

Stars Without Universe

T03

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(Character Sheet in GM Notes for In-person Play)

Recent changes:

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Introduction

I find that a lot of TTG games have deep roots in fantasy. Shadowrun is a cyberpunk setting, but we have dragons running corporations, and players have to fight the demons and monsters that cultists draw from the spiritual realm. Starfinder is science fantasy, which means that mages are just as viable as marines. When I initially chose Stars Without Number, I had hoped to find something similar to Dungeons and Dragons, 5th Edition in Space with no magic, and more sand-boxy. Something that is foolishly easy to pick up, and get rolling. I had an additional challenge, however. I wanted it in my own setting, and without being too mean to the original author of SWN, I didn't want something so aggressively whack-a-doodle as the old style TTG's. People who are more familiar than I am with playing these games will understand that statement a bit better.

Unfortunately, when it comes to this topic, I'm not well versed in the whole "Game Master" thing... And when it came to really sit down with one of my players and think through what's wrong with Stars Without Number, we were scratching our heads. Something's up. Am I not running it right? Or is my player frustrated that it's not his game of choice? My lack of experience, and my Player's uncertainty (Who, by the way, is a much better DM than I.) made us realize that SWN is based off an older system that puts thoughtful puzzles first, and skill checks as a punishment. I come from games like Dungeons and Dragons 4 and 5, which have a "skill check first" approach. But I was also accustomed to games like Numenara, Shadowrun, and Unknown Armies. Games that don't regard the D20 as highly as D&D.

So, I put my head down, and borrowed a lot from Stars Without Number. I wanted my own setting, my own rules. I want something that's easy to pick up, and easy to keep running for both myself, and my players. Furthermore, with my plans to pick up Foundry VTT, I had a new challenge on my hands. I hope you find that I've achieved my goals...

Because I'm using Foundry VTT for my game, there are some stats and components that shouldn't be made available to people not using Foundry. These components come with an extra tiny tutorial for GM's, and a little D6 emoji 🎲

I've put a lot of work in this setting... I hope you have fun in it.

Special thanks to the following:

Kevin Crawford, for creating SWN, and the sandbox that this "mini-game" is based off of.

RyuujinZero, the initial creator of the Avali race. How they're presented here isn't exact, but fairly similar.

Endless Space and Starflight, for providing inspiration for the Assemblers and Vaulters.

Star Control Series, the original inspiration for the Yol'Nah-Oss comes from benevolent Ur-Quan.

Firaxis' XCOM, for some of the abilities.

Under no circumstances is this book worth any monetary value. All art and images used in this book has been lifted elsewhere, so don't redistribute it to people you don't know.

Be aware, that this book took me quite a while to build, and the keyboard that I did built it on wasn't the best.

There will be spelling mistakes.

There will be missing content.

There will be missing tables.

There may be a lack of explanation on some things.

Tables aren't completely standard.

If you're unsure if something in this book makes sense, please let me know.

Thank you for helping me playtest my Universe. Everything you do in this campaign has the chance to shape what is in this book.

🎲 While I'm not sponsored in any way by Foundry VTT, I am still going to strongly recommend it. Other VTT's may need a subscription, but with a little finagling, you can do a lot with Foundry VTT. Only one member in your party needs to pay \$30 and have a little bit of networking knowledge. Foundry can also be used for in-person play. Though, nothing can beat rolling physical dice, so maybe come up with a better solution for in-person play, eh?

Also, Roll20 fucking sucks. Get off it.

📄 Another addendum, and this one might turn some of you off. Some of the concepts were assisted by the use of GPT-4o. Some Proof of Concept art, if we get to that point, may also have been generated by GPT or other AI assisted tools. All images added in the future will have credits added to the image itself with a priority to professional artwork. AI has the ability to help us with so much through learning or automating mundane tasks, but it will never replace an excellent programmer, or a truly creative artist. If you use AI, don't forget to always check it's work, and remember, GPT is a 'Yes Man.' Everything from it must be used with utmost discretion, because in order to please you, it'll make up hallucinations and always say you have a great idea. Especially if you don't.

The Local Cluster of Stars

Despite having known each-other for decades, the Allied Races of the Trans System Authority have yet to hold their stake and maintain a proper sphere of influence. While the initial three races, the Amalgamates, Terrans, and Solitons, hold this alliance, the three are at eachother's throats due to numerous disagreements and fights over ethical considerations. This makes it even worse news for the Alliance's newest member, the Vaulters.

With these in mind, the Avali race is hesitant to join. However, they're far from hesitant to profit off of the alliance. Humans have also recently returned to the fray, demanding that their similar cousins, the Terrans, give them control of the Alliance with little success. Of course, the Military branch of the TSF is already stretched thin due to the unknown cosmic horrors of space itself. Not every race that has met the alliance thus far is entirely willing to establish a friendly relationship, let alone learn the language long enough to ask questions before blasting away.

Making matters even more interesting is that in the past 100 years, Psionics have been discovered. Those who have learned that they "possess the gift" have dedicated their entire life to mastering that very gift. Not everyone even fully understands what has been truly unlocked while planetary governments and peacekeeping forces struggle to maintain order.

And here you are. From one of the many Sectors of Alliance Controlled space, (Yes, that includes Sol. But for our Avali friends, they might be from Avalon.) looking to stake your claim. Who are you? Who are your friends? Where are you now? From the seedy underbelly of the many dictator-controlled space stations, to poverty-ridden under-city of the glorious and wealthy planet Gateway. Maybe you're an Amalgamate rogue from Whitefall, an icy planet? Or maybe you're a born-again Soliton from their home-planet, Source? Regardless of who you are, or where your from, you're either an Offworlder now, or you'll become one. As an Offworlder, you'll quickly learn that nobody can be trusted.

Except your trusty crew. Look around the table. Yes, even the fellow who's picking his nose *right now*. You're safe in their hands. I'm sure of it. I've only had to tell one of you to not eat the dice, so I'm sure you'll be okay. I hope. Is somebody clipping their toenails into the mic? *Yikes*.

Below are a list of topics that might be interesting to some players. You'll probably find these as Journal entries during games.

The planet of Gateway

Gateway was the 3rd planet Colonized by Terrans, and the first planet Co-colonized by the Solitons.

Gateway has grown excessively in the past millennia. Each new Race found has added their own touch. Furthermore, gateway is the home-planet of it's sector, and has everything that most other racial homeworlds have. From supermassive shipping hubs, to large scale factories. Forests, and small oceans pepper the non-urban landscape.

Gateway is similar to "The Old Earth." With high temperatures in the summer, making things uncomfortable for Avali and Amalgamates, but low temperatures in the winter making things uncomfortable for Solitons and Vaulters. Gateway is able to process and fabricate everything it needs.

Generally, the people of Gateway are happy, and there is an extremely strong TSF Presence. With that said, with a population of 19 Billion, Gateway can be difficult to properly police. There is no risk of a hostile force attacking the planet, but organized crime is fairly common in some areas due to a fairly large wealth disparity.

Gateway's Atmosphere quality and breath-ability levels after factoring pollution is 97%. The gravity level of Gateway is 9.6 m/s². Extremely similar to The Old Earth. Temperatures can range between -45°, to +35° Celsius.

Authority Figures

Not everyone agrees with everything in this part of the 'verse. While the TSA hold the most control, not everyone seems well within their protection, and most races have their own form of government.

Alliance of Free Stars

The Alliance of free Stars is a sector of space primarily situated around the Sol Solar System and Mars. Numerous wars and rebellions had to be quashed around Earth as it slowly expanded. Pirates, new nations, dictators, rebels, anti-establishment anarchists... Over time, these groups were quelled, and groups of Humans joined the Alliance of Free Stars. As Humanity expanded toward Terra, Humans expected their distant cousins to become part of the Alliance without hesitating. Little did Humanity know, Terrans had already formed their own Alliance, the Trans-System Alliance.

Now, the Alliance of Free Stars is mostly known for espionage, cut-throat tactics, and famine. Citizens who find themselves in AFS Space find difficulty in leaving, and business is not exactly booming. The only race, Humanity, is known to intentionally cause problems and instability within the TSA and The Illuminate. As such, both, Humanity and the Alliance of Free Stars is not exactly considered to be a great neighbour.

The Military branch of the Alliance of Free Stars often rely on under-equipped and overwhelming numbers. Hoards of boarding ships seek to capture larger ships. Of course, this is made much easier with a large network of spies, stolen drones, and sleeper agents.

Amalgamate Collective of the Flotilla

The Amalgamate Collective is the main governing body of the Flotilla, which is primarily stationed in the Whitefall Sector. Thanks to also having the Planet of Whitefall, The Collective has mothballed a series of ships to forcefully expand their territory inside and outside the Trans-System Authority's Sphere of Influence. While the Amalgamate Collective is a member of the TSA, it is an uneasy Alliance.

The Collective is not necessarily able to maintain it's own sector, and those living within Whitefall are often reliant on assistance from the TSA. Whitefall is also often considered a snowy lawless planet with large swaths of uninhabited land. This is largely because Amalgamates prefer to explore society, and very few want to remain under the Flotilla's cruel dictatorship. While it's possible to leave the Flotilla, those who remain often have the choice of living in a frozen wild-west, soviet-like facilities for manufacturing with little freedom, or a starship built similarly to the Kowloon walled city.

Due to the nature of the Collective, and their status within the Trans-System Authority, the Collective has next to no formal military. Many Amalgamates refuse to return to the Flotilla, and those who remain in the sector are often involved with the Black Market, Organized Crime, or are generally largely unhappy.

(The) Illuminate

The Avali have two major governing bodies. The Illuminate, and the Packs of Avalon. The Packs of Avalon is primarily involved in governing major planets under Avali control. The Illuminate is in charge of expanding and protecting the Avali colonies, and negotiating with other governing bodies. While the Avali wish to rapidly expand, The Illuminate is often the major player holding the race from over-extending. Furthermore, when it comes to forming alliances, The Illuminate is also holding the Avali from joining the Alliance of Free Stars, and the Trans-System Alliance. This is largely due to massive amounts of distrust against the Humans, who have sabotaged their colonies, and the Solitons, who are known to release bio-weapons against the "lesser" Avali.

The Illuminate is also spread thin, relying on drones to offer support and supplies to struggling colonies. Unknown ships caught by a manned Illuminate ship in their space are often boarded and searched, or escorted out of the Avali Sphere of Influence. It is largely based on the pack on board said ship.

Living under Illuminate control is a misnomer, as the Illuminate typically only respond to radio signals. Drones fly from colony to colony checking up and ensuring everyone's needs are met. Census are taken often, and The Illuminate often restrict the other races to their fuel depots, which is maintained and watched much more closely. Living under The Illuminate is not that bad... If you're an Avali. Other

races can expect to be Second Class Citizens, requiring escorts to go into certain areas due to the massive extent of distrust, and the environmental differences.

During combat, The Illuminate often relies on drones to facilitate fast and hard-hitting guerrilla strikes. Many who have gone against an Illuminate hit-squad still don't fully understand how or why it happened.

Theocratic Society of Source

There are two gods. If you do not fully understand this statement, or refuse to believe it, you are not welcome within the Theocratic Society of Source. Founded before the written word was known to the Solitons, the race has an extremely strongly Theocratic society that is pervasive even offworld. While Solitons do not attempt to convert the other races, converts are welcome. That said, these are simply some species that are just too godless for them, though, most speculate this is largely more due to the conflict in environments. See the Amalgamates and Avali.

The Theocratic Society has also found itself in a strange place. It is constantly reminding it's worshippers that the Solitons were created in the image of their Gods, and therefore the most superior race. However, the Terrans exist with a massive advantage over the Solitons, therefore, the Theocratic Society has to choose it's battles extremely carefully.

Many Solitons are able to choose between two major caste's, one for each of the Twin Gods. Solitons that prefer science and art are often followers of Kalu, the Goddess of Life and Creation. Kalu worshippers often have pools of water, fountains, pets, and a strong belief in improving one's quality of life, be it with sex, drugs, or rock and roll. More physically oriented Solitons will often prefer to follow Daesar, the God of Death. Chefs, Military, and physical labour is where many who follow this caste will likely end up. Daesar worshippers will often have candles, large kitchens, and more physical or sport related paraphernalia.

Religion is strongly enforced on the Soliton people. While it's true that many males prefer to follow Daesar, and many females prefer to follow Kalu, the Solitons are constantly reminded that without Life, there can be no Death. Without Death, there can be no Life. This is due to a strong desire to quell fighting and keep peace between the warring ancient tribes. Those who do not follow the religion are not permitted on the planet Source, and this includes all other species except those whom are ambassadors, or those who have gotten special special permission from the Society.

For now, the Society remains as no small part of the Trans System Alliance. Solitons are able to steer the TSA in directions that are favourable for the species, sometimes, and more often than not, to a major detriment to the other species.

Trans-System Alliance

The Trans-System Alliance is a collective of four races combined to make one major strong alliance. The TSA is the largest, and most capable governing body with the biggest sphere of influence. The

Trans-System Alliance consists of multiple branches. This includes the TSAF, (Trans-System Armed Forces) the TSP (Trans-System Protection) TSGB (Trans-System Governing Body) and finally, the TSSB (Trans-System Social Body.)

Vaulter Hive

When the Vaulters were initially discovered, they were largely in disarray after having to survive on a dead planet. One Queen decided to stand. An extremely heavily genetically modified cross-breed of Amalgamate and Soliton, Kitrah is the first, and only representative of the Vaulter Hive. Many Vaulters often choose to eschew political involvement, instead preferring to live a quiet life, many more also do not view her as a Queen due to her appearance.

The Vaulter Hive holds little to no territory under it's control. Only a few ships, two stations, and what was left of their barren home-world. Kitrah is often seen fighting for more Vaulter rights and representation. However, other authorities barely even recognize the Vaulter hive, due to it's population within it's Sphere of Influence (Which is also inside the Sphere of the Trans-System Authority) remaining less than one billion.

Celebrities

There are many famous figures, some alive, some dead. Having knowledge of these names may garner you some respect, and a better understanding of history, or current political events.

Amalgamate

Serval – 46, Male Amalgamate – Leader of the Collective

Serval is a moderately augmented Amalgamate that is known as being cold, ruthless, and heavy handed. Serval often takes punishments to the extreme, throwing criminals in the flotilla's reactors to help fuel the main ships of the flotilla. Serval is a gray furred Amalgamate, 5 and a half feet tall, and considers the entirety of the Whitefall sector his domain for the Flotilla, though he rarely enforces law on the planets. Only the flotilla. Serval is often seen fighting angrily in the TSA's parliament for the rights and perception of Amalgamates within the TSA's sphere of influence. It is rumoured, however, that Serval greatly enjoys the company of young Avali.

Enishkuh – 93, Male Amalgamate – Crime Boss

A rather eccentric crime boss, Enishkuh prefers to work in the shadows, and take an extremely "claws on" approach. While many Amalgamates like the idea of augmenting their bodies, Enishkuh took it to the extreme by implanting spider-legs, sub-dermal systems, artificial organs, and more than enough torture devices. It is rumoured that Enishkuh has also invented, and is the sole willing user, of the excruciator implant, which causes its user extreme pain at all times. Enishkuh often wears formal human attire, has had his ears cut off, and large implanted fangs installed. Seeing Enishkuh isn't too rare of a sight if you work for him. Though, if you fail him, or don't work for him, Enishkuh is often the last person you'll see, and you'll be alive for a lot longer than you prefer.

Cleo – Unknown Female Moniker – Crime Boss, Symbol

Cleo is often a black female Amalgamate. She often wears gold, and has the human symbol "Eye of Ra" over one eye. Cleo is often seen leading purist Amalgamate colonies, often with force. The TSA has reported multiple times that Cleo has died, another Amalgamate shortly appears with the same look, agenda, and belief that they are a god meant to bring the Amalgamate people back to their organic roots. Often with terror attacks.

Avali

Name – Age, Gender – Position

Human

Name – Age, Gender – Position

Soliton

Warlord Tanith – Deceased (216), Male Soliton – High ranking official for the Military of Daesar

Although deceased for over a thousand years, the name “Tanith” remains a name of honour. Many parents call their male children Tanith in hopes that they would gain his ancient strength. Tanith established First Contact with the Terran fleet, and took to space to stop the warships from getting too close to the holy planet. Many expected that Tanith would single handedly destroy the alien fleet, but once the warlord found that there were multiple ships to be boarded, he ordered the soldiers to surrender and lay down their weapons. What followed became known as the “First Alien Conversation.” as Tanith struggled to speak and learn the language of the Captain of the Colony ship he had boarded. This eventually lead to the “First Contact Contract” where Terrans and Solitons decided to respect each-others borders, and finally... Settle on gateway together.

Ryn Embers – Approx. 83, Male Soliton – Ambassador for the Vaulter Hive.

Ryn Embers was a fighter pilot that went MIA. He was found after the exploration of an unknown blacksite which revealed the Vaulters living on a dead planet. Ryn is a 2.1 meter tall Soliton with green hair and dark scales. He is typically adorned in a silver leather ambassador outfit, and is often found close to Kitrah Embers, his wife, and has sworn to become part of the Vaulter Hive to fight for more rights of the Vaulter people. Ryn is a devout follower of the Twin Gods, Daesar and Kalu, though he prefers to worship Kalu.

Name – Age, Gender – Position

Terran

Name – Age, Gender – Position

Vaulter

Kitrah Embers – Approx. 52, Female Unknown – Queen of the Vaulters

Kitrah was found after the exploration of an unknown blacksite which revealed the Vaulters living on a dead planet. Kitrah is a 3 meter tall teal furred bipedal wolf-like creature. She is often adorned with multiple Soliton wraps and a long silvery dress. Kitrah has 8 red eyes, and flowing black hair. Kitrah took it upon herself, with Ryn Embers, her husband by her side, to become the Queen of the Vaulters. She often prefers to travel with a lighter security detail with her husband to fight for more rights for the Vaulter people within the TSA.

Kahu – Age, Male Vaulter – Rebel Leader

Ettsie – Unknown, Unknown – Galactic Artist

Ettsie is considered a major graffiti artist typically found within the Gateway Sector. Nobody knows who they are, but there have been hints that Ettsie is a female Vaulter. Ettsie's art have been found across multiple planets, space stations, and are often known to predict the future, or reveal something not well known to the general populous. As such, major governing bodies are on the hunt for whoever Ettsie may be.

The Galactic Map

Below is a small map of the primary Sphere of influence that exists under TSA Control. Also included is Avalon, Sol, and their colonies.

While it is possible to maybe find some ways around without the use of System Gates, the red lines are primarily the number 1 method of getting from one system to another. As such, there are many. However, they do take considerable amount of time to produce, and that is the second reason why there are so few, and some are one-way.

Finally, this is the *System* map. Use your imagination, or SWN's system to come up with your own locations within these systems.

Skills: Defined

Before we get into the larger list of skills, we need to first go over the six attributes. Much like other tabletop games, your skills are attached to attributes. What might be a bit unlike other games, your attributes are context sensitive. You might use Combat: Ranged with Dexterity in combat. But explaining to an alien that bullet go fast might require Combat: Ranged along with Charisma. You'll also notice a complete lack of really specific skills like "Intimidate" or "Lockpicking." Things will be a bit more general.

That being said, there's still a lot of skills. Just because you're untrained in a skill, it also doesn't mean your totally brain-dead in that skill. Someone who is untrained in Language, but has a past living with Avali may be able to have a base understanding and know how to ask "Where is the bathroom" in their language. But picking up specific nuances in their language may be much more difficult, or even impossible.

All skills for a character start at Untrained (-1) But they can be advanced as high as +4. Experts can have their skills increase up to +5.

So... What are the six Attributes?

Strength: is the raw power your body can exert. Your peak physical fitness.

Dexterity: is the capability for your body to manipulate complex (and simple) physical objects.

Intelligence: is your ability to learn and retain knowledge. Also known as "Book-learnin'.

Charisma: is your ability to place ideas into words. Communicate, and explain.

Wisdom: is your innate logic and intellectual reaction to stimuli. Better known as "Common Sense" or "Intuition."

Constitution: is your ability to endure physical or mental hardship and damage.

When a Skill roll is made, an attribute is chosen, along with the applicable skill. Not every skill can be called with every attribute, but it's entirely possible that edge cases can exist. Furthermore, some skill-checks can be made with the attribute alone! Some skills have a set of square brackets. These are "Major" skills, and have many sub-skills under them. If you get a package with the X[Any] Skill, that means to choose one of it's sub-skills. (IE: Combat[Any] Means you choose either Combat[Gunnery], [Melee], [Range], or [Unarmed]) Now... Those skills...

Artist[X]: *Strength, Dexterity, Intelligence, Charisma.* The character is trained or gifted in a particular type of art. A specific medium should be noted.

Athletics: *Strength, Dexterity, Constitution.* Running, jumping, climbing, swimming, and other feats of athletics or acrobatics are covered by this skill.

Bureaucracy: *Intelligence, Charisma, Wisdom.* A skilled bureaucrat knows how to deal with complex legal and administrative systems, and how to find files or records quickly

Business: *Intelligence, Charisma, Wisdom.* Running a shop, negotiating deals. Legal or otherwise. Can also be used for bartering.

Combat[Gunnery]: *Strength, Dexterity, Charisma.* For use with any weapon systems and weapons consoles. Artillery systems, stationary weapon emplacements, fixed, gimballed, or precise ship and vehicle mounted weapons.

Combat[Melee]: *Strength, Charisma.* For use with any melee weapons. Ceremonial blades, swords, hammers, and axes.

Combat[Ranged]: *Dexterity, Charisma.* For use with all firearm and firearm related weapons such as energy weapons, firearms, crossbows and thrown explosives.

Combat[Unarmed]: *Strength, Charisma.* For use when you wish to engage in the raw art of fisticuffs!

Culture[Criminal]: *Charisma, Wisdom.* This is the knowledge and etiquette of criminal factions. You understand the secret knock to criminal dens, and know how to properly pay your respects to the Don. Wouldn't want to end up as Brick Top's pig chow, would you?

Culture[Spacer]: *Charisma, Wisdom.* This is the knowledge and etiquette for a ship captain. There are numerous small vessels out and about, docking stations, warp gates. The knowledge of proper radio etiquette could save you a few bucks. And when things are ugly, a friend could be found.

Culture[Traveller]: *Charisma, Wisdom.* This is the knowledge and etiquette for planetary life. How to hail a cab, where to find the festivals, and navigating life outside the spaceport. You're an offworlder, sure... but you're not a stranger.

Cybernetics: *Dexterity, Intelligence, Charisma, Constitution.* This character understands how cybernetics are implanted, and is possibly able to do it with the correct hardware. Some Cybernetics require mechanical application that utilizes this skill.

Drone: *Intelligence, Charisma.* This character has been trained in the use and operation of drones and UAV's. To a degree, they can perform minor field repairs and systems mounting. It's likely, that if available, this character can utilize compatible Drone Controllers with their internal implants.

Electronics: *Dexterity, Intelligence, Charisma.* This character has a much closer understanding about computers and electronic systems. Hardware, Firmware, and Software. They can work with computers, or maintain or install simple electronic devices.

Exosuit: *Strength, Charisma, Constitution.* This character has been trained in the use and operation of advanced exosuit war-systems. To a degree, they can perform minor field repairs and systems mounting. It's likely, that if available, this character can utilize compatible exosuits with their internal implants.

Gambling: *Charisma, Wisdom.* This character knows how to hold'em, how to fold'em, and tell tells from other players on the table. Gambling applies to all games played in person, it does not matter if there's a bet or wager applied.

History: *Intelligence, Charisma.* This character is familiar with the past generations worth of history. Narrowing down historic events with a History Sub-Skill (IE: History[TSF First Contact with Amalgamates]) assumes near encyclopedic knowledge of that event.

Language: *Intelligence, Charisma, Wisdom.* Every race, every culture has their own dialect. The language skill allows one to pick up subtle messages through not only the spoken word, but also via body language, mannerisms, and for those with cybernetic or psionic augments and skills, signals.

Navigation: *Intelligence, Charisma, Wisdom.* The character can navigate using compasses and maps as well as astronomic readings to find their local sector readings. This skill is not required to follow signs or have an innate "lay-of-the-land." At level 0, this skill is good enough to navigate on land. At least Level 1 or higher is required to navigate a star-ship without the aid of Guidelanes.

Psionics: *Intelligence, Charisma, Wisdom, Constitution.* This character has a strong understanding of Psionics. If they are Psionic, they have a strong understanding of the neural pathways required to activate their psionic powers. If they are not, they understand and can identify psionic objects and actions in the world.

Religion: *Intelligence, Charisma, Wisdom.* This character is familiar with many of the common religions among the main races and lesser races. Does not infer extensive knowledge of unique cults. Narrowing down exact religions or cults with this skill assumes near encyclopedic knowledge of that religion. (IE: Religion[Christianity])

Science: *Dexterity, Intelligence, Charisma, Wisdom, Constitution.* The character is a trained scientist and capable of operating laboratory equipment, conducting research, and developing new technology. This skill covers all conventional scientific applications, but actually building or repairing objects requires the Tech skill.

Security: *Dexterity, Intelligence, Charisma, Wisdom.* The character is familiar with primitive and modern security systems, both in setting them up and defeating them. The character can pick a lock, defeat a retinal scanner, circumvent a pressure sensor, and otherwise attempt to overcome security measures

Stealth: *Dexterity, Charisma, Wisdom, Constitution.* This character can conceal their presence, and elude those searching from them by conventional means. Higher levels also infer how to maintain stealth from less than conventional means, such as scanners and psionics.

Survival: *Strength, Dexterity, Intelligence, Charisma, Wisdom, Constitution.* The character is trained in survival techniques for subsisting in hostile environments with minimal supplies. Assuming that the world itself isn't inimical to human life, they can usually find food and water even in harsh conditions.

Tech[Maltech]: *Intelligence, Charisma, Wisdom.* Anything to do with forbidden and blacklisted technology. This includes technologies that are far too heinous to consider as well as technologies that have been declared illegal by the TSF such as Amalgamate Nerve Staplers, Terran AI, and Soliton Life Creation.

Tech[Medical]: *Dexterity, Intelligence, Charisma, Wisdom, Constitution.* Surgery, First aid, viral medications, cybernetics. If you need to heal an organism, this is the skill for you.

Tech[Psionic]: *Charisma, Wisdom, Constitution.* Repairing, building, utilizing technology that interfaces with a psychic's powers in any way shape or form. This is the only tech skill that may commonly be utilized for combat.

Tech[Repair]: *Dexterity, Intelligence, Charisma.* This character can repair damaged or broken items or components, provided that they have the necessary tools to do so. This character can possibly upgrade functional equipment too.

Vehicle[Air]: *Dexterity, Charisma, Constitution.* For the use of conventional aircraft. Helicopters, jets, even hot air balloons. If there's an atmosphere, and you can fly, you can excel.

Vehicle[Land]: *Dexterity, Charisma.* Surface vehicles. Cars, trucks, tanks. This also includes riding animals.

Vehicle[Space]: *Dexterity, Intelligence, Charisma.* You're a pilot! This includes any star-ships capable of movement outside of a planet's atmosphere, but they must be manned internally. If the star-ship is in atmosphere, this skill still applies.

Vehicle[Water]: *Strength, Dexterity, Charisma.* Ships, boats, from the larger watercraft, to a canoe.

Finally, let's look more at skill rolls.

