, Perception (Listen, Spot) (R0) 4, Persuasion (Intimidate) (R2) 6, Survival (Wilderness) (R2) 6, Weapon (Powered Melee) (R2) 6, Weapon (Firearms) (R4) 9

Attack: Semiautomatic Rifle A11♠/D12♠ (+ draw card), Chain Blade A9♦/D9♦ (Crit: Ace) or Grenade 7♦/8♦ (+1 wound)

Ranged Weapon Style (R1): No free attack by enemy when using ranged weapons adjacent to opponent.

Multifire Attack (R2): Once a scene, make an automatic rifle attack. On a hit, draw 3 cards. Deal 1 wound +1 wound/♠.

Improved Shieldbreaker (R3): Once a scene, make an automatic rifle attack, ignoring 2 points of Shield bonus and/or Evade skill. On a success, deal 1 wound + draw card.

Disembowel (R4): Once a scene, make an automatic rifle attack. On a hit, deal 6 wounds + draw card for additional wound and target loses an action.

Consequences: 1x/day.

Adaptive: Once per scene, may draw an additional card for an extra success.

Gear: Military harness, Triple Force Screen, Automatic rifle, chain blade, 5 clips, 4 grenades

Hand: 1 card

54 – Science Fiction

Insectovar

Ravening insects augmented by bioengineering to be the ultimate killing machines, insectovars travel as devouring packs to destroy anything that falls across their path.

Insectovar Legionnaire (Rank 3)

Medium Hexapod (Insect)

Str: 6♦ **Dex:** 6♥ **Int:** 4♠ **Pre:** 4♣

Mel: 4 **Ran:** 3 **Disc:** 2

Def: 2 (6♥A2) **Res:** 4 (10♣A3)

Resolve: 4 (7F♣) **Wounds:** 5

Vision: Lowlight **Speed:** Enhanced

Skills: Armor (Natural) (R3) 7, Athletics (Jump) (R3) 9, Deception (Ambush) (R1) 5, Endurance (Fortitude) (R3) 7, Evade (R2) 4, Language (Insectovar) (R2) 6, Perception (Smell, Spot) (R1) 5, Stealth (Move Silently) (R2) 8, Weapon (Natural) (R3) 7, Weapon (Firearm) (R2) 5

Attack: Scything Claws A10♥/D9♥ (+draw for wound) or (Bioengineering) Shotgun A6♣/D9♣ (+1 wound +draw card)

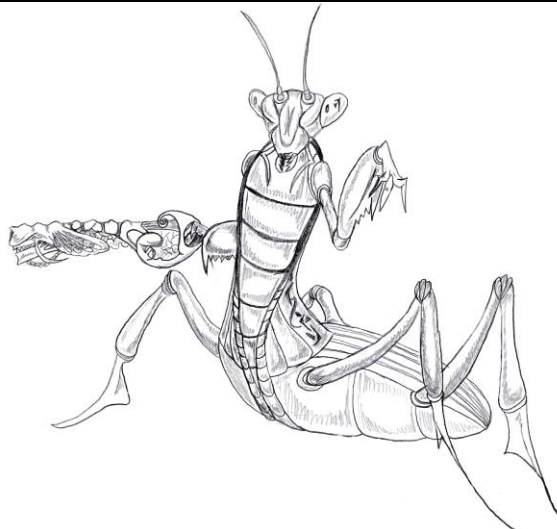
Heavy Strike (R1): Once per scene, make a scything claw or shotgun attack. The target takes 2 wounds (+ weapon wounds).

Offensive Stance (R2): Weapon (Natural or Firearm) Diff 15, Scene; Once a scene, gain +2 to Melee. **Consequences:** 1x/scene.

Spring Attack (R3): Once per scene, take a move action and make a scything claw attack. On a hit, deal a wound + draw for wound. *This move does not count as a move action.*

Devourer of Worlds: Once a scene, when making an attack, an insectovar can make a second attack if the first attack hits.

Gear: Bioshotgun, 2 clips



Insectovar Veteran (Rank 3)

Medium Hexapod (Insect)

Str: 8♦ **Dex:** 7♥ **Int:** 4♠ **Pre:** 3♣

Mel: 3 **Ran:** 4 **Disc:** 1

Def: 4 (9♥A3) **Res:** 2 (7♣A2)

Resolve: 5 (8F♣) **Wounds:** 8

Vision: Lowlight **Speed:** Doubled, Flight Tripled

Skills: Armor (Natural) (R3) 5, Athletics (Fly) (R3) 11, Deception (Ambush) (R1) 4, Endurance (Fortitude) (R3) 8, Evade (R2) 6, Language (Insectovar) (R2) 6, Perception (Spot, Touch) (R1) 5, Stealth (Move Silently) (R2) 9, Weapon (Natural) (R2) 5, Weapon (Firearms) (R3) 7

Attack: Scything Claws A8♥/D7♥ (+draw for wound) or (Bioengineering) Shotgun A11♣/D8♣ (+1 wound + draw card)

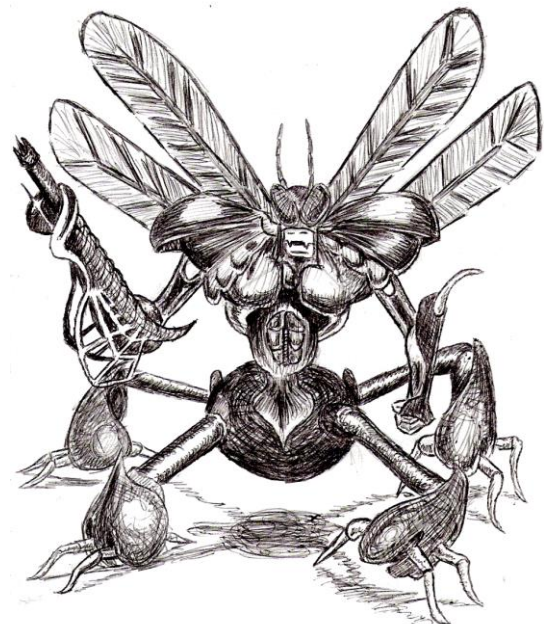
Heavy Strike (R1): Once per scene, make a scything claw or Shotgun attack. The target takes 2 wounds (+ weapon wounds)

Blast Attack (R2): Once per scene, make a Shotgun Rifle attack against up to 3 targets in close range of each other. On a hit, deal 1 wound + draw card for wound.

Swooping Attack (R3): Once per scene, Fly at Tripled speed and make a shotgun attack. On a hit, deal 2 wounds + draw for wound. *This move does not count as a move action.*

Devourer of Worlds: Once a scene, when making an attack, an insectovar can make a second attack if the first attack hits.

Gear: Bioshotgun, 2 clips



54 – Science Fiction

Insectovar Dreadnought (Rank 3)

Gargantuan Hexapod (Insect)

Str: 15♣ **Dex:** 5♠ **Int:** 4♥ **Pre:** 3♦

Mel: 7 **Ran:** 2 **Disc:** 1

Def: 0 (2♥) **Res:** 9 (17♣A5) **AR:** 5

Resolve: 7 (10F♦) **Wounds:** 17

Vision: Lowlight **Speed:** Doubled

Skills: Armor (Natural) (R3) 12, Athletics (Run) (R3) 18, Deception (Ambush) (R1) 4, Endurance (Fortitude) (R3) 10, Evade (R2) 2, Language (Insectovar) (R2) 6, Perception (Scent, Spot) (R1) 5, Stealth (Move Silently) (R2) 7, Weapon (Natural) (R3) 10, Weapon (Firearm) (R2) 4

Attack: Scything talons A13♥/D16♥ (+6 wounds +draw for wound) or (Bioengineering) Heavy projectile gun A5♠/D12♠ (+7 wounds)

Heavy Strike (R1): Make a scything talon or heavy projectile gun attack. On a hit, the target takes 2 wounds (+ weapon wounds).

Offensive Stance (R2): Weapon (Natural or Firearm) Diff 15, Scene; Once a scene, gain +2 to Melee. **Consequences:** 1x/scene.

Spring Attack (R3): Once per scene, take a move action and make a scything claw. On a hit, deal 7 wounds + draw for wound. *This does not count as a move action.*

Devourer of Worlds: Once a scene, when making an attack, an insectovar can make a second attack if the first attack hits.

Gear: Bioshotgun, 2 clips

Insectovar Brood Lord (Rank 4)

Large Hexapod (Insect)

Str: 3♣ **Dex:** 4♥ **Int:** 8♦ **Pre:** 7♠

Mel: 1 **Ran:** 3 **Disc:** 3

Def: 6 (7♥) **Res:** 2 (7♣A2)

Resolve: 6 (9) **Wounds:** 5

Vision: Lowlight

Speed: Normal

Skills: Armor (Natural) (R3) 5, Athletics (R2) 5, Discipline (Bioengineering) (R4) 7, Endurance (Fortitude) (R3) 9, Evade (R2) 7, Knowledge (Biology) (R3) 11, Language (Galactic) (R2) 10, Language (Insectovar) (R4) 12, Weapon (Natural) (R2) M3/R5

Attack: Poison Bite A7♠/D4♠ (+1 wound)

Heavy Strike (R1): Make a poison bite attack. The target takes 3 wounds + poison.

Defensive Stance (R2): Weapon (Natural) Diff 15; Once per scene, gain +2 bonus to Defense.

Consequences: 1x/scene

Reaching Strike (R1): A10/D5, Close, Instant; Target takes 1 wound.

Augmented Healing (R2): Discipline (Bioengineering) Diff 14, Touch, Instant; Target heals 2 wounds. **Consequences:** 1x/scene.

Create Insectovar (R3): Discipline (Bioengineering) Diff 17, Close, Persist; Create an Insectovar Legionnaire. **Consequences:** 1x/scene

Superior Athletics (R4): Discipline (Bioengineering) Diff 20, Touch, Scene; Target gains +4 bonus to Athletics and Acrobatics. **Consequences:** 1x/scene.

Devourer of Worlds: Once a scene, when making an attack, an insectovar can make a second attack if the first attack hits.

Poison Bite: Injected; Diff 11; 2 Wounds

54 – Science Fiction

Moreau

Moreau are humanoids derived from animal stock. They are generally feral in nature, often displaying many of the habits or traits of the animal they are derived from.

In some cases, the process is reversed; a former human is subjected to experimentation that degenerates them into a halfbreed mixture of human and animal.

Moreau Halfbreed (Rank 2)

Medium quadruped (Human, [Animal])

Str: 7♦ **Dex:** 6♥ **Int:** 4♠ **Pre:** 4♣

Mel: 3 **Ran:** 2 **Disc:** 2

Def: 2 (8♥A4) **Res:** 2 (5♣A1)

Resolve: 5♣ **Wounds:** 5

Vision: lowlight **Speed:** Normal

Skills: Armor (Minimal) (R2) 4, Athletics (Run) (R2) 9, Endurance (R0) 5, Evade (R2) 4, Language (Moreau) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Smell, Spot) (R1) 5, Persuasion (Intimidate) (R2) 6, Stealth (Hide) (R2) 8, Survival (Wilderness) (R1) 5, Weapon (Natural) (R2) 4, Weapon (Firearms) (R2) 4

Attack: Claws A8♦/D5♦ / Bite A9♠/D4♠ or semiautomatic pistol A7♠/D6♠

Moving Strike (R1): Once per scene, move half movement and make claw or semiautomatic pistol attack

Aggravated Wound (R2): Once per scene, make a claw, bite or semiautomatic pistol attack; on a hit target takes 1 wound and +2 penalty to actions until the end of his next turn until successful Endurance (Fortitude) check (Diff 12).

Beastly: Once per scene, when making a Str, Dex or Mel based skill check, draw a card for an extra success

Gear: Padded vest, semiautomatic pistol



Moreau Predator (Rank 3)

Medium quadruped (Human, [Animal])

Str: 7♦ **Dex:** 6♥ **Int:** 4♠ **Pre:** 4♣

Mel: 5 **Ran:** 2 **Disc:** 2

Def: 4 (11♥A4) **Res:** 2 (6♣A1)

Resolve: 5♣ **Wounds:** 7

Vision: lowlight **Speed:** Normal

Skills: Armor (Minimal) (R3) 5, Athletics (Run) (R2) 9, Endurance (R0) 5, Evade (R3) 7, Language (Moreau) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Smell, Spot) (R2) 6, Persuasion (Intimidate) (R2) 6, Stealth (Hide) (R2) 8, Survival (Wilderness) (R1) 5, Weapon (Natural) (R3) 8, Weapon (Firearms) (R2) 4

Attack: Claws A12♦/D9♦ / Bite A13♠/D8♠ or semiautomatic pistol A7♠/D6♠

Moving Strike (R1): Once per scene, move half movement and make claw or semiautomatic pistol attack

Aggravated Wound (R2): Once per scene, make claw, bite or semiautomatic pistol attack; on a hit target takes 1 wound and +2 penalty to actions until the end of his next turn until successful Endurance (Fortitude) check (Diff 12).

Improved Multifire (R3): Once per scene, make a semiautomatic pistol attack. On a hit, draw three cards. Deal 1 wound + 1 wound/♠.

Beastly: Once per scene, when making a Str, Dex or Mel based skill check, draw a card for an extra success

Gear: Padded vest, semiautomatic pistol



54 – Science Fiction

Morlock

Morlocks are the remnants of a humanoid race that has become twisted by rampant mutation. They have mentally regressed from a powerful, technologically advanced society into a conglomerate of raiders, murders and thieves who jury-rig or steal their technology to get by.

Morlock Savage (Rank 2)

Medium Humanoid (Morlock)

Str: 8♣ **Dex:** 6♦ **Int:** 4♠ **Pre:** 4♥

Mel: 3 **Ran:** 2 **Disc:** 2

Def: 2 (6♦A2) **Res:** 3 (7♠A2)

Resolve: 5 (6F♥) **Wounds:** 6

Vision: Normal **Speed:** Normal

Skills: Armor (Light) (R2) 5, Athletics (Lift) (R2) 10, Deception (Bluff) (R2) 6, Discipline (Mutation) (R2) 4, Endurance (R0) 5, Evade (R2) 4, Language (Galactic) (R3) 7, Perception (Listen, Spot) (R0) 4, Weapon (Firearms) (R2) 4, Weapon (Blade) (R2) 5

Attack: Revolver Pistol A7♠/D6♠, Greatsword A7♦/D9♦ (Crit: Ace; +2 wounds)

Two-Handed Weapon Style (R1): +1 wound when using two-handed weapons (already added in). *This maneuver does not take an action.*

Devastating Strike (R2): Once a scene, make a greatsword or revolver pistol attack. On a hit, deal 3 wounds + weapon wounds.

Camouflage (R1): Diff 11, Self, Persist; Gain +2 bonus to Stealth (Hide). **Consequences:** 1x/scene.

Size Control (R2): Diff 14 (+3/additional size category). Once per scene, increase or decrease size one or more steps.

Large: Diff 14; Str +2, Dex -1, Res: +1, Dam Mod +1, +1 wounds with weapons, +2 wounds

Controlled Mutation: Once per scene, morlock can ignore the effects of a failed attempt to activate a mutation.

Gear: Ballistic Vest, Pistol Revolver, Greatsword, 2 clips

Morlock Headhunter (Rank 3)

Medium Humanoid (Morlock)

Str: 8♣ **Dex:** 6♦ **Int:** 4♠ **Pre:** 4♥

Mel: 5 **Ran:** 2 **Disc:** 2

Def: 2 (7♦A2) **Res:** 5 (11♣A3)

Resolve: 5♥ **Wounds:** 6

Vision: Normal **Speed:** Normal

Skills: Armor (Medium) (R3) 8, Athletics (Lift) (R2) 10, Deception (Bluff) (R2) 6, Discipline (Mutation) (R3) 5, Endurance (R0) 5, Evade (R3) 5, Language (Galactic) (R2) 6, Perception (Listen, Spot) (R0) 4, Stealth (Hide) (R2) 8, Weapon (Firearms) (R2) 4, Weapon (Blade) (R3) 6

Attack: Revolver Pistol A7♠/D6♠, Greatsword A8♦/D10♦ (Crit: Ace; +2 wounds)

Two-Handed Weapon Style (R1): +1 wound when using two-handed weapons (already added in). *This maneuver does not take an action.*

Devastating Strike (R2): Once a scene, make a greatsword or revolver pistol attack. On a hit, deal 3 wounds + weapon wounds.

Critical Strike (R3): Once a scene, make a greatsword attack. On a hit, deal 6 wounds.

Camouflage (R1): Diff 11, Self, Persist; Gain +2 bonus to Stealth (Hide). **Consequences:** 1x/scene.

Size Control (R2): Diff 14 (+3/additional size category). Once per scene, increase or decrease size one or more steps.

Large: Diff 14; Str +2, Dex -1, Res: +1, Dam Mod +1, +1 wounds with weapons, +2 wounds

Greater Might (R3): Diff 17, Self, Scene; Once per scene, gain +3 bonus to Strength and Melee Combat. **Consequences:** 1x/day

Controlled Mutation: Once per scene, morlock can ignore the effects of a failed attempt to activate a mutation.

Gear: Military harness, Pistol Revolver, Greatsword, 2 clips

54 – Science Fiction

Morlock Warlord (Rank 4)

Medium Humanoid (Morlock)

Str: 8♣ Dex: 6♦ Int: 4♠ Pre: 4♥

Mel: 6 Ran: 3 Disc: 2

Def: 2 (6♦) Res: 7 (16♠A5)

Resolve: 5♥ Wounds: 10

Vision: Normal Speed: Slowed

Skills: Armor (Full) (R4) 11, Athletics (Lift) (R2) 10, Deception (Bluff) (R2) 6, Discipline (Mutation) (R4) 6, Endurance (R0) 5, Evade (R4) 6, Language (Galactic) (R2) 6, Perception (Listen, Spot) (R0) 4, Stealth (Hide) (R2) 8, Weapon (Firearms) (R3) 6, Weapon (Blade) (R4) 10

Attack: Shotgun A7♣/D10♣, Greatsword A8♦/D10♦ (Crit: Ace; +2 wounds)

Two-Handed Weapon Style (R1): +1 wound when using two-handed weapons (already added in). *This maneuver does not take an action.*

Devastating Strike (R2): Once a scene, make a greatsword or shotgun attack. On a hit, deal 3 wounds + weapon wounds.

