

Verse

Tek03

Make 5

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Introduction

I've decided to reduce the number of main Attributes from 6, to 5, just in time for version 5 of the book. Hopefully, this simplifies things, and makes things a bit more unique and streamlined. This also, of course, means I need to rebuild the game in Foundry. That said, this doesn't mean I can't reuse anything from Version 4, so, here goes.

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...

Special thanks to the following:

- *Kevin Crawford*, Without Stars Without Number, none of this would be possible. You're an inspiration, and I hope you don't mind that I've borrowed a few ideas from you.
- *RyuujinZero*, I've fallen in love with your little feathered gremlins. I hope you like how I've twisted your race, The Avali, around to fit in the setting. Popular demand!
- *Jake Solomon*, your version of XCOM and bringing it into the 2010's have cost me 1000's hours of my life. Very enjoyable hours.
- *Dystopia, Endless Space, Starflight, Star Control, Natural Selection, Phantasy Star*. All amazing games that I can't help but to draw inspiration from as I grew up.

This book is still being given to my current players and playtesters. As a result, I'll be including notes for my VTT of choice. If you're a GM, and you want to use the information within, I'll be using Foundry VTT. I'm not sponsored by them, and I'm heavily using modules that may or may not be stock default.

🎲 Every time you see a little D6 emoji like this, this denotes that this is for Custom System Builder on Foundry VTT. Power to you if you're using anything else, but Foundry is simply the best out there. \$50, and a nugget of networking knowledge and you're set for life.

No, I'm not sponsored or affiliated by them or anything, Foundry really is the best out there.

That said, nothing can beat rolling physical dice and clicky-clacking little mini's across the board. Using pennies nickles for tokens, and writing down notes on index cards. You guys will want to hit up the last few pages for the revised character sheets. (Once they're done.)

🗿 Finally, because there's controversy here for some people, I've used Chat GPT for some ideas to bounce off the wall. I'll never let another person actually write this book other than me, so there's no loss of work. If there's art here that's not a token, you can assume that DALL-E or any other AI didn't generate it. (Unless the artist signs their name, I'll be editing their info into said image.) 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.

Finally, because I'm still working on this book, you need to be aware of the following.

- There will be mistakes.
- There will be missing content.
- Shit's gonna be broken.

Players, if shit doesn't make sense, tell me.

Thank you for helping me playtest my Universe. Everything you do has a chance to shape things in this book.

Local Cluster of Stars

The ‘Verse is absolutely massive, but we only inhabit an absolutely tiny section of it. Feel free to look at the picture below for a quick overview. Below this will also be a collection of stories about the setting. *Credit to Mitchel Pigsley and Sectors Without Number.*



Spheres of Influence

A “Sphere of Influence” is a somewhat round-ish area of space that is under military control by a race or faction. They’re the international borders between two nations. More-often than not, however, they overlap and are contested.

The Easiest Sphere to find is around where the Humans, and the so called “Alliance of Free Stars” is located. Humans lay claim to the Polasgo, Burbridge, Wolf, and their home-sector, Sol.

The Second easiest Sphere belongs the Illuminate Protectorate, controlled by the Governing Body of Avalon. This Sphere covers Hani, Coca, Riladi, Pylopid, and the Avali Home-Sector of Avalon.

That brings us to the largest Sphere. The Trans-System Alliance, consisting of the Amalgamates, Solitons, Terrans, and Vaulters. The Center of the Sphere is Gateway. Between the other two non-ally factions, Burbridge is considered “Contested” along with minor skirmishes happening within the Innhild, Hani, and Pranzia sectors. The only sector not officially claimed by any race or alliance is Tashitas. It’s safe to assume that every other sector not listed so far is under control of The Trans-System Alliance.

That said, The Vaulter Hive’s tiny sphere is simply the singular planet in the Beta Hydrae II Sector. This is inside The Trans-System Alliance’s Sphere.

The Theocratic Society of Source lays claim to their home-sector of the Solitons, Source. In Addition, their sphere including Pavo, Santinax, Aguez, and Pranzia is bolstered by a Soliton only military branch within The Trans-System Alliance. (Noticing the pattern yet?)

And finally, the Amalgamate Collective lays claim to Pas, Whitefall, Pavo, Maz, and Anongulia. Again, this is within The Trans-System Alliance. However, due to notable differences of opinion, there is considerable infighting within the Pavo Sector.

So, what about the Terrans? Surely they have their own Sphere too, right? Not necessarily. Being the de-facto leaders of The Trans-System Alliance, the Terrans lay claim to all other sectors mentioned to be owned by the Trans-System Alliance. That said, Terra, their Home-Sector has additional rules and laws that pertain to other races. Thorunn, Carella, and Librae is unofficially considered the “home turf” of the Terrans.

Of the remaining sectors, Gateway, Paphadis, and Pictor are the most securely held by The Trans-System Alliance. These sectors are technological havens fitting of the combined might within the Alliance. Though, rapid expansion of Pamalla Pal and Idaracl might mean that life is a bit more difficult in those sectors, where the comforts of advanced technology isn’t so freely available.



Avali and you

You may notice that there's a lot of cool and unique races in this book. Some with their own and interesting twist, and a major core part of the overarching setting. I've also made the text a little smaller here. Maybe to represent the Avali's short stature, or because I only want this section to span two pages.

Yeah. There's one exception. Some people may take offence to it. If you're one of them, you may consider these creatures "Downspin Avali." If that's not enough, then I don't know what to tell you. Go outside.

The Avali have a lot of resources, and by popular request, have been integrated in the setting. At some point between 2023 and 2025, The Avali exploded in popularity in social circles. When the Avali were initially introduced, I didn't have any resources for them other than a few titbits here and there. As a result, the Avali may be slightly different than what you may recognize them as.

Someone by the name of "Todd Avali" created a compendium of knowledge about the race from the original author, Ryuujin Zero (Or Cutesune now.) along with a few other model-makers from larger communities. A lot of information from this book is extremely relevant in this setting. Though, some details (Like their home sector and currency) is different. If you like what they've done, consider throwing a donation. If you like the Avali in social settings such as VRChat, consider purchasing one of the many models available.

Just because I write the Avali differently, or you have a desire to make the Avali different for your personal setting, doesn't mean you can't. The Avali are like the ducks at the pond, you can do what you want with them. There's no laws against the Avali, Batman.

Avali come in a strong hierarchy. Avali live in Packs of four to fifteen Avali. Everything is a Pack Activity, and all Avali within the Pack love and help other as much as they can. Then there are Colonies, which consist of eight to twenty five Packs. Colonies typically work together to run major tasks, which could include things like fuel farms, major construction projects, or planetary governance.

Finally, there are Tribes, A single Tribe could be as little as three Colonies, to fifty Colonies. Their responsibilities are vast, and generally, the entirety of a small town.

Avali in this setting are the underdogs. They're much, much smaller than the Trans-System Authority, and they know it. However, they're afraid of the aliens consuming and displacing their culture and beliefs, and as such, Avali packs prefer to remain on colder planets away from other aliens. Then, there's the major problem of the Solitons, who don't like anything outside their small square of beliefs.

There are two major governing bodies. The Governing Body of Avalon, which primarily governs the Avalon sector, carefully allocating resources to infrastructure and technological research. The Governing Body of Avalon is a Technocracy, where tribes of Avali compete to find the most powerful technology, typically stolen from the other races to better the entirety of all Avali.

The other major governing body is the Illuminate Protectorate, which primary allocates resources to all Avali colonies outside of the Avalon Sector. They protect the Avali Sphere of influence with large manned starships, and swarms of small controlled drones. Resources include things like food, building materials, currency, fuel, and advanced technology.

Avali generally get along with Amalgamates, and Vaulters. Amalgamates often share their love of music and advanced technology, which, in turn, allows them to easily integrate themselves into the Avali pack. Vaulters seem to agree with everything the Avali are doing, and can somehow withstand the hard cold. Their ability to be helpful no matter the circumstances is appreciated. As a result, generally, Avali tend to welcome Vaulters into some of their pack activities.

The Avali currency is the Auric, (Au for short.) they are metallic cards that make a metallic sound based on their denomination. Avali typically flick Auric cards to make sure they have the correct denomination.

Avali generally, when they speak avoid saying words like 'you' or 'me.' Often their pronouns are "us, them, they." Sexuality for an Avali is generally pretty open, but only for members of their pack. Furthermore, when Avali are communicating an observation, they often use words like "sounds like" or "I hear." Unlike Humans, which use words like "looks like" and "I see." Because of their large four ears, a deafened Avali are at a notable disadvantage. Like how Humans heavily rely on sight, Avali rely on sound far more.

Finally, religion. Many races have core religious beliefs through their evolutionary history. The Avali are no different. Avali believe that each individual Avali has a spirit. When an Avali dies, that spirit joins the Spirits of Packs Lost. If their death was in vain, however, the spirit may become restless, and natural disasters along with bad luck plague the offending packs. If their death was not in vain, or the result of a crime, then the Spirit is happy. It moves to help other spirits bring good fortune and good hunts.

Avali Religious Artifacts primarily include the Dream-catcher. The Dream-catcher has many uses. Namely, they ward off nightmares, and provide comforting sleep by providing Avali nearby with good dreams. Dream-catchers also ward off angry spirits, and capture their rage. It is written that a damaged Dream-catcher has caught an angry spirit, and relieved them of their anger, allowing the angry spirit to return to the Spirits of Packs Lost to help. Avali often build Dream-catchers to hang them when they are sad, or suffering from loss of life. Avali may also build a Dream-catcher, hoping to get a little extra luck in achieving a difficult goal, or to establish a relationship with another Pack.

Another strong religious belief revolve around children. (Save the catholic jokes, please.) Avali generally believe that children of any kind have no place in major conflict. As a result, anyone seeking to harm a child is fought with utmost determination. Avali often even defend other race's young, or, during conflict, protect them until they are safe to return home, offering meals, and schooling. Adult Avali, unless it is the duty of that pack, will leave children alone unless they are absolutely certain that there is danger nearby.

A prestigious position within Avali culture is the Brood Guard. A powerful warrior who is sworn to silence. Their faces are often obscured, and their outfits are quiet. They are often found around Avali Hatcheries, and will use all of their skills to protect the eggs and children within from any danger.

I really hope you, and other Avali enjoys like how I've taken their direction, and adapted them to this setting. Props to the creator. The experiences I've had playing as a space-raptor has been pretty unreal.

So... What's an Offworlder?

Offworlders are people who have space ships, and don't live on the planet they're currently on.

Okay. That's it. You can go home now. We solved it!

You... Want more? Jeez. C'mon, man! It's like, almost 4AM! Okay! Okay... Simmer down. Wow. Fine.

Offworlders are people who go from planet to planet, travelling the stars with their own starships. They can have mundane jobs, such as transporting goods. Or maybe they want to salvage the dead wrecks of the less fortunate. Maybe they go from planet to planet, taking mercenary jobs, or maybe they discover cool mysteries.

Offworlders often come in groups of three to six. They often have unique abilities, and interesting experiences to talk about. When an Offworlder wants to party, they often party hard. There's only so much you can do in a tightly packed ship for weeks at a time.

Unfortunately, Offworlders often have a reputation.

Gunfights, danger, property damage, crime. Bazaar's pop up around starports to hawk their wares at exorbitant prices, locations that are typically the only places a lot of offworlders allowed to go. Though, a lot of planets don't have closed starports, so how do you prevent someone from leaving a 165 acre area? You often don't even bother trying.

On planets with a well established starport that's not just dirt pads and have supermassive wide, sprawling structure similar to smaller airports of today. Even with all of the security, the protected areas, and small shops available, many planetary security forces are still unable to properly secure a sprawling, often haphazardly built structure that is 450 acres large.

This means that Offworlders often have full lay of the land, capable of walking almost anywhere other than the most private of closed communities. When someone needs a job done on another planet, or business needs to sprawl to another sector... Offworlders.

Need a ship salvaged, and the Illuminate is too close? Offworlders.

Need a really annoying guy dead, but he's three sectors coreward? Offworlders.

Need an emergency restock at a store on a moon? Offworlders.

And they need the work just as bad as you need it done, because those ships are often on a loan. Food is a constant expense, fuel, meteorite pockmarks needs to be filled in... If that ship was also purchased through a criminal enterprise? Well... You like your kneecaps, don't you?

The Hani Incident

Struct://

Complain about planetary network being down.

Find packless, help her.

Discover issue.

2 die. 3 remain.

Run away, conflict.

1 more dies.

Run away. Conflict.

End fight.

Gateway

River looked over the thin tablet. News. More, depressing news. The gray furred amalgamate looked up from the data tablet to his wife, a Soliton. He adjusted his leather jacket, and brought two fingers to the side of his head, keeping the connection strong between his cyber-eyes and his organic mind. She was amazing, in those white and gold, almost silk robes. Black stripes along her red scales, the she shock of steel hair, almost like a mohawk along the top of her head.

“I catch you staring.” she said, thumbing over another page in her book. Paper, just... paper, she liked those. “What’s the weather like today, love?” Ember asked, looking up to River. “And you sure you gonna find a job in those torn jeans of yours. That’s what they’re called, right? You look punk as punk can be.”

River looked over the data tablet, then around the kitchen of their modest home. A simple bachelor, single room living space. Sure, the bathroom was separate, but privacy? Here? Not like the two needed that anyway. “There will be some pockets of over thirty degrees. Overcast in the afternoon.” he read out loud, opening the pantry and pulling out a protein bar. He liked the red ones the most. “But there’s 18 deaths counted in our sector alone. This is really making me wonder about this planet.” he stated.

Ember put her book in her lap, leaning back to rest her shoulders on the arm of their couch. “Love, we spent our life savings to get out here. Don’t look down on Gateway now. There’s so much opportunity. Many people, yes... the more people-”

River cut her off. “The more poverty, the more crime. I know, you’ve said before.” he said, taking a bite from his protein bar. “It’s no Whitefall, I’ll give you that. It’s been a month, love. Nobody’s hiring, you hear about nothing but death.”

Ember slipped a bookmark to keep her page, and set the book on the floor.

More.

Struct://

River looks over details.

River buys a snack.

River goes home.

River and Ember talk shop.

Conflict: River is unhappy, but Ember is.

River complains.

Ember wants to get some space.

River stops her, and gives her a gun. It's not as safe as they hope.

Tanith and Hassan

A Soliton and a Human speak during a firefight.

Train Job from Firefly?

The two find common ground in their names.

Regretfully, the firefight resumes.

Hassan eventually realizes what is happening, and sides with Tanith.

Amalgamation of Parts

Tymo rubbed his hands in the sand coloured fur of his face. He felt anxious, but when it came to Implant Rippers, sometimes, the comfort of someone who wasn't an Amalgamate like him was a little better. As he walked down the concrete hall, he looked at a sign. Hang your Coat. Made sense, after all, who wants to ruin his nice new plaid jacket?

He stepped into a small room, a counter-top, and an operating chair. Steel fences lined the other walls, behind them, storage for advanced cybernetic implant parts. The room was cold, even for him, cautiously, he stepped toward the chair, and took a seat. The surgeon would be in soon, still... He couldn't help but to think, what if this one was less than trustworthy?

Tymo was letting his nerves get the better of him. Why not listen to a little bit of music? Nobody else could hear what his implants were sending directly to his mind.

Eventually, those implants warn of an incoming sound, and Tymo turned to look toward his surgeon, a human man. "How's things going, friend?" he asked, offering a hand, already covered in a latex glove. "Well." Tymo said. "Just in for a checkup. Thought about getting a Triangulator too."

With a gentle shake of hands, the Human stepped into the light, finally. A tanned man, strong. His scrubs were clean, and the mask he wore over his mouth was white. Though, the brown eyes and hair were a good indicator of his origins. Tymo figured, he had to of been from a planet called 'Mars'.

"Not too often I get an Amalgamate on my table like you, your sort sort of prefers to stick with your own." he said. "But, where are my manners, My name is Doc. Dastur, but you can call me Rehan. Tymo, right? Any last name?"

Tymo shook his head and closed his eyes, Rehan pulled a stool over, as well as a datapad, wasting no time reaching for his arm to pull a wire out and connect it to the datapad. Tymo's fist closed, tensing up, but eventually, he calms enough to allow for the wire to come out. "No, just Tymo." he replied. "How much for this again?"

Rehan paused for a moment, unsure how to respond to such a quick change of topic. "Straight to business, eh?" he asked. "Should be about five. Five and a half credits, if you include the Triangulator. Without any new implants though, I have a minimum fee of one credit." Within seconds, Tymo saw a notification appear in front of him. The surgeon was doing the soft work first. Mentally, he allowed him to root around in his data and his mind. "I've never seen a framework like this before, where'd you get it?" he asked.

This question caught Tymo off guard. "What do you mean?" he asked. "It's the rite of adulthood. All Amalgamates get a growing Framework. It's expanded with my body ever since I was old enough to have it implanted." Rehan paused, pushing his seat back to reach for a tray. The Sedation and aesthetics gun was the first thing. Rehan took a moment tor each around Tymo, injecting the drugs into his neck. The next part would be gruesome, but this would prevent tymo from feeling any pain, or further unnecessary twitches.

“How old were you when you got that?” Rehan asked. “Oh... about, Eight or so? I remember it was shortly after I found my biological parents.” Tymo explained. This caused Rehan to do a double take. “You didn’t know?” he asked, preparing a razor and scalpel. “I mean, on the Flotilla, everyone takes care of the young.”

This was pretty different to the ‘normal’ Human upbringing Rehan was used to. Children stay under the care of the parents until they’re old enough to go to advanced schooling. He was curious though, so he kept the conversation up as he wheeled his stool around. “So, you found your parents, and they implanted you with a framework?” he asked. First thing’s first, the razor needed to clear the hair. Tymo wouldn’t feel a thing.

“Kind of? I mean, it was time.” Tymo explained. “It’s, like... How do I explain this. A rite of passage? The implants you gain also grow with you, they allow you to integrate with the rest of the flotilla, meet new people. Finding your biological parents before your implantation is actually pretty difficult, I got lucky.”

Now, for the first incision, and a gentle scrape to get to the bone, and hopefully, the contact. A small point where the implant normally would have access for more cyberware to be installed later. “So, what were they like?” Rehan asked. “My parents?” Tymo asked. “Uhh. Nice, I guess?” he asked.

Rehan paused again. “You guess? You don’t know?” he asked, leaning in close. “I mean, I found them. Doesn’t mean I spent a lot of time with them.” Tymo explained. “I left the Flotilla a few years afterwards, been looking for new augments ever since. Planet to planet. Odd jobs. The offworlder life.” Rehan picked up the implant. A small device he can then slide into place, securing it to that contact and the skull. “Had to of been... fifteen when I left?”