Attribute rolls simply take the modifier of that roll and adds to the result of 2D6. These rolls are typically easier than skill rolls. Skill rolls take an Attribute modifier, the skill modifier, and then adds that to a 2D6.

Trivial rolls are typically a DC of 6.

Very Easy rolls are typically a DC of 8.

Easy Rolls are generally a DC of 10.

Tough rolls are generally a DC of 13.

Hard Rolls are often a DC of 15.

Very hard rolls are often a DC of 17.

Impossible rolls might end up with a DC of 20.

Maltech? What's that?

Maltech is considered deeply illegal technology. Technology that is considered so heinous, that those who express desire to produce or use it are typically ostracized or investigated. It's one thing to want to learn more about Maltech, and to study it's consequences, but to actually want to do it is considered a very big no-no.

Another analogy is that during times of war, soldiers who had serrated blades on their bayonets were looked down upon by their peers. Should that soldier be caught by the enemy with a serrated blade, there was no quarter given. This is because serrated cuts rip the flesh, and in WW1, medical technology had not advanced enough to save someone with a bad enough wound. Maltech is the serrated blade. The acceptable weapon is a flat, sharp bayonet or a gun.

History lesson aside... What is not permitted?

Artificial Intelligence: "True" AI is considered to be Maltech when it is capable of thinking for itself. Sapient AI that has full control over a facility is considered to be extremely dangerous, and this law was enacted shortly after the Sirius Incident, which left 284 Terrans and Solitons dead after the AI started to believe that living people were dangerous. Instead, we use a Virtual Intelligence, which is programmed to assist the user, and answer pointed questions according to protocol. While VI's controlling lethal or nonlethal weaponry is considered illegal. It is not considered Maltech.

Life Creation: The Solitons have next to no qualms with the ability to genetically modify themselves, other races draw the line when it comes to the creation of a living breathing creature. Bacterium and Virii is also Maltech, as that is considered life in this context, and has substantially much further reaching consequences.

Lojack Daemon: Thanks to the wonderful world of Cybernetics, an Avali can become stronger than a natural born male Soliton. However, the complicated system of electronics and steel must innately work with the creatures nervous system. A Lojack Daemon is a piece of malicious software designed to bridge that gap, and allow the implants to control the flesh. Anyone found dealing with this software will be punished severely.

Nerve Staples: Nerve Staples are installed on the spine of the victim. The Victim is then controlled by the Staple to carry out tasks in a painful form of slavery. Once considered "the capital punishment" by the Amalgamate Flotilla, all races have agreed that these worm-like machines should no longer exist. Begrudgingly, including the Amalgamates. While Vaulters also agree that Nerve Staples should be Maltech, Vaulters are immune to Nerve Staples

Suit Rippers: The most recent addition to Maltech, and probably the least known and most crude. When there is a cut on an EVA suit, foam is dispensed to keep the atmosphere secure inside of the suit. The Suit Ripper is a set of sharp, serrated blades that spin. Upon contact with an EVA suit, the foam is not able to properly dispense. Assuming that the victims insides are not turned into ground beef, the

victim is doomed to asphyxiate within 10-45 seconds while the forceful ejection of suit atmosphere uncontrollably pushes them away from the attacker.

Background Skill Packages

Every Character starts with four skill packages. Two Background skill packages, one class skill package, and one racial skill package. For those skill packages, find more information about the said class or race. These packages Below is the list of 16 Background packages you can choose two from.

Remember that Skill[Any] refers to any skill under that umbrella. IE: Vehicle[Any] can be Vehicle[Land] or Vehicle[Space]... Or one of the other two! Get silly with it!

Adventurer: You're out there to stake your claim on the galaxy! What claim is that? Who knows!! but you've picked up some real odd jobs along the way and we have no idea where you might end up, or what you've even learned from your experiences Maybe you were a ship crew. Maybe you were part of an organized crime syndicate? This is for people who don't find the packages below represent them too well. **With this package, choose three skills to become trained in. It's assumed you'll be choosing this first.**

Bandit: Bandits are everywhere. Crime is everywhere, and you were partially to blame. Either because you liked the thrill of taking tolls on the populace, or you stole food because you were hungry. You've had to do the dirty deed for a considerable portion of your life. This package includes **Combat[Ranged], Culture[Criminal], Survival, and Vehicle[Any].**

Biotech Crew: Every ship needs a Biotech, or a crew of them. Biotechs keep the air fresh, maintain plant life, and most importantly, treat the crew of any injuries or illnesses. For however many years you've spent as a Biotech, you're sure to of seen your hair shair of things, and earned valuable medical skills. This package includes **Culture[Spacer], Cybernetics, Language, and Tech[Medical].**

Clergy: Religion is still a big deal in space. Wither it be The Lord, the Spirits, or the Twin Gods, a small part of your life has been about studying all religions, caring for the shrines, and temples, and offering help to those many lost souls in need of it. This package includes **Culture[Any], History, Psionics, and Religion.**

Comms Crew: Ships need to communicate with each-other. Docking Protocols must be dome exactly to avoid billions of dollars of damages. Ships have certain protocols for communication that also cannot be ignored, because those radios can get quite hectic in highly populated areas around planets. This package includes **Culture[Any], Electronics, Language, and Vehicle[Space].**

Conman: Step right up, step right up! Have I got something to sell to you! Beat me at this game of chance, and I'll sell you this fine Snake oil! Cures all ailments! It's only 12 Gears to play, or 1 Credit! What's that, you lost? Oooh, darn. But you're welcome to try again! This package includes **Artist, Culture[Criminal] Gambling, and Stealth.**

Gunnery Crew: Let's be honest. Not everyone has the best intentions out in Space. Either through poor communication, or the general banditry that occurs out there. Then again, it's possible you were on land in a battle tank or mech too. You consider yourself quite well versed in the use of mounted weapons of any kind thanks to your experiences. This package includes **Combat[Gunnery], Culture[Spacer], Drone, and Tech[Any]**.

Hermit: Civilization? BAH! You were born in the middle of nowhere. Tonnes of planets are too large to completely fill, and you had your own little backwater area to live on. You survived with a little bit of tech, because if it failed, it was junk. It's only recently that you had to "rejoin" society. But for those years on your own, you learned a lot. This package includes **Combat[Melee], Navigation, Survival, and Tech[Repair]**.

Peasant: Peasant, Dude, Guy, Lady. You didn't really do much with your life. A simple job on the side that paid pennies. You were content in your little box home, but lately you decided to change that. You want to better yourself. You're done getting in fights at the bar. You're done dealing with customers. You want to leave your lowlife friend group behind to join this one! This package includes **Bureaucracy, Culture[Traveller], Gambling, and Vehicle[Land]**.

Politician: Being a city mayor is tough. Even tougher political jobs are the ones with more power. Your enemies are often the loudest, and your supporters are quick to warn you of danger. Having to navigate the political landscape has also taught you a lot about how higher up government agencies work. Something that could help you in your future endeavours. This package includes **Bureaucracy, Business, History, and Language**.

Researcher: To think, Humans have only explored 89% of Earth and they've been around that planet for quite some time. We've explored 8% of our inhabited star clusters. That means that there is so much more of the sector to explore and learn from. You likely long for these days, or maybe you resent them. But your time as a researcher has certainly given you some critical thinking skills. This package includes **Culture[Any], Drone, Science, and Tech[Any]**.

Security Crew: Every ship or vehicle large enough needs a Security Crew. Secure Crew also encompasses the world of Law Enforcement in a world where there are no laws. Conflict resolution was your thing, but secured to your hip was that trusty laser pistol you hoped you'd never use. This package includes **Combat[Any], Exosuit, Security, and Psionics**.

Soldier: Be it the TSF, or a Planetary Military. You were involved with keeping the pace through force. Weapons were your bread and butter, along with things like ROE (Rules of Engagement). The codes of Honour and discipline are drilled in you, as well as navigating the bureaucratic mess that these organizations offer on the way out.. This package includes **Athletics, Bureaucracy, Combat[Any] and Stealth**.

Technician: Shit breaks. You fix shit. Shit breaks again. The user doesn't know what the red button does. Shit's really broken. You were a tech for a few years. Fixing god knows what. Engines, computers, fabricating new things to fix broken things. Yep. The user is dumb as shit, and years later,

here you are, still fixing dumb shit. This package includes **Business, Culture[Any] and 2x Tech[Any] skills.**

Transport Specialist: Things that are produced at Point A, need to be used at Point B. Its simple math, really. Along with plotting the star charts, cargo manifests, weight limits, docking speeds, shipping routes, and oh, look... the occasional Bandit. Moving things around was your life. Get'er done! This package includes **Drone, Exosuit, Tech[Any], and Vehicle[any].**

Worker: Miner, Wage Slave, Construction. These are some of the things that define you. Working out in the reaches of space means you had to survive a hostile environment. On top of that, having to handle gruelling work hours and a bitter boss. Yeah, it's time for a lifestyle change. This package includes **Athletics, Combat[Any], Navigation, and Vehicle[Any].**

Playable Races

In this Cluster, there are numerous races to choose from. Each Race has their own HP Bonus, a Perk, Ability to choose from, and Skill Package to choose. Here's a quick, and ultra-basic run-down of all of them.

The **Amalgamates** are typically short, gray furred feline or canine-like creatures that come from the Amalgamate Flotilla. Most are gray-furred, but while the mother is pregnant, their environment decides the fur pattern. Although rare, white Amalgamates, or even sandy yellow and deep green furred Amalgamates exist. Black ones are also a possibility. Amalgamates often think very little of “upgrading” their body. Cybernetics and enhancements are just a part of life, as are things like Zero-G, and living obscene amounts of time on a space-ship. Amalgamate players will likely like furies, expressing themselves, being a rogue, or just cyberpunk culture.

The **Avali** race are very short raptor-like creatures with a unique biology. They are pack animals, typically with vibrant feather patterns, with the males being more colourful and the females being more dull and speckled in their feather patterns. Avali have four ears and large wings, but are unable to fly. Avali come from their planet of Avalon, and have numerous colonies containing fuel farms. Because Avali are considered Pack animals, they consider their pack to be stronger than anything else. An attack on the Pack is considered extremely personal and offensive. Everything is done with the pack, but just because you're Avali, doesn't mean your pack-members are also Avali. Avali players will probably like things like gremlin-foolishness, music, co-op, and unique biologies.

Aaah... **Humans**. We all know 'em. We are human! I assume, anyway. If this book survives far into the year 4000 and your not human, then I apologize if I've offended you. In this setting, Earth has been a bit of a rough place to live, and as a result, Humans have evolved to be slightly different. Humans typically span between 5-7 feet, and the females are a little bit shorter. Most humans are of Asian or European descent, and as such, their names will typically reflect that. Human players will likely be fans of being themselves, being the underdog, and rogue like characters.

Here we are! The **Terran** race! Terrans are extremely similar to Humans. Many years ago, humanity moved to colonize a new planet within the Goldilocks zone of another solar system. They called this planet “Terra.” Unfortunately, fights between leadership broke out, and after numerous bloody wars, the Trans-System Authority won. Great in the sense that order was restored. Bad in the sense that eugenics were out in full force. Terrans live life under a brutal surveillance state. Due to a long history of eugenics, all Terrans have blue eyes, they're typically taller than humans, and have more natural strength than humans. The trade-off is that if you have any birth defects or disease... You're technically no longer a Terran. You're a sterile Human. Terran players might enjoy sci-fi series in general, like Star-Trek and Star-Wars. Terran players might also like being human, with just a few more perks and role-playing.

Solitons are a sexually dimorphic race, meaning that the males are massive, hulking super strong plant eaters, whereas the females are small, nimble carnivorous flyers. Solitons are a reptilian race that enjoy

heat more than anything else. Fire and running warm water are a tribute to their twin gods, Daesar, the god of death, and Kalu, the goddess of life. The males are often between 7 to 9 feet tall, and the females are more in line with being 5 to 6 feet tall. The males are often bulkier, and muscular with an extremely thick tail and a square snout. While the females are thin, slender, have a rounded snout, and massive wings that allow them the ability to fly short distances. Solitons think that the “pleasures of the flesh” are a gift of god, and their home-world of Source is rife with biolabs among the jungles and deserts. Soliton players may enjoy things like drugs, biology, role-playing a unique culture, and exploring unique and new religions.

Here we are! The end of the list! **Vaulters** are a race of insect-like creatures that have been taken under the fold of the Solitons. Accepting their religion, and extensive biological modifications, Vaulters have gone from an endangered race of second-class citizens to their own race with an established homeworld and two seats within the TSF Alliance Government. Vaulters are large shelled insect creatures with long arms and four legs. Although their a quadruped, standing straight up allows them to be at approximately 6 to 8 feet tall, but they’re closer to 10 to 13 feet long. Vaulters have large compound eyes and powerful mandibles. Because the Vaulters were uplifted, they have little culture or technology of their own, but most vaulters enjoy art of some form, painting tributes and murals to the Soliton Twin gods. Religion seems fascinating to them, and as such, murals of Avali spirits, and the Indian gods of Vishnu and Shiva for the humans can be found in the correct settlements. Vaulter players may enjoy things like insects, combat, being the odd one out, and art.

Okay. With all of that on the table, let’s take a look at the races!

Amalgamate

ROLE-PLAY:

You were likely born into a community of Amalgamates. Unsure of who your real parents were, you survived under the care of numerous parents until you were cybernetically augmented at the age of 10. From there, you sought to stake your claim as an adolescent. Maybe you wanted to find work for the sake of working? Maybe you wanted to help out other adults? Or maybe you just wanted to find your biological parents?

Amalgamates typically have a more bleak view of life and death. Amalgamates have no religion, therefore, a deceased Amalgamate, or any deceased creature for that matter is viewed purely as a resource. That said, Amalgamates are not heartless, and may prefer to hide the remains of a loved one.

Amalgamates often have no issue with killing, cybernetics, and often have a “Job’s got to be done.” view. Safe to say that there is no “OSHA” equivalent in Amalgamate Culture. Provided an Amalgamate can understand the reasoning for something to be done, the Amalgamate will often do it to achieve a greater goal. That said, they won’t just jump into the incinerator to fix the gas leak right away without ensuring that the power is cut off first. They’re not suicidal.

While most Amalgamates prefer to travel in groups, or work on a specific task within that group, there are some more “Independent” Amalgamates that prefer to be a part of a tiny, or non-existent group. Living from the land to escape the tyranny of government aboard the Amalgamate Flotilla and the TSF.

BIOLOGY:

Amalgamates are bipedal furred creatures. Mammals, if you will. More often than not, Amalgamates have some form of cybernetic implants that their bodies are able to adapt to very rapidly. Amalgamates typically have short fur over their bodies, normally a dull metallic gray. However, there have been situations where planet-born Amalgamates have fur that matches their environment. White for planets from colder climates or blue from oceanic planets, sandy brown, light green, and even a charcoal-black shade of fur can be present. Amalgamates have two eyes, and large pointed ears. Eye colors can range from pink, blue, green, brown, and orange. Males have a long iris, like a cat. Females have a round iris, like a human. Amalgamates often range from 4’6” to 5’6” or 1.4m to 1.5m. Their tail is often round, and up to half a meter long. The males are more commonly shorter than the females, but on average, there is no major height difference to the two genders. Amalgamates also have a canine-like muzzle, where the males often have a longer muzzle, and the females often have a shorter muzzle. Though, this is also not a hard rule.

 In Foundry, Amalgamates have orange blood (Splatter) a value of RGBA(#FDC883FF) Amalgamates also have darkvision, and are able to see in the dark up to 5 meters. (emitting 5m of dim light on the player token.)

BONUS:

Amalgamates start with 4HP plus the max roll of their Class's hit-die. Amalgamates start with a free Implant Framework that cost 0 System Strain to implement. Maximum System Strain cannot be lower than 3 on Character Creation. You also gain +2 Dexterity and Constitution, but -2 Strength.

PERK:

Amalgamates are unaffected by Zero-G movement penalties when wearing that armour. When an Amalgamate gains a point to System Strain on Level up, double it.

SKILLS:

On Character creation, choose one of the packages below.

Flotilla-bound: You were born on the Amalgamate Flotilla, you grew up, worked within those steel walls, and only just recently have you left for your pilgrimage to discover the galaxy. In addition to discovering how blue skies are, and how green grass is, you get the following skills: **Culture[Spacer], Security, and Tech[Any]**.

Unified: For one reason or another, you believe that all of the races must work together. Amalgamates aren't better, or worse, and you want to work toward showing that. Your life's work have been primarily working with the other races. This package includes **Business, Language, and Tech[Any]**.

Materialistic: Okay, all of that other stuff is cool and call... But have you seen the Kelos XR Hyperion engine? Or maybe that super cool Acclimate Data server? You're all about chasing the next best, and super cool device. Regardless of what it is. This package includes **Culture[Any], Tech[Any], and Vehicle[Any]**.

Fringe: Maybe you don't really fit in any of the above? You're an outlier. Outside the norm. Think about how you would learn these skills. You get to **Choose any two untrained skills**.

ABILITIES:

Amalgamated Luck: Once per day, you may re-roll any natural one. If you roll a 1 during a skill check, you may re-roll that one D6, if you had rolled Snake-Eyes, you may re-roll both.

Implanted Engineer: Can only be chosen at Character creation. You now start with a toolkit Cybernetic Implant, and gain +1 to two Tech[Any] Skills along with +1 to Cybernetics.

Second Wind: After Combat, you may roll one hit-die plus one hit-die for every milestone you've achieved to heal without the use of System Strain.

Avali

ROLE-PLAY:

For an Avali. The pack is everything. You were born in an Avali Hatchery for some pack somewhere. The pack cared for you before and after you were hatched. Growing up, you learned the ways of the pack, you were taught of the spiritual realm, and the spirits of the communal packs of the past, you were taught to build your own dream-catcher, how to interface with technology, and how to hunt. You did everything with your pack. Living alone, let alone working on your own is unthinkable to an Avali. There is no such thing as privacy to the Avali when it comes to their packmates.

Avali are rather traditional, yet progressive at the same time. Most Avali jobs revolve around hunting in the colonies, serving the Illuminate Government, or working the Fuel-Farm. IT and Cybernetics are fairly new, and when you were between 15 and 20 years of age, you got the coolant Cybernetic Implant as well as the ability to connect to the Matrix so that you can survive (Uncomfortably) in more conventional environments. Your Pack likely helped you choose your professional life. Right up until you decided to follow along with the Player Characters.

BIOLOGY:

Avali are feathered raptors with large eyes, a very short muzzle, and shark-like teeth. Avali have large black eyes with a coloured iris. Colours can range from blue, yellow, orange, or red. Their entire bodies, save for their dark pads on the back and front of their hands and feet, as well as their violet flesh in their inner ear are covered in feathers. Males often have striped, and extremely vibrant colours on a black or white “base” colour. Female Avali typically have gray, or desaturated feathers with speckles and spots on their wings, thighs, and face. Avali typically are between 2’6” to 4’. or 0.76m to 1.2m. Avali have a long whip-like tail with large feathers at the tip. This gives the appearance that Avali are “long,” however, this tail is really only to aid in flight. Avali have two fingers and a thumb, but this does not hinder their ability to use complex tools. They also have three toes and a dew-claw. Their “flight feathers” are embedded into their arms, but under conventional gravity, they are unable to fly.

Uniquely, Avali have an ammonia-based cardiovascular system, which is caustic to most organisms attempting to eat them. Their hollow bones also make them fairly weak. On some planets where the atmosphere and gravity is closer to that of Avalon, they are able to fly, but most stations have a much heavier gravity than they are accustomed to.

 In Foundry, Avali have violet blood (Splatter) a value of RGBA(#CA7FD6FF) Avali have poor sight, so they have standard vision and are able to see in the dark 1 meter. (Emitting dim light on the player tokens.)

BONUS:

Avali start with 2HP plus the max roll of their Class's hit-die. All Avali also start with some cybernetics that allow them to connect with planetary networks, and receive messages. You also gain +2 Dexterity and Charisma, but -2 Constitution.

PERK:

Avali cannot be devoured, and non-Avalonian creatures who bite them take 1D8+ your level of toxic damage. Avali who assist other characters during skill checks add +1 to their Skill Level and Attribute Mod, whichever is higher.

SKILLS:

On Character creation, choose one of the packages below.

Inseparable: All you care about is your Pack-Mates, whoever that may be at the current time. You'll never want to leave the side of your teammates, and the skills you've acquired are likely the result of those very people. This package includes **Cybernetics, History, and Survival**.

Fuel-Farmer: Hi-Ho, Hi-Ho. Off to work you went for sure. The Fuel-Farmers job is hard and gruelling. Running the pipes and tubes to each ship, accepting shipments and negotiating trade with other races. You remember this time well. It made you who you are today. This package includes **Athletics, Combat[Melee], and Exosuit**.

Drone-Ops: You spent time working with the Illuminate Government. The Avali Military often worked with unmanned drones and AI. And you're just the raptor to handle all of that. Even today... This package includes **Combat[Any], Drone, and Survival**.

Fringe: Maybe you don't really fit in any of the above? You're an outlier. Outside the norm. Think about how you would learn these skills. You get to **Choose any two untrained skills**.

ABILITIES:

Flutter: The Avali can no longer suffer fall damage. You can also glide considerable distances provided that they're wearing light or no armour. At Level 8, this restriction is increased to Medium Armour. (10 feet, or two tiles for every 5 feet in your drop.)

Caustic Bite: Your Melee attacks gain +1D4 Toxic damage. Your Unarmed attacks gain an additional +1D4 damage. At level 8, this is increased to +1D6+2 Toxic damage for melee attacks, or +2D6+6 for unarmed attacks.

Pack Mentality: At the start of the day, choose another character. Provided that you are near that other character, they gain +2 on all of their skill checks, and +1 Attack Bonus. If you two split for any reason, the bonus is lost until you two reunite.

Cross-Talk: You are able to easily communicate with other members of your Pack(or other PC's) without other non-pack characters understanding what you are saying. You can also carry multiple conversations at once. Other characters with this ability must pass a Language check with Charisma to understand you. (DC8)

Human

ROLE-PLAY:

I think we all know what humans are generally like. You know, two arms, two legs... In the future though, earth is a bleak, barren wasteland. You were likely born to a family off Earth on a station. Those Stations in and around Sol often have numerous problems. You may have been born into poverty, but it's also possible you were well off.

Humans often long to leave Sol, and because of propaganda and a perceived notion that Terrans are also Human, you likely hate Terrans, or some of the other races. Your time outside of Sol may have taught you otherwise, but it can be difficult to shake propaganda from time to time.

BIOLOGY:

I'm not going to fill this out. You're Human, aint'cha?!

 In Foundry, Humans have red blood (Splatter) a value of RGBA(#FF0000FF) Humans have average sight, so they have standard vision and are able to see in the dark 3 meters. (Emitting dim light on the player tokens.)

BONUS:

Humans start with 4HP plus the max roll of their Class's hit-die. You also gain +2 Dexterity and Intelligence, but -2 Wisdom.

PERK:

Once per day, a Human can re-roll a failed saving throw. When Humans reach a milestone, they gain an extra two attribute points to spend.

SKILLS:

On Character creation, choose one of the packages below.

Born from Flame: Your home was a warzone. Every day was a struggle, but you made it. From unseen hazards to very active hazards, luxury did not come easy to you. Neither did the basic necessities of life. Things are different now, but how much of your old life can apply today? This package includes **Combat[Any], Stealth, and Survival**.

Rising Sun: You were born in wealth. You were destined for great things. Of course, none of those things were your choice. That's why you left the rigorous raining and studying. Maybe your family wanted you to be a warrior, and you wanted to be a scholar? Either way, once you made that decision, there was no going back. This package includes **Culture[Traveller], History, Science**.

Pilgrimage: Once you were of age, you made the decision to leave. This is your pilgrimage. Most of your friends stayed behind to work menial tasks, but you? No... Your new home is the stars now. This package includes **Bureaucracy, Language, and Tech[Any]**.

Fringe: Maybe you don't really fit in any of the above? You're an outlier. Outside the norm. Think about how you would learn these skills. You get to **Choose any two untrained skills**.

ABILITIES:

Strength Asunder: Once per day, when you attack an opponent, take their applicable attribute mod and add it to your roll. (IE: Strength for melee, Dexterity for ranged, Wisdom for Psionic.) This skill cannot be used if the applicable attribute mod would result in a reduced score.

Commissar: Melee attacks against unaware targets now deal triple damage and cannot miss.

Trick-shot: If you have missed your attack on this target, your next attack has a +3 attack bonus against this same target.

Extreme Adaptation: You no longer suffer any environmental penalties. Exceptions exist for certain adversaries, and Zero-Atmo.

Hybrid

Note: Playing a Hybrid is not for the faint of heart. This race assumes that you're willing to play something that's not exactly considered "pretty" by conventional standards. Hybrids are extremely rare, and are at most no more than 0.01% of any given population.

ROLE-PLAY:

Asdf

BIOLOGICAL COMPATIBILITIES:

Love, uhh... it really finds a way. Or, maybe your past is much, much darker and it wasn't love? No, we don't need that here, do we? It's a bit much, innit? Considering the chances of creating a hybrid is less than 0.0001%. Even with the number that low, most Hybrids are born still. But you...? You're... well... Different.

Human / Terran Hybrids: are all considered Human, or Terran. Technically they don't exist, because Humans are technically Terrans, and Terrans are technically humans. The only difference between the two are the terrible breed of fascism and a thousand years of evolution they were born under. For the other compatibilities, if Terran is listed, then Human could be used in place and vice versa.

Human / Amalgamate Hybrids:

Soliton / Amalgamate Hybrids:

Vaulter / Avali Hybrids: Both species birth clusters of eggs. For Avali, it can be 1-2 eggs. For Vaulters, it could be 1-2 hundred eggs.

ABILITIES, BONUS, PERK, AND SKILLS RULES:

When creating Hybrids, they have many choices to make.

Bonus and Perks: Hybrids always take the higher HP bonus of the two races they're merged from. They're able to choose three Attribute Increases, but must take both Attribute decreases of the two races. Hybrids can choose one Racial Perks to start with. At level 8, they gain the second racial perk.

Abilities: Hybrids can choose any two abilities to start with from their races. At level 4, however, they do not gain a new racial ability regardless of their class.

Skills: Hybrids can choose any skill package from their two races, provided that it not Fringe.

Soliton-F

ROLE-PLAY:

Solitons live a deeply religious life. You were likely born on Source, or one of the many Soliton religious communities. You were given the rite of life as a young child, and chose if you wish to protect others with force, or to protect others with love. From there, you grew up worshipping both deities. You'll never forget your affinity, to Daesar or Kalu.

For the Females, they're often given a physical lifestyle from an early age. Learning to fly, learning to hunt, and cook. The females in this culture were worshipped, and you were taught that you have access to many great things in life. Ushered to an expensive school, and coddled with care. Though, your life may have taken a different turn when you decided what to do was a little different from the norm. Aside, if you're a scholar, there's no time to adventure, right?

What's important is that you'll never forget your affinity. As a Female Soliton, you're a superior hunter, killer, smarter than the others. These are gifts your god has bestowed to you, and those very gifts can be taken away by going against your affinity, and ignoring your time to sing your prayers to the gods.

BIOLOGY:

Internally, aside from muscle structure, both sexes of Solitons are extremely similar. Solitons are a sexually dimorphic species, but they're not actually different races. Organs are generally in the same spaces, leg and arm structure is biologically the same... At least at birth.