Critical Strike (R3): Once a scene, make a greatsword or shotgun attack. On a hit, deal 3 wounds (+ weapon wounds). **Consequences:** 1x/scene.

Disembowel (R4): Once a scene, make a Greatsword attack. On a hit, deal 8 wounds and the target loses an action. **Consequences:** 1x/day.

Camouflage (R1): Diff 11, Self, Persist; Gain +2 bonus to Stealth (Hide). **Consequences:** 1x/scene.

Size Control (R2): Diff 14 (+3/additional size category). Once per scene, increase or decrease size one or more steps.

Large: Diff 14; Str +2, Dex -1, Res: +1, Dam Mod +1, +1 wounds with weapons, +2 wounds

Greater Might (R3): Diff 17, Self, Scene; Once per scene, gain +3 bonus to Strength and Melee Combat. **Consequences:** 1x/day.

Metamorphosis (R4): Diff 20, Self, Persist; Transform into creature whose ability scores does not exceed 22. **Consequences:** 1x/scene.

Controlled Mutation: Once per scene, morlock can ignore the effects of a failed attempt to activate a mutation.

Gear: Military harness, Pistol Revolver, Greatsword, 2 clips

Hand: 1 card

Morlock Overmind (Rank 4)

Medium Humanoid (Morlock)

Str: 4♣ Dex: 5♥ Int: 5♠ Pre: 8♦

Mel: 2 Ran: 2 Disc: 7

Def: 4 (13♦A5) Res: 3 (7♦)

Resolve: 7 Wounds: 9

Vision: Normal Speed: Normal

Skills: Armor (Unarmored) (R4) 7, Athletics (Lift, Run) (R2) 6, Deception (Bluff, Disguise) (R2) 10, Discipline (Mutation) (R4) 11, Endurance (R0) 7, Evade (R4) 8, Knowledge (Biology) (R4) 9, Language (Galactic) (R2) 7, Perception (Listen, Spot) (R0) 5, Persuasion (Diplomacy) (R2) 10, Stealth (Hide) (R2) 7, Weapon (Natural) (R1) 3

Attack: Slam A8♣/D3♣

Minor Parry (R1): Persist; Once a scene, make a slam attack. On a hit, deal 1 wound and gain +1 bonus to defense.

Allure (R1): Resv +1♦, Close, Persist; Target becomes friendly. **Consequences:** If target harmed, power ends.

Improved Ice Projection (R2): A15♠/D12♠, Close, Persist; Deal 1 (cold) wound. Target suffers -1 movement rate until successful Endurance (Physical) check (Diff 11).

Greater Intellect (R3): Diff 17, Self, Scene; Once per scene, gain +3 bonus to Intelligence and Discipline Aptitude. **Consequences:** 1x/day

Superior Dual Power (R4): Diff 20, Self, Scene; Once per scene, gain +2 Armor bonus and Natural Attack A6♦/D5♦. **Consequences:** 1x/scene.

Controlled Mutation: Once per scene, morlock can ignore the effects of a failed attempt to activate a mutation.

Gear: Body suit (Cloth), toolkit

Hand: 1 card

54 – Science Fiction

Robot

Robots are preprogrammed machines designed to carry out a given task. Unlike androids, robots have minimal intelligence, do not resemble living creatures and react poorly to unfamiliar situations. Military robots are often “led” by more intelligent beings for this purpose.

Robots have +5 wounds.

Robot Drone (Rank 1)

Small Humanoid (Robot)

Str: 2♠ **Dex:** 1♥ **Int:** 1♦ **Pre:** 1♣

Mel: 1 **Ran:** 1 **Disc:** 1

Def: 1 (4♣A2) **Res:** 1 (5♣A3)

Resolve: 1 (2F♣) **Wounds:** 6

Vision: Normal **Speed:** Slowed

Skills: Armor (Natural) (R1) 2, Athletics (Lift) (R1) 3, Discipline (Cybernetics) (R1) 1, Endurance (Fortitude) (R1) 2, Evade (R1) 2, Knowledge (Technology) (R1) 2, Perception (Spot) (R0) 2, Persuasion (Diplomacy) (R1) 2, Weapon (Natural) (R1) 2

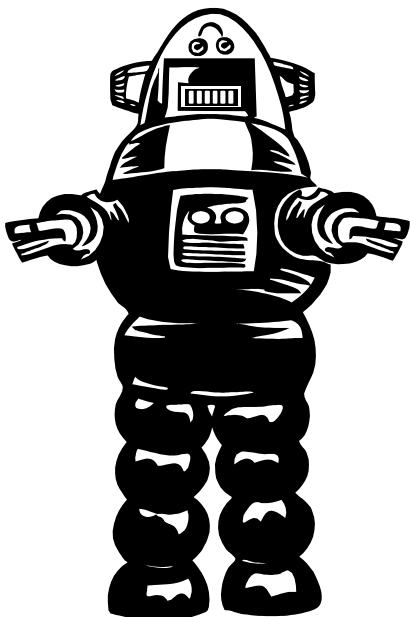
Attack: Claw A7♦/D2♦

Unbalance (R1): Once a scene, make a Claw attack. On a success, target is knocked prone.

Comlink (R1): Diff 11, Medium, Persist; Communicate with another willing individual w/ a comlink.

Tough: “♠” Weapons deal 1 less wound to a robot. Extra card draws are not affected.

Vulnerability: If a robot takes 3 or more wounds from a single weapon attack, it is destroyed.



Industrial Robot (Rank 1)

Medium Humanoid (Robot)

Str: 6♠ **Dex:** 5♥ **Int:** 5♦ **Pre:** 4♣

Mel: 2 **Ran:** 2 **Disc:** 2

Def: 2 (5♣A2) **Res:** 2 (6♣A3)

Resolve: 5 (6F♣) **Wounds:** 10

Vision: Normal **Speed:** Slowed

Skills: Armor (Natural) (R1) 3, Athletics (Lift) (R1) 7, Discipline (Cybernetics) (R1) 3, Endurance (Fortitude) (R1) 6, Evade (R1) 3, Knowledge (Technology) (R1) 6, Language (Galactic) (R2) 7, Perception (Spot) (R0) 5, Persuasion (Diplomacy) (R1) 5, Survival (Track) (R1) 6, Weapon (Natural) (R1) 3, Weapon (Firearms) (R1) 3,

Attack: Claw A7♦/D4♦

Unbalance (R1): Make a Claw attack. On a success, target is knocked prone.

Comlink (R1): Diff 11, Medium, Persist; Communicate with another willing individual w/ a comlink.

Tough: “♠” Weapons deal 1 less wound to a robot. Extra card draws are not affected.

Vulnerability: If a robot takes 4 or more wounds from a single weapon attack, it is destroyed.

Homeworker Robot (Rank 3)

Medium Humanoid (Robot)

Str: 6♠ **Dex:** 5♥ **Int:** 5♦ **Pre:** 4♣

Mel: 2 **Ran:** 2 **Mag:** 4

Def: 2 (7♣A2) **Res:** 4 (10♣A3)

Resolve: 5 (8F♣) **Wounds:** 12

Vision: Normal **Speed:** Slowed

Skills: Armor (Natural) (R3) 7, Athletics (Lift) (R3) 9, Discipline (Cybernetics) (R1) 5, Endurance (Fortitude) (R3) 8, Evade (R3) 5, Knowledge (Technology) (R2) 7, Language (Galactic) (R2) 7, Perception (Listen, Spot) (R0) 5, Persuasion (Diplomacy) (R2) 6, Survival (Track) (R1) 6, Weapon (Natural) (R1) 3, Weapon (Firearms) (R1) 3

Attack: Slam A8♣/D3♣

Unbalance (R1): Make a Claw attack. On a success, target is knocked prone.

Comlink (R1): Diff 11, Medium, Persist; Communicate with another willing individual w/ a comlink.

Tough: “♠” Weapons deal 1 less wound to a robot. Extra card draws are not affected.

Vulnerability: If a robot takes 4 or more wounds from a single weapon attack, it is destroyed.

54 – Science Fiction

Military Robot (Rank 3)

Large Humanoid (Robot)

Str: 8♠ Dex: 4♥ Int: 5♦ Pre: 4♣

Mel: 4 Ran: 3 Res: 2

Def: 2 (7♣A2) Res: 6 (12♣A3)

Resolve: 5 (8F♣) Wounds: 13

Vision: Normal Speed: Slowed

Skills: Armor (Natural) (R3) 9, Athletics (Lift) (R3) 11, Discipline (Cybernetics) (R1) 5, Endurance (Fortitude) (R3) 8, Evade (R3) 5, Knowledge (Strategy) (R1) 6, Language (Galactic) (R1) 6, Perception (Listen, Spot) (R0) 5, Persuasion (Intimidate) (R1) 5, Survival (Track) (R1) 6, Weapon (Natural) (R2) 6

Attack: Slam A11♣/D7♣ (+1 wound)

Heavy Strike (R1): Make a slam. On a hit, deal 4 wounds.

Comlink (R1): Diff 11, Medium, Persist; Communicate with another willing individual w/ a comlink.

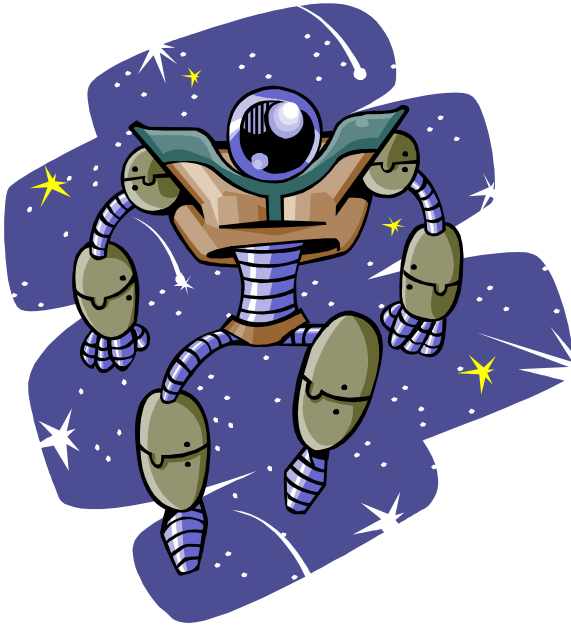
Improved Force Field (R2): Diff 14, Close, Scene; Up to 3 targets gain a +2 bonus to Defense.

Consequences: 1x/scene.

Greater Projectile Attack (R3): A7♠/D9♠, Short, Instant; Target takes 2 wounds (+draw card)

Tough: “♠” Weapons deal 1 less wound to a robot. Extra card draws are not affected.

Vulnerability: If a robot takes 5 or more wounds from a single weapon attack, it is destroyed.



54 – Science Fiction

Shapeshifter

Shapeshifters are a race of mutable creatures that are capable of assuming various shapes. Most shapeshifters are eugenic or bioengineered in nature. Some are supernatural or psionic. Cybernetic shapeshifters are almost unheard of.

SHAPESHIFTER SPY (RANK 2)

Medium Variable (Shapeshifter)

Str: 5♠ **Dex:** 5♣ **Int:** 5♦ **Pre:** 5♥

Mel: 2 **Ran:** 2 **Mag:** 2

Def: 2 (10♣A6) **Res:** 2 (3♣A-1)

Resolve: 5♥ (4F-1) **Wounds:** 5

Vision: lowlight **Speed:** Normal

Skills: Armor (Unarmored) (R2) 4, Deception (Bluff, Disguise) (R2) 7/12, Endurance (R0) 5, Evade (R2) 4, Language (Galactic) (R2) 7, Perception (Listen, Spot) (R2) 7, Perform (Acting) (R1) 6, Persuade (Gather Information) (R2) 7, Stealth (Move Silently) (R2) 7, Weapon (Natural) (R2) 4

Attack: Slam A9♣/D4♣

Assume Shape: A shapeshifter can assume the shape of any unique creature or object it has seen from small to large size. Only its appearance changes, it does not gain the ability scores, special abilities, equipment (other than appearance), maneuvers or spells of the target. It gains a racial +5 bonus to Deception (Disguise) checks while imitating another individual (already added in).

Unhindered: Armor (Unarmored) Diff 11, Persist; Apply any or all of Armor bonus from Defense to Resistance.

Parry: Evade vs. Wpn Skill, Persist; Target takes 1 wound and shapeshifter gains +2 Defense.

SHAPESHIFTER ASSASSIN (RANK 3)

Medium Variable (Shapeshifter)

Str: 4♠ **Dex:** 5♣ **Int:** 6♦ **Pre:** 7♥

Mel: 4 **Ran:** 2 **Mag:** 3

Def: 4 (13♣A6) **Res:** 2 (4♣A-1)

Resolve: 5♥ (4F-1) **Wounds:** 5

Vision: lowlight **Speed:** Normal

Skills: Armor (Unarmored) (R3) 7, Deception (Bluff, Disguise) (R3) 10/15, Endurance (R0) 5, Evade (R3) 7, Language (Galactic) (R2) 7, Perception (Listen, Spot) (R2) 8, Perform (Acting) (R1) 8, Persuade (Gather Information) (R3) 10, Stealth (Move Silently) (R3) 8, Weapon (Natural) (R2) 6

Attack: Slam A11♣/D6♣

Assume Shape: A shapeshifter can assume the shape of any unique creature or object it has seen from small to large size. Only its appearance changes, it does not gain the ability scores, special abilities, equipment (other than appearance), maneuvers or spells of the target. It gains a racial +5 bonus to Deception (Disguise) checks while imitating another individual (already added in).

Unhindered: Armor (Unarmored) Diff 11, Persist; Apply any or all of Armor bonus from Defense to Resistance.

Parry: Evade vs. Wpn Skill, Persist; Target takes 1 wound and shapeshifter gains +2 Defense.

Critical Strike: Make a Slam attack. On a hit, target takes 4 wounds

54 – Science Fiction

Singe

Intelligent apes, singe come from three major bloodlines – chimp, oran or gori. Chimps superficially resemble chimpanzees, while orans superficially resemble orangutans and gori resemble gorillas.

Each bloodline is tied to a social caste in singe society – chimps tend toward being laborers and scientists, orans tend towards political and religious bends and gori favor military or mercenary roles.

Singe Chimp Philosopher (Rank 2)

Medium Humanoid (Ape)

Str: 4♣ **Dex:** 5♦ **Int:** 6♥ **Pre:** 5♠

Mel: 2 **Ran:** 2 **Disc:** 2

Def: 2 (9♦A5) **Res:** 2 (4♦)

Resolve: 5♠ **Wounds:** 4

Vision: Normal **Speed:** Normal

Skills: Armor (Unarmored) (R2) 4, Athletics (Climb) (R2) 6, Discipline (Psionics) (R2) 4, Endurance (R0) 5, Evade (R2) 4, Knowledge (Social Science) (R2) 8, Language (Singe) (R3) 9, Language (Galactic) (R2) 8, Perception (Listen, Spot) (R2) 8, Persuasion (Gather Information) (R2) 7, Weapon (Natural) (R1) 3

Attack: Slam A8♣/D3♣

Minor Wound (R1): Persist; Make a slam attack. On a hit, deal 1 wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Mindlink (R1): Resv +1, Close, Persist; Mentally communicate with target.

Improved Psychic Surge (R2): Resv +2♥, close, persist; Once a scene, target takes 3 wounds.

Dedicated Mind: Once a scene, when using a Discipline (Psionic) or Intelligence-based skill check, can draw an extra card for an extra success.

Gear: Suit, medical kit

Singe Chimp Theorist (Rank 3)

Medium Humanoid (Ape)

Str: 4♣ **Dex:** 5♦ **Int:** 6♥ **Pre:** 5♠

Mel: 2 **Ran:** 2 **Disc:** 4

Def: 2 (10♦A5) **Res:** 2 (5♦)

Resolve: 7♠ **Wounds:** 6

Vision: Normal **Speed:** Normal

Skills: Armor (Unarmored) (R3) 5, Athletics (Climb) (R2) 6, Discipline (Psionics) (R3) 7, Endurance (R0) 7, Evade (R3) 5, Knowledge (Social Science) (R3) 9, Language (Singe) (R3) 9, Language (Galactic) (R2) 8, Perception (Listen, Spot) (R2) 8, Persuasion (Gather Information) (R3) 8, Weapon (Natural) (R1) 3

Attack: Slam A8♣/D3♣

Minor Wound (R1): Persist; Make a slam attack. On a hit, deal 1 wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Mindlink (R1): Resv +1, Close, Persist; Mentally communicate with target.

Improved Psychic Surge (R2): Resv +2♥, close, persist; Once a scene, target takes 3 wounds.

Suggestion (R3): Resv +3, Short, Persist; Once a scene, target loses its turn. On singe's turn, control target's actions until target makes a successful Endurance (Mental) check (Diff 14).

Consequences: 1x/scene.

Dedicated Mind: Once a scene, when using a Discipline (Psionic) or Intelligence-based skill check, can draw an extra card for an extra success.

Gear: Suit, medical kit



54 – Science Fiction

Singe Chimp Theosophist (Rank 3)

Medium Humanoid (Ape)

Str: 4♣ Dex: 5♦ Int: 6♥ Pre: 5♠

Mel: 2 Ran: 2 Disc: 4

Def: 2 (10♦A5) Res: 2 (5♦)

Resolve: 7♠ Wounds: 6

Vision: Normal Speed: Normal

Skills: Armor (Unarmored) (R3) 5, Athletics (Climb) (R2) 6, Discipline (Psionics) (R3) 7, Endurance (R0) 7, Evade (R3) 5, Knowledge (Social Science) (R3) 9, Language (Singe) (R3) 9, Language (Galactic) (R2) 8, Perception (Listen, Spot) (R2) 8, Persuasion (Gather Information) (R3) 8, Weapon (Natural) (R1) 3

Attack: Slam A8♣/D3♣

Minor Wound (R1): Persist; Make a slam attack. On a hit, deal 1 wound and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Mindlink (R1): Resv +1, Close, Persist; Mentally communicate with target.

