

# Fading Suns True20 Setting Rules

These are my notes for converting the great setting of Fading Suns into the True20 rules set.

## BASICS AND HOUSE RULES

- **Melee Attacks** are determined with the player's Str or Dex mod (player's choice)
- **Xeno Misunderstanding** – Humans (and Aliens) in the Fading Suns Known Worlds have little understanding of those not of their race, and as such have problems interacting with those not of their race; this means that they have a -2 to all Charisma based skills vs. "aliens" and -2 to Sense Motives vs. anyone not of their race. Also they get a -2 penalty to any other skills like Medicine (Physick) rolls, where being different would matter. The Feat **Xeno-Emathy** (General) allows these penalties to be ignored as the character has learned to understand other races.
- **Humans** receive all the normal bonuses listed in True20 and +1 Conviction Points

## CHARACTER CREATION FOR – “the Company of the Phoenix”

- Characters start at 4<sup>th</sup> level
- Characters start with 7 points to distribute on Attributes
- Characters will generally be Human, and must choose a broad Path; beginning as either a Noble, a Priest, or a Merchant Guildier. I will allow one or two of “Those who Differ” (Aliens and those of minor Noble Houses or Guilds or near Heretic Cults, Yeomen, etc), but the character must remember that they don't have anywhere near the number of rights and privileges as those affiliated with one of the three orders, and must rely on a benefactor.
- Choose a Nature of Virtue and a Vice; many of these you can make up yourself but they need my approval.
- All Noble, Church and Guildier characters start with the feat **Imperial Charter – Questing Knight** if Noble, or **Imperial Charter – Priestly Consort** (if a Priest) or **Guild Consort** (if a Merchant) for free.
- Characters begin with (Cha x2) +8 Wealth Points. The Feat **Wealth** is worth +5 wealth points.

## PATHS

In Fading Suns, the Paths are not generally associated with any one particular Role. Instead a Noble might be a skilled Soldier (warrior) or a Diplomat (expert) or even a Psyker (adapt). The three Major Paths grant the character a free Feat and then help determine your **Favored Feats**, **Common Natures** (player should choose two that best reflect his or her character) and **Skills**. For “Those Who Differ” it could be an Alien or a minor Noble, heretical Church Order or Yeoman. These characters generally do not have as much freedom to determine their own destinies, and must ally themselves to a Noble House, a Church or Guild to access these things.

### Those Who Rule – Nobles

All Nobles gain the **Noble Title** (General) Feat for free. They can take this feat multiple times to reflect a higher rank of nobility. Favored Feat for All Nobles: **Favored Opponent** (Warrior) and **Inspire** (Expert).

- **Hawkwood**: one of the most powerful of the Great Houses, the Emperor himself comes from this House.
  - Favored Feats – **Eye For Treachery** (Warrior), and **Honest Law** (Expert)
  - Common Natures – Virtues: Bold, Courageous, Just, Loyal; Vices: Arrogant, Proud
  - Common Skills – Diplomacy, Knowledge (History), Knowledge (Tactics), Notice, Ride

- **Decados**: some suggest that this is truly the greatest house of the Empire, they are known for their treachery and terrible cunning
  - Favored Feats – **Dishonest Law** (Expert), and **Seize Initiative** (Warrior)
  - Common Natures – Virtues: Curious, Shrewd; Vices: Suspicious, Vain, Manipulative
  - Common Skills – Bluff, Diplomacy, Disguise, Notice, Sense Motive, Stealth
- **Hazat**: known best for their great warriors, children of this House often are sent to serve in the military as early as 8 years standard.
  - Favored Feats – **Issue Challenge** (Warrior), and **Unbalance Opponent** (Expert)
  - Common Natures – Virtues: Bold, Disciplined; Vices: Impetuous, Vengeful
  - Common Skills – Knowledge (Tactics), Notice, Survival
- **Li Halan**: once the most notorious of the Great Houses, they are now the most religiously zealous.
  - Favored Feats – **Merciful Combat** (Warrior), and **Safe Passage** (Expert)
  - Common Natures – Virtues: Compassionate, Gracious, Pious; Vices: Brainwashed, Guilty
  - Common Skills – Diplomacy, Knowledge (Theology and Philosophy)
- **Al-Malik**: tied closely to Guilds, they are often involved in multiple ‘business’ endeavors.
  - Favored Feats – **Eye For Treachery** (Warrior), and **Grooming** (Expert)
  - Common Natures – Virtues: Gracious, Innovative; Vices: Greedy, Impetuous, Possessive
  - Common Skills – Diplomacy, Knowledge (Business), Knowledge (Popular Culture)

### Those Who Preach – Priests

All Priests gain the **Church Ordination** (General) Feat for free. They can take this feat multiple times to reflect higher rank within the church. Favored Feats for All Priests: **Die Hard** (Warrior) and **Suggestion** (Expert)

- **Urth Orthodox**: members of the Universal Church of Mankind, preachers of the Omega Gospel.
  - Favored Feats – **Affect The Masses** (Expert), and **Combat Calm** (Warrior)
  - Common Natures – Virtues: Just, Pious; Vices: Arrogant, Austere, Condescending
  - Common Skills: Diplomacy, Knowledge (Theology and Philosophy), Sense Motive
- **Brothers Battle**: a fighting order within the Church, tasked with protection of it and pilgrims.
  - Favored Feats – **Attack Specialization** (Warrior), and **Unbalance Opponent** (Expert).
  - Common Natures – Virtues: Bold, Disciplined, Loyal; Vices: Clueless, Stubborn
  - Common Skills: Knowledge (Tactics), Knowledge (Theology and Philosophy), Survival
- **Eskatonic Order**: a near heretic order, they delve deep into the mysterious of the Universe.
  - Favored Feats – **Astrometry** (Adapt), **Master Storyteller** (Expert)
  - Common Natures – Virtues: Curious, Fair, Free-Spirit; Vices: Impetuous, Secretive
  - Common Skills: Knowledge (Behavior Science), Knowledge (History), Knowledge (Occultism), Knowledge (Theology and Philosophy)

- **Temple Avesti** (Avestiles): the Inquisition, the most fears of the Church's orders, tasked with rooting out corruption and heresy
  - Favored Feats – **Crippling Strike** (Expert) and **Favored Opponent** (Warrior)
  - Common Natures – Virtues: Bold, Righteous; Vices: Brainwashed, Petty, Stubborn
  - Common Skills: Bluff, Intimidate, Sense Motives
- **Sanctuary Aeon** (Amaltheans): the healing Order within the Church and the most loved and respected.
  - Favored Feats – **Merciful Combat** (Warrior), and **Safe Passage** (Expert)
  - Common Natures – Virtues: Compassionate, Kind; Vices: Gullible, Nosy
  - Common Skills: Knowledge (Life Science), Knowledge (Theology and Philosophy), Medicine

### Those Who Trade – Merchant Guilds

All Merchants gain **Guild Commission** (General) Feat for free. They can take this feat multiple times to reflect higher rank within the Guild. Favored Feats for All Guilders: **An Offer You Can't Refuse** (Expert) and **Eye For Treachery** (Warrior)

- **Charioteer**: the majority of pilots and starship operators come from this Guild.
  - Favored Feats – **Seize Initiative** (Warrior) and **Well Informed** (Expert)
  - Common Natures – Virtues: Curious, Free-Thinker, Shrewd; Vices: Nosy, Stubborn
  - Common Skills: Knowledge (Jump Routes), Pilot
- **Engineer**: the great builders and tinkers who maintain the 'science' of the old Republic.
  - Favored Feats – **Skill Mastery** (Expert) and **Tough** (Warrior)
  - Common Natures – Virtues: Innovative, Inquisitive; Vices: Clueless, Unnerving
  - Common Skills: Knowledge (Earth Science), Knowledge (Life Science), Knowledge (Physical Science), Knowledge (Technology)
- **Scrapers**: the rogues and looters of the Guilds, they are also involved with most "Vice" crimes committed within the Known Worlds
  - Favored Feats – **Diehard** (Warrior), and **Plausible Deniability** (Expert)
  - Common Natures – Virtues: Impetuous; Vices: Greedy, Possessive
  - Common Skills: Bluff, Knowledge (Streetwise), Sense Motives, Stealth
- **The Musters** (Chainers): labor providers, but most think of them as slavers.
  - Favored Feats – **Advanced Strike** (Warrior) and **Crippling Strike** (Expert)
  - Common Natures – Virtues: Bold, Disciplined; Vices: Callous, Vengeful
  - Common Skills: Intimidate, Notice, Sense Motives
- **Reevers** (Gray Faces): Lawyers and courtiers, the serve the Empire to maintain order and the rule of law.
  - Favored Feats – **Combat Calm** (Warrior) and either **Dishonest Law** (Expert) or **Honest Law** (Expert), player's choice.
  - Common Natures – Virtues: Shrewd, Thoughtful; Vices: Mammon, Nosy, Proudful
  - Common Skills: Diplomacy, Knowledge (Civics), Sense Motives

### Those Who Differ – Aliens and Others

Minor Houses, Aliens, Yeomen and Heretic Orders, etc. Note that these characters do NOT receive the bonus Feat of Imperial Carter nor do they receive the Title feat of above.

