



N.E.W.

THE ROLEPLAYING GAME

WELCOME TO *N.E.W.*

N.E.W. is a roleplaying game set in a sci-fi future. However, it doesn't have to be. The system is designed to accommodate both sci-fi and fantasy.

At some point, this section will do that whole “what is a roleplaying game?” thing where it explains what dice are and what a GM does. For now, it assumes that you know what an RPG is and how to play one.

Here are some of the features of *N.E.W.*:

1. It only uses d6s. Except for one table which uses a d20.
2. Character generation is career-based; you select a sequence of careers during the character building process.
3. The skill list is open-ended, and provides extra dice to attribute checks.
4. MAGIC and PSIONICS are optional attributes available depending on the campaign model.
5. TECHNOBABBLERs are action-point type things which enable you to get extra actions or rerolls by generating a random technobabble.

It's called *N.E.W.* Because it's a “new” RPG. It's under development (consider this a playtest document of sorts) and will be updated periodically.

Updates will be posted in this thread on EN World:

[http://www.enworld.org/forum/showthread.php?349196-N-E-W-RPG-\(was-Sequential-Career-Based-RPG\)](http://www.enworld.org/forum/showthread.php?349196-N-E-W-RPG-(was-Sequential-Career-Based-RPG))

Enjoy (I hope)!

- Russ Morrissey

INTRODUCING THE ATTRIBUTES

There is no upper limit to an attribute. 12 typically represents performance exhibited by record-holding athletes or scientific geniuses, with 5 being roughly average for an adult human.

STRENGTH (STR)

STRENGTH measures physical power, might, and brawn. It is used to determine carrying capacity, some melee attacks, and melee damage.

AGILITY (AGI)

AGILITY measures dexterity and reflexes. It is also used to determine ranged attacks and some melee attacks.

ENDURANCE (END)

ENDURANCE is a measure of healthiness, constitution, and hardiness. It is used to determine your overall HEALTH score.

WILLPOWER (WIL)

WILLPOWER is strength of mind and power of concentration. It is used as a defence against many mental attacks.

INTELLECT (INT)

INTELLECT is a mixture of smarts and learning. It encompasses both natural ability and education. While IQ isn't a great measure of INTELLECT, $50 + (\text{INT} \times 10)$ gives an approximate IQ.

MAGIC & PSIONICS (MAG & PSI)

Magic and Psionics are optional stats, available depending on the campaign model. A sci-fi campaign might use PSI, for example, while a fantasy one might use MAG. Those with PSI scores have a Psi-Blast attack.

REPUTATION (REP)

REPUTATION is a measure of fame, respect, influence, and contacts.

CREDITS (Cr)

During character building, your Credits score eventually determines your starting money. Different backgrounds can add or take away from this.

CHOOSE A RACE

Start by choosing a race. This will determine your starting attributes, which are the attributes of a small child of that race (human adult average is 5 in each stat). You may also choose three from the list of available skills. Skills in **BOLD** are mandatory.

Human	15 Years
As a human, you grew up on Earth.	
STR 2 AGI 2 END 2 INT 2 WILL 2 CHA 2 PSI 0 SPORT, CLIMBING, SWIMMING, RUNNING, CRAFTING, TRIVIA, GAMING, SCIENCE, ENGINEERING	
Ogre	10 Years
The mighty ogres of Proxima IV are large and tough, but slow witted.	
STR 4 AGI 1 END 4 INT 1 WILL 1 CHA 1 PSI 0 CARRYING, HARDY , BRAVERY, INTIMIDATE	
LARGE SIZE: DEFENCE -2, SOAK 5	
Elf	30 Years
The long-lived elves of New Venus are agile and quick.	
STR 1 AGI 3 END 1 INT 3 WILL 2 CHA 2 PSI 2 CLIMBING, RUNNING, REACTIONS , ACROBATICS, MEDITATION, PERCEPTION	
Dwarf	20 Years
The dour dwarves of Sigma XVI are gruff and sturdy, with a love of drink, engineering, and a natural resistance to psionics.	
STR 2 AGI 1 END 3 INT 2 WILL 2 CHA 1 PSI 0 CAROUSING, HARDY , CRAFTING, ENGINEERING, APPRAISAL, RESISTANCE	
DARKVISION 60'; SMALL SIZE: DEFENCE +2	
Android	0 Years
Androids have only recently been granted equal rights. There is still resentment of them.	
STR 4 AGI 2 END 4 INT 4 WILL 1 CHA 1 PSI 0 COMPUTER OPERATION, ENGINEERING, CONCENTRATION, RUNNING	
IMMUNE TO MENTAL ATTACKS	

ASSIGN ATTRIBUTES

You already have starting attributes from your race. Now allocate 9 further points among those attributes to customize your character; you can add a maximum of 2 to any single attribute. You cannot add to REP or Cr. at this stage. MAGIC and/or PSI may or may not be available depending on the campaign model. For example:

STR +2 AGI +1 END +2 INT +1 WILL +1 CHA +2
(REP 0 Cr 0)
(MAGIC 0 PSI 0)

[Magic and Psi may not be available, depending on the campaign model]

BUILD YOUR BACKGROUND

To build a character you take a series of backgrounds. Each adds a number of years to your age and affects your attributes. Each background also grants you a skill choice of two from those listed. This series of backgrounds will define your character, adding to your attributes, skills, and age. Some backgrounds have pre-requisites based on attributes or previously chosen backgrounds.

Repeating: Some backgrounds are marked [repeatable]. If you repeat a background you MUST take a penalty of 1 to one stat of your choice. If you repeat it a second time, you must take a penalty of 2 to a stat of your choice, and so on. Those marked [starter] may only be taken as your first background.

High School Jock [starter]	4 Years
Prerequisites: Any two physical skills at 2+.	
You were a football player in High School. You developed your physical and social skills, but your academic skills fell slightly behind.	
STR +1 AGI +1 END +1 INT -1 CHA +1 SPORT, CAROUSING	
Street Kid [starter]	4 Years
Prerequisites: None.	
Your childhood was not a happy one.	
AGI +1 END +1 INT +1 CHA +1 RUNNING, UNARMED FIGHTING, STEALTH, THIEVERY, SURVIVAL, INTUITION, BLUFFING	
Teenage Hacker [starter]	4 Years
Prerequisites: INT 2+	
You were obsessed with computer systems in your adolescent years.	
STR -1 END -1 INT +2 CHA -1 BUREAUCRACY, COMPUTER OPERATION, SCIENCE, TRIVIA, CRYPTOLOGY, GAMING	
Wealthy Upbringing [starter]	4 Years
Prerequisites: None.	
You had a privileged upbringing in a wealthy family.	
END -1 INT +1 Cr +3 REP +1 TRIVIA, GAMING, SCIENCE, SPORT	

Noble **4 Years****Prerequisites:** Wealthy Upbringing

You grow up to become a noble or aristocrat.