Improved Psychic Surge (R2): Resv +2♥, close, persist; Once a scene, target takes 3 wounds.

Suggestion (R3): Resv +3, Short, Persist; Once a scene, target loses its turn. On singe's turn, control target's actions until target makes a successful Endurance (Mental) check (Diff 14).

Consequences: 1x/scene.

Dedicated Mind: Once a scene, when using a Discipline (Psionic) or Intelligence-based skill check, can draw an extra card for an extra success.

Gear: Suit, medical kit

Singe Oran Dispenser (Rank 4)

Medium Humanoid (Ape)

Str: 4♠ Dex: 5♣ Int: 5♥ Pre: 6♦

Mel: 2 Ran: 2 Disc: 6

Def: 2 (7♦A2) Res: 2 (7♦A2)

Resolve: 9 (10A1) Wounds: 9

Vision: Normal Speed: Normal, Climb Normal

Skills: Armor (Light) (R3) 5, Athletics (Climb) (R1) 5, Discipline (Psionic) (R4) 10, Endurance (R0) 9, Evade (R3) 5, Knowledge (Bureaucracy, Religion) (R4) 9, Language (Singe) (R2) 7, Language (Galactic) (R1) 6, Perception (Listen, Spot) (R2) 7, Perform (Oratory) (R2) 8, Persuasion (Diplomacy, Gather Information) (R4) 10, Weapon (Natural) (R2) 4

Attack: Slam A9♣/D4♣

Minor Wound (R1): Persist; Make a claw attack. On a hit, deal 1 wound + weapon wounds and target takes +1 penalty to actions.

Leaping Strike (R2): Once a scene, make a slam attack. Move at -1 movement step through the air and make a slam attack. On a hit, deal a wound.

Mindlink (R1): Resv +1, Close, Persist; Mentally communicate with target.

Telekinesis (R2): Diff 14+, Close, Persist; Move 50 lbs. at Slowed fly speed. For each +2 Diff, +23 kgs.

Greater Psychic Surge (R3): Resv +3♥, Medium, Instant; Once per scene, target takes 4 wounds and loses an action. **Consequences:** 1x/scene.

Superior Intellect (R4): Diff 20, Self, Scene; Gain +4 Int and +6 to Knowledge (Religion). **Consequences:** 1x/day.

Dedicated Mind: Once a scene, when using a Discipline (Psionic) or Presence-based skill check, can draw an extra card for an extra success.

Gear: Archaic Hard Leather

Hand: 1 card



54 – Science Fiction

Singe Gori Soldier (Rank 2)

Medium Humanoid (Ape)

Str: 8♠ Dex: 4♥ Int: 4♦ Pre: 6♣

Mel: 3 Ran: 2 Disc: 2

Def: 2 (6♦A2) Res: 3 (7♦A2)

Resolve: 6 (7FP♣) Wounds: 6

Vision: Normal Speed: Normal, Climb Normal

Skills: Acrobatics (Tumble) (R1) 5, Armor (Light) (R2) 5, Athletics (Climb) (R2) 10, Discipline (Psionic) (R1) 3, Endurance (Fortitude) (R1) 7, Evade (R2) 4, Language (Singe) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Spot) (R0) 4, Persuasion (Intimidate) (R2) 8, Weapon (Natural) (R2) 5, Weapon (Firearms) (R1) 3

Attack: Slam A10♣/D5♣ or Semiautomatic Rifle A5♠/D6♠ (Crit: Ace; + draw card)

Minor Wound (R1): Persist; Make a attack. On a hit, deal 1 wound + weapon wounds and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Leaping Strike (R2): Once a scene, move at –1 movement step through the air and make a slam attack. On a hit, deal 1 wound.

Mental Squeeze (R1): A8♣/D3♣, Close, Persist; Target is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check Diff (9). Target takes a wound every other round it remains immobile. **Consequence:** 1x/scene.

Gorilla's Strength: Once a scene, when making a Melee or Strength-based skill check, can draw an extra card for an extra success.

Gear: Archaic Hard Leather, Semiautomatic rifle, 2 clips

Singe Gori Shock Troop (Rank 3)

Medium Humanoid (Ape)

Str: 8♠ Dex: 4♥ Int: 4♦ Pre: 6♣

Mel: 5 Ran: 2 Disc: 2

Def: 3 (7♦A1) Res: 4 (10♦A3)

Resolve: 6 (7P/8F♣) Wounds: 8

Vision: Normal Speed: Normal, Climb Enhanced

Skills: Acrobatics (Tumble) (R1) 5, Armor (Medium) (R3) 7, Athletics (Climb) (R3) 11, Discipline (Psionic) (R1) 3, Endurance (Fortitude) (R2) 8, Evade (R3) 6, Knowledge (Strategy) (R1) 5, Language (Singe) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Spot) (R0) 4, Persuasion (Intimidate) (R2) 8, Weapon (Natural) (R3) 8, Weapon (Firearms) (R2) 4

Attack: Slam A13♣/D8♣ or Semiautomatic Rifle A6♠/D7♠ (Crit: Ace; + draw card)

Minor Wound (R1): Persist; Make a attack. On a hit, deal 1 wound + weapon wounds and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Leaping Strike (R2): Once a scene, move at –1 movement step through the air and make a slam or semiautomatic rifle attack. On a hit, deal 1 wound.

Twin Strike (R3): Once a scene, make two Slam attacks. Each successful attack deals 1 wound.

Consequences: 1x/day.

Mental Squeeze (R1): A8♣/D3♣, Close, Persist; Target is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check Diff (9). Target takes a wound every other round it remains immobile. **Consequence:** 1x/scene.

Gorilla's Strength: Once a scene, when making a Melee or Strength-based skill check, can draw an extra card for an extra success.

Gear: Archaic Chain Mail, Semiautomatic rifle, 2 clips



54 – Science Fiction

Singe Gori Commander (Rank 4)

Medium Humanoid (Ape)

Str: 8♠ **Dex:** 4♥ **Int:** 4♦ **Pre:** 6♣

Mel: 6 **Ran:** 3 **Disc:** 2

Def: 4 (8♦) **Res:** 4 (12♦A4)

Resolve: 7 (8P/9F♣) **Wounds:** 10

Vision: Normal **Speed:** Slowed, Climb Normal

Skills: Acrobatics (Tumble) (R1) 5, Armor (Medium) (R4) 8, Athletics (Climb, Lift) (R4) 11, Discipline (Psionic) (R1) 3, Endurance (Fortitude) (R2) 9, Evade (R4) 8, Knowledge (Strategy) (R1) 5, Language (Singe) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Spot) (R0) 4, Persuasion (Intimidate) (R2) 8, Weapon (Natural) (R4) 10, Weapon (Firearms) (R3) 6

Attack: Slam A14♣/D10♣ or Semiautomatic Rifle A8♠/D9♠ (Crit: Ace; + draw card)

Minor Wound (R1): Persist; Make an attack. On a hit, deal 1 wound + weapon wounds and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Leaping Strike (R2): Once a scene, move at –1 movement step through the air and make a slam or semiautomatic rifle attack. On a hit, deal 1 wound.

Twin Strike (R3): Once a scene, make two Slam attacks or Slam attack and Semiautomatic rifle attack. Each successful attack deals 1 wound (+ weapon wounds). **Consequences:** 1x/day.

Crippling Strike (R4): Once a scene, make a Slam attack. On a hit, target takes 2 wounds, loses a move action and takes a +4 penalty to action until successful Endurance (Fortitude) check (Diff 17). **Consequences:** 1x/day.

Mental Squeeze (R1): A8♣/D3♣, Close, Persist; Target is immobilized until it makes a successful Acrobatics (Escape) or Athletics (Lift) check Diff (9). Target takes a wound every other round it remains immobile. **Consequence:** 1x/scene.

Gorilla's Strength: Once a scene, when making a Melee or Strength-based skill check, can draw an extra card for an extra success.

Gear: Archaic Plate Mail, Semiautomatic rifle, 2 clips

Hand: 1 card

54 – Science Fiction

Veredun

The very definition of a “wolf in sheep’s clothing”, veredun are wolf-like creatures that hide among their prey, only revealing their monstrous countenances when they descend upon their prey.

Veredun Slaver (Rank 2)

Medium Humanoid (Shapeshifter, Veredun)

Str: 7♣ **Dex:** 5♦ **Int:** 4♥ **Pre:** 6♠

Mel: 4 **Ran:** 1 **Disc:** 2

Def: 2 (8♦A4) **Res:** 3 (6♣A1)

Resolve: 5 (6♠) **Wounds:** 6

Vision: Lowlight **Speed:** Normal

Skills: Armor (Natural) (R2) 5, Athletics (Run) (R2) 9, Deception (Disguise) (R2) 8, Endurance (Fortitude) (R1) 6, Evade (R2) 4, Language (Veredun) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Spot) (R0) 4, Persuasion (Torture) (R2) 8, Stealth (Hide) (R1) 6, Survival (R1) 5, Weapon (Natural) (R2) 6

Attack: Claws A10♦/D7♦, Maw A8♦/D9♦ (+draw card)

Minor Wound (R1): Persist; Make a Claw or Maw attack. On a hit, deal 1 wound (+ weapon wounds) and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Defensive Stance (R2): Weapon (Natural) Diff 15; Gain a +2 bonus to Defense. **Consequence:** 1x/scene.

Shapeshift: Deception (Disguise) Diff 10; Change appearance between humanoid, great wolf and wolf-human hybrid.

Great Wolf: +1 Dex, -1 Pre

Hybrid: +1 Str, -1 Int

Humanoid: No change

Gear: Street Clothes



Veredun Stalker (Rank 3)

Medium Humanoid (Shapeshifter, Veredun)

Str: 7♣ **Dex:** 5♦ **Int:** 4♥ **Pre:** 6♠

Mel: 6 **Ran:** 1 **Disc:** 2

Def: 3 (9♦A3) **Res:** 3 (6♣A2)

Resolve: 6 (7♠) **Wounds:** 8

Vision: Lowlight **Speed:** Normal

Skills: Armor (Natural) (R3) 6, Athletics (Run) (R2) 9, Deception (Disguise) (R3) 9, Endurance (Fortitude) (R1) 7, Evade (R3) 6, Language (Veredun) (R2) 6, Language (Galactic) (R1) 5, Perception (Listen, Spot) (R0) 4, Persuasion (Torture) (R3) 9, Stealth (Hide) (R1) 6, Survival (R1) 5, Weapon (Natural) (R3) 9

Attack: Claws A13♦/D10♦, Maw A11♦/D12♦ (+draw card)

Minor Wound (R1): Persist; Make a claw, maw or sling attack. On a hit, deal 1 wound + weapon wounds and target takes +1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Defensive Stance (R2): Weapon (Natural) Diff 15; Gain a +2 bonus to Defense. **Consequence:** 1x/scene.

Critical Strike (R3): Once a scene, make a claw or maw attack. On a success, target takes 4 wounds + weapon wounds.

Shapeshift: Deception (Disguise) Diff 10; Change appearance between humanoid, great wolf and wolf-human hybrid.

Great Wolf: +1 Dex, -1 Pre

Hybrid: +1 Str, -1 Int

Humanoid: No change

Gear: Street Clothes

54 – Science Fiction

Vampire

Vampires are intelligent, blood-leeching creatures that were once living. They are easily destroyed by sunlight, but their ability to mimic life makes it difficult to detect them unless one knows what to look for. Most are supernatural in nature, but there are instances of them being bioengineered or psionic in nature.

Vampires have +3 Resolve and +5 Wounds.

Vampire (Rank 3)

Medium Humanoid (Human, Undead)

Str: 6♣ **Dex:** 6♦ **Int:** 6♠ **Pre:** 6♥

Mel: 4 **Ran:** 3 **Mag:** 4

Def: 4 (10♦A3) **Res:** 4 (9♥A2)

Resolve: 9 (11F♥) **Wounds:** 11

Vision: Darksight **Speed:** Enhanced, Wallcrawling

Skills: Acrobatics (Balance) (R1) 7, Armor (Natural) (R3) 7, Athletics (Lift) (R2) 8, Deception (Disguise) (R2) 8, Endurance (Fortitude) (R2) 11, Evade (R3) 7, Handle Animal (Train) (R1) 7, Language (Galactic) (R3) 9, Perception (Listen, Spot) (R0) 6, Persuasion (Seduce) (R1) 7, Stealth (Hide) (R2) 8, Weapon (Natural) (R3) 7

Attack: Vampiric Bite A12♠/D7♠, Charming Gaze (Resv +7♥)

Minor Wound (R1): Make a bite attack. On a success, deal a wound and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Parry (R2): Once a scene, make a bite attack. On a success, deal a wound and gain a +2 bonus to Defense until next turn.

Critical Strike (R3): Once a scene, make a bite attack. On a success, deal 4 wounds.

Charming Gaze: Resv +3♥, Short Range, Day; Target takes 1 point of Resolve damage. A vampire who reduces an opponent's Resolve to 0 or less turns the victim into a mind slave.

Blood Spawn: A vampire who reduces an opponent's Wounds to 0 or less turns the victim into a vampire spawn.

Mist Form: A vampire who is reduced to 0 wounds turns into a mist and retreats to its coffin to heal.

Undead: Vampires must drink blood and sleep during the day. They do not suffer from heat exhaustion or frostbite. They are immune to normal poisons and disease.

Vampiric Bite: Att +5/Dam +0, Touch, Persist; Target takes 1 (necrotic) wound. Vampire gains an equal number of wounds.

Sunlight Weakness: A vampire that is exposed to direct sunlight takes 5 wounds a round.

Vampire Spawn (Rank 2)

Medium Humanoid (Human, Undead)

Str: 6♣ **Dex:** 6♦ **Int:** 6♠ **Pre:** 6♥

Mel: 3 **Ran:** 3 **Mag:** 3

Def: 3 (8♦A3) **Res:** 3 (7♣A2)

Resolve: 9 (10♥) **Wounds:** 9

Vision: Darksight **Speed:** Enhanced, Wallcrawling

Skills: Acrobatics (Balance) (R1) 7, Armor (Natural) (R2) 5, Athletics (Lift) (R2) 8, Deception (Disguise) (R2) 8, Endurance (Fortitude) (R1) 10, Evade (R2) 5, Handle Animal (R1) 7, Persuade (R0) 6, Stealth (Move Silently) (R2) 8, Weapon (Natural) (R2) 5

Attack: Bite A10♠/D5♠

Aggravated Wound (R1): Make a bite attack. On a success, deal a wound and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 11).

Parry (R2): Persist; Once a scene, make a bite attack. On a success, deal a wound and gain a +2 bonus to Defense.

Undead: Vampires must drink blood and sleep during the day. They do not suffer from heat exhaustion or frostbite. They are immune to normal poisons and disease.

Vampiric Bite: Att +5♠/Dam +0♠, Touch, Persist; Target takes 1 (necrotic) wound. Vampire gains an equal number of wounds.

Sunlight Weakness: vampire spawn that is exposed to direct sunlight takes 5 wounds a round.



54 – Science Fiction

Xenomorph

Creatures of totally alien appearance and origin, xenomorphs are creatures from the cold darkness of space. They are emotionless and fearless, whose only purpose seems to be to infiltrate and destroy other races from within.

Xenomorph Incubator (Rank 2)

Tiny Serpentine (Xenomorph)

Str: 3♠ **Dex:** 8♦ **Int:** 1♣ **Pre:** 1♥

Mel: 2 **Ran:** 2 **Disc:** 1

Def: 3 (7♦A3) **Res:** 1 (5♣A2)

Resolve: 1 (3FP♥) **Wounds:** 7

Vision: Tremorsense

Speed: Slowed, Wallcrawling slowed

Skills: Acrobatics (Escape) (R2) 10, Armor (Natural) (R2) 3, Athletics (Run) (R2) 5, Endurance (Fortitude, Physical) (R2) 3, Evade (R2) 4, Perception (Smell, Taste) (R0) 1, Stealth (Hide) (R2) 10, Survival (Wilderness) (R2) 3, Weapon (Natural) (R1) 3

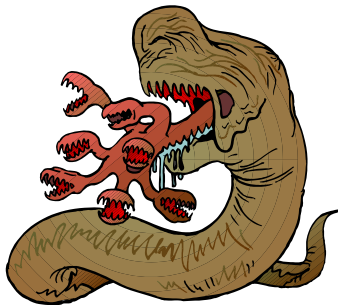
Attack: Bite A8♦/D3♦ or Tail 6♣/5♣ (poison sting)

Aggravated Wound (R1): Once a scene, make a claw, bite or tail attack. On a success, deal a wound and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 11).

Burning Blood: When a xenomorph takes a wound, adjacent targets must make a Defense check (Diff = Attack total). On a failure, take 1 (acid) wound and every other turn take 1 (acid) wound until a successful Resistance check (Diff 11).

Implant: If a xenomorph reduces a target to 0 or less wounds with a claw or tail attack, it does not kill the victim. If it is adjacent to target it can take an action to implant a xenomorphic harbinger embryo into the victim. The harbinger hatches after one hour, killing the host. It grows to adulthood in one day. The host remains unconscious until the embryo hatches.

Poison Sting: Injected; Diff 11; Target loses an action until a successful Resistance check (Diff 9).