After hatching, the female's wings rapidly grow to encompass her whole body. The main figure is frail, but the wings act as a "second egg" for the second half of the female's gestation period. Female hatchlings require pre-chewed meat to feed, and immense care for many more months.

Female Solitons often develop red scales, often with black stripe across their body. Their stomach, palms, and feet are often a brighter shade of orange, and gray patterns may surface on their massive wings. Their wings are limbs of their own, able to fold tightly behind their back. Despite this though, many articles of clothing for female Solitons have a bare back. Their facial features are notably different, having a long, rounded snout full of sharp teeth. Females also typically have a red, orange, or yellow iris, but some can be hetero chromatic with a blue eye. Some females are able to grow a short length of white or red hair.

Female Solitons have a long tail that is somewhat thin. Their tails are known to have spines along the top, and can grow up to three feet in length. Females often grow to be between 5 to 6 feet in height, but their wing-span can be as wide as 12 to 14 feet wide.

 In Foundry, Solitons have red blood (Splatter) a value of RGBA(#FF0000FF) The Females have extremely good sight, with Darkvision, and a range up to 7 meters in the dark. (Emitting dim light on the player tokens.)

BONUS:

Female Solitons start with 3HP plus the max roll of their Class's hit-die. Solitons also start with Ceremonial wraps based on their class. You also gain +2 Wisdom and Charisma. But also -2 Strength.

PERK:

Female Solitons can fly unencumbered depending on the gravity of the planet Female Solitons can also devour certain enemies to regain three Hit-die of HP at the cost of one System Strain once per day. All Solitons have a +4 to religion when doing checks regards to Daesar and Kalu.

SKILLS:

On Character creation, choose one of the packages below.

Daesar's Child: When you were young, you chose the way of the huntress. The desire to chase, to hunt. You were taught to fight at an early age. While you were slated to go the military, you may or may not have served time as a sharpshooter for the Soliton Military. Either way, you're free, and looking to find work elsewhere with those skills. This package includes **Combat[Any], Culture[Any], and Survival**.

Life Creator: Over the years, you sought to learn more of the universe. Academy trained in one of many religious schools has taught you numerous skills. Where you worked is up to you, but you never forgot your devotion to the twin gods. This package includes **Business, History, and Science**.

Kalu's Child: When you were young, you chose the way of life. Just because you followed Kalu, it doesn't mean that you were a housewife for hire. You sought to learn how to preserve life, and you have taken that time. Even if you travel the galaxy, you still worship every meal you eat. This package includes **Athletics, Culture[Any], and Tech[Medical]**.

Fringe: Maybe you don't really fit in any of the above? You're an outlier. Outside the norm. Think about how you would learn these skills. You get to **Choose any two untrained skills**.

ABILITIES:

Consumption: The Soliton no longer requires to use System Strain to regain HP via Devouring corpses, and may do it up to 3 times per day. Note: Eating certain corpses is still extremely unhealthy, and will cause toxic damage instead.

Swift Movement: Passive Ability that allows you to run 4 more meters (2 tiles) per turn in combat. You no longer trigger overwatch. Your Physical save is reduced by 1. It is reduced again by 1 at level 8.

Hunter Killer: Ranged attacks against unaware targets now deal triple damage, and cannot miss provided you have the time to aim, and a weapon that can shoot within that range.

Strong Wings: You can now fly while encumbered. Your flight can also go much higher depending on the gravity of the planet/station you are on.

Soliton-M

ROLE-PLAY:

Solitons live a deeply religious life. You were likely born on Source, or one of the many Soliton religious communities. You were given the rite of life as a young child, and chose if you wish to protect others with force, or to protect others with love. From there, you grew up worshipping both deities. You'll never forget your affinity, to Daesar or Kalu.

As a male, you're not dumb. You know that the culture is stacked against you, but that's simply your way of life. You likely went to school, and to the temple as a gentle giant. Quickly growing to match your fathers height, and quickly surpassing even the size of your mother at an early age. The natural muscle growth you have has lead you to quickly learn to be a gentle giant, and when to use that raw strength to destroy.

Males are often taught to worship the females of the species, and respond to their very whims. You are submissive to them, but only if you're interested. You were also likely taught that you'll be working a life of labour, and to pick up a trade in construction or fabrication. Male Engineers are quite common. But nowhere near as common as males in the Military. You likely have numerous memories of the recruitment staff of the TSF pestering you.

One thing that you'll never forget is your love for your god. Meditation, and singing hymns in the temple with your ceremonial wraps. You cannot escape the gods, and must do their bidding... No matter how you'd interpret it.

BIOLOGY:

Internally, aside from muscle structure, both sexes of Solitons are extremely similar. Solitons are a sexually dimorphic species, but they're not actually different races. Organs are generally in the same spaces, leg and arm structure is biologically the same... At least at birth.

After hatching from the egg, all Solitons have small wings. Some weeks after birth, the males wings either rot, or simply fall off, resulting in scars that disappear after some scale shedding. Msoliton males have deep green scales covering their bodies, with occasional blotches of darker scales. The palms of their hands and soles of their feet have a lighter shade of thicker green scales. Male Solitons can grow to be between 8 and 10 feet tall, which can lead for some interesting situations when navigating areas intended for smaller creatures. Male Solitons have a thick tail that can grow to be 1 foot in diameter, and up to an additional 5 feet in length.

More often than not, males of the species have thick, box-like snouts and a round bright green iris. They have a large, flat mouth with square teeth, due to the fact that they are mainly herbivore. Some male Solitons are capable of growing a head of black hair along their scalp, but due to the race's ability for them to bio-engineer, some of these biological features may be wildly different.

🎲 In Foundry, Solitons have red blood (Splatter) a value of RGBA(#FF0000FF) The Males have above-average better sight, so they have standard vision and are able to see in the dark 5 meters. (Emitting dim light on the player tokens.)

BONUS:

Male Solitons start with 8HP plus the max roll of their Class's hit-die. They also start with an extra point to Combat[Unarmed]. Solitons also start with Ceremonial wraps based on their class. You also gain +2 Strength and Constitution, but -2 Intelligence.

PERK:

Solitons gain +3 Attack bonus to all melee attacks. Male Solitons can also wear one level above their weight class for Armour. (Example: Light -> Medium. Heavy -> Extreme) All Solitons have a +4 to religion when doing checks regards to Daesar and Kalu.

SKILLS:

On Character creation, choose one of the packages below.

Daesar's Warrior: You learned from an early age that your strength is dangerous. Sometimes you need to use that strength in a dangerous way. Military training, religious meditation, and although using that strength wasn't the only thing you learned, it remains a staple of your life through choice or consequence. This package includes **Combat[Any], Combat[Melee], and Security.**

Deep Spacer: Once you were old enough, you chose to leave the planet or station you were born on. Raw strength like yours could be used anywhere in the 'verse. If it's heavy labour, mining, or ship repair, you've likely got a history working in near Zero-G. This package includes **Culture[Spacer], Gambling, and Tech[Any].**

Techshaper: Even though you're one of the larger creatures in the 'verse, you know that your hand can be just as delicate as your raw figure. Throughout your life, you worked with small devices, repairs, and occasionally, weapons. This package includes **Combat[Any], Electronics, and Tech[Any].**

Fringe: Maybe you don't really fit in any of the above? You're an outlier. Outside the norm. Think about how you would learn these skills. You get to **Choose any two untrained skills.**

ABILITIES:

War-cry: Once per day, you can shout loudly. A rallying cry that invigorates your allies and inspires terror in your enemies. Gain +2 to your strength modifier until the end of combat. You and your allies also gain a temporary +1 Attack bonus until the end of combat. Smaller creatures may also flee, (Vs. Mental save) but a hardened sapient is quite unlikely to run.

Crash: Once per day, you can run up to 20 meters and perform a melee attack against an enemy. For every tile you move (up to 10) you gain +1 Attack bonus for this attack.

Inner Focus: Once per day, before you roll a skill-check or perform an attack, channel your mind to complete the task at hand with a +2 to hit or succeed.

Everlasting Endurance: Once a day, you can ignore all incoming damage from an attack or damaging event from the environment. If the attack damage exceeds your maximum HP, you cannot use this ability.

Terran

ROLE-PLAY:

Terrans are very similar to that of humans... But their upbringing is very different. Every infant is screened, and you were one of the lucky ones to pass that screening. Although, it's possible that one of your future siblings has failed that screening. Whether or not you understand the forced sterilization your parents had to undergo as a result of not bringing a child home is a good question. Terrans are taught from an early age that they must care for their bodies. They must maintain that perfection, therefore, at an early age, physical training is an absolute must.

Terrans go through schooling like any other, and have a few religions. Most worth noting is the eugenics screenings that occasionally occur. Living within a Terran society means occasional screenings, and the threat of forced sterilization. It's unlikely to happen, but having poor relations or developing a disease can cause that. Though, it's possible that you've left your community due to this.

Where you find work or beliefs is up to you. The Sector is limitless to you. Though, leaving a Terran run community means that you cannot return without reapplying for citizenship. That's another round of screening, tests, and so-fourth. Something, you likely do not want to partake in.

BIOLOGY:

Terrans are much like humans. Mammalian creatures with thin hair over their bodies, and much thicker hair over their head and groin regions. After a few generations of eugenics, Terrans are generally taller than humans, many have green or brown eyes, and their skin or hair colors are generally a shade of brown. Terrans are often taller than 6 feet, and their bodies are naturally built for more muscle, which results in them needing to eat more than their Human counterparts. Other than all of that, I mean... go look in a mirror, and imagine yourself as a buff contender in the "Strongman Competitions."

 In Foundry, Terrans have red blood (Splatter) a value of RGBA(#FF0000FF) Terrans have above-average better sight, so they have standard vision and are able to see in the dark 5 meters. (Emitting dim light on the player tokens.)

BONUS:

Terrans start with 6HP plus the max roll of their Class's hit-die. You also gain +2 Strength and Wisdom, but -2 Charisma.

PERK:

Terrans gain an extra (2 + Constitution Mod) HP per level.

SKILLS:

Protector: Stand at attention, Soldier!! As an Ex-Member of the Trans-System Authority, you learned from the best to become the peacekeeper the galaxy needed! Grunt-Work, shootin', and helping your fellow Sapient! This may not be your life anymore, but I'm sure that these are skills you will carry over until the end of your life! This package includes **Combat[Ranged], Culture[Any], and Survival.**

Perfect Specimen: All Terrans are bred to be the better than their parents. You were no exception to this. But, something happened along the way. Maybe you didn't like that? Maybe you sought to find out why we do what it is we do. Either way, it's a long journey. Description. This package includes **History, Science, and Tech[Medical].**

Deckhand: Sometimes, you just need to do a job and get out there. Even Terrans have to do the dirty work, and you're no exception. It could be a military, or civilian ship, either way... You're well accustomed to doing dirty work. This package includes **Athletics, Gambling, and Tech[any].**

Fringe: Maybe you don't really fit in any of the above? You're an outlier. Outside the norm. Think about how you would learn these skills. You get to **Choose any two untrained skills.**

ABILITIES:

Adrenal Neurosympathy: Once per day, a Terran may force an opponent to re-roll an attack against them as a reaction. They must accept the roll if it is higher, or lower. (However, the second roll cannot become a critical hit.)

Brutal Tactician: Once per combat, the Terran can mark an opponent, allowing his allies to gain a +2 to hit against that target.

Hyper-Reactive Iris: This Terran can see in low-light environments without the need for external lighting.

Vaulter

ROLE-PLAY:

You were born among many others in a brooding pod. Your 30-50 brothers and sisters fought you for food and love until you were old enough to survive on your own. Vaulters don't necessarily have parents, but elders that assist young broodlings once they leave the pod. Though, what may be strange for your generation is that you have little knowledge of the new world you're going into.

Once you have gained the knowledge you needed to survive, the Solitons then approached you, requesting you follow their gods, and decide upon an affinity. You are taught the ways of Daesar and Kalu, but you can still freely choose to reject the ways of the gods. Before long, you were given money, and set off on your own to learn how the galaxy works.

For a Vaulter. This is the second great filter they must pass. Acquiring work and a home with no training or knowledge. Many of your friends die on the streets, homeless and hungry, but you have managed to find a place willing to take you in. Maybe even a home, some friends to assist you when you need it. Maybe this could even be the other PC's at the table.

BIOLOGY:

Vaulters are the result of combining multiple creatures DNA to form a new creature. They were artificially created on a dead planet where a "TSA Blacksite" was found to be meddling with maltech to create the perfect soldier. The end result is an insectoid race that could breed alarmingly fast, with very little resources, and had little interest in fighting.

Vaulters are insects with a thick carapace and exoskeleton. Vaulters have four legs, and two thick arms that can be pulled off and regrown. Their dark thick carapace allows them to take far worse punishment, but their large size and slow movement can keep them within harms way, ensuring that they make for good tanks. Vaulters have a relatively flat, yet long face, with their compound eyes in front. They have narrow mandibles with a mouth in behind to allow them to make more normal vocalizations. Due to the unique facial structure, Vaulters often talk slowly, and deliberately. The strong focus on wanting to remain part of a major community makes the concept of lying very difficult to Vaulters, therefore when speaking, Vaulters will often think twice before trying to deceive others in a more clever way.

 In Foundry, Vaulters have an ugly, pale yellow blood (Splatter) a value of RGBA(#DFEE92FF) Vaulters have average sight, so they have standard vision and are able to see in the dark 3 meters. (Emitting dim light on the player tokens.)

BONUS:

Vaulters start with 2HP plus the max roll of their Class's hit-die. You also gain +2 Dexterity and Wisdom, but -2 Charisma.

PERK:

Vaulters cannot be knocked prone, Vaulters also gain an extra D4 HP each time they are healed. Vaulters start with an Artist Skill at 1.

SKILLS:

Born Again: Vaulters were born in darkness, deep caverns. You remember reaching out to a scaled hand and learning that those were the ways of savages. No more will you allow this to perpetuate. The gods will uplift your race to the future! This package includes **Culture[Any], Religion, and Vehicle[Any]**.

Echoes of the Deep: Day in and day out, you have memories of your past. You cannot shake them. You believe that something is telling you to do terrible things that the gods would never allow. Is it Daesar's will, or a warning? You do not know, you can only prepare yourself for the answer. This package includes **Combat[Any], Survival, and Tech[Maltech]**.

Stranger: There are numerous Vaulter Colonies, but not all of them follow the religion of the Gods. You may not be familiar to the Soliton race as one of their followers, but you'll find accepting friends soon enough. This package includes **Artist, Culture[Spacer], and Navigation**.

Fringe: Maybe you don't really fit in any of the above? You're an outlier. Outside the norm. Think about how you would learn these skills. You get to **Choose any two untrained skills**.

ABILITIES:

Blur: NPC's don't often notice you as much as they do other Vaulters. You appear less threatening, and during combat, you are a Low Threat target until you make your first attack. Aggressive NPC's appreciate your honesty. You gain a +1 to your Charisma and Constitution Modifiers, up to a maximum of +4.

Unbreakable shell: You can activate this ability once per day. Once active, you must go below -100% HP before you are killed. As long as you remain above this number, you are able to continue combat as if you were not injured. At the end of Combat, you are restored to 1HP if your health is any lower.

Acidic purge: Once per day, vomit a toxic, radioactive substance 7 meters in a cone in front of you. This attack deals 1D10+2 damage. After the first milestone, it now deals 2D10+4 toxic damage. At the second milestone, it now deals 3D10+7 toxic damage. This attack deals double damage to non-living objects, mechanical or robotic targets, and vehicles.

Skitter: If you are attacked after moving, the enemy suffers -2 to hit against you.

Character Classes

Every character fits into one of these five Classes. Each Class has their own abilities, skill packages, Hit-Die, and Levelling Guide. For all Psionic powers, you'll want to check out the Psionics Section further into the book.

Here's a quick overview of all of the possible classes.

Experts are well taught, skilled individuals. An Expert is an extremely broad class who wants to insert themselves in every situation so that they can utilize their skills. Experts never seem to fail, and while they're not the best at everything, they have that potential to become one.

Psionics are characters that "possess the gift." Psionics rely on their wits more than any other class, coming up with unique solutions provided they have the Psionic ability to do so.

Warriors are the be all-end all class when it comes to combat. Their ability to wield insane weapons and armour, increase their stats, and perform cripplingly powerful combat only abilities for adrenaline makes them the be-all-end-all of fighting.

The Ace is a good all-rounder class. The "Freelancer" who excels in nothing, but they have the luck to just about get by anything. They're the Malcom Renyolds of the group. The Edison Trent who found themselves unknowingly in a big situation, and is just getting by on the skin of their teeth.

Finally, there are **Wireheads**. These folk view their body as a vessel for computer components. Why bother trying to get better when you can install a tool in your arm? Or download the data directly to their brain? Wireheads have the easiest time with cybernetic implants, and are sort-of able to "Catch them All." They may not have the most HP of all the classes, but they can be healed often and a-plenty.

Ace

You're a freelancer! The top pilot! The Every-man with a shotgun and nerves of steel! Aces excel in everything. From being the cool guy with a leather jacket, to being the pilot who can make the impossible manoeuvres. Yeah! You Excel, but are you good at it?! Well... No. You got the training, right?! Uhhhhh, not really? Okay, fine! You're untrained, and really lucky, because you always seem to come out on top!

The Ace gets three + their charisma modifier in Bennies. At Levels 4, 8, and 12, they gain two more Bennies. Bennies are restored at a long rest.

FOR CHARACTER CREATION: Ace's hit die is the D6. They can equip up to Medium armour to start. They also choose one of the following Skill Packages below. All Aces start with the Mulligan ability, plus one other class Ability. (Excluding Guidance)

Skill Packages

Everyman: You're just a dude, right? Still in your house-coat. Probably wearing bunny-slippers when this whole adventure started. Absolutely dumb-luck seems to follow you around. That said, you still learn from your mistakes. Even if you just want to chill at home and watch television. This package includes **Business, Culture[Traveller], and Vehicle[Any]**.

Fighter: Maybe you were part of a militia. Maybe you were in a war. Who knows, maybe that old coat of yours brings you back to a time when you pledged your life to the "Good guys." You'll never forget. This package includes **Combat[Any], Psionics, and Tech[Any]**.

Freelancer: Odd jobs here, odd jobs there. All you need is a way to get around, and everything will fall into place. You hope, at least. This package includes **Athletics, Culture[Spacer], and Tech[Any]**.

Rogue: This 'Verse aint big enough for the both of us. You're willing to pick a fight with anything, and anyone to secure your financial security. Thing is, you're not afraid to use some underhanded tactics. This package includes **Combat[Any], Culture[Criminal], and Stealth**.

Pilot: You are a leaf in the wind. Or maybe you know your way around street races. Who knows. If it's a form of locomotion, you can make it soar. This package includes **Navigation, Vehicle[Any], and Vehicle[Space]**

Class Abilities

Mulligan: You may spend one Benny to re-roll any roll you don't like. The only exception to this rule is that you may not re-roll any critical failures. You must accept the second roll, regardless if it is higher, or lower.

Guiding Hand: You may spend one Benny to add +1D4 to any combat or skill-check roll yourself, or a character within visual range makes.

Dumb Luck: You may spend one Benny to add one D6 to any failed skill check outside of combat. You cannot add an additional D6 to a critical failure, or Snake Eyes.

Snap-Shot: During Combat, you can spend one Benny to add +1D4 to your attack roll. If your attack roll is a critical failure, you may not add 1D4. If the enemy is unaware of your presence, you can instead spend your Benny to score a free critical hit.

Dive Roll: When a physical or mental saving throw is needed, you may spend one Benny to increase your roll by 5 points.

Guts: Spend either one Benny or one point of your System Strain to encourage another character. You can heal another character for one of their hit-die plus your Charisma Modifier. At Level 4, this is increased to 2 hit-die, plus CHA-MOD * 2, and Level 10, it's increased to 4 hit die plus CHA-MOD * 3.

Bullshit!: Passive: Upgrade any Benny die roll by one step up. Additionally, you may add your Charisma Modifier if it is positive. This includes other character's Hit Die for the Guts Ability. Die steps D4 → D6 → D8 → D10 → D12 (You cannot go higher than a D12.)

Feign Death: If you are attacked in combat, spend one Benny to negate all damage. You are now prone and no longer considered a threat as if you were incapacitated and bleeding to death. Standing up or attacking will make you a threat again. Additionally, this will work on non-sapient creatures, provided that there is another living target for them to attack.

Lucky Star: You may spend a Benny to critically hit the last enemy who attacked and dealt damage to you.

Bravery: You can spend a Benny to encourage an ally for the duration of combat. Add 1D4-1 to their attack bonus. This can only be used once per combat.

Plot Armour: Passive: Whenever your hit-die is used for healing, double the value.

Ace Levelling Table								
Lv.	Max HP	Attack Bonus	Phys. Save	Mntl Save	System Strain	AC	Skill up	Special
1.	+6	0	16	16	-	8	-	
2.	3 -or- 1D6	-	-1	-1	-	-	+1 RC	
3.	3 -or- 1D6	-	-1	-1	+1	-	+1 BG, +1 ANY	
4.	3 -or- 1D6	+1	-1	-1	-	-	+1 UT, +1 ANY	+2 Bennies!
5.	3 -or- 1D6	-	-	-	-	-	+1 RC, +1 ANY	
6.	3 -or- 1D6	-	-1	-1	-	-	+1 CL	
7.	3 -or- 1D6	+1	-1	-1	+1	-	+1 UT, +1 ANY	
8.	3 -or- 1D6	-	-1	-1	-	-	+1 BG	+2 Bennies!
9.	3 -or- 1D6	-	-1	-1	-	-	+2 ANY	
10.	3 -or- 1D6	-	-	-	+1	-	+1 UT	
11.	3 -or- 1D6	+1	-1	-1	-	-	+1 CL, +1 ANY	
12.	3 -or- 1D6	-	-1	-1	-	-	+1 BG	+2 Bennies!
13.	3 -or- 1D6	-	-	-	+1	-	+1 UT, +1 ANY	
14.	3 -or- 1D6	+1	-1	-1	-	-	+2 ANY	
15.	3 -or- 1D6	-	-	-	-	-	+1 BG	
16.	3 -or- 1D6	-	-	-	-	-	-	

Legend for "SKILL UP."

"ANY" = Any skill you are trained in, your choice.

"BG" = Any Background Skill, if all Background Skills are maxed, treat as ANY.

"RC" = Any Racial Skill, if all Racial Skills are maxed, treat as ANY.

"CL" = Any Class Skill, if all Class Skills are maxed, treat as ANY.

"UT" = Choose an untrained skill, and increase that to 0.

Milestones:

At **Level 4** the Ace chooses a new racial ability. They also gain the Guiding Hand class ability. They also gain +1 to two attribute scores.

At **Level 8** the Ace gets to choose two more class abilities. The Ace gains an additional +10 HP. They also gain +1 to two attribute scores.

At **Level 12** the Ace gains one more class ability. Their Passive AC is now 10. They also gain +1 to four attribute scores.

Expert

Experts are, well... Just that. Experts! They have a wide range of skills they excel at, and they're dang good at it too. Unlike the Everyman, Experts hone a wide range of skill over time. While they may not be the best at combat, they can also pick up a gun and help out. Though, when it comes to hot-wiring a security system, it's best left to the Expert while the team keeps overwatch.

FOR CHARACTER CREATION: Experts hit die is the D6. Experts can equip up to medium armour to start. Experts start with the "Skill Expert" ability only. They also choose one of the following Skill Packages below.

Skill Packages

Bounty Hunter: Listen. Not every bounty hunter is going to return some dead dude riddled full of holes. I mean, sometimes it's inevitable, but you're the sort o guy to trap them more than shoot them. Unless they shoot at you. Then you riddle them full of holes. This package includes **Athletics, Combat[Any], Culture[Spacer], Security, and Tech[Any]**.

Explorer: The galaxy itself is so massive, it's impossible to imagine the scale. It's so massive, that we live in less than 0.01% of it, and have explored just about that much of it. Get out there. Make those discoveries. The suspense is killing you. This package includes **Drone, Gambling, Navigation, Science, and Survival**.

Scientist: There is so much to learn, and there's an even stronger methodology for securing that knowledge. You've worked in a lab more than once before, and you're even willing to repeat some of those experiments. This package includes **Language, Psionics, Science, Tech[Any] and Vehicle[Any]**.

Xenoarchaeologist: There's so much alien wildlife that has yet to be studied. Not everyone even fully understands the biology of existing sapient life even! And ruins? Their out there. You're sure of it. This package includes **Culture[Traveller], Exosuit, Security, Survival, and Tech[Any]**.

Criminal: Not everyone gets the easy life. And you've needed to pick out a few skills to ensure you don't end up in the slammer. You're not the best at law, no. But it's not illegal if you don't get caught, right? This package includes **Combat[Any], Culture[Criminal], Electronics, Gambling, and Stealth**.

Class Abilities

Skill Expert: You gain substantially more skills than other characters on level up. Your Maximum skill score is now 5 instead of 4.

Skill Master: Your Maximum skill score is now 6 instead of 5.

Everyman: Your untrained rolls no longer have a -1 penalty.

Drone Controller: As a free action, you may give a drone two actions. This will allow you to control up to three drones per turn. *Requires at least a +1 in Drones.*

Fanciful Artist: Provided you have the resources and time to build an art piece, roll 2D6 + your Artist skill + any one of it's Attribute Bias Modifiers. (Strength, Dexterity, Intelligence, or Charisma Modifiers) You now have an art piece worth this many credits. This is doubled if you are a Vaulter. *Requires at least a +1 in Artist[Any]*

Gifted: Gain 3 Psi points, and choose a Level 1 Psionic ability. You may not progress past Level one, or gain any more Psi Points. You are able to use all Psionic equipment as if your class were Psionic. *Requires at least a +1 in Tech[Psionic] and Psionics.*

Clot: Once per combat, you can cure all negative status ailments from yourself, or a team-mate. If your patient is bleeding to death, restore them back to a minimum of 1HP. Both yourself and your patient is considered "non-combatant" until you perform an aggressive action. *Requires at least a +1 in Tech[Medical]*

Expert Instructor: Allies who assist you during skill checks add +4 to your roll, instead of +2. However, your ally requires they be trained in that skill.

Defilade: Usable once per combat. Until the start of your next turn, you and nearby allies within 10 meters (5 tiles) take half damage from Ballistic and Explosive attacks. Add 1D6 to your attack rolls provided that you do not move until the end of combat. *Requires at least a +1 in two separate Combat[] Skills.*

Empathy: You have a way with words. All Charisma skill checks get a +2 when conversing with any friendly NPC on any topic. *Requires at least a +1 in Culture[Any].*

Political: You gain a +2 bonus on all passive checks with an Intelligence or Charisma bias. *Requires at least a +1 in two of the following skills: History, Language, Religion, and Science.*

Fix-it Fred: When repairing Drones, Exosuits, or anything else with an integrity value, increase the amount of integrity repaired by 1D8, +1D8 for every milestone you've reached. *Requires +1 in Tech[Repair] and +1 in any of the following skills: Drone, Electronics, or Exosuit.*

Expert Levelling Table								
Lv.	Max HP	Attack Bonus	Phys. Save	Mntl Save	System Strain	AC	Skill up	Special
1.	+6	0	16	16	-	8		
2.	3 -or- 1D6	+1	-	-	+1		+1 RC, +1 BG	
3.	3 -or- 1D6	-	-1	-1	-		+1 UT, +2 ANY	
4.	3 -or- 1D6	-	-	-	-		+1 BG, +1 ANY	
5.	3 -or- 1D6	+1	-1	-1	-		+1 UT, +1 RC	
6.	3 -or- 1D6	-	-1	-	-		+1 CL, +2 ANY	
7.	3 -or- 1D6	-	-	-1	-		+1 UT, +1 ANY	
8.	3 -or- 1D6	+1	-1	-	+1		+1 BG, +1 ANY	Medium Armour!
9.	3 -or- 1D6	-	-	-1	-		+1 UT +1 CL	
10.	3 -or- 1D6	-	-1	-	+1		+1 CL, +1 BG	
11.	3 -or- 1D6	+1	-	-1	-		+1 UT, +2 ANY	
12.	3 -or- 1D6	-	-1	-	+1		+1 BG, +1 ANY	
13.	3 -or- 1D6	+1	-	-1	-		+1 UT, +2 ANY	
14.	3 -or- 1D6	-	-1	-	+1		+1 CL, +1 ANY	
15.	3 -or- 1D6	+1	-	-1	-		+1 BG, +2 ANY	
16.	3 -or- 1D6	-	-	-	-			

Legend for "SKILL UP."