- **Minor House** (Lesser Houses)
  - Favored Feat – choice of one from Expert or Warrior
  - Bonus Feat – One from General, Expert or Warrior.
- **Mendicants Monks** (Hesychasts)
  - Favored Feat – choice from Adapt or Expert
  - Bonus Feat – One from General, Adapt, or Expert
- **Yeoman** (Freelancers)
  - Favored Feat – choice from Expert or Warrior.
  - Bonus Feat – One from General, Expert or Warrior
- **Ur-Obun** – spiritual and peaceful Aliens
  - **Attribute Mod**: +1 Wis, -1 Con
  - **Feats**: Favored Foes (Ur-Ukar), Talented (Concentration and Knowledge - Theology & Philosophy) and One Supernatural/Occult Power of choice (power ranks at the Ur-Obun's Full level)
  - **Favored Feats**: Astrometry (Adapt), and Fascinate (Expert)
  - **Common Natures** – Virtues: Curios, Pious, Fair; Vices: Haughty, Unnerving
  - **Xeno Misunderstanding**: -2 to all Charisma based skills and a -2 to Sense Motives vs. non Ur-Obun. Also a -2 to any other skill dealing with non Ur-Obun
  - **Languages**: Obur (spoken & written), Urth (spoken)
- **Ur-Ukar** – warriors whom live underground and often bare ritual scares across their skin.
  - **Attribute Mod**: +1 Dex, -1 Cha
  - **Feats**: Favored Foes (Ur-Obun), Talented (Notice and Survival), and One Supernatural/Occult Power of choice (power ranks at the Ur-Ukar's Full level)
  - **Favored Feats**: Combat Calm (Warrior) and Surprise Strike (Expert)
  - **Common Natures** – Virtues: Bold, Courageous; Vices: Callous, Unnerving
  - **Xeno Misunderstanding**: -2 to all Charisma based skills and a -2 to Sense Motives vs. non Ur-Ukar. Also a -2 to any other skill dealing with non Ur-Ukar.
  - **Languages**: Ukar (spoken & written), Urth (spoken)
- **Vorox** – large (standing near 3 meters tall when fully erect, and weighting on average 350kgs), the Vorox are a six-limbed Alien, that in some eyes is just barely sentient. They faces have long snouts and their bodies are covered with thick fur that ranges from pitch black to light brown.
  - **Attribute Mod**: Str +3, Con +1, Dex -1, Int -1, Cha -2
  - **Feats**: Large Sized (-1 Base Attack, -1 Base Defense, +4 Grapple, +2 to Intimidate, Increase Str Mod Max to +9, bonus Toughness +1), Multilimbed (+2 to Grapple, +2 to Climb), Increase Base Move (base move 40ft, on all fours 50ft. Double Climbing Speed), Scent (as Creature ability)
  - **Favored Feats**: Rage (Warrior) and Toughness (Warrior)
  - **Common Natures** – Virtues: Loyal, Courageous; Vices: Clueless, Gullible
  - **Fear and Hatred**: Most people of the Known Worlds see Voroxs as little more then animals, and as such fear and treat them accordingly. Voroxs get a -2 to all Charisma based skills except Intimidate when dealing with non-Vorox.
  - **Xeno Misunderstanding**: -2 to all Charisma based Skills and also a -2 to Sense Motives vs. non-Vorox. Also a -2 to any other skill dealing with non-Vorox
  - **Non-Psychic**: Vorox are non-psychic and as such may not take any levels, powers or feats of Adapts
  - **Languages**: Vorox (spoken), Urth (spoken)

## SKILLS

To better fit the “world-view” of Fading Suns, I am re-naming a few of the skills listed below. I just suggest that both are listed on the character sheet.

- Bluff (**Knavery**)
- Computers (**Think Machine**)
- Concentration (**Stoic Mind**)
- Handle Animals (**Beast Control**)
- Knowledge (**Academia**)
  - Supernatural (**Occultism**)
  - Theology and Philosophy (**Theurgist**)
- Medicine (**Physick**)

## NEW SKILLS

- Other Knowledge skills
  - **Cybernetics** – the ability to build, implant and repair cybernetic limbs into living tissue.
  - **Jump Routes** – knowledge of the Known Worlds
  - **Xeno-Biology** – the study of alien biology and ecosystems.

## LITERACY AND LANGUAGE SKILLS

Literacy is not automatic for people in the Known Worlds. The basic Language of the Known Worlds is **Urthish** (the most common tongue spoken). All Characters gain a number of Bonus Languages equal to their Int Bonus. Literacy can be taken as one of your Bonus Languages or purchased as a normal skill. Others common languages include...

- Barbarian Tongues:
  - Kurgan (spoken and written)
  - Vuldrok (spoken and written)
- Dialects (generally found in families or planets; spoken)
- Graceful Tongue (Al-Malik house tongue; spoken)
- Latin (holy language of religion; spoken and written)
- Machine Chant (Engineering language; spoken & written)
- Scavenger Cant (based on Urthic but incorporating alien and invented words; spoken and written “code”)
- Xeno Tongues – the most widely known:
  - Obun (spoken and written)
  - Ukar (spoken and written)
  - Vorox (spoken, written form in Urth)
  - Ascribe (spoken and written)
  - Gannok (spoken)
  - Vau (spoken and written)

## FEATS

The following Feats from *Caliphate Nights* are also available – **Affect The Masses** (Expert), **An Offer You Can't Refuse** (Expert), **Astrometry** (Adapt), **Blend In** (Expert), **Dishonest Law\*** (Expert), **Eye For Treachery** (Warrior), **Grooming** (Expert), **Honest Law\*** (Expert), **Issue Challenge** (Warrior), **Master Storyteller** (Expert), **Merciful Combat** (Warrior), **Military Rank** (Warrior), **Navigation** (General)\*, **Plausible Deniability** (Expert), **Quotable Wit** (General), **Safe Passage** (Expert), **True Faith** (General), **Universal Appeal** (Expert).

The following Feats from *Mecha vs. Kaiju* are also available – **Advanced Strike** (Warrior), **Lifting** (General), **Unbalance Opponent** (Expert).

The following Feats from *Barrowed Time* are also available – **Combat Calm** (Warrior), **Combat Mastery** (Warrior), and **Improved Combat Calm** (Warrior)

Structural Feats from *Lux Aeternum* are allowed but are set up under Aliens and already built in. Character normally can not take them if they are not alien. BUT I might allow them for the ‘The Changed’ (Generic Experimentation) if someone wishes to play one of those (generally only Yeoman also).

\*Navigation is Stellar Navigation. In all other respects it is the same. Note also that Laws, etc apply to Imperial Law.

## NEW FEATS

- **Church Ordination** (General) – this feat can be taken multiple times. Those who choose the Church Path gains the first feat for free, all others must spend normal feats for them. Each time this feat is taken, he gains higher rank and prestige within the Church, and grants him +1 Wealth modifier. It also grants the character a +2 per time the feat is taken to Charisma based Skills for others within the Church; and +1 per time the feat is taken to all others in the Known Worlds. Those outside the Known Worlds are not subject to these modifiers as they do not put the same value on them as the people of the Empire do.

	<b>Orthodox/Avesti/Aeon</b>	<b>Brother Battle</b>	<b>Esclatonic</b>
1 <sup>st</sup> feat	Novitiate	Apprentice	Novitiate
2 <sup>nd</sup> feat	Canon	Oblate	Provost
3 <sup>rd</sup> feat	Deacon	Acolyte	Illuminatus
4 <sup>th</sup> feat	Bishop	Adept	Philosophus
5 <sup>th</sup> feat	Archbishop	Master	Magister

- **Guild Commission** (General) –this feat can be taken multiple times. Those who choose the Merchant Path gains the first feat for free, all others must spend normal feats for them. Each time this feat is taken, he gains higher rank and prestige within the Guilds, and grants him +1 Wealth modifier. It also grants the character a +2 per time the feat is taken to Charisma based Skills for others within the Guild; and +1 per time the feat is taken to all others in the Known Worlds. Those outside the Known Worlds are not subject to these modifiers as they do not put the same value on them as the people of the Empire do.

	<b>Charioteers</b>	<b>Engineers</b>	<b>Scravens</b>	<b>Muster</b>	<b>Reeves</b>
1 <sup>st</sup> feat	Ensign	Apprentice	Associate	Private	Associate
2 <sup>nd</sup> feat	Lieutenant	Entered	Genin	Sergeant	Chief
3 <sup>rd</sup> feat	Commander	Crafter	Boss	Lieutenant	Manager
4 <sup>th</sup> feat	Captain	Engineer	Consul	Captain	Director
5 <sup>th</sup> feat	Dean	Master	Dean	Colonel	Dean

- **Heavy Weapons** (General) – character is trained in the use of vehicle and starship mounted weapons. Without it he receives a -4 penalty to attack rolls.
- **Imperial Cohort Badge** (General) – you are an *aide de camp* one of the Emperor's Questing Knights (may not be a Noble). Grants +1 Reputation bonus and limited form of Safe Passage in that you can cross feudal borders without fees of taxation and Imperial rights and privileges. *Guilder Cohort* gain first claim on merchant routs while *Priest Cohort* gain first missionary claims and church rights. Also gain a small stipend to your Wealth each month (various but generally +1 or 2 each month)
- **Imperial Charter – Questing Knight** (General) – Nobles only, you are a second or third son or daughter who has taken up service for the Emperor and gain rights and privileges granted by the Imperial Seal. Grants +1 Reputation bonus, and a limited form of Safe Passage, allowing the Noble to avoid fees and taxation for feudal border crossing. Also granted a stipend of +2 or 3 toward your Wealth each month.
- **Noble Claw Feat** (Structural; Vorox only): Vorox who take the **Noble Title** (General) Feat are allowed to that the Noble Claw Feat (Structural). This feat grants the Vorox the right to have one thumb claw that does +1 damage, is lethal and has a toxic poisonous. This slow acting toxin starts affecting anyone hit with an unarmed attack after 1 minute, DC (fort) 11 and secondary Damage after 10 minutes DC (fort) 12 [damage 1d3 Con damage]
- **Noble Title** (General) – this feat can be taken multiple times. Those who choose the Noble Path gains the first feat for free, all others must spend normal feats for them. Each time this feat is taken, he gains higher rank and prestige within the Great Houses, and grants him +2 Wealth

modifier. It also grants the character a +2 per time the feat is taken to Charisma based Skills for others within the Nobility; and +1 per time the feat is taken to all others in the Known Worlds. Those outside the Known Worlds are not subject to these modifiers as they do not put the same value on them as the people of the Empire do.