Xenomorph Harbinger (Rank 3)

Medium Humanoid (Xenomorph)

Str: 8♠ **Dex:** 7♦ **Int:** 3♣ **Pre:** 4♥

Mel: 5 **Ran:** 2 **Disc:** 1

Def: 4 (9♦A2) **Res:** 3 (9♣A3)

Resolve: 5 (7FP♥) **Wounds:** 8

Vision: Tremorsense

Speed: Enhanced, Wallcrawling Enhanced

Skills: Acrobatics (Escape) (R3) 10, Armor (Natural) (R3) 6, Athletics (Jump, Run) (R3) 11, Endurance (Fortitude, Physical) (R2) 7, Evade (R3) 7, Perception (Listen, Spot) (R0) 3, Stealth (Hide) (R2) 9, Survival (Wilderness) (R1) 4, Weapon (Natural) (R3) 8

Attack: Claws A12♦/D9♦ or Bite 13♠/8♠ or Tail 11♣/10♣ (+ draw card + poison sting)

Aggravated Wound (R1): Once a scene, make a claw, bite or tail attack. On a success, deal a wound (+ weapon wounds) and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 11).

Parry (R2): Once a scene, make a claw, bite or tail attack. On a success, deal a wound (+ weapon wounds) and gain a +2 bonus to Defense until next turn.

Spring Attack (R3): Once a scene, take a move action, make a claw, bite or tail attack. On a hit, deal a wound (+ weapon wounds). After the attack, take another move action.

Burning Blood: When a xenomorph takes a wound, adjacent targets must make a Defense check (Diff = Attack total). On a failure, take 1 (acid) wound and every other turn take 1 (acid) wound until a successful Resistance check (Diff 11).

Poison Sting: Injected; Diff 14; Target loses an action until a successful Resistance check (Diff 11).

Transform: If a xenomorph harbinger reduces five or more medium-sized targets to 0 or less wounds and takes an action to devour the corpse, the xenomorph can transform itself into a xenomorph praetorian. Draw a card; it takes that many hours of rest for the xenomorph to transform.



54 – Science Fiction

Xenomorph Praetorian (Rank 3)

Large Humanoid (Xenomorph)

Str: 10♠**Dex:** 6♦**Int:** 3♣ **Pre:** 4♥

Mel: 8 **Ran:** 2 **Disc:** 1

Def: 4 (9♦A1) **Res:** 6 (14♣A4)

Resolve: 5 (9FP♥) **Wounds:** 12

Vision: Tremorsense

Speed: Enhanced, Wallcrawling Enhanced

Skills: Acrobatics (Escape) (R3) 9, Armor (Natural) (R4) 10, Athletics (Jump, Run) (R3) 13, Endurance (Fortitude, Physical) (R4) 9, Evade (R4) 8, Perception (Listen, Spot) (R0) 3, Stealth (Hide) (R2) 8, Survival (Wilderness) (R1) 4, Weapon (Natural) (R4) 12

Attack: Claws A16♦/D14♦ (+1 wound) or Bite 17♠/13♠ (+1 wound) or Tail 15♣/15♣ (+1 wound + draw card + poison sting)

Aggravated Wound (R1): Once a scene, make a claw, bite or tail attack. On a success, deal a wound (+ weapon wounds) and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 11).

Parry (R2): Once a scene, make a claw, bite or tail attack. On a success, deal a wound (+ weapon wounds) and gain a +2 bonus to Defense until next turn.

Spring Attack (R3): Once a scene, take a move action, make a claw, bite or tail attack. On a hit, deal a wound (+ weapon wounds). After the attack, take another move action.

Burning Blood: When a xenomorph takes a wound, adjacent targets must make a Defense check (Diff = Attack total). On a failure, take 1 (acid) wound and every other turn take 1 (acid) wound until a successful Resistance check (Diff 11).

Poison Sting: Injected; Diff 17; Target loses an action until a successful Resistance check (Diff 11).

Transform: If a xenomorph praetorian reduces fifteen or more medium-sized targets to 0 or less wounds and takes an action to devour the corpse, the xenomorph can transform itself into a xenomorph tyrant. Draw a card; it takes that many hours of rest for the xenomorph to transform.



Xenomorph Tyrant (Rank 3)

Large Humanoid (Xenomorph)

Str: 13♠**Dex:** 5♦**Int:** 3♣ **Pre:** 4♥

Mel: 10 **Ran:** 2 **Disc:** 1

Def: 3 (7♦) **Res:** 10 (20♣A5) **AR:** 3

Resolve: 6 (10♥) **Wounds:** 17

Vision: Tremorsense

Speed: Enhanced, Wallcrawling Enhanced

Skills: Acrobatics (Escape) (R3) 8, Armor (Natural) (R5) 15, Athletics (Jump, Run) (R3) 16, Endurance (R5) 11, Evade (R5) 8, Perception (Listen, Spot) (R0) 3, Stealth (Hide) (R2) 7, Survival (Wilderness) (R2) 5, Weapon (Natural) (R5) 15

Attack: Claws A19♦/D18♦ (+3 wounds) or Bite 20♠/17♠ (+2 wounds) or Tail 18♣/19♣ (+3 wounds + draw card + poison sting)

Aggravated Wound (R1): Once a scene, make a claw, bite or tail attack. On a success, deal a wound (+ weapon wounds) and target takes +2 penalty to actions until successful Endurance (Fortitude) check (Diff 11).

Parry (R2): Once a scene, make a claw, bite or tail attack. On a success, deal a wound (+ weapon wounds) and gain a +2 bonus to Defense until next turn.

Spring Attack (R3): Once a scene, take a move action, make a claw, bite or tail attack. On a hit, deal a wound (+ weapon wounds). After the attack, take another move action.

Burning Blood: When a xenomorph takes a wound, adjacent targets must make a Defense check (Diff = Attack total). On a failure, take 1 (acid) wound and every other turn take 1 (acid) wound until a successful Resistance check (Diff 11).

Poison Sting: Injected; Diff 20; Target loses an action until a successful Resistance check (Diff 11).

Spawn: If a xenomorph tyrant reduces a medium-sized target to 0 or less wounds and takes an action to implant the corpse, the xenomorph can create incubators. Draw a card; half that many xenomorphic incubators are created. Incubators hatch from the corpse within a half hour.

54 – Science Fiction

Zombie

Zombies are the animated corpses of creatures. Most zombies are supernatural in nature, but they can also be created as a byproduct of various disciplines – often mutation or bioengineering. Cybernetic and eugenic zombies are almost unheard of, and psionic zombies are practically impossible.

The zombie presented here is based off originally human stock.

Lurching Zombie (Rank 2)

Medium Humanoid (Human, Undead)

Str: 6♠ **Dex:** 4♥ **Int:** 1♦ **Pre:** 1♣

Mel: 2 **Ran:** 1 **Disc:** 0

Def: 1 (6♥A3) **Res:** 1 (5♣A2)

Resolve: 2 (4F♣)

Wounds: 3

Vision: Normal

Speed: Slowed

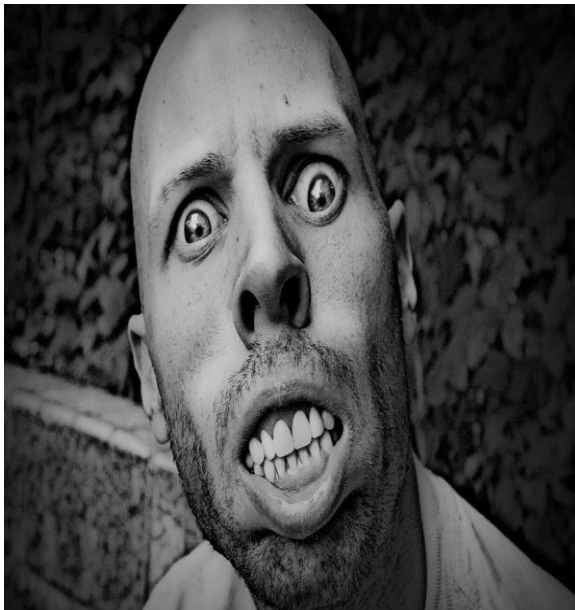
Skills: Armor (Natural) (R2) 3, Endurance (Fortitude) (R2) 4, Evade (R2) 3, Perception (Listen, Spot) (R0) 1, Stealth (Move Silently) (R2) 6, Weapon (Natural) (R2) 4

Attack: Slam A9♣/D4♣

Headshot: If a zombie takes 4 or more wounds from a single “♦” card attack, it is destroyed instead.

Tough: “♠” Weapons deal 1 less wound to a zombie. Extra card draws are not affected.

Undead: Zombies do not suffer from heat exhaustion or frostbite. They are immune to normal poisons and disease.



Infected Zombie (Rank 3)

Medium Humanoid (Human, Undead)

Str: 8♠ **Dex:** 8♥ **Int:** 4♦ **Pre:** 4♣

Mel: 6 **Ran:** 3 **Mag:** 0

Def: 3 (9♣A3) **Res:** 5 (10♣A2)

Resolve: 5 (8F♣) **Wounds:** 8

Vision: Normal **Speed:** Normal

Skills: Armor (Natural) (R3) 8, Endurance (R3) 8, Evade (R3) 6, Perception (Listen, Spot) (R0) 4, Stealth (Move Silently) (R3) 11, Natural Attack (R3) 9

Attack: Claws A13♦/D10♦ (+disease)

Minor Wound (R1): Persist; Make a claw attack. On a hit, deal 1 wound + disease and target takes a –1 penalty to actions until successful Endurance (Fortitude) check (Diff 9).

Devastating Strike (R2): Make a claw attack. On a hit, deal 3 wounds (+disease).

Improved Entangle (R3): Persist; Once a scene, make a claw attack. On a hit, deal 1 wound (+disease) and target must spend an action to get free with an Acrobatics (Escape or Lift) check (Diff 14). Target immobilized until successful. Deal a wound every other round target is immobilized. **Consequences:** 1x/scene.

Tough: “♠” Weapons deal 1 less wound to a zombie. Extra card draws are not affected.

Headshot: If a zombie takes 4 or more wounds from a single “♦” card attack, it is destroyed instead.

Disease: Injected; Diff 11; 1 wound. If target reduced to 0 or less wounds by disease, becomes a zombie.

Undead: Zombies do not suffer from heat exhaustion or frostbite. They are immune to normal poisons and disease.

54 – Science Fiction

Chapter 15 - Sample Campaign World - Starquest

Story

Space ... a vast and wondrous thing, a universe of bright points of light amid vast expanses of cold black night. In this universe the young race of mankind stretches out to explore, interact and even dare to enumerate the stars. But humanity is not alone among these bright burning points in desiring to leave a legacy – and the question becomes can it share these strange and awe-inspiring realms with the other sentients of the galaxy or must it fight for its very existence?

Starquest is an alien-rich fantasy universe that draws heavily on themes of interstellar exploration and unity. Though there certainly is a place for war among the stars, it is a galaxy where most beings strive to work together for the betterment for all.

History

Thousands of millenia ago, there were three vast empires - one ruled by a race now known as the Ancients, another empire that was a slave to the powerful Hetepians and the final under the decadant eye of the race known as the Deevi. Each of these empires ruled vast areas of the galaxy and created or conquered other lesser races.

Though the Ancient's empire was the largest and most advanced, they were not invincible. Their downfall came when the Hetepians and the Deevi allied together and brought the dominace of the Ancients to an end.

In the end, after the capture of the Ancient's homeworld, the Deevi and Hetepians turned on each other, each seeking to seize the worlds and resources once held by the Ancients. The Hetepians eventually won that conflict, banishing the decadant Deevi to an extraplanar prison. However, in the following milleniums, the Hetepians themselves fractured pursuing the spoils of the wars, even as the lesser races that had been unknown or once been ruled by the larger three empires started to come into their own.

In the milleniums that followed, many of the seed worlds created by the three races flourished and eventually achieved space travel. As the races encountered one another and began to learn of their common origins, they were encouraged to ally with each other by the few remaining homeless Ancients, forming the Interstellar Alliance. The growth of the

Interstellar Alliance was slow, and often suffered many setbacks, often at the manipulative and enslaving hands of the Hetepians or the corrupting influence of the Deevi.

Most recently, the people of Earth have begun their ventures into the larger galaxy, and their travels have revealed a great many worlds already populated by strange and intelligent races. While some of these encounters (such as with the Cathe) led to unfortunate skirmishes or wars, humanity has led the charge to unify a number of the races for the benefit of mutual trade, protection and exploration. In the end, it was humanity who shattered the last stranglehold of the Hetepians, and it was humanity who heavily pushed for the growth and expansion of the Interstellar Alliance. After a century of travel and trade, the Interstellar Alliance is now perhaps the strongest and most plentiful organization in the known galaxy thanks to mankind, and has so far held fast against all sorts of threats – both from outside its borders and from crises among its own people.

Major Races

Ancients: The homeworld(s) of the ancients have long been obliterated, leaving behind vagabond space caravans for this race. While many of the younger races are in awe of the ancient's legacy, they have no desire to allow the ancients to rule over them once again.

Cathe: Once a subjugated race of the Hetepians used for war, some cathe slipped their bonds to found their own worlds out of sight of their Hetepian overlords. As the ages passed, more and more cathe were able to slip from the control of the Hetepian until nearly all cathe were under their own rule. Though they sometime skirmish with the Hetepians, mostly the two races have cool relations with their former masters.

Chimerae: The chimera hold a cluster of worlds in the Orion belt and have wholeheartedly embraced the Interstellar Alliance, bending their industrious nature into assimilating and improving the Alliance on a whole. They find themselves often befuddled by the recalcant nature of other races and their eagerness to assist others has on more than one occasion been interpreted as hostile intent to subsume other races into their collective.

Cyberhomid: Originally manufactured as war machines and servants to humans, cyberhomids long ago strayed from their original programming and became a race unto themselves. This change also caused the once-unified hivemind of the cyberhomid to fracture into smaller collectives. Though most cyberhomids have joined either the Interstellar

54 – Science Fiction

Alliance or the Cyberhomid Collective, they have made it clear that they will not bend to the demands of the other members – or be used once again as the tools of war for another race.

Deevi: Once, the Deevi were material beings on par with the Hetepians and Ancients. They sided with the Hetepians to bring about the downfall of the Ancients, but then turned against their former allies. They were captured and driven from the galaxy by the Hetepians in great space-borne prison ships, but individual Deevi eventually began to return – casting their psychic selves across the void to inhabit creatures of the local universe. The Deevi are too small in number and secretive in nature to formally join the Interstellar Alliance, but are quite willing to play the myriad sides against each other to sate their own selfish desires.

Eloi: Early human genetic engineering led to the creation of the eloi. However, following several wars started by arrogant racism between humanity and the eloi, the eloi moved to their own worlds and began to propagate their own kind.

Gray: Once a servitor race created by the Ancients, after the ancient war they began to expand and grow, creating their own empire. They have ever been at odds with the Hetepians but avoided all-out war.

Grazop: Hailing from another galaxy, the grazops – initially arriving as insectovars, left devastated and played-out worlds in their old galaxy to acquire and devour new resources. After centuries of bitter war against the Hetepians, the insectovars were driven back to the fringes of the galaxy, and those isolated pockets that remained became the more peaceable grazops – though there is always fear that the grazops may turn once again into the ravaging ways of the insectovars.

Hetepian: Thought to have developed in the heavy gravity worlds near the core of the galaxy, the hetepian parasites have always sought to dominate lesser beings and bend them to their will. Though their empire long stood the test of time, recent events in the last century has seen their once-mighty empire fractured and reduced to a pale shadow of what it once was – something the long-lived Hetepians swear is only a minor setback.

Human: The origin of humanity is in debate. Though the Ancients seeded a variety of life on a primitive Earth, they claim they did not create humanity; that instead the Deevi made them in the image of the Ancients to use as spies against the Ancients. On the other hand, the Hetepians claim that humanity was the experiment of the Ancients - another servitor race - abandoned

during the Great War. Lastly, the Deevi claim that the Hetepians created and seeded humanity on Earth to destroy the garden paradise of the Ancients.

Currently, humanity controls the Sol system, and is slowly spreading outward. They have been spearheading the creation of the Interstellar Alliance.

Morlock: Originally human stock that was genetically modified for survival in space, stellar radiation resulted in unfortunate deformations that have become standard among the race. Various morlock clans have laid claim to barely habitable worlds in many systems, and been forcibly driven out of many others.

Singe: Thought to have once been a Hetepian slave race, the singe have formed a tightly integrated and militaristic empire with designs to expand by removing other races from the worlds they desire. Some singe worlds openly work with Hetepians to this end.

Veredun: A slave race made by the Deevi, after their masters were banished, they found themselves forced to hide among other races. The veredun found their deceitful, predatory ways to their liking and continue to use their deception to obtain power, wealth and goods for their own ends.

Worlds of the Alliance

There are over 400 established worlds that make member worlds of the Interstellar Alliance. However, there are many more worlds that are unexplored or under the control of races hostile to the Alliance – such as the Hetepian Hegemony.

Terra is the home of humanity. Its primary system, Sol, has been terraformed to support life and humanity spreads itself outward to explore, question and conquer. While the majority of humanity is part of the Alliance, there are human-populated worlds that have either outright resisted the Alliance or have preferred to be autonomous.

Marisposa, home of the Eloi Federation is a loose collection of worlds ruled by princes with a tangled web of alliances and espionage against each other. The various worlds of the Eloi Federation have allied themselves with the Alliance, but tend to manipulate their interaction to receive help and trade but downplay providing assistance to other worlds beyond their own.

Centauri Prime, home of the gray Confederacy is an ancient empire of terraformed worlds of great marvel. Peaceful and introspective, many of the gray homeworlds have not seen war in millenium. The gray Confederacy supplies

54 – Science Fiction

philosophical and technological expertise to member worlds, but rarely deals in direct trade of items.

Sirius One is homeworld of the Cathe Empire. These heavily fortified worlds are in isolated systems ruled by despotic governors. The governors have power of life and death over all those in their systems and answer only to the cathe Emperor. All interactions with the Alliance occur through the Emperor and the central system of the empire – as the Emperor commands, the other worlds of the empire obeys.