"ANY" = Any skill you are trained in, your choice.

"BG" = Any Background Skill, if all Background Skills are maxed, treat as ANY.

"RC" = Any Racial Skill, if all Racial Skills are maxed, treat as ANY.

"CL" = Any Class Skill, if all Class Skills are maxed, treat as ANY.

"UT" = Choose an untrained skill, and increase that to 0.

Milestones:

At **Level 4** the Expert chooses a new racial ability. Provided that they meet the requirements, they may choose any two Class Abilities. They also gain +1 to two attribute scores.

At **Level 8** the Expert gets to choose two more class abilities, provided they meet the requirements. Experts are now able to wear medium armour. They also gain +1 to two attribute scores.

At **Level 12** the Expert can swap out for any class abilities, provided they meet the requirements for the new abilities. They may now have a 5th "special" ability, of which they do not need to meet the requirements for. They also gain +1 to two attribute scores.

Psionic

You Posses the Gift. Even at an early age, you knew that the world wasn't as it seemed. You could see into the future, alien worlds, and the ability to manipulate matter itself with nothing but your mind. When news of Psionics came out, you submitted yourself to be tested instantly, and from them, you knew. You knew you had to train and hone your skills. Psionics isn't just part of your life. They are your life.

Psionics also handle their Class Abilities differently. Instead of starting with one, and getting a second one later, you gain more Psionic points and abilities over time by choosing a discipline and two sub-disciplines. Over time, you can also master an ability, negating the Psionic cost of it.

FOR CHARACTER CREATION: Psionics hit die is the D4. Psionics can only equip Light armour to start. They also choose one of the following Skill Packages below. Psionics also start with Lv1 in any discipline, and can choose to level any discipline they know by one through intense training or levelling.

Skill Packages

Academy Grad: In order to fully hone their skills, many Psionics are sent o the Academy of Psychic Children. It's here you learned what you were capable of, and over time, you became a capable psionic. This package includes **History, and Tech[Psionic]**

Healer: You've spent more time tending to the injured than honing your psionic skills. With that said, you've picked more than just a few skills here and there. It might be a good idea to consider choosing Biopsionics. This package includes **Tech[Medical], and Tech[Psionic]**.

Military Psion: Planetary governments and the TSF are always looking for young teenagers who don't fully understand their psionic powers. Once enlisted, the military shaped you with the Military Ethos, trained you in combat and psionic powers, and kicked you to the battlefield. Since then though... Things have changed. This package includes **Combat[Any], and Tech[Psionic]**.

Psychic Researcher: You never really took the time to hone your psychic powers too much. Instead, you opted to learn on your own, with the comfort of your own friends. Your environment is the lab, not some psychic containment tube. This package includes **Electronics, and Science**.

Rogue Psychic: They wanted to contain you. Hold you. Confine you. No! You struck it out on your own, honing your psychic abilities as you saw fit. This wasn't an easy life. It's also not one you would willingly choose. This package includes **Combat[Any], and Culture[Criminal]**.

Class Abilities

Psionics: Psionics use the Psionics section of the book for all of their abilities. Every level they choose to level a Psionic ability based on their Disciplines.

Psionic Levelling Table									
Lv.	Max HP	Attack Bonus	Phys. Save	Mntl Save	System Strain	AC	Psi Points	Skill up	Special
1.	+4	0	16	16	-	8	3		
2.	2 -or- 1D4	-	-	-1	+1	-	5	+1 RC, +1 ANY	
3.	2 -or- 1D4	-	-1	-1	-	-	7	+1 CL	
4.	2 -or- 1D4	+1	-	-1	-	-	10	+1 BG	
5.	2 -or- 1D4	-	-1	-1	-	-	12	+1 UT, +1 RC	
6.	2 -or- 1D4	-	-	-	-	-	15	+1 ANY	
7.	2 -or- 1D4	+1	-	-1	-	-	17	+1 ANY	
8.	2 -or- 1D4	-	-1	-	+1	-	19	+1 UT	
9.	2 -or- 1D4	-	-	-1	-	-	21	+1 CL	
10.	2 -or- 1D4	-	-	-	-	-	23	+1 BG	
11.	2 -or- 1D4	-	-1	-1	-	-	26	+1 UT	
12.	2 -or- 1D4	-	-	-	-	-	28	+1 BG	
13.	2 -or- 1D4	-	-	-1	-	-	30	+1 ANY	
14.	2 -or- 1D4	+1	-	-	-	-	34	+1 ANY	
15.	2 -or- 1D4	-	-1	-	-	-	38	+1 ANY	
16.	2 -or- 1D4	+1	-	-1	-	-	45		

Legend for "SKILL UP."

"ANY" = Any skill you are trained in, your choice.

"BG" = Any Background Skill, if all Background Skills are maxed, treat as ANY.

"RC" = Any Racial Skill, if all Racial Skills are maxed, treat as ANY.

"CL" = Any Class Skill, if all Class Skills are maxed, treat as ANY.

"UT" = Choose an untrained skill, and increase that to 0.

Milestones:

At **Level 4** the Psionic chooses a new racial ability, and their second discipline. They gain a bonus point to either skill, Psionics, or Tech[Psionic]. They also gain +1 to two attribute scores.

At **Level 8** the Psionic gets to choose their third discipline, or forgo to increase a level of an already known discipline. They also gain +1 to two attribute scores. The Psionic is now able to wear medium Armour.

At **Level 12** the Psionic must choose their 3rd discipline if they have not done so at Level 8. All Psionic Point costs are reduced by 1. They also gain +1 to two attribute scores. Psionics also gain an additional bonus depending on their first Psionic Discipline

Biopsionic: Gain +2 System Strain and +1 Constitution.

MetaPsionic: Skill checks are no longer needed to detect Psionics. Gain +1 Wisdom.

Precognition: All non-combat Skill checks gain +1. Gain +1 Constitution.

Telekinesis: Gain +1 Attack Bonus. Gain +1 Intelligence.

Telepathy: Gain +1 AC and +1 Wisdom.

Teleportation: Gain +8 maximum HP. Gain +1 Constitution.

Symbiont: Gain the ability to augment yourself with Cybernetics. Gain +1 Intelligence.

Warrior

Soldiers, Mercenaries, Fighters. You live for combat. You've got more guns than you do illegitimate love children. Your number one expense is bullets and gun cleaning kits. This, of course, is assuming that you're not all about a sword and buckler. Maybe a spear is more your jam? Regardless... If it's a weapon, you probably have three of it. Combat is your bread and butter. Just... maybe leave everything else to someone else.

FOR CHARACTER CREATION: Warriors hit die is the D8. Warriors can equip up to Medium Armour to start. They also choose one of the following Skill Packages below. They also choose an ability to start with, in addition to starting with 1 point to Adrenaline and the ability to make Called Shots.

Skill Packages

Assassin: Go in, kill the target, get out. That's your motto. You specialize not so much in combat against large numbers... But by blending in and taking your target out up close and personal. This package includes **Combat[Any], Navigation, and Security.**

Commando: Get down there, and get in the dirt! Commandos excel behind enemy lines! You've spent plenty of time living on strange, inhospitable situations on your own or with squad-mates. All to get the enemy with their pants down. This package includes **Combat[Any], Culture[Any], and Survival.**

Mercenary: Money? Money. While you may not have only done it for the money, you do get paid handsomely for your work. Mercenaries are somewhat common in this setting, so there was no shortage of work until recently. Or until you stopped looking for it. This package includes **Combat[Any], Culture[Traveller], and Vehicle[Any]**

Marine: The TSF always needs Cannon fodder. You trained in breaching tactics, and fought against either Human fighters, or raided the few pirate bases that get built. Boots on the ground win wars, right? This package includes **Athletics, Combat[Any], and Exosuit.**

Templar: Many religions exist, and where there's a strong religion, there's a theocratic union. You likely worked for a colony's military, or maybe you just practised to serve your god. Regardless... You're ready to serve. This package includes **Combat[Any], History, and Religion.**

Class Abilities

Adrenaline: All warriors start with Adrenaline equal to half their level rounded up. Each ability with the exception of Called Shots Cost 1 Adrenaline. Adrenaline is regained at the end of the day.

Called Shot: All Warriors gain this ability on character creation. A warrior may call a shot and suffer -2 to hit a limb, or -4 to hit head-shot. On a successful limb-shot, the character cannot move, or act until the end of your next turn. On a successful Headshot, deal Critical Damage. (Double Critical on a natural 20) This ability does not cost Adrenaline.

Veterans Luck: Cost 1 Adrenaline, you can negate all incoming damage on an attack against you in combat.

Run N' Gun: Cost 1 Adrenaline, you may move twice this turn, but you must follow up with an attack.

Walk-Fire: Cost 1 Adrenaline, in combat, you can perform an attack with +2 attack bonus. If there are any modifiers that reduce your chance to hit, ignore them. (Cover, Psionics, sickness.) At level 8, the attack bonus increases by +4 when using this ability. At level 12, the attack bonus increases by +8 when using this ability.

Cross-Cut: Cost 1 Adrenaline, with a Melee weapon, you may attack twice in one action. If you have two one-handed melee weapons, you attack with them both twice.

Double Assault: Cost 1 Adrenaline, If you posses one ranged weapon, and one melee weapon, you may attack with both provided both are in range.

Bombard: Cost 1 Adrenaline, you can throw grenades extreme distances with no penalties, Grenades deal double damage if hit.

In The Zone: Cost 1 Adrenaline, take your turn again after killing a target. This can be used multiple times, but your kill can only come from the latest turn you took. (IE: You cannot kill two enemies, on one turn, and get two free turns as a result of that.)

Get Some! Costs 2 Adrenaline. Warriors can double the Crit-chance of all allies until the start of their next turn. On a natural 19 or natural 20, deal critical damage.

Total Overwatch: Costs 2 Adrenaline. Until the end of your next turn, you attack any enemy who moves or attacks within your visual range with a -2 to hit. Does not work if you are attacked. The effect is cancelled if you are hurt in any way.

Combined Arms: Costs 2 Adrenaline. Perform a free attack with +2 to hit on a target your ally attacks on their turn. Can only be used if your ally hits the target.

Warrior Levelling Table								
Lv.	Max HP	Attack Bonus	Phys. Save	Mntl Save	System Strain	AC	Skill up	Special
1.	+8	1	16	16	-	8		1 Adrenaline
2.	4 -or- 1D8	-	-1	-	+1	-	+1 RC, +1 ANY	
3.	4 -or- 1D8	+1	-1	-1	-	-	+1 CL	2 Adrenaline
4.	4 -or- 1D8	+1	-	-	-	-	+1 BG, +1 ANY	Heavy Armour!
5.	4 -or- 1D8	-	-1	-1	-	-	+1 RC	3 Adrenaline
6.	4 -or- 1D8	+1	-1		-	-	+1 BG, +1 ANY	
7.	4 -or- 1D8	+1	-	-	-	-	+1 UT	4 Adrenaline
8.	4 -or- 1D8	-	-1	-	+1	-	+1 CL, +1 ANY	Extreme Armour!
9.	4 -or- 1D8	+1	-	-1	-	-	+1 BG	5 Adrenaline
10.	4 -or- 1D8	-	-1	-	-	-	+1 UT, +1 ANY	
11.	4 -or- 1D8	+1	-	-	-	-	+1 CL	6 Adrenaline
12.	4 -or- 1D8	-	-1	-	+1	-	+1 BG	
13.	4 -or- 1D8	-	-	-1	-	-	+1 UT, +1 ANY	7 Adrenaline
14.	4 -or- 1D8	+1	-	-1	-	-	+1 BG	
15.	4 -or- 1D8	-	-1	-	+1	-	+2 ANY	8 Adrenaline
16.	4 -or- 1D8	+1	-	-	-	-		

Legend for "SKILL UP."

"ANY" = Any skill you are trained in, your choice.

"BG" = Any Background Skill, if all Background Skills are maxed, treat as ANY.

"RC" = Any Racial Skill, if all Racial Skills are maxed, treat as ANY.

"CL" = Any Class Skill, if all Class Skills are maxed, treat as ANY.

"UT" = Choose an untrained skill, and increase that to 0.

Milestones:

At **Level 4** the Warrior chooses a new racial ability, in addition to a new class ability. The Warrior can now equip heavy armour. They also gain +1 to two attribute scores.

At **Level 8** the Warrior can now choose two more class abilities, in addition to swapping out any class abilities they don't like. They're now able to wear Extreme armour, and gain +1 to two attribute scores.

At **Level 12** the Warrior chooses two more class abilities. They may swap out any abilities they don't like. They gain a +1 to all combat skills, allowing them to reach a 5 in one or more Combat Skills. They also gain +1 to two attribute scores.

Wire-head

Wire-heads are those who have fully accepted their race's next step of evolution. The flesh is weak, and steel is strong. Synapses lag far behind fibre-optics. Wireheads want to plug themselves into the matrix, become superhuman through the aid of their implants. Wireheads do not possess the gift, therefore, they're incompatible with Psionic Symbionts, but they still jump on every opportunity to get the latest, hot new implant.

Playing a Wirehead means that while your stats aren't the best, you should be looking for every opportunity to use your System Strain. This is your currency, along with Energy. Implants are easier for you to come by, and interfacing with electronics is also something you should be looking for.

FOR CHARACTER CREATION: Wireheads hit die is the D4. Wireheads can equip light armour only to start. Wireheads also start with the Makeshift Framework (See Cybernetics) unless they are an Amalgamate. They also choose one of the following Skill Packages below. Wireheads start with one Class Ability in addition to the "Flesh Canvas" ability.

Skill Packages

Breacher: Occasionally, someone needs help getting to places that others don't want them in. Especially when it comes to the more, "Privately owned" space stations. While this is more "easy mode" you're no stranger to using drones and breaking open doors from afar. This package includes **Culture[Any], Drone, Electronics, and Tech[Maltech]**.

Netrunner: You live for the net. Even when you were younger, you wanted to see the network, live in cyberspace rather than live in meatspace. One is an unfortunate necessity. The other is where you consider you to be... Well, yourself.. This package includes **Artist[], Cybernetics, Electronics, and Tech[Any]**.

Ripper: Rippers are people who specialize in the cybernetics field. You know your way around a scalpel just as much as you know your way around the latest model framework. People come to you when they think they've caught a virus. The fun part, for you, is figuring out if it's a biological one, or a software one. This package includes **Business, Culture[Any], Cybernetics, and Tech[Medical]**.

Samurai: People with Implants can be tough. Real tough. That's where you come in. Samurai's specialize in utilizing their implants to cause problems, all while using brute force to mop up the remainder. This package includes **Combat[Any], Language, Security, and Vehicle[Land]**.

Technician: Wireheads make great techs, because they're able to "see" the problem much faster than a standard Expert when it comes to electronics. You've either spent a good chunk of time investigating weird issues... Or you just pulled the data drive, replaced it, and shipped it out without a care. This package includes **Bureaucracy, Cybernetics, Electronics, and Tech[Repair]**.

Class Abilities

Flesh Canvas: Gain +1 to your max System Strain. Your Implants no longer cost System Strain to Install. Passive.

Energy Within: While you are out of energy, expend System Strain to use your implants instead. If you have no System Strain, you may use three times the cost on HP instead.

Techno-Mancer: You can hack into computer systems without the use of a Cyberdeck implant. You may re-roll one failed check when attempting to hack into a computer system. Dump-shocks deal half damage to you. This can be used once in combat to shut-down an electronic target wirelessly.

Alarm Slip: If any digital alarm is about to go off, the Wire-Head can temporarily disarm the alarm for up to 10*Lv seconds utilizing only their framework.

Signal: Passive. You are no longer penalized in low-light conditions. You are made aware of any electronics requiring a wireless signal within 20 meters (10 tiles)

Second Chance: In combat, if you sustain a hit, you may immediately expend one point of System Strain grant yourself one Strain Healing. You may only use this once per turn.

Bright Eyes: Your Ocular Implants no longer cost Energy to use. Other characters are no longer aware if you are utilizing Ocular Implants.

AI Threat Assessment: You have a virtual intelligence living in your head that warns you of incoming danger. You gain +2 AC in combat against the enemy that is closest to you. This does not work against Melee Overwatch.

Reflexive Dodge: While wearing light armor, replace that armour's AC Value with the amount of implants you currently have installed.

Wire-Head Levelling Table								
Lv.	Max HP	Attack Bonus	Phys. Save	Mntl Save	System Strain	AC	Skill up	Special
1.	+4	0	16	16	-	8		
2.	2 -or- 1D4	-	-	-1	+1	-	+1 RC, +1 ANY	
3.	2 -or- 1D4	+1	-1	-	+1	-	+1 UT, +1 BG	
4.	2 -or- 1D4	-	-	-1	-	-	+1 CL, +1 ANY	Med Armour!
5.	2 -or- 1D4	-	-1	-	+1	-	+1 UT, +1 RC	
6.	2 -or- 1D4	-	-	-1	-	-	+1 CL, +1 BG	
7.	2 -or- 1D4	+1	-1	-	+1	-	+1 UT, +1 ANY	
8.	3 -or- 1D6	+1	-	-1	+1	-	+1 CL, +1 BG	D6 Hit Die
9.	3 -or- 1D6	-	-1	-	-	-	+1 UT, +1 ANY	
10.	3 -or- 1D6	+1	-	-	+1	-	+1 CL, +1 ANY	
11.	3 -or- 1D6	-	-1	-1		-	+1 BG, +1 ANY	
12.	3 -or- 1D6	+1	-	-	-	-	+1 ANY	
13.	3 -or- 1D6	-	-	-	+1	-	+1 BG, +1 ANY	
14.	3 -or- 1D6	-	-1	-1	-	-	+1 ANY	
15.	3 -or- 1D6	-	-	-	-	-	+1 ANY	
16.	3 -or- 1D6	-	-	-	+2	-		

Legend for "SKILL UP."

"ANY" = Any skill you are trained in, your choice.

"BG" = Any Background Skill, if all Background Skills are maxed, treat as ANY.

"RC" = Any Racial Skill, if all Racial Skills are maxed, treat as ANY.

"CL" = Any Class Skill, if all Class Skills are maxed, treat as ANY.

"UT" = Choose an untrained skill, and increase that to 0.

Milestones:

At **Level 4** the Wirehead chooses a new racial ability, and gains +3 passive energy. Wireheads can choose one additional class ability. Wireheads are now able to equip Medium Armour They also gain +1 to two attribute scores.

At **Level 8** the Wirehead gets to choose an additional class ability. The Wirehead's hit-die is now a D6. They also gain +1 to two attribute scores.

At **Level 12** the Wireheads gets to choose an additional class ability. They can also choose to passively increase their System Strain by 2, or increase their passive energy by 5. They also gain +1 to two attribute scores.

Character Creation

Here's the section we care about, hunh! Let's go from top, to bottom. Your sheet is going to have a couple of components. You can use an excel spreadsheet, a pencil and paper, or, if I'm successful, Forge VTT to build your character. Either way, I recommend to have a few index cards to write your abilities, and some core items you don't want to forget on it. Let's get started.

Step 1. Write some baseline info down.

This is simple stuff. What's your name? You're level one, right? The easy stuff. All Characters have HP, a Class, Race, System Strain and start with 8 AC, or Armour Class. They also start with 16 to their Mental and Physical saves, and start with 0 attack bonus. It's also important to write about your character's goal. Why are they joining the party? What do they want to achieve?

Step 2. Roll or Allocate your Attributes and mods.

Every character has six attributes. This is explained again in Systems, but it's easier if I tell you here what they're for in a moment. You can go about this in one of two ways. Roll 3D6 seven times, discard one number, and allocate those scores, or allocate the following numbers into the six scores. The numbers are 17, 15, 13, 11, 9, and 6. You may move points between scores, lowering abilities above 13 and raising abilities below 8 to even out your scores. No such modifications can lower a high score below 13 or raise a low one above 8.

Attribute Score	Mod
20+	+3
17-19	+2
13-16	+1
9-12	0
5-8	-1
2-4	-2
0-1	-3

(Also, probably dead.)

The Six attributes are **Strength** which is used by warriors and combat actions and skills. **Dexterity** with is also used for a wide range of combat skills, Initiative, and some vehicle skills. **Intelligence** is used for any knowledge based check or skill, such as tech skills, or knowledge based skills. **Charisma** which is used when talking to other characters about said skills, and can be used to convince other characters. **Wisdom** is innate, internal reflexes for some skills, and can be used outside a skill check to reduce the difficulty. And finally **Constitution** which is mainly used by Psionics, healing, and your System Strain.

While we're on this step, now's a good time to write down your Max System Strain. Your Max System Strain is 1+ your Constitution Mod. However, it cannot be lower than one.

Step 3. Choose your background skill packages.

Now that we've got our Attributes down, time to flesh out our skills. What kind of upbringing did you have? Head on up, and choose two background skill packages. Write down the skills in those packages. If there is any skill that has an [Any] in the brackets like that, that means you choose one of the sub-skills associated with that skill branch. For example, Vehicle[Any] means you take either Vehicle[Land], Vehicle[Air], Vehicle[Space] or Vehicle[Water].

Note: When writing down your skill packages, be sure to include if they're a Background, Race, or Class Package skill. Yes, you can have one skill fit in two or all three categories.

Step 4. Choose your race.

Now things get complicated. There are 6 races to choose from. However, because Solitons are sexually dimorphic, you have 7 choices. Each race has a Bonus, a Perk, Skill packages, and an Ability. The bonus will help you decide how much HP you start with, so write that down and change your Attributes. From there, be sure to write down your Perk, as it will likely be important later. Finally, each race accs one racial skill package to your sheet, and one ability can be chosen at this time.

Step 5. Choose a Class.

Each class have different instructions for how your character sheet should be modified. Be sure to check the perk each class offers, as well as the "on character creation" section on your class.

Step 6. Story Specific Steps and Considerations.

Typically, the start of the story means you have little equipment, and less money. Now's the time to do your big score! But, your GM may have a different story in mind. This is the step where the GM will either give you money, explain the starting scene, or allocate equipment. Be sure to make sure your GM has access to at least view your character sheet during, or after "Session 0."

Step 7. Get ready!

You're beautiful. Get out there and have fun!! If you're unsure about anything... Double check the Systems Section of this document.

Experience Percentage

Throughout the game, players gain a percentage of their level for completing successful actions. I feel that this is easier to balance and keep track of than increasing the requirements over time. Everything here is merely a suggestion though, but these values can offer a good hint for GM's and players alike to help keep the pace and level characters over time.

Experience points are a percentage. Meaning that no matter what level you are, you start at 0 Xp. and gain a new level at 100. When one player gains an experience point, unless otherwise noted, ALL players should also achieve the experience points. This avoids certain less engaged players from lagging behind and feeling under-powered and dejected. It may just not be their turn in the story... But they don't know that!

 It's also worth noting that using the Foundry Achievements Module, the value of each Achievement should be added as Experience points for your character. Get silly with it, but an Achievement for one player shouldn't be higher than 5xp, and achievements the whole party gain shouldn't be higher than 10.

- Defeating a group of Mooks: 1xp
- Defeating a tough enemy: 1xp
- Defeating a LEO Squad: 3xp
- Defeating a Leader Enemy: 3xp
- Defeating a BBEG: 20xp
- Coming up with a unique solution: 3xp
- Completing a small objective: 5xp
- Completing a big objective: 15xp
- Small bonus (Well done!): 5xp
- Big bonus (You guys are amazing!): 20xp

A good chunk of experience for a session can go like this... Let's say in our hypothetical scenario, the players need to crash the BBEG's party. Tymo and Secte secure a Jack in Point, one that the DM created after the players figured one should exist. Ri, the Drone user uses a drone to recon the area, and avoids a small group of mooks. The players then use this intel to deliver a surgical strike to defeat 2 tough enemies and their leaders. This leaves them with the BBEG. Tace, the Psionic utilizes their powers to defeat the BBEG in a unique way, ending in their capture. The session is over, and the party feels good.

So, let's look at the receipt?

- Two players came up with a unique solution at the start to gather intel.
- One player used something the DM placed for them that was hard to find. So, good job!
- Although they were never engaged, the Mooks the party was supposed to fight were successfully circumvented. Technically, defeated.
- The party engaged with two tough guys, and one leader.
- Of course, the Leader needed to go, so, that's a small objective.
- The BBEG was defeated, and a unique solution was brought up by the Psion.
- And, I mean... Everyone came together. Big Bonus time!!

Let's add it all up, $3+5+1+5+5+20+3+15+20 = \dots 77\%$ Exp! Maybe not enough to level, but certainly a high number that will all but guarantee their level next session! But of course, that's assuming they didn't already have 25% experience from figuring out that the BBEG was having a party!

If you're a DM though, it's worth noting that although Experience points are a percentage, and almost like a "karma" for doing good and coming up with unique solutions, you should *never* take a player's experience points away. This is just not kosher, and will often leave the player at the table feeling dejected, and their character under-powered and under-levelled. You are nothing without your players.

Campaigns are designed to be short-ish. While it's possible to play this game for years and years, I've built the content in such a way that every 2-3 sessions should result in a level up for the first six levels. 3-4 sessions for the next six levels, and every 5 sessions for the final four levels.

Assuming 3 sessions per month, each campaign should last a year. Unless you wanted to prestige your characters and really get some interesting ideas on the go!

Level up!!

I've built a new system for Levelling. It's relatively simple, and here's hoping that it still feels strong and intuitive. First, follow the table below, then find your class's levelling table and make any choices you need to make and apply that. Every Class will have different choices, and some classes may be more complicated than others. Bear in mind that some races have a Perk that changes how they level, so be sure to check your Race's perk as well, if you haven't written it down.

Though, there may be some snags and shortfalls. Look below for some solutions if you don't like how things are progressing.

Milestones are important. Your character reaches a Milestone when they reach levels 4, 8, and 12. When you reach a Milestone, be sure to check out your classes' levelling notes for any extra perks. Generally though, you gain extra points to your Attributes, abilities and extra goodies.

My Constitution Modifier increased by 1!: Cool, your Maximum System Strain also increased by one.

What does "Skill Up!" Mean?: I had to kind of codify things in this section. There are three ways to "Skill up" in this game. The easiest way is probably to just pay someone to train you, but it's often not cheap to do so. The second way is to impress the GM with a certain skill. Did you just save 40 orphans who were supposed to die in a space orphanage fire for the plot to work? Cool, you used Vehicle[Water] to save the day, and you learned from it!