1 <sup>st</sup> feat	Knight/Dame
2 <sup>nd</sup> feat	Baron/Baroness
3 <sup>rd</sup> feat	Earl or Marquis/Marquessa
4 <sup>th</sup> feat	Count/Countess
5 <sup>th</sup> feat	Duke/Duchess

- **Xeno-Empathy** (General) – the character has an in-depth understanding of 'Aliens' or others. They no longer receive the Xeno Penalty to Charisma skills or to Sense Motives when dealing with most Xeno. New ones that have never been encountered before will still cause the normal penalties, until the person has spent some time with them (1-4 weeks) after which they gain an understand of them.

## CYBERNETIC FEATS

I am going to use a somewhat modified version of *Ronin Arts True20 Cybernetics* rules for Fading Suns. The basic Cybernetic Drawback is the **Social Drawback** but note that counts for any *known* cybernetics (i.e. the Church fears those cybernetics that look human almost as much, due to their fear of 'Golems'). Damage Reduction is of course just a Toughness bonus, etc. Also note that many of these feats can be taken more than once (such as *Grafted Musculature*, etc).

Advanced Body Repair Weave, Anti-Flare Implant, Anti-Stun Implant, Body Repair Weave, Concealed Cybernetics, Cutting Edge Cybernetics, Cybernetic Voice Box, Data Archive (**Second Brain**), Dermal Camouflage, Echolocation Model, Enhanced Antibodies, External Weapon Mount, Fortified Skeleton, Grafted Musculature (**Goliath Skin**) (3), Gyroscopic Implant, Hearing Amplification, Identity Chip, Initiative Implant (**Lithe Wire**) (2), Injector Unit, Internal Compass, Internal Weapon Mount, Microcomputer, Mindscreen Implant, Nasal Filters, Nightvision Optics, Personality Chip (2), Prosthetic Arm, Prosthetic Leg, Subcutaneous Body Armor, Subcutaneous Cell Phone, Tactical Analysis Implant, Targeting Optics, Vehicle Link, Visual Amplification, Voice Stress Analyzer, Wired Nerves (3), Wireless Link.

Some additional cyber options are listed below...

**Aqua-Lung:** can extract oxygen out of water. Cybernetic gills are added to the neck (Notice 25)

**Arm Harpoon:** hidden ceramsteel darts are stealth in forearm. Hard to detect (Notice 25, Detect: Weapons 30) Ammo: 5, DMG: +2, DESC: Piercing, Crit: 20/+4, Rng: 30ft. COST: 12 for 5 additional rounds. Takes 1 minute to reload

**Centurion Knife:** hidden blade (or claws) stealth in forearms. Very hard to notice or detect with weapon detectors (Notice 25, Detect: Weapons 30) DMG: +2, Crit 19-20/+3, DESC: Slashing

**Engineer's Eye:** Requires: Nightvision Optics; grant +3 to Notice (vision) checks, magnifier (x10, Range increments 1.5) and microscopic magnification (+4 search involving 'small')

**Oxy-Lung:** internal lung storage 4 hour of oxygen. After storage is out it takes 24 hours before it can be used again

**Spy Eye:** Requires Targeting Optics; Eidetic Memory camera in eye and eye can be removed and left somewhere, etc.

## THE SUPERNATURAL

Psychic powers and the Occult, while rare, exist within the Known Worlds. There are two 'acceptable' forms of the Occult – Psychic Abilities and Theurgist Granted Powers. Generally only those associated with the Church can gain access to Theurgist Powers. Psychic Powers can appear just about in anyone, but the Church frowns on their use.

All Occult powers also have some Stigma attached to them, something that sets the occultist apart from the rest of humanity. Players should choose a Stigma for their characters and some "odd" affect when they use their powers.

Psychic Stigmas are often what medieval folk lore superstitions believe a occult person would be – hair between the eyebrows, an odd birthmark in the shape of a pentagram, a sudden drop in the temperature or their eyes glowing with witchlight when occult powers are being used.

Theurgist tend to be more religious in nature – lash marks that appear on the arms and back, all clothing worn eventually becomes stained with blood, unnaturally long bread that grows back overnight if cut, occasionally speaking in nonsense tongues, tears that run down the cheeks, or sleepwalking.

**Allowed Psychic Powers:** Beast Link, Body Control, Cold Shaping, Combat Sense, Dominate, Drain Vitality, Elemental Aura, Elemental Resistance, Energy Shaping, Enhance Abilities, Enhance Senses, Fire Shaping, Illusion, Manipulate Object, Mind Probe, Mind Reading, Mind Shaping, Mind Touch, Move Object, Pain, Psychic Blast, Psychic Reflection, Psychic Shield, Psychic Trap, Psychic Weapon, Scrying, Sense Minds, Suggestion, Supernatural Speed, Wind Shaping

**Allowed Theurgist Powers (all sects):** Baraka (see Caliphate Nights), Calm, Cure, Elemental Resistance, Heart Reading, Psychic Shield, Scrying, Second Sight, Sleep, Suggestion, and Ward

### Reserved Powers by Church Sects:

- Urth Orthodox: Heart Shaping, Light Shaping, Severance
- Brother Battle: Combat Sense, Elemental Resistance, Enhance Abilities, Supernatural Strike
- Eskatonic Order: True Seeing (see Caliphate Nights), Truth-Reading, Visions
- Temple Avesti (Avestiles): Fire Shaping, Pain, Psychic Blast
- Sanctuary Aeon (Amaltheans): Cure Blindness/Deafness, Cure Disease, Cure Poison

**Forbidden Powers** (generally these powers are not going to be allowed. Some of the might exist but they should not be available for characters): Apport, Blink, Computer Link, Phase, Plane Shift, Teleport, Wind Walk.

Powers not listed above might appear rarely in the Fading Suns Known Worlds, but no character should start out with any of these or be able to learn them without first seeking a teacher or experiencing a Miracle of some kind (GM call).

## EQUIPMENT

To better fit into the Fading Suns game-set I am recreating some of the Equipment Chart here. Many items found in True20 are not available or are very rare or re-names.

NOTE that very expensive items reduce ones Wealth score more than listed in True20. Items costing more than 25 reduce Wealth by an additional 1 (in addition to pt. lost for over 15).

## WEAPONS

MASTERWORK weapons add +1 to Attack checks and cost +5 more than a normal weapon.

MASTERCRAFTED weapons are even better, adding +2 to Attack checks and +1 to damage, but cost +12 more than a normal weapon.

## SIMPLE MELEE WEAPONS

**Brass Knuckles** (DMG: +1; CRIT: 20/+3; DMG DESCR: Bludgeoning; SIZE: Tiny; COST: 5)

**Club** (DMG: +2; CRIT: 20/+3; DMG DESCR: Bludgeoning; SIZE: Med; COST: 4)

**Knife** (DMG: +1; CRIT: 19-20/+3; DMG DESCR: Piercing; RNG INC: 10ft; SIZE: Tiny; COST: 6)

**Quarterstaff** (DMG: +2; CRIT: 20/+3; DMG DESCR: Bludgeoning; SIZE: Large; COST: 4)

**Sap** (DMG: +2; CRIT: 20/+3; DMG DESCR: Bludgeoning; SIZE: Small; COST: 3)

**Stun Baton** (DMG: Stun; CRIT: n/a; DMG DESCR: Stun; SIZE: Med; AMMO: 10 strikes; COST: 12; NOTE – targets hit must make a Fort save DC15 to avoid being Stunned. If affected, each round after they gain a new saves at +1 cumulative each round after the first. Battery last for 15 'hits')

**Tonfa** (DMG: +2; CRIT: 20/+3; DMG DESCR: Bludgeoning; SIZE: Med; COST: 6; NOTE – collapsible; Subtle not in use)

## MARTIAL MELEE WEAPONS

**Battle Axe** (DMG: +3; CRIT: 20/+4; DMG DESCR: Slashing; SIZE: Med; COST: 9)

**Rapier/Saber** (DMG: +2; CRIT: 18-20/+3; DMG DESCR: Slashing; SIZE: Med; COST: 12)

**Sword** (DMG: +3; CRIT: 19-20/+3; DMG DESCR: Slashing; SIZE: Med; COST: 11)

**Spear** (DMG: +3; CRIT: 19-20/+4; DMG DESCR: Piercing; RNG INC: 20ft; SIZE: Large; COST: 6)

**Warhammer** (DMG: +3; CRIT: 20/+4; DMG DESCR: Bludgeoning; RNG INC: 10ft; SIZE: Med; COST: 6)

**Vibro-blade** (DMG: +4; CRIT: 19-20/+3; DMG DESCR: Slashing and Energy; SIZE: Small; COST: 18; NOTE – power battery lasts for 20 rounds)

## EXOTIC MELEE WEAPONS

**Chain** (DMG: +2; CRIT: 20/+3; DMG DESCR: Bludgeoning; RNG INC: 10ft; SIZE: Large; COST: 5; NOTE – Chains have a 10ft reach and grant +2 too Disarm and Trip foes)

**Chainsword** (DMG: +6; CRIT: 20/+4; DMG DESCR: Slashing; SIZE: Medium; COST: 20; NOTE – power battery lasts for 30 rounds of continuous use)

**Flux Blade** (DMG: +6; CRIT: 19-20/+4; DMG DESCR: Energy; SIZE: Med; COST: 28; NOTE – flux blades ignore ½ Armor Toughness bonuses, except for Force Shields\*)

**Grankesh Blade** (DMG: +3; CRIT: 19-20/+3; DMG DESCR: Slashing or Piercing; RNG INC: 10ft; SIZE: Med; COST: 10; NOTE – this wpn is considered a Martial Weapon for Vorox)

**Nunchaku** (DMG: +2; CRIT: 20/+3; DMG DESCR: Bludgeoning; SIZE: Small; COST: 4)

**Whip** (DMG: +0; CRIT: 20/+3; DMG DESCR: Bludgeoning; RNG INC: 15ft; SIZE: Small; COST: 4; NOTE – Whips have a 15ft reach and grant +2 too Disarm and Trip foes)