END -1 CHA +1 REP +2, Cr +3
CAROUSING, NEGOTIATING, LEADERSHIP, RIDING, TRIVIA**Socialite** **4 Years****Prerequisites:** Wealthy Upbringing

You learned how to be famous for being famous.

END -1 CHA +1 REP +2, Cr +2
CAROUSING, NEGOTIATING, PERFORMING, FLIRTATION**Expert Programmer** **1d6 Years****Prerequisites:** INT 3+, Computer Operation

You got a job programming computer systems.

STR -1 END -1 INT +1 CHA -1
BUREAUCRACY, COMPUTER OPERATION, SCIENCE, TRIVIA, CRYPTOLOGY,
GAMING**Band Member [repeatable]** **1d6 Years****Prerequisites:** CHA 2+

You joined a band and played local gigs.

CHA +2 WILL -1 Cr +1 REP +1
CAROUSING, PERFORMING**Record Contract [repeatable]** **1d6 Years****Prerequisites:** Band Member

You scored big, and released an album! Life becomes luxurious.

CHA +1 END -1 WIL -1 Cr +4 REP +3
CAROUSING, PERFORMING

Street Thug [repeatable] 1d6 Years

Prerequisites: None.

You fell into the fringes of society and ended up as a thug on the street, committing petty crimes for small amounts of money. Roll 1d6. On a roll of 1 you must next take the Prison background.

AGI +1 END +1 CHA +1 Cr +1
 INTIMIDATION, RUNNING, UNARMED FIGHTING

Bartender [repeatable] 1d6 Years

Prerequisites: CHA 2+

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

CHA +2 Cr +1 REP +1
 CAROUSING, INTUITION, PERCEPTION, GAMING, INTIMIDATE, FLIRTATION

Gangster [repeatable] 1d6 Years

Prerequisites: Street Thug.

Eventually your life of crime led you to better things as you fell into a gang or crew. On a roll of 2 you must next take the Prison background.

END +1 CHA +1 Cr +3 REP +1
 INTIMIDATION, THIEVERY, DRIVING

Con Artist [repeatable] 1d6 Years

Prerequisites: Street Thug, CHA 3+.

You honed your skills and learned how to trick others out of their money. On a roll of 2 you must next take the Prison background.

CHA +2 Cr +3
 BLUFFING, DISGUISE, FLIRTATION

Burglar [repeatable] 1d6 Years

Prerequisites: Street Thug, AGI 3+.

You became an accomplished thief, breaking into homes and grabbing cash and jewelry. On a roll of 2 you must next take the Prison background.

AGI +2 Cr +3
 CLIMBING, STEALTH, THIEVERY, APPRAISAL

Prison [repeatable] 1d6 Years

Prerequisites: Street Thug or Gangster.

Your life of crime ended you up in prison where you served time.

END +2 REP +1
INTIMIDATION, SURVIVAL

Reporter 1d6 Years

Prerequisites: INT 2+, CHA 2+

You got a job as a reporter.

INT +1 CHA +2 REP +2
BEREAUCRACY, COMPUTER OPERATION, TRIVIA, LINGUISTICS, INTUITION,
CAROUSING, FLIRTATION

Politician 1d6 Years

Prerequisites: CHA 3+

You decided to run for election.

CHA +2, INT+1
INTUITION, BUREAUCRACY, NEGOTIATING, BLUFFING, LEADERSHIP, INTIMIDATE,
PERFORMING, FLIRTATION

Ambassador 1d6 Years

Prerequisites: CHA 3+; Politician

You have represented your planet elsewhere.

CHA +1, INT+1
INTUITION, BUREAUCRACY, NEGOTIATING, BLUFFING, LEADERSHIP, INTIMIDATE,
PERFORMING, FLIRTATION

Superstar Athlete 1d6 Years

Prerequisites: Pro Athlete

You've become a true superstar. People know you wherever you go. And the money ain't bad, either – along with the accompanying temptations!

STR +1 AGI +1 CHA +2 WIL -1 Cr +4 REP +3
SPORT, SWIMMING, JUMPING, RUNNING, ACROBATICS

Military Academy 1 Years

Prerequisites: END 2+

You joined the military and completed basic military training. Some programs send recruits to college to gain degrees before returning to cadet assignments.

STR +1 END +2 WILL +1 Cr +1
CARRYING, MARKSMAN, LEADERSHIP

Psi-Corps 4 Years

Prerequisites: PSI 2+

You joined the feared Psi-Corps and underwent their lengthy training and indoctrination program.

WILL +2 PSI +2 Cr +1
CONCENTRATION, RESISTANCE, INTIMIDATION, INTUITION

Psi-Cop 1d6 Years

Prerequisites: Psi-Corps

Having completed your Psi-Corp training, you join the ranks of the Psi-Cops.

WILL +2 PSI +2 Cr +1
CONCENTRATION, RESISTANCE, INTIMIDATION, INTUITION, SENSE EMOTION,
READ THOUGHTS, INSTIL SUGGESTION, PSYCHIC ASSAULT

College [repeatable] 4 Years

Prerequisites: INT 2+

You gained a Bachelor's degree at university. Choose a subject. This is repeatable, but only by choosing additional subjects.

INT +1 CHA +1
CAROUSING, SCIENCE, ENGINEERING, CRYPTOLOGY, LINGUISTICS

Advanced College [repeatable] 2 Years

Prerequisites: College; one subject at 1+

You gained a Master's degree at university. Choose a subject. This is repeatable, but only by choosing additional subjects.

INT +1 CHA +1 END -1 Cr +1
CAROUSING, SCIENCE, ENGINEERING, CRYPTOLOGY, LINGUISTICS

Doctorate [repeatable] 2 Years

Prerequisites: Advanced College; one subject at 2+

You gained a Doctorate at university. Choose a subject. This is repeatable, but only by choosing additional subjects. You may now call yourself a Doctor. But not THE Doctor.

INT +1 WILL +1 END -1 Cr +1 REP +1
CAROUSING, SCIENCE, ENGINEERING, CRYPTOLOGY, LINGUISTICS

Field Scientist [repeatable] 1d6 Years

Prerequisites: Advanced College; one subject at 2+

You take your science with you as investigate phenomena in strange locations.