The 3rd way is through levelling. Each Class Levelling table has a "Skill up!" section. Some classes just don't have all the skills, but there are two things you'll see here. Thankfully, I was able to add a legend here, so you'll understand what it means now.

Bad Hit-die rolls: Last few levels, you've ended up with a few ones on your hit-die. Your Lv4 Warrior has 6 HP, and the Psionic across the table from you has 14 HP. If you want, you can re-roll all of your hit-die for a better roll, or change your HP to half your hit-die value. (Bringing up Mr. Warrior to 16+ HP) I think we can all agree, being stuck with a few bad rolls for the entirety of your character's life can be pretty un-fun.

I don't like my abilities: Talk with your GM once you level up. It's possible to swap out abilities or even consider making a new character when the time comes. If you're this far in the book, you should know by now that the GM's goal isn't to be your enemy, but to provide you with interesting stories, and situations. Most of all, to provide you with fun!

Level 16: It exists! But at this point, it's safe to say that once you reach Level 16, your Character's goal has been or is about to be completed. They can ideally retire into a life of luxury. There's nothing on this table for Level 16, but by reaching this point, you can take solace in the fact that you've likely irreversibly changed this book, and that you're about to hit the "big bad." of your personal campaign.

Prestige: This is just an idea I have bouncing around in my head for Lv16 players. When you Prestige, re-write your character's current values on a new sheet as a level 1 character. Choose a new class. When you level a prestige's character, improve their HP, Hit Die, Armour Class, System Strain, and Attack Bonus. You also inherit any new class abilities, and your 3rd racial ability. Will it ever get to this point? Probably not. But, it's a silly idea that may apply someday.

Equipment

Nobody can survive wearing nothing. Below is a list of common items, fancy armours, and deadly weapons. This is by no means a comprehensive list, but should give you a pretty basic overview of what's what.

Cash and Power Cells

Each race has their own currency, but the TSF has it's own that's generally used for larger purchases.

Interstar Credits (iCr): Interstar Credits is the currency often used by ship captains, and they're often used for larger purchases. Food supplies for a multi-month trip, a new engine, a ship weapon. In many cases, Credits are so universal that to buy a meal at the local bar, you can just pay a single credit or less. Some stores will accept Credits from offworlders, but return change in the local currency, whichever that may be. However, due to the Terran-controlled worlds primarily using iCr, many Terran can find themselves shocked that most of the things they buy are so cheap. A proper meal will cost you less than a Credit. **(Unless otherwise stated, everything is in iCr.)**

Avalon Auric (Au): Due to the fact that the Avali have not fully integrated into the TSF, Auric is a common mainstay currency coreward. There are some places where Credits are refused in favor of Auric. Auric are stored on cards that are flexible, and make a sound when bent and flicked. The denomination is depicted by the sounds the card makes, where less worthy cards sound more metallic, and more expensive cards sound more like cardstock. For other races, the denomination are noted on the card as well. About one iCr is worth 200 Auric. Auric come in denominations as low as 1 and as high as 500. Avali on Avalon often trade Auric Credit, which is the digital version of the currency. Meals over in Avalon are cheap, and might cost around 18 Auric.

Amalgmate Gears (G'): Gears are small metallic discs with unique denominations etched on them. The back of the discs have logos depicting the Amalgamate Flotilla, and the front of the discs often have strange, or non-standard denominations. While there are billions of G' discs with standard denominations, it's not uncommon to find a strange number such as 17.3 or 26. About one iCr is worth 100 G'. Unfortunately, due to how easy it can be to forge Gears, many places do not like them. A meal on Whitefall often costs around 12 Gears.

Soliton Shards (SSh): Solitons have been trading in shards and dust for some time, long before the arrival of Terrans. However, their production have advanced wildly to the point of finding an Ancient shard can be worth up to 50 times it's value. Shards are crystals with symbols laser-etched into it's faces, with a serial number and denomination etched inside. About one iCr is worth about 25 Shards. Shards range from 1/2 crystals up to 50 SSh crystals. A meal on Source will typically cost you about 6 shards.

Cash Conversion Rates

1 iCr = 200 Au

1 iCr = 100 G'

1 iCr = 25 Ssh

1 iCr = 5000 ¥

Human Yuan (¥): The symbol can be created on a computer by holding ALT, and pressing 157 on your number pad. Human Yuan is the primary currency of the Sol system, and most systems around it. Yuan is a currency with little market value, so using a non-simplified version of currencies will result in 5000 Yuan being worth one iCr. Yuan is transferred using thin, plastic-like polymer bills that can burn, but does not burn easily. The lowest denomination of Yuan is 5, and the largest denomination is 1000. A meal in Sol will typically run you 150 Yuan.

One thing worth noting right away are batteries, or energy cells. The names are interchangeable, but there are three types you'll want to be aware of. The main reason these exist is because they all have an outright massive power reserve, and they are used in a lot of places where power sources are low.

Type A Power Cells are fairly small. About the size of a 9-volt battery from today. A Type A power cell can last a considerable amount of time, and they're fairly lightweight. They're intended for tiny devices, like readers, and trinkets. However, Type A power cells cannot be recharged.

Type B Power Cells are much larger, about the size of a modern day 3.5" Hard Disk Drive. Type B power cells are used for larger devices that a Type A simply cannot power on their own. They're used for larger devices that must be portable, despite not really supposed to be portable. Low powered computers, ground penetrating radar modules, and some Drones. Type B power cells can be recharged.

Type C Power Cells are sometimes called "Carry Cells" Due to their massive size. These power cells can be recharged. Type C Power cells are larger than your typical laptop carry bag, and must be worn when in use. Typically these power cells come with a hookup line to allow it to connect to certain computers, Heavy Displacers, and Energy Weapons. Type C Power cells often have the shortest lifespan, but this is likely due to the devices being more power-hungry than anything else. Type C cells are also upwards of 20lbs, making them less than ideal to carry more than two.

Although there are places that are extremely built up with very strong infrastructure, it's entirely possible that you may stumble across an area where there are no power-lines. It might be a good idea to carry some power-cells with you at all times.

Provisions

This brings us to the next thing. There are numerous items that carry some form of significance. Some are something you want to have on you at all times. Some are just silly trinkets that simply make certain members of a race more comfortable to be around. Most of the items in this section are used outside of combat. For ammunition and medical equipment, see the next sub-section, "Combat Gear."

Amalgamate Music Box: This is a small metallic box that, when opened, plays a pre-recorded tune or message. More expensive versions have a small screen inside of the box to remind the user of a specific person or event.

Amalgamate Toolkit: A small collection of tools, typically engraved with a specific name or crest. Adds +1 to skill checks when used. There is also a non-Amalgamate version. Some tasks outright require you to have a Toolkit. (This counts as meeting that requirement too.)

Avali Bonsai: A small “tree” made of aerogel. It has a very slight glow about it, and looks very pretty when maintained. Requires a Type A power cell for the tree to “grow.”

Avali Dreamcatcher: A small round webbing made of fabrics, feathers, and chimes. Avali Dreamcatchers scare away angry spirits that infect packs with bad dreams, and offer good luck and happy mementos. Some Dreamcatchers have chimes that click when there is a breeze. Dreamcatchers can also be used to trap angry spirits as they’re made, and then burned to dispel the aftereffects of a crime.

Binoculars: Allows the user to see considerable distances.

Chemical light: A small plastic tube is filled with a coloured chemical. Inside that tube is a glass tube, that, when broken, starts a chemical reaction. Illuminates a 5x5 area for 24 hours.

Climbing Equipment: Typically fitted to a person, Climbing equipment allow a character to scale an otherwise impassible wall with a harness, set of climbing bolts, and a grappling hook.

Human Datapad: A small device that typically contains personal messages, photos, and a to-do list. Requires a Type A Power Cell. Datapads are considered very personal, and are often guarded.

Modular tent kit: A very large backpack containing numerous supports and canvasses. A modular Tent can be installed in 1 hour, and can provide housing or a base of operations for up to 4 people per section of modular tent.

Navigation kit: A small collection of items such as topographical maps, compass, and altimeter. Allows a trained navigator to find the exact longitude and latitude of their location, and easy ability to find their way on the planet. Even uncharted ones. Can be used to add +1 to Navigation on applicable checks.

Personal tent kit: A small backpack consisting of supports and a large tent capable of housing one person. Typically has space for personal items and a sleeping bag.

Portable Lab: A small laboratory that is able to fit in a backpack. Contains numerous small tools and components that can be assembled to create almost any scientific device. Confers a +1 to skill checks involving complex scientific experiments.

Rations (1 day): Everything this character needs to eat for one day. Typically allows for dietary restrictions and can be anywhere from a five star golden standard meal, or borderline gruel.

Rebreather: A small device fitted over the nose and mouth to allow for breathing in low oxygen environments, or environments filled with toxic gas. Rebreathers cannot be used in Zero Atmo, but they can be used underwater. Rebreathers require a Type A Power Cell and can last for 30 minutes on a single charge.

Rope (20 meters): It’s rope. Typically sold in 20m increments.

Solar Charging Kit: A small device that can be deployed to charge either a battery, or another device during daylight hours. Typically, they're armoured and sturdy enough to handle extreme weather.

Soliton Fountain: A small fountain to remind a Soliton about the Liquid of Life. Requires a Type A Power Cell, and has a small pump inside of it. The water in the fountain of often believed to be holy, and as it flows, it refreshes the spiritual energy of a meditative male Soliton.

Soliton Statue: Typically a statue of one of the Twin gods, Daesar, or Kalu. Confers notable religious significance, as it reminds one of their caste and holy devotion to one of the twin gods. If a statue of both gods are found very close together, it is often viewed as sacrilegious to remove one without taking the other with it.

Survey Scanner: A large device capable of scanning an immediate area for scientific data. It can be used to find abnormalities, identify valuable minerals, and toxins. Can be used to add +1 to Science on applicable checks. Requires a Type B power Cell.

Terran Lamp: A uniquely stylized lamp. Capable of illuminating an 8x8 area when placed, or projecting an image across a 6x6 area. Requires a Type A Power Cell. It can be turned on for a continuous 8 hours.

Thermal Flare: An emergency flare that emits smoke and a very bright red light. Capable of illuminating a 10x10 area for 1 hour. The smoke is visible up to 100km away.

Toolkit: A small, assorted collection of tools that almost every Tech Expert needs. Confers a +1 on applicable tech skills when used. Some tasks outright require you to have a Toolkit.

Vaulter Canvas: A canvas made of paper and webbing like materials. It is an easy, and well respected tool for producing visual artwork for the Vaulter Race, and most Vaulters use this material for artwork.

Healing Provisions

I finally sat down, and asked myself, "How can I truly over-complicate healing? In Version 4.3.9, we have the answer. These five healing items are here for you. Because, at some point... Someone is going to get hurt.

Emergency Medical (Slapp) Patch: This is a thin sterile package that is 10x10cm large. There is a pull-tab on the underside that when pulled, rips open the package and allows the user to quickly apply an adhesive, vacuum sealing patch over any wound. Can be used once per combat round, or infinitely outside of combat. Applies one Strain Healing to the patient.

Biofoam Injector: A small re-usable injector can be refilled by Biofoam canisters, though, it's quite uncommon to find an Injector without, or with extra canisters. The tip of the injector is placed in the wound, and the trigger is held until the foam fills the wound. The foam then acts like a glue, keeping the wound closed and full of antivirals, anaesthetics, and growth promoting bacteria. Can only be used once per hour. Uses one point of System Strain to apply 3 Strain healing. Can be used in Combat as a standard action.

Individual First Aid Kit (IFAK): A small nylon bag with a piece of plastic keeping it closed and sterile. Inside the bag are things like a splint, patches, sling, and other assorted medical goodies to keep people from suffering after injury. Requires one point of System Strain. Can only be used once per hour. Heals the full value of an Intelligence / Tech[Medical] skill check, in addition, the Patient may now use additional System Strain to heal as much as they need. Only the patient's Strain is used.

Trauma Kit: This is a 30cm wide, 10cm deep box containing numerous drugs, bandages, guides for the user, and clotting agents to keep someone alive in the event of a serious traumatic event where death is likely to occur without the use of the Trauma Kit. Can only be used once per day. Spend one point of System Strain to restore a character's HP to 1 if it is below that value. This Strain may come from the patient, or the rescuer. The patient then heals 2 X the full value of an Intelligence / Tech[Medical] skill check, and both, the Patient, and the rescuer can use additional System Strain to heal. Only the patient's hit die are used.

Combat Gear

This section is the nitty-gritty. It should also be fairly small. These are things that aren't weapons and armour, but should be carried into battle whenever you can. Think you're so tough when your gun runs out of ammo? Or when you have a sucking chest-wound? If you pay attention to this section, you won't have to think about it.

Ablative Exo-plate: A small metal plate with welding gel on it. It can be secured over a damaged area of an Exosuit for 1D4+3 integrity. It can also be used similarly to patch most other holes on metallic surfaces.

Ballistic Magazine: A magazine full of ballistic ammo. It's easier to think of ammunition as magazines. Completely reloads any ballistic weapon, such as a sub-machinegun.

Bolt Magazine: A magazine full of Bolt Darts. It's easier to think of ammunition as magazines. Completely reloads any Bolt weapon, such as a Bolt-Rifle.

Coilgun Magazine: A magazine full of magnetic coils. It's easier to think of ammunition as magazines. Completely reloads any Coil weapon, such as a Coilgun.

Drone Controller Module: Allows the ability for the user to control drones by sacrificing a movement or standard action.

Drone Repair Kit: Allows the user to freely repair a drone without the need for completing a successful skill check. Repairs 1D8+5 integrity.

Shard Magazine: A shard magazine is a thin, long carbon brick that is inserted through an opening toward the stock of a shard-gun. Completely reloads a shard-gun, but may have other uses.

Weapons of all sorts

Weapons come with different damage types. Most weapons also need to be reloaded with something before they're usable. Check the Ammo-Type. Here's some key-words for you to consider.

Easy to use – This weapon gains a +1 to hit, regardless of skill level. All classes can use this weapon.

One-handed – This weapon only uses one hand. If two one-handed weapons are equipped, both can be used with a -2 to-hit for each attack.

Throwable – This weapon can be thrown. (It's assumed you're throwing grenades though.)

Reach – This weapon is capable of hitting enemies who are unobstructed two tiles away. (Melee Only)

Cleave – This weapon can attack two or more enemies who are adjacent.

Advanced – Only Warriors or characters trained in Combat[Gunnery] can use this weapon.

There won't be very many weapons in this list, and the weapons that are included are very basic. This is because A. It takes a long time to build and balance all of these different weapon types, and B. It's implied you'll find weapons with specific attributes or attachments. It is also worth noting that all ranges are in *tiles*. Using a weapon against someone outside of your range infers a -2 to hit penalty or more depending on how far the target is.

When we talk about Firearms, there are five different types worth noting. Each, fulfilling their own roles.

Aero Weapons – Aero or Shard weaponry is a class of weapons that uses carbon to produce a nano-sharp Aerogel spike. These spikes are fired at an extreme rate of fire to pierce and rip apart the target. Alternatively, an aerogel blade can be built and held in the weapon for a melee attack.

Bolt Weaponry – These weapons utilize a biological reaction to fire a toxic dart downrange at breakneck speeds. While they are ineffective against mechanical targets and heavily armoured enemies, the toxins delivered often force non-sapient creatures to retreat, and sapient combatants to think twice about their next move.

Coil Weaponry – Coils are loaded into an electromagnetic tube. The powered tube launches the magnetic coils at excessive speeds. Coilguns are often difficult to use, and big, bulky... But you can't argue with the damage output. Because of the power behind them, Coilguns are often used against mechanical targets. Also because of the power behind them, critically failing with a coilgun can seriously wound the user.

Conventional Weaponry – Conventional weapons fire bullets. Each bullet has a primer that detonates when struck. The primer causes the "charge" in the case to explode, firing the bullet down the barrel at an extreme speed. The empty casing is then ejected. Conventional weapons do ballistic damage, and are easily defended against. But after a while, and with enough bullets... It can chew through anything with a moderate rate of fire.

Explosive Weapons – Depending on who you are, these are also known as “fun” weapons. From thrown grenades, to grenade launchers. Recoilless rifles with a back-blast, or big autocannons with explosive rounds. These weapons often do well beyond extreme levels of damage, but sometimes carry a risk as to when they can be used.

Laser Weaponry – Laser weaponry have absolutely no recoil, and fire a straight beam of hot energy at the target. This isn’t your Star-wars pew-pew... When the trigger is held, the beam is active and burning whatever it makes contact with. This allows the user to make a consistent beam move along two close targets to “cleave” both of them. All laser weapons take a power cell, and can be used in Zero Atmo. However, the power requirements are massive, and anything larger than a sub-machine gun requires a thick cable leading to a Type C power cell.

Psionic Weaponry – Psionics have built special weapons for the purposes of defending themselves. Over time, these weapons became well known, and after an insignificant amount of time, other Psionics learned to craft them. Over the years, not all of these are commonplace, but they can be found... for the right amount of credits.

There are four major types of weapons... *Melee, Ranged, Thrown, and Psionic*

Melee Weapons							
Name	Damage	Mag	Damage	Skill	Range	Cost	Special
Knife	Slice	-	1D6+1	Dex/[Melee]	0-1	-	One-Handed
Hammer	Blunt	-	1D6	Str/[Melee]	0-1		One-Handed
Axe	Slice	-	1D6+2	Str/[Melee]	0-2		
Sword	Slice	-	1D8+2	Str/[Melee]	0-2		
Spear	Slice	-	1D8	Dex/[Melee]	0-4		
Glaive	Slice	-	1D8+1	Dex/[Melee]	0-4		
Sledgehammer	Blunt	-	2D4+1	Str/[Melee]	0-2		
Aero-Sword	Slice	20	3D4	Dex/[Melee]	0-2		One-Handed
Aero-Spear	Slice	15	2D4+2	Dex/[Melee]	0-4		
Knuckle-Dagger	Slice	-	1D6+2	Str/[Melee]	0-1		One-Handed
Knuckle-Duster	Blunt	-	[Special]	Str/[Unarmed]	0-1		One-Handed

Ranged Weapons							
Name	Type	Mag	Damage	Skill	Range	Cost	Special
Handgun	(CV) Ballistic	2	1D8	Dex/[Ranged]	0-30m	-	Simple, One-Handed
Sub-Machine Gun	(CV) Ballistic	3	2D4+3	Dex/[Ranged]	2-70m	-	One-Handed
Assault Rifle	(CV) Ballistic	4	2D6+5	Dex/[Ranged]	4-100m	-	
Light Machine Gun	(CV) Ballistic	6	1D12+8	Dex/[Gunnery]	4-150m	-	Advanced
Revolver	(CV) Ballistic	3	2D6	Dex/[Ranged]	0-50m	-	Simple, One-Handed
Bolt-Pistol	(B) Toxic	2	1D8	Dex/[Ranged]	0-50m	-	One-Handed
Auto-Bolter	(B) Toxic	2	1D12	Dex/[Ranged]	4-100m	-	
Bolt Rifle	(B) Toxic	4	2D8+5	Dex/[Ranged]	4-1000m	-	
Injector	(B) Toxic	1	2D10+5	Dex/[Melee]	0-4m	-	
Laser Pistol	(LW) Energy	4	1D6	Dex/[Ranged]	0-20m	-	Simple, Cleave
Beam Rifle	(LW) Energy	8	3D4+2	Dex/[Ranged]	4-80m	-	Cleave
Heavy Laser Cannon	(LW) Energy	6	1D10+5	Dex/[Gunnery]	10-150m	-	Advanced, Cleave
Sub-Coiler	(CL) Ballistic	3	2D6+2	Dex/[Ranged]	2-80m	-	
Coilgun	(CL) Ballistic	5	2D6+8	Dex/[Ranged]	4-150m	-	
Heavy Coil	(CL) Ballistic	4	3D8+6	Dex/[Gunnery]	8-1000m	-	Advanced
Alloy Cannon	(CL) Ballistic	3	2D10+5	Dex/[Gunnery]	2-50m	-	Advanced
Aero Gun	(AE) Slice	12	1D6+2	Dex/[Ranged]	0-50m	-	Simple
Aero Rifle	(AE) Slice	10	3D4+2	Dex/[Ranged]	2-75m	-	Simple
Shard Blaster	(AE) Slice	8	2D6+5	Dex/[Ranged]	2-40m	-	
Heavy Shard Turret	(AE) Slice	8	2D8+8	Int/[Drone]	4-150m	-	Automated

Thrown Weapons							
Name	Damage	Mag	Damage	Skill	Range	Cost	Special
Knife	Slice	-	1D6	[Melee]	2-10	-	One-Handed
Shuriken pack	Slice	6	2D6	[Ranged]	2-15		

High-Explosive Grenade	Explosive	-	1D6+1D12	[Ranged]	6-20		
Armour Piercing Grenade	Slice	-	1D6+2D8	[Ranged]	6-20		
Concussive Grenade	Explosive	-	1D6+5	[Ranged]	6-20		
Flash-Bomb	Energy	-	1D4-1	[Ranged]	2-20		Special
Biological Grenade	Toxic	-	1D8+2D6	[Ranged]	6-20		
Fire-Bomb	Fire	-	1D8+2D6	[Ranged]	6-20		
Smoke Grenade	Blunt	-	1 *	[Ranged]	2-20		

Because Psionic weapons are a bit more unique... Here's a table for them:

Psionic Weapons							
Name	Damage	Mag	Damage	Skill	Range	Cost	Special
Kinetic Bolas	Blunt	1	1D6+1	Psionic	2-5		Cleave
Disc Launcher	Ballistic	8	2D6+2	Psionic	2-8		
Metafocal Grenade	Psionic	-	1D10+4	Tech[Psionic]	Thrown		
Telekinetic Sling	Ballistic	1	2D4+2	Psionic	2-8		
Bio-Folder	Toxic	-	2D6+3	Tech[Psionic]	1-6		
Mind Blades	Psionic	-	1D4*	Psionic	1		

So... What are these? Why are they so special?

Kinetic Bolas: Two large balls secured by a metallic cable. These weapons are typically thrown after becoming infused with Psionic energy. While the Bolas are not able to to be thrown far, they do find their way back to the Psionic's hands after being thrown. The Bolas are also able to be controlled by a Psionic to the point of hitting multiple targets that are close enough. Many Psionics carry more than one, in the event that the Bolas fail to return, or they be used to restrain a target.

Disc Launcher: Are a weapon typically designed or assembled by a Symbiont. As such, many have intricate designed or special abilities tied to them. Large metallic discs are installed within the weapon, and then launched at breakneck speeds. To reload, it requires special ammunition, or it can be assembled by a capable (rank 2) Symbiont provided that they have sufficient scrap.

Metafocal Grenades: are again, thrown. These grenades are consumable, emitting a strong burst of psionic energy over a 3x3 area. If the Psychic is at Rank two or higher in Precognition, the grenade can only harm targets that the Precog chooses. If the Psychic is at rank 5 or higher, the grenade's explosion increases to a 5x5. The maximum range for throwing a Grenade is determined by half your Strength or Dexterity. Whichever is higher.

Telekinetic Sling: This weapon is psionically imbued fabric to ensure that the weapon is nigh indestructible. Ammunition is loaded into the sling, typically in the form of metallic balls, and a capable Telekinetic (Rank two or higher) can throw the projectile at extreme speeds. A capable Psionic can then steer the projectile around cover, or walls. At Rank five or higher, the Telekinetic Sling deals double it's damage output.

Bio-Folder: This weapon is typically a wrist mounted device, that almost appears to be an attached firearm. The Bio-folder is useless on it's own, but at a Rank Two BioPsionic is able to rend flesh at a notable distance, and re-shape a victim's body, breaking bones, building tumours, and emancipate

tissue. The Bio-Folder weapon is considered to be quite rare due to it's crude properties as a deadly weapon.

Mind Blades: Mind Blades typically take the form of a large gauntlet or a highly stylized hilt. This weapon creates an invisible blade in front of them. While the blade is technically not 'real' it is not stopped by a solid object. (Though, it cannot go through it.) A capable Telepathic (Rank 2) is able to 'slash' the mind of it's victim, dealing shock, and disorienting the victim. This weapon is unable to kill it's victims, instead, knocking them unconscious in a form of nightmare. Due to the nature of the Mind Blades, they offer +3 to hit. They are unable to do anything against mechanical targets. Mind Blades deal 1D4 damage, plus 1 damage per level in the Telepathic dicipline.

On the topic of Melee

Melee weapons in a sci-fi setting full of laser guns and grenade launchers do sound a bit silly. But there are a few reasons for why someone might prefer to be a Melee attacker or Warrior.

Unarmed: Certain races are able to deal extra damage when unarmed. A character who has a +2 in Unarmed increases the size of their attack die by 1. (IE: D4-> D6) and a character who has a +4 in Unarmed further deals increased damage by adding a second attack die added. (IE: 1D6 -> 2D6) Experts who have mastered the art of Unarmed can further increase the size of one attack die. (IE: 2D6 -> 1D6+1D8) If the user has implants that utilized Unarmed, this effect stacks with that implant. Unarmed can be very painful.

Finally, when a character is reduced to 0HP via an unarmed attack, the attacker can often decide, if that character is knocked out, or outright killed. Unarmed can be very, very helpful in securing prisoners.

Melee: Melee attackers also get a few benefits. *Regardless of handedness, all Melee users can use a shield.* Shields provide extra AC. Melee users with two one-handed melee weapons. Get to attack twice, with no accuracy penalty. If one attack lands, both attacks land. More often than not, ranged weapons have a range of 2 to X Meaning a ranged attacker will have difficulty landing a hit at point blank range. This is where Melee can get devastating

Melee Overwatch and Disengagement: Characters with a melee weapon equipped are able to perform one reaction to an enemy who acts without disengaging. (Exception to other Melee attackers.) A ranged attacker who attempts to shoot, or move away from a melee attacker normally are subject to Melee Overwatch. A Melee Overwatch attack can only be performed once before the start of their next turn, and follow all of the rules that a standard melee attack does. Disengagement is a standard action that allows the character to move one tile away from a melee attacker. Someone who Disengages in this way are typically not able to attack this turn, and it is recommended to put some distance between the melee attacker, and ranged defender.

Only *Sapient* characters are able to perform a Melee Overwatch Attack unless they are programmed or have an instinctive reaction to perform it.

Protective attire and armour

There are four classes of Armour, Light, Medium, Heavy, and Extreme. While the different races are different sizes, it's more complicated, and kind of annoying to include a different size. That said, it's no fair to the Avali Warrior to find a super fancy armour suit, only to find that it's just too big for him because they're in a Soliton Space Station. All Armour contribute to AC in one way or another. Armour from fallen enemies will generally be ruined. Some Armours have keywords that apply in certain situations. We'll do the list of Keywords first. This list will be a bit more extensive than weapons, just because there's so few baseline armours, but the rules still apply that you'll find special suits with special features.

[...]-Resist – This armour gains a +2 AC against a certain damage type. If this is not applicable for combat, gain a +2 on your Saving throw roll instead.

Nimble – This armour allows you to move an additional 5 feet, or one tile per move action.

Psionic – This armour provides +2 AC to characters who Posses the Psionic Gift.

Shield – Provided that the wearer has a one-handed weapon (Or none) this shield can be equipped to protect the user from any direction, but they cannot take cover.

Rebreather – This armour allows the character to breathe in places where there is no Atmosphere, or underwater.