**Whip, Barbed** (DMG: +1; CRIT: 20/+4; DMG DESCR: Bludgeoning; RNG INC: 15ft; SIZE: Small; COST: 4; NOTE – Whips have a 15ft reach and grant +2 too Disarm and Trip)

**Wireblade** (DMG: +3; CRIT: 18-20/+3; DMG DESCR: Slashing; SIZE: Med; COST: 24; NOTE – Wireblades ignore all Armor Toughness bonus, except vs. Force Shields, which get the full bonus. Power battery lasts for 30 rds of use\*)

\*Flux blades and Wireblades cannot be Parried, except with special materials or a comparable weapon (dodge defense only)

## SIMPLE RANGED WEAPONS

**Crossbow** (DMG: +4; CRIT: 19-20/+3; DMG DESCR: Piercing; RNG INC: 40ft; SIZE: Medium; COST: 11)

**Flamegun** (DMG: +6; CRIT: n/a; DMG DESCR: Fire; RNG INC: 50ft; SIZE: Large; AMMO: 15; COST: 16; NOTE – Flameguns do not require an “atk” roll, instead affect a 5ft line, 50ft long. Anyone in this line a Reflex saves DC15 for half dmg)

**Javelin** (DMG: +2; CRIT: 20/+3; DMG DESCR: Piercing; RNG INC: 30ft; SIZE: Medium; COST: 4)

**Stunner** (DMG: Stun; CRIT: n/a; DMG DESCR: Stun; RNG INC: 30ft; SIZE: Small; AMMO: 10; COST: 13; NOTE – targets hit must make a Fort save DC15 to avoid being Stunned. If affected, each round after they gain a new saves at +1 cumulative each round after the first)

## MARTIAL RANGED WEAPONS

**Bow, Hunting** (DMG: +2; CRIT: 20/+4; DMG DESCR: Piercing; RNG INC: 60ft; SIZE: Large; COST: 8)

**Bow, Military** (DMG: +3; CRIT: 20/+4; DMG DESCR: Piercing; RNG INC: 80ft; SIZE: Large; COST: 11; NOTE – can add Str bonus up to a max of +5; add +1 cost for each pt.)

**Shuriken** (DMG: +1; CRIT: 20/+3; DMG DESCR: Piercing, Autofire; RNG INC: 10ft; SIZE: Tiny; COST: 3; NOTE – do not add Str bonus to damage)

## EXOTIC RANGEED WEAPONS

**Bolo** (DMG: Entangle; CRIT: n/a; DMG DESCR: n/a; RNG INC: 40ft; SIZE: Small; COST: 3; NOTE – targets must make a Reflex DC14 save to avoid being entangled)

**Boomerang** (DMG: +2; CRIT: 20/+4; DMG DESCR: Bludgeoning; RNG INC: 20ft; SIZE: Small; COST: 2; NOTE – boomerangs that fail to hit return to the atks hand next round)

**Furthanga Bow** (DMG: +4; CRIT: 19-20/+4; DMG DESCR: Piercing; RNG INC: 80ft; SIZE: Huge; COST: 13; NOTE – this weapon is a Martial weapon for Large creatures with at least 3 arms [Vorox]; can also add up to +6 Str bonus; +1 cost per pt.)

## FIREARMS

**Autofeet Pistol, Lt.** (DMG: +2; CRIT: 20/+3; DMG DESCR: Ballistic; RNG INC: 20ft; SIZE: Tiny; AMMO: 5; COST: 14)

**Autofeet Pistol, Md.** (DMG: +3; CRIT: 20/+3; DMG DESCR: Ballistic; RNG INC: 30ft; SIZE: Small; AMMO: 15; COST: 16)

**Autofeet Pistol, Hvy.** (DMG: +4; CRIT: 20/+3; DMG DESCR: Ballistic; RNG INC: 40ft; SIZE: Medium; AMMO: 8; COST: 17)

**Blaster Pistol** (DMG: +5; CRIT: 20/+3; DMG DESCR: Energy; RNG INC: 30ft; SIZE: Medium; AMMO: 10; COST: 21)

**Blaster Rifle** (DMG: +8; CRIT: 20/+3; DMG DESCR: Energy; RNG INC: 60ft; SIZE: Large; AMMO: 10; COST: 23)

**Derringer, break** (DMG: +2; CRIT: 20/+3; DMG DESCR: Ballistic; RNG INC: 20ft; SIZE: Tiny; AMMO: 2; COST: 12)

**Derringer, revolver** (DMG: +2; CRIT: 20/+3; DMG DESCR: Ballistic; RNG INC: 20ft; SIZE: Tiny; AMMO: 4; COST: 13)

**Laser, Palm** (DMG: +3; CRIT: 19-20/+3; DMG DESCR: Energy; RNG INC: 50ft; SIZE: Tiny; AMMO: 4; COST: 18)

**Laser, Pistol** (DMG: +4; CRIT: 19-20/+3; DMG DESCR: Energy; RNG INC: 60ft; SIZE: Small; AMMO: 15; COST: 20)

**Laser, Rifle** (DMG: +4; CRIT: 19-20/+3; DMG DESCR: Energy; RNG INC: 120ft; SIZE: Large; AMMO: 20; COST: 21)

**Machine Gun, Light** (DMG: +5; CRIT: 20/+3; DMG DESCR: Ballistic and Autofire; RNG INC: 50ft; SIZE: Large; AMMO: 50 [or 100 round belt]; COST: 21)

**Revolver, Lt.** (DMG: +2; CRIT: 20/+4; DMG DESCR: Ballistic; RNG INC: 20ft; SIZE: Small; AMMO: 6; COST: 14)

**Revolver, Md.** (DMG: +3; CRIT: 20/+4; DMG DESCR: Ballistic; RNG INC: 30ft; SIZE: Small; AMMO: 6; COST: 15)

**Revolver, Hvy.** (DMG: +4; CRIT: 20/+4; DMG DESCR: Ballistic; RNG INC: 40ft; SIZE: Medium; AMMO: 6; COST: 16)

**Rifle, Assault** (DMG: +5; CRIT: 20/+3; DMG DESCR: Ballistic and Autofire; RNG INC: 80ft; SIZE: Large; AMMO: 30; COST: 18)

**Rifle, Hunting** (DMG: +6; CRIT: 20/+3; DMG DESCR: Ballistic; RNG INC: 100ft; SIZE: Large; AMMO: 7; COST: 15)

**Rifle, Imperial** (DMG: +5; CRIT: 20/+4; DMG DESCR: Ballistic and Autofire; RNG INC: 80ft; SIZE: Large; AMMO: 40; COST: 19)

**Rifle, Sniper** (DMG: +7; CRIT: 19-20/+4; DMG DESCR: Ballistic; RNG INC: 250ft; SIZE: Large; AMMO: 10; COST: 22)  
**Shotgun (buckshot/slug)** (DMG: +5/+6; CRIT: 20/+3; DMG DESCR: Ballistic; RNG INC: 30ft; SIZE: Large; AMMO: 7; COST: 15; NOTE – buckshot +1 atk roll, slug -1 atk roll)  
**SMG** (DMG: +4; CRIT: 20/+3; DMG DESCR: Ballistic and Autofire; RNG INC: 60ft; SIZE: Med; AMMO: 40; COST: 17)  
**Splinter Pistol** (DMG: +5; CRIT: 19-20/+4; DMG DESCR: Piercing; RNG INC: 40ft; SIZE: Medium; AMMO: 10; COST: 20; NOTE – needle burst round +1 atk rolls)  
**Splinter Carbine** (DMG: +6; CRIT: 19-20/+4; DMG DESCR: Piercing; RNG INC: 50ft; SIZE: Large; AMMO: 15; COST: 22; NOTE – needle burst round +1 atk rolls)

#### GRENADES AND EXPLOSIVES

**Fragmentation** (EFFECT: +5 DMG explosive; RADIUS: 30ft; REFLEX SAVE: 15; SIZE: Tiny; COST: 15)  
**Smoke** (EFFECT: visual cover; RADIUS: 20ft; REFLEX SAVE: n/a; SIZE: Small; COST: 5)  
**Flash-Bang** (EFFECT: blinding/deafening (Fortitude 16); RADIUS: 20ft; REFLEX SAVE: 14; SIZE: Tiny; COST: 16)  
**Sleep Gas** (EFFECT: fatigue (Fortitude 18); RADIUS: 20ft; REFLEX SAVE: 14; SIZE: Tiny; COST: 12)  
**Tear Gas** (EFFECT: blindness/nauseating (Fortitude 16, 16); RADIUS: 40ft; REFLEX SAVE: 14; SIZE: Small; COST: 18)  
**Dynamite** (EFFECT: +5 DMG explosive; RADIUS: 50ft; REFLEX SAVE: 15; SIZE: Tiny; COST: 15)  
**Plastic Explosives** (EFFECT: +10 DMG explosive; RADIUS: 100ft; REFLEX SAVE: 20; SIZE: Small; COST: 30)

#### ARMOR

NOTE Armor Check Penalty applies to the wearer's Acrobatics, Climb, Escape Artist, Jump, Sleight of Hands, Stealth and Swim checks. Anyone not proficient with the armor gains an additional -1 ACP and also applies these penalties to their Base Attack and Defense.

MASTERWORK armor lowers the ACP by 1, to a minimum of 0 and add +3 to the cost of the item.

MASTERCRAFTED armor lowers the ACP by 2, to a minimum of 0 and adds +1 to the Toughness Bonus to any Medium or Heavy armor. It increases the cost of normal armor by +10.