The Orion Cluster is home to the Chimerae Partnership. These hive city worlds teem with life as the chimerae work to keep their worlds rich and prosperous. Chimerae offer goods and work forces to many alliance worlds and perhaps the most active members of the Alliance.

Binar is the home of the Cyberhomid Heiarchy. These worlds have large deposits of silicon and heavy metals used for cyberhomid trade. Though the Heiarchy has joined the alliance, it tends to remain aloof, only providing trade and interaction as the various treaties and articles demand.

Independant Empires

For as many worlds that are part of the Instellar Alliance, there are several significant groups either opposed or unaligned with the Alliance.

One such place is the **Deep Nexus**, plyway of the Morlock raiders. The Deep Nexus is a collection of dying stars and shattered worlds bathed in deadly radiations that only the Morlocks can hope to survive in. From these worlds they strike into the worlds of the Alliance to satiate their dark desires and needs.

There is also the **Hetepian Hegomancy** in the Karr sector, a section of space that is a maze of nebulae that brighten the terraformed worlds of the Hetepians and their slave races. While each world is ruled by a single Hetepian “family” and prone to raiding not only Alliance worlds but other Hetepian worlds for resources or territory, the Hetepians have complex and arcane treaties that allow them to resist invasions from outside forces. In response to the losses to their armies in the last century, many of the Hetepians have turned to recruiting armies by force. They inflict a peculiar plague on would-be conquered worlds, reducing large swathes of the population to zombie-like creatures under the parasitical Hetepian control.

In another part of the galaxy, **Maison** and its verdant, militaristic worlds are the home of the singe race. They violently oppose the Alliance and have sought several times to sieze Alliance homeworlds as their own, often seeking to violently remove any non-singe beings from said world as part of the conquest.

The Fringe Worlds of the Grazops are harsh worlds that have been tamed by the bioengineering marvels of the Grazop Confederacy. The grazop worlds lie far away from the space lanes of most of the civilized worlds of the Alliance, though many of the grazops have expressed desire to trade with more verdant worlds, and at least two far-flung Grazop worlds have expressed interest in possibly joining the Alliance.

Whispers speak of the homeworlds of the Veredun among the **Dark Stars**, a cluster of black holes near the deep core of the galaxy. From these worlds Veredun infiltrators spread to worlds in attempts to make them secret feeding grounds for their people.

Perhaps most feared is the **Insectovar Commune**, a great swarm of asteroids and bioengineered ships filled with ravenous insectovars bent on stripping any world of all life and resources that it encounters to feed their own advance. Unfortunately, these insectovar raiders have often been confused with being associated with the more peaceful worlds of the Grazops, but not even the Grazops are immune to cullings from these ravaging swarms that haunt the fringes of the the galaxy.

There are also rumors that the last of the Ancients great **worldspheres** traverses the star systems of the Interstellar Alliance, kept hidden from those who would seek to see it destroyed or captured.

Finally, there are dark tales of the ancient war machines that stalk the stars, ready to battle for races long dead. Thought originally to consist of AI-controlled warships build during the Ancient-Hetepian-Deevi war, these war machines have long since evolved and have supposedly participated in many other races conflicts over the millennium. Supposedly the home of these machines is on a planet known as **Warworld**, and many tales place it somewhere in the star-heavy and energy-rich center of the galaxy.

Adventure

Interstellar Vision

We’ve included a rough map of the Starquest galaxy to get you started – giving you a general idea of where each empire and its worlds are in relation to each other and ideas for a few mysteries, hazards and obstacles to work with. Just remember that space is three-dimensional and in motion; empires can not only be side-to-side, but above, below and even moving towards or away from each other.

54 – Science Fiction

Action

Despite its vastness, the Alliance is far from fully settled. The various races still bicker not only among each other, but often against themselves. Skirmishes tend to be far more common than all-out war, but battle is not the only means of finding excitement. Spies and saboteurs abound, as do the duplicitous dealings of merchants and amoral scientists, as well as secretive power groups seeking any advantage to promote their own welfare.

Joining a military branch is one obvious means to adventure across the vast expanse of the galaxy. Each race and/or world often has its own military force, as well as contributing a handful of members to the world-spanning Alliance military, which is given the awesome task of maintaining internal peaces and battling foes external to the Alliance.

Political and corporate entities thrive on their dealings with one another, and both employ spies, diplomats, subversives and saboteurs to protect their power base and curb or deflate that of rival power blocs.

Merchants are constantly seeking new markets and worlds to trade with and resources (or people) to exploit. In the far-flung corners of the galaxy, trading with worlds under threat of invasion or war can provide huge profits – and/or deadly dangers.

Discovery

Despite the myriad of colonized worlds across the galaxy, perhaps only a tenth or less has been cataloged or investigated by the Alliance. New, strange and often dangerous worlds lie in wait for discovery and conquest.

While there are singular individuals and individuals funded by a single organization or worlds that probe the unknown areas of the galaxy, the deepest and most ardent push comes from the Alliance Explorer Corps, who work in an organized structure to push the bounds of known space.

Trade

Across the galaxy, individuals and corporations ply wares, goods, materials and even workers or other beings for their own or corporate profit. The big money often comes from shipping exotic goods from colony worlds to the more well-founded rim worlds; worlds in the inner ring of the Alliance generally are self-sufficient enough to need little other than the most exotic of items. Colony worlds are often too poor to turn an excessive profit from non-essential goods.

On the flip side, the Interstellar alliance runs a mercantile trade shipping necessary goods from one system to another. Individuals working these routes can expect steady pay in stark contrast to the bust and boom cycles of private trade.

54 – Science Fiction

Chapter 16 - Sample Adventure - “A Thousand Fires”

This section provides a sample adventure set in the Starquest world. It assumes a group of 4-5 players and has a mix of intrigue, investigation and combat.

Summary

The characters arrive at Station 7 to be given a tour of a new power station for the quadrant. Unknown to the station staff, there is already a corporate saboteur/spy aboard with plans to steal the station's design documents and leave the station crippled.

While the characters are on tour around the new station, a sabatour in their midsts attempts to prevent the new station from going into operation. It is up to the characters to stop the sabatour's plan, or apprehend them after the damage has been done.

Design Notes: *This is what is termed an event-based adventure, in contrast to a location-based adventure. The action here is derived from an occurrence, instead of the characters having time and resources to visit all sections of the station. The characters are under a sort of time pressure – in this case, before the station is overrun.*

Event-based adventures can be very difficult to craft. They can very easily become a railroad, where regardless what the characters do, every action ends up with the same conclusion. If you build an event-based adventure try to provide as many avenues and different outcomes as you can think of. Make player/character choice matter! However, always remember your players will very likely come up with another plan of action you didn't anticipate. Don't neuter it if the plan makes sense; adapt and go with it – the players having fun is far more important than telling a specific story. If you do things right, the story will develop by itself.

Background

Station 7 is in orbit around the densely populated Alliance neopolitian planet known as Baker's World.

Baker's World

Baker's World was a primitive, volcanic world that was terraformed by human colonists over 400 years ago. For many years, it's ownership was contested with the nearby Cathe crown world of Neres'the. Less than a hundred years ago, a human steeped in the culture and codes of honor of the Cathe were able to negotiate a peace treaty between the colonists and the cathe.

Thereafter, Baker's World was opened up to all races and became a prominent hub of trade - not only between mankind and the cathe, but drawing cyberhomid traders and chimerae work troupes to handle the explosion of trade and growth on the planet.

The surface of Baker's World has been dramatically altered. It is now covered with verdant plains artificially kept watered by weather control nodes that dot the planet. Baker's World has one sea - the Blue Abyss, which is dotted with recreational vessels and pleasure-yacht docks. Huge, sprawling cities mark the entrance to the vast deep mines that toil away at converting the planet's bedrock into desirable minerals that are shipped to other systems.

Station Seven

Designed by gray engineers, Station Seven is a marvel of technology designed to assist with Baker's World vast power needs, as well as harness stellar particles seeping from the nearby sun to replenish minerals worked from the planet's interior. When engaged, Station Seven will use a series of high-orbit satellites to project microwave power to fission power plants on the surface, and will emit a specialized plasma wave that will be processed by a series of mobile wave collectors that gird the equator, transforming the cooled plasma into hydrogen, which will be reworked into heavier atoms to produce minerals to replace the ore being processed from the system.

While in many regards it would be more practical to simply transform the cooled plasma rather than reprocess it back into the earth, the current setup has been put into place to ease the protests of planetary conservationists and to keep from negatively impacting on the primary economy of Baker's World - mining. Despite the attempts to placate those who have a stake in Baker's economy, the fact the station could replace the mining economy has caused considerable unrest and malcontent directed towards the station's operation.

54 – Science Fiction

Getting the Players Involved

The pregenerated characters each have hooks designed to get them into the story. If the players are using their own characters, you can adapt the hooks from the pre-gens or develop your own – often its best if the players themselves can develop their own reasons for why they want to adventure together.

If you really want to, you can even roleplay out how the characters meet. If you do go this route, be careful and try to pace things so any one player isn't stuck waiting a long time to be introduced or have a chance to otherwise interact.

Tweaking the Adventure

Don't feel that you have to run this adventure "just so" or even from start to finish. You can pick up playing this adventure at any point or dropping any of the points that you feel don't fit with your group's playstyle. If your group is more into social roleplaying than combat for example, you extend Parts 1, and gloss over fighting the sabatour in Part 2, instead having them deduct whose behind the sabotage, rather than fight to capture the sabotuer. Conversely, if your group is all about the action, you could pick up starting with Part 2 and having the characters chase the saboteur through the station, trying to capture the fiend before she detonates her bombs.

All throughout the adventure you'll find notes to help you think about how to design your own adventures and incorporate the information presented here to get the most out of your own game.

54 – Science Fiction

Part I - The Tour

The characters arrive at Station Seven and have a chance to get acquainted. After a meet and greet session, the characters get a chance to tour the facilities.

Design Notes: *This scene would be what is termed an 'establishing scene' in a movie or book. They give us (or in this case, the players and GM) a chance to understand what is going on and who's who.*

If you want to run a story-based game, you might want to put some time into these two scenes to lend atmosphere to the station and develop both the PCs and NPCs relations.

If, on the other hand, you want to run an action-heavy game, you might just want to cover these scenes in a sentence or two and skip right to the saboteur.

In either case, be observant of what the players want as well – they're part of the game and you should keep in mind what they want too. Just don't let one person hog the spotlight too much, or let one person force everyone else onward too fast or drag out play too long!

Greeting and Ceremony

In this section, the characters (and perhaps the players) have a chance to meet each other, the saboteur and station personnel.

The Gathering [Difficulty: Easy]

Skills likely to be used

- Knowledge (Connoisseur, Economics)
- Persuasion (Diplomacy, Gather Information, Seduce)
- Perception (Spot, Listen, Intuition)
- Perform (Oratory)

The characters are brought by shuttle to the orbiting Station Seven. After disembarking, they are led down a short corridor by station personnel to central assembly area in the north quarter of the station. The central assembly area is the conduit from the shuttle bay to the rest of the station, and cannot be circumvented by any other route.

The central assembly area is a massive, two-story area designed to be able to hold the station's entire crew at one time for meetings or other activities – about 120 persons at once, though it would be standing room only. A buffet line has been set up on a collapsible stage at one end of the room and round banquet tables have been scattered about on the faux tile floor. Seven steel industrial chairs have been set at each table. Monitors scattered

through the area display light-hearted propaganda about the Station Seven investors and the project.

The side rooms to the assembly area – the lockers, break room and off-shift bunks - have been pulled shut for the festivities. There are two guards posted just outside the assembly room in the corridor that leads deeper into the station, and there are four plains-clothed security officers mulling about the crowd in the central assembly on watch for any trouble.

Characters can attempt to mingle talking about a variety of subjects. If a character makes a Knowledge (Connoisseur, Economics), Persuasion (Diplomacy, Seduce) or Perform (Oratory) Diff 11 check or better, they have successfully engaged one or more individuals in polite conversation. A character who makes a successful Persuasion (Gather Information) or Perception (Intuition) Diff 13 check learns the background information about the four NPC's described under Ceremony and Dinner.

Troublemakers [Difficulty: Moderate]

Skill likely to be used:

- Persuasion (Diplomacy, Intimidate)
- Perception (Insight, Spot)

If the characters bring along any bulky gear – including weapons larger than a pistol or armor heavier than a flak jacket – they are required to stow it in the locker area adjacent to the assembly room. Those who refuse will be detained until they either choose to cooperate, or until the ceremonies and tour are over (at which point they will be forced to leave).

Security-type characters will be allowed to keep their armor on if they can present valid ID or successfully plead their case, but will be asked to take off any helmets while at the banquet/ceremony.

Just as the last few guests arrive, and five minutes before the commencement ceremony, the monitors in the room flicker to static for a moment, and then a crude video starts. It quickly becomes obvious this isn't part of the planned activities – the human miner on the screen starts raving about the jobs the station will cost Baker's World.

If the characters don't themselves act, station personnel (with the aid of the grey Zappa 'LeCroix') shut the video down. Characters can cut the feed to the video with a successful Knowledge (Technology) or Craft (Electronics) Diff 15 check. Tracking the video signal back to the source requires 3 separate checks – Knowledge (Technology) Diff 17 [identifies the method of transmission], Craft (Electronics) Diff 15 [locates the affected device broadcasting the transmission] and Discipline (Cybernetics) Diff 13 [inspection and tracking to the source]. The signal comes from a small recording device spliced into the feed. The recorder can be found underneath a cabinet (tapped into the wall's

54 – Science Fiction

electrical and video feed) in the locked-off employee break room. There is no sign of the culprit in the area.

The video is, in truth, little more than mad ramblings – hidden in the background of the video is a picture of the Energization Sector with odd, flashing lighting meant to indicate where Solestia Marx needs to put the bombs (see Part 2). A Perception (Intuition) Diff 15 allows a character to determine something is “off” about the video, while a Linguistics (Decipher) Diff 20 allows a perceptive character to notice the hidden message (but not it’s meaning). Note that because Solestia is aware and waiting for the message, she does not need to make these checks.

Ceremony and Dinner [Difficulty: Easy]

Skills likely to be used:

- Persuasion (Diplomacy)
- Perform (Oratory)
- Perception (Insight)

Once the majority of the invitees have arrived at the central assembly area and grabbed a meal, the station foreman takes the stage and gives a short speech welcoming everyone to the station and recognizing the department heads and VIP’s visiting the station. These VIP’s include:

- **Karl Zulter:** an overweight, sweaty human businessman who is head of the Department of Energy for Baker’s World. Karl is interested in any trade/monetary deal that will garner him a large profit – even illegal or immoral ones, if the risk is low enough.
- **Zappa ‘LeCroix’:** a local grey DJ superstar from Baker’s World and representative for the grey council that donated the technology information for building Station Seven. Zappa is a socialite, who enjoys attention and interesting stories.
- **Solestia Marx:** a white-haired “human” woman who is head of Baker’s World Miner’s Union (BWoMU). Solestia is very much concerned about the welfare of the workers on Baker World and the impact Station Seven will have on it, ecologically and economically. **[She is also secretly the saboteur]**
- **CyberTech TX35-B15-A5/C3:** a synthskin cyberhomid, known colloquially as ‘C3’, who is the “face” of the Baker System Trade Federation. C3 obviously has no love for the organics aboard, and finds the station’s hardware laughably backwater.

After the introductions, there is a short awards ceremony. The ceremony is to recognize shift members for getting the station up and running and recognizing various donations by groups and individuals (including the VIP’s).

Pacing: You can spend as little or as much time on this scene as you feel is necessary. The main objective is to get all the player’s characters together. The secondary objective is to scriptically introduce the saboteur so when they run across her later, it doesn’t feel like it was an ‘out of the blue’ occurrence. Finally, this scene can be used to generate sympathy (or loathing) towards certain NPCs to help drive the character’s actions when everything hits the fan.

Design Notes: When you’re starting out a new game, you’ll find things go a lot easier if characters have a reason to adventure together. While some groups like to role play out the characters meeting for the first time, you can get into the action a lot quicker if you go with the assumption that the characters already have met and have reasons to accompany one another. This doesn’t mean that the characters have to be buddy-buddy with no conflict – just that they have common interests or goals that make sense for them all to work together rather than run off in different directions on their own.

Walkabout

In this section, characters get a chance to look around the station and somewhat familiarize themselves with its layout.

The Tour [Difficulty: None]

Skills likely to be used:

None

After the awards ceremony, there is a “mandatory” tour of the facility. The various visitors are split in smaller groups of about 15 people each, loaded onto a magnetic lev car and given a 30 minute tour of the facility. The character’s tour is led by a human station representative, named Thomas Blight (Int 5, Knowledge [Station Seven] R2). The characters are all selected to be in the same group, along with the four listed VIP’s from the award ceremony.

The tour follows the route indicated on the station map, with several stops along the way where visitors can get a view of the station’s various facilities, and most importantly, a view of the primary core start-up.

54 – Science Fiction

At each stop, the maglev car is stopped and visitors have a chance to get off and make a closer inspection of the area.

Stops:

- Shuttle Bay
- Cargo Receiving Center
- Onboard Factory & Repair Shops
- Crew Quarters & Medical Facilities
- Recreation Areas & Feng Shui Park
- Rest Stop (see “Lady’s Room”)
- Life Support Systems
- Storage Areas
- System Heavy Machinery & Station Generators
- Energization Core (see “Energize Me”)

A Brief Conversation [Difficulty: Easy]

Skills likely to be used:

- Persuasion (Diplomacy, Gather Information)
- Perception (Intuition)
- Perform (Keyboard Instruments, Sing, String Instruments, Wind Instruments)
- Deception (Bluff)
- Knowledge (Local Lore, Social Science, Technology)

In-between and at each stops, the characters have a chance to converse with the NPCs, and get to know them better (or not...). The following notes are for playing the NPCs accompanying the characters during the tour.