Jump-Jet – This Armour allows a character to jump once every 5 minutes. You are able to jump 50 feet upward and 30 feet in any direction. Jumping in combat does not trigger Overwatch.

Zero-G – This armour has all of the necessary shielding, oxygen, and grav-boots for Zero-G navigation. In Zero-G, you can jump from one platform to another provided it is within Line of sight and not on the same plane. Because of how bulky space-suits can be, your maximum walk/movement speed in combat is 20 feet, or 4 tiles while wearing this.

Name	Weight	AC	Cost	Special
Hunters Robes	Light	2	1 iCr	Nimble
Clothing	Light	2	-	
Psionic Vest	Light	3	5 iCr	Psionic
Concealed Vest	Light	4	4 iCr	
Environmental Suit	Light	3	10 iCr	Radiation-Resist, Toxic-Resist
EVA Suit	Light	4	15 iCr	Zero-G
Plated Jacket	Medium	6	8 iCr	
Ballistic Vest	Medium	6	7 iCr	Ballistic-Resist
Mystic jacket	Medium	5	15 iCr	Psionic
Buckler	Medium	+2	5 iCr	Shield
Combat Uniform	Heavy	8	-	
Combat Suit	Heavy	10	20 iCr	
Combat EVA	Heavy	8	35 iCr	Zero-G
Riot Shield	Heavy	+4	13 iCr	Shield
Grounding Suit	Extreme	13	58 iCr	Energy-Resist
Full Ballistic Suit	Extreme	12	65 iCr	Ballistic-Resist
Iron Bodysuit	Extreme	15	80 iCr	
Heavy EnviroSuit	Extreme	14	85 iCr	Jump-Jet, Rebreather

Displacers

Displacers also fall under the Armour Category. Displacers are small devices that provide a character with a protective shield. There are three types of Displacers, Hi-Vel, Lo-Vel, and Deployable. Hi-Vel displacers protect the wearer from gunshots, laser beams, and fast moving projectiles. Lo-Vel protect the wearer from melee attacks, but not against gunshots and lasers.

Finally, Deployable Displacers place a flat shield or hard-light barrier in a stationary area. Once deployed, the Barrier remains up for an hour, or until it runs out of HP. Deployable Displacers have an AC of 8, and prevents the character behind them from being targeted.

All Displacers have a HP Value, and take a battery depending on size. (Type A for Hi-Vel, and Lo-Vel, Type C for Deployable.) To replenish the Displacer's HP back to maximum, the battery must be replaced. When the Displacer is reduced to 0HP, all remaining damage goes to the character, and the displacer suffers -1D4 to it's maximum HP. Displacers with a Max HP of 3 or less cannot be recharged, and must either be discarded, or serviced. Displacers can either be serviced by a NPC Technician, or it can be serviced with a character skilled in Electronics or Tech[Repair], and another damaged Displacer.

Finally, Displacers can be recharged without replacing the battery by finding a Displacer Charging Unit. These are often rare, and only found in military settings. Here are some examples of what you might find.

Model	Type	Health Points	Cost
G25 "Ambassador"	Hi-Vel	6	25 iCr
A65 "Bodyguard"	Hi-Vel	8	80 iCr
C23 "Flak"	Hi-Vel	12	150 iCr
A96 "Abraham"	Hi-Vel	18	320 iCr
D47 "Gladiator"	Lo-Vel	7	45 iCr
L23 "Kite"	Lo-Vel	14	73 iCr
B65 "Palisade"	Deployable (15 Ft.)	45	180 iCr
L99 "Barrier"	Deployable (25 Ft.)	85	350 iCr

Drones

Drones are small (or large) unmanned robots that must be fed a series of commands from a Drone Controller. Drones are often small, simple vehicles or devices that excel at doing a simple task. While Attack drones are rare (Outside of Avali Space) that doesn't stop people from building their own drone with a wire rigged to the trigger of a gun.

Drones are also great for entering areas that are toxic, or otherwise largely unfriendly to living things such as yourself. An area with live wires, or an area full of toxic gas won't affect your little metal and plastic drone.

Drones require a Drone Controller. By using a Drone Controller, you sacrifice either your movement, or your major action. This gives the drones two actions, though, they cannot do the same thing with both actions. (Movement, being the exception.) If a drone has one weapon, it cannot attack twice, for instance. This means that it's entirely possible to remain stationary, and control two drones at once.

Drones are unique in the sense that they need their own sheet. Each Drone has HP (Or integrity) Movement Type, Size, Complexity, and AC. Some Drones also have abilities. All drones allow their user to see what the drones see through the controller, or implants. Complexity is the DC check to repair a drone. A drone can only be repaired once per day for 1D10+5 integrity.

Below are 10 examples.

Model	Integrity	AC	Size
A36 "Spybot"	10 / __	8	1x1
Owner	Complexity	Movement Speed	Movement Types
	4	4	Ground
Abilities			
N/A			

Model	Integrity	AC	Size
CT45 "Prospector"	10 / __	7	1x1
Owner	Complexity	Movement Speed	Movement Types
	5	6	Ground
Abilities			
Scan: The prospector is able to tell the controller if there are any valuable metals under or near it.			

Model	Integrity	AC	Size
D76-I “Flutter”	6 / __	12	1x1
Owner	Complexity	Movement Speed	Movement Types
	8	8	Flying
Abilities			
• ID: This drone can automatically identify characters if it is able to connect to a planetary network.			

Model	Integrity	AC	Size
C76 “Ramboat”	22 / __	10	2x2
Owner	Complexity	Movement Speed	Movement Types
	10	10	Water
Abilities			
• Crash: The drone can ram into another target in water, dealing 1D4 damage per tile travelled (in one turn) with a successful skill check. (Intelligence / Drone)			

Model	Integrity	AC	Size
Modified B24 “Dick”	18 / __	8	1x1
Owner	Complexity	Movement Speed	Movement Types
	8	5	Ground
Abilities			
• Attack: A wire pulls the trigger on a revolver. (Intelligence / Drone) VS AC. It has a range of 0-20ft and deals 1D6 damage. Dick must be manually reloaded by it’s controller.			

Model	Integrity	AC	Size
Solvenka A96 “Lifesaver”	8 / __	8	1x1
Owner	Complexity	Movement Speed	Movement Types
	12	6	Ground
Abilities			
• Encase: Willing targets have their body encased in a protective foam, increasing their AC by 6, but immobilizing them. Unwilling targets must make a physical saving throw. • Drag: A built-in arm grabs the target’s leg, pulling willing or immobilized targets half it’s move speed. • Dissolve: Sprays an agent designed to dissolve the protective foam, this allows it’s target to no longer be immobilized.			

Model	Integrity	AC	Size
BT82 “Mule”	23 / __	12	1x1
Owner	Complexity	Movement Speed	Movement Types
	12	5	Ground
Abilities			
• Cover: The Mule grants all adjacent characters +2 to AC. • Mount: The Mule has stabilizers for weapons requiring Gunnery. Gain +2 to Gunnery skill when firing over Mule.			

Model	Integrity	AC	Size
B1-M33K “Heavy Loader”	32 / __	12	2x2
Owner	Complexity	Movement Speed	Movement Types
	12	4	Ground
Abilities			
• Swing: The Heavy Loader swings it’s arms (Intelligence / Drone) Vs AC with Cleave and a range of 5 feet. The Heavy Loader deals 2D4+1 damage. • Fully Automated: Heavy Loader may be operated without a Drone Controller. If so, it has an attack bonus of 2.			

Model	Integrity	AC	Size
AV-296 “Steppy Boy”	30 / __	14	2x2
Owner	Complexity	Movement Speed	Movement Types
	12	5	Ground / Zero-G
Abilities			
• Jump: The Steppy Boy can jump up to 6 meters, or to another platform. Steppy Boy has magnetic boots. • Shard Cannon: Steppy Boy fires a shard cannon, (Intelligence / Drone) Vs AC. It has a range of 3-10 tiles and deals 1D10+5 damage. • Fully Automated: Steppy Boy may be operated without a Drone Controller. If so, it has an Attack Bonus of 4. • Cover: The Steppy Boy grants all adjacent characters +2 AC.			

Model	Integrity		AC	Size
AV-T45 “Presence”	12 / __		8	1x1
Owner	Complexity	Movement Speed	Movement Types	
	16	18	Flying / Space	
Abilities				
• Jet: Presence must move between 10 and 18 tiles per turn if it is flying. It can attack anytime during this movement action. Presence does not need to move on it’s turn if it has landed. • Beam-Gun: Presence can fire it’s beam gun at a target at any time during it’s movement action. (Intelligence / Drone) Vs AC. It has a range of 2-10 tiles and deals 1D10+5 damage.				

Model	Integrity		AC	Size
Owner	Complexity	Movement Speed	Movement Types	
Abilities				

Build your Own

A large part of what appeals to me and drones is the ability to build your own. Much like Exosuits, the GM, and players have the ability to customize what they bring, and customize their character.

In my opinion, building an interesting player with what's available is super cool. Be it through the items in the world, through roleplay, or through art.

Because I'm using Foundry VTT for my game, there are some stats and components that shouldn't be made available to people not using Foundry. These components come with an extra tiny tutorial for GM's, and a little D6 emoji 🎲

When building your own drone, bear in mind that you need to start with a body. The body will decide the AC of your Drone. Drones are often large, and clumsy, which makes them easy targets, but in some cases, they have the integrity to help them out with that. Both of these values can be increased by modules, and the latter can be increased by choosing a better movement system.

Complexity is how complicated your drone is to repair, and all checks to repair your drone must be above this value. Drones with a complexity of 15 or more cannot be repaired in combat. A drone cannot have a complexity higher than 20.

Body Type	Size	AC	Integrity	Base Complexity	Threat
RC Car *	0	4	2	1	Minimal
Micro-Thorax	0	5	5	2	Minimal
Plastic Bee	0	6	4	2	Minimal
Canted Body	0	6	9	3	Minimal
V3 Ferro Case	0	7	12	4	Dangerous
Plated Chevron	0	7	13	4	Dangerous
MicroTank Body**	0	8	15	4	Dangerous
Carlite design	0	10	18	5	High
Armor Plated	0	7	23	5	High
Mini-Tank**	0	9	20	5	High
Heavy upright**	0	9	25	6	Extreme
Extreme Upright**	0	10	35	8	Extreme
Ultra Heavy**	0	12	45	8	Extreme

* Does not require a Drone Controller.

** Cannot use flying movement Systems

Camera System 🎥	Vision Type	Cone	Complexity
None	N/A	0	0
Basic Camera	Monochrome	45	0
Wide Angle Lense	Monochrome	90	0
Digital Monitor	Normal	90	1
Wide Angle Monitor	Normal	135	1
Oscillating Spectrum	Normal	360	2
NOG-Mono	Enhanced	45	3

NOG-Double	Enhanced	90	3
NOG Quad	Enhanced	135	4
SimpliScan	Tremorsense	10m circle	1
Ultra Scan Array	Tremorsense	30m circle	2

Camera systems are only available on FoundryVTT. If you have another VTT that supports these, you can try and integrate them. On an actual tabletop, it's assumed that all Drones have a simple color 360 vision

For GM's, after you've created the Token, you can open their character sheet from the actors tab, and choose "Prototype Token." From there, you can choose the vision tab, and make changes there.

For players in Foundry VTT, you can hold shift and use a mousewheel to fine-tune the direction. Otherwise . . .

System	Type	Movement	Special	Complexity	Integrity
Simple	Wheeled	8m	0	0	1
4-Fast	Wheeled	14m	0	1	2
6-Speed	Wheeled	16m	Can Jump	1	4
Light	Tracked	8m	Stable	1	10
Heavy	Tracked	8m	Stable	1	18
Spider	Legs	16m	Wallclimb 6m	4	6
Puma	Legs	20m	Can Jump	2	8
Biped	Legs	12m	Can Jump	2	10
Jet	Wing	28m	Must move unless landed	4	4
RotoCopter	Wing	20m	None	5	2
Insect	Wing	20m	Must move unless landed	6	2

Unique Perks can be programmed into the Drone by the discretion of the DM. For DM's, it's generally a good idea to include some of these, but not go a little crazy.

Cover – Must be at least 2m large. This drone is so massive that it provides cover for characters adjacent to it, providing +2 AC

Mount – Must be at least 1m large, cannot be flying, or have legs. Characters using an Advanced weapon gain +2 to their gunnery skill.

Jump – Drone cannot have wings or tracks. Cannot be larger than 2m. The drone can jump half it's movement speed.

Stable – Drone must be larger than 0.5m, cannot have wings. The drone cannot be pushed, knocked, or toppled in combat.

Wallclimb – Drone must have legs. Drone is capable of climbing a certain distance up a wall.

Jet – Must have Wings. Drone must move half or all of it's movement speed, or land and be stationary. It gains +2AC if it has moved it's last turn, this bonus is completely nullified if the attacker has motion tracking capability.

Heavy – Drone must be 1m or larger. Drone cannot be picked up. The drone is too heavy, and a psychic needs Telekinetic Press to move it.

Remote – Drone does not require a Drone Controller. It can either be connected to with a framework, or it uses it's own proprietary, encrypted system.

Name	Type	Complexity	Integrity	Purpose
Holotargeter	Utility	2	0	Grants the drone the ability to Holotarget, decreasing the enemy's AC by 2.
Fire Suppressor	Utility	1	0	Allows the drone to shoot fire suppression foam. It can fire 3 times before needing a refill.
Large arms	Utility	4	4	Allows the drone to pick up objects, throw them, or swing them for 1D6+2 damage. Drone must be at least 1M large.
Mounting System	Utility	1	0	Grants the drone the "Mount" ability. Even if it has legs.
J.R. Melee System	Weapon	0	0	It's duct tape and a knife. Deals 1D4 damage. User chooses blunt or slashing.
Heavy Hammer	Weapon	1	2	A hammer system. Deals deals 2D8+(2xsize) blunt damage
Heavy blade	Weapon	1	3	A blade that pops out to cut targets. Deals 2D6+3 slashing damage.
Jury-Rigged Trigger Pull	Weapon	1	0	Allows the drone operator to mount any ranged weapon on the drone. The drone cannot reload.
Light Ballistic	Weapon	3	3	A small ballistic weapon and reloading mechanism. Has 8 rounds, deals 2D4+1 Damage. Has a range of 4-14m
Heavy Ballistic	Weapon	5	8	A small ballistic weapon and reloading mechanism. Has 10 rounds, deals 2D6+2 damage. 4-14m
Light Energy	Weapon	4	1	A small energy weapon is integrated and uses the internal battery. Has 8 rounds. Deals 1D4 damage. Cannot Cleave. Has a range of 2-10m

Heavy Energy	Weapon	6	4	A small energy weapon is integrated and uses the internal battery. Has 6 rounds. Deals 1D6+2 damage. Drone is disabled after all 8 shots are fired in combat. Cannot Cleave. Has a range of 2-10m
Light Aero	Weapon	2	1	A small Aero weapon is built in with a carbon-block. Has 15 rounds. Deals 1D6 damage. Has a range of 2-16m
Heavy Aero	Weapon	4	4	A small Aero weapon is built in with a carbon-block. Has 13 rounds. Deals 2D4+2 damage. Has a range of 2-16m
Light Coil	Weapon	5	0	A coilgun is built into the drone. Has 4 rounds. Deals 2D6 damage. Has a range of 6-20m
Heavy Coil	Weapon	7	2	A coilgun is built into the drone. Has 3 rounds. Deals 3D8 damage. Has a range of 6-20m

Drones can take up to 3 auxiliary systems provided that the complexity stays below 20. A critical failure with a drone results in the drone being disabled until repaired with a Drone Repair Kit. Weapons that run out of ammo must be “repaired” with the associated magazine before they’re able to fire. Weapons with a loading mechanism can be reloaded in combat. Weapons without, (Jury-Rigged Trigger Pull) cannot be reloaded in combat.

Exosuits

Exosuits are large suits to protect the user from environmental hazards. Exosuits also make the wearer stronger, and often come with some type of armament to protect the user in combat situations. The weapons either replace the user's hand, or is mounted beneath the forearm.

Exosuits have their own health pool and complexity like Drones. More complex Exosuits are more difficult to repair. When a wearer is shot in an Exosuit, they can choose if the suit takes the damage, or the character inside takes the damage. If the character is killed inside the suit, the wearer must be ejected by an ally. If the exosuit is destroyed, it is knocked prone, and the wearer must expend a major action to eject themselves from the destroyed suit. Destroyed suits can be salvaged, and eventually repaired, though, doing this incurs a permanent loss of 1D6 HP to the body. An Exosuit body is considered "completely destroyed" if its max integrity is below 4.

It is generally not considered a social norm to walk from place to place wearing an Exosuit. Walking around town in an exosuit is generally asking for trouble. Furthermore, Exosuits are loud, and infer a -4 to all stealth checks while wearing one. Finally, personal Displacers do not work with an Exosuit. If you want a shield to protect you, you'll need a Displacer Backpack.

Exosuits consist of up to a maximum of four parts. The body, which handles the Integrity, AC, and Complexity. The Backpack, which adds a perk to the exosuit at the substantial cost to Complexity, and Left/Right Armaments. If needed, both armaments can be shot on the same turn with a -2 to-hit.

Body: The Main Body of the Exosuit is where you'll be. It allows the wearer to move the legs, and protect the body and often the head. This is where the bulk of the HP and armour reside.

Name	Integrity	AC	Complexity
G47 "EZ-Lift"	16	8	2

The G47 body is intended for lifting heavy components. It offers next to no protection for ease of use. Typically comes in spiffy yellow. Though, for compatibility reasons, it still has all of the necessary hardpoints on it's back and arms.

Name	Integrity	AC	Complexity
DD45 "Walker"	24	9	4

The DD45 is a simple heavy walker for travelling long distances or long work hours. The DD45 is designed to carry heavy tools, and in some cases in a spiffy yellow or gunmetal colouring for military applications. Much like the G47 body, it has all of the necessary hardpoints.

Name	Integrity	AC	Complexity
J45 “Skywalker”	32	11	5

Although the Skywalker has extra supports, it means little without the “Jump Jet” backpack. J45 sports some of the heavier protective materials to ensure that it’s user is relatively safe in most scenarios. Even including some combat scenarios.

Name	Integrity	AC	Complexity
V47 “Sovereign”	50	12	7

The V47 body is the first form-fitting Exosuit, capable of encasing it’s user completely. The V47 is designed to be able to take a few rounds and laser death blasts and keep on stomping.

Name	Integrity	AC	Complexity
E82 “Maximilian”	64	14	8

E82 is considered the primary “exo body” for military use. Boasting extremely heavy armour plating, and heavy, multi-layered ablative armor where it’s needed. Maximilian may not be easy to repair, but you won’t be thinking of that when you’re knee-deep in the middle of combat.

Backpack: Backpacks provide utility for the exosuit, and more often than not a new ability or a general stat increase for the exosuit itself.

Name	Complexity Incr.	Ability / Perk
Additional Plating	4	Increases the Exosuit’s AC by 2
Advanced Targeting Module.	4	Grants Triangulate . Mark a target. All mechanical characters gain a +2 attack bonus against that target. Minor Action.
Displacer Module	6	Adds a 15HP Displacer shield to the exosuit.
Drone Receiver Module	8	Allows the Exosuit to be piloted with a Drone controller and no user.
Fire Rescue Module	2	Allows the Exosuit to spray foam, and extinguish fire.
Floodlight Stand	2	Place up to five lights, and illuminate dark areas. Targeting an enemy with a floodlight infers a -4 to hit against you. Minor Action
Reinforced Shoulders	4	Grants Crash . Deal 1D6 per tile ran toward the target in a melee attack. Attack action.

Left/Right Armaments: Let's be honest here... This is the section you're looking for. Exosuit parts are super cool and all, but Exosuit GUNS? Yeah, okay... This is what we want. Exosuit armaments typically cover the hands, or are under the arms of the wearer. Exosuit users with no armaments can use standard weapons, but once you install these bad boys, it gets a little hard, if not impossible to safely use a gun or melee weapon.

Name	Technology	Damage	Ammo	Range	Special
A32 Railgun	Ballistic	1D10+8	8	2-10	Coilgun
C17 Pressure Spike	Melee	1D8+4	N/A	1	Heavy spike retracts back into arm after use.
Chaingun Module	Ballistic	1D8+10	15	3-12	
Laser Cannon	Energy	1D12+8	18	1-6	Requires a Type C cell to reload.
Mortar	Explosive	3D12+8	3	5-20	Cannot be reloaded in combat. Does not explode if it lands within 5 tiles of the user, deals half damage on hit within 5 tiles.
Pacification Baton	Melee	1D6+5	N/A	1	
Personal Defence Mounted Pistol	Ballistic	2D6+4	22	1-6	
Shard-Rifle	Ballistic	1D6+6	50	1-8	Easy to Use

Vehicles

Vehicles come in all sorts of configurations. From your average quad-bike, to your speedboat. From a pickup truck, to your quad bike. Bear in mind for the intents and purposes of these rules, a Starship is not a vehicle. (And Starship combat is resolved via numerous skill-check's.)

All vehicles have an Engine HP, Max Speed, Seating, and whichever gadgets they need. (IE: A car can have mounted guns. Tanks have turrets, and a boat can have a sail, for example.) Attacks made from a moving vehicle suffer a -2 to hit. Characters inside an Armoured vehicle cannot be explicitly targeted, and the armoured vehicle takes all incoming damage.

Here are some examples...

Vehicle Table				
Vehicle	Engine HP	Max Speed	Seating	Cost
Quad Bike	40	80 kph	2	150 iCr
Sedan	75	210 kph	4	350 iCr
Pickup Truck	100	180 kph	3	450 iCr
APC (Armoured)	350	150 kph	8	875 iCr

Cybernetics

Here we go with a whole other kettle of fish. Cybernetics are when computer components are installed *inside* of a person. All Cybernetics require some form of framework, and most cybernetics need energy. Cybernetics work alongside your level, and can only be improved by spending money on it. Cybernetics are the materialist's kind of "psionics." Instead of Psi points, the character must use Energy Points that is provided by a Battery Implant, or their Framework.

In order to have Cybernetics installed, the user must have a Framework Installed. Amalgamates and Wire-heads already start with their own frameworks, but other characters can purchase one for a hefty price. After having a Framework installed from a specialist, that character needs a minimum of 1 week recovery. Other implants take one day to install.

The final exception to the Rule is that some planets have an Avali Matrix. All Avali can communicate via the Matrix. Some planets have a Planetary net. Everyone with a framework can communicate with each-other wirelessly, or via the 'Net. Wireless communication has a 100ft range, or infinite if it's via the Planetary 'Net.

Finally, to have an Implant installed, you will lose either one or two points of your maximum System Strain. Your Maximum System Strain cannot go below 0, but beware, having 0 System Strain will result in you being unable to easily heal yourself, as the cybernetics interfere with the natural healing process of organic life.

There are four total frameworks. They are below.

Amalgamate Framework: There is no way to get this Framework other than becoming an Amalgamate. The Framework is freely available to all Amalgamates once they are of age, and have internal servos that grow with the Amalgamate as they mature in age. The framework does not cost System Strain, and provides 10 energy.

Avali Microprocessor: The Avali can also choose to start with their own Framework at the cost of 1 Constitution ability point. The Avali Implant allows them to connect to Planetary Nexus Networks, commonly found in the Avali Sphere of influence. The Avali Microprocessor also offers 4 energy.

Makeshift Framework: is often a cheaply made framework. The first Implant installed with this framework does not cost any System Strain, but it also comes with a lacking battery. This Framework is available to all, however it is freely available to Wire-heads on character creation. It can be upgraded to another framework. It costs about 150iCr to have this framework installed. It comes with 7 energy.

Standard Framework: This is the Standard framework offered across the galaxy. Thin tubules laden through the bone-structure offer access to all of the necessary systems. A small internal computer, as well as a battery installed just above the heart allows the user to interface with the implants themselves. It's not a cheap venture to undergo. This Framework will cost approx. 450iCr, but it provides it's owner with 10 energy.

Fibrous Framework: This framework has a unique installation. In addition to the default computer system and bone-enhancements, fibre lines are interwoven through the muscular system. This results in less overall energy, but it does come with a permanent free boost to Constitution, Dexterity, and Strength by one point. This framework also adds +2 to System Strain. This Framework has an Energy count of 8, and also cost 1500 iCr. This is for the serious folks who want well beyond the exotic implants.

Frameworks also give the character a small host of abilities that they can utilize. For example, players with a framework can wirelessly interface with devices that allow it. Characters can also send encrypted messages to people who also have a framework installed (And attempt to sniff out those messages) Finally, Characters with Frameworks can also plug into a device to perform a hostile take-over of that device. (Also known as ‘Decking’) however, failing skill checks while doing this can result in a fatal “dump-shock.”

Of course, these Frameworks don’t do everything on their own. There’s a whole host of other implants below that could be installed. These implants cost Energy to use, but also require one or two points of your maximum System Strain.

Cybernetic Implants Table					
Name	Type	Action	Sys. Str. Cost	Energy Cost	Price
Advanced Cyberdeck	Offensive	Skill Check	1	1	
Auto Injector	Defensive	Free	1	2	
Cortex Bomb	Offensive	Free	2	0	
Detoxifier	Defensive	Reaction	1	1	
Dragons Breath *	Offensive	Attack	1	2	
Encephalon	Support	Skill Check	1	1	
Encyclopedic Module	Support	Passive	1	1	
Gorilla-Gaunts *	Offensive	Attack	1	1	
Internal Reserve	Support	Passive	1	~10	
Internal Shot	Offensive	Attack	1	2	
Leg-Boosters	Defensive	Movement	2	2	
Life-line Jack	Defensive	Passive	1	0	
Medical-Plant *	Defensive	Attack	2	2	
Micro-Missiles *	Offensive	Attack	2	3	
Nano-Relay	Defensive	Reaction	1	2	
Neural Burst	Support	Free	1	2	
Ocular Implant	Support	Free	1	1	
Restructured Bones *	Defensive	Reaction	2	1	

Spiderling Legs *	Support	Movement	3	1	
Sub-Dermal Armour	Defensive	Reaction	2	1	
Talored Pheromones	Support	Free	1	1	
Toolkit Implant	Support	Skill Check	0	0	

* = **Implant is Exotic.**

There's a lot to take in here.

Advanced Cyberdeck: Extra implants allow for a more powerful decking “experience.” Expend energy to gain +2 to any skill checks regarding hacking. You can also use this implant to mitigate a dumpshock by 5 damage per point of energy spent. Also, you can use your Cybernetics Skill to hack.

Auto Injector: The Auto-Injector can be “loaded” with two doses of one substance. When the user requires it, the Injector will administer a dose. This could be a mind-altering drug, or a healing drug. If a drug is injected that would normally require one point of System Strain, ignore that cost, and expend the energy required instead.

Cortex Bomb: In some places in the Galaxy, there are some corporations and individuals who prefer their secrets to, well... Remain secrets. Once this Characters HP is reduced to 25% or lower, the character has a 5 second count-down start in their head. Once that count-down is complete and the character is still alive, the resulting explosion has a 18x18m radius, and deals 2D8+10 damage with an attack bonus of 8. Oh, and, uhh... Whoever had the Cortex Bomb is dead. Like, mega-dead. As in, there's no head, nor upper chest to recover. The explosion can be stopped if the character is killed before the countdown is complete.

Detoxifier: This character can now spend energy to reduce incoming toxic damage. Roll a Cybernetics/Intelligence check per point of energy expended.