SIMPLE ARMOR (no proficiency required)

**Padded clothing** (TOUGH BONUS: +1; ACP: -1; COST: 12)  
**Synthesilk bodyglove** (TOUGH BONUS: +1; ACP: 0; COST: 15; NOTE – can wear any Energy Shields; Subtle)  
**Undercover shirt** (TOUGH BONUS: +2; ACP: -1; COST: 15; NOTE - Subtle)  
**Space suit** (TOUGH BONUS: +2; ACP: -3; COST: 17; NOTE – sealed from Vacuum, 8 hour reserve)

#### LIGHT ARMOR

**Leather** (TOUGH BONUS: +1; ACP: 0; COST: 10)  
**Studded leather** (TOUGH BONUS: +2; ACP: -1; COST: 12)  
**Polymer Knit** (TOUGH BONUS: +2 [+4 vs. ballistic dmg]; ACP: -1; COST: 15)  
**Stiffsynth bodyglove** (TOUGH BONUS: +3; ACP: -1; COST: 17; NOTE – can wear Dueling shields or better)  
**Undercover vest** (TOUGH BONUS: +3; ACP: -1; COST: 16; NOTE - Subtle)

#### MEDIUM ARMOR

**Mail Hauberk** (TOUGH BONUS: +3 [+2 vs. Ballistic and Energy damage; ACP: -3; COST: 15)  
**Breast Plate** (TOUGH BONUS: +4 [+2 vs. Ballistic and Energy damage]; ACP: -3; COST: 17)  
**Tactical Vest** (TOUGH BONUS: +4; ACP: -2; COST: 18)

#### HEAVY ARMOR

**Half-Plate** (TOUGH BONUS: +5 [+3 vs. Ballistic and Energy damage]; ACP: -5; COST: 18)  
**Plate Armor** (TOUGH BONUS: +6 [+4 vs. Ballistic and Energy damage]; ACP: -6; COST: 20)  
**Armored Space Suit** (TOUGH BONUS: +5; ACP: -6; COST: 19; NOTE – sealed from Vacuum, 8 hour reserve)  
**Ceramsteel** (TOUGH BONUS: +7; ACP: -4; COST: 26. NOTE – Can be sealed vs. Vacuum +2 cost)  
**Battle Adapt “Robes”** (TOUGH BONUS: +8; ACP: -5; COST: 30\*; NOTE – Adds +2 bonus to Str, base Move +10ft, and is 'sealed' from Vacuum. Power and life support lasts for up to 8 hours. NOTE very rarely sold)

#### SPECIAL

**Flame retardant coating** (TOUGH BONUS: +0 [+6 vs. flame] COST: +3 base armor cost; NOTE can be applied to any armor or clothing except Energy Shields)  
**Psychic Cloak** (TOUGH BONUS: +0 [+4 to all saves vs. psychic powers and attacks]; ACP: -1; COST: 23)

#### SHIELDS

**Buckler** (PARRY BONUS: +1 vs. Melee; ACP: 0; COST: 5)  
**Medium shields** (PARRY BONUS: +2 vs. Melee and +1 Dodge vs. simple ranged wpns; ACP: -1; COST: 8)  
**Large-shield** (PARRY BONUS: +4 vs. Melee and +4 Dodge vs. simple ranged wpns; ACP: -3; COST: 12)  
**Bullet proofing** (COST: +4 base cost; Dodge Bonus vs. simple ranged attacks also applies vs. Ballistic attacks. May not be added to Bucklers)  
**Razor-Edge** (COST: +2 to base cost, can Attack with shield – DMG: +2; CRIT: 20/+3; DMG DESCR: Slashing)

#### ENERGY SHIELDS

Energy shields do not always active; any time the wearer is struck, make DC 10 vs. most advanced weapons, and DC 15 vs. melee and primitive ranged attacks. Add the weapon's Damage bonus (including Str bonus but not from Attack Specialization) to this 'DC Check'. Energy Shields only stop a number of 'Hits' before they need to be recharged. Synthesilk can be worn under any shield and combine it bonus. In fact, normally a Standard Shield may not be combined with any armor but the Synthesilk. As such, Stiffsynth can be worn with any shield but Standard. Assault Shields can be combined with any Light or Simple armor. Battle Shields can be combined with any Armor! Standard and Dueling Shields are Subtle and can be disguised as jewelry, etc. NOTE – that shields are considered 'Impervious' and any Damage Bonus less the 6 that the shield absorbs is ignored (it still counts as a 'Hit' but the wearer does not have to make a Toughness Save. Bonuses from Autofire or Specialization do not add to the 'base' damage of the weapon for purpose of determining whether or not the shield is impervious to the attack).

All shields provide a Toughness Bonus +6 [+3 vs. Blasters and Fire damage] if they activate.

**Standard** (HITS: 10; COST: 22)  
**Dueling** (HITS: 15; COST: 24)  
**Assault** (HITS: 20; COST: 26)  
**Battle** (HITS: 30; COST: 29)

#### MISCELLANEOUS EQUIPMENT

##### WEAPON ACCESSORIES

**Ammo, slugthrowers** (COST: 5 for 1 clip)  
**Ammo, power battery weapons** (COST: 7 for 1 clip)  
**Laser Sights** (+1 bonus to attack with that weapon; COST: 15)  
**Scope** (double bonuses for Aiming; COST: 11)  
**Suppressor** (increases Hearing DC Notice-checks for firearm fitted with suppressor by +10; COST: 12)

## THINK MACHINES (Computers)

The Church frowns on machines that rob man of his unique place in the universe and as such many of these machines are not as smart as they should be.

**Accountant:** tracking of costs and profits, pocket secretary journal unit included (Profession +10, Cost: 14)

**Mapper:** roll-out clear plastic map-board hand wand, with GPS built in (Knowledge [local] area +10 to all rolls to figure out where you are. Cost: 19)

**Facial Scanner:** recognize facial features even through disguises (bonus +10 to Notice to recognize someone. Cost: 21)

**Hierarchy:** wrist personal data management computer (Photographic memory recorder and camera; COST: 20)

**Library:** stores vast amounts of lore in a hand-help unit (three craft or knowledge skills, each +8; COST: 22)

**Advisor:** A.I. that can 'think' and fairly illegal (INT: +6, plus any three INT skills at +8 each; COST: 30)

## MEDICAL GEAR

**Elixir:** tissue regen serum (Heals 1 lethal injury and bruised wound immediately and then allows four "recovery" checks, one every minute after that. COST: 15 for five doses)

**Expedition Medpac:** advanced (+2 medicine rolls; Cost: 15)

**Medpac:** basic (required to use Medicine properly; COST: 12)

**Nanotech Medpac:** super-advanced medpac (+2 medicine rolls and halves time for 'recovery' check; COST: 20)

**Surgery Kit:** required to use (COST: 16)

## COMMUNICATIONS

**Squawker:** head-set ear and throat mik, 5 miles max range under perfect conditions (COST: 14)

**Whisper Pin:** ear and pin mik, 5 miles max range under perfect conditions (Subtle; COST: 17)

**Starlight LRCD:** box with satellite uplink unit, range with satellite routing planetary, otherwise 50 miles (COST: 19)

**Image/Magic Lantern:** holographic data projector and communication unit (COST: 22)

## LIGHT

**Pen-Light:** small hand or helm mt light up to 50ft (COST: 10)

**Flashlight:** hand-held, out to 200ft (COST: 8)

**Lantern:** electrical powered hand lantern, 50ft radius or out to 500ft protection (COST: 14)

**Low-Light Goggles** (COST: 16)

## TOOLS

**Mech Tools:** required for mechanical craft (COST: 14)

**Volt Tools:** required for electrical craft skill (COST: 15)

**Hi-Tech Tools:** different kinds of Hi-Tech Tools, each give a +2 to related Craft and Knowledge Skill checks (Energy Kit, COST: 18; Hovercraft Kit, COST: 22; Stardrive Kit, COST: 26)

## SECURITY SYSTEMS, COUNTER-SYSTEMS

**Binoculars:** allow visual magnification up to x7 (COST: 10)

**Binocular, MX:** holo magnification up to x20 (COST: 15)

**Camo-Bodyglove:** camo-clothing (+4 Stealth; COST: 16)

**Detector, Weapon:** hand-wand unit (Detect – Weapons, Notice +10; COST: 24)

**Detector, Explosive:** hand-wand unit (Detect – Explosives, Notice +10; COST: 22)

**Detector, Cybernetic:** hand-wand unit (Detect – Cybernetics and robotics, Notice +10; COST: 25)

**Gen-Lock:** scan genetic code of owner before lock will open (Disable Device 30; COST: 21)

**Manacles:** iron hand and foot restraints (Escape Artist DC 22, break Str DC 25; COST: 11)

**Magna-Lock:** mag-locks (Disable Device 25; COST: 15)

**Scrambler Pad:** (+6 to electronic Disable Device; COST: 20)

**Wellesley Lock:** base lock (Disable Device: 20; COST: 8)

## OCCULT AND THEURGIST ITEMS

**Focus Crystal:** minor psychic focus (+1 to one specific Occult/Psychic power; COST: 20)

**Greater Focus Crystal:** large psychic focus (+1 to all Psychic powers or +3 to one specific power; COST: 30)

**Blessed Weapon:** melee weapon blessed by a Saint or important figure ('supernatural' and +1 to attack and damage; COST: 30, or weapon cost +10, whichever is greater)

**Minor Relic:** some minor religious icon, vestments, etc (+1 to one specific Theurgist occult power; COST: 20)

**Greater Relic:** some important religious icon (+1 to all Theurgist occult powers or +3 to one specific power; COST: 30)

## GOLEMS

Golems are very rare and the Church is very wary of them in any form (for the take away from the uniqueness of mankind in the universe), hence the increased cost.