INT +1 WILL +1 Cr +1 REP +2
CAROUSING, SCIENCE, ENGINEERING, CRYPTOLOGY, LINGUISTICS, SURVIVAL,
PERCEPTION, CONCENTRATION

Space Marines Cadet Assignment 1 Year

Prerequisites: Military Academy

You completed a tour in the Space Marines.

STR +1 END +1 Cr +1 REP +1
CARRYING, UNARMED FIGHTING, MARKSMAN, HARDY, SURVIVAL, LEADERSHIP,
TACTICS

Space Marines Tour of Duty [repeatable] 1d6 Years

Prerequisites: Space Marines Cadet Assignment

You completed a tour in the Space Marines.

STR +1 END +1 Cr +1
CARRYING, UNARMED FIGHTING, MARKSMAN, HARDY, SURVIVAL, LEADERSHIP,
TACTICS, CAROUSING, BRAVERY, PERCEPTION

Starfleet Cadet Cruise 1 Year

Prerequisites: Military Academy

You completed your cadet cruise and are now a Starfleet Officer!

AGI +1 WILL +1 CHA +1 REP +1
PILOTING, COMPUTER OPERATION, LEADERSHIP

Starfleet Command School**1 Year****Prerequisites:** INT 3+, REP 3+, Starfleet Cadet Cruise

You have been selected for a command position and receive specialist training. This isn't the only way to get a command position, but it helps – especially if you don't have a university education.

WILL +1 CHA +1 REP +1
LEADERSHIP, BUREAUCRACY, TACTICS

Starfleet Tour [repeatable]**1d6 Years****Prerequisites:** Starfleet Cadet Cruise

You completed a tour in Starfleet. Starfleet Tours, Academy Teaching, and Starbase Assignment are randomly determined; all you can choose to do is remain in Starfleet. Each time you choose to remain in Starfleet roll 1d6: (1-2) Starbase Assignment; (3) Academy teaching; (4-6) Starfleet Tour.

AGI +1 INT +1 CHA +1 Cr +1 REP +1
PILOTING, COMPUTER OPERATION, LEADERSHIP, MARKSMAN, ENGINEERING,
SCIENCE

Academy Teaching [repeatable]**1d6 Years****Prerequisites:** Starfleet Cadet Cruise or Advanced College

You spent time teaching at Starfleet Academy. Starfleet Tours, Academy Teaching, and Starbase Assignment are randomly determined; all you can choose to do is remain in Starfleet. Each time you choose to remain in Starfleet roll 1d6: (1-2) Starbase Assignment; (3) Academy teaching; (4-6) Starfleet Tour.

INT +1 CHA +1 Cr +2 REP +1
LEADERSHIP, CAROUSING, PERFORMING (SPEECH), BUREAUCRACY, LINGUISTICS,
CRYPTOLOGY

Starbase Assignment [repeatable]**1d6 Years****Prerequisites:** Starfleet Cadet Cruise

You were assigned to a Starbase or space station. Starfleet Tours, Academy Teaching, and Starbase Assignment are randomly determined; all you can choose to do is remain in Starfleet. Each time you choose to remain in Starfleet roll 1d6: (1-2) Starbase Assignment; (3) Academy teaching; (4-6) Starfleet Tour.

CHA +2 Cr +1
CAROUSING, COMPUTER OPERATION, ENGINEERING, SCIENCE

Space Jockey [repeatable] 1d6 Years

Prerequisites: None.

You got a commission on a civilian ship – a merchant vessel or miner.

AGI +1 CHA +1 Cr +1 REP -1
ZERO-G, ENGINEERING, CAROUSING, PILOTING, COMPUTER OPERATIONS

Drifter [repeatable] 1d6 Years

Prerequisites: None.

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

WIL -1 CHA +1 Cr -3 REP -1
CAROUSING, GAMING, FLIRTATION, PERFORMING, BLUFFING, APPRAISAL, THIEVERY

Smuggler [repeatable] 1d6 Years

Prerequisites: None.

You spent time as a smuggler, moving stolen or illegal goods from one planetary system to another. Roll 1d6. If you roll a 1, you must next select Prison as a background.

AGI +1 CHA +1 Cr +2
THIEVERY, ENGINEERING, CAROUSING, PILOTING, COMPUTER OPERATIONS, BLUFFING, APPRAISAL

Counsellor [repeatable] 1d6 Years

Prerequisites: Advanced College, Science (Psychology)

You become a counsellor or psychologist, learning the ways of the mind.

INT +1 WIL +1 CHA +1 END -1 Cr +2 REP +1
LINGUISTICS, INTUITION, NEGOTIATING

Police Officer [repeatable] 1d6 Years

Prerequisites: Military Academy or College

You join the police and begin a career as a uniformed officer.

AGI +1 INT +1 Cr +1
UNARMED FIGHTING, MARKSMAN, DRIVING, BUREAUCRACY, PERCEPTION, INTUITION, INTIMIDATE

Detective [repeatable] 1d6 Years**Prerequisites:** Police Officer

Your police career continues as you make Detective.

INT +1 WIL +1 Cr +2
MARKSMAN, DRIVING, BUREAUCRACY, PERCEPTION, INTUITION, INTIMIDATE,
STEALTH

Starship Engineer 1d6 Years**Prerequisites:** Space Jockey or Starfleet Tour; Engineering 4+

You became a starship Engineer.

INT +2 Cr +2
ZERO-G, COMPUTER OPERATION, ENGINEERING, BUREAUCRACY

Starship Science Officer 1d6 Years**Prerequisites:** Space Jockey or Starfleet Tour; Science 4+

You became a starship science officer.

INT +2 Cr +2
ZERO-G, COMPUTER OPERATION, SCIENCE

Starship Communications Officer 1d6 Years**Prerequisites:** Space Jockey or Starfleet Tour; Linguistics 4+

You became a starship communications officer.

INT +1 CHA +2 Cr +2
COMPUTER OPERATION, LINGUISTICS, CRYPTOLOGY, INTUITION

Starship Counsellor 1d6 Years**Prerequisites:** Space Jockey or Starfleet Tour; Science (Psychology) 4+

You became a starship counsellor.

INT +1 CHA +2 Cr +2 REP +1
COMPUTER OPERATION, LINGUISTICS, SCIENCE, INTUITION

Starship Medical Officer 1d6 Years

Prerequisites: Space Jockey or Starfleet Tour; Science (Medicine) 4+

You became a starship medical officer.