Dragons Breath: You have small tubes running alongside your jaw. Spend Energy to perform an attack as a free action. The attack propels fire in a 15 foot cone in front of you. (Intelligence / Cybernetics) for 2D8+4 damage on hit.

Encephalon: At the start of the day, provided that you have access to a planetary network, you can pay 5iCr to “lease” a new skill. If you do not, your previous skill remains. Whenever you would use that skill, you can pay 1 energy to roll with a +2 to that skill. This can only be used up to a +8 maximum.

Encyclopedic Module: Expend one energy to add a +1 to your intelligence modifier for the purposes of a skill-check. Even if your Intelligence Modifier is +3, you can still use this implant to a max of +5.

Gorilla Gaunts: Expend one energy to add a +1 to your Strength Modifier for the purposes of a skill-check. (Or Attack.) Even if your Strength Modifier is +3, you can still use this implant to a max of +5.

Internal Reserve: This implant increases your maximum energy by 10. It does nothing else. It is

a large battery installed, typically under the lungs. You can install more than one of these.

Internal-Shot: A gun is installed in your bicep. Spend Energy to perform an attack as a free action. Provided the Internal Shot has ammo (A max of 5 bullets) perform an attack with a range of 0/15. (Intelligence Modifier / Combat[Ranged]) for 2D6+3 damage on hit. It takes a standard action to reload your Internal Shot with ballistic ammo.

Leg-Boosters: Spend energy to increase your character's movement speed by 200% for one turn in combat. Energy can also be spent to jump up to 10 meters in height, or negate all fall damage.

Life-Line Jack: An additional data-line and a fuse is installed in your arm and spine. Should the character be dump-shocked, the character can stop the dumpshock by expending one point of system strain. The character can also expend one point of energy to negate paralysis.

Medical-plant: Your hands now contain tubes that can inject medicine and bio-foam on a target. The user can expend energy to use one point of their target's System Strain to heal 2 hit-die + your cybernetics skill worth of HP by laying their hand on the wound.

Micro-Missiles: A small missile system is implanted in your back. Can only be used in areas with a high ceiling or outdoors. Missiles are launched from your back, and travel in an upward arc to their target. The implant can hold a maximum of four missiles, but the user can fire up to four in one attack. (Rolling for damage four times if they do so.) The damage is based on the missile. If the user does not fire all four missiles, they may continue firing later in combat or the day until all four have been expended. However, reloading Micro-Missiles must be done out of

combat. Attacks are made with Intelligence / Combat[Gunnery] and damage may typically be 1D12+15.

Nano-Relay: During Combat, expend energy to perform a second attack after you hit your target. You must hit your target on the first shot and resolve damage first before making your second attempt with the same weapon. You can only use this implant once per turn.

Neural Burst: Expend energy to mentally slow down time and recalculate your actions. Gain +3 on any skill-check, saving throw, or attack. (But not on damage) You cannot critically fail when using a Neural burst.

Ocular Implant: A maximum of two Ocular implants can be installed. They can only be used once per turn, one at a time. There are five different type of Ocular Implants.

[Energy]: Used to identify electrical signals and magnetic fields. Can be used to improve skill-checks on electrical equipment, or a +2 to-hit on any robotic targets.

[Motion]: Used to pinpoint moving targets. Can be used to easily find moving objects, or a +2 on any target that has moved last turn. Cannot be used while in a vehicle.

[Night]: Allows the user to see in extreme low-light situations. Negates all penalties due to low-light, but confers a -2 to all checks in well lit areas when active.

[Thermal]: Allows the user to see based on temperature. As a result, the character cannot see through otherwise transparent objects. Confers +2 to hit on all organic or very hot/cold targets. (This still includes Avali, who show up as dark blobs, as opposed to red blobs.)

[Zoom]: Allows the user to see extreme distances. Negates all long range penalties and allows the user to much closely inspect distant objects when used.

Restructured Bones: This character can now spend energy to reduce incoming melee damage. Roll a Cybernetics/Intelligence check per point of energy expended.

Spiderling Legs: Do you think just having two legs are insufficient? What about 6? 8? 10? Spiderling legs are installed typically as a result of total destruction of ones legs. The remaining flesh is removed, and a platform is installed for the body. 6 to 10 legs are installed, allowing the user to climb walls easier. Movement speed is also increased to 10 tiles. Energy is only expended when climbing walls.

Sub-Dermal Armour: This character can now spend energy to reduce incoming ballistic damage. Roll a Cybernetics/Intelligence check per point of energy expended.

Talored Pheromones: Expend one energy to add a +1 to your Charisma Modifier for the purposes of a skill-check. Even if your Charisma Modifier is +3, you can still use this implant to a max of +5.

Toolkit Implant: The Toolkit costs no system strain to implement, nor does it cost energy to use. The Toolkit Implant is a small assortment of most common tools for tech skills. It won't have any super special tools, but it'll save you from having to carry a screw-driver everywhere. Often favoured by Amalgamates.

Psionics

This needs to be rewritten.

Biopsionics

Biopsionics, at its simplest level involves the rectification of injuries and sicknesses. It's a common discipline taken by many Solitons, especially the females. An adept practitioner can heal severe injuries and cure illnesses, as well as banish the effects of fatigue and mental stress. Biopsionic powers can accelerate natural healing enormously, but they cannot regrow limbs or organs. More advanced uses of the discipline can increase a subject's physical capabilities, allowing skilled biopsionists to perform superhuman feats of strength and agility.

Lv.1 Biostasis	<i>Primary Action, 1 Psi Point.</i> The Biopsionic can maintain the vital life processes of a mortally wounded character with touch. At the cost of 2 System Strain from the patient, if a creature has died within the span of 1 minute, they may restore that creature to life. Performing this action increases the dead character's HP to 0 and renders them unconscious until further medical support can be rendered with items, or another Psionic ability.
Lv2. Psychic Succor	<i>Primary Action, 2 Psi Points.</i> The biopsionic banishes stress, fatigue, and wounds with a touch. Each activation of this power heals 1d8 hit points plus one of their hit-die in the target, plus the target's Constitution modifier. A minimum of 1 hit point is always healed, and the psychic cannot give a subject more hit points than their normal maximum. Use of this power costs 1 System Strain from the target.
Lv3. Purge Toxin	<i>Primary Action, 4 Psi Points.</i> The psychic can force the elimination of a disease or poison from a target. Each invocation of the power on a target allows them to make an additional Physical Condition saving throw against the illness or poison at a +2 bonus, plus the target's Constitution modifier. If the target died due to a poison or disease within the last three rounds, (15 seconds) a successful save restores them to life at 1 hit point. This power does not function against genetic illnesses or conditions present from birth. Use of this power costs 1 System Strain point for the target.
Lv4. Organic Augmentation	<i>Primary Action, 5 Psi Points.</i> The psychic boosts the physical capabilities of a target within line of sight up to 20 meters. For five minutes, the subject gains either +1 to their Dexterity modifier or their Strength modifier. This power can be used up to twice on a single target, either adding +1 to both modifiers or +2 to one. Each activation of this power costs the target's System Strain 1 point.
Lv5. Psychic Vitality	<i>Primary Action, 7 Psi Points.</i> The psychic emits a wave of biopsionic energy that invigorates and heals nearby allies. All creatures within twenty meters that the psychic considers allies gain 2d8 hit points, plus two of their hit-die plus twice their Constitution modifiers, up to their normal maximum hit points. Use of this power costs 1 System Strain point to every subject.
Lv6. Entropic Resonance	<i>Primary Action, 8 Psi Points.</i> The target suffers 6D6 damage with a maximum range of 10 meters. A living organism suffers a mass breakdown of their cellular integrity. They must complete a mental saving throw, and on success, only take

	half damage. A target can only be affected once every 24 hours, and is immune to the power if they have taken a Senescence blocker within that timespan. This also reduces the target's System Strain by 1 point. Cannot be used against non-organic targets.
Lv7. Nine Lives	<i>Reaction, 10 Psi Points.</i> This power automatically triggers when a Biopsionic has died. (See “Bleedout” under Systems.) If a Psionic has 10 Psi points, they will be revived to 0 HP, and no longer in a Bleed-out state. The Biopsionic may choose to regenerate back to full HP over the course of an hour. While the Biopsionic is at 0HP, they are aware of their surroundings, but appear to be dead to the casual observer. This ability cannot be used if the Biopsionic has been torn, mutilated, or incinerated beyond recognition.

Metapsionics

Metapsionics is an extremely difficult discipline to master, as it takes other psionic abilities and modifies them. Often to the detriment of the opposing Psionic. While some abilities allow a Metapsionic to improve the strength of another's psychic powers, many Psionics who choose this discipline often do so for the purposes of stopping other Psionics.

This discipline is also fairly rare, largely due to how those researching this discipline, Gifted or not, often tend to disappear.

Lv1. Harmonization	<i>Free Action, 1 Psi Point. 10 minutes.</i> The Psychic gains +2 to all mental saving throws. The Psychic is also able to detect other psionics within 100 meters. Psionics must pass a Mental saving throw to detect if they have been noticed in this way.
Lv2. Psionic Static	<i>Primary Action, 2 Psi Points. 5 minutes.</i> The Psychic causes all Psychic powers used within sight (Or recently seen) to cost three additional Psi Points. Allies are not affected. Psionics are aware this ability was used against them when it occurs.
Lv3. Metapsionic Concert	<i>Primary Action, 3 Psi Points. Instant.</i> The psychic is able to share or transfer Psi points between themselves and another willing psionic. If the psionic is unwilling, then the Metapsionic can steal up to 1D6 + 3, should the victim fail a mental saving throw. If the victim does not have enough Psi points, they are reduced to 0 Psi points, and are not harmed beyond that.
Lv4. Psychic Feedback	<i>Primary Action, 5 Psi Points. 10 minutes.</i> The Psychic targets another Psychic. If the victim fails a mental saving throw, they suffer 1D4 damage, and all of their psychic abilities additionally cost twice the cost in HP to use. Each turn, the victim may make a mental save, and if successful, the effect stops.
Lv5. Armour of Will	<i>Primary Action, 7 Psi Points. 5 minutes.</i> The Psychic creates an aura. By spending an additional Psi point for the duration of the ability, the Psionic can temporarily increase an ally's AC by 4 for one attack, or force an ally to re-roll any failed saving throw against Psionics.
Lv6. Neural Surge	<i>Primary Action, 0 Psi Points. Instant.</i> Deal 1D4 + Wisdom Modifier damage to yourself. Gain double the psi points back.
Lv7. Eye of the Storm	<i>Primary Action, 10 Psi Points. 15 Minutes.</i> A purple "psionic storm", barely visible rotates around the psionic. All psychics within 100 meters are aware that they are "in the storm." The psychic is able to stop all psychic attacks unless the victim are able to roll a successful mental saving throw. Any attempt to use Psionics from enemies in the 100 meter results in the 'victim' taking "1D6+4+Wis mod" damage.

Precognition

While somewhat common, precognition is regarded as one of the least predictable disciplines. Despite a precog learning of the future, the future remains dynamic, even outside of their capabilities. Keep?

Telekinesis

Telekinesis is the ability to manipulate matter from a distance. Due to the nature, and the obvious applications of throwing things at people to cause them harm, this discipline may have multiple abilities per level. The Telekinetic gains all abilities for that level when they gain it.

Lv1. Float and Manipulate	Float. <i>Primary Action, 1 Psi Point.</i> Hold a tiny, 10kg or lighter object in the air for a duration of 20 minutes, or you lose line of sight to that object. The object can be moved at will. Manipulate. <i>Primary Action, 1 Psi Point.</i> Throw a tiny object with a strength of 6 up to a distance of 10 meters. If the object is a melee weapon, use it's damage and damage type. Improvised items cannot weigh any more than 10 kilograms. If struck, they deal 1+1D4 blunt damage.
Lv2. Telekenetic Press	<i>Primary Action, 2 Psi Points.</i> Lift and throw a small object weighing no more than 20 kilograms up to 20 meters. If the object is a melee weapon, use it's damage and damage type. Improvised items found in the environment deal 3+1D6 blunt damage.
Lv3. Switch and Complex Manipulation	Switch. <i>Primary Action, 4 Psi Points.</i> Manipulate an object or item as if you had a strength of 16 and two hands. Push or pull, use, or interact with non-organic objects. Complex Manipulation. <i>Primary Action. 4 Psi Points.</i> Lift and throw a medium sized object weighing no more than 40 kilograms up to 30 meters. Improvised objects this large can deal up to 5+2D6 damage.
Lv4. Telekenetic Ram	<i>Primary Action, 5 Psi Points.</i> Exert an extreme amount of force against an object, either to push or pull that object as if you has a strength of 20. Object distance is at the discretion of the DM. Objects heavier than 100 kilograms cannot be pushed. Organic or living creatures can only pushed if they fail a mental saving throw. Throwing someone into a wall deals 1D8+Psionics Skill damage.
Lv5. Kinetic Shield	<i>Reaction, 7 Psi Points.</i> The Psychic is able to gain a semblance of control over incoming projectiles. This power can only be used once per round either on oneself, or an adjacent ally. The attacker gains -2 to hit, and if the attacker does hit, they must re-roll the damage, and take the lowest value.
Lv6. Counterstrike and Kinetic Lift	Counterstrike: <i>Reaction, 8 Psi Points.</i> The Psionic is capable of turning enemy weapons against their wielders. When the psionic is attacked, the enemy must make a mental saving throw. On success, resolve the attack as normal, however, the attacker must re-roll the damage, and take the lowest value. On fail, the damage is simply dealt to the attacker instead. Kinetic Lift: <i>Primary Action, 8 Psi Points.</i> An object weighing no more than 100 kilograms can be lifted, and manipulated up to 50 meters. Damage dealt with an improvised object is (weight/10 + 3D8+8). Melee weapons deal double their

	damage values.
Lv7. Mind over Motion	<i>Primary Action, uses 10 Psi Points. 5 minutes.</i> The Telekinetic is capable of having full control of all objects, organic or non-organic weighing 100 kilograms or more within a 20 meter radius. Each round, organic targets inside the field must make a mental saving throw to move and attack normally within the field. Projectile attacks made outside the field suffer a -2 to-hit. Objects inside the field can be thrown as if a lesser ability was used. (However, no additional psi-point cost is incurred.)

Telepathy

Telepaths generally cause a great amount of unease in others. Many groups of psychics even prohibit learning this discipline.

Lv1. Empathy	<i>Free Action, 1 Psi Point, 15 Seconds.</i> The Telepath is able to scour the thoughts and mood of their victim, provided that they fail a mental saving throw. Psychics are aware of a Telepath searching their mind, and may react accordingly.
Lv2. Metalinguistics	<i>Free Action, 2 Psi Points, 10 Minutes.</i> There is no saving throw. The Telepath is able to understand the language of their target, and speak normally as if the target is able to understand them. The mental link between the two ensures complete understanding, even if either are unable to speak the others language.
Lv3. Mind Merge	<i>Primary Action, 4 Psi Points, 1 Hour.</i> The Psionic merges with another ally, learning all of their skills and adding their attack bonus together. The ally is able to use all of the Psionics skills, and the Psionic is able to use all of their merged allies skills. Skills are not added up, so if both players have a +1 to a skill, either cannot roll as if they have a +2 in that skill. Up to three other characters can be merged at once, but only one can be added at a time. If the link is forcibly severed, or if one of the merged members are killed, everyone in the Mind Merge takes 2D6 damage.
Lv4. Surface Telepathy	<i>Free Action, 5 Psi Points, 15 Seconds.</i> If the victim fails a mental saving throw, the telepath is able to scour recent memories and thoughts for up to 15 seconds. If the victim passes the saving throw, they are aware that someone is attempting to invade their thoughts, and only surface level emotions can be seen.
Lv5. Psychic Assault	<i>Primary Action, 7 Psi Points, Instant.</i> The Psychic attempts to rip apart their victim's memories and thoughts, dealing 6D6 mental damage. On a failed mental save throw, the victim is stunned and acts like a zombie for 1D4 turns, mindlessly shambling aimlessly. On a successful mental save, the victim only takes half damage, and loses their primary action next turn.
Lv6. Selective Probe	<i>Primary Action, 8 Psi Points, 45 Seconds.</i> The psychic searches through their victim's memory. On a failed mental saving throw, the Psychic is able to search and see any and all memories for 45 seconds relevant to their inquiry. Even if their victim had forgotten or repressed that memory. On a successful mental save, the victim is aware of the search, and is able to hide some memories from the Telepath, but current thoughts and emotions remain bare for the Telepath to read.
Lv7. Overpowering Will	<i>Primary and Movement Actions, 10 Psi Points, 5 Minutes.</i> For five minutes, all use of psychic abilities from this psychic counts as if the mental saving throw has failed. All of the psychic's victims do not pass go, do not collect \$200, and is unable to roll mental saving throws. This ability can only be used once per day.

Teleportation

Teleportation is one of the more rare varieties of Psionic disciplines. Few see the use in the ability to teleport short distances as most novice psionics are able to do. However, as more time is put into this discipline, the psionic is able to teleport further, and further distances. The abilities in this discipline is largely the same, so for each ability only the distance, weight, and targets are noted. Psionic Ferals can ignore many of these rules, as they can with many of the other disciplines.

When a psychic teleports, they leave behind a slight purple mist that quickly fades in the direction of the teleport. A character must be actively paying attention to the psionic in order to ascertain the general direction of the teleport. It is worth noting that teleporting does not provide a Melee Overwatch attack.

In order to teleport to a location, the Psionic must have visited that location before, and know the precise location of where they are teleporting to. If the Psychic would teleport to somewhere they have not visited before, or somewhere that is lethal, the teleport is stopped, and the cost is still expended.

The Psionic can force teleportation by spending double the cost, however, in doing so, they lose the protection awarded when attempting to teleport somewhere lethal. If the Psionic is teleported somewhere such as inside a concrete wall, their body is scattered inside the wall, and instantly killed, their body may be bisected by infrastructure, and again... Instantly killed and left in an unrecoverable state.

A teleportation Psionic can take a *willing* target with them at no additional cost, provided that character is not overburdened themselves. After a certain point, the Psionic can also teleport an *unwilling* target, but must make a successful unarmed attack first. If the target is sapient, then they must roll a Mental save at a -2. The -2 penalty is removed if they too possess The Gift. Should the “attack” fail, the Psionic is still teleported. In the event someone is lying about their consent to be teleported, then the Psionic will be aware before the attempted teleport.

Meta-Psionics can still stop teleporters. After some time, the Psionic will be able to orient themselves faster, and be able to take other actions after they teleport.

In the event that the maximum additional weight of materials is more than a reasonable person can carry, the Psionic must be in possession and touching the item to be teleported. All other characters holding the item must also be willing to let go of the item.

Lv1. Sidestep	<i>Primary Action, 1 Psi Point.</i> 8 Meters, 5kg of materials, cannot Teleport Organics.
Lv2. Jaunt	<i>Primary Action, 2 Psi Point.</i> 16 Meters, 10kg of materials, cannot Teleport Organics.
Lv3. Spatial Shift	<i>Primary Action, 4 Psi Point.</i> 40 Meters, 20kg of materials, can Teleport one willing Organic only.
Lv4. Greater Shift	<i>Movement Action, 5 Psi Point.</i> 100 Meters, 50kg of materials, can Teleport one willing Organic only.
Lv5. Transition	<i>Movement Action, 7 Psi Point.</i> 500 Meters, 100kg of materials, can Teleport one willing or unwilling Organic.
Lv6. Extended Transition	<i>Movement Action, 8 Psi Point.</i> 5 Kilometres, 200kg of materials, can Teleport two willing or unwilling Organics.
Lv7. Distant Jump	<i>Movement Action, 10 Psi Point.</i> 100 Kilometres, 500kg of materials, can Teleport two willing or unwilling Organics.

Symbiont

Text Body here.

Lv1. Interface	<i>Primary Action, 1 Psi Point, Instant.</i> The Psychic is able to access a computer with their mind within 30 meters of their position. They gain their full Electronics score +1 when interfacing with this unit, and any device connected to it's network.
Lv2. Tinker	<i>Primary Action, 2 Psi Points, Instant.</i> The Psychic is is able to piece and cobble together a simple machine. They are then able to repair that machine once a day for 2 Psi Points.
Lv3. Power Source	<i>Free Action, 4 Psi Points, 5 minutes.</i> The Psionic is able to draw on their psionic energies to provide power to a device. If the device is able to run on it's own once started, the Symbiont only needs to do this once at a cost of 3 Psi Points. (Example, starting a fuelled car...) If the device requires chemical fuel or a combustion to run, then they are only able to power the subsystems of the device.
Lv4. Draw	<i>Primary Action, 5 Psi Points, Instant.</i> The Psionic is able to telekinetically move and reshape scrap metal directly to them. A pipe could become a sword, or a locket could become ammunition. The object to be "drawn" must be metal, or a simple machine.
Lv5. Overload	<i>Primary Action, 7 Psi Points, Instant.</i> The Psionic is able to target and "overload" a complex electronic system. The system is either destroyed, or if it has Integrity, takes 6D6 damage. If someone is actively using that system, they are dump-shocked if applicable, and take half damage on a successful mental save. If an Exosuit is targeted, then the user does not get to choose if they take the damage, or if the exosuit takes the damage.
Lv6. Electronic Intuition	<i>Primary Action, 8 Psi Points, 45 seconds.</i> The Symbiont is able to create a somewhat complex machine over the span of 45 seconds, provided that they have some of the materials. Metal can be welded, electronics can be programmed. The machine could be a simple vehicle, weapon, or subsystem.
Lv7. Bio-Mechanical Synthesis	<i>Extensive Undertaking, 25 Psi Points, 7 days.</i> The Symbiont is able to integrate themselves into a complex machine, such as a starship, vehicle, building control subsystem or mech. The process takes up to 7 days where the Symbiont builds the necessary life support systems and places themselves in a psionic stasis. This is a Permanant change of character. Once fully integrated, the Symbiont cannot be removed without being killed. Their sensors allow them to see, hear, and feel anything within their new form. The Psychic can repair the facility once per day at a cost of 10 Psi Points and one hour of time. They gain a +2 to all electronics, piloting, and attacks within their own subsystems. The Symbiont retains full use of their psionic powers.

	The Symbiont's flesh remains have a maximum of 15HP, The Symbiont also has Integrity for their various subsystems. Their Strength and Constitution are reduced to 0, and Dexterity is dependant if there are sufficient actuators for manipulation. Charisma modifier is reduced by 3 unless the NPC is comfortable enough with the Symbont's new form. Intelligence and Wisdom is unaffected. The Psychic now requires fuel to power their new vessel. Without Fuel or electricity, the Symbiont's life support will eventually fail, and they will lose 1HP every 3 hours until they are dead. When a Symbiont's HP is reduced to 0, they are dead, as can no longer be in a "bleedout" state. The Symbiont no longer has a functioning body, as their vitals are now fully integrated into the machine. Organs and parts that are not needed such as arms, carapace, fur, eyes, legs skin, etc are discarded.
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Systems

Okay, so... Every tabletop game has a bunch of rules that you need to follow. Here's a good idea of what's up, and what's going down. How to do X, and how to do Y. When to heal, and when to shoot. You know. Why am I writing a bunch of stuff here when you know what you're looking for already?

Health and Healing Systems

In other TTRPG's, Downtime is a bit of a hot topic because of how important it is. In Dungeons and Dragons, players can perform short or long rests to restore their spells and hit-points... But we have some other things to make those longer battles a bit more (or less) brutal.

System Strain: Every character has a small amount of System Strain. System Strain is a stat that was originally from Kevin Crawford's Stars Without Number. In this book, Strain is the representation of how much the physical body, and mental state of a character can give before they're too worn out to continue. System Strain can be used in a number of ways for re-rolls and general healing.

System Strain can be used in the following ways.

Toxic Defence: When attacking with a toxic weapon, if the assailant rolls above a 16 on their D20, and they're able to land a hit, they affect their target with Toxic Shock. Toxic Shock deals 2 additional hit-die of damage to the target, unless the target is willing to spend one point of System Strain to negate it.

Strain Recovery: System Strain can be used to re-roll a failed Saving Throw.

Strain Healing: Strain healing cost one System Strain, and can only be used when a character is resting (See below). Strain healing recovers 1 hit-die per achieved Milestone +1. This means that a Lv2 Warrior can use System strain to heal +1D8 HP. A Lv5 Psionic can heal +2D4 and a Lv10 Wire-head can heal +3D6 per point of System Strain spent.

Reminder: Characters achieve Milestones at Levels 4, 8, 12, and 16.

Strain Replenish: System Strain during rests can also be used to recover lost "Class Currency." Though, this depends on the class and can only be used once per short rest, or infinitely during a Sleep.

- **Aces can Re-Benny:** This regains two Bennies per use to the Ace. This costs one point of System Strain, and can only be used while resting.
- **Experts can Rend Assistance:** If the expert has used any of their class or race abilities that are on a "once per day" cool-down, they are able to now use them again. Also, provided that the Expert is Trained in a Tech Skill, (+1 or higher) they are able to do one of the following once per rest. **[Medical]** can spend one System Strain to apply their Strain Healing to another character, **[Psionic]** can spend one System Strain to apply their Strain Healing to a Psionic's PSI Points, and **[Repair]** can use one point of System Strain to apply their Strain Healing to the integrity of a machine if they have a toolkit.

- **Psionics can Draw Psionics:** Psions can use their Hit Die (1 per Milestone +1) to replenish Psi Points instead at the cost of one System Strain. They must be a Psionic to use this ability. If the character is not a Psionic, but has “Acquired the Gift” then they cannot do this.
- **Warriors can Recuperate:** Warriors can spend one System Strain to restore half of their maximum Adrenaline.
- **Wire-Heads can Energize:** By drawing in their inner strength, Wire-Heads are able to restore 8 points of Energy at the cost of one System Strain.

Resting: in this game, there are three types of resting.

A **Short Rest** allows characters to heal a value equal to their level, and then spend System Strain to recover other resources. A character can only use their Replenish once during a short rest, and characters who are Bleeding Out cannot do a short rest without first resolving the Bleeding Out State. When characters perform a short rest, they’re generally still somewhat on alert, but immobile because they’re sitting down and “taking a load off.” A short rest is typically 10-to-15 minutes in-game time.

Sleeping allows characters to spend their remaining System Strain purely on healing. Sleeping characters recover half their max HP, and spend the rest of their System Strain on healing, or an infinite amount of Replenishment. Also, Implant Energy is fully restored. Before the character wakes up, their System Strain is fully recovered. (Provided that they actually had a good rest, and the yapping dog from across the street actually shuts the fuck up. But I digress.) A character may wake up without their Max HP, or their Class Currency. Sleeping implies that a character is able to rest sideways, head on something comfortable like their arm or a pillow for any amount of time between 4 to 8 hours, once per day. Light sleeper, heavy sleeper, day-walker or night owl. Doesn’t matter.

A **Break in the Adventure** is when characters are able to replenish all of their stats to full, regardless of what they were prior. Class Currency, Displacer Energy, Implant Energy, Hit Points, and System Strain are restored. A Break in the Adventure implies that the character has 24 hours of ‘me’ time where they don’t have to worry about getting shot at. They can sleep freely on their starship, or bounce a ball against a prison cell wall. They stayed at a hotel and enjoyed the local waterslide, or they were a shut in inside the garage, fixing up their electronics and machinery.