- **Karl Zulter:** is only interested in the Core and whether it will work at all. He spends most of his time smoking a cigar or two and only leaves the maglev car to inspect the Core, making cynical remarks about “wasted space” on the station and asking technical questions (that anyone with a passing knowledge of the station could answer) designed to make himself look self-important. Karl goes out of his way to make Zappa look like a fool. Karl’s two bodyguards, Hans & Fredrick, are xenophobic bullies.
- **Zappa:** is intrigued by the technology and races to be the first to investigate any of the stops, but is clearly clueless about how it all works, misidentifying even the simplest of items. If given the chance, he can talk about music and harmonics for hours, though. Zappa’s single assistant, Angela, is frazzled and clumsy.
- **Solestia:** is reserved, but studious. She occasionally asks questions about staffing or how the systems are integrated. She seems to frown at the prospect of things being

automated. Anyone – other than the tour guide - wanting to converse with her will have to do it through her two gruff bodyguards, Edward and Madene. Solestia refuses to acknowledge Karl’s existence or his insinuating advances.

- **C3:** is polite and demur, attempting to make friends with everyone. He takes interest in chatting with others about non-station subjects (especially trade), but seems to lose interest if the talk turns technical. C3 finds the Karl-Zappa-Solestia interplay to be amusing, and will deliberately maneuver himself or conversations to increase the tension between the three. C3’s “assistants” consist of three hovering globes he can detach from his frame when needed – alpha, beta and gamma – who speak only in binary.

Lady’s Room [Difficulty: Moderate]

Skills likely to be used:

- Perception (Spot)
- Endurance (Physical)

Halfway through the tour, the shuttle makes a pit stop, allowing the characters a moment to relieve themselves. Karl, Zappa, Angela, Edward, Madine and Solestia each take a moment to visit the facilities; C3 and a scowling Hans and Fredrick remains in the shuttle.

Characters might want to get out and take a moment to stretch their legs or use the facilities themselves (either choosing to do so as a part of roleplaying, or having characters make an Endurance (Physical) Diff 13 check). No need to go into detail – “You take a moment to use the restroom” is sufficient.

While the party relieves themselves, Hans and Fredrick take the opportunity to bully C3. The cyberhomid’s sarcastic remarks further aggravate the situation. If any PC stays, they witness the situation escalate to the point Hans & Fredrick threaten to beat the cyberhomid to a pulp, and can attempt to head it off (or entice it...). If PCs use the facilities, they return just in time to see C3 being threatened.

If the PCs do nothing, Karl intercedes, forcing the bodyguards to back down. If a brawl breaks out, the driver, Thomas, calls for backup – which arrives in a couple of minutes (treat as Human Brigands). Brawlers are taken back to security where they are given a reprimand and fined 50 credits per wound they caused (and pretty much out of action until Solestia’s plot is revealed).

However, while Solestia is away from the group, she slips away to retrieve the explosives

54 – Science Fiction

sachel (Solestia's Stealth (Hide) +7 vs. characters Perception (Spot) – unless the characters are actively watching/with her, have them draw from the top of their deck), placing the small bombs in her carry-on. Note that even if the characters do see her retrieve the sachel, unless they inspect it, she will try to pass it off as a “present” from a station worker and attempt to coerce the players into not discussing it.

Energize Me [Difficulty: None]

The highlight of the tour is the energization of the Core. At this last stop, the characters are taken to a chamber where they are asked to don protective suits (more like a plastic apron) and goggles. After passing through a security corridor, they arrive at a large room with floor-to-ceiling, meter-thick clear polymer windows. Beyond the windows is the massive reactor core of station Seven. The reactor core is easily two to three football fields wide, and at least two such fields tall (about 250 meters by 150 meters). Once everyone is in the room (Solestia is the last to arrive, after a slight delay), and Karl has received satisfactory answers to his technical questions, there is a one-minute countdown to the energization of the core.

The energization of the core is a fantastic display of plasma lightning arcing across the turbine piston generators. Like a massive fireworks display, the tiny multi-hued chaotic arcs slowly combine into larger blue-green bolts until they become thrumming pulses of meter-thick white waterfalls of energy at the heart of the core. At the start of the process, it can seem as if something has gone horribly wrong as warning lights strobe, pistons chatter with earth-shaking vibrations and klaxons sound – yet the tour guide assures everyone “everything is normal”, and points to a readout panel beside the windows to enforce his point.

The whole process takes three minutes to complete, and once the scintillating cascades stabilize, the tour guide announces that the display is over as the heavy, black metallic shields are lowered over the display windows and the visitors are led back to the maglev car - after dropping off the protective gowns and goggles.

The drive back to the central assembly area takes about 10 minutes; anyone closely observing Solestia on the way back [roleplay or Perception (Intuition) Diff 12] notices she seems distracted and keeps checking her chronometer. If asked, she feigns that she's ready for the tour to end so she can get back to her duties on Baker's World.

Pacing: This is another scene you can spend as much or as little time on as you feel is necessary. The main objective here is to give the characters a chance to become familiar with the station's layout,

interact with NPCs and perhaps do a little snooping around.

Design Notes: This section is designed to get the characters to somewhat let down their guard, while still giving them a chance to notice something is amiss. This can be important in a game if you want to create more intense moments of excitement. If the players know that every time they open a door something bad is going to happen, they'll never let down their guard and it may actually be harder to get them to cooperate or be excited when it's time to throw down. And if they do let down their guard, they'll appreciate they had the chance of figuring out something was going on – if they were observant enough.

54 – Science Fiction

Part 2 - Saboteur

Clues begin to point that one of the tourists is actually a spy/saboteur. Characters have a chance to try and thwart the saboteur's plan.

Solestia Marx

Female Medium Humanoid (Eloi)

Str: 4♣ **Dex:** 5♦ **Int:** 8♠ **Pre:** 7♥

Mel: 1 **Ran:** 3 **Disc:** 3

Def 3 (10♣A5) **Res** 2 (4♣)

Resv 6 (6♥)

Wounds 5

Vision: Standard

Speed: Standard

Skills: Armor (Unarmored) (R1) 4, Athletics (Run) (R2) 6, Craft (Demolitions) (R1) 9, Deception (Act, Bluff) (R3) 10, Disable Device (Open Lock) (R1) 9, Discipline (Eugenics) (R2) 5, Endurance (Mental) (R1) 7, Evade (R2) 5, Knowledge (Economics) (R2) 10, Language (Galactic) (R5) 13, Perception (Listen, Spot) (R0) 8, Persuasion (Diplomacy) (R3) 10, Stealth (Hide, Move Silently) (R2) 7, Weapon Group (Firearms) (R1) 4

Attack: Revolver Att +7♠/Dam +6♠ (Crit: Ace),
Unarmed Strike Att +5♣/Dam +0♣

Ranged Weapon Style (R1): Solestia can use ranged weapons against adjacent targets without provoking enemy attacks.

Skill Mastery (R1): Diff 9, Self, Scene. Solestia gains a +2 bonus to Persuasion (Diplomacy).

Consequences: 1x/scene.

Improved Reflexes (R2): Diff 12, Self, Scene. Solestia gains a +2 bonus to Dexterity.

Consequences: 1x/scene

Enhanced: Once per scene, when making a skill check based on Presence, Solestia may draw an extra card from the top of the GM's deck for an extra success.

Non-threatening: If Solestia has not yet attacked in a combat or made a threatening gesture or speech, any opponent attempting to attack her must make a Presence check (Diff 13) to target her.

Gear: Revolver, 6 demolition charges, timer, masterwork tool kit, 600 credits

Hand: 1 card

Personality: Cool, detached, graceful, insightful. Strong allegiance to Baker's World Miner Union (BWOMU)

Notes: Though Solestia is an eloi, she prefers for others to believe her to be pure human – she has even gone so far to forgoe her eloi name and use a human name instead. She appeared on Baker's World a mere five years ago, where she was quickly promoted to a prominent managtorial position in Delphi mine on the Southern continent of Baker's World. Within six months of employment, she was already a member of the BW miner's union and assisting with resolving claims for workers injured on the job. Within three years, she was running for the head seat at the union, and won in a landslide election.

Solestia has been described as unassailable – once her mind is set on a course of action, she will move heaven and earth to see her goal through to completion. Though she has proved time and again by her actions that she deeply cares about the workers as a whole of Baker's World, when dealing with individuals she can come off as cool and detached. She clearly has little patience for fools and their prattle, and on more than one occasion has verbally handed coworkers their proverbial heads before removing them from their position and onto the street.

Solestia views Station Seven as an abomination against the miners of Baker's World, but keeps this opinion to herself. She knows that the station may be able to lengthen how long miners will be able to extract minerals from the planet. However, she firmly believes that in short order some bean counter (or safety expert) will decide to bypass rejuvenating the minerals (and the miners) and go to straight to harvesting from the station itself – which is already a highly automated vehicle. If Solestia had her way, she'd instead expand the mining operations to other planets in the system - or even intersystem.

In the end, she's willing to destroy Station Seven and those aboard, as in her mind those aboard are not part of Baker's World work force and fraternal order.

Quote: “An exactly how many workers are required to operate that work station? I see ...”

Hand: 3 cards

Solestia has two human bodyguards – treat them as **Human Brigands** (p 203), named Kyle and Conner. Solestia only uses her pistol if her life is threatened. Until then, she counts on her *Non-threatening* ability to keep others from harming her.

A Whiff of Danger

As noted above, when the characters reach the Core view corridor, Solestia Marx breaks off

54 – Science Fiction

from the group (her two bodyguards remain with the group and feign ignorance of her disappearance if asked).

Slipping Away [Difficulty: Hard]

Skills likely to be used:

- Deception (Bluff) [Solestia]
- Perception (Spot)
- Stealth (Move Silently) [Solestia]

If Solestia is not closely observed, she makes her way to a security door and uses a code she bribed a disgruntled worker for to enter a cooling chamber. Just prior to entering the chamber, her bodyguards use another purchased code at a wall panel to disable the cooling chamber's monitoring system. Then she plants her bomb with a 30 minute timer. The whole setup takes about 5 minutes to do. Afterward, she slips back out and attempts to rejoin the group [Solestia has a Stealth (Move Silently) of 7 + drawn card]. If asked where she went, she tries to pass it off as having slipped off to visit the restroom (again).

If confronted with evidence of her actions, she attempts to make a break back to the shuttle bay and escape before the bomb goes off.

The Tip-off [Difficulty: Moderate]

Skills likely to be used:

- Deception (Bluff) [Solestia]
- Persuasion (Diplomacy, Gather Information, Intimidate)
- Perception (Intuition)

If none of the characters notice Solestia's disappearance, when the group returns from its tour, there are two guards waiting to question the group. While Solestia successfully disabled the monitoring systems while she was planting the bomb, she triggered an alert that someone accessed the area.

If anyone is alert enough to mention her late arrival to the Station's energization or if the guards decide to detain the entire group because no one comes forth, she panics and makes a run for the shuttles, having her bodyguards cover her escape.

No Boom for You [Difficulty: Easy to Moderate]

Skills likely to be used:

- Weapon Skill (Characters vs. Bodyguards)
- Defense (Characters vs. Bodyguards)
- Persuasion (Intimidate) (vs. Solestia)
- Athletics (Run) (vs. Solestia)

As for Solestia, once her actions come to light, she attempts to make a getaway. If she is detained, characters may want to be present at - or conduct - her interrogation. If she makes a getaway, characters might want to pursue.

Solestia's attempt to get away will likely result in a chase. This should be a skill challenge, consisting of the characters making opposed skill checks to catch up to, and subdue Solestia. Primarily, this will consist of Athletic (Run) checks. Solestia needs to successfully beat the characters 7 times to make it to the shuttle bay. Once in the bay, she must make a Disable Device (Open Lock) Diff 17 (she has +9) to get into a shuttle, then takes 3 actions to power up the shuttle to escape.

Each time all the characters fail to beat Solestia's Athletic (Run) checks (she has +6), she gets a free chance to use Stealth (Hide) (she has +7) vs. character's Perception (Spot/Listen) or Survival (Track) to evade her pursuers. If Solestia evades the characters, their only hope is to realize she is heading to the shuttle bay and meet her there – in such a case, assume the characters reach the shuttle bay just after she makes her first attempt to break into a shuttle.

Characters can attempt to run her down – every time a character beats Solestia's opposed Athletic (Run) check, they can attempt to tackle her via a Weapon Skill (Natural) check vs. Solestia's Evade check (she has +5, possibly +7). A successful tackle immediately ends the chase.

Characters can also attempt to use other attacks (melee or ranged) if they get a successful Athletic (Run) check, but such attacks deal normal damage and she will only stop fleeing once reduced to 2 wounds or less.

If characters can determine ahead of time that she is heading to the shuttle bay, they can take an action to warn station staff to her plan. Unfortunately, once warned, it takes five actions for the staff to seal the shuttle bay. Even if they do, if Solestia is not otherwise stopped, once she has powered up the shuttle, she can attempt a Disable Device (Sabotage) diff 20 check (she has +9) to override the lockdown – though it takes 5 actions for the shuttle bay to open back up for her to escape.

Should Solestia escape Station 7, she takes the shuttle to Baker's World, where she hopes to evade further pursuit by landing the stolen shuttle on the planet and escaping amid the crowds of one of the world's many cities.

Once Solestia is away from Station 7, she is beyond the scope of this adventure – if the players wish to pursue her further, the GM will need to handle the situation as it unfolds.

However, there are more pressing concerns on the station that require the character's attention...

54 – Science Fiction

Tracking the Bomb

Unless someone successfully manages to Intimidate or otherwise interrogate Solestia into revealing the bomb's location, the party will have to track the bombs down – she has placed 6 devices through the cooling system.

Defusing the Issue [Difficulty: Difficult to Hard]

Skills Likely To be used:

- Perception (Spot)
- Craft (Demolitions)
- Athletics (Run)
- Resistance (Physical)

The area where Solestia has hidden the bombs is fairly large – trying to find the bombs by a thorough search will take at least 240 minutes for a single individual, by which time they will have gone off. Each additional person helping divides the load equally between the searchers (thus 12 searchers could find the bombs in 20 minutes – just enough time to destroy/defuse them).

Either players will have to make an intuitive guess where the bombs were hidden [Perception (Listen/Spot), Knowledge (Architecture) or Survival (Track) Diff 16 per device, or using Psionic Read Object power] or use some other means to detect or locate the devices. Unfortunately, the station itself does not have any special on-hand equipment that can sniff out the bombs. The players will either need specialized gear they brought along or jury-rig something to locate the devices [Such as a Bioengineered or Supernatural Rank 2 “Bomb Sniffer” creature, or a Cybernetic device with the Improved Skill Boost -Survival (Track), Knowledge (Architecture) or Perception (Spot) power].

If the characters come up with a sensible plan to find the bombs, the Station managers will be willing to provide materials and manpower to assist the characters locate and defuse the devices.

Once the bombs have been found, there is two main ways to deal with them. They can be defused with a successful Craft (Demolitions) Diff 15 check, or jettisoned from the Station from an emergency purge station (one is conveniently located in the cooling chamber).

If one or more of the bombs are not found or somehow detonate in the cooling chamber, anyone in the area (and within 5 meters of the bomb) suffers an Att autohit/Dam +17 hit that deals 5 wounds of damage.

The damage to the cooling chamber from the bombs are not enough to destroy the station, but will require the main generator to undergo an emergency shutdown. The affected section will have

to be sealed off against the toxic coolant vapors [exposure to the vapors requires an Endurance (Physical) check vs. Diff 13 once a round or suffer 1 (poison) wound]. It will then take the station staff approximately 6 months to bring the station back on line.

It's a Dud...

There are several points within this section where players may throw the scenario in a direction not intended. Players may catch Solestia before she plants the bomb, may decide to help her or possibly even find some way to sneak off to do their own thing and never discover any bombs were set.

That's okay; this is the player's story, not the GM's. In some cases some gentle nudging may get the player's back on track (for example, someone playing Heimdall - or the equivilant station security guard - might notice the out-of-the-ordinary access to a sensitive area, allowing the party to change course and investigate or players who collaborate having to deal with being discovered by station security).

Whether the bombs go off or not, there's still plenty left to occur in the adventure. The players will have to deal with the consequences of their actions - just keep that in mind. A big part of roleplaying is letting the players decide what they want to do instead of being relayed someone else's story.

Pacing: This scene is designed to give the characters a chance to get in on some action, and make start themselves on the road to becoming heroes.

Design Notes: This is an opening encounter. It's a great idea to include these with new characters, players or when you haven't played for a while. It gives the players a chance to try out using their character's abilities in a 'safe' environment – basically with little chance of losing the character.

This is also a great place to give players a chance to tweak their characters after seeing what they can (or can't) do. Consider allowing the players to make modifications to their characters after this scene; it kind of sucks to force a player to keep on with a character that they intensely dislike after finding out it doesn't perform like they thought it would.

You're on your own from here – Station Seven and Baker's World are just one small place in the galaxy, and you can continue your group's adventures in this area, or whisk them off to another place to start their real adventures.

54 – Science Fiction

Rewards

While characters receive experience for each action they take in this adventure, listed here are the suggested special rewards for players for actions in the adventure.

- +2 XP for each named NPC a player significantly interacts with.
- +5 XP per player if they prevent the bombs from going off in Station 7.
- +3 XP per player if Solestia is detained without physical violence.

Furthermore, if the characters managed to make positive impressions on the named NPCs, they receive the following benefits:

Karl: At the start of an adventure, the player(s) can play an Ace to be informed of a lucrative deal they can invest in. If the player invests, they receive 100 x the value of a card drawn or played at the end of the adventure.

Zappa: At the start of an adventure, the player(s) can play a face card to attend one of Zappa's DJ parties (assumed to have occurred before the adventure's start). For the duration of the adventure, the player(s) hand is increased by 1.