INT +2 CHA +1 Cr +2
COMPUTER OPERATION, SCIENCE (MEDICINE), BUREAUCRACY

Starship Security Officer 1d6 Years

Prerequisites: Military Academy or College; STR 2+, END 2+, AGI 2+

You became a starship security officer.

AGI +1 WIL +1 Cr +1
UNARMED FIGHTING, MARKSMAN, PERCEPTION, INTUITION, INTIMIDATE

Starship Helmsman 1d6 Years

Prerequisites: Military Academy or College; AGI 3+; Piloting

You became a starship helm officer.

AGI +2 WIL +1 Cr +1
PERCEPTION, REACTIONS, PILOTING, ZERO-G, COMPUTER OPERATION, SCIENCE

Priest 1d6 Years

Prerequisites: WIL 3+

You joined the clergy and practiced religion.

INT +1 WIL +2 CHA +2 REP +1
PERCEPTION, CRAFTING, BUREAUCRACY, CRYPTOLOGY, LINGUISTICS, INTUITION,
TRIVIA, MEDITATION, BRAVERY, LEADERSHIP, PERFORMING

Gambler 1d6 Years

Prerequisites: CHA 2+

Somehow you ended up as a gambler; a focused kind of drifter.

INT +1 WIL -2 CHA +2 Cr +/- 1d6*
RUNNING, TRIVIA, INTUITION, GAMING, CAROUSING, BLUFFING, FLIRTATION

*Roll 1d6 for the amount of Cr. You gain or lose. Roll another d6 to randomly determine if you gain or lose it (evens gain; odds lose)

Starfleet Intelligence Recruit**2 Years****Prerequisites:** Military Academy or Advanced College

You were recruited into Starfleet Intelligence, where you began to learn the ways of spies and investigators.

INT +1 WIL +1 Cr +1

STEALTH, THIEVERY, ESCAPE ARTIST, COMPUTER OPERATION, CRYPTOLOGY,
INTUITION, BLUFFING, DISGUISE, BUREAUCRACY

CALCULATE DERIVED STATS

Once you have your final stats, determine the following derived stats:

AGE: Add the years together to determine your final age. Apply stat modifiers (minimum of 1 in any stat).

Age	STR	AGI	END	CHA	WILL	INT
15-21	+0	+2	-1	+0	-2	-1
22-28	+1	+1	+0	+0	-1	+0
29-35	+1	+0	+1	+0	+0	+1
36-42	+1	-1	+0	+0	+1	+1
43-49	+0	-2	-1	+0	+1	+1
50-56	-1	-2	-2	+0	+2	+2
57-64	-2	-3	-3	+0	+2	+2
65-70	-3	-4	-4	+0	+3	+3

HEALTH: Roll your ENDURANCE dice. Record your HEALTH. These work like hit points. When you are hit, you take damage; when you reach 0 HEALTH you are unconscious. You naturally gain health at a rate equal to your END each day, although other things might modify this.

SPEED: Add together half AGILITY + half STRENGTH (round up both). This is how many squares you can move in one action. The Running skill can increase your speed.

DEFENSE: AGILITY x 3. Defense is how hard you are to hit. When somebody attacks you, this is the target score they need to roll to hit you. It can also be affected by SIZE (Large -2, Small +2).

MENTAL DEFENSE: WILLPOWER x 3. This works just like regular DEFENSE, but is used vs. PSI attacks. You only need to calculate this if the campaign model uses psionics.

CARRYING CAPACITY: STRENGTH x10 in pounds. For every 10 lbs (or part thereof) beyond that, AGILITY is reduced by 1. The Carrying skill can increase this capacity.

NATURAL DAMAGE: This is the damage you do with a punch, kick, claw, bite etc. It can be improved with skills. It is equal to 1d6 per 5 STR or part thereof:

STR	1-5	6-10	11-15	16-20	21-25	26-30	31-35
DMG	1d6	2d6	3d6	4d6	5d6	6d6	7d6

PSI-BLAST DAMAGE: If you have a PSI score, Psi-Blast damage is calculated the same way as STR damage (but using the PSI score) and has a range equal to your PSI score.

CREDITS: Roll your total CREDITS in d6s x 100. So if your Cr. Score is 4, roll 4d6 x 100.

CONTACTS: List your contacts as determined in the CONTACTS section on the next page.

CONTACTS

Your contacts represent your influence in the world. You have a number of contacts equal to your REPUTATION attribute. If your REP score increases or decreases, you add or remove contacts during the game (for example, if you became a Drifter and lost REP, you might lose touch with your old Warp Physics professor, or that planetary governor might no longer take your calls).

Choose your contacts based on your backgrounds; your contacts should come from the background which granted the REP score increase.

Record your contacts on your character worksheet. The number of contacts must always exactly match your REP score.

To use a contact, you must have an appropriate one. A cop might be able to get some DNA records for you, but an archaeologist can't. The GM is the final arbiter on whether or not a contact is appropriate.

Once you have chosen a contact to use, make a REP check. The difficulty of the check depends on the request being made of your contact.. The GM might not tell the player the difficulty, although the contact might protest at very hard or dangerous tasks.

Request	Difficulty
Information easily obtainable as part of their job	10
Information which would cost them their job	15
Information which requires them to break the law	17
Classified information	20
Requires physical stealth/burglary/combat	25

COMBAT RULES

- Everyone rolls INITIATIVE. This is simply an INTELLECT roll. They then act in order. Each character may take TWO actions. An action is a move, an attack, or a regular action. You can move twice, or attack twice, or move and attack, or any other combination.
- A melee attack is STR or AGI. A ranged attack is AGI. Modifiers apply. The target number is the target's DEFENSE.
- On a successful hit, roll damage (xd6) according to the weapon (or your STR if melee). Armor reduces X. The result comes off your HEALTH. For example: a laser sniper rifle does 4d6 fire damage. Target has Soak 2 kevlar. So the rifle does 2d6 damage.
- Psionic attacks work like other attacks (PSI vs. WIL) and do damage on a successful hit as calculated by the derived Psi-Blast Damage stat.

Dice always “explode” on a max roll

RANGED MODIFIERS

Situation	Modifier
Each range increment	-1 die
Prone target	-1 die
Cover	-2 dice
Obscured (smoke, darkness, invisible)	-2 dice

MELEE MODIFIERS

Situation	Modifier
Flanking target	+1 die
Prone target	+2 dice
Helpless target	Automatic hit
Higher ground	+1 die
Sneak/target unaware	+2 dice

In melee only, you can also spend attack dice to achieve a desired effect. Reduce your attack dice by the cost shown before making your attack roll.