**Companion** built to be as human like as possible and to specific owners 'requests' (COST: 30): Medium Constructs 2; Init +1; Spd 40ft; DEF Dodge 12, Flat 11; Grpl +1; Atk +1 melee (unarmed strike +0 dmg, crit 20/+3); SV: Toughness +3, Fortitude n/a, Reflex +1, Willpower n/a; Str +0, Dex +1, Con n/a, Int +2, Wis +0, Cha +6; Skills: Computer +8, Diplomacy +8, plus any one other at +8; Feats: Eidetic Memory, Toughness 3; Special Qualities: Construct Traits

**Ogre Labour** basic labour unit, for heavy work (COST: 24) Large Constructs 4; Init -1; Spd 30ft; DEF Dodge 11, Flat 10; Grpl +10; Atk +6 melee (unarmed strike +8 dmg, crit 20/+3); SV: Toughness +6, Fortitude n/a, Reflex +0, Willpower n/a; Str +6\*, Dex -1, Con n/a, Int +0, Wis +0, Cha +0; Skills: Notice +2; Feats: Toughness 6; Special Qualities: Construct Traits

**Scout** advanced 'protection' model (COST: 34) Medium Constructs 4; Init +1; Spd 50ft; DEF Dodge 12, Flat 11; Grpl +6; Atk +6 melee (unarmed strike +4 dmg, crit 20/+3); SV: Toughness +4, Fortitude n/a, Reflex +3, Willpower n/a; Str +2, Dex +2, Con n/a, Int +1, Wis +0, Cha +0; Skills: Notice +8, Stealth +8, Survival +8; Feats: Eidetic Memory, Tracking, Toughness 4; Special Qualities: Construct Traits

**Teacher** 'teacher', advisor and companion model with very advanced A.I. the most illegal (COST: 37) Medium Constructs 4; Init +0; Spd 30ft; DEF Dodge 13, Flat 11; Grpl +2; Atk +2 melee (unarmed strike +1 dmg, crit 20/+3); SV: Toughness +4, Fortitude n/a, Reflex +1, Willpower n/a; Str +0, Dex +0, Con n/a, Int +6, Wis +0, Cha +2; Skills: Computer +13, Diplomacy +8, plus any four Knowledge or Craft skills at +8 each; Feats: Eidetic Memory, Skill Focus (Computers), Toughness 4; Special Qualities: Construct Traits

## ANIMALS COMPANIONS AND RIDING BEASTS

**Malador Phantom:** small monkey like animal that are believed to be 'lucky'. They are rare, and the Church frowns on their ownership. Grants owner +1 Convection point so long as they are 'petted' and cared for daily (Cost: 19); Tiny animal 1; Init +3; Spd 15ft; DEF Dodge 16, Flat 13; Grpl -10; Atk +6 melee (bite -3 dmg, crit 20/+3); SV: Toughness -1, Fortitude +1, Reflex +5, Willpower +1; Str -3, Dex +3, Con +1, Int -3, Wis +1, Cha +0; Skills: Climb +9, Jump +9, Notice +1, Stealth +11; Feats: Small Finesse (Dex instead of Str for climbing & jump), Talented (+2 climb and jump); Special Qualities: Lucky

**Knell Snake:** tiny poisonous snake popular with psychics. Of course the Church has declared them illegal, hence the increase cost. Owner's who have Beast-Link, gain a +1 to all Occult powers when in skin-to-skin contact with the Knell (COST: 26); Tiny animal; Init +; Spd 10ft; DEF Dodge 14, Flat 13; Grpl -10; Atk +5 melee (bite + dmg, crit 20/+3); SV: Toughness -2, Fortitude +2, Reflex +2, Willpower +0; Str -3, Dex +2, Con +0, Int -4, Wis +0, Cha +0; Skills: Stealth +14; Feats: Hide-In-Plain Sight; Special Qualities: Poisonous bite (initial Fort DC 12, secondary Fort DC 13, damage each is 1d3 Con and Dex score), bonus to psychic abilities.



**Guard Dog:** common guard animal (COST: 12); Medium animal 2; Init +2; Spd 50ft; DEF Dodge 14, Flat 11; Grpl +3; Atk +4 melee (bite +2 dmg, crit 20/+3); SV: Toughness +2, Fortitude +3, Reflex +2, Willpower +2; Str +1, Dex +2, Con +1, Int -4, Wis +2, Cha +0; Skills: Notice +6, Stealth +6, Survival +2\*; Feats: Weapon Focus (bite), Toughness; Special Qualities: Scent (+4 to survival for tracking), Low-Light Vision

**Gurdvulf:** genetically breed from wolves and wolf like animals, they are favored war-dog and companions. (Cost: 17); Medium animal 3; Init +2; Spd 50ft; DEF Dodge 15, Flat 12; Grpl +6; Atk +6 melee (bite +5 dmg, crit 20/+3); SV: Toughness +4, Fortitude +5, Reflex +3, Willpower +2; Str +3, Dex +2, Con +2, Int -3, Wis +1, Cha +0; Skills: Notice +8, Stealth +4, Survival +8\*; Feats: Talented (notice and survival), Toughness (x2); Special Qualities: Heightened Scent (+8 to survival for tracking), Low-Light Vision

**Skerra:** genetically breed tiger like animal with red and green fur. They are very loyal to their owners and common in Hazat lands (COST: 21); Large animal 5; Init +6; Spd 50ft; DEF Dodge 16, Flat 11; Grpl +14; Atk +9 melee (bite +8 dmg, crit 20/+3); SV: Toughness +4, Fortitude +5, Reflex +3, Willpower +2; Str +6, Dex +2, Con +2, Int -4, Wis +1, Cha +0; Skills: Intimidate +8, Notice +8, Stealth +4\*, Survival +8; Feats: Improved Initiative, Toughness; Special Qualities: In native surroundings +4 to Stealth, Low-Light Vision, Scent

**Riding Horse:** common riding animal (COST: 14); Large animal 2; Init +1; Spd 60ft; DEF Dodge 12, Flat 11; Grpl +9; Atk +4 melee (bite or hoof +4 dmg, crit 20/+3); SV: Toughness +2, Fortitude +4, Reflex +1, Willpower +0; Str +3, Dex +1, Con +1, Int -4, Wis +0, Cha +0; Skills: Notice +6; Feats: Running; Special Qualities: none

**War Horse:** breed for war, large war steeds. Cost: 20+; Large animal 4; Init +1; Spd 50ft; DEF Dodge 14, Flat 11; Grpl +12; Atk +8 melee (bite or hoof +6 dmg, crit 20/+3); SV: Toughness +4, Fortitude +6, Reflex +2, Willpower +1; Str +5, Dex +1, Con +2, Int -4, Wis +0, Cha +0; Skills: Notice +8; Feats: Toughness; Special Qualities: none

**Chervin:** goat-like riding animal native of Hira, they have excellent endurance and surefootedness (COST: 19); Large animal 3; Init +0; Spd 50ft; DEF Dodge 12, Flat 10; Grpl +11; Atk +6 melee (bite +5 dmg, crit 20/+3); SV: Toughness +4, Fortitude +5, Reflex +1, Willpower +2; Str +4, Dex +0, Con +2, Int -4, Wis +1, Cha +0; Skills: Climb +10, Notice +7; Feats: Toughness; Special Qualities: none

**Pherizas ('Spitters'):** two-legged riding lizards popular among nobles. (COST: 23); Large animal 4; Init +6; Spd 60ft; DEF Dodge 15, Flat 11; Grpl +11; Atk +6 melee (bite +5 dmg, crit 20/+3); SV: Toughness +4, Fortitude +6, Reflex +3, Willpower +1; Str +3, Dex +2, Con +2, Int -4, Wis +0, Cha +0; Skills: Notice +7; Feats: Improved Initiative, Toughness; Special Qualities: Blinding-Spit (Ref save DC 15, or blinded)

**Brute Grogs:** huge four legged dinosaur-like beast of burden often employed to pull Brute carts, and the like. (COST: 25); Huge animal 4; Init -1; Spd 20ft; DEF Dodge 12, Flat 12; Grpl +21; Atk +6 melee (trample +10 dmg, crit 20/+3); SV: Toughness +8, Fortitude +6, Reflex +0, Willpower +1; Reputation +0; Conviction 0; Str +9, Dex -1, Con +2, Int -4, Wis +0, Cha +0; Skills: Notice +6; Feats: Toughness (x4); Special Qualities: none

## VEHICLES

Armor Rating for vehicles and structures – is added to the structures Toughness saves. This armor is 'Impervious' and if the weapon has a damage rating less than the Armor Rating then it does not cause a Toughness save.

Heavy Weapons and Armor Penetrations – this rating lowers a vehicle or structures 'Armor Rating' only.

Force Field Energy Shields are just like personal shields, except that each 'Hit' also lowers the Shield rating by 1.

**BEAST CRAFT** - Beast drawn craft (most Move is variable).

**Cart:** 2 wheeled cart; Size: Large; DEF: 9; Move: 16MPH\*; Toughness: 5; Armor: 0; Occupants: 1c +4p and 500lbs cargo; Cost: 13 (requires at least one beast of burden)

**Wagon:** 4 wheeled medium cart; Size: Large; DEF: 9; Move: 8MPH\*; Toughness: 6; Armor: 0; Occupants: 1c +8p and 1ton of cargo; Cost: 15 (requires at least two beasts of burden)

**Brute Cart:** 6 very large wheeled wagon; Size: Huge; DEF: 8; Move: 4MPH\*; Toughness: 8; Armor: 0; Occupants: 1c +12p + 2tons of cargo; Cost: 17 (requires four to six beasts of burden)

## LANDCRAFT, MOTORED

**Motorcycle:** two wheeled, off-road, rugged motor bike; Size: Medium; DEF: 13; Move: 150MPH; Toughness: 8; Armor: 0; Occupants: 1c +1P; Cost: 24

**Passenger Landcar:** four wheeled, street land vehicle; Size: Large (-1 attack); DEF: 10; Move: 120MPH; Toughness: 11; Armor: 0; Occupants: 1c +3P (500lbs cargo); Cost: 26

**Utility Land Carrier:** four wheeled, off road, cargo and explorer land truck; Size: Huge (-2 attack); DEF: 10; Move: 100MPH; Toughness: 12; Armor: 2; Occupants: 1c +6P +1ton of cargo; Cost (PP): 28

**Tracked Super-Transport:** large, two tracked heavy land transport; Size: Gargantuan (-4 attack); DEF: 6; Move: 60 MPH; Toughness: 15; Armor: 4; Occupants: 8c +10K tons cargo; Cost: 35

## SKIMMERS - Hovercraft vehicles.

**Floater-Bike:** hover bike; Size: Medium; DEF: 17; Move: 200MPH (15ft max elevation); Toughness: 8; Armor: 0; Occupants: 1c +1p (50lbs of cargo); Cost: 29

**Floater Pack:** backpack hover-jet system; Size: Small; DEF: wearer's; Move: 80MPH (50ft max elevation); Toughness: 6; Armor: 0; Occupant: 1c; Cost: 28

**Utility Floater-truck:** hover, ground-effect transport vehicle; Size: Huge (-2 attack); DEF: 12; Move: 120MPH (5ft max elevation); Toughness: 11; Armor: 0; Occupants: 1c +6P +1,000lbs cargo; Cost: 32

## FLITTERS – advance hover craft (anti-grav tech)

**Air Bike:** advanced (and very expensive) anti-grav bike; Size: Medium; DEF: 18; Move: 250 MPH; Toughness: 7; Armor: 0; Occupants: 1c +1p; Cost: 38

**Air Yacht:** noble 'open' topped pleasure barge; Size: Colossal (-8 attack); DEF: 6; Move: 100MPH; Toughness: 12; Armor: 0; Occupants: 12c +80p (5 tons cargo); Cost: 41

## HOPPERS – high altitude (near orbit) high speed aircraft

**Transcontinental Hopper:** super-sonic air transport; Size: Colossal (-8 attack); DEF: 11; Move: 3,000MPH; Toughness: 12; Armor: 0; Occupants: 4c +10p (5 tons cargo); Cost: 38

## WAR VEHICLES

**Floater APC:** armored floater personal/troop carrier, ground effect vehicle; Size: Huge (-2 attack); DEF: 11; Move: 120MPH (5ft max elevation); Toughness: 13; Armor: 8; Occupants: 2c +10p; WNP: Two spiral side Blaster cannons (targeting +1, Dmg +10, Armor Pen 4, Range Increment 200ft); Cost: 38

**Floater Tank:** military hover tank land vehicle; Size: Huge (-2 attack); DEF: 10; Move: 80MPH (5ft max elevation); Toughness: 15; Armor: 15; Occupants: 4c; WNP: Turret mounted Hvy Blaster cannon II (targeting +1 attack, Dmg +18, Armor Pen 6, Range Increment 180ft); and Two spiral side turret Blaster cannons (targeting +1 attack, Dmg +10, Armor Pen 4, Range Increment 500ft), One Chaingun slugthrower spiral turret (targeting +1 attack, Dmg +8, Armor Pen 2, Autofire, Range Increment 100ft, Magazine 200) Cost: 40

**Attack Aerocraft:** military attack aircraft; Size: Huge (-2 attack); DEF: 16; Move: 1,000MPH; Toughness: 12; Armor: 2; Occupants: 2c; WPN: One forward mounted hvy. Chaingun



slugthrower (targeting +2 attack; Dmg +10, Armor Pen 2, Autofire, Range Increment 100ft, Magazine 200) and air-to-air anti-aero missiles (targeting +0 attack; Dmg +14, Armor Pen 4, Ranged Increment 1,000ft, 4 missiles); Cost: 42

#### SPACECRAFT

'Landers' can land on planetary surfaces and take off again. 'Jump' is how many trips a ship can make back and forth between Jumpgate locations before requiring it to be refueled. Refueling normally costs 20 per 'Jump Trip' Move: Space determines max cruising speed and how long it takes a ship to reach a systems Jumpgate (generally around 80 to 100 AU from the system's sun). Space Move: 4 – twenty days, 5 – fifteen days, 6 – ten days, 7 – four days

**Cargo Shuttle/Landers:** mostly used as cargo or passenger landers for ships that cannot land on planets; Size: Gargantuan (-4 attack) Lander; DEF: 10; Move: space 5, speed 30,000 MPH, Jump 1; Toughness: 12; Armor: 8; Occupants: 2c +8p, 10tons cargo (cargo only 20ton, passenger only +32p); Cost: 40  
**Starfighter:** attack starcraft, one man with no interstellar capacity; Size: Gargantuan (-4 attack) Lander; DEF: 16; Move: space 10, speed 80,000 MPH, Jump 0; Toughness: 13; Armor: 4; Shields: 8; Occupants: 1c; WPN: Forward linked dual-Blaster Cannons MkI (targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8); and Forward Energy (general fire) torpedo bay (targeting +0, Dmg +12, Armor Pen 8, Space Range 0, Magazine 10); Cost: 48

**Starfighter/bomber:** attack and bomber starcraft, with no interstellar capacity; Size: Gargantuan (-4 attack) Lander; DEF: 14; Move: space 8, speed 60,000MPH, Jump 0; Toughness: 14; Armor: 6; Shields: 8; Occupants: 3c; WPN: Forward linked dual-Blaster Cannons (targeting +1 attack, Dmg +14, Armor Pen 4, Space Range 7) and One spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8) and Bomb Bay (*typical missile*) Anti-capital torpedo (targeting +0 attack, Dmg +18, Armor Pen 10, Space Range 14, Magazine 4); Cost: 50 without bombs (pack of 4 torp costs 30)

**Courier:** fast message and mail craft. Size: Colossal (-8 attack) Lander; DEF: 12; Move: space 7, speed 50,000MPH, Jump 4; Toughness: 15; Armor: 8; Shields: 6; Occupants: 2c (80 tons cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: 48

**Explorer:** common stellar explorer; Size: Colossal (-8 attack), Lander; DEF: 8; Move: space 6, speed 40,000MPH, Jump 6; Toughness: 14; Armor: 8; Shields: 4; Occupants: 2c +6p (50 tons cargo); WPN: One spiral mounted dual linked Blaster Cannons MkI (targeting +2 attack, DMG +15, Armor Pen 4, Space Rg 8) Cost: 49

**Free Trader:** common Charioteers free trader; Size: Colossal (-8 attack), Lander; DEF: 6; Move: space 5, speed 30,000MPH, Jump 2; Toughness: 14; Armor: 8; Shields: 0; Occupants: 2c +6p (330 tons cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +1 attack, Dmg +15, Armor Pen 4, Space Rg 8); Cost: 48

**Luxury light cruiser:** starcraft for easy travel in comfort; Size: Colossal (-8 attack) Lander; DEF: 10; Move: space 6, speed 40,000MPH, Jump 4; Toughness: 16; Armor: 8; Shields: 8; Occupants: 2c +8p (10 tons cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +4 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: 58

**Medium Freighter:** another common Charioteers trader, one of the largest ships capable of landing on planet surfaces; Size: Awesome (-12 attack) Lander; DEF: 6; Move: space 5, speed 30,000MPH, Jump 2; Toughness: 18; Armor: 7; Shields: 0; Occupants: 4c +8p (5K tons of cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +1 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: 53

**Interceptor:** fast system patrol starcraft; Size: Awesome (-12 attack); DEF: 10; Move: space 7, speed 50,000, Jump 4; Toughness: 18; Armor: 12; Shields: 12; Occupants: 8c +20p (10 tons of cargo); WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +4 attack, Dmg +15, Armor Pen 4, Space Range 8) and One spiral mount Ion Cannon MkIA (targeting +4 attack, Dmg +8 [+24 vs. electronics/vehicles], Range 6) and One forward Lasconnon (targeting +2 attack, Dmg +18, Armor Pen 4, Space Range 9) and Bomb Bay (typical missile) Lt. Anti-capital torp (targeting +0 attack, Dmg +18, Armor Pen 10, Space Range 14, Magazine 8); Cost: n/a

**Bulk Freighter:** one of the largest ships every built, the Charioteer bulk cargo transports; Size: Awesome II (-16 attack); DEF: -2; Move: space 4, speed 20,000MPH, Jump 4; Toughness: 20; Armor: 8; Shields: 0; Occupants: 12c +500K tons cargo; WPN: One spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15L, Armor Pen 4, Space Range 8); Cost: n/a

**Colonial/Passenger Transport:** Transport Cruiser/Liner; Size: Awesome (-12 attack); DEF: 4; Move: space 4, speed 20,000MPH, Jump 4; Toughness: 18; Armor: 8; Shields: 0; Occupants: 100c +800p (1K tons cargo); WPN: Two spiral mount dual-linked Blaster Cannons MkI (targeting +2 attack, Dmg +15, Armor Pen 4, Space Range 8); Cost: n/a

**Corvette Cruiser:** military attack cruiser; Size: Awesome (-12 attack); DEF: 6; Move: space 6, speed 40,000MPH, Jump 8; Toughness: 22; Armor: 16; Shields: 14; Occupants: 89c +50p (150 troops & 10 starfighters); WPN: Four spiral mount dual-linked Blaster Cannons MkI (targeting +6 attack, Dmg +15, Armor Pen 4, Space Range 8) and One spiral mount Ion Cannon MkIIB (targeting +4 attack, Dmg +9 [+27 vs. electronics/vehicles], Range 7) and One forward/One Rear - Lasconnon II (targeting +2 attack, Dmg +20, Armor Pen 4, Space Range 15) and Bomb Bay: Anti-capital torp (targeting +0 attack, Dmg +20L, Armor Pen 10, Space Range 15, Magazine 12) Cost: n/a

**Dreadnaught Destroyer:** largest warships ever built there are few within even the great houses or owned by the emperor; Size: Awesome (-12 attack); DEF: 2; Move: space 5, 30,000MPH, Jump 4; Toughness: 26; Armor: 18; Shields: 20; Occupant: 445c +150p (500 troops and 60 fighter/bomber); WPN: Ten spiral mount dual-linked Blaster Cannons MkII (Targeting +8 attack, Dmg +16, Armor Pen 6, Space Range 8) and Ten spiral mount Ion Cannon MkIIB (targeting +4 attack, Dmg +9 [+27 vs. electronics/vehicles], Range 6), and One Forward/ Rear/Port/Starboard - Lascannon II (targeting +4 attack, Dmg +20, Armor Pen 4, Space Range 10) and Two Forward Super-Lascannon III (targeting +1 attack, Dmg +24, Armor Pen 4, Space Range 18) and Two Bomb Bay: Hvy Anti-capital torp (targeting +0 attack, Dmg +24, Armor Pen 10, Space Range 15, Magazine 20); Cost: n/a

## SOME SAMPLE CHARACTERS

**Baroness Diana Castellan Hawkwood** human, Noble  
(Hawkwood); Expert 4; Init +4; Spd 30ft; Defense (role) Parry 14, Dodge 17, Flat 12; Grpl +4; Atk +8 melee (saber +4 dmg, crit 18-20/+3), or +7 ranged (hvy. revolver +4 dmg, crit 20/+4, range 40ft, ammo 6); SV: Toughness +2/+8\* (+1 w/o armor or shield), Fortitude +2, Reflex +8, Willpower +2; Nature (virtue) Bold, (vice) Prideful; Wealth +11; Reputation +3; Conviction 5; Str +1, Dex +4, Con +1, Int +1, Wis -1, Cha +1  
Skills: Acrobatics 7 (+11), Bluff 7 (+8), Diplomacy 7 (+8), Gather Information 7 (+8), Handle Animals [Beast Control] 4 (+5), Intimidate 7 (+8), Notice 7 (+6), Ride 7 (+11), Sense Motives 7 (+6), Stealth 7 (+11)  
Feats: Attractive, Firearm Training, Imperial Charter – Questing Knight, Inspire, Iron Will, Noble Title (x2), Wealthy, Weapon Training, Uncanny Dodge  
Special Qualities: +4 cha-based skills with Nobles, +2 cha-based skills with all others. +4 bluff and diplomacy with those who find her attractive.  
Core Ability: Expert  
Speech: Urth, Hawk Dialect  
Equipment: masterwork Saber, Synthasilk bodyglove, Standard Dueling Shield, Heavy Revolver (with 30 extra rounds), 'Mule-class' Cargo Lander Shuttle  
\*if shield activates, impervious to any base dmg less than 6

**Apprentice Brother Battle Oblate Keth** human, Priest (Brother Battle); Warrior 3/Adapt 1; ; Init +1; Spd 20ft; Defense (role) Parry 15, Dodge 14, Flat 12; Grpl +5; Atk +6 melee (sword +6 dmg, crit 19-20/+3), or +4 ranged (hvy autofeed pistol+4 dmg, crit 20/+3, range 40ft, ammo 8); SV: Toughness +9 (+7 vs. energy and fire, +3 w/o armor), Fortitude +5, Reflex +2, Willpower +3; Nature (virtue) Brave, (vice) Clueless; Wealth +3; Reputation +2; Conviction 5; Str +2, Dex +1, Con +2, Int +0, Wis +2, Cha +0  
Skills: Diplomacy 4 (+4), Intimidate 7 (+7), Knowledge [Theurgist] 7 (+7), Notice 7 (+9), Sense Motive 7 (+9)  
Feats: Armored Training (x2), Attack Specialization (sword), Church Ordained, Firearm Training, Imperial Badge (Priest), Power Attack, Toughness, Weapon Focus (sword), Weapon Training  
Special Qualities: +2 cha-based skills with other Church members, +1 to all others.  
Theurgist Powers – Combat Sense (+4)  
Stigma: Lashes appear on arms and back often  
Core Ability: Warrior  
Speech: Urth, Battle-Tongue  
Equipment: Heavy Autofeed Pistol (with 20 extra rounds), Sword, masterwork Plate-Armor (-5 ACP)

**Provost Thomas Dul'set Urethane** human, Priest (Eskatonic Order); Adapt 4; Init +1; Spd 30ft; Defense (role) Parry 12, Dodge 13, Flat 11; Grpl +2; Atk +3 melee (quarterstaff, +2 dmg, crit 20/+3), or +3 ranged (med. revolver +3, crit 20/+4, rng 30ft, ammo 6); SV: Toughness +3 (+1 w/o armor), Fortitude +2, Reflex +2, Willpower +6; Nature (virtue) Fair, (vice) Impetuous; Wealth+12; Reputation +3; Conviction 5; Str +0, Dex +1, Con +1, Int +2, Wis +2, Cha +1  
Skills: Computers [Think Machine] 4 (+6), Concentration [Stoic Mind] 6 (+9), Diplomacy 7 (+8), Knowledge [Life Science] 7 (+9), Knowledge [Theurgist] 7 (+9), Medicine 7 (+9), Sense Motives 6 (+8)  
Feats: Astrometry, Church Ordained (x2), Firearm Training, Imperial Badge (Priest)  
Special Qualities: +4 cha-based skills with Church members, +2 cha-bonus for all others.  
Theurgist Powers – Baraka (+7), Cure (+7), True Seeing (+7), Truth-Reading (+7), Visions (+7)  
Stigma: Glowing tears appear whenever using power.  
Core Ability: Adapt  
Speech: Urth (literate), Latin (literate)  
Equipment: Quarterstaff, Medium Revolver (extra 30 rounds)  
Undercover shirt

**Ensign Yoni Koto** human, Guilder (Charioteers); Expert 4; Init +3; Spd 30ft; Defense (role) Parry 13, Dodge 16, Flat 12; Grpl +3; Atk +6 melee (sword, +3 dmg, crit 19-20/+3), or +6 ranged (md. Auto pistol, +3 dmg, crit 20/+3, rng 30ft, ammo 15) or +6 ranged (SMG, +4 dmg, crit 20/+3, rng 40ft, automatic, ammo 40); SV: Toughness +6 (+4 flat-footed, +3/+1 w/o armor), Fortitude +2, Reflex +4, Willpower +4; Nature (virtue) Free-Thinker, (vice) Stubborn; Wealth +8; Reputation +1; Conviction 5; Str +0, Dex +3, Con +1, Int +2, Wis +0, Cha +1  
Skills: Acrobatics 7 (+10), Bluff [Knavery] 7 (+8), Climb 4 (+4), Computers [Think Machine] 7 (+9), Disable Device 7 (+10), Drive 7 (+10), Knowledge [Jump Lanes] 7 (+9) Knowledge [Technology] 6 (+8), Notice 4 (+4), Pilot 7 (+10), Search 4 (+6), Stealth 7 (+10)  
Feats: Armor Training, Defensive Roll (x2), Firearm Training, Guild Commission, Imperial Badge (Consort), Navigation, Seize Initiative, Surprise Strike, Well-Informed  
Special Qualities: +2 to cha-based skills with other Guilders, +1 to cha-based skills for all others.  
Core Ability: Expert  
Speech: Urth (literate), Obun  
Equipment: Stiffsynth bodyglove (-1 APC), Sword, Medium Autofeed Pistol (30 extra rounds), SMG (80 extra rounds)

**Knight Errant Marcus Torkin** human, Minor Noble; Adapt 2/Warrior 2; Init +6; Spd 30ft; Defense (role) Parry 14, Dodge 15, Flat 12; Grpl +4; Atk +5 melee (saber, +4 dmg, crit 18-20/+3), or +6 ranged (blaster pistol, +5 dmg, crit 20/+3, range 30ft, ammo 10); SV: Toughness +6 (+3 w/o armor), Fortitude +5, Reflex +2, Willpower +5; Nature (virtue) Innovative, (vice) Secretive; Wealth +4; Reputation +1; Conviction 5; Str +1, Dex +2, Con +2, Int +0, Wis +2, Cha +0  
Skills: Acrobatics 7 (+9), Diplomacy 7 (+7), Knowledge [Psychic] 7 (+7) Notice 7 (+9), Survival 4 (+6)  
Feats: Acrobatic Bluff, Armor Training, Firearm Training, Improved Initiative, Noble Title (Knight), Supernatural Talent (Body Control, Move Object), Toughness, Weapon Focus (blaster pistol), Weapon Training  
Special Qualities: Favored Feat – Acrobatic Bluff  
Psychic Power: Body Control (+7), Elemental Resistance (+5), Move Object (+7).  
Stigma: Glowing Eyes when powers in Use  
Core Ability: Adapt  
Speech: Urth  
Equipment: Undercover Vest (-1APC), Saber, Blaster Pistol (two extra power cells)

**Quinrex** vorox; Warrior 4; Init +0; Spd 40ft (50ft on all six limbs); Defense (role) Parry 19, Dodge 13, Flat 11; Grpl +16; Atk +9 melee, two-wpn +7/+7 (grankesh blades, +9 dmg, crit 19-20/+3), or +3 ranged (hunting rifle +6 dmg, crit 20/+3, rng 80ft, ammo 7); SV: Toughness +7, Fortitude +8, Reflex +1, Willpower +1; Nature (virtue) Loyal, (vice) Gullible; Wealth +1; Reputation +1; Conviction 4; Str +6, Dex +0, Con +4, Int -1, Wis +0, Cha -2  
Skills: Intimidate 7 (+5), Notice 7 (+7), Survival 7 (+7)  
Feats: Cleave, Firearm Training, Power Attack, Toughness (x2), Two-Weapon Fighting, Weapon Training  
Special Qualities: Large Sized (-1 Base Attack, -1 Base Defense, +4 Grapple, +2 to Intimidate, Increase Str Mod Max to +9, bonus Toughness +1), Multilimbed (+2to Grapple, +2 to Climb), Increase Base Move (base move 40ft, on all fours 50ft. Double Climbing Speed), Scent (as Creature ability). Xeno Misunderstanding -2 to all cha-based skills and "Prejudice" -2 to all cha-base skills except Intimidate  
Core Ability: Warrior  
Speech: Urth, Voroxin  
Equipment: two Grankesh Blades, Hunting Rifle (extra 14 rounds)