“That’s young.” Rehan said, a little bit of bio-safe solder. Next, the healing part. Tymo looked up, seeing a message in front of his face. “It’s connected, it’s working. Power On Self Test is up.” Tymo said. Rehan readied a small biofoam injector. “I’ll need to bandage it up. But it should be healed in a day or two.”

A quick bandage on the side of Tymo’s head, and Rehan slid his stool back. Tymo looked around, new indicators for distant sounds, visualized like small triangles in the distance. A new Augmented Reality interface, sent directly to his brain. “So... What are you going to do with that now, Offworlder?” he asked.

Tymo slowly stood up, reaching up to touch the bandage. “Make money for the next implant.” He said. “Is the Risk Assessment module fixed?” Tymo took a moment to stretch his back, looking around at all of the new sounds, understanding exactly where they came from allowed him to look at things just a little closer. Rehan’s voice didn’t just bounce off the walls, it filled the room. “Still going to take some time to retain the system. You’ll get it back in due time.”

Tymo nodded, he reached in his pocket, pulling out a few credits, but Rehan raised a hand. “I learned a lot from you. I’ve never had an Amalgamate on my table. Promise you’ll be back, and it’s on the

house.” Tymo paused, thinking it through. Was there an angle here? “That implant isn’t cheap.” he replied.

“Well. Just means you’ll have to use it to stay out of trouble, doesn’t it?” Rehan replied, smiling.

“Now... Your prescription for healing...”

Docking Procedure

Struct://

Aiden's appearance.

Aiden talks about his past to a Valuter.

This annoys an Avali, who is trying to talk.

Emphasis on the Avali's conversation over the radio.

Aiden leaves, and the Vaulter asks if they believe the Avali.

Avali expresses disbelief, but states it's possible.

Tassus Mentioned?

The Assembly

Struct://

Kassick appearance.

Unsure of this story yet.

Kassick is with a small party, doesn't appear smart. He is berated for being dumb.

Kassick notices something wrong, and mentioned experiencing something like this before.

Internal dialogue, Kassick does not like the other party members.

Kassick fights an Assembler, before leaving his team to die.

Kassick escapes, alive.

The Reptilian Shrine

Struct://

No story yet.

Yol’Nah’Oss

Struct://

Plug for a videogame?

Rho and Salazar explore an alien ship.

The Gods of 'Verse

Verse has numerous races, and there's numerous religions that races tend to follow. There are no gods, only faith, and Psionic powers isn't tied to any spiritual belief, no matter what NPC's might say.

Human religion is generally based on Japanese, Indian, or Muslim beliefs. Oh, no. I'm going to have to research those religions.

Content.

Terran beliefs are generally based on Christianity and it's many forks. I'm a bit behind the times on this one too. Hunh.

Content.

While the Avali's religion is explained in the section "Avali and you," some details is left out.

The Avali believe that when they die, they become a Spirit who live vicariously through the packs of Avali that come after them.

Amalgamates don't really have religion, but their belief system is largely based on material gain.

Amalgamates generally wish for luck, though there is no hard and fast rules. Some Amalgamates believe that they have some kind of charm, or are able to get luck through some imagined ritual.

Amalgamates often believe their worth is determined by the amount of money they have, hoping one day to become higher in leadership roles by having more money. The allure of finding easy work is common to Amalgamates. High paying work is often viewed as a sign of respect and high self worth. Same with leadership roles, though many Amalgamates often find leadership roles to be a daunting task. Especially if the task requires empathy and they find themselves in a life threatening situation. Other races, often do not like working for an Amalgamate. Including Amalgamates themselves.

For many Amalgamates, having their own home, a high paying job, and a leadership role in their place of work... That's "winning" in life.

Amalgamates often don't think much of spiritual beliefs. They often see other races practising as a waste of time. Why curry the gods for favours in the afterlife if it doesn't exist? Amalgamates often see themselves as living their one and only life, and they are generally cold toward other races, more-so with ones who waste their time. Especially ones who waste their time with frivolous rituals.

Solitons have very strict beliefs.

Content.

Although Vaulters have been uplifted, they have their own beliefs that some are unsure if they could let go of.

Content.

And... There you go. Go with god, or the spirits. Or gods.

The big To-Do List.

- Proof read “Your Character”, Skills, “Known Races”, Classes, Equipment, Cybernetics, Psionics, “Drones, Exo’s, and Vec’s.” Spacecraft, Systems...
- Have all Mechanics been correctly included?
- GM Notes (Enemies. Foundry, Example scenario)
- Resources Section
- Example Characters (8 left)
- Re-write Short Stories

Stories:

- Hani Incident (long)
- Gateway (short)
- Tanith and Hassan (Medium)
- Amalgamation (Short)
- Docing Procedure (Short)
- Assembly (Long)
- Yol’Nah’Oss (Medium)

I AM LOOKING FOR ARTWORK!

Are you an artist? In this temporary section of the book, I will explain what I need. I'm mainly looking for pencil sketches to somewhat maintain cohesion, but with having multiple artists, I think cohesion is out the window. (Also, the first picture is a blender render.)

I'm looking for two categories of art, "expensive" and "object."

Object art pieces are something I want drawn quickly, and don't pay much. They're an item, like money, or a gun. If you want to do an Object, I'll give you an item to draw, and the relevant pages to read.

Expensive art pieces are going to be of each race as each class. I want something nicely drawn, but also within a reasonable timeframe and cost. Each piece should have the character strongly represent the class. (Lots of weapons for fighters, external implants for Wireheads, purple mist for Psions, ETC.)

All artwork has a small blurb at the end of the book. For reference of what's available, reference the table below. **Note:** All Soliton artwork requires two characters (Male and female) Avali should have multiple characters, but it is not required. You may choose any option in the table below.

Amalgamate Ace	Amalgam. Expert	Amalgam. Fighter	Amalgamate Psion	Amalgam. Wire-Head
Avali Ace	Avali Expert		Avali Psion	Avali Wirehead
Human Ace	Human Expert	Human Fighter	Human Psion	
Soliton Ace	Soliton Expert	Soliton Fighter	Soliton Psion	Soliton Wirehead
Terran Ace	Terran Expert	Terran Fighter	Terran Psion	Terran Wirehead
Vaulter Ace	Vaulter Expert	Vaulter Fighter	Vaulter Psion	Vaulter Wirehead

Under no circumstances will AI generated art be permitted. AI is used for statistical analysis and name generation. Not art.

Your Character

What's a tabletop game without Characters? You need something to play, and even Larian Studios' Baldur's Gate 3 gives you the option to be who you just want to be. But there's a few things you need to keep in mind for your character. 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. Let's get building.

Every character has a few major components. We'll get to each of them, but by bit, but first write this info down. Even if you're on a VTT, you'll want this info. What's your name? You're Level 1, right? What's your Race, your Class? Characters should have a Life Goal too. Even if you're not 100% on this now, it's still good to keep this all in mind later on. All characters start with 3HP, 3 Strain, 5 AC, 0 Damage Bonus, and 0 to your Mental and Physical Saves.

Step 2. Attributes.

Every character has 5 attributes. Strength, Dexterity, Intelligence, Aptitude, and Fortitude. Each Attribute has a purpose.

Strength is your raw strength and capability to draw on your physical body. This also improves your Physical Save. **Dexterity** is your ability to manipulate complex devices and utilize equally complex motor functions. If used, this also improves your Initiative. **Intelligence** is your ability to take the knowledge you've learned and put it to practice. Intelligence is used for many skill checks. **Aptitude** is your ability to use your mind for complicated tasks via cybernetics or psionics. It is also used for the ability to reason and find the logic in problems. This also improves your Mental Save. **Fortitude** is your character's ability to withstand extreme circumstances and keep going. This also improves your Strain.

Great! How do we allocate them? You have two methods for doing so.

The Easy Allocation Method: You have 5 numbers. Slot them in any way you want, and keep in mind the Modifiers. The numbers are 16, 14, 12, 9 and 7. That means the modifiers you get with them are (+2), (+1), (+1), (0), and (-1), respectively. The numbers can go to any attribute, but obviously, cannot be used more than once.

The "Hard" Random Method: You have 4D6. Every time you roll, discard the lowest die. Do this 5 *more* times, and allocate the 5 highest.

Attribute Score	Mod
20+	+3
16-19	+2
12-15	+1
8-11	0
4-7	-1
0-3	-2

Rin Covek (Lv1 – 0%XP)

Str: 16 (+2)
Dex: 12 (+1)
Int: 9 (+0)
Apt: 7 (-1)
For: 14 (+1)
Saves
Phys: +2
Mntl: -1

Strain: 4
HP: 3
AC: 5
DB: 0

These are your attribute scores. Use the Modifier table on this page to assign the correct modifiers to the correct attribute.

Wait! We're not done yet! Your Strength modifier is your Physical Save Bonus. Your Aptitude Modifier for your Mental Save Bonus, your Fortitude Modifier is added to your Strain, and your Initiative Bonus is your Dexterity Modifier. Okay... On to the next part.

Step 3. Background Skill Packages: This is a relatively easy part. Each character should have two major "Life Situations." Your background skill packages define this (with one exception.) Think about the life your character may have had before they joined the party.

Rin Covek (Lv1 – 0%XP) Soliton(M) (Text size decreased for size constraints.)	
Str:	18 (+2)
Dex:	12 (+1)
Int:	9 (+0)
Apt:	7 (-1)
For:	16 (+2)
Saves	
Phys:	+2 (+1)
Mntl:	-1
Strain: 5	
HP:	3 (+3)
AC:	5
DB:	0
Skills	
Bg (Courier, worker)	
Rc (Deep Spacer)	
Athletics	+1
Exosuit	+0
Insight	+0
Security	+0
Survival	+0
Combat[Melee]	+1
Combat[Ranged]	+0
Tech[Biological]	+0
Tech[Electronic]	+0
Vehicle[Air]	+0
Vehicle[Nav]	+0
Abilities:	
Inner Focus (p36)	
Items:	
Pilot's ceremonial wraps.	
Soliton Statue	

All skills start at '-1' If you don't have a skill that's needed for a check, it's considered "untrained" at '-1.' When you first get a skill, it's bonus then increases to 0. Write down the packages you choose, and then write down what skills you gained and where they're from. Was your character a hermit for a while? Write that down! You get two background packages.

It's worth noting that if you gain a skill from multiple packages, then you still get to keep those points! If one background package has insight, then your insight starts at 0. But if both background packages have insight, then it's at +1, instead of 0.

Step 4. Write Racial Info Down: Now we're adding on to your character. There are 6 races, but 7 choices due to how different the Soliton genders can be. Each race has information on how to play them, what they look like, religions, etc. A lot of that fluff is for roleplay, but it's still a good idea to give it a read. (I like to think I'm less dry than the Dungeons and Dragons Player's Handbook. Yeesh!)

Each race confers bonuses to the vital stats. (HP, Saves, Strain) Some races will start with items, and most will enhance your attributes favourably. *Remember!* If your Attribute modifier is increased, the bonus it confers to another stat is also increased! Each race also has it's own skill package, called the Racial Skill Package, and they start with their own Racial Ability. It might be a good idea to choose skills and abilities that complement your class, because...

Step 5. Choose your Class: Finally. The core of your character. The Class decides how you're going to play the game. Are you a dashing rogue that gets by the skin of their teeth? Or are you the rough-and-gruff mercenary that think the fight's only fair when the party's outnumbered three-to-one?

Your class will give you final bonuses to your HP, and Saves. They also have their own set of skill packages, and a Static Class Ability. Some Classes also have “Class Currency” which will need to be tracked from here on out. When levelling your character, consult your class’s levelling table for increases to skills, Strain, Hit-Points, and Class Currency.

After choosing their Race and Class, Rin Covek’s character sheet might look like this to the right...

Step 6. Final Considerations: Your character is ready to play! Errm... Mostly. During ‘Session 0’ your GM will give your character some money to buy items with. Your character may want a weapon and armour, maybe some provisions too. Take some time during Session 0 to have a ‘mock fight’ with another player or the DM. You can find out how the rolls are added up in the ‘Systems’ section in the book.

Reminders for stats: Just in case you forgot a few things. You have your...

Attributes: Your Strength, Dexterity, Intelligence, Aptitude, and Fortitude.

Attribute Modifiers: These influence your character’s rolls based on your Attributes.

Saves: Your Physical and Mental saves. These can reach a maximum of 10.

Statistics: These include your Maximum Strain, your Armour Class (5) and your Damage Bonus along with probably the most important one, Hit Points.

Skills: An equally important set of variables, these are decided by the Packages you choose.

Abilities: Both, your Class Abilities, and Passive Racial Abilities.

Rin Covek (Lv1 – 0%XP)
Soliton(M) - Expert
(Text size decreased for size constraints.)

Str: 18 (+2)
Dex: 12 (+1)
Int: 9 (+0)
Apt: 7 (-1)
For: 18 (+2)

Saves
Phys: +3
Mntl: -1

Strain: 5
HP: 11
AC: 5
DB: 0

Skills
Bg (Courier, worker)
RC (Deep Spacer)
Cl (Explorer)
Athletics +2
Exosuit +0
Insight +0
Religion +0
Security +0
Survival +0

Combat[Melee] +2
Combat[Ranged] +0

Tech[Biological] +1
Tech[Electronic] +0

Vehicle[Air] +0
Vehicle[Land] +0
Vehicle[Nav] +0

Abilities:
Inner Focus (p36)
Empathy (p55)
Delta Tango (p55)

Items:
Pilot's ceremonial wraps.
Soliton Statue

Levelling Up

After each major task completed, Characters gain a percentage value of Experience. Many conventional games have flat values for levelling up, but Verse wants to try and maintain every level being worth something and significant. Okay, maaaaybe the DM should be giving bonus experience out at the start to get you to your first milestone, but that said, everything is done on a percentage.

At Character creation, it's best to write down your Racial Perk. Each Level and Milestone, the character gains extra HP, and an extra Stat.

Each Class has a levelling table. It's best to follow your classes table for character improvements. Each Level allows a character to improve their skills, get new abilities, and some minor improvements.

Experience is a percentage. That means that no matter what, a player can spend 100 Xp to level up. Don't have 100 Xp? Tough. No level for you.

MILESTONES: Every four levels (4, 8, 12, and 16) is a Milestone. It's also worth noting that some abilities have additional perks based on your character's milestone.

ABILITY SCORES AND THEIR MODIFIERS: If you choose to increase an ability score past a certain threshold, the modifier for that ability score will also increase. Some Ability modifiers also increase a bonus (IE: Aptitude for Mental Saves.) so be sure to increase that statistical bonus.

Skills: Defined

Before we talk about the list of Skills, it's worth mentioning that most of the skills can use 2 or more of your Attribute Modifiers, depending on what the skill is. Skills are categorized further into "Core", "Combat", "Technology", and "Vehicle." A character who is untrained in skills suffer -1 to any rolls involving it. A character is considered "trained" once the skill is at Level 0, and a highly trained character is generally at Lv2 with a skill. (A high level.)

Skills can only be increased up to a +5. Some classes have exceptions, such as Experts going as high as +7, Fighters going as high as +8 for Combat Skills, and Aces are able to reach a +8 for vehicle skills.

Below are the list of "Core skills" These should be the skills your character focuses on the most for a wide range of situations. All of these skills confer a strong knowledge of their topic, as well as the ability to apply them practically. This also includes the more "charismatic" skills that should be used to add context to a given situation when dealing with NPC's or other characters.

During Character Creation, it's important to note that gaining a skill more than once means you gain more points in that skill. Yes! It stacks!

Athletics: *Strength, Dexterity, Fortitude.* Running, Jumping, climbing, swimming. Kinesiology and the ability to push your body to the limit is covered in this skill.

Cybernetics: *Intelligence, Aptitude, Fortitude.* The ability to utilize as an end user, and diagnose problems as a power user. Also includes Cybernetics removal "Ripping" at higher levels.

Drone: *Intelligence.* The ability to connect to, control, and utilize drones for their intended purpose, whichever that may be in a variety of environments. At higher levels, also confers the ability to diagnose problems, but not repair them.

Exosuit: *Dexterity, Intelligence, Fortitude.* Allows the "end user" (you) to pilot, secure, and operate an Exosuit. Compensation, targeting, and security as well as the ability to diagnose problems with your Exosuit.

History: *Intelligence.* The knowledge of past historical events either locally, or galactically. This character can recall studies of events (Or know where to research them) that were major or significant.

Insight: *Intelligence, Aptitude.* This character can spot body language and the intent of statements or actions not easily inferred or hidden by members of their own race. Higher levels include other races.

Language: *Intelligence, Aptitude.* This character can better understand the spoken and written word of not only their own race, but other races as well. Generally used to better understand euphemisms and slang of sincere characters.

Performance: *Dexterity, Aptitude.* Dancing, artistry and sleight of hand. Playing musical instruments and capturing the crowd.

Psionics: *Aptitude, Fortitude.* The ability to understand, and depending on class, utilize latent Psionic energies with their mind. Psionics also confers an understanding on how “The gift” came to be and how to spot Psionic usage.

Religion: *Intelligence, Aptitude.* The understanding of one’s racial religions and how to properly worship them, where to find temples, and avoiding faux pas. At a higher level, this is used to better understand the religion of other races without the need for Insight or Language.

Science: *Intelligence, Aptitude.* A better understanding of the scientific method and how to apply scientific principles to gather data and confirm a character’s hypothesis. At higher levels, allows the character to easily recall and research complex theories already established by other characters or NPC’s.

Security: *Intelligence.* This character understands how to secure a location from outsiders, and maintain a level of alertness and vigilance to keep others around them safe and away from danger. At higher levels, may prevent the party from getting ambushed, and allow this character to utilize penetration tactics easier to evade security systems.

Stealth: *Dexterity, Fortitude.* This character is able to “blend in” and hide utilizing a variety of methods, such as keeping out of sight, staying quiet and cool during stressful situations, and “blending” in a crowd and hiding in the chaos.

Survival: *Strength, Intelligence, Fortitude.* The ability to survive with nothing. Foraging, scavenging, and building a shelter to protect from some elements when said elements are harsh.

Combat skills are almost always utilized in one way or another during combat. These skills are fairly simple and primarily used during a fight. That said, what’s a game like this without a little bit of blood, sweat and gunpowder? If you’re a Fighter, these four skills should be as high as possible.

Combat [Gunnery]: *Strength, Dexterity.* This character has training and a deep understanding with advanced holographic targeting systems and mechanical aiming systems typically utilized by ship targeting systems and heavy weapons platforms as well as any weapon with the “Advanced” tag.

Combat [Melee]: *Strength.* The Character knows how to throw their weight with melee weapons. Advanced techniques with swords, axes, spears, and any other slicing and/or beating implements.

Combat [Ranged]: *Dexterity.* Firearms are your bread and butter. From punching a fist-sized hole with an expendable rocket launcher, or taking trick-shots with the smallest derringer. This character has the ability to effectively utilize numerous small arms weapons platforms.

Combat [Unarmed]: *Strength, Dexterity, Fortitude.* This character is a monk, Their fists and their body is a weapon. Punch, kick, grapple, your body is your weapon.

Technology Skills (Shortened to “Tech”) are skills involving the knowledge of advanced operation of unique technology, as well as their repair. Experts and Wire-Heads should find comfort in this field.

Tech [Advanced]: *Dexterity, Intelligence.* This is for advanced machinery, illegal tech, and machinery that requires a mix of electronics and mechanics. Starship components, large vehicles, reactor cores. Advanced tech that wouldn't fit in the next three categories, or utilize a mix of the three.

Tech [Bio]: *Dexterity, Intelligence, Aptitude, Fortitude.* This character can both, heal and manipulate biological systems by utilizing the appropriate lab and first-aid equipment. This character also has knowledge in administering and observing the effects of numerous drugs. Illicit, or not.

Tech [Electronic]: *Intelligence.* This character understands both, the hardware, and firmware of physical computer technology. From complicated supercomputers to smaller PCB's for room and door control.

Tech [Machine]: *Strength, Intelligence.* This character understands how purely mechanical machinery works. Vehicle engines, motors, and the transfer of kinetic energy between numerous subsystems. They're a mechanic. A grease-monkey.

Tech [Malicious]: *Intelligence, Aptitude, Fortitude.* This technology that all of the races believe is so heinous, so horrible, that it is not safe to pursue. Those who wish to build this technology should be severely punished. But, that doesn't mean you haven't taken some time to research the history and theory of it.

Tech [Psionic]: *Aptitude, Fortitude.* This character understands the ability to use objects infused with latent Psionic energy. From making Psionic Ley-Lines, to utilizing a telekinetic sling. This character knows how to fully utilize Psionic infused objects. However, if they're not Psionic, they will not be able to fully utilize the tech without penalties.

And finally, for the Ace, Vehicle Skills. This allows for the operation and diagnostics of vehicles in one of the four classes, as well as the ability to use the onboard systems to find their way across the 'Verse.

Vehicle [Air]: *Dexterity, Fortitude.* This character has a strong understanding on how to fly aircraft in atmosphere. These vehicles require air of some kind to pilot and fly from their destination. Biplanes, helicopters, Jets, and cargo-craft all count. But spacecraft do not.

Vehicle [Land]: *Dexterity, Fortitude.* You know it's a good car. It's got four wheels. But even motorcycles and battle-tanks are your bread and butter for navigating across land.

Vehicle [Sea]: *Dexterity, Fortitude.* Sailboats, cargo ships, and even little inflatable tugboats. This character understands how the planetary tides (And if they do not, they can quickly adapt to a different planetary current) affect their boat, navigating from one land mass to another with ease.

Vehicle [Space]: *Dexterity, Fortitude.* This character is able to understand and utilize all of the separate spaceship systems to fly between two places in both, atmosphere and Zero-Atmo. Navigating asteroids, debris, or even enemy fire without nary a scratch on the hull.

Vehicle [Navigation]: *Intelligence.* This character is able to use external navigation systems such as maps, FTL lanes, and GPS systems to easily navigate between two distant points. This is less for making your way down the street, and more for going from planet to planet, or from continent to continent.

Skills Table						
Type	Skill	Str	Dex	Int	Fort	Apt
Core	Athletics	x	x		x	
Core	Cybernetics			x	x	x
Core	Drone			x		
Core	Exosuit		x	x	x	
Core	History			x		
Core	Insight			x		x
Core	Language			x		x
Core	Performance		x			x
Core	Psionics				x	x
Core	Religion			x		x
Core	Science			x		x
Core	Security			x		
Core	Stealth		x		x	
Core	Survival	x		x	x	
Combat	Gunnery	x	x			
Combat	Melee	x				
Combat	Ranged		x			
Combat	Unarmed	x	x		x	
Tech	Advanced		x	x		
Tech	Biological		x	x	x	x
Tech	Electronic			x		
Tech	Machine	x		x		
Tech	Malicious			x	x	x
Tech	Psionic				x	x
Vehicle	Aircraft		x		x	
Vehicle	Land		x		x	
Vehicle	Sea		x		x	
Vehicle	Space		x		x	
Vehicle	Navigation			x		

Background Skill Packages

Each Character that's created have two major events in their life. These events grant them three additional skills that can be later improved on. When crafting your character, try to keep this in mind. Or, you can just look at the Skills the Background Package includes and build something powerful. I'm not your mother.

Be aware that sub-Skills also have an **[any]** option. When you see something like Combat[Any], Tech[Any], and Vehicle[Any], that means you can take any one of those tech skills. It does *not* mean one of all.

Adventurer: This Character has ventured out on their own. You may only choose adventurer once, and it must be chosen first. This is for when all of the other background packages just don't quite fit in. Choose **any four skills** for this package **One or two of the skills must be a Core Skill**, and write them down.

Analyst: Ancient archives, statistics, combat data. You needed to analyze every little detail of every little thing that hit your desk. You're great at finding patterns. Now, if only you could find the pattern that brought you to your current party. *This package includes the following skills: History, Language, Science, Combat [Any], Tech [Electronic]*

Archaeologist: Lots of things have happened. Even on planets that was never touched by the Trans-System Authority. You dug deep down or flew through the wreckage of battles lost. You'll find out what happened, or die trying. *This package includes the following skills: Drone, History, Science, Tech [Psionic], Vehicle [Land]*

Bandit: Find me somewhere in the known 'Verse where there is no crime, and I'll show you a liar. Criminals, punks, jerks, Bandits are everywhere, and you're no different. Though, now-a-days, maybe you don't look so fondly to the past. *This package includes the following skills: Athletics, Stealth, Combat [Ranged], Tech [Malicious], Vehicle [Land]*

Biotech: Medicine, or otherwise. You worked with a lot of living flesh. Patients needing help, or manufacturing cures to known viruses or bacterial infections. You learned a lot during those years, but the fear of Malicious Life Creation Technology was always strong within you. *This package includes the following skills: Cybernetics, Religion, Science, Tech [Biological], Vehicle [Any]*

Clergy: It's not just the Soliton Gods, Daesar, and Kalu that needs clergy. Vishnu, the Body of Christ, or the Spirits of Packs Lost need a voice. It doesn't matter what race you are, you needed at one point in your life, to deliver that divine message. *This package includes the following skills: Performance, Psionics, Religion, Tech [Biological], Vehicle [Any]*

Colonist: C'mon out to Tashitas, they said. It'll be fun, they said! At one point in your life, you were selected to live on a new planet with very little resources. Life was hard, and the governing body was brutal, but you came out stronger for it. *This package includes the following skills: Exosuit, Language, Survival, Combat [Any], Tech [Machine]*

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 the following skills: Insight, Performance, Combat [Unarmed], Tech [Biological], Tech [Electronics]*

Controller: This is Remy Station four-six-eight. Starflieger Gold-Eight-Romeo-Seven-Six, you are cleared to land bay six. For some time, you were the controller, telling ships when to dock, where to dock, and where to go when they leave. *This package includes the following skills: Drone, Language, Security, Tech [Advanced], Vehicle [Space]*

Courier: Gotta keep running. With a backpack, and small resources, you ran from street to street on your native planet. Small cargo for the resistance? Or a few datapads for the local organization. Vehicles? Nah. Your feet was all you needed. *This package includes the following skills: Athletics, Insight, Survival, Combat [Melee], Tech [Electronic]*

Drifter: You go from one place to another. Never staying in one spot for long. You're not a vagabond. You have a home, but you never really seem to stick with the same group for long. *This package includes the following skills: Insight, Stealth, Combat [Gunnery], Combat [Melee], Tech [Machine]*

Entertainer: Do a dance! Shake those hips! Better yet, play your instrument! You entertained the masses. A micro-celebrity on your station or planet. People loved your shows and art. But like all other great things in life, that time has passed. Maybe you've still got the next great animation in this new campaign? *This package includes the following skills: Cybernetics, Performance, Religion, Combat [Any], Tech [Electronic]*

Farmer: You had an extra large field, and the machinery to maintain that field. Once every few months, the harvest ship would fly across, and take your crop with an extra tidy profit. There was a reason you left this simple life, but who says you can't use those skills now? *This package includes the following skills: Drone, Survival, Combat [Melee], Tech [Machine], Vehicle [Any]*

First Responder: Why is it, whenever disaster strikes, you instinctively sprint toward it? You help those in need, you're on the front line, and you know what to do and when you're over your head. You won't become a casualty, and you have no problem saving those in need from becoming one. *This package includes the following skills: Religion, Security, Survival, Tech [Advanced], Vehicle [Land]*

Fugitive: You're wanted. Somewhere. What for? Who knows. But someone doesn't like you enough to incarcerate you. Some random backwater sheriff on Whitefall, or some wanna-be deity doesn't like you. Big whoop. You won't deal with those jerks again. *This package includes the following skills: Insight, Security, Performance, Combat [Any], Tech [Biological]*

Hermit: Living in big cities was never your thing. You preferred to live on your own. Away from the rest of society. That said, this came with its own challenges you needed to overcome. Challenges that city folk won't understand. *This package includes the following skills: Athletics, Stealth, Survival, Combat [Any], Tech [Biological]*

Outsider: A social outcast? Or someone who never was part of the “in” group. You had to learn a lot on your own, but maybe now it’s better to find a group of people you call ‘home’. People you can rely on. *This package includes the following skills: Performance, Stealth, Survival, Combat [Any], Tech [Malicious]*

Pilot: Starships, or otherwise, you fou’ve got a few exiting landings under your belt, and your last aircraft or ship won’t ever fly again, but hey... You learned some valuable lessons from your experiences. *This package includes the following skills: Drone, Language, Tech [Electronic], Vehicle [Aircraft], Vehicle [Space]*

Politician: You’ve had a need to manage people, and provide services to those people. But in doing this, you still needed to prove to them you were worth their time. It takes a lot to convince people you’re going to do what you’re trying to do, but for a time, you did well. At least, you think you did. *This package includes the following skills: History, Language, Psionics, Tech [Psionic], Vehicle [Any]*

Prospector: There’s gold in them thar hills. Or... something like it at least. You took time on random planets and asteroids to find and procure precious metals. Or Iron. Iron is always in need. *This package includes the following skills: Drone, Science, Survival, Combat [Any], Tech [Machine]*

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 the following skills: History, Religion, Science, Tech [Psionic], Vehicle [Any]*

Scavenger: Rummaging through wreckage, or ruins. There’s something for anyone to use. Sometimes, you need to find just the right part to complete a new project, or to repair an old one. You know where to look, and how to find it. Most importantly, you know how to procure it too. *This package includes the following skills: Athletics, Cybernetics, Combat [Melee], Tech [Machine], Vehicle [Any]*

Scout: Being a scout doesn’t always have military applications. Maybe you were looking for resources? Or looking for ruins? Maybe you were scouting people for their next hit job opportunity. There’s a lot of applications for this background. *This package includes the following skills: Exosuit, History, Combat [Melee], Tech [Electronic], Vehicle [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 the following skills: Exosuit, Insight, Psionics, Combat [Any], Tech [Electronic]*

Smuggler: Not every planetary government likes certain things. But the people on that planet sure do. How did you get certain things where they shouldn’t be? That’s a trade secret. But, often times... the money just isn’t there, or the risk is too great. *This package includes the following skills: Language, Performance, Stealth, Tech [Malicious], Vehicle [Any]*

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 the following skills: Athletics, Exosuit, Security, Combat [Ranged], Tech [Advanced]*

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 it... *This package includes the following skills: Science, Security, Tech [Electronic], Tech [Machine], Vehicle [Any]*

Tinker: That's cool! Let's rip it apart to see how it works. And then, when we put it back together, there's... Spare parts? Aah! Let's add more to it! We can improve things without those extra bits! Before you know it, you've got an unholy amalgamation of something that looks cool, runs better, and is uniquely yours! *This package includes the following skills: Cybernetics, Drone, Combat [Any], Tech [Machine], Vehicle [Any]*

Transporter: Point A -> Point B. Big jobs, little jobs. Star ships, cars, boats. You've found some way to move what you need from one spot, to another, and documented it perfectly. After all, if you didn't. Someone might lose out on thousands of credits. *This package includes the following skills: Language, Language, Security, Tech [Electronic], Vehicle [Navigation]*

Worker: Miner, Wage Slave, Construction. You got shit done with the tools available to you. This defines you to some degree. Working out in the distant reaches of space means that you have to survive a hostile environment. *This package includes the following skills: Exosuit, Insight, Combat [Any], Tech [Biological], Vehicle [Any]*

Wrecker: There are, places. Places in the known sectors that need someone to go in and clean them. Through your time in these forgotten facilities, facilities the Authority have 'cleared' you tore everything down and burned unspeakable evidence. Unspeakable because you signed a lifelong contract to never speak of it. *This package includes the following skills: Athletics, Cybernetics, Psionics, Combat [Any], Tech [Advanced]*

Background Skill Package Reference Table	
Analyst	Combat [Any], History, Language, Science, Tech [Electronic]
Archaeologist	Drone, History, Science, Tech [Psionic], Vehicle [Land]
Bandit	Combat [Ranged], Athletics, Stealth, Tech [Malicious], Vehicle [Land]
Biotech	Cybernetics, Religion, Science, Tech [Biological], Vehicle [Any]
Clergy	Performance, Psionics, Religion, Tech [Biological], Vehicle [Any]
Colonist	Combat [Any], Exosuit, Language, Survival, Tech [Machine]
Conman	Combat [Unarmed], Insight, Performance, Tech [Biological]
Controller	Drone, Language, Security, Tech [Advanced], Vehicle [Space]
Courier	Combat [Melee], Athletics, Insight, Survival, Tech [Electronic]
Drifter	Combat [Gunnery], Combat [Melee], Insight, Stealth, Tech [Machine]
Entertainer	Combat [Any], Cybernetics, Performance, Religion, Tech [Electronic]
Farmer	Combat [Melee], Drone, Survival, Tech [Machine], Vehicle [Any]
First Responder	Religion, Security, Survival, Tech [Advanced], Vehicle [Land]
Fugitive	Combat [Any], Insight, Security, Performance, Tech [Biological]
Hermit	Combat [Any], Athletics, Stealth, Survival, Tech [Biological]
Outsider	Combat [Any], Performance, Stealth, Survival, Tech [Malicious]
Pilot	Drone, Language, Tech [Electronic], Vehicle [Aircraft], Vehicle [Space]
Politician	History, Language, Psionics, Tech [Psionic], Vehicle [Any]
Prospector	Combat [Any], Drone, Science, Survival, Tech [Machine]
Researcher	History, Religion, Science, Tech [Psionic], Vehicle [Any]
Scavenger	Combat [Melee], Athletics, Cybernetics, Tech [Machine], Vehicle [Any]
Scout	Combat [Melee], Exosuit, History, Tech [Electronic], Vehicle [Any]
Security crew	Combat [Any], Exosuit, Insight, Psionics, Tech [Electronic]
Smuggler	Language, Performance, Stealth, Tech [Malicious], Vehicle [Any]
Soldier	Combat [Ranged], Athletics, Exosuit, Security, Tech [Advanced]
Technician	Science, Security, Tech [Machine], Tech [Electronic], Vehicle [Any]
Tinker	Combat [Any], Cybernetics, Drone, Tech [Machine], Vehicle [Any]
Transporter	Language, Language, Security, Tech [Electronic], Vehicle [Navigation]
Worker	Combat [Any], Exosuit, Insight, Tech [Biological], Vehicle [Any]
Wrecker	Combat [Any], Athletics, Cybernetics, Psionics, Tech [Advanced]

The Known Races

The known Universe is home to three major factions boasting numerous races. You can say there are other races for home-brew purposes, but each Race complements the bread and butter of your character and helps define their beliefs. Every race has numerous considerations to your Attributes, Skills, Perks, and Abilities. If you're only interested in the mechanics, it's still recommended to read this quick summary of what they are here, and then only focus on the "Mechanics" section of each race.

There are 6 races to choose from, but 7 options due to the Solitons Sexual Dimorphism. The differences in sex for the other 5 races are mainly superficial for the purposes of this book. The races are Amalgamate, Avali, Human, Soliton, Terran, and Vaulters.

There is the race of **Amalgamates** who are a race with no home world. Amalgamates are bipedal, with two arms, and two legs with half digitigrade ankles. Each hand has 5 fingers and a thumb. They have a long, thin tail. Tails for the males can often touch the ground, where the females' tail are shorter. They have a cat-like face, muzzle and ears with the females having a slightly longer muzzle. Their cat-eyes eyes often glow a specific colour as a heavy contrast to their typically desaturated fur colour. Males are typically shorter by about 10-20cm (4-8in). Amalgamates are typically about 1.8 meters in height, or 6 feet. Mentally, Amalgamates have little empathy, viewing the lives of others as less important than their own. Amalgamates have little in the way of rituals, as their spirituality has been replaced by their desire to improve their bodies with cybernetics. Successful Amalgamates are often "chromed out" with high quality and expensive implants, items, and the skills to fully utilize them. Amalgamates often have a knack for fixing something.

The **Avali** are a race of feathered raptors from their home-moon, Avalon II. Avali are bipedal Avians with powerful digitigrade claws for feet. They have short arms with long and powerful gliding feathers from their shoulder to wrist, with the final feather taking the place of their 'pinky'. Avali have two large fingers and a thicker thumb. Avali have an almost triangular head with sharp teeth, fish-like eyes, and four rabbit like ears. The males are often more vibrant, with darker blacks, brighter whites, and stripes along their feathers. The females are typically a milky gray feather pattern with coal-like speckles across their main feathers and body. Avali are short, often never going above 1.2 Meters in height. (Approx 4ft.) Mentally, Avali do not understand the concept of "personal space." Avali travel in packs, often completely relying on those packs to the point where a death in the pack is considered a monumental event, requiring swift and immediate vengeance, or important mourning. Avali packs assist each other in everything. Cooking, cleaning, hunting, sleeping, and even getting dressed. Avali use dream-catchers to ward off angry spirits of fallen packs. Avali are slightly xenophobic, viewing other sapient species as "food" for their carnivorous diets, but many Avali are cautious to let this fun factoid slip.

Then, there's **Humans**. I'm pretty sure I don't need to elaborate what humans look like, but to describe them as thinner, and shorter to the humans of today. Many humans of Asian, African, Middle-Eastern, and east European descent have remained on Earth. For more information on Humans, check out the "Earth Cataclysm and Migration" section in the "Local Cluster of Stars." Humans generally follow more eastern religions, and have a slightly more arrogant view of the other races.

Solitons are a race of sexually dimorphic reptiles. The males can get as tall as 2.8 meters. (9 feet) and the females are about 1.8m (6 feet).

Male Solitons are known for their intense muscle mass. They are tall with a box-like snout and typically dark hair from the tops of their heads growing as far down as between their shoulder blades. They have thick scales covering the rest of their body. Males often have varying colours of green adorning their body. Solitons males have a shorter tail than the females, about half a meter long, starting very thick at the base before tapering off to a tip. Males have no horns, but the power behind their thicker thighs and biceps indicate that they could have one point been a workhorse creature.

Female Solitons are much shorter. About 1.8m tall. (6 feet) Female Solitons have a more rounded snout, with pointed teeth. Although the males bodies are built for strength, the females are built for agility and speed, with a sleek and slender body primarily consisting of striped red and black scales. Although most females do not have hair, some do in a somewhat mohawk pattern of bright red. Their tails are narrower, and longer than males and the most astonishing difference between the two is the presence of wings. Female Solitons typically have a 3 meter wide wingspan, with the wings becoming a second set of appendages from their shoulder-blades.

Both, males and females have 4 fingers and an opposable thumb. Soliton culture is a theocracy. Belief in their twin gods is paramount. Disbelief is heresy, and heresy is to be punished. That said, Soliton culture is also rooted in biological engineering. Unlike the human gods of today, the Soliton gods welcome the "pleasures of the flesh." Drug use, alternative sex activities, sadomasochism. Provided that it does not prevent your care for your body in time to allow you to continue your worship the next day, the Soliton gods, and their priests encourage it.

That brings up next to **Terrans**. Terrans are much like humans. Over the course of a few thousand years, Humans that had been separated from Earth on Terra. The grass was not greener on the other side. Numerous wars, eugenics, experiments. All to create the "Perfect Human" or the "Ultimate Terran." Many Terrans look at their past with disgust or disdain. Even more importantly the higher governing bodies of Terrans and their Trans-System Authority vow to do better than their ancestors. Although Terrans are effectively Human, there are some differences. Most notably, "genetic faults" as many Terrans call them have been 'bred out.' Nearsightedness, some forms of diabetes, Cystic Fibrosis... And some substantially more superficial features have been bred out of Terrans, alluding to a much darker past. Terrans have almost glowing blue eyes. They're taller than most average Humans of today, and Terrans are also built to be more muscular. Living as a Terran, it may be difficult to shake the past from today. Many Terrans view the TSA as a new upstart fascist body of governance. The

TSA's desire to ensure total control over not only Terrans, but Amalgamates, Solitons, and Vaulters too. As a result, many Terrans look for new ways to "rock the boat."

Finally, **Vaulters**. The Vaulters is another reason why many Terrans feel hidden anger toward the TSA. It is now well known that the TSA had a black-site on what would become the Vaulter's homeworld, Beta Hydrae II. On this dead planet, hidden away were numerous experiments that has been deemed illegal and "Malicious Technologies." Little is known what caused the facilities on the planet to fall apart. A rogue AI? A deadly virus? Many view as the Vaulters as appearing out of thin air, with their extremely genetically modified leader, "Kitrah." Since then Vaulters have tried to stake their claim in the 'Verse. Gaining equal rights, status within governing bodies, and in some cases, just trying to create art to sell and survive.

Vaulters are a race of insect-like creatures. They have large compound eyes, and thick mandibles that they can use to click for faster communication. Most if not all Vaulters have learned how to speak with their mandibles, albeit a bit slower than other races. This gives the appearance of them being "dumb" or "slow." They have strong exoskeletons and armoured bodies. Much like a spider, their joint movement is based largely on internal blood pressure. They have long arms with fingered appendages. Vaulters have three segmented fingers, and two segmented thumbs. They have a large long abdomen, and four mantis-like legs. Vaulters generally have difficult time understanding euphemisms, and dislike lying, regardless of if it benefits them or not. Vaulters prefer to utilize symbolism when trying to convey messages. Being a 'manufactured' race, many Vaulters have no culture of their own, as a result, the Solitons quickly moved in to teach them their religion resulting in a slew of new disciple and zealots. Amalgamates were eager to help them become better mechanics, workers, and inspiration for implants.

For a Vaulter though... The most puzzling and difficult race to deal with however are the Terrans. They simply ask, "What do you want to do with your life?"

Amalgamate

Playing an Amalgamate means that you're generally going to be playing a character that is emotionally cold toward characters they don't know. The people in your party though are more than that. They're your friends, your companions. When you're down, they're there for you, and as such, it's only fair for you to be there for them even when it puts your health at risk. Amalgamates often have difficulty choosing between risking themselves to get something, or deciding against gaining more material possessions, as they're typically an extremely materialistic race. That said, if it's clear that someone else owns it, most Amalgamates understand what's not theirs should not be taken.

Appearance:

Amalgamates typically have gray fur, but some are born with a lighter, almost silvery blue fur, a sandy colour, or even black fur. Amalgamates have numerous eye colours (Light Blue, Dark Blue, Aqua, Light Green, Yellow, Orange, Silver, Brown, Hazel) Ear shape (Rounded vs Pointed) Tail length, or a missing tail, and Cosmetic Prosthetic.

DM Note: Many Amalgamates prefer a prosthetic limb over a real one. Allowing a player a standard prosthetic has no real bearing on the character mechanically, and is just cool anyway.

Obviously, naming conventions are not in any way required by rules, but if you're looking for a name for your character, then this list below may help you. 🎲 Try one of these names if you're having difficulty. Verrin, Cael, Sorl, Nyxil, Thara, Brinn, Elzek, or Lume.

Static Perk:

Here from character creation? Amalgamate gain +2 HP per level. Amalgamate also gain +1 Strain per milestone. To start, the Amalgamate also gain +2 Intelligence, +2 Aptitude, if this increases the modifier for that attribute, increase the associated statistic too. Amalgamate also gains Young Amalgamate Implant Framework to start. Amalgamate also gain one Passive Ability, and one Racial Skill Package.

Racial Skill Packages

Fringe: Maybe you don't fit in? Members of your own race sometimes call you 'odd' or 'strange'. You have interests outside what most would consider normal. *Choose two untrained Skills, and level them to 0.*

Materialistic Collector: You acquire, not just hoard. What's unclaimed is yours for the taking, and the value you assign to it is what matters. *This package includes the following skills: Science, Combat[Melee], Vehicle[Any]*

Synthetic Unification: Where others see a machine, you find your canvas. You find creativity in precision, writing code and tinkering with new devices. *This package includes the following skills: Performance, Tech[Machine], Tech[Electronic].*

Utility Beyond All: Others possess tools. You are the- okay, wait, that doesn't sound good. Fine. What we're trying to say here is that the utilities you need is the extension of your body. *This package includes the following skills: Cybernetics, Combat[Any], Tech[Advanced].*

Flotilla Pilgrimage: You were born on the Flotilla, but you do not live there. The world is so strange to you, and it feels like you need to adapt, or perish. But the skills you've gained before now are more relevant than ever. *This package includes the following skills: Stealth, Cybernetics, Combat[Ranged].*

Passive Racial Abilities:

During Character Creation, you may choose one of these passive abilities. You can choose another on your Second Milestone.

Second Wind: At the end of every combat, you may Strain Heal once for free.

System Strain: Every time you gain 1 point to Maximum Strain after level 4, gain 2 instead.

Alert: You gain +3 to your Initiative. If the party is ambushed, you use a move-action before the enemy acts.

Mechanical Engineer: You no longer need Toolkits or Portable Labs to complete certain tasks that need them.

Reflexive Wetware: Your first implant activation at the start of combat is free.

Powerful: Choose an attribute. Gain +2 to that attribute. If this increases your modifier for that Attribute, increase the associated statistic too.

Resilient: Choose your Mental Save, your Physical save, or your Strain. Gain +2 to that statistic.

Avali

Playing an Avali typically means that you'll likely consider the party your "Pack." It also means that you would give your life to ensure that nobody else in the party comes to harm. Privacy and a personal bubble generally means very little to you when it comes to your Pack, but you'll generally see others outside the party, and outside your pack as lesser. You're aware of this instinct, and can choose to suppress it or embrace it. Avali religion believes that the spirits of packs lost to the ages will continue to persist in our world(s). Malicious spirits are to be feared and respected, while pleasant spirits do exist, and bring luck to the new Packs that inhabit this area. Dreamcatchers are often used to trap new malicious spirits, or ward off old angry spirits.

Appearance:

Avali males generally have two core feather variants. "Light", and "Reverse". The lighter male Avali have brightly coloured feathers with pastel stripes through their feathers. The reverse males have darker core feathers with much more vibrant stripes. The female Avali generally have dull, or muted feathers with numerous darker speckles. Some females have a stripe along their wingtips. Generally, body shape and type are extremely similar between males and females. Some Avali have pads on the top of their feet, or the back of their hand and forearm, though this is not a hard and fast rule. Some Avali have wide tailfeathers, or narrow ones. Avali eyes have a dark sclera, but a very bright Iris, which could be Blue, Gray, Yellow, Green, or Dark Brown. Avali generally style their crown-feathers between their left/right ears. The Crown Feathers could be well-kept, long behind the back, slick, a mo-hawk, tied, or just quills.

Obviously, naming conventions are not in any way required by rules, but if you're looking for a name for your character, then this list below may help you. 🗨️ For male names, Tivael, Aerun, Saevin, Olanis, Yureil. For female names, Aeyli, Lureya, Eivena, Kaelii, Oliara. Avali also have Pack Names (Much like a Last name.) some examples include ManyFeather, Hollowflight, SkyBound, DriftNest, EchoPeek, GlideTailor, WhisperFlock, and StormPerch.

Static Perk:

Here from character creation? Avali gain +1 HP per level. Avali also gain +1 Mental Save per milestone. To start, the Avali also gain +2 Dexterity, +2 Aptitude, if this increases the modifier for that attribute, increase the associated statistic too. Avali also gain Avali Microprocessor Framework, and Dreamcatcher to start. Avali also gain one Passive Ability, and one Racial Skill Package.

Racial Skill Packages

Fringe: Maybe you don't fit in? Members of your own race sometimes call you 'odd' or 'strange'. You have interests outside what most would consider normal. *Choose two untrained Skills, and level them to 0.*

Echos of the Packs: There are voices, unheard by others. You have a strange innate ability, and you truly believe you can commune with the spirits. Maybe you Possess the gift? Your pack supports your endeavours. *This package includes the following skills: Psionics, Religion, Combat[Unarmed].*

Fuel Farmer: Day in, Day out. Farming for fuel is a hard, gruelling job. But at the end of the day, when every star-ship is flying off, the comfort of your pack was the most welcoming thing in the 'verse. *This package includes the following skills: Exosuit, Tech[Machine], Vehicle[Any]*

Drone-Ops: You spent some time in an Illuminate Pack. Learning Drone Operations was a must, and with your fancy Avali Microprocessor, you picked up a few things from the little machines even if you sometimes slipped up and had to call your Packmates. *This package includes the following skills: Drone, Combat[Ranged], Tech[Electronic].*

Glider's Reach: You were born on a low gravity world. You remember how afraid you were when you looked down from the training tower. You don't hold that fear anymore, be it your own biological wings, or mechanical ones. *This package includes the following skills: Performance, Vehicle[Air], Vehicle[Space].*

Passive Racial Abilities:

During Character Creation, you may choose one of these passive abilities. You can choose another on your Second Milestone.

Flutter: The Avali no longer suffers fall damage. On Low Gravity planets, the Avali can fly up to 100 meters before needing to land. In Combat, this is reduced to 14 Meters, or 7 tiles.

Consumption: Provided there is one organic target killed in combat, the Avali gains +1 strain at the end of combat.

Pack Mentality: If the Avali is close (4 meters, or 2 tiles.) to a party member, they gain a +1 Bonus to all Skill Checks, Attack rolls, or Saving throws. This can stack with Assistance.

Distant Hearing: The Avali is able to hear as if he has the Sound Wave Triangulator implant, and can detect precise locations of most sounds such as gunshots and footsteps within a 30m or 15 tile radius.

Caustic Bite: The Avali adds 1D4 toxic damage to all Melee or unarmed attacks. The Bonus increases to 2D4 on Milestone 1, 2D6 on Milestone 2, and 3D8 on Milestone 3.

Powerful: Choose an attribute. Gain +2 to that attribute. If this increases your modifier for that Attribute, increase the associated Statistic too.

Resilient: Choose your Mental Save, your Physical save, or your Strain. Gain +2 to that statistic.

Human

Playing a Human doesn't mean you love your great leader. Many humans often see through bullshit, and aren't afraid to show it. Humans often have an "It's gotta get done" attitude, and are often a little xenophobic. Doesn't mean you are though. Humans have no issue integrating themselves into other cultures, and sharing cultures and beliefs. Learning from other races, and co-existing alongside them is often viewed as a positive experience. Humans celebrate other cultures and races.

Humans are often prone to the whims of their government. As a result, many humans are extremely distrustful of those who consider themselves "better than everyone else." Great Leaders are followed, but also viewed with disdain. Being a human means you want to create your stake in the galaxy.

Appearance:

Do I really- *Sigh*. Okay, okay. Not everyone has gone around the world. Humans have varying hair colors from blonde, to brown, to black. Male humans often have beards, but this is not a hard and fast rule, as many may prefer to style them. Humans can have blue, green, or brown eyes. Human skin tone can range from somewhat pale to a dark brown, with everything in-between. Some humans have tattoo's, or religious artifacts. Humans sometimes prefer to wear jewellery or piercings. Humans are often of Eurasian, Korean, Japanese, African, or middle-eastern descent.

Obviously, naming conventions are not in any way required by rules, but if you're looking for a name for your character, then this list below may help you. 🎲 For male names, Arman, Dawei, Faris, Lev, Hassan. For female names, Mina, Yueqin, Zahra, Irina, and Layla. Human Family names include Beketov, Haddad, Jinwei, Nasiri, Volkov, Zhang, Rahimi, and Chen

Static Perk:

Here from character creation? Human gain +2 HP per level. Humans also gain +1 Strain per milestone. To start, the Human also gain +2 Intelligence, +2 Dexterity, if this increases the modifier for that attribute, increase the associated statistic too. Human also gain Human Datapad, Personal Tent Kit to start. Human also gain one Passive Ability, and one Racial Skill Package.

Racial Skill Packages

Fringe: Maybe you don't fit in? Members of your own race sometimes call you 'odd' or 'strange'. You have interests outside what most would consider normal. *Choose two untrained Skills, and level them to 0.*

Old Earth Loyalist: You still believe the powers, the Alliance of Free Stars can unify all races. But every day those ideals get fractured more and more. Your time with this ideology taught you as much as the eventual deprogramming will. *This package includes the following skills: Science, Combat[Ranged], Tech[Psionic].*

Tech Prophet: You see what technology has done to the other races. The only way to stay on top is to keep pace. You've gotten the first few steps down. *This package includes the following skills: Cybernetics, Tech[Biological], Vehicle[Any].*

Ashwalker: Poisoned air, gas, ruined cities, and dishevelled rubble. A Space station with holes and a lack of atmosphere. You've seen it all, time, and time, and time again. You don't blink, you just react in time to pull your friend from calamity. *This package includes the following skills: Athletics, Survival, Combat[Any]*

Rising Sun: Born from wealth, destined to do great things. And, well... Now look where you are. A dusty, greasy bar with three other ne'er do wells. Well, at least your suit is cleaner than-... Them. *This package includes the following skills: Insight, Science, Tech[Any].*

Passive Racial Abilities:

During Character Creation, you may choose one of these passive abilities. You can choose another on your Second Milestone.

Oxygenation: Damaged dealt by radiation, lack of oxygen, or asphyxiation is reduced by 50%, rounding up.

Amalgamated: Installing an exotic Implant no longer cost Maximum Strain.

Cut-throat: Attacking an unaware enemy within melee range now deals triple damage, and cannot miss. This can only be done once per combat. Performing this action starts combat, and cannot be done again until that combat is resolved.

Low Profile: Cover now increases your AC by an additional 2.

Survivor: Your maximum Save values is now 12. Gain +1 physical and +1 mental saves.

Powerful: Choose an attribute. Gain +2 to that attribute. If this increases your modifier for that Attribute, increase the associated Statistic too.

Resilient: Choose your Mental Save, your Physical save, or your Strain. Gain +2 to that statistic.

Soliton (Female)

Playing a Soliton typically means you might have a knack for biological science. You might also have a few thoughts about other races not following your gods. Generally, for a Soliton, their gods are above all else. Though, those gods are benevolent, certain things must be done to maintain the balance of the 'Verse. Many people think those who follow the twin gods are subject to strict rule, but that is not the case. Solitons celebrate their biological science, and they often indulge in pleasures of the flesh. Even going as far as encouraging others to partake.

When it comes to the major differences between these two sexually dimorphic genders, Females are often more aggressive due to their carnivorous diet. Although females do sometimes eat plants, fruits and vegetables, their primary diet must consist of meat. The desire to hunt is strong in you. Will you take it? Will you consume your fallen enemies? The cycle of life must continue.

Appearance:

Female Soliton often have a rounded, raptor-like muzzle. The length is often variable. Female Soliton sometimes have black, long flowing hair on their head, often in the form of a mohawk. Their eye colours range from red, to orange, yellow, and even some pale variations to hot colours. Female Solitons often have darker stripes adorning their body. Soliton wingspan from the wings protruding from their back also have some variation.

Obviously, naming conventions are not in any way required by rules, but if you're looking for a name for your character, then this list below may help you. 🗨️ For female names, Saraphine, Lyriessa, Thalarael, Orymira, Vaeloria, Ishaneth, and Zalireth. For Family names. (You'll find the same ones under the Male Solitons too.) Ashwake, Cindervow, Tiderift, Scorchvale, Flarethorn, Brimcairn, Rimeflare, and Galesurge.

Static Perk:

Here from character creation? Soliton gain +1 HP per level. Soliton also gain +1 Damage Bonus per milestone. To start, the Soliton also gain +2 Dexterity, +2 Aptitude, if this increases the modifier for that attribute, increase the associated statistic too. Soliton also gains Ceremonial Wraps, One Religious Artifact (Soliton Statue, Soliton Fountain.) to start. Soliton also gain one Passive Ability, and one Racial Skill Package.

Racial Skill Packages

Fringe: Maybe you don't fit in? Members of your own race sometimes call you 'odd' or 'strange'. You have interests outside what most would consider normal. *Choose two untrained Skills, and level them to 0.*

Twin Flames: Instead of choosing one god, you chose both. A challenge, to worship both is to devote most of your life to their will, whichever that may be. You've got a few things under your belt from your past experiences. *This package includes the following skills: Psionics, Religion, Vehicle[Any].*

Fanatic's Wake: You were a religious zealot. You have no issue killing in the name of your gods, and you're more than willing to act on it again. But, something's not right. Maybe, it's wrong to indiscriminately kill in the name of the Gods. *This package includes the following skills: Athletics, Religion, Combat[Ranged].*

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 the following skills: Science, Tech[Biological] Vehicle[Any].*

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 the following skills: Insight, Religion, Tech[Biological].*

Passive Racial Abilities:

During Character Creation, you may choose one of these passive abilities. You can choose another on your Second Milestone.

Consumption: At the end of combat, gain +1 Strain provided there is at least one non-Avalon, organic target killed.

Wide Glide: The Soliton no longer suffers fall damage. On Standard Gravity planets, the Soliton can glide 4 meters (2 tiles) for every 2 meters of height they jump from.

Favourable Hunt: On the first turn of combat, the Soliton has two standard actions. At the second Milestone, this is increased to three.

Potent Bloodline: The effects of injected drugs is doubled. This includes the negative side effects.

Headshot: Attacking an unaware enemy with a ranged weapon now deals triple damage, and cannot miss. This can only be done once per combat. Performing this action starts combat, and cannot be done again until that combat is resolved.

Powerful: Choose an attribute. Gain +2 to that attribute. If this increases your modifier for that Attribute, increase the associated Statistic too.

Resilient: Choose your Mental Save, your Physical save, or your Strain. Gain +2 to that statistic.

Soliton (Male)

Playing a Soliton typically means you might have a knack for biological science. You might also have a few thoughts about other races not following your gods. Generally, for a Soliton, their gods are above all else. Though, those gods are benevolent, certain things must be done to maintain the balance of the 'Verse. Many people think those who follow the twin gods are subject to strict rule, but that is not the case. Solitons celebrate their biological science, and they often indulge in pleasures of the flesh. Even going as far as encouraging others to partake.

When it comes to the major differences between these two sexually dimorphic genders, Males are often considered slower, and sometimes 'dumber' due to their massive muscular demeanour. Males are often a bit slow to move, and careful due to their massive strength. Males have a purely herbivore diet, incapable of properly digesting meat of any kind, as such, their rations are often well prepared.

Appearance:

Male Solitons are big. Very big. They don't have wings, so there's no thought there. They have an almost box-like snout. Their eyes are often variations of green. Their bodies are also variations of deep green, with a lighter green pattern on their chest and inner thighs. Some male Solitons, but not all have dark stripes over their bodies.

Obviously, naming conventions are not in any way required by rules, but if you're looking for a name for your character, then this list below may help you. 🎲 For male names, Tanith, Zarakel, Korivanth, Tazimor, Varekion, Ashurien, Drethomar, or Xenadrael. For Family names. (You'll find the same ones under the Female Solitons too.) Ashwake, Cindervow, Tiderift, Scorchvale, Flarethorn, Brimcairn, Rimeflare, and Galesurge.

Here from character creation? Soliton gain +3 HP per level. Soliton also gain +1 Physical Save per milestone. To start, the Soliton also gain +2 Strength, +2 Fortitude, if this increases the modifier for that attribute, increase the associated statistic too. Soliton also gains Ceremonial Wraps, one Religious Artifact (Soliton Statue, Soliton Fountain.) to start. Soliton's also gain one Passive Ability, and one Racial Skill Package.

Racial Skill Packages

Fringe: Maybe you don't fit in? Members of your own race sometimes call you 'odd' or 'strange'. You have interests outside what most would consider normal. *Choose two untrained Skills, and level them to 0.*

Twin Flames: Instead of choosing one god, you chose both. A challenge, to worship both is to devote most of your life to their will, whichever that may be. You've got a few things under your belt from your past experiences. *This package includes the following skills: Psionics, Religion, Vehicle[Any].*

Fanatic's Wake: You were a religious zealot. You have no issue killing in the name of your gods, and you're more than willing to act on it again. But, something's not right. Maybe, it's wrong to indiscriminately kill in the name of the Gods. *This package includes the following skills: Athletics, Religion, Combat[Melee].*

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 the following skills: Athletics, Security, Combat[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 the following skills: Religion, Tech[Advanced], Vehicle[Any].*

Passive Racial Abilities:

Monk: Attacks that use Combat[Unarmed] for their attack rolls or damage is tripled. Your Strength is increased by 1. If this increases your modifier for that Attribute, increase the associated Statistic too.

Indomitable force: Short range attacks (4m, or 2 tiles.) after using all of your movement deal an additional 1D6 damage. This is increased to 3D6 at the second milestone.

Inner Focus: The Soliton gains +1 on all non-combat skills checks requiring Aptitude.

Toxic Genetics: All incoming Toxic Damage is reduced by 5. This is increased to 10 at the second Milestone.

Calm Demeanour: You gain +1 Language, +1 Religion, and +1 Insight.

Powerful: Choose an attribute. Gain +2 to that attribute. If this increases your modifier for that Attribute, increase the associated Statistic too.

Resilient: Choose your Mental Save, your Physical save, or your Strain. Gain +2 to that statistic.

Terran

Playing a Terran means you have a complex past. You are well aware of what your history has brought, and it disgusts you. It disgusts you even further to see the other races actively wanting to go down those paths. You may be better, stronger, and more capable than other races, but that does not mean you are right. Even if sometimes those races look up to you for guidance.

You are not your past, and you will seek to prevent others from going down that path.

Appearance:

Terrans are effectively human with a coat of paint. Terrans have varying hair colours, from blonde to dark brown. They often have blue eyes, but can also have green or brown eyes. Terrans often range from 1.6 meters, to 2 meters in height, with the females being slightly shorter. Terrans often have muted, or pale skin colours, but there are some brown skinned Terrans.

Obviously, naming conventions are not in any way required by rules, but if you're looking for a name for your character, then this list below may help you. 🎲 For male names, Jarek, Colven, Thayne, Rion, or Aedric. For female names, Kaelyn, vessara, Tarinne, Lysette, Ardena. Some last names might look like, Kaelstrom, Demeric, Varn, Rosvek, Halden, Trevane, Corthall, or Navesh.

Static Perk:

Here from character creation? Terran's gain +2 HP per level. Terran's also gain +1 Physical Save per milestone. To start, the Terran's also gain +2 Strength, +2 Fortitude, if this increases the modifier for that attribute, increase the associated statistic too. Terran's also gains 5 iCr to start. Terran's also gain one Passive Ability, and one Racial Skill Package.

Racial Skill Packages

Fringe: Maybe you don't fit in? Members of your own race sometimes call you 'odd' or 'strange'. You have interests outside what most would consider normal. *Choose two untrained Skills, and level them to 0.*

Prototype Blood: You are well aware of the eugenics it took to create you. But you don't let it define who you are. You use it instead, to your advantage, and the advantage of others. *This package includes the following skills: Athletics, Psionics, Combat[Gunnery].*

Controlling Crusader: You were a member of the TSA. You fought to maintain order, but now that time has passed. You did what you were told to do, now what? *This package includes the following skills: Language, Tech[Biological], Combat[Ranged].*

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 getting it done. *This package includes the following skills: Exosuit, Combat[Melee], Tech[Machine].*

Anarchist: Break it down! Rebel! Rebel! You've broken a few skulls, and you'll keep doing it until your teenage demands are met! You picked up a few skills along the way. *This package includes the following skills: Drone, Combat[Any], Vehicle[Any].*

Passive Racial Abilities:

Commissar: Your first attack against an unaware or trusting enemy (or ally) whilst using a single-handed ranged weapon now deals triple damage, and cannot miss.

Voice of Reason: Your Insight and Language Skills are now 4. They cannot be increased, or lowered.

Hyper Reactive Iris: The Terran can now see in low-light environments up to 20 meters without the need for special equipment.

Low Profile: Cover now increases your AC by an additional 2.

Critical: Your Critical hit chance is increased by 5% with ranged weapons. This means that rolling a 19 on a D20 to-hit now counts as a critical hit.

Powerful: Choose an attribute. Gain +2 to that attribute. If this increases your modifier for that Attribute, increase the associated Statistic too.

Resilient: Choose your Mental Save, your Physical save, or your Strain. Gain +2 to that statistic.

Vaulter

Playing a Vaulter is often playing a character that is full of wonder, and confusion. Vaulters often don't understand complex emotions or complicated technology. Vaulters are curious, often looking for ways to express themselves in a way that is acceptable to the other races. You've already got a strong handle, but things like lying, metaphors, and technology like Displacers and spaceships are so foreign to you, that it almost feels like magic. That is, until you learn how it all works. Hyper-fixation, diagrams, and complex manuals is your bread and butter. You *want* to learn. You know you can do anything. Getting there, and understanding how is the complicated part.

Appearance:

Vaulters are... Bug, people. Variations include the size of their compound eyes, the length of their mandibles, and the colour of their carapace. Their Carapace are often dark, but many vaulters paint it with tribal markings, or even recent art projects. What images represent you?

Obviously, naming conventions are not in any way required by rules, but if you're looking for a name for your character, then this list below may help you. 🟡 Xirz-Ven, Wekk'Tzol, Zaverek-9, Krell-Zix, Vorn'Ekish, Trivak-Xul, Skez-Vor, Zyn-Quill, Wraxil-7, or Xhor'Vitz.

Static Perk:

Here from character creation? Vaulter gain +3 HP per level. Vaulter also gain +1 Mental Save per milestone. To start, the Vaulter also gain +2 Fortitude, +2 Intelligence, if this increases the modifier for that attribute, increase the associated statistic too. Vaulter also gains Art Supply Package to start. Vaulter also gain one Passive Ability, and one Racial Skill Package.

Racial Skill Packages

Fringe: Maybe you don't fit in? Members of your own race sometimes call you 'odd' or 'strange'. You have interests outside what most would consider normal. *Choose two untrained Skills, and level them to 0.*

Mandible Clicker: Mastering communications took *effort*. You took time to learn complex language, and understanding of unique protocols. Culture, how to act... this is your new bread and butter. Wait, do bugs eat bread and butter? *This package includes the following skills: History, Insight, Language.*

Unborn Artisan: The other races grew their past with art, and you will grow yours the same way. In a world surrounded by your own brothers and sisters without culture, you built it for them, and you will continue to do so for your new brothers and sisters. *This package includes the following skills: Performance, Religion, Tech[Any].*

Beneath the Shell: People see you, and they think you're incapable. They don't understand that there's a calculating mind beneath that powerful, shaped exterior. *This package includes the following skills: Cybernetics, Psionics, Tech[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 the following skills: Cybernetics, Survival, Combat[Unarmed]*

Passive Racial Abilities:

Static Footing: The Vaultier can no longer be locked prone. If a combat action would normally move the Vaultier, pull, or push them, then the Vaultier ignores that movement. The Vaultier is *not* immune to Telekinetic attacks, however

Skitter: Gain +1 AC until the start of your next turn if you move 10 meters, or 5 tiles this turn.

Toxic Feedback: The first melee attack against you in combat, the Vaultier expels a toxic cloud, dealing 1D6 damage. At the Second Milestone, this is increased to 3D6.

Swarm Tactics: If the Vaultier is close (4 meters, or 2 tiles.) to a party member, they gain a +1 Bonus to all Skill Checks, Attack rolls, or Saving throws. This can stack with Assistance.

Unbreakable Shell: Should the Vaultier be reduced below 0HP, they still have their full action economy, and are not bleeding out. They are instantly killed at -50% HP. If the combat ends with the Vaultier between -50% to 0 HP, the Vaultier's HP is increased to 1 at the cost of 2 Strain. If the Vaultier has insufficient strain, they are instead put to a bleedout state where all of those rules apply.

Powerful: Choose an attribute. Gain +2 to that attribute. If this increases your modifier for that Attribute, increase the associated Statistic too.

Resilient: Choose your Mental Save, your Physical save, or your Strain. Gain +2 to that statistic.

Character Classes

Version 5 of the book has 5 different classes to be! Though, the party doesn't need one of each, nor should there be any restrictions on what classes are available. It's important to note the strengths and weaknesses of each class. The party should get together on Session 0 to try and mitigate some of the weaknesses, and make sure the DM is aware of the team's strengths.

The **Ace** is all about fudging the Dice with their Bennies. Their primary abilities are based on pure luck. As a character who is generally somewhat tough everywhere else, Aces excel in all Vehicle[] Skills and are best played by players who enjoy "over the top" characters or playing the "Party Face." Aces may not always get what they want, they have the ability to leap forward despite the circumstances and somehow, just barely get on top of things... All while looking good. Mostly.

Next up is the **Expert**, A challenging class to defeat. Experts excel in utilizing their training in unique ways. Experts don't have a "Class Currency," but they make up for it by having the highest in Core Skills. If you like rolling skill checks, utilizing drones, or poking your head out of the lab once in a while to remind the other members of the team that yes, 3+3 actually *does* in fact equal 6, this is you.

Fighters live for the combat portion of the game. Fighters have the highest combat skills, and by far the highest Damage Bonus. Utilizing Adrenaline, Fighters have multiple abilities to control the battlefield and come out on top. Remember, it's going to be a lop-sided slaughter unless you're outnumbered 3 to one. Then it's a fair fight. Maybe. A Fighter should know when the fight is gonna be too much.

Gotta have a Space Wizard. Can't have a tabletop without **Psion's**. Psion's utilize "The Gift," and with latent mental energies, are able to adjust the world around them in ways never before conceived. Psionic tech is relatively new in the Known Galaxy, so many Psions don't even know they have The Gift, and the ones who do aren't swayed by the numerous scams and trinkets in the planetary markets. You know though. You knew ever since you got your first Psionic Power and learned to use it to your advantage.

And finally, we can't forget **Wire-Heads**. Do you like Cyberpunk? Shadowrun? Your body could be so much better, so Chrome it out until you're more machine than man. Anything can be enhanced. *Anything*. Wire-heads start with an Implant framework, and don't lose Strain when they upgrade. Wireheads are fairly weak, but over time, they make up by spending money on their bodies, and increasing their Strain to new heights. Wireheads also specialize in Electronics and hacking skills.

DM Note: You should aim to have no more than 4 players at your table. This means that the party may have one or more weaknesses. Be sure to factor this in to your campaign designs, along with the party's strengths.

THE OMINOUS PLAYER NOTE: Seriously, work together on this. Avoid having multiples of one class unless you're sure your DM is okay with it. A team of 3 Psions and one Expert is going to be brutal unless the DM has something perfectly in mind for you all.

Ace

You're a freelancer! The top pilot! A self professed captain! 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! Okay, well, maybe 'Excel' is a strong word. You really feel lucky, and people seem to have a way with agreeing with you. Things just seem to... work out? Yeah. Everything will be all-right...

ROLE: Aces should take the role of a pilot, plotting navigation routes and becoming the 'party face'. When DM's role-play with the group, often, they're looking for the Ace to step up. Aces should manage the Team's treasury and starship, and furthermore, allocate resources at the table. (Obviously, however, it is not a requirement.) Aces should be 'mid-line' in combat, staying close to the team, and utilizing their Bennies to assist with rolls and attacks.

FOR CHARACTER CREATION:

The Ace starts with the following bonuses. Note that most of these are reflected in the Levelling table.

- Their Hit Die is 1D8.
- Aces can wear Medium Armour.
- Aces start with 2 Bennies.
- Aces start with a bonus 4HP. They gain an additional 3HP every level.
- Aces do not start with any bonuses to Strain, Physical, or Mental saves.
- Aces start with one Class Skill Package, the Mulligan Ability, and one other Ability.

Skill Packages:

Small Ship Captain: You've had to manage a small crew. No more than 5 including yourself in the past. Thanks to a unique, diverse crew, you've managed to pick up quite a few skills. *This package includes the following skills: Insight, History, Tech[Advanced], and Vehicle[Any]*

Dangerous Equipment Handler: Another name for a courier, for sure. What makes this one so special? Well... A lot of people want what you had to transport, and they were more than willing to kill for it. *This package includes the following skills: Athletics, Stealth, Combat[Melee], and Vehicle[Any]*

Showboat Ace: Not every vehicle is fresh off the lot. Antiques, specialized, or unique cars, planes, boats or starships. You not only had to maintain them, but you also had to drive them! *This package includes the following skills: Performance, Security, Tech[Machine], and Vehicle[Any]*

Party Face: This isn't your first group. It also won't be the last. You've been charismatic, negotiated deals, made sure your teammates don't land them in jobs that'll kill them. You know. You're the guy

everyone talks to when things need to get done. *This package includes the following skills: Language, Survival, Combat[Ranged], and Vehicle[Any]*

Ace Mechanics:

VEHICLE SKILLS: Aces can have their Vehicle Skills reach up to Lv7.

CHARISMA: Aces can level also level the 'Insight' and 'Language' skills up to Lv7, and may of their packages include one of these two skills.

BENNIES: Aces start with a handful of Bennies, which allow them to re-roll and fudge dice by breaking the rules.

MULLIGAN: All Aces start with the Mulligan Ability. At the cost of one Benny, the Ace may re-roll any roll with an additional 1D4, however, they must accept the second roll regardless if it is higher or lower.

CONTROL THE BATTLEFIELD: Aces gain Abilities that can alter their allies, and enemies combat rolls.

ROLEPLAYERS TAKE NOTE: Aces should be for players who like to role-play often. Get silly with it.

STRAIN REPLENISH: Aces can recover all of their Bennies during a short rest at the cost of one Strain.

Class Abilities:

Mulligan: All Aces start with this ability. 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: Spend one Benny. Add an additional 1D4 + your Intelligence Modifier to any skill check roll made by another character. You must be within 10 meters of the other character to render assistance.

Dumb Luck: If you fail a skill check, you may spend one Benny and add an additional 1D6 + your Fortitude modifier and attempt again.

Snap-Shot: During Combat, spend one Benny to perform a free attack with +1D4 to-hit. If your attack is a critical failure, you instead do not attack, nor do you suffer any critical failure consequences.

Dive-Roll: Spend one Benny. Add 1D4 + your Dexterity Modifier to your saving throw.

Guts: Spend one Benny to allow another character to Strain heal at any time, including mid-combat.

Lucky Star: *Reaction.* Spend one Benny to instantly critically hit the last enemy who dealt damage to you.

Plot Armour: Passive: Whenever a healing item that requires you to use a Hit-Die, use two instead. (Or 4 for two hit-die, etc, etc.)

Levelling Chart:

Your Class decides how you level. Aces gain +2 bennies for every milestone they achieve to improve their odds at die rolling.

Ace Levelling Chart							
Lv.	HP	Dmg Bonus	Bennies	Save Bonus	Strain	Skill Up	Special
1	+4	0	2	-		N/A	
2	+3		2	+1 Phys		+Core	Additional +1 to any Vehicle Skill
3	+3	+1	2		+1	+Any	
4	+3	+1	4	+1 Mtl		+Untrain	New Class Ability.
5	+3		4			+Core	
6	+3		4	+1 Phys	+1	+Any	Additional +2 to any Vehicle Skill
7	+3	+1	4	+1 Mtl		+Core	
8	+3	+1	6		+1	+Untrain	New Class Ability, new Racial ability.
9	+3		6			+Core	
10	+3		6	+1 Mtl		+Any	Additional +1 to any Vehicle Skill
11	+3	+1	6		+1	+Core	
12	+3	+1	8	+1 Phys		+Untrain	New Class Ability, +2 to any Attribute.
13	+3		8		+1	+Core	
14	+3	+1	8			+Any	Additional +2 to any Vehicle Skill
15	+3		8	+1 Mtl		+Core	
16	+3	+1	10		+1	3+Any	New Class Ability.

Skill increases are categorized by type.

+ANY means add 1 to any skill.

+Core means and can only add 1 to a core skill.

+Untrain means you gain a new skill at this level.

Add more skills based on what the Special field includes.

Expert

The everyman, the Expert. You have a slew of core and tech skills, and you're not afraid to use them. I mean, you're an expert. You should have a wide range of skills, and on top of that, you get two skill packages instead of one. When a skill is needed, you should be right there. Hacking, using machines, Exosuits and drones should also be your forte. Sure, you can pick up a gun, but when it comes to hot-wiring a security system, it's best left to the Expert while the team keeps overwatch.

ROLE: Experts should push to achieve a wide range of core skills, and they should be at the forefront to assist teammates when a skill check is needed. Experts should lean toward the back-line, behind Aces and Wireheads, but in front of Psions, who are the weakest class.

FOR CHARACTER CREATION:

The Expert starts with the following bonuses. Note that most of these are reflected in the Levelling table.

- Their Hit Die is 1D8.
- Experts can wear Medium Armour.
- Experts start with a bonus 5HP. They gain an additional 4HP every level.
- Experts do not start with any bonuses to Strain, Physical, or Mental saves.
- Experts start with one Class Skill Package, and two other Abilities.

Skill Packages:

Starship Technician: You've gone from ship to ship, flying in space over the years. Ships break down, and they always seem to do it when there's no help around but you. You have the skills to keep these complicated systems running, and then some. *This package includes the following skills: Drone, Exosuit, Science, Tech[Electronic], Tech[Machine], Vehicle[Navigation].*

Codebreaker: With how massive and expansive programming is now-a-days and the speed in how the electronics can execute that code, hacking is that much more challenging. You've found a way though. There's always a bug or something to exploit. *This package includes the following skills: Cybernetics, Insight, Language, Combat[Ranged], Tech[Advanced], Tech[Electronic].*

Scientist: Just because we're so far in the future, doesn't mean that science has stopped, or that it can discover itself, right? That's where you come in. Get out there, discover, learn! *This package includes the following skills: History, Science, Survival, Tech[Advanced], Tech[Biological], Vehicle[Any].*

Explorer: We only inhabit a tiny speck of the Milky Way Galaxy. A place so infinitesimally small that the universe wouldn't even notice if we just stopped existing. That means there's always something new to find, to explore. *This package includes the following skills: Athletics, Religion, Combat[Melee], Tech[Any], Vehicle[Land], Vehicle[Navigation].*

Expert Mechanics:

CORE SKILLS: Experts can have their Core Skills reach up to Lv7.

TECH SKILLS: Experts can hyper specialize, unlocking the ability to have two Tech skills go above 5 and reach up to Lv7.

MANAGE EQUIPMENT: Experts manage and maintain equipment in a campaign, and they gain abilities and skills for those equipment.

TREASURY: Experts should attempt to maintain a good feel for the team's treasury.

STRAIN REPLENISH: Experts can fully restore one drone or one exosuit provided they have a toolkit and one point of Strain.

Class Abilities:

EMPATHY: *Passive.* Gain a +4 on all opposing skill checks. *Passive.*

EVERYMAN: *Passive.* Your untrained skill checks no longer have a -1 penalty on skill checks.

TOTAL OVERWATCH: *Passive.* Your Overwatch actions now encompass a 360 degree area.

GIFTED: *Passive.* Choose a Psionic Discipline. Gain 6 Psi points, and the first two abilities in that discipline.

BUILT DIFFERENT: *Passive.* Your Exotic Implant no longer cost Maximum Strain to install.

CLOT: *Primary Action, 1 Strain.* Once per Combat, you can cure all negative status ailments from yourself, or one of your allies. If your patient is bleeding to death, they are immediately conscious and restored to 1HP. If you have restored someone in this way, both, you and your ally is considered a non-combatant. At the second Milestone, this limitation is increased to twice per Combat.

INSTRUCTOR: *Movement Action.* When assisting another character with a Skill Check., add a +4 to your bonus.

ENHANCED: *Free Action.* Once per day, Take a second turn from within an Exosuit, Boat, Aircraft, or land Vehicle. At the second Milestone, this limitation is increased to twice per day.

DEFILADE: *Movement Action.* Usable once per combat. You and nearby allies within 5 tiles (10 meters) are now Protected. Protected Characters deal +1D6 extra damage, and have their AC increased by 4. They are unable to be affected by explosives, or Toxic Shock. Protected lasts until the end of combat, or until the character moves.

DELTA TANGO: *Free Action.* Usable once per combat. Until the start of your next turn, you and your allies can move at double the speed.

Levelling Chart:

Your Class decides how you level. Experts make for great all-rounders who specialize in utilizing additional equipment to further their needs based on their skills.

Expert Levelling Chart							
Lv.	HP	Dmg Bonus	Meter	Save Bonus	Strain	Skill Up	Special
1	+5	0	N/A	-		N/A	
2	+4	+1		+1 Mtl		+Core	Gain a new skill.
3	+4			+1 Phys		+Any	Additional +1 to any Tech Skill
4	+4	+1			+1	+Core	New Class Ability.
5	+4					+Core	Additional +1 to any Core Skill
6	+4	+1		+1 Mtl		+Any	Additional +1 to any Tech Skill
7	+4					+Core	Gain a new skill.
8	+4	+1			+1	+Core	New Class Ability, new Racial ability.
9	+4			+1 Phys	+1	+Core	Additional +1 to any Combat Skill
10	+4					+Any	Additional +1 to any Tech Skill
11	+4					+Core	Gain a new skill.
12	+4	+1		+1 Mtl	+1	+Core	New Class Ability, +2 to any Attribute.
13	+4					+Core	Additional +1 to any Core Skill
14	+4					+Any	Additional +1 to any Tech Skill
15	+4			+1 Phys		+Core	Gain a new skill.
16	+4	+1				3+Any	New Class Ability.
Skill increases are categorized by type. +ANY means add 1 to any skill. +Core means and can only add 1 to a core skill. +Untrain means you gain a new skill at this level. Add more skills based on what the Special field includes.							

Fighter

Soldiers, Mercenaries, Warriors. You live for combat. The thrill of a do-or-die situation. You've got more guns than you do illegitimate love children. Your number one expense is the knives you carry around. Or... maybe a spear is more your jam? Those can be thrown. Even the Avali ones! Combat is your bread and butter. Though, the down-side of all of this is that maybe... everything else should be handled by someone else.

ROLE: Fighters should take front-line positions to take damage during combat. Their abilities are primarily for defeating groups of enemies relatively quickly in such a way that other players feel safer.

FOR CHARACTER CREATION:

The Fighter starts with the following bonuses. Note that most of these are reflected in the Levelling table.

- Their Hit Die is 1D10.
- Fighters can wear Medium Armour, quickly gaining the ability to wear Heavy Armour.
- Fighters start with 1 Adrenaline.
- Fighters start with a bonus 6HP. They gain an additional 5HP every level.
- Fighters start with a Damage Bonus of 1.
- Fighters start with a +1 bonus to Physical, and Mental saves.
- Fighters start with one Class Skill Package, and two Class Abilities.

Skill Packages:

Shock and Awe: Get to the front line, trooper. You didn't expect to live, but you still came out on top. Against all odds, at the very front of the line, time and time again, you were expected to die. Yet, you prevailed. *This package includes the following skills: Religion, Security, Combat[Any].*

Pit Brawler: Get in there. Use your fists. Someone might have a knife, so take that. You were in the forefront of illegal fighting. People bet on you, missing teeth, bruises, scars. *This package includes the following skills: Athletics, Combat[Melee], Combat[Unarmed].*

Veteran Mercenary: Money? Money. This is the kind of work that pays handsomely. But, work lately hasn't been paying well. Time to find a new group of people to roll with. Maybe these other guys can keep the cash flowing? *This package includes the following skills: Insight, Combat[Gunnery], Combat[Ranged].*

Commando: Get down there! Get in the Dirt! You worked for the best of the best, and as such, you were paid well. But as time went on, the work wore you down. You got out. What will you do as a civilian? Probably what you know. *This package includes the following skills: Survival, Combat[Ranged], Vehicle[Any].*

Fighter Mechanics:

COMBAT SKILLS: Fighters can have their Combat Skills reach up to Lv7.

ADRENALINE: Fighters start with 1 point of Adrenaline, and every second level (2, 4, 6, 8, 10, 12, 14, and 16.) they gain an additional point of Adrenaline. Adrenaline is restored via Strain Healing, or an extended rest.

TOTAL OVERWATCH: *Major Action.* The Fighter has a 360 degree view when performing an Overwatch Action.

CALLED SHOTS: *Major Action.* Fighters can call shots with a reduction of the Fighter's accuracy. At a -2 to hit their target, Fighters can call an arm-shot to reduce the enemies accuracy by 10 on a successful hit. At a -2 to hit, Fighters can call a leg-shot to remove their move action. (Though, they can still move instead of attack.) Both of these attacks still do the normal amount of damage. At a -4 to hit, Fighters can call a head shot for double damage on hit. Called Shots do not cost Adrenaline.

STRAIN REPLENISH: Fighters can recover all of their adrenaline during a short rest at the cost of one Strain.

Class Abilities:

COMBAT LUCK: *Cost 1 Adrenaline. Reaction.* If the Fighter is attacked, and hit, the Fighter can negate all incoming damage for that one successful attack.

WALK FIRE: *Cost 1 Adrenaline. Major Action. Requires a firearm.* For their attack, the Fighter moves 2 meters (1 tile) and attacks with no accuracy penalties. Cover, poison, and any other environmental effects that negatively affect the Fighter's attack roll are ignored.

CROSS-CUT: *Cost 1 Adrenaline. Major Action. Requires a melee weapon.* Attack once with your melee weapon with a +2 to hit and roll damage twice if hit. Add both damage rolls together.

DOUBLE ASSAULT: *Cost 1 Adrenaline. Major Action. Requires a melee weapon and a firearm.* Assuming the Fighter is in range to use both of their weapons, The fighter may attack with a melee

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weapon, and then a ranged weapon with no range penalties. This can be done even if both weapons are two-handed.

BOMBARD: *Cost 1 Adrenaline. Major Action. Requires a thrown weapon.* You can throw a grenade triple the distance with a guaranteed successful hit.

IN THE ZONE: *Cost 1 Adrenaline. Free Action.* After the fighter kills an enemy, they may take a free action to restore all of their actions, and take their turn again.

GET SOME: *Cost 1 Adrenaline. Free Action.* The fighter shouts a chant. Until the start of their next turn, the Fighter doubles their crit-chance and the crit-chance of all allies within range. (IE: On a natural 19 or natural 20, deal critical damage.)

CRASH: *Cost 1 Adrenaline. Major Action.* The Fighter needs to have a shield equipped. After the fighter moves up to 24 meters, or 12 tiles, they gain a free attack with additional damage based on how far they charged toward the enemy. At Milestone 0, it's 1 point of damage per tile, +1D4 for a light shield, +1D6 for a medium shield, or +1D8 for a heavy shield. Per milestone, add another die for damage. (IE A Lv. 6 fighter with a Combat Barrier who ran 6 tiles deals 6+2D6 damage. A Lv 13 Fighter who ran 10 tiles with a Riot Buckler deals 10+4D4 damage.)

COMBINED ARMS: *Cost 1 Adrenaline. Reaction.* If an ally performs a successful attack, and the Fighter has line of sight with both, their ally and their target, the fighter can use a reaction to perform an attack with +2 to hit.

SPEED-LOADER: *Passive:* Using your full Movement action (6 tiles, or 12m) automatically reloads your weapon if it is empty. If Reloading is not a mechanic used in your game, you instead gain a +1 to hit your targets.

Fighter Levelling Chart:

Your Class decides how you level. The Fighter gets more Damage Bonus than other classes, and they're able to wear heavier armour than the other classes.

Fighter Levelling Chart							
Lv.	HP	Dmg Bonus	Adrenaline	Save Bonus	Strain	Skill Up	Special
1	+6	+1	1	+1 Phys		N/A	
2	+5	+1	2			+Core	
3	+5		2		+1	+Any	Additional +2 to any Combat Skill
4	+5	+1	3	+1 Phys		+Untrain	New Class Ability.
5	+5	+1	3		+1	+Core	Can wear Heavy Armour
6	+5		4			+Any	
7	+5	+1	4	+1 Phys	+1	+Core	Additional +1 to any Combat Skill
8	+5	+1	5	+1 Mtl		+Untrain	New Class Ability, new Racial ability.
9	+5		5		+1	+Core	
10	+5	+1	6			+Any	
11	+5	+1	6	+1 Phys		+Core	Additional +2 to any Combat Skill
12	+5	+1	7		+1	+Untrain	New Class Ability, +2 to any Attribute.
13	+5		7			+Core	
14	+5	+1	8	+1 Mtl	+1	+Any	
15	+5	+1	8	+1 Phys		+Core	Additional +1 to any Combat Skill
16	+5	+1	9	+1 Phys		3+Any	New Class Ability.
Skill increases are categorized by type. +ANY means add 1 to any skill. +Core means and can only add 1 to a core skill. +Untrain means you gain a new skill at this level. Add more skills based on what the Special field includes.							

Psion

Psions are people who have found out they “possess the gift.” What is The Gift exactly? The Gift is psionic powers. Psions often begin their training in one of the many disciplines, earning more abilities as they become stronger. Though, Psions can only do so much before their minds wear down and become more and more frail. Psions generally prefer comfort over much else, meditation, and maintaining their inner harmony. Psions with mental health issues often suffer greatly.

ROLE: Psionics are considered the “space wizards” of the setting. The Glass Cannon, if you will. Psionics should be looking for unique solutions to unique problems. Psionics should shine both inside, and outside of combat. Psionic abilities are generally pointed to do unique things that can be applied in strange situations, along with combat applications.

FOR CHARACTER CREATION:

The Psion starts with the following bonuses. Note that most of these are reflected in the Levelling table.

- Their Hit Die is 1D6.
- Psions can wear Light Armour
- Psions start with 5 Psi Points.
- Psions choose a Primary Discipline, they gain the first ability from that discipline. Psionic abilities from this Discipline are 1 psi point cheaper.
- Psions choose a Secondary Discipline, they gain the first ability from that discipline.
- Psions choose a Tertiary Discipline.
- Psions start with a bonus 2HP. They gain an additional 3HP every level.
- Psions start with a Damage Bonus of 0.
- Psions start with a +1 bonus to Mental saves.
- Psions start with one Class Skill Package.

Skill Packages:

Psionic Initiate: You’re relatively fresh to learning about Psionics. Though, your time at the academy for Psionic Powers was far more punctuated by alcoholic drinks and silly escapades than actual Psionic Powers. *This package includes the following skills: Psionics, History, Vehicle[Any].*

Psionic Conduit: You’ve spent years learning your powers on your own. Okay, maybe with a little bit of help, but those sources of training came from some low and dangerous places. With your previous master no longer available, you feel you have the ability to become so much more. *This package includes the following skills: Psionics, Athletics, Combat[Ranged].*

Psionic Healer: The science behind medicine could be improved so much more. As someone who studied in the medical field, obtaining your powers meant that could improve the quality of life of your patients. *This package includes the following skills: Psionics, Language, Tech[Biological].*

Psionic Researcher: Psionics aren't fully understood yet. That's why it needs to be studied. Energies quantified, mists and energies understood. What are we, and what are we doing with these powers? *This package includes the following skills: Psionics, Science, Tech[Psionic].*

Psion Mechanics:

PSI POINTS: Psions start with 3 Psi points, and gain 2 points every level. They use Psi points for all of their abilities.

PSIONIC TORCHING: Psionics with no Psi points can spend three times the cost in HP.

MULTIPLE DISCIPLINES: Psionics start with three disciplines, and the first ability from their primary and secondary discipline. Each Level allows them to gain a new (the next) ability from one of these three disciplines.

BATTLEFIELD CONTROL: Many Psionic abilities allow the Psion to control how enemies interact with the battlefield.

THINKING OUTSIDE THE BOX: Many Psionic abilities are often "out there" or rather strange. Try and think of unique solutions to problems.

COMBO-MAGIC: Many Psionic abilities can be combined with other actions for a unique ability. Talk to your DM.

Class Abilities:

All of the Psion's abilities can be found in the Psionics Section of this book.

Psionics choose three major disciplines. A Primary, a Secondary, and a Tertiary. Every ability in the Primary discipline's cost is reduced by 1 Psi Point. The psionic starts with the first ability in their primary and secondary disciplines.

Psionic Levelling Chart:

Your Class decides how you level. Psions gain a lot of Psi Points that they can spend on their abilities, but not much. Every level up, Psionics choose one of their psionic disciplines to gain a new ability in.

Psion Levelling Chart							
Lv.	HP	Dmg Bonus	Psi Points	Save Bonus	Strain	Skill Up	Special
1	+2	0	5	+1 Mtl		N/A	
2	+3		7			+Core	
3	+3		9			+Any	+1 to Psionics Skill
4	+3	+1	11	+1 Mtl	+1	+Untrain	
5	+3		13			+Core	+1 to Tech[Psionics]
6	+3		15	+1 Mtl		+Any	
7	+3		17	+1 Phys		+Core	
8	+3	+1	19		+1	+Untrain	New Racial Ability.
9	+3		21			+Core	Can wear Medium Armour
10	+3		23			+Any	+1 to Psionics Skill
11	+3		25	+1 Mtl		+Core	+1 to Tech[Psionics]
12	+3	+1	27		+1	+Untrain	+2 to any Attribute.
13	+3		29			+Core	
14	+3		31	+1 Phys		+Any	
15	+3		33	+1 Mtl	+1	+Core	+1 to Tech[Psionics]
16	+3	+1	35	+1 Mtl		3+Any	
Skill increases are categorized by type. +ANY means add 1 to any skill. +Core means and can only add 1 to a core skill. +Untrain means you gain a new skill at this level. Add more skills based on what the Special field includes.							

Wire-Head

Wireheads are characters that truly believe the next step of evolution is the machine. While other characters can utilize Exosuits, Adrenaline, Bennies, Psionics, you take a purely materialistic method to self improvement. Your body is weak, but steel is strong. You will utilize your body's strain, and your implant's energy to excel. Are you more machine, or are you more man? The latter sickens you. Chrome out your body. Become stronger than the other four classes with technology.

ROLE: Wireheads want to “Chrome out” their bodies. Wireheads should always be looking for the best Implants, but they also need to be aware that their body is somewhat fragile. Wireheads can take a beating, and quickly bounce back with 5 minutes of TLC, but they encompass the idea of a ‘Glass Cannon’ when they start spending their Energy. Furthermore, when they Strain Heal, they regain Energy.

FOR CHARACTER CREATION:

The Wirehead starts with the following bonuses. Note that most of these are reflected in the Levelling table.

- Their Hit Die is 1D6.
- Wireheads can wear Light Armour, and will gain the ability to wear Medium Armour later.
- Wireheads start with a bonus 1HP. They gain an additional 4HP every level.
- Wireheads start with a Damage Bonus of 0.
- Wireheads start with a +2 bonus to Maximum Strain.
- Wireheads start with one Class Skill Package, and two Class Abilities.

Skill Packages:

Implant Ripper: You're familiar with installing them, but you're much more familiar with removing them. Although you have a better understanding of the scalpel, you also have an innate ability to “find” donors. *This package includes the following skills: Cybernetics, Combat[Ranged], Tech[Biological], Vehicle[Land].*

Netrunner: Keep a gruff voice when you say “I’m in.” This is how it’s done. You know your way through electrical systems, though, you haven’t neglected other areas. *This package includes the following skills: Insight, Combat[Gunnery], Tech[Electronic], Vehicle[Any]*

Synthetic Engineer: You’ve managed to avoid most of the challenges a life of crime can throw at you. Instead, you’ve focused far more on your craft than anything else. *This package includes the following skills: Cybernetics, Drone, Tech[Any], Vehicle[Navigation]*

Enhanced Rogue: You've got in a handful more fights than others. You've also had the need to get out of those fights. Hit and run, as it were, is your main tactic. *This package includes the following skills: Stealth, Combat[Melee], Tech[Machine], Vehicle[Land].*

Wirehead Mechanics:

SYSTEM STRAIN: Wireheads now gain substantial amounts of Strain through levelling, and can use that Strain to regain energy when needed. When a Wirehead reaches a Milestone, their next implant does not cost Maximum Strain to install.

IMPLANT FRAMEWORK: Wireheads, unless they are an Amalgamate start with a Simple Framework. An Avali may choose to keep their Nexus Implant for the purposes of Roleplay. All Wireheads start with one Advanced Prosthetic of their choice.

RIPPERDOC DISCOUNT: Implant Rippers generally find your body more favourable to work with. Wireheads get a 25% discount on all Implant installations, and recover at double the speed.

MULTIPLE EXOTIC IMPLANTS: Provided that it makes sense to do so, Wireheads can have more than one Exotic or Advanced Prosthetic Implant. Incompatible implants are still prohibited. (IE: Spiderling Legs and Legboosters.)

STRAIN REPLENISH: Wireheads can recover all of their energy during a short rest at the cost of one Strain.

LATE BLOOMER: Wireheads are fairly weak to start, but they eventually get far more powerful.



Class Abilities:

HEARTRATE GENERATOR: *Major Action.* If you do not have enough energy to use implants, you may use three times the cost on HP instead.

KINETIC BURST: *Movement Action, 1 Implant Energy.* The Wirehead Spends 1 Implant Energy to move an additional 2 tiles, or 4 meters. This is without the use of the Legbooster Implant, but it can stack with the Legbooster.

CHROME STRENGTH: *Passive.* If you are not wearing Armour, the amount of Implants you have installed +4 is your new AC value. Your Framework does not count.

AI THREAT ASSESSMENT: *Passive.* The closest enemy suffers -2 to hit against you. If two or more enemies are of equal distance from you, the first one to attack suffers -2.

TRIANGULATE: *Free Action, 1 Implant Energy.* Choose an ally with implants, or a drone that can see your target. Mark that target with +4 to hit for all allies until that target breaks line of sight with one of you.

PERFECT FORM: *Passive.* For every Advanced Prosthetic you have installed, gain +4 Maximum Energy, and +8 Maximum HP.

SECOND CHANCE: *Reaction, passive.* In Combat, if you sustain a hit, you may immediately expend one point of Strain to recover 4 * (Milestone + 1) HP. You are now immune to Toxic Shock.

DISTRIBUTED DENIAL: *Free Action, 1 Implant Energy.* Take an Action to stun a purely robotic enemy for one turn, or force a Cybernetic Target to lose 2 energy. The target must be within 20 meters, or 10 tiles. This attack cost 1 Implant Energy.

Wirehead Levelling Chart:

Your Class decides how you level. Although Wireheads start weak, Wireheads can grow to become extremely powerful with with implants and an extreme Maximum Strain.

Wirehead Levelling Chart							
Lv.	HP	Dmg Bonus	Meter	Save Bonus	Strain	Skill Up	Special
1	+1	0	N/A	-	+2	N/A	
2	+4				+1	+Core	
3	+4			+1 Mtl		+Any	
4	+4	+1		+1 Phys	+1	+Untrain	New Class Ability.
5	+4				+1	+Core	Can wear Medium Armour
6	+4					+Any	
7	+4	+1		+1 Phys	+1	+Core	
8	+4				+1	+Untrain	New Class Ability, New Racial Ability
9	+4	+1		+1 Mtl		+Core	
10	+4			+1 Phys	+1	+Any	
11	+4					+Core	
12	+4	+1			+1	+Untrain	New Class Ability, +2 to any Attribute.
13	+4				+1	+Core	
14	+4					+Any	
15	+4	+1		+1 Phys	+1	+Core	Can Wear Heavy Armour
16	+4	+1		+1 Mtl	+1	3+Any	New Class Ability.
Skill increases are categorized by type. +ANY means add 1 to any skill. +Core means and can only add 1 to a core skill. +Untrain means you gain a new skill at this level. Add more skills based on what the Special field includes.							

Equipment

First thing's first... **Cash.** I have it, you want it, and every race has their own cash. Thankfully, the big 'head honcho' of all cash is the Interstar Credit. Unlike traditional Sci-fi, the Credit is worth a lot... Like, a lot a lot. A grocery order for a family of four for an entire month is generally worth a single credit, often with some left over.

Cash Conversion Table

1 iCr = 500 Au

1 iCr = 300 G'

1 iCr = 100 Ssh

1 iCr = 15000 ¥

DM Note: This section is relatively confusing on purpose, as it is meant to highlight the differences between the races and how they are fighting for more control against the Interstar Credit. Some Tables may prefer to do away with this section, and automatically convert everything into iCr. If you need help for conversion, check the Dungeon Master Tables section of this book.

Interstar Credits (iCr): Interstar Credits is the currency often used by ship captains, and they're often used for larger purchases. Interstar Credits are stored in a large card that is generally 6 millimetres thick, and as wide as an index card. (7 x 12 cm) There is a small screen on the top of card, which displays the value of the card itself. The Interstar Credit is also built to be tamper-proof, and if it has been tampered, the screen will turn red instead of blue.

Avalon Auric (Au): Due to the fact that the Avali have not fully integrated into the TSA, Auric is a common mainstay currency coreward. There are some places where Credits are refused in favour 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 500 Auric. Auric come in denominations as low as 1 and as high as 1000. 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 300 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 100 Shards. Shards range from 1/2 crystals up to 50 SSh crystals. A meal on Source will typically cost you about 6 shards.

Human Yuan (¥): The symbol can be created on a computer by holding ALT, and pressing 157 on your number pad. Human Yuan (pronounced ‘Wohn’) 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 15000 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 10000. A meal in Sol will typically run you 150 Yuan.

Next up, we have Power Cells. There are three types of Power cells, with the most important being the Type C. Power cells typically hold a charge that can last days when not overused and abused. For the sake of game-play, it’s much heavily implied that they cannot be recharged. Once a Power Cell is used, it’s done for.

Type A: These cells are capable of holding a 90 Wh charge. They are roughly the size of 9-volt battery from today. This is about 4.8x2.5x17.5 cm. They’re fairly light, and often power smaller devices for weeks or months at a time.

Type B: These cells are capable of holding roughly around 1KWh of power. Bear in mind, it’s worth noting that devices that need these power cells are often very powerful, and will need this amount of power. These cells range from a few minutes of charge for Displacers, to months of charge for basic scientific equipment. They’re roughly the size of a modern day Hard Disk Drive, so... 14.5x10x2.5 cm large

Type C: These cells are for the heaviest of equipment. Advanced Displacers, laser weapons, and small devices that take enormous amounts of power. These cells were originally based on the power cell that Kaneda carried for his weapon in the anime “Akira”. They often come with a bag that can be slung over the shoulder. They are roughly 43x30x6cm large, and can carry a 25KWh charge. Though, the power requirements are so massive, Type C power cells do not have a long lifespan when in use. Type C power cells often come with a 1 meter long cable that can run from the battery, to whichever device needs it.

Provisions

Each race has a set of items that are unique to them. These items might have some interesting uses, or they might be junk. Who knows?

Provisional items table		
Name	About	Cost
Amalgamate Music Box	Plays music at a low volume	0.01 iCr
Amalgamate Toolkit	Allows complex repairs. +2 to some Tech Skills.	0.15 iCr
Avali Bonsai	Decorative. Glows.	0.01 iCr
Avali Dreamcatcher	Religious artifact.	0.05 iCr
Binoculars	Allows the user to see considerable distances. Has Rangefinder.	0.01 iCr

Chemical Light	Glowes when broken. Lasts 12 hours. Package of 25.	0.01 iCr
Climbing Equipment	Allows the user to safely climb steep terrain or scale buildings	0.16 iCr
Human Datapad	Think, ‘Sci-fi Laptop’ with no internet.	0.20 iCr
Modular Tent Kit	Allows for more comfort during rests.	0.85 iCr
Navigation Kit	Allows +1 on Vehicle Navigation and exploration-related skill checks on planets.	0.45 iCr
Personal Tent Kit	Lighter tent for more comfort during rests. Fits one person.	0.25 iCr
Portable Lab	Adds +1 to scientific skill checks.	1.20 iCr
Power Cell Type A	A very small Power Cell	0.01 iCr
Power Cell Type B	A standard sized power cell.	0.10 iCr
Power Cell Type C	A large Power Cell	0.75 iCr
Ration packet	A meal! Tailored perfectly for you!	0.08 iCr
Rebreather	A device that filters oxygen from toxic atmospheres.	0.25 iCr
Rope	20 meters. Use it for survival, decoration, storage or kink.	0.05 iCr
Solar Charging Kit	Recharges large power cells.	1.50 iCr
Soliton Fountain	Religious artifact. Has a built in water pump.	0.03 iCr
Soliton Statue	Religious artifact.	0.02 iCr
Survey Scanner	Built for geology improves some skill checks.	0.95 iCr
Terran Lamp	Small light.	0.03 iCr
Thermal Flare	An emergency flare. Package of 10.	0.02 iCr
Toolkit	Allows complex repairs. +1 to some Tech Skills.	0.05 iCr
Vaulter Canvas	Organic art material.	0.03 iCr

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. Some models have motion detection, night vision, rangefinder, or thermal vision.

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 and 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.

Combat Provisions

Unlike regular provisions, Combat Provisions are for use during... Y’know. Combat. In the event you need to heal, use something under pressure, reload a gun... Items in this category are partially for gameplay, but they could save you and your party’s lives under pressure.

Provisional items table		
Name	About	Cost
Slap Patch	A small patch for a minor injury.	0.07 iCr
First Aid Kit	A small First Aid Kit for home injuries	0.26 iCr
EFAK	An Emergency First Aid Kit used by soldiers.	0.39 iCr
Biofoam Injector	A small gun that “glues” major lacerations closed.	0.68 iCr
Trauma Kit	An emergency kit to stabilize dying characters	0.87 iCr
Antidote	An Antidote to prevent Toxic Shock	0.20 iCr
Endo-Steel Patch	A patch to quickly repair Integrity	0.34 iCr
Repair Kit	A kit for extensive repairs to vehicles, exosuits, and drones.	0.48 iCr
Weapons Magazine	Allows weapons with a magazine to be reloaded.	0.02 iCr

Most of these are fairly simple.

Slap Patch: A sterile patch in a package. Pull off the paper, slap it on an open wound, and away you go! The Slap Patch can only be used once in

combat. It doesn’t take Strain, but it should take a lot of stress off your shoulders. A Slap-Patch heals 1D6 Plus a number of hit-die equal to your Milestone.

First Aid Kit: A small first aid kit, complete with gauze, gloves, tape, and a few small tools to help with lacerations, burns, or severe bruising. Allows the full healing value of a Strain Heal, plus the user's Tech[Biological] with an Intelligence Bias skill check.

EFAK: A much more extensive first aid kit that includes more for severe bleeding, splints for broken bones, and even some medicines for easily preventable diseases. For the price of one Strain from the patient, the user can heal the full value of a skill check, (Tech[Biological] with an Intelligence Bias) and perform Strain Healing twice.

Biofoam Injector: This device is filled with a foaming agent, along with antimicrobial agents that are best chosen with a steady hand, and a quick application. Add your Tech[Biological] and Intelligence modifier to 2D8, and heal the full value. At the cost of 1 System strain, the patient can additionally perform one strain heal.

Trauma Kit: Although somewhat lighter than the First Aid Kit, the Trauma Kit contains everything

needed to stabilize someone who is dying. This can be used in combat. Using a Trauma Kit brings a character who is bleeding out back to 1HP.

Antidote: This is an Injector that can be used to prevent Toxic Shock. It can only be used as a reaction, or be used outside of combat to prevent some bacterial infections.

Endo-Steel Patch: An emergency patch to quickly restore 1D10 plus the Character's appropriate Tech skill worth of integrity.

Repair Kit: A small kit with emergency repair tools for most vehicles and machines. Roll 4D6 plus your Intelligence modifier. Add the appropriate Tech Skill and repair a drone, Exosuit, or Vehicle.

Weapons Magazine: Carbon Blocks, Submachine gun magazine, Spare bolts and a Coil cases. It's implied that you have the correct magazine for whatever weapon you have. For gameplay reasons, players can share weapons magazines.

Drugs and Substances

The Solitons most certainly like a lot of their substances. Illicit, and even legal drugs all have a place, but many are addictive, and if used more than once per day, this can often infer "bad stuff."

For each Addictive Drug on this table, the user must pass a physical saving throw. These saves are permanent, and once the character has 3 fails, the Withdrawal is permanent unless the Character takes the drug once every 12 hours.

In order to remove Withdrawal, the Character must be admitted to a hospital. It is worth nothing, that most hospitals in the Verse is operated by the planetary government, which may or may not be aligned with factions such as the Authority or Illuminate. If the hospital is outside of the primary Sectors and home-worlds, there may be a 5iCr cost for game-play purposes.

Drugs table			
Name	Known for...	Race	Cost
Alcohol	Improves Language and Insight with other drinkers.	Human/ Terran	0.03 iCr
Ashwind	Increases movement by 4 meters.	Soliton	0.6 iCr
Candle-Lung	Heals over time.	Soliton	0.4 iCr
Cardamine	Improves Aptitude.	Human/ Terran	0.5 iCr
Cocaine	Improves Dexterity.	Human/ Terran	0.3 iCr
Flareburn	Deals extra Melee Damage to enemies.	Soliton	0.6 iCr
Glasshide	Increases AC.	Soliton	0.5 iCr
Grave Dust	Improves Physical saves.	Soliton	0.3 iCr
Overclock	Improves Tech[] Skills.	Amalgam	0.6 iCr
Pulse	Gain Energy.	Amalgam	0.2 iCr
Senescence Blocker	Heals, permanently increases max HP.	Soliton	3.5 iCr
Scorchblood	Antidote.	Soliton	0.1 iCr
Second Ember	Strain replenish.	Soliton	0.8 iCr
Slipdraft	Improves Vehicle[] Skills.	Avali	0.6 iCr
Snowflake	Core Skills +1.	Avali	1.8 iCr
Threadsong	Assist now provides an additional +2.	Avali	0.9 iCr
Tobacco	Improves Psionics. Adds 1D4 Psi.	Human/ Terran	0.1 iCr
Veil	Increases Mental save.	Amalgam	0.3 iCr

Here we go! Time for all the drugs! Don't do School! Stay in Drugs.

Alcohol: Probably the most common. There is various different kinds, and even different uses. A drink or two to gain the positive effects won't get you, but overuse will require a saving throw.

The Good: Insight and Language checks increased by +2 when interacting with people who are also drinking alcohol.

The Bad: Addiction infers a permanent -5 to Dexterity and Intelligence.

Ashwind: A small plant that can be ground to a liquid. The needles of this plant expand when added to water, and the delicious substance is removed.

The Good: (15 minutes.) Movement speed increased by 6m, or 3 tiles.

The Bad: Addiction infers a permanent -5 to Fortitude.

Candle-Lung: A simple gas that fills the lungs, providing a somewhat curative sensation that encourages muscle growth.

The Good: (25 seconds) 1D4+Fortitude Mod healing for 5 combat turns. If out of combat, resolve all five roles one at a time instantly.

The Bad: Lose 1D4 Strain at the end of every short (or longer) rest unless Candle-Lung is taken during that rest.

Cardamine: Small Yellow and Red pills used to calm soldiers nerves during combat, easing battlefield madness and stress. Though, it was later found to also improve Psionics Skills.

The Good: (30 minutes.) Aptitude Modifier increased by 2, for a maximum of +5.

The Bad: Addiction infers a permanent -5 to Aptitude.

Cocaine: Snow, white power... Often sold in the shape of a brick, and then the dust is scraped off. Cocaine is often inhaled, often via an inhaler, but often nasally too.

The Good: (45 minutes) Dexterity Modifier increased by 2, for a maximum of +5.

The Bad: Addiction infers a permanent -5 to Dexterity.

Flareburn: This liquid is typically injected via IV. Vials and ampules are often stored in some form of device, and later injected into the blood stream.

The Good: (30 Seconds per dose.) For 6 Combat Turns, Melee Damage gains 2D6.

The Bad: On a failed Mental Save, Melee Overwatch automatically targets allies.

Glasshide: Often used as a way to improve Combat Performance, these pills, or liquid IV is consumed by VIP's.

The Good: (5 minutes) Increases AC by 1

The Bad: Core Skills are all reduced by 1.

Grave Dust: Illicit use is often in a gray dust, inhaled, but more combat oriented applications are injected via an IV. Addiction often puts people in a more lucid state.

The Good: (1 hour.) Physical Save increased by 2. This can go beyond the max +10 Save Limit.

The Bad: All Skill checks and attacks are at a -1.

Overclock: Amalgamate drugs are often created in pill form. Often chewed. These small blue pills are no exception, but they are fairly large per dose.

The Good: (1 hour) Infers a +1 to all Tech[] Skills.

The Bad: Addiction infers a permanent -2 to Physical Saves.

Pulse: On it's own, this pill does nothing. Though, with a user that has Implants, it causes the user's blood and heart to generate Implant Energy for a short period of time.

The Good: Instantly regain +5 Energy.

The Bad: Addiction infers a permanent -2 to Mental Saves.

Senescence Blocker: These injections are often called "The elixir of life." Although somewhat addictive, Many Solitons go for an annual injection to shave a few years off of their collective aging, this allows a Soliton, or any other race to live far beyond the 100, or even 250 year limits.

The Good: Increases Maximum HP by 1 hit die per dose.

The Bad: Reduces Maximum Strain by 5 to a minimum of 1.

Scorchblood: Typically stored in a small Ampule, this liquid is quickly drank in one gulk. Although it taste awful, and doesn't have much in the way of inducing a state of euphoria, it's still a great antidote to prevent Toxic Shock.

The Good: (30 seconds) The character is immune to Toxic Shock, and takes 50% of Toxic Damage.

The Bad: Further uses infer 1D4 Damage to the user.

Slipdraft: Generally stored in a syringe. Avali sometimes inject this to calm their nerves when driving snowmobiles. Though, other races have noticed that time seems to slow down while driving a vehicle after taking a hit.

The Good: (3 hours) Dexterity Modifier increased by 1. All Vehicle[] skills increased by 1.

The Bad: Deafness.

Snowflake: These chalky pills are chewed, then swallowed. Snowflake is often used for a general state of euphoria during more intimate moments with the Pack.

The Good: (45 minutes) +1 to Skill Checks.

The Bad: A Depression similar to Pack Loss sets in. -1 to all skill checks, and is unable to assist, or be assisted.

Threadsong: A gas created by Endurium spores is later refined and placed in an inhaler. Avali often inhale small dosages for a slight confidence boost, and a mild state of drunkenness.

The Good: (1 hour) Assisting on Skill checks now provide +2 in addition to the skill.

The Bad: Addiction infers a permanent -5 to Aptitude.

Tobacco: A plant harvested from Earth. Wrapped in a thin paper tube is then smoked. While Tobacco use does provide a sense of calmness, Psionics later found that they can be infused with Psionic Energies from the plant.

The Good: (30 minutes.) +1 to Psionics Skill. Restores 3 Psi Points.

The Bad: Reduces Fortitude by 5.

Veil: Small pills, generally taken two at a time. These pills are known to instill a sense of calm thoughtfulness to the user. Oddly enough, this drug appears to do nothing to those who don't have Implants.

The Good: (1 hour.) Mental Save increased by 2. This can go beyond the max +10 Save Limit.

The Bad: The user experiences a Dumpshock.

Displacers

Displacers are one of the more science fiction things you can get. They provide a temporary shield that is extremely limited in what it can, or cannot do.

Displacers come in two varieties. High Velocity, and Low Velocity. High Velocity are for fast moving, small projectiles. Exactly like the typical firearms you see today. Bullets, Bolts, Coils... Low Velocity Displacers block blunt attacks and sharp attacks from melee weapons, and they're generally a lot weaker.

Only one Displacer can be active at a time. Once two Displacers are on one person, the energy fields cancel each-other out. Forcing two Displacers to run on one person will slowly start to add more pressure, until the fields fail, the Displacers catch fire, and fizzle out.

Displacers who have run out of “health” take 1D4 damage to their maximum protection. If a Displacer has less than 5 maximum protection, it will no longer function once a new Type A Power cell is installed. No damage that is dealt to a Displacer splashes onto the character wearing it. For example, if a Displacer has 3 HP, and the character is dealt 10 damage, the Displacer takes all of the damage and protects the wearer, despite only having 3 HP.

Displacers are typically 11x7x3cm large. They take one Type A Power Cell, and are typically worn in a jacket, or on a belt. The Type A Cell is all that is needed. Below is a table of Displacers.

Displacer Table			
Name	Type	HP	Cost
Q-08 “Bracer”	Low-Vel	8 Protection	3 iCr
Z-12 “Deflecta”	Low-Vel	12 Protection	5 iCr
X-19 “Ablate”	Low-Vel	19 Protection	8 iCr
Y-23 “Wardskin”	Low-Vel	23 Protection	10 iCr
J-31 “Brace”	Low-Vel	31 Protection	14 iCr
B-11 “Hardlight”	High-Vel	11 Protection	7 iCr
M-17 “Dropshield”	High-Vel	17 Protection	11 iCr
D-24 “Safeguard”	High-Vel	24 Protection	16 iCr
N-29 “Bulwark”	High-Vel	29 Protection	20 iCr
F-42 “Aegis”	High-Vel	42 Protection	31 iCr

Armour

Armour is categorized in four weight classes. Light, Medium, Heavy, and EVA. Any class can wear EVA, but they are designed to be worn in zero-atmo settings, and as such, other characters may find it a little strange to see your character walking around in what is effectively an astronaut’s suit. Unless, of course, you’re near a hole on a space station.

Armour may also have it’s own perks, here is a short description of what Perk is capable of what.

NIMBLE: Nimble armour allows the character to move an additional 2 meters (1 tile) in combat.

PSIONIC: Psionic armour provides an additional +3 AC to those with The Gift.

STEALTHY: This armour provides a +2 to all Stealth checks.

FRAGILE: This armour is destroyed when the wearer is reduced to 0 or less HP.

REBREATHER: This armour provides a Rebreather built in, protecting it's wearer from airborne toxins.

ANTI-X: This armour type reduces incoming damage by 5 for the specified damage type. If the value is reduced below 3, the minimum damage received is still going to be 3.

SHIELD: This is a shield, and can only be used if the wearer utilizes a one-handed weapon.

DM Note: It may be a good idea to limit players to Light Armour at the very start, and then allow the tougher classes to spend money and 'upgrade'.

Light Armour Table			
Name	+AC	Perks	Cost
Hunters Robes	1	Nimble, Anti-Slash	0.09 iCr
UrbanMesh Vest	2	Anti-Ballistic	0.25 iCr
Flashfiber Masking	2	Stealthy	0.38 iCr
Dustplate Rig	3	Fragile, Anti-Ballistic	0.10 iCr
Skirmisher's Suit	3		0.35 iCr
Psionic Vest	1	Psionic	0.80 iCr
Environmental Suit	1	Fragile, Rebreather, Anti-Toxic	0.20 iCr
Riot Buckler	1	Shield	0.05 iCr

Hunters Robes: Typically used by Avali, these robes are extremely lightweight, allowing the wearer to move quickly. Because of the Avali's designs, the fabric is designed to mainly counter aero weapons, but it also works when any sharp implement refuses to cut through it.

UrbanMesh Vest: Typically used by Special Constables, the Urbanmesh provides limited protection. It's lightweight, sure, and capable of stopping a bullet, but it's so bad and cheap that few consider it viable.

Flashfiber Masking: This cloth suit allows the wearer to move swiftly, and silently. The baggy nature of the clothes does afford some protection,

but most would consider you'd be better off with anything better.

Dustplate Rig: This heavy plate is placed over the chest with a few pouches and a harness. Due to the nature of the Dustplate Rig, once it stops enough bullets, it must be replaced.

Skirmisher's Suit: This combat suit even has fur that lines around the neck for warmth. When it comes to a light infantry combat vest, this is the attire to wear. Thin plates and a fiber mesh covers the arms, thighs, and upper body for maximum protection.

Psionic vest: A thin vest that has been imbued with latent psionic energies that allows a psion with the mental strength improve their protection,

and even, maybe, enhance their psionic powers. AC while wearing the Psionic Vest is increased by 1 plus your Tech[Psionic] skill.

Environmental Suit: This full-body yellow suit blocks off all entry points for pathogens, and even has it's own dedicated air filtration system to allow the wearer to enter hazardous environments.

You won't get any points for style, but you will be alive when a viral outbreak happens.

Riot Buckler: Although not technically armour in the sense that you can wear it and forget it. This shield is made of a clear composite material, it is one meter tall, and leaves many gaps where an attacker could harm you. But, hey... It's better than nothing, right?

Medium Armour Table			
Name	+AC	Perks	Cost
Recon Cloak	3	Nimble	0.43 iCr
Riot Harness	4	Anti-Slash	0.59 iCr
Outrider Jacket	5	Stealthy	0.73 iCr
Combat Vest	5	Anti-Ballistic	0.61 iCr
Infantry Suit	6	Anti-Ballistic	0.77 iCr
Thermal Suit	3	Anti-fire, Anti-Energy	0.71 iCr
Containment Suit	3	Fragile, Rebreather, Anti-Toxic	0.40 iCr
Combat Barrier	2	Shield	0.37 iCr

Recon Cloak: Designed similarly to the Avali's Hunter's Robes. The Terran's take on the clothing boasts more protection, but lacks the slash-proof fibres. The lightweight fabrics and Aramid fibres allow the wearer to move longer distances without having to worry about the weight of the armour.

Riot Harness: Designed to quell protesters, the Riot Harness has found it's home in many security positions where supposedly unarmed civilians can attack at a moment's notice with a knife. It's also perfect for prison security thanks to it's anti-slash design.

Outrider Jacket: This unsuspecting jacket appears like any other attire, allowing the wearer

to blend in crowds or at night. The hidden plating under the jacket protects the wearer, all while everyone else is none-the wiser.

Combat Vest: This vest is typically used by corporate security, as it is cheap, lightweight, but still offers notable protection to the wearer.

Infantry Suit: The infantry Suit is standard issue for most TSA Frontiersmen. This combat suit offers protection for the thighs, shins, biceps and forearms in addition to the body. The designed breakpoints allows the wearer to use military issued combat implants too.

Thermal Suit: This tacky, lightly colored suit is designed to reflect back energy based attacks, and protect the wearer from fire. Favoured by

Firefighters, it won't offer much protection in combat, but it'll certainly protect you from getting cooked.

Containment Suit: Much like the Environmental Suit, the Containment suit is designed to protect the wearer from environmental dangers. The bright yellow suit does have some more

protective qualities from it's similarly coloured predecessor, but it's not much.

Combat Barrier: Although not technically armour in the sense that you can wear it and forget it. The Combat Barrier is an expanding shield designed to protect the wearer. Once the upper half has been expanded, the user can look through a clear bulletproof window

Heavy Armour Table			
Name	+AC	Perks	Cost
Breacher's Harness	6	Nimble	0.81 iCr
Trenchguard Rig	7	Anti-Fire, Anti-Toxic	1.15 iCr
Engineering Suit	7	Anti-Energy	1.06 iCr
Breaching Suit	8	Rebreather	1.37 iCr
Zero-Point jacket	9	Anti-Ballistic	1.54 iCr
Ironmarch Suit	10		2.09 iCr
Plague Suit	5	Fragile, Rebreather, Anti-Toxic	0.80 iCr
Bulwark Wall	3	Shield	0.67 iCr

Breacher's Harness: This lightweight protective harness is built to cover what's important. While it lacks features, the heavy plates covering the main body provides strong, capable protection, while being lightweight enough for seasoned, trained veterans to maintain speed over long distances.

Trenchguard Rig: This heavy trench-coat comes with protective plates and fireproof materials. Designed by the Avali for their seasoned protectorate soldiers to fight against the Solitons, the Trenchguard Rig is capable of protecting anyone from a potential crusade.

Engineering Suit: Generally used by combat engineers during boarding procedures, the

Engineering suit protects the wearer from explosive decompression, and incoming laser fire from Humans or Terrans, all while allowing the wearer to have the dexterity to maintain complex combat electronics.

Breaching Suit: Much like the engineering suit. The heavy protection of this suit is designed for engaging in boarding procedures. Unlike the Engineering Suit, hardened soldiers wear this to clear out areas that may be rife with atmospheric issues and potential radiation or toxin leaks.

Zero-Point Jacket: The Anti-ballistic Zero-Point Heavy Combat Jacket protects the wearer's upper body and arms from incoming danger. This heavy jacket isn't exactly lightweight, favoured by

offworlders for it's simple design and capable protections with removable plates.

Ironmarch Suit: Ever play a videogame, and see a guy that wears armour so massive, so heavy that they can't seem to move quite right? The Ironmarch Suit is that. On Steroids. Although it does allow the user to move much more freely, this massive, heavy suit allows it's wearer to stomp out of cover and deliver the lead... or coils... or Bolts, or... you get the point!

Plague Suit: Instead of being yellow in colour, the Plague Suit is red. This heavy suit has

exposed protective plates on the outside to allow the wearer better protection, all while maintaining strong, capable protections from dangers within the environment.

Bulwark Wall: Although not technically armour in the sense that you can wear it and forget it. The Bulwark wall is a massive shield that will turn heads. With a thin slot for the user to look out of, the curved shield leaves very little exposed, and even provides light cover to allies who are adjacent.

Psionic Items

Over the past few years, Psionic items have grown in popularity. This ranges from items like the “psi crown” that is merely a placebo or a grift to fool people into thinking that have psionic powers, to the actual real deal built to include psionic energies. Scams, grifts, and the Psionic Vest will not be in this category.

Psionic Items		
Name	Type	Cost
Kinetic Flail	Weapon, Melee.	1.68 iCr
Mind-Link	Utility. Allows for Mind-Merge.	1.37 iCr
Distance beacon	Utility, traps Teleporters.	2.94 iCr
Mindshield	Prevents most Psionics from targeting the wearer.	4.98 iCr
Psi Lance	Weapon, Ranged.	3.92 iCr
Bio-Folder	Utilizes someone's strain to repair or destroy flesh.	7.69 iCr
Scrap Launcher	Weapon, Ranged.	2.16 iCr

Here goes. Psionic items are next!

Kinetic Flail: *Weapon, Major Action.* (Deals 1D8+3 Psionic damage. Psionics with an Aptitude Bias. Range of 0m to 6m) The Kinetic Flail is mainly a handle. When used in the hands of a

skilled Psionic, purple energies reach out and lacerate their target.

Mind-Link: *Utility, Movement Action.* Once per day, allows the wearer to psionically link to another character, regardless if they possess the

gift.. The other character must also be wearing a Mind-Link.

Distance Beacon: *Utility, Major Action.*

Teleporting Psionics must pass a mental saving throw, or be teleported to the beacon if they attempt to teleport from, or to an area

Mindshield: *Utility, Passive.* Wearing the Mindshield prevents Psionics from targeting you or your body. This harness typically fits over the shoulders and protects the upper chest and head. The obvious downside of the Mindshield is that it also prevents the wearer from using Psionic Abilities.

Psi Lance: *Weapon, Major Action.* (Deals 2D8+2 Psionic damage. Psionics with an Aptitude Bias. Range of 0m to 100m Magazine of 2. Requires reload.) The Psi Lance is a short range weapon that is only capable of firing if the weapon can land a hit. On Miss, the weapon does not fire, and

it does not need to reload. The Psi Lance needs a Type B power cell to load.

Bio-Folder: *Utility, Major Action.* Take one point of Strain to heal the full value of a Skill-Check (Tech[Psionics] with an Aptitude Bias) plus one Strain healing of the Patient. Alternatively, you can instead perform an attack (Tech[Psionics] with an Aptitude Bias VS AC) and deal damage equal to one Strain Healing. Using a Bio-folder in this method is considered cruel and inhumane.

Scrap Launcher: *Weapon, Major Action.* (Deals 2D12+1 Psionic damage. Psionics with an Aptitude Bias. Range of 0m to 20m. Magazine of 4. May require reload.) The Scrap launcher is a weapon that must be loaded with... well. Scrap. Metal shards, nuts, bolts... A Symbiont can reload this weapon for free, but those without the Electronic Assembly Ability must find scrap to reload the weapon.

Weapons

We all come here for weapons, right? There's a lot of different weapon types, different melee weapons, ranged weapons, and Advanced weapons. (Yes, Grenades got moved to advanced!)

MELEE WEAPONS: Come in three categories. Simple, Heavy, and Aero. None of these are particularly special, with the exception of Aero weapons, these require Carbon Magazines to fully utilize.

Melee Weapons Table					
Name	Type	Damage Type	Range	Damage Value	Cost
Knife	Simple, one-handed.	Slash	0-1m	1D4	-
Crowbar	Simple, one-handed.	Blunt	0-2m	1D6+1	0.01 iCr
Heavy wrench	Simple, one-handed.	Blunt	0-1m	1D6	-
Baton	Simple, one-handed.	Blunt	0-2m	1D6+2	0.01 iCr
Fire Axe	Simple.	Slash	0-2m	2D4+2	0.02 iCr

Sledgehammer	Simple.	Blunt	0-2m	2D6+2	0.04 iCr
Lance	Heavy.	Slash	0-4m	2D6+1	0.12 iCr
Carbon sword	Heavy.	Slash	0-2m	1D8+4	0.14 iCr
Breaching Hammer	Heavy.	Blunt	0-4m	2D8+1	0.21 iCr
Knuckle-Dagger	Heavy, one-handed.	Slash	0-1m	1D4+2	0.08 iCr
Aero Knife	Aero, one-handed.	Slash	0-1m	1D4+3	0.10 iCr
Aero Axe	Aero, one-handed.	Slash	0-2m	2D6+2	0.18 iCr
Aero Sword	Aero, one-handed.	Slash	0-2m	2D8+1	0.21 iCr