Effect	Attribute	Cost
Knockdown	STR	2 dice
Knockback	STR	1 dice
Trip	AGI	2 dice
Throw	STR or AGI	1 dice per square
Disarm	AGI	2 dice

MELEE WEAPONS

Weapon	Damage	Type	Cost	Weight	Special
Club	1d6	-	-	3 lb.	
Sword, shortsword	1d6	-	10 Cr.	2lb.	
Sword, longsword	2d6	-	15 Cr.	4 lb.	
Sword, laser	3d6	Fire	100 Cr.	2 lb.	
Whip, energy	1d6	Force	100 Cr.	2 lb.	

RANGED WEAPONS

Weapon	Damage	Type	Range	Cost	Weight	Special
Angel MK II Carbine	2d6 or grenade	-	10	1000 Cr.	2 lb.	Grenades
Bow, longbow	2d6	-	20	45 Cr.	2 lb.	
Bow, energy	2d6	Fire	20	45 Cr.	3 lb.	
Cortex radiation emitter	1d6	Radiation	3	1500 Cr.	3 lb.	1d6 damage every round until healed; highly illegal
Dartgun	-	-	5	75 Cr.	1 lb.	
Electro-arc	2d6	Electricity	3	1000 Cr.	3 lb.	
Gatling gun, heavy polaron	5d6	Fire	15	10000 Cr.	20 lb.	Heavy, auto
Grenade launcher	2d6	Varies	15	600 Cr.	20 lb.	Grenades
Laser, assault	3d6	Fire	15	2300 Cr.	5 lb.	Auto
Pistol	2d6	-	10	75 Cr.	3 lb.	
Pistol, disruptor	3d6	Fire	12	100 Cr.	3 lb.	
Pistol, cryo	3d6	Cold	5	1500 Cr.	6 lb.	
Pistol, ion	1d6 (3d6)	Ion	10	250 Cr.	2 lb.	
Pistol, laser	2d6	Fire	10	100 Cr.	2 lb.	
Pistol, phaser	3d6	Fire	15	150 Cr.	2 lb.	Stun setting
Pistol, sonic	2d6	Sonic	10	100 Cr.	2 lb.	
Pulse cannon, portable	4d6	Force	20	4000 Cr.	15 lb.	Heavy, auto
Railgun	2d6	-	10	1400 Cr.	18 lb.	Heavy, auto
Rifle	2d6	-	20	100 Cr.	4 lb.	
Rifle, disruptor	4d6	Fire	20	350 Cr.	5 lb.	
Rifle, laser	3d6	Fire	20	250 Cr.	5 lb.	
Rifle, phaser	4d6	Fire	25	500 Cr.	4 lb.	Stun setting
Sniper rifle, laser	4d6	Fire	40	1000 Cr.	7 lb.	
Tangler	-	-	2	750 Cr.	5 lb.	Restrains

*Each range increment reduces the attack roll by 1d6.
Indicated stats are a basic quality weapon.

Superior Quality: Multiply the price by 3. Increase the damage by 1d6. Increase the range by 10%.

WEAPON NOTES

Heavy: A heavy weapon is difficult to use. You need a STRENGTH of 7 to use it without penalty. For every point of STR below 7, you take a -1 die penalty to your attack rolls.

Auto: Automatic weapons allow for suppressive fire.

Angel Mk II Carbine A favorite of military forces, the Angel Mk II Carbine is a heavy duty bludger with an inbuilt grenade function. The weapon stores two grenades at any one time (these must be purchased separately) and functions as a grenade launcher when used in that mode. It is a full-round action to reload a grenade into the carbine.

Cortex Radiation Emitter Extremely illegal, even in the most permissive of jurisdictions, this weapon causes continual poison damage to the target. Upon a successful hit, the target takes 1d6 radiation damage. Each round thereafter, he (or someone else) may attempt a difficulty 12 INT check (Medicine). If the check is successful, the damage ends; if it fails, however, he takes another 1d6 poison damage and may attempt the check again next turn.

Cryo Weapons Cryo weapons (or *freezers* as they are commonly called) draw power from a canister of compressed mutagen resulting in a ray of extremely cold energy. A target reduced to negative hit points by the weapon instantly stabilizes. The large power supply on a cryo weapon means that cryo pistols do not qualify for the *sidearm* descriptor.

Dartgun A dartgun can be used to fire a small needle via compressed air. The needle does not inflict damage, but can be used to deliver chemicals including tranquilizers and poisons. These injections are expensive, but very effective. Each shot's cost is listed below. The target makes a ENDURANCE check at difficulty 15 to avoid the effects.

Tranquilizer	50 Cr	Only one action per round for 2 rounds.
Tranquilizer, Heavy	150 Cr	Unconscious for 5 minutes.
Poison	50 Cr	3d6 poison damage.
Paralysis	100 Cr	Paralyzed for 2 rounds.
Pain	75 Cr	Nausea causes 2-die penalty for 2 rounds.
Hallucinogen	200 Cr	Confused and hallucinating for 2 rounds.

Electro-arc Often used by police to subdue targets, the electro-arc (or *shocker*) is a far future version of the tasers of the 20th and 21st centuries. The weapon emits an arc of blue electricity designed to incapacitate. A hit with an electro-arc deals the indicated damage, and the creature struck must make a difficulty 15 ENDURANCE check or be stunned for one round.

Gatling Gun, Heavy Polaron Developed for when just plain brute force is required. The weapon is large and bulky and difficult to wield; however it makes up for this by sheer rate of fire and immense destructive power. There are various modes on the gun ranging from a single burst of 10 shots all the way up to 2000 rounds a minute. The ammunition/power is stored in a backpack worn by the person firing the weapon.

Grenades Grenades come in a variety of forms, from old-style fragmentation grenades (the default grenade listed) through sonic, gas, and pulse grenades which cause sonic, poison, and force damage respectively. It is even possible to get cryo and electro grenades (cold and electricity damage respectively). Grenades deal damage to any creature within 5 ft. of the target. A target square is

typically Defense 5 to hit. The standard frag grenades costs 50 Cr as listed; other types cost as follows:

Frag	50 Cr	2d6 damage
Sonic	100 Cr	2d6 Sonic damage
Gas	75 Cr	3d6 Poison damage
Pulse	200 Cr	2d6 Force damage
Cryo	100 Cr	2d6 Cold damage
Electro	100 Cr	2d6 Electricity damage
Ion	200 Cr	1d6 Force damage to living targets; 3d6 Force damage to cyborgs, robots, and machinery
Smoke	40 Cr	No damage; creates a 15' diameter area of full concealment for 2 rounds
Gravitic	500 Cr	A gravitic grenade releases incredible gravitational forces. All creatures within a 10-foot-radius burst are crushed for 6d6 points of bludgeoning damage.
Dissolver	200 Cr	This grenade releases a cloud of gas that dissolves organic matter, dealing 2d6 points of acid damage per round to all living creatures and organic materials in a 5-foot-radius burst. Suspended in an artificial gravity well, the cloud persists until the gravity well collapses after 1 minute. The gravity well prevents even strong winds from dispersing the acid cloud.
Stun	100 Cr	A stun grenade deals no damage, but any creature within its 15-foot burst radius that fails an AGI check (DC 18) must immediately make a END check (DC 15) or be stunned for 1d4 rounds. A creature that succeeds on the AGI check is not required to make a END check and is unaffected by the grenade. A stun grenade has no effect on robots and other creatures immune to stunning effects.