C3: At the start of an adventure, the player(s) can play a Spade card to receive a free Rank 1 Cybernetic device. The item's power cell is depleted at the end of the adventure.

54 – Science Fiction

Chapter 17 - Pregen Characters

This section contains a list of pregenerated characters for quickly getting a game up and running. They are built assuming you will be using the Starquest world, but should be easily modified to work with just about any campaign world you desire.

54 – Science Fiction

Zoroaster

Male Ancient Missionary (Mystic Hermit)

Str 5♣ **Dex** 7♠ **Int** 4♥ **Pre** 6♦

Mel 3 **Ran** 1 **Disc** 3

Def 2 (7A5) **Res** 2

Resv 5 (F6) **Wounds** 6

Vision Standard **Speed** Standard

Skills:

Armor (Unarmored) (R2) 4,
Athletics (Lift) (R1) 6,
Discipline (Psionics) (R2) 5,
Endurance (Fortitude) (R1) 6,
Knowledge (Philosophy) (R2) 6,
Language (Ancient) (R2) 6,
Language (Galactic) (R1) 5,
Evade (R2) 4,
Perception (Listen, Spot) (R0) 4,
Perform (Orate) (R1) 7,
Persuasion (Diplomacy) (R1) 7,
Survival (Wilderness) (R1) 5,
Weapon Group (Natural) (R2) 5

Attack: Slam (Att +10/Dam +5) 1 wnd

Defense: +7 Evade/+2 Resist (Cloth “Armor”)

Heavy Strike (R1): Make a slam attack. On a hit, the target takes 2 wounds.

Defensive Stance (R2): Weapon Group (Natural) Diff 14, Scene; Make a Weapon skill check. On a success, you gain a +2 Defense. **Consequences:** You can use this maneuver once per scene.

Influence (R1): Discipline (Psionics) +6 vs. Resv (Mental), Close, Persist; Target becomes friendly towards you. **Consequences:** You can use this power once a scene. If you attack or harm the target, the power ends.

Telekinesis (R2): Diff varies, Close, Persist; You can move 23 kgs. at a slowed fly speed. For each +2 to difficulty past 14, you can move an additional 23 kgs.

Righteous Bastion: Up to once per scene, Zoroaster can discard a face card to use a Discipline Power.

- ♦ If you discard a Jack, Queen or King, you can use up to a Rank 3 (Journeyman) Psionic power.
- ♦ If you discard a Queen or King, you can use a Rank 4 (Master) Psionic power.
- ♦ If you discard a King, you can use a Rank 5 (Grand Master) Psionic power.

Decadent: Up to once per scene, when faced with the option to indulge in a vice, the game master can choose to require you to make a Presence check. On a failure, you must spend an action each turn to indulge in the vice until you succeed the check or the scene ends.

Social Outcast: Up to once per scene, when attempting to interact with others, the game master may require you make a Presence check. On a failure, you suffer a +5 Diff to all attempts to interact with others until the end of the scene or you succeed the Presence check.

Bioengineering Prohibition: Zoroaster cannot take ranks in Discipline (Bioengineering).

Cybernetics Prohibition: Zoroaster cannot take ranks in Discipline (Cybernetics).

Eugenics Prohibition: Zoroaster cannot take ranks in Discipline (Eugenics).

Mutation Prohibition: Zoroaster cannot take ranks in Discipline (Mutation).

Supernatural Prohibition: Zoroaster cannot use Faith powers.

Personality: When asked, Zoroaster alternates between claiming to be the famous philosopher, having tutored him and being a distant grandchild of the famous individual. Though well-versed in philosophy, he actually abhors intellectual pursuits in preference to lounging about and indulging in daredevil activities or sports. He can become quite caustic when denied creature comforts and likes to settle differences through physical contests rather than through diplomacy.

Hook: As a sort of celebrity on Baker’s World, Zoroaster was invited to tour Station Seven in the hopes his presence might ease some of the discontent aimed at the station.

Quote: “Let us toast to our victory!”

54 – Science Fiction

Trall Victor

Male Cathe Warrior (Martial Artist)

Str 4 **Dex** 7 **Int** 4 **Pre** 7

Mel 2 **Ran** 2 **Disc** 2

Def 2 **Res** 2

Resv 5 **Wounds** 6

Vision: Low-light **Speed:** Normal

Skills:

Acrobatics (Balance, Tumble) (R1) 8

Armor (Light) (R2) 4

Athletics (R2) 6

Evade (R2) 4

Language (Cathe) (R2) 6

Language (Galactic) (R1) 5

Perception (Listen, Spot) (R0) 4

Stealth (R2) 9

Weapon Group (Firearm) (R2) 4

Weapon Group (Natural) (R2) 4

Weapon Group (Primitive Melee) (R1) 3

Attack: Claw (Att +8/Dam +5)

or Natural Weapon (Att +9/Dam +4)

or Natural Weapon (Att +8/Dam +5)

or Natural Weapon (Att +7/Dam +6)

or Natural Weapon (Att +6/Dam +7)

or Natural Weapon (Att +5/Dam +8)

or Natural Weapon (Att +4/Dam +9)

or Shotgun^{L,H,M} (Att +8/ Dam +5) or (Att +5/ Dam +8); 2 wounds +draw card; Range Short; Ammo 5

Athletic: Once per scene, when making a Melee or Strength-based skill check, Trall may draw an extra card from the top of their deck for an extra success.

Avoid (R0): Acrobatics (Tumble) diff 11, Instant; Make an Acrobatics (Tumble) skill check. On a success, you gain a +1 to your Defense until your next action.

Cross Weapons (R1): Make a Claw, Natural Weapon or Shotgun attack. On a hit, deal no damage and the target must spend an action to regain use of his weapon.

Aggravated Wound (R2): Persist; Make a Claw, Natural Weapon or Shotgun attack. On a success, the target takes a wound and takes a +2 penalty to the difficulty of his actions until the target makes a successful Endurance (Fortitude) check (Diff 11).

Offensive Stance (R2): Weapon Group (Any) diff 15, Scene; Make a Weapon skill check. On a success, you gain a +2 to Melee or Ranged combat. **Consequence:** You can use this maneuver once per scene

Martial Style: When making an unarmed attack, you may draw an extra card and compare it to the difficulty for an extra success.

Athletic Training: Up to once per scene, when making an Acrobatic or Athletics skill check, you gain a +2 bonus to the check.

Lethal Force: Up to once per scene, when facing an opponent who challenges your skill at unarmed combat, the game master can require you to make a Presence check. On a failure, you must attempt to duel the opponent in unarmed combat. You continue to fight all available opponents until the end of the scene or until you succeed a Presence check.

Honorbound: Up to once per scene, when an individual makes a disparaging remark directed at you or your companions, the game master may require you to make a Presence check. On a failure, you must take an action to force the individual to apologize and/or pay for the insult. You must continue to act until restitution is made, you make the check or the scene ends.

Mutation Prohibition: A cathe cannot take ranks in Discipline (Mutation).

Personality: Cynical and cautious, Trall views everything through the glass of how it will affect his Lord's honor. He prefers to be aloof towards others so as to not compromise his vows or loyalty to the Cathe empire.

Hook: Trall is the diplomatic representative for the Cathe throneworld of Neres'the, arriving for the station's grand opening ceremony. Secretly, the dictator of Neres'the is concerned that Station Seven could be used as a weapon of forced colonization or war, and wants to ensure that Station Seven is what it is advertised to be.

Quote: "It is a glorious day – enjoy it, for tomorrow, we may die."

Shotgun Notes:

H = heavy. The weapon deals +1 wound on a hit.

L = blast weapon. At Rank 2 skill, this weapon affects multiple adjacent targets. At the point of detonation, all targets in Close proximity are attacked by the weapon.

M = moderately slow. This weapon is slow to load. It takes a move action to load.

54 – Science Fiction

Iothemar Alpha (“Alfa”)

Chimerae Expert (Specialist)

Str 4 Dex 5 Int 9 Pre 4

Mel 2 Ran 3 Disc 3

Def 3 Res 2

Resv 5 Wnd 4

Vision: Low-Light Speed: Normal

Skills:

Armor (Unarmored) (R1) 3

Craft (Electronics) (R2) 11

Discipline (Psionics) (R1) 4

Endurance (R1) 6

Evade (R1) 4

Knowledge (Technology) (R5) 14

Language (Chimerae) (R4) 13

Language (Galactic) (R3) 12

Perception (Spot, Smell) (R2) 11

Persuasion (R2) 6

Weapon (Natural) (R1) 3

Attack: Bite +7/+4

Hyperspecialization: Once per scene, when making a Knowledge (Technology) skill check, you can draw an extra card from the top of your deck for an extra success.

The Right Tools: You start with two masterwork tools to assist you in your area of expertise.

Skilled: Up to once per scene, when making a skill check you may draw a card from the top of your deck and compare it to the difficulty of the action for an extra chance of success. The card is always considered to be the same Suit as the action you attempting, regardless of the actual card's Suit. You may draw the card before or after the difficulty has been revealed.

True Expert: You can start with up to 5 ranks in Knowledge (Technology)

Avoid (R0): Acrobatics (Tumble) diff 11, Instant; Make an Acrobatics (Tumble) skill check. On a success, you gain a +1 to your Defense until your next action.

Deflect (R0): Weapon (Natural) diff 11, Instant; Make a Weapon skill check. On a success, you gain +1 to your Defense until your next action.

Enhanced Intellect (R1): Discipline (Psionics) diff 11, Self, Scent; You gain a +1 bonus to Intelligence. **Consequences:** You can use this power once a scene.

Bounds of Life: You cannot take ranks in Acrobatics, Animal Handling and Perform.

Clutchborn: Up to once per scene, when attempting to perform the same skill check as another individual who is not part of your birth clutch, the gamemaster can require you to make a Presence check. On a failure, you must act in an adversarial manner towards the individual, such as attempting to outdo or sabotage their efforts.

This lasts until you succeed at the Presence check or the scene ends.

Focused: You suffer a –2 penalty to all other Knowledge subskills.

Focused Study: You can only learn one of the two following skills past Rank +2 (Apprentice): Weapon Group (Any one), Discipline (Bioengineering, Cybernetics, Eugenics, Mutation, Psionics or Supernatural). You can learn all other skills up to Rank +5 (Grand Master).

Personality: Iothemar Alpha is the eldest of his clutch (by a few minutes) and was therefore designated as the clutch's leader. Over the seven years of his employment, Alpha has guided and cared for his work force without fail, and always attempted to be one step ahead of his peers. Early on, the Iothemar clutch was apprenticed to the mines on Baker's World. Quickly realizing that extracting ore was a deadly business for the clutch, Alpha managed to rally his clutch into becoming experts at fixing and optimizing the tools and machines used in the process. This moved the clutch away from working in the mines to the safer machine shops and mechanic bays on the surface, and most recently has now resulted in a promotion to work at the new Station 7.

Hook: Alpha and his clutch are interested in applying for work on Station Seven and has been granted access to tour the station by its enthusiastic owners, who are excited at the prospect of having a chimera work clutch maintaining the station.

Quote: “It is not in my genetics to assist you in that course of action”

54 – Science Fiction

Technoran C3-88 I 3b (“SeeThree”)

Cyberhomid Rogue (Con Artist)

Str 5 **Dex** 6 **Int** 7 **Pre** 4

Mel 2 **Ran** 3 **Disp** 2

Def 3 **Res** 2

Resv 4 **Wnd** 5

Vision: Lowlight **Speed:** Enhanced

Skills:

Armor (Minimal) (R2) 4

Deception (Bluff) (R2) 6

Deception (Act, Ambush, Disguise) (R1) 5

Endurance (Physical) (R1) 5

Evade (R2) 5

Knowledge (Connoisseur) (R1) 8

Language (Binary) (R2) 9

Language (Galactic) (R2) 9

Linguistics (R1) 8

Perception (Spot, Listen) (R0) 7

Persuasion (Diplomacy) (R2) 6

Persuasion (All others) (R1) 5

Pilot (Spacecraft) (R1) 7

Weapon Group (Laser) (R2) 5

Weapon Group (Powered Melee) (R1) 4

Attack: Laser Pistol (Att +9/Dam +7); 1 wound;

Crit: Ace; Range Medium; Ammo: 15

Machine: A cyberhomid is immune to poison and does not need to eat, drink or breathe.

Distraction: Up to once per scene, when making skill check against a distracted or unaware opponent, you may draw a card from the top of your deck and add it to the total. You may draw the card after the difficulty has been revealed.

Scam: Up to once per scene, when attempting to deceive others, you can draw an additional card from your deck and compare it to the difficulty for an extra success. You may draw the card before or after the difficulty has been revealed.

Skilled: Up to once per scene, when making a skill check you may draw a card from the top of your deck and compare it to the difficulty of the action for an extra chance of success. You may draw the card before or after the difficulty has been revealed.

Transceiver: A cyberhomid can communicate with any other cyberhomid in its collective at up to Long range. You do not need to play a card or expend a power point to use this ability. This is otherwise considered a Rank 1 Cybernetic power.

Cold Logic: Up to once per scene, when faced with a decision between an emotional response and a rational choice, the game master can require a Presence check. On a failure, you must choose the rational course of action until you beat the difficulty or the scene ends.

Hunted: Up to once per scene, when someone recognizes you, the game master may require you to make a Presence check. On a failure, the difficulty to deceive the individual increases by +5 until the end of the scene or until you make successful Presence check.

Bioengineering Prohibition: A cyberhomid cannot take ranks in Discipline (Bioengineering).

Supernatural Prohibition: A cyberhomid cannot take ranks in Discipline (Supernatural).

Personality: Seemingly always thoroughly unimpressed with its surroundings, Technoran would rather retire back to his homeworld to immerse himself in endless chats and holo-environments there. The drudgery of “real-life” and limitations of mortal shells irks Technoran and makes it rather dismissive of beings whose minds cannot reach beyond the borders of the corporeal shell it is trapped in.

Hook: Technoran and his cyberhomid accomplices are interested in the operation of the Plasma Wave and figuring out ways to siphon off excess hydrogen waves created by the process without having to pay for it.

Quote: “I am sorry – I was not listening. What were you babbling about?”

Laser Pistol Notes:

B = multifire. At Rank 2 skill you can use a face card to deal an extra wound. See the maneuvers chapter for details.

M = moderately slow. This weapon is slow to load. It takes a move action to load.

54 – Science Fiction

Ezzel & Xin Huang

Ezzel

Deevi Disciple (Mad Scientist)

Str 0 **Dex** 5 **Int** 6 **Pre** 12

Mel 1 **Ran** 2 **Disc** 4

Def 2 **Res** 3

Resv 6 **Wnd** 5

Vision: Life Sense **Speed:** Fly Normal

Skills:

Craft (Jeweler, Robotics) (R1) 7,
Deception (R1) 13,
Deception (Bluff) (R2) 14,
Discipline (Cybernetics) (R2) 6,
Discipline (Supernatural) (R2) 6,
Endurance (Mental) (R1) 7,
Evade (R2) 4,
Knowledge (Medical Science) (R2) 8,
Knowledge (Paranormal) (R2) 8,
Language (Galactic) (R3) 9,
Perception (Spot, Intuition) (R0) 6,
Weapon Group (Laser) (R1) 3

Defense: +8 Evade/+2 Resist (Naked)

Attack: Laser Pistol Att +7/Dam +5 (Crit: Ace)

Discipline Powers

Force Field (R1 Cybernetics): Diff 11, Self, Persist.
Gain +1 bonus to Defense. **Consequences:**
1x/scene

Adaption (R2 Cybernetics): Diff 14, Touch, Persist.
Target can breathe in a hostile environment.
Consequences: 1x/scene

Enhanced Ability (R1 Supernatural): Diff 11,
Touch, Persist. +1 bonus to one primary ability
score.

Improved Skill Mastery (R2 Supernatural): Diff 14,
Self, Persist. Gain a +2 bonus to Skill or +4
bonus to one subskill of a given Skill.

Possess: Once per scene, Ezzel can target an individual to possess (automatic success when possessing Xin Huang). If Ezzel successfully persuades the target via Diplomacy, Seduce, Intimidation or Torture, he can inhabit the target's body. The deevi gains the Strength, Dexterity, Speed, Vision and natural attacks (but not necessarily the skill to use said attacks) of the possessed creature and uses all of its own other abilities and skills. Ezzel cannot use any of the host's disciplines or maneuvers. Damage to a host body deals the same amount of damage to Ezzel.

Mad Science: Ezzel does not have a Cybernetic prohibition.

Uninhibited Genius: Up to once per scene, when making a skill check based on Intelligence or using an item based on a discipline you have ranks in, you can draw an extra card and compare it to the difficulty for an extra success.

Experimentation: Up to once per scene, after using a discipline power or item which you draw an extra card, the game master can require you to make a Presence check. On a failure, you suffer a detrimental mutation of the same rank as the discipline or item power you used. You can remove the mutation with a successful check or when the scene ends.

Armor and Weapon Deficiency: Ezzel cannot take Ranks in Armor (other than Minimal or Unarmored) skills. Ezzel cannot take past Rank +2 (Apprentice) in any weapon group.

Bioengineering Prohibition: Ezzel cannot take ranks in the Discipline (Bioengineering) skill.

Eugenics Prohibition: Ezzel cannot take ranks in the Discipline (Eugenics) skill.

Faith Prohibition: Ezzel cannot take ranks in Discipline (Faith).

Mutation Prohibition: Ezzel cannot take ranks in the Discipline (Mutation) skill.

Dependant: If a deevi is away from its original host body for 24 or more hours, it suffers 1 wound/hour until it returns and remains in its host for a like amount of time.

Eugenics Prohibition: A deevi cannot take ranks in Discipline (Eugenics).

Insubstantial: When not possessing a body, you cannot wear or use items. Likewise, attacks directed against you automatically miss if the card used is a ♠ or a ♣.