To the DM: Not every second of our lives are filled with adventure, and neither do these characters have that problem. We have weekends. We have road trips, Stay-cations or even a LAN party with the boys. Are you playing this on a Sunday, and you had Saturday off from work? No shootouts that day either? Cool you earned yourself, and your players a **Break in the Adventure**. Even the characters in Red Hook Studio’s “Darkest Dungeon” get a break once in a while.

Personally, I get attached to my characters, but that's not for everyone. This next little bit is optional, but in any of my (Tek03) games, the ether won't claim you so quickly. **Bleeding Out** is a pretty serious problem. Thankfully, we won't have to face it in our lives, but it's a very real possibility in our characters lives. Older TTG's expect you to come up with multiple character sheets per session. Brian the Bard is dead? Uhhhhh, his brother, Billy the Bard is up next!

 It may be a good idea to get your players to write down the value that is 50% of their maximum HP somewhere on their character sheets for reference. This also serves as a good caution for help.

Bleeding out works on a scale based on the *negatives* of your maximum HP. In our examples, Rin the Soliton has a max HP of 20.

0%: Characters that have been reduced to 0HP ((+/-)0%) of their max health are knocked prone. NPC characters are unconscious, but player characters are considered "low threat." Low Threat characters generally won't be attacked by enemies, but this is up to GM Discretion.

Lower than -1%: If the character had more than 0HP before getting reduced into the negatives, the character is now knocked Prone, considered Low Threat, and cannot stand up. The character is now **Bleeding Out** and has only one action they can perform. They may use an item (Emergency Medical Patch, anyone?), Move half their movement speed, or Attack. If the character attacks in this state, they are no longer considered Low Threat for the duration of the combat. If a Character ends their turn while **Bleeding Out**, they take an additional 1D12 damage.

Provided that Rin is able to stay above -10HP, he'll be able to act. But he's still in serious danger!

Lower than -51%: A character that has fallen below this point can take one action before they're unconscious and dead. This is the last thing they will be able to do before their character dies. They can either **Solve Via Eulogy** or **Last Overwatch**. In the first choice, the Character is able to remain semi-conscious in their final moments before another character can reach them. Once another character reaches them, the character is able to say something that is do inspiring, or so unexpected that other player characters either get a stat boost, or gets a major hint to the next puzzle.

For example, Rin is a Warrior, and has fallen to -12 HP. In his final statements, he says something to the affect of "We met back in 3156... What a year." before dying. This inspires the other characters to try the code 3156 on the nearby keypad, allowing them to move to the next part of the story.

Last Overwatch places the character in a state of Overwatch. If an enemy successfully attacks another character, the dying character instantly kills the NPC, preventing any damage to the would-be friendly victim. The character dies afterward.

Perhaps, in our example, a bad guy gets the jump on Enki, Rin's friend, and is able to deal a crippling 27 damage to our poor Avali Expert. Rin instead uses his last action to kill the threat, saving another Player Character on the table from the same fate.

Lower than -200%: The Character is **Obliterated**. There is no healing, you do not pass go, you do not collect \$200. Unless this campaign allows for a sapient bloodstain, the Character is Done-zo.

Combat Systems

Combat. Whither the team manages to ambush a group of bandits, or a monster pounced on Dave and the team is struggling to deal with it, combat may be the solution. There are times that your characters may come across enemies that will simply outmatch them. (And your characters should receive that intuition that no... They cannot take a hit by that Megamech's 20mm chaingun and be totally fine.) But for the times you can take those thugs on, these rules apply!

Initiative: At the start of combat, all players roll 1D8, and add their Dexterity modifier. High rollers go first. Players can abstain from the initiative roll to go last. Should the players ambush, or be ambushed, there is a +/- 2 modifier to the enemies rolls. If two PC's tie, those two should cooperate and choose who goes first. If they can't do that in the span of three minutes, then the DM's got bigger problems than Initiative turn order.

Actions: During Combat, players have four different actions, much like DnD. From most important to least important is Major, Movement, Free, and Reaction. A Major action can be forfeit for a Movement Action, but not vice versa. The exception to this is the Reaction, which can only be done once on another character's combat turn, provided that they have a skill or ability that can use that kind of action.

Prime Actions: During Combat, characters can "Prime" an action of any kind to go when a friendly character does something. IE: Reload a cannon after a friendly character has fired it, or use a Psionic ability when an allied character tries to jump off a ledge.

Movement: The average player can move 30 feet, or 6 tiles per action. This may be different if the character needs to do a strenuous activity such as swimming or climbing. Even more difficult tasks will likely require an Athletics check.

Movement in Zero G is a little different. The character can either move 20 feet, or 4 tiles if using Grav boots. On a successful Athletics check, a player in Zero G can jump from one platform to another. On failure, it is the GM's discretion on where they land, and if they land failing a saving throw.

Amalgamates with the "Zero-G Navigation" Ability ignore these rules, and are able to move the full 30 feet. They gain +3 to all athletics checks to perform jumps.

Attacking: Attack rolls are done with a D20. The object is to get higher than an opponents Armour Class. When rolling to-hit, add your relevant combat skill, the relevant attribute modifier, and your attack bonus. Some weapons are "easy to use" and gain an additional +1 to hit.

Sullivan has a +2 Strength modifier. His Combat/Melee skill is 2, and he has an attack bonus of 3. This gives him a total of +7 to hit, roll a D20, and try to see if he is able to hit an AC of 13.

A natural 1 will result in bad stuff. (Weapon jam, dud grenade.) A natural 20 always hits. If a natural 20 beats that enemy's AC, add the maximum damage to your damage roll. (See Equipment for damage rolls.)

Additional circumstances may add penalties to your attacks. Such as cover, or status affects to characters. Additionally, certain effects to enemies may increase your chance to hit, such as being unable to move.

Enemies who have had their HP reduced to 0 are defeated. This could either be just plan knocked out for nap time, to reduced to a fine red misty coating on the opposing wall. However, *sapient* enemies may wish to give up earlier than that point. Your common street thug might decide to start running at 50% of their HP... But hardened TSF squads might wait to back out until after a few of them are already dead.

Unarmed Attacking: Certain races are able to deal extra damage when unarmed. A character who has a +2 in Unarmed increases the size of their attack die by 1. (IE: D4-> D6) and a character who has a +4 in Unarmed further deals increased damage by adding a second attack die added. (IE: 1D6 -> 2D6) Experts who have mastered the art of Unarmed can further increase the size of one attack die. (IE: 2D6 -> 1D6+1D8) If the user has implants that utilized Unarmed, this effect stacks with that implant. Unarmed can be very painful.

Finally, when a character is reduced to 0HP via an unarmed attack, the attacker can often decide, if that character is knocked out, or outright killed. Unarmed can be very, very helpful in securing prisoners.

Melee Attacking: Melee attackers also get a few benefits. *Regardless of handedness, all Melee users can use a shield.* Shields provide extra AC. Melee users with two one-handed melee weapons. Get to attack twice, with no accuracy penalty. If one attack lands, both attacks land. More often than not, ranged weapons have a range of 2 to X Meaning a ranged attacker will have difficulty landing a hit at point blank range. This is where Melee can get devastating

Melee Overwatch and Disengagement: Characters with a melee weapon equipped are able to perform one reaction to an enemy who acts without disengaging. (Exception to other Melee attackers.) A ranged attacker who attempts to shoot, or move away from a melee attacker normally are subject to Melee Overwatch. A Melee Overwatch attack can only be performed once before the start of their next turn, and follow all of the rules that a standard melee attack does. Disengagement is a standard action that allows the character to move one tile away from a melee attacker. Someone who Disengages in this way are typically not able to attack this turn, and it is recommended to put some distance between the melee attacker, and ranged defender.

Only *Sapient* characters are able to perform a Melee Overwatch Attack unless they are programmed or have an instinctive reaction to perform it.

Combos: I like this so much, that I want this to be an official rule. Players can “delay” their turn until it is appropriate to act. When a player is delaying, they can recite at any time “I want to take my turn after X.” provided that it is reasonable to do so. (IE: It’s rather impolite to say you want to take your turn after the warrior, when his turn is already complete.)

Characters can then “prime” certain actions, as a reaction to another friendly character. For example, a psychic can say that they are going to use their powers to push a grenade that another ally has thrown, using their ability to decide the projectile’s accuracy.

Obviously, the combo ends the turns of everyone involved, and all bonuses are at the behest of the GM, but getting crazy with it in a way that makes sense is a sure fire way of reducing the time spent in combat.

Drones: Drones in combat need a controller. Drone controllers can either be characters with Augments, or posses the relevant Drone Control Device. Characters who use a Drone must spend a minor action to give all of their controlled drones two Major actions. (Bear in mind, a single drone cannot attack twice on the same turn.) Complex actions or attacks require that character to perform a Drone Skill check, as opposed to a Combat skill check. Characters can have any amount of drones, but can only give those drones two total actions to share between all of them, or four total actions if they give up their Major action.

Drones can occupy anywhere from a quarter-tile to 3x3 tiles.

Exosuits: While Mechs use the Exosuit skill, these rules assume that the character is using a small Exosuit. Exosuits allow the character to use their full armament, while protecting the character from enemy fire. Characters who choose to Eject from an Exosuit can do so at the cost of a Movement action. Destroyed Exosuits require a Major action to Eject.

When a character takes damage in an Exosuit, the player decides if the character takes the damage, or if the Exosuit takes the damage. If an Exosuit is destroyed, it is now prone, and the additional damage is - not- applied to the character inside.

Some Exosuit weapons only require a Movement action to perform. If this is the case, it is possible to attack twice with two weapons in one turn. You cannot use the same weapon twice in one turn.

Psionic Torching: Psychics can continue to use psionic abilities, despite not having enough Psi points. See Psychic Abilities for Psi cost by level. If a character does not have enough Psi Points to use an ability, no psi points are consumed, instead, the player will be required to spend double the Psi-Point cost on their health instead.

If a Torching Psychic’s health is reduced to 0 or below, the psychic now begins to lose their mind. They must continue to pass mental saving throws as their body is taken over by the psionic energies. If they succeed three times, and are able to get above 0HP, they will have survived. However, if they fail once while below 0HP, they become what is known as a Psionic Feral.

Psionic Ferals gain double their maximum HP back, and are unable to heal. They are now under control of the DM, having lost their mind. They are now able to use any psychic ability they have learned without needing psi-points, and will more than likely attempt to escape while using those abilities against the party.

Players Threat: Players engaging in combat are considered a “Threat”. Bigger, badder characters are more of a threat than ones who seldom attack. Players who are actively attempting to disengage from combat are also viewed as less of a threat, same with characters who are bleeding to death on the floor. Player characters who are not currently a threat do not get attacked by sapient enemies.

NPC Panic: Sapient enemies who are attacked, suppressed, or weakened to a low amount of HP may become panicked. Panicked enemies act more erratically as they attempt to flee combat. They’ll either use their most powerful attacks against the party, or if they see an opening... Make a break for it!

NPC Boss Rage: Certain NPC’s, ones the DM and players may consider a “boss” such as the “Big Bad Evil Guy” may become enraged at the DM’s discretion. Watch out for enraged enemies, they often have extra actions they can take, or may break turn-order. GM’s, make it interesting!

Some examples may include calling for reinforcements at 50% HP, dropping the McGuffin at 25% HP, or gaining a second Major Action before they’re about to die.

The XCOM Phase System

Because it’s encouraged for players to work together, it may be more beneficial to go with a “Team Phase System” or a Hybrid system, where initiative is still rolled, but the players can still take turns, or move before another.

In XCOM Enemy Unknown, and similar games, the player (XCOM) and the enemy (Aliens) take their turns one after the other. Aliens will typically move their characters one at a time, but XCOM, or the players can choose to perform half of one character’s turn, then another character’s turn, then come back to do the other half depending on the outcome.

 In Foundry, you can make tokens, and make them roll initiatives with insane modifiers, like, 800, 700, 600, and so on. There is a mod that plays a graphic when it’s a certain token’s turn.

The Phase System should be structured like this...

Ambush: Only on the first round. The characters engaging on the ambush are able to perform certain actions. Only the characters performing the ambush can move in this phase, and are able to get all of their actions back at the end of the ambush. Players who ambush should be given lots of leeway. Enemies who ambush should be used very sparingly.

Player Team: As it says on the tin. Players should cooperate and work together, form a plan, and then one by one, perform their rolls. Players should help the GM out by keeping things clear with a simple turn order. But between rounds, this turn order can easily be modified.

Note: To ease, both the players and the GM, the players should continue to roll their initiative, and take their turn in that order. Again, *Players are encouraged* to adjust their turns on the fly if needed. IE: the Warrior needs to go before the Psionic to plant an explosive and run, the Psionic can delay their turn so long as they take their turn before the end of the Player Phase at no penalty.

Ally Team: If there is an ally or two on the board, it's their turn to act after the players.

Enemies: Every hostile sapient enemy takes their turn now. To avoid confusion, make them act one by one. As a GM, be sure to note which ones should go first, and which ones should go last.

Extras: A good idea is to have opposing factions move after the main enemies the players are after. Factions like wild animals, Law Enforcement, the second gang, or even a second turn for the BBEG. Once the main enemies are defeated, depending on how these characters are toward the players, they can either scurry off, deal with the dead, or become the next big scary bad guy.

Environment: This turn is for anything environmental. Maybe there's a fire spreading, or there are cars on the road trying to escape. Non-combatants running away can also take their turn now. Enemy combatants that are not engaged like reinforcements can also take their turn at this time.

And then... Start over. It's the players turn now!

Exploration Systems

In all TTG's, there are times for role-play. A challenge to be faced where combat and blowing it up isn't the answer. After all, the dice aren't JUST there for combat, right? Right?!

Attribute rolls – Are easier rolls than Skill rolls. They're for when the situation calls for something to be rolled, but no skill really applies to it. These should be pretty rare. Attribute rolls are done with 2D6, add the attribute mod to get the final result.

Skill Checks – Skill checks should be the bread-and butter of exploration, and even non-exploration systems. Skill checks require an attribute, and a skill. Add the modifier from the attribute, and the skill score. If the skill is untrained, then add a -1 to your roll instead. Skill Checks are done with 2D6. Two 6's (boxcars) is a critical success. Two one's (Snake-eyes) is a critical failure, and expect bad stuff.

Players can also assist in a Skill-check. If you succeed with a DC of 8, then you add +2 to their roll. The Avali are unable to roll, as they have special rules regarding assisting others. Multiple players can assist. You cannot assist if you are untrained in that skill.

Take 6 – If a character is not under a time crunch, they can "Take 6 minutes." to achieve whatever skill check they need to, Y'know... Do. Taking 6 minutes implies that you'll roll a default 6 on your die roll. If you have an excessively long time (IE: 4 days to install an exosuit arm) you automatically succeed when you "Take 6."

Saving Throws – Oh no! Something bad is happening, but you may be aware enough to stop it! Saving throws are when a D20 is rolled. The roll must be higher than your Saving Throw Score (Lower is better). Critical Success/failure rules apply.

Computer Hacking: Hacking is typically decided with Intelligence + Electronics or Cybernetics Skill, depending on if the user has implants and wants to use them. Hacking requires an *Exploit*, and gaining one without insider knowledge of how the system works can be extremely difficult.

Hacking with another computer is typically slower, and more difficult, even with an exploit. If the hacker fails, they are “locked out.” of the network that they’re trying to hack, if there are countermeasures installed.

Hacking with Cybernetics gets easier, but carries a high-risk of “Dumpshock.” Countermeasures are designed to deliver a lethal shock that deals 2D10+8 damage. Using a Life-Line wire, or an Advanced Cyberdeck can mitigate or warn the user if such an event is about to occur.

Home-Base Systems

The players will likely have a place to call “Home.” In some cases, it’s their base of operations. It could just be a few tents pitched in the wilderness, or their own star-ship that they’ve bunked in for the two week from planet to planet. Either way, here’s a few things you can do when you’re not well... looking for trouble.

Starship Upkeep – For each day your starship is flying, the players lose 1 unit of fuel, and one ration per day, per character on the ship. Components eventually gain wear-and-tear, and may also need to be replaced.

Starship flight-times is typically decided by the GM. A trip around a planet typically can take up to a day. (From one continent to another.) Short trips in space can take between 2-5 days, and longer trips can get as long as 10 days. Going from one planetary Cluster to another takes at least 2 days in mass-FTL Speeds.

Once a Starship is landed in a friendly location, there will either be a device or a person soliciting for Starship services. There are four main services with varying, yet expensive pricing.

Meteorite pock-welds – This is generally a “Hull maintenance” package. Experts and Engineers will also remove hull components to maintain and repair any external systems before replacing them. This greatly reduces “wear-and-tear” on your ship. This typically takes 2-4 days.

Enhanced Security – All crew are required to be accounted for basic security with the designated authority. In the event, however that there are some people that cannot be declared, enhanced security are typically a group of soldiers that are unaffiliated with any law-enforcement will take over security of the ship, and notify the captain of any incidents. Should Combat occur in the port-authority, the Security Staff will assist the players with lethal intent. The Security Staff is typically there within the hour.

Refuelling – The star-ship is refuelled to it’s maximum capacity at a premium per-unit. This is likely the only way to regain fuel unless you find a ship willing to trade in space. This typically takes a few hours.

Restocking – This service typically alters from location to location. All ship-mounted weapons are loaded, and provisions are restored on the ship should they have been used. The Captain of the ship

is expected to state how many days worth of rations are needed, and this will be factored into the price. If major commodities are purchased or sold for trade, then those items are loaded and removed by the port authority crew. This can take a day or two.

Galactic Travel – In this Galaxy, there are Clusters, and Sectors. Each Sector is a large area in a Planetary Cluster that is decided to be a “Safe” location by the TSF. Each Sector can have a base, point of interest, or planet. Though, most sectors have nothing. Some Sectors also have Travel lanes, which contain small gates that launch ships at breakneck speeds from one sector to another.

Cluster Gates launch ships in “Mass-FTL” Speeds from one cluster to another. There is no way to slow down, so it takes considerable time to calibrate and ensure that the ship is launched in the exact pin-point direction based on the expansion of the universe and the mass of the ship being launched. Ships are scanned, lined up, and pushed through the gate. Once the ship arrives on the other side, it is slowed to slower than light speeds, and the pilot of the ship must take over.

Typically, Cluster-gates are extremely heavily guarded.

Starship Systems

More often than not, the party should be in a fairly small ship. Combat and aggression between two ships with a crew of less than 20 either doesn’t happen, or largely resorts to boarding. Military vessels are often quick to respond to space piracy, and where the military fails, bounties hit Piracy even harder.

Everything on a ship is done with a skill check. Even combat. Should a ship attack another, the Pilot must perform a skill check higher than that of the attacker’s gunnery skill check +5. Otherwise, the ship takes damage.

Electronics or cybernetics skill checks for an early warning, Athletics skill checks to move ammunition, Tech[Medical] checks to mitigate harm to other characters... Get wacky with it.

Ships have a few major stats.

Control: This is a low number, that is added to the Pilot’s skill checks when performing difficult tasks.

Integrity: This is the HP of the ship, with the weaker ships having about 800-1500 integrity.

Internal Systems: When Integrity fails, things like control, Life Support, and the ability to not suddenly explode and die is affected. Internal Systems generally have 250HP. Once this is reduced to 0, the ship explodes in a ball of fire, and everyone inside of it dies instantly.

Fuel: How many days worth of fuel the ship is able to carry.

Equipment: Externally mounted equipment of the ship.

An example ship might look like this:

Starflie B76 MK7 – Callsign A554 Gold	
Control: 2	Integrity: ____/1600
Fuel: ____/26	Internal Systems: ____/200
Equipment: Distress Spoof – Can be used to lure military ships away under the guise of a larger ship needing assistance.	

Other Systems

There are other systems worth noting that will be at play, such as Status affects or Damage types. Consider this section a sort of “Glossary” if any clarification of the rules are needed. If something can happen in the book that isn’t in the three sections above... It should be placed here.

Damage Types

There are a few damage types to be found. While some may overlap, they mostly have their own distinctions. Some damage types deal more damage to certain things, and certain ones are easier to defend against.

It’s worth noting that while Electromagnetic attacks *seem* to do a lot of damage, they do nothing against organic targets. Toxic works similarly, dealing extra damage to organic targets, but nothing to mechanical targets.

Ballistic – This damage type is often done by the average bullet. It works all around by poking a small hole in anything, and staying put inside that hole to cause extreme discomfort and pain. Though, with enough force, an exit-wound can also be created. I’m unwilling to find out which hurts more.

Blunt – You have a stick, and you wish to beat something with it. Blunt is often moderate damage, but you won’t find much that has a resistance to it. It’s the simplest damage type, and Unarmed attacks use Blunt.

Electromagnetic – EM does no damage to organic targets, and the flesh will protect sensitive implants from being affected. However, a strong enough EM attack will disable any mechanical target.

Energy – Energy weaponry works by scorching a target in a controlled manner. You can burn a hole through something by holding position long enough, or write your initials in a target. The world is your oyster.

Environmental – Environmental damage is anything not covered in this list. Radiological, asphyxiation, pressure. If it’s not covered in any other damage type, it is environmental. Note that a good chunk of Environmental damage will very swiftly result in a death nobody can bring you back from.

Explosive – Exactly what it says on the tin. Explosive attacks are effective on mechanical targets due to the concussive force and shrapnel. The concussive force alone is enough to turn an organic's bones or exoskeleton into jelly.

Fire – Fire Damage is when you scorch a target in an *uncontrolled* manner. Molotovs, gasoline, flamethrowers... ETC. Fire often has a lasting effect by overheating machines, or melting organics. Use with care, as there isn't much that will protect you from napalm.

Slice – Slice attacks are large cuts and lacerations. Either caused by a knife, sword, sawblade, or an Aerogel Shard. Slice attacks are common, and while there are armour vests to protect you, those too, are difficult to come by, while knives are everywhere.

Toxic – Toxic damage is ineffective against mechanical targets. It is, however, very effective against organic targets. Certain weapons have a chance to cause Toxic Shock to a target if they take too much damage.

GM Notes

Enemies:

Here are a few different enemy types if you need some inspiration for how some fights should go.

Mooks: Mooks are generally weak, having no more than 10HP and very low morale. Mooks often look up to a leader, or B.B.E.G. If the group lead is defeated, or the PC's outnumber the Mooks, they'll often try to run away unless the players are Level 1 or 2. Mooks will try and swarm the players, keeping all of them occupied so that they can pick on the tougher PC and whittle them down, but they're otherwise disorganized.

Thug: Thugs are the "rogue" of enemies. Thugs will often try and hide from PC's, and strike them when they're otherwise occupied with flanking tactics. Like Mooks, Thugs have low morale, and if they can't get an upper hand, they'll prefer to keep their distance. Thugs with guns will often think they're invincible, right up until someone's fist makes contact with their nose.

Jerk: Jerks are exactly what it says on the tin. Jerks will often try and take the players on at the start of combat, and despite their low HP, they often have higher than average morale when there's someone else who can keep the PC's occupied. Jerks prefer to keep their distance, and poke the PC's from that distance with whatever they can find. Throwing knives and holdout pistols are favoured tools for Jerks.

Bruiser: Bruisers are when things start to get heavy. Bruisers have high HP, and High Morale, and more often than not, they're male Solitons. Bruisers will attempt to physically control players by punches, grabs, or tackles. Melee over-watch is a favoured tool for Bruisers, preventing PC's who are often ranged from helping their teammates out. That said, the only thing a bruiser fears is Melee overwatch as well, so melee PC's who engage them up close better be ready.

Gunner

Gangster

Wire

Samurai

Fighter

Head: Heads always have a team of other criminals at their behest, and will do everything in their power to buff them. Heads will only attack PC's if they're directly threatened, but due to their low morale, they'll quickly crack if their personal security team is taken out.

Law Enforcement:

Avali Fuel Farmer:

Avali Quaker: The Quakers are the 'peacekeeper' force of the Avali, with their metaphorical ears to the ground.

Avali Hoplite

Avali Infanteer

Avali Techer

Avali Drone Ops

Avali Augment

Avali Brood-Guard: Brood guards are the elite forces of Avali. Brood Guards will never stop fighting unless they're certain the fight is over and the threat is removed. They have the best armour, and improved ceremonial weapons. They also have the experience to back it up, as Brood Guards are often older and have served as warriors in the past. Brood Guards are only found near Avali Hatcheries. Even the most powerful Avali will not have them as guards.

	S	D	I	C	W	C			
	T	E	N	H	I	O			
Skill	R	X	T	A	S	N			
Artist[]	x	x	x	x			Attribute	Mod	Skill Check:
Athletics	x	x				x	'20+'	'+3'	2D6 + Mod + Skill
Bureaucracy			x	x	x		'17-19	'+2'	
Business			x	x	x		'13-16	'+1'	Saving Throw:
Combat[Any]							9-12	0	D20 > Var
Combat[Gunnery]	x	x		x			5-8	'-1'	
Combat[Melee]	x			x			2-4	'-2'	Attack:
Combat[Range]		x		x			'0-1	'-3' (Dead)	D20 + MOD + SKILL + AB
Combat[Unarmed]	x			x					* > Target AC
Culture[Any]							Cash Conversion		
Culture[Criminal]				x	x		1 iCr = 200 Au		
Culture[Spacer]				x	x		1 iCr = 100 G'		
Culture[Traveller]				x	x		1 iCr = 25 Ssh		
Cybernetics		x	x	x		x	1 iCr = 5000 ¥ (ALT + 157)		
Drone			x	x					
Electronics		x	x	x					
Exosuit	x			x		x	Trivial rolls are typically a DC of 5.		
Gambling				x	x		Very Easy rolls are typically a DC of 7.		
History			x	x			Easy Rolls are generally a DC of 9.		
Language			x	x	x		Tough rolls are generally a DC of 11.		
Navigation			x	x	x		Hard Rolls are often a DC of 13.		
Psionics			x	x	x	x	Very hard rolls are often a DC of 15.		
Religion			x	x	x		Impossible rolls might end up with a DC of 16.		
Science		x	x	x	x	x			
Security		x	x	x	x				
Stealth		x		x	x	x			
Survival	x	x	x	x	x	x			
Tech[any]									
Tech[Maltech]			x	x	x				
Tech[Medical]		x	x	x	x	x			
Tech[Psionic]				x	x	x			
Tech[Repair]		x	x	x					
Vehicle[Any]									
Vehicle[Air]		x		x		x			
Vehicle[Land]		x		x					
Vehicle[Space]		x	x	x					
Vehicle[Water]	x	x		x					

Name		Goal		Lv.
Class			Race	
HP:		System Strain	Special	Energy
		Phys. Save	Mntl. Save	Atk. Bonus
Strength	____/(MOD)	Skills:		
Dexterity	____/(MOD)	()	()	()
Intelligence	____/(MOD)	()	()	()
Charisma	____/(MOD)	()	()	()
Wisdom	____/(MOD)	()	()	()
Constitution	____/(MOD)	()	()	()
Weapons		Attack / Damage	Ammo	Equipp'd Armour
				AC
				Resistances
Notes / Abilities:				Equipment / Cash

Thank you!

Holy shit. We did it. We reached the end... Here's a list of all of the amazing people I've had a great time playing and testing...

CastleMaid
CeceilND
Crimsie
Tynnan (~<3)
Samael Tarkington

Jiang Winters
K'Hirho
Oh Noes Bunnies
Snaul
Glitch Windsong

Magical Sashimi
Moomie
Wynn timer