Ion Pistol Ion weapons are unusual in that they do very little actual damage to living targets. However, against cyborgs, robots, and machinery they do 3d6 damage and have an increased critical range.

Pulse Lasers These automatic laser weapons are the far future equivalent of a projectile-based machine gun, firing a series of rapid pulses which can easily lay down a wide field of suppressive fire.

Tangler A unique nonlethal weapon eagerly adopted by law enforcement agencies around the world, the tangler gun fires condensed balls of an incredibly sticky compound that can render a target immobile in a few short moments. The tangler gun fires pellets of an inert compound that, when broken, expand into a gelatinous substance that covers large portions of a target. Unfortunately for the target, the disgusting mess soon becomes more problematic as the compound hardens. Within second, a single pellet no larger than a fingernail has expanded into a ball of goop and then hardened into an immobilizing layer of tough chitin.

Any time a character is struck by a tangler gun, that character suffers a cumulative 1-die penalty to AGILITY. This . penalty remains in place until the compound is dissolved. If the character is struck with enough tangler pellets that the penalty is equal to or greater than his AGILITY, he is immobilized and may take no actions until the compound is dissolved. AGILITY penalties from tangler guns stack with those from tangler grenades. Hardened compound dissolves naturally after 8 hours or can be removed by using solvaway chemical or some other spray solvent.

Special Ammunition

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

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

Armor-Piercing (10 Cr) Armor-piercing rounds ignore 1 die of Soak.

Hollow Point (15 Cr) Hollow point rounds increase the damage of a projectile weapon by 1d6; the attacker takes a -1 die penalty to his attack roll, however.

Rubber Bullets (5 Cr) Rubber bullets can be used to cause non-lethal damage to the target. They are popular with bounty hunters seeking to take their prey alive, although the default on the frontiers tends to be “Dead or Alive”; and dead is easier. Rubber ammunition can be purchased for the same price as regular ammunition in any projectile non-automatic weapon.

Tracer (15 Cr) Highly visible rounds which assist in aiming, directing fire, and marking targets at the expense of revealing the gunner's position. Using tracer rounds causes a 1-die penalty to cover or concealment bonus enjoyed by the gunner, but grants a +1 die bonus for one round to all ranged combatants firing on the same target (a successful hit is not required to grant this bonus).

ARMOR

Armor	Soak	Cost	Weight	Special
Synthetic Weave	1	30 Cr.	5 lb.	Almost undetectable
Kevlar	2	100 Cr.	30 lb.	
Riot Armor	3	1000 Cr.	50 lb.	
Basic Battlesuit	4	2000 Cr.	60 lb.	
Navy Battlesuit	5	3000 Cr.	65 lb.	

Indicated stats are basic quality armor.

Superior Quality: Multiply the price by 3. Increase the soak by 1. Reduce the weight by 10%.

N.E.W. CHARACTER WORKSHEET

NAME:	CAREER:
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HEALTH	SPEED	DEFENSE	DAMAGE	CARRY	CREDITS
[Roll]	Half AGI + Half STR	AGI x 3	1d6/5 STR	STR x 10	[Roll]
		MENTAL DEFENSE	PSI-BLAST DMG		

BACKGROUND	Skills	STR	AGI	END	INT	WILL	CHA	REP	Cr.	MAG	PSI	AGE
RACE:								0	0			15
ALLOCATION:								0	0			
TOTALS:												
AGE MODIFIERS:												
FINAL SCORES:												
ADVANCEMENT	Skills	STR	AGI	END	INT	WILL	CHA	REP	Cr.	MAG	PSI	AGE
TOTALS:												

Attacks	Attribute	Damage	Damage Type	Range Increment

ARMOR	SOAK	AGILITY	SPECIAL

	CONTACTS	
REPUTATION		

EXAMPLE: JOE WILSON

BACKGROUND	Skills	STR	AGI	END	INT	WILL	CHA	REP	Cr.	MAG	PSI	AGE
RACE: <i>Human</i>		2	2	2	2	2	2	0	0	-	0	15
ALLOCATION:		1	2	1	2	1	2	0	0	-	0	
<i>High School Jock</i>	<i>Sport (Football), Carousing</i>	1	1	1			1					4
<i>Street Thug</i>	<i>Intimidation, Running</i>		1	1			1		1			2
<i>Gangster</i>	<i>Intimidation, Thievery</i>			1			1	1	3			2
<i>Prison</i>	<i>Intimidation, Survival</i>			2				1				2
<i>Military Academy</i>	<i>Leadership, Marksman</i>	1		2		1			1			1
<i>Space Marine Cadet Assignment</i>	<i>Marksman, Tactics</i>	1		1					1			1
TOTALS:		6	6	11	4	4	7	2	6	-	0	27
AGE MODIFIERS:		+1	+1			-1						
FINAL SCORES:		7	7	11	4	3	7	2	6	-	0	

HEALTH	SPEED	DEFENSE	DAMAGE	CARRY	CREDITS
27	10	21	2d6	70	1800
[Roll]	Half AGI + Half STR + Running	AGI x 3	1d6/5STR	STR x 10 + Carrying	[Roll]

SKILL LIST

The skill list is “open-ended”. This means that ANYTHING can be a skill; it doesn't have to be on the list below. You might want Flower Arranging, Origami, or Interior Decorating. The list below is a basic core list.

STRENGTH

Sport (Specific)*: +1d6 to STR checks related to that sport.

Climbing: +1d6 to STR checks when climbing.

Swimming: +1d6 to STR checks when swimming.

Jumping: +1d6 to STR checks when jumping.

Unarmed Fighting: +1d6 to STR attack rolls when unarmed.

Carrying: +10 lbs. carrying capacity.

AGILITY

Running: +2 speed.

Sport (Specific)*: +1d6 to STR checks related to that sport.

Marksman: +1d6 to AGI attack rolls for ranged attacks.

Armed Fighting (specific): 1d6 to AGI attack rolls for melee attacks with a specific weapon.

Piloting: +1d6 to AGI rolls when flying.

Stealth: +1d6 to AGI rolls when sneaking.

Thievery: +1d6 to AGI rolls when picking pockets or opening locks.

Acrobatics: +1d6 to AGI rolls when tumbling.

Escape Artist: +1d6 to AGI rolls when escaping restraints or grabs.

Riding: +1d6 to AGI rolls when riding.

Driving: +1d6 to AGI rolls when driving.

Zero-G: +1d6 to AGI checks in Zero-G.

ENDURANCE

Hardy: +1d6 HEALTH.

Survival: +1d6 to END rolls against adverse conditions (weather, etc.)

GENERAL**

Crafting: +1d6 to attribute rolls related to that craft.

PSIONICS

Sense Emotion (Empathy): Detect emotions of target creature.

Read Thoughts: Hear the thoughts of another creature.

Instil Suggestion: Implant an idea or concept in another creature.

Psychic Assault: +1d6 to PSI rolls when using Psi-Blast.

INTELLECT

Bureaucracy: +1d6 to INT rolls when dealing with bureaucracy.

Computer Operation: +1d6 to INT rolls when using computers.

Science: +1d6 to INT rolls to do with a specific specified science. You must choose the science.

Engineering: +1d6 to INT rolls to repair mechanical or electrical objects.

Tactics: +1d6 to initiative rolls.

Trivia (specific): +1d6 to INT rolls when the trivia subject is related.

Linguistics: +1d6 to INT rolls to understand new languages.

Cryptology: +1d6 to INT rolls to decipher codes.

Appraisal: +1d6 to INT rolls to appraise the value of objects.

Perception: +1d6 to INT rolls to do with awareness or searching.

Intuition: +1d6 to INT rolls to do with sensing motives and lies.

Gaming (specific)*: +1d6 to CHA rolls when playing the specific game.

Reactions: +1d6 to initiative rolls.

WILLPOWER

Concentration: +1d6 to WILL rolls to avoid distractions.

Meditation: +1d6 to WILL rolls to meditate to recover HEALTH.

Bravery: +1d6 to WILL rolls against fear effects.

Resistance: +1d6 to WILL rolls to resist metal attacks.

CHARISMA

Carousing: +1d6 to CHA rolls when drinking.

Gaming (specific)*: +1d6 to CHA rolls when playing the specific game.

Negotiating: +1d6 to CHA rolls when negotiating or bargaining.

Bluffing: +1d6 to CHA rolls to lie or deceive.

Leadership: +1d6 to CHA rolls when giving orders.

Disguise: +1d6 to CHA rolls when in disguise.

Animal Handling: +1d6 to CHA rolls when interacting with animals.

Intimidate: +1d6 to CHA rolls to intimidate others.

Performing (specific): +1d6 to CHA rolls to sing, orate, or other performance.

Flirtation: +1d6 to CHA rolls when interacting with a chosen gender.

*Some skills appear in more than one list.

**General skills are not linked to a specific ability.

FULL BACKGROUND LIST

High School Jock
Street Kid
Teenage Hacker
Wealthy Upbringing
 Noble
Expert Programmer
Bartender
Smuggler
Drifter
Gambler
Space Jockey
Priest
Reporter
Politician
 Ambassador
Band Member
 Record Contract
Street Thug
 Gangster
 Con Artist
 Burglar
 Prison
Sports Scholarship
 Pro Athlete
 Superstar Athlete
College
 Advanced College
 Doctorate
 Field Scientist
 Counsellor
Military Academy
 Starfleet Cadet Cruise
 Starfleet Tour
 Starship Engineer
 Starship Science Officer
 Starship Communications Officer
 Starship Counsellor
 Starship Medical Officer
 Starship Security Officer
 Starship Helmsman
 Academy Teaching
 Starbase Assignment
Space Marines Cadet Assignment
 Space Marines Tour of Duty
Starfleet Intelligence Recruit
Police Officer
 Detective
Psi-Corps

Psi-Cop

TECHNOBABBLER

A Technobabble fills the same space that Hero Points or Action Points do in other games. They are a limited resource which can be spent to give the players an additional power of narrative agency. By spending a Technobabble, a character can re-roll an attack or action, or gain an additional action in his turn. When using a Technobabble, roll 1d20 three times on the following table, declare the Technobabble, and then either re-roll your attack or action, or take an additional action. You can only spend Technobabbles in your *own* turn.

1	increase	the	microscopic	quantum	relay
2	decrease	the	photonic	artificial	inversion
3	focus	the	linear	pulse	interference
4	amplify	the	sonic	flux	discriminator
5	reverse	the	auxiliary	gravimetric	signal
6	agitate	the	nucleonic	particle	capacitor
7	pacify	the	transwarp	system	configuration
8	invert	the	reciprocating	nadion	effect
9	combine	the	magnatonic	subspace	disturbance
10	boost	the	quantum	frequency	field
11	nullify	the	verteron	wavefront	phenomenon
12	energise	the	ambient	spatial	array
13	agitate	the	anomalous	alternating	emission
14	assimilate	the	modulated	baryon	domain
15	intensify	the	inverted	space-time	coupling
16	electrify	the	temporal	dampening	stream
17	induce	the	assymetrical	tetryon	variance
18	eliminate	the	atmospheric	neutrino	distortion
19	absorb	the	magnetic	plasma	controller
20	reflect	the	phased	interface	actuator

You start play with 3 Technobabbles. The GM can hand out Technobabbles as rewards for good play. Additionally, you gain a new Technobabble every time you gain a level.

The above table gives a limited selection of Technobabbles (8000 combinations). For a larger selection, use the Technobabble Generator at EN World:

http://www.enworld.org/forum/dnd_view_block.php?id=158

PSIONICS

Psionics are special powers of the mind. The feared and distrusted Psi-Corps recruits and regulates psionic individuals, although there are plenty who do not fall under their umbrella.

Psionics uses the PSI attribute to use psionic powers. When targeted against another's mind, psionic powers are defended against using the WIL attribute, from which MENTAL DEFENSE is derived in much the same way that DEFENSE is derived from AGILITY.

$$\text{MENTAL DEFENSE} = \text{WIL} \times 3$$

Every psionic individual has a basic Psi-Blast attack. This is a simple, crude telepathic assault on another's mind.

PSI	1-5	6-10	11-15	16-20	21-25	26-30	31-35
DMG	1d6	2d6	3d6	4d6	5d6	6d6	7d6

Psi-Blast damage is calculated the same way as STR damage (but using the PSI score) and has a range equal to your PSI score. So a Psi-Cop with a PSI of 12 would do 3d6 damage, and have a range of 12 with her Psi-Blast.

PSIONIC SKILLS

Other psionic powers take the form of skills. These skills are learned applications and refinements of raw psionic potential. They share the same base range, which is the same as your PSI attribute.

Sense Emotion (empathy): This skill allows you to detect the emotions of a target creature.

Read Thoughts: This skill allows you to “hear” the thoughts of another creature.

Instil Suggestion: This skill allows you to implant an idea or concept in another creature.

Touch	+1 die
Per 5' distance beyond range	-1 die
Different species	-2 dice
Greatly different species	-2 dice
Per additional target	-2 dice

Some races have additional special abilities. For example, a logical pointy-eared species from a system about 16 light years from Earth are proficient at melding minds with others, and gain an additional 1-die bonus when in physical contact with their target; and a matriarchal empathic species do not suffer any range penalties when sensing emotion as long as they have line-of-sight.

MONSTERS

A starting PC is level 5.

Bandit [medium]

STR 5 AGI 6 END 5 INT 4 WIL 3 CHA 5
HEALTH 15 SPEED 6 DEFENSE 18 CARRY 50
MENTAL DEFENSE 9
Punch 1d6
Laser Pistol 2d6 Fire (Range 10)
Synthetic Weave Soak 1
XP: 3

Ogre Berserker [large]

STR 15 AGI 3 END 10 INT 2 WIL 2 CHA 2
HEALTH 30 SPEED 10 DEFENSE 7 CARRY 75
MENTAL DEFENSE 6
Club 3d6
Hide Soak 5
XP: 9

Star Knight [medium]

STR 5 AGI 10 END 5 INT 5 WIL 8 CHA 5
HEALTH 15 SPEED 8 DEFENSE 30 CARRY 60
MENTAL DEFENSE 24
Punch 1d6
Laser Sword 2d6 Fire
Basic Battlesuit Soak 4
XP: 13

Tyrannosaurus Rex [enormous]

STR 20 AGI 2 END 18 INT 1 WIL 1 CHA 1
HEALTH 54 SPEED 11 DEFENSE 4 CARRY 200
MENTAL DEFENSE 3
Bite 4d6
Hide Soak 10
XP: 18

Dark Lord [medium]

STR 10 AGI 10 END 10 INT 8 WIL 12 CHA 8
HEALTH 03 SPEED 10 DEFENSE 30 CARRY 100
MENTAL DEFENSE 36
Punch 2d6
Laser Sword 2d6 Fire
Navy Battlesuit Soak 5
XP: 33

Kaiju [gigantic]

STR 40 AGI 2 END 40 INT 1 WIL 1 CHA 1
HEALTH 120 SPEED 21 DEFENSE 4 CARRY 400
MENTAL DEFENSE 3
Bite 8d6
Hide Soak 20
XP: 60

Goblin [small]

STR 3 AGI 7 END 4 INT 4 WIL 3 CHA 2
HEALTH 12 SPEED 6 DEFENSE 23 CARRY 30
MENTAL DEFENSE 9
Punch 1d6
Laser Pistol 2d6 Fire (Range 10)
XP: 0

Psi-Cop [medium]

STR 5 AGI 6 END 5 INT 6 WIL 6 PSI 6
HEALTH 15 SPEED 6 DEFENSE 18 CARRY 50
MENTAL DEFENSE 18
Punch 1d6
Psi-Blast 2d6 Psi (Range 6)
Synthetic Weave Soak 1
XP: 9

CREATING A MONSTER

1. Allocate attributes to create the approximate “feel” of your monster.
2. Calculate derived statistics using the formulae below.
3. Apply size modifier to Defense and record Soak value.
4. If able to use equipment, assign weapons and armor.

DERIVED STATISTIC FORMULAE

HEALTH: ENDURANCE multiplied by 3.

SPEED: Add together half AGILITY + half STRENGTH (round up both).

DEFENSE: AGILITY multiplied by 3.

MENTAL DEFENSE: WILLPOWER x 3. This works just like regular DEFENSE, but is used vs. PSI attacks. You only need to calculate this if the campaign model uses psionics.

CARRYING CAPACITY: STRENGTH x10 in pounds. For every 10 lbs (or part thereof) beyond that, AGILITY is reduced by 1.

NATURAL DAMAGE: 1d6 per 5 STR or part thereof:

STR	1-5	6-10	11-15	16-20	21-25	26-30	31-35
DMG	1d6	2d6	3d6	4d6	5d6	6d6	7d6

PSI-BLAST DAMAGE: If the creature has a PSI score, Psi-Blast damage is calculated the same way as STR damage (but using the PSI score) and has a range equal to the PSI score.

XP: Add up the creatures attributes and then deduct 25. Minimum is 0.

SIZE MODIFIERS

Size	Example	Defense	Soak
Small	Halfling	+2	0
Medium	Human	0	0
Large	Ogre	-2	5
Enormous	T-Rex	-4	10
Gigantic	Godzilla	-6	20

ADVANCEMENT

You earn XP throughout the game - either by overcoming challenges or achieving story-based goals. The GM hands these out at the end of each game session.

These XP are then used to “buy” new career choices. This is much like choosing a career during character generation, but outside of character generation the following differences apply:

- The TIME (noted in years) on a career choice no longer applies. This only mattered during character generation. Instead, that time in years equals the cost of the career in XP multiplied by 100. So a 2-year career costs 200 XP. A 1d6-year career costs 350 XP.
- You no longer lose a mandatory attribute point for repeating a career.
- You and your GM will need to incorporate any role-playing effects of a career change. If you're playing a Starfleet Medical Officer and suddenly choose the Drifter career, this will have story-based ramifications on the whole campaign. In this sense, players have a powerful narrative agency in the campaign.
- You continue to earn credits in your career – if your new career offers a Cr bonus, roll 1d6 and multiply by 100 as normal. Sometimes you gotta make a career decision just for the cash!
- Enter your new career on your character creation worksheet.

DOWNTIME

You can also gain new careers during extended downtime between adventures. In this situation, treat the advancement in exactly the same way as you did during character generation – the XP cost etc. mentioned above do not apply. The “cost” is years plus the standard reduction in attributes for repeating careers.