Sensate: Up to once per scene, when confronted with a new experience, the game master can require Ezzel to make a Presence check. On a failure, Ezzel can spend no actions other to indulge in the new sensation until you succeed the check or the scene ends.

54 – Science Fiction

Xin Huang

Human Thrall

Str 3 **Dex** 3 **Int** 3 **Pre** 3

Mel 1 **Ran** 1 **Disp** 1

Def 1 **Res** 1

Resv 3 **Wnd** 3

Vision: Normal **Speed:** Normal

Skills: (Use Ezzel's skill totals when he possesses Xin)

Armor (Unarmored) R0,

Evade R0,

Endurance R0,

Language (Galactic) R3,

Perception (Listen, Spot) R0,

Weapon Group (Laser) R1

Personality: Stranded in an incorporeal state like the rest of his ancient brethren, Ezzel has flitted from host to host and world to world over the ages feeding his lonely existence with the only thing he can take with him – knowledge. Having scorned the decedant nature of his brethren, Ezzel has worked through many hosts to find a way to release himself from his incorporeal prison. Xin is Ezzel's latest acquisition, having brokered a deal to possess Xin after curing the oriental human of the ravages of a deadly thought-to-be-incurable disease.

Though Ezzel believes he could technically succeed in rendering himself to a corporeal body, he has not yet committed himself over the fear of watching his corporeal body age, tire and eventually die. Until he can ensure his own immortality, Ezzel continues his current pursuit, accumulating knowledge in his travels.

Xin has great respect for Ezzel, having witnessed Ezzel's intellect at work and having been saved from certain death by the incorporeal being. When not possessed, Xin is unsure and reclusive, patiently waiting for Ezzel to return and exert control over the body. He has come to believe his life would amount to nothing without Ezzel in charge and is therefore extremely reluctant to be separated from Ezzel, though he wouldn't mind being the one in charge with Ezzel "in the back seat" as it were.

Hook: Ezzel is curious about the Station's ability to convert energy to matter. He has managed to secure an invitation to the grand opening, in the hopes of learning more about how the station works. He believes it may hold part of the secret in providing information on transforming himself back into a corporeal, self-regenerating being.

Quote: "I'm not sure that's a wise idea. Let me try this instead."

54 – Science Fiction

Lothan de Ortez un Izel der Roane

Male Eloi Warrior (Officer)

Str 5 **Dex** 4 **Int** 8 **Pre** 6

Mel 1 **Ran** 3 **Disp** 3

Def 3 **Res** 2

Resv 6 **Wnd** 5

Skills:

Armor (Medium) R2

Athletics R1

Discipline (Eugenics) R1

Evade R2

Language (Galactic) R4

Knowledge (Bureaucracy) R1

Knowledge (Strategy) R2

Perception (Listen, Spot) R1

Persuasion (Gather Info) R1

Pilot (Spacecraft) R1

Weapon Group (Firearms) R2

Weapon Group (Primitive Melee) R1

Attack:

Defense: Ballistic Plate Vest (Def +2 /Res +3/End +)

Avoid (R0): Acrobatics (Tumble) Diff 11; +1 Defense until next action.

Deflect (R0): Weapon Group (Any) Diff 11; +1 Resistance until next action.

Ranged Weapon Style (R1): Can use ranged weapons in melee combat. *No Action*

Devastating Strike (R2): Make a weapon attack. On a success, target takes 3 wounds.

Offensive Stance (R2): Weapon Group (Firearms) Diff 15, Scene; Gain +2 to Ranged Combat.

Consequences: 1x/scene

Analyze Opponent: Once per scene, you can donate a card from the community deck to the GM at no experience cost.

Combat Superiority: Up to once per scene, when making an attack, you may draw an extra card from the top of your deck and compare it to the difficulty of the action to attempt an extra success. You may draw the card either before or after the difficulty has been revealed.

Command & Control: Once per scene, even when it is not your turn, you can draw a card from the top of the community deck for any ally or yourself to generate an extra success.

Enhanced: Once per scene, when making a skill check based on Dexterity or Ranged ability, you may draw an extra card from the top of your deck for an extra success.

Non-threatening: If you have not yet attacked in a combat or made a threatening gesture or speech, any opponent attempting to attack you must make a Presence check (Diff 11) to target you.

In Command: Up to once per scene, when your character perceives a loss in the chain of command, the game master can require you to make a Presence check. On a failure, you must attempt to dress down those you perceive behind the insubordination or lack of coordination. You can take no other action until you succeed the Presence check.

Superior Lifeform: Once per scene, when interacting with non-eloi, the game master may require you to make a Presence check. On a failure, you are treated as being untrained in the Persuasion skill and all subskills until you succeed the check or the scene ends.

Mutation Prohibition: An eloi cannot take ranks of Discipline (Mutation).

Bioengineering Prohibition: You cannot take ranks in the Discipline (Bioengineering) skill.

Cybernetics Prohibition: You cannot take ranks in the Discipline (Cybernetics) skill.

Faith Prohibition: You cannot take ranks in Discipline (Faith).

Mutation Prohibition: You cannot take ranks in the Discipline (Mutation) skill.

Psionics Prohibition: You cannot take ranks in the Discipline (Psionics) skill.

Personality: Lothan comes from a proud line 57 generations long, and will gladly recite his lineage to any and all who will endure it. Lothan never lacks in confidence or that his superior breeding can lead him to overcome any obstacle he encounters. He prefers to be in charge of any situation and chaffs at being ordered about by those he deems as inferiors. However, he has been known to be quite vivacious with those who prove to be his peers – but he never acknowledges anyone to be his superior.

Hook: Lothan represents mining station interests on Baker's World and has come to examine security on Station Seven for his superiors and report on any issues he finds.

Quote: "By the bones of my grandfather!"

54 – Science Fiction

Mydorin Quetzlhoppe

Gray Expert (Field Expert)

Str 3 **Dex** 6 **Int** 7 **Pre** 6

Mel 2 **Ran** 3 **Disp** 4

Def 3 (**Res** 2

Resv 5 **Wnd** 5

Skills:

Acrobatics (R1) 7

Armor (Minimal) (R1) 3

Craft (Electronics) (R2) 9

Craft (Nanite) (R2) 9

Evade (R1) 4

Knowledge (Physics) (R2) 9

Knowledge (Technology) (R2) 9

Language (Gray) (R3) 10

Language (Galactic) (R2) 9

Perception (Spot, Touch) (R0) 7

Persuasion (R1) 7

Weapon Group (Laser) (R1) 4

Attack: Laser Pistol^{B,M} (Att +8/Dam +6) Crit: Ace;
Range Medium; Ammo 15

Defense: Resistance Vest (Def +6/Res +4/End +7)

Avoid (R0): Acrobatics (Tumble) Diff 11; +1
Defense until next action.

Deflect (R0): Weapon Group (Any) Diff 11; +1
Resistance until next action.

Minor Avoidance (R1): Acrobatics (Tumble) Diff
11; Gain +1 Defense. *Does not count as an
action.*

Minor Wound (R1): Make a weapon attack. On a
success target takes 1 wound and +1 penalty to
skill checks until a successful Endurance
(Fortitude) check (Diff 9).

Analytical: Mydorin is treated as having at least
Rank 0 in any Intelligence-based skill.

Knowledgeable and Experienced: Once per scene,
you can use a Knowledge skill in place of the
skill you would normally use.

Mental Giant: Once per scene, when making an
Intelligence-based skill check, Mydorin may
draw another card from the top of your deck to
gain an extra success.

Skilled: Up to once per scene, when making a skill
check you may draw a card from the top of your
deck and compare it to the difficulty of the action
for an extra chance of success. The card is
always considered to be the same Suit as the
action you attempting, regardless of the actual
card's Suit. You may draw the card before or
after the difficulty has been revealed.

Detachment: Once per scene, when another
individual requests your assistance, the game
master may require you to make a Presence
check (Diff 10 + drawn card). This check takes
no action but cannot be performed more than
once a turn. If you fail the check, you cannot

spend any action to assist the individual until you
make the check or the scene ends.

Personality: Eager to please and ready to act,
Mydorin can best be described as an imp on crack.
Meddlesome and with a sharp sense of humor
Mydorin marvels at even the mundane wonders of
the universe and can't wait to experience it all – most
especially with friends with whom he can endlessly
converse with over his experiences.

Hook: Mydorin was on the committee that designed
Station Seven, and in appreciation for his work, he is
being given a tour of the completed station.

Quote: “An XS386 stroke 9? I was just looking at a
XS386 stroke 8 yesterday! When do you think
they'll be getting the stroke 10's in?”

Laser Pistol Notes:

B = multiffire. At Rank 2 skill you can use a face card to deal an
extra wound. See the maneuvers chapter for details.

M = moderately slow. This weapon is slow to load. It takes a
move action to load.

54 – Science Fiction

Yzenn

Grazops Biped Missionary (Avenger)

Str 7 **Dex** 7 **Int** 5 **Pre** 3

Mel 3 **Ran** 3 **Disc** 2

Def 3 **Res** 2

Resv 5 **Wnd** 5

Vision: Standard **Speed:** Normal

Skills:

Armor (Unarmored) (R2) 4

Discipline (Faith) (R2) 4

Evade (R2) 5

Knowledge (Religion) (R1) 6

Knowledge (Strategy) (R1) 6

Language (Grazops) (R2) 7

Language (Galactic) (R1) 6

Perception (Spot, Touch) (R0) 5

Perception (Intuition) (R2) 7

Persuasion (R1) 4

Weapon Group (Missile) (R2) 4

Attack: Heavy Gyrojet Rifle (Att +6/Dam +7) 2 wounds + draw card; Range Medium; Ammo 2

Avenging Weapon: Your primary weapon deals an extra wound on a success. It only retains this ability while in your possession.

Divine Justice: Up to once per scene, when you attack a creature, you can draw an additional card from the top of your deck and compare it to the difficulty to gain an extra success. You can draw the card before or after the difficulty is revealed.

Natural Healing (R1): Disc (Bioengineering) Diff 11, Touch, Instant. Target heals a wound.

Consequences: 1x/day. Yzenn is treated as having Disc (Bioengineering) when using this ability.

Hivemind: Up to once per scene, when making a decision, the GM may require you to make a Presence check. If the check is failed, you defer to highest-ranking individual or group majority until you make the check or the scene ends.

Supernatural Prohibition: A grazops cannot take ranks in Discipline (Supernatural)

Supernatural Deficiency: You cannot gain past Rank 3 (Journeyman) in Discipline (Supernatural). You also do not automatically start with Discipline powers.

Bioengineering Prohibition: You cannot take ranks in Discipline (Bioengineering).

Cybernetics Prohibition: You cannot take ranks in Discipline (Cybernetics).

Eugenics Prohibition: You cannot take ranks in Discipline (Eugenics).

Mutation Prohibition: You cannot take ranks in Discipline (Mutation).

Psionics Prohibition: You cannot take ranks in Discipline (Psionics).

Yzenn is one of the last survivors of his peaceful homeworld. It was razed by colonist militia that avenged themselves on his planet for harboring insectovar raiders. The colonists did not confine their attacks to the guilty parties on his planet, and the escapees fled to a nearby world to nurture their hate and engage in a decade-long campaign of raids against the colony world's assets. It was Yzenn who led the final counter-assault on the colony's world years later. He and the others with him returned the brutality they had received years ago, but Yzenn found himself stopping short when he encountered a innocent family trying to hide from the assault. Realizing he was on the path to being no better than the colonists that attacked his world, Yzenn called an end to the attack and brokered a peace to finally end the raiding and hate.

Since then, Yzenn has travelled from world to world, seeking a place where he feels he can fit in once again and attempting to bring comfort or justice to those whose world has been upended.

Hook: Yzenn, who has a large following of miners from Baker's World, has been asked to "bless" Station Seven and ensure his flock that its operation will not leave them jobless.

Quote: "How can I help?"

54 – Science Fiction

Heimdall Kraige

Female Veredun Rogue (Assassin)

Str 4, Dex 5, Int 6, Pre 7

Mel 3, Ran 1, Disc 3

Def 2, Res 2, Resv 5, Wnd 5

Skills:

Heimdall has worked as a spy and a mercenary, and had greatly enjoyed success and pride in his former employment. However, after a mission that went sour Heimdall was forced to abandon her previous employer and go into hiding. Without the sanction of her previous employer's patronage Heimdall has found she has to work hard to stay out of the crosshairs of old enemies and earn a living. Surprisingly, she finds his new life much more enjoyable than her old, and has even come to question some of her old cold-blooded habits.

Hook: Heimdall has been recruited as station security and is arriving to tour the station before reporting to her post.

Quote: "It's never easy. And I like it that way."

54 – Science Fiction

Kess of Clan Thorsblade

Female Morlock Expert (Mastermind)
Str 7, Dex 4, Int 5, Pre 6
Mel, Ran, Disc
Def, Res, Resv, Wnd
Skills

Kess is somewhat unusual for a Morlock in that her mutations have no outwardly negative impact on her appearance. It is because of this fact that she has become the spokesperson for her clan when dealing with other individuals. She is, however, keenly aware of the prejudices against her people, and goes out of her way to prove those stereotypes to be utterly wrong and vicious lies.

Hook: Kess represents her Clan and is attempting to secure rights for hauling minerals from Baker's World. However, her clan wants assurances that Station Seven's operations will not negatively impact mining operations on the planet.

Quote: "Ha, that's your problem – you assumed."

54 – Science Fiction

Gerard Lacombe

Male Human Dilettante (Polymath)

Str 5 Dex 8 Int 4 Pre 5

Mel 3 Ran 3 Disc 2

Def 3 (5A2) Res 2 (6A2)

Resv 4 (5EA1) Wnd 6

Skills

Armor (Light) (R2) 4

Athletics (R2) 7

Deception (R1) 6

Deception (Sleight of Hand) (R2) 7

Endurance (R0) 4

Evade (R1) 4

Knowledge (Nobility) (R1) 5

Language (Galactic) (R2) 6

Perception (Listen, Spot) (R1) 5

Persuade (R1) 6

Persuade (Diplomacy) (R2) 7

Discipline (Eugenics) (R0) 2

Stealth (R2) 10

Weapon Group (Primitive Melee) (R1) 4

Weapon Group (Firearms) (R2) 5

Attacks: Semiauto Pistol (Att +8/Dam +7)

 Or Tonfa (Att +7/Dam +6)

Gear: Ballistic Vest (+2 Def, +2 Res, +2 Endurance), Station 7 Security badge, Comlink

An affable fellow, Gerard was confined most of his life to a conservative religious convent on his home world, and only escaped the sheltered life by enrolling in his world's military for as short a time as he could get away with. Since then, Gerard has drifted from place to place and occupation to occupation, always seeking out new and exciting opportunities to feed his undending curiosity and desire to explore.

Hook: Gerard is representing a trade magnate who was too bored to attend the grand opening ceremony. Gerard has been tasked to take the magnate's place and hub-bub with any other trade parters who show up.

Quote: "Well, that was interesting!"

54 – Science Fiction

Lisa Melbourne-Ubanks

Female Human Disciple (Researcher)

Str 3 **Dex** 6 **Int** 8 **Pre** 5

Mel 2 **Ran** 3 **Disc** 3

Def 3(10A5) **Res** 2 (3)

Resv 5 **Wnd** 4

Skills

Armor (Unarmored) (R1)
Craft (Manufacturing) (R1)
Discipline (Cybernetics) (R2)
Evade (R2)
Endurance (R0)
Knowledge (Chemistry) (R2)
Knowledge (Medical Science) (R2)
Knowledge (Physics) (R2)
Language (Galactic) (R4)
Perception (Spot, Listen) (R0)
Perception (Intuition) (R1)
Weapon Skill (Firearms) (R2)

Attacks Automatic Pistol (Att +5/Dam +6)

Gear Lab coat & work suit (Def +5), Station 7
Security badge, Comlink, Handheld
Computer, Toolkit

Cross Weapons (R1): Make a weapon attack. On a hit, deal no damage the target must spend an action to regain the use of his weapon.

Ranged Weapon Style (R1): You can use ranged weapons in melee combat without opening yourself up to attack by adjacent enemies. *No action.*

Enhanced Intellect (R1): Disc Diff 11, Self, Scene. +1 bonus to Intellect. **Consequences:** 1x/day.

Adaption (R2): Disc Diff 14, Touch, Persist. Target can breathe in a hostile environment. **Consequences:** 1x/scene.

Pushing the Boundary: Once per scene, you can reduce the Difficulty of using a Discipline power by –2.

Subject Mastery: You can start with up to Rank 4 in one Knowledge subskill.

Intensive Study: Up to once per scene, when the researcher is presented with an opportunity to observe an advanced item or power in his field of study, the game master may require a Presence check. On a failure, you must spend one action each round to observe the item or power in action until you make the check or the scene ends.

Armor and Weapon Deficiency: You cannot take Ranks in Armor (other than Minimal) skills. You cannot take past Rank +2 (Apprentice) in any weapon group.

Bioengineering Prohibition: You cannot take ranks in the Discipline (Bioengineering) skill.

Eugenics Prohibition: You cannot take ranks in the Discipline (Eugenics) skill.

Faith Prohibition: You cannot take ranks in Discipline (Faith).

Mutation Prohibition: You cannot take ranks in the Discipline (Mutation) skill.

Psionics Prohibition: You cannot take ranks in the Discipline (Psionics) skill.

Lisa is the single daughter from a family of two award-winning scientists elite. She herself graduated top honors as the prestigious university she attended and immediately moved on to the leading-edge scientific job that her parents had procured for her. Lisa is completely involved in her work and has little time for those who do not directly figure into her professional prevue. Even those who do cross Lisa's path often come away feeling that they have been analyzed and dissected by her keen mind.

Hook: Lisa is arriving on the station to begin work as the head of station operations for the primary work shift. The grand opening ceremonies are required attendance and she can't wait until they are over to begin her real work.

Quote: "And what backwater community college did you learn that at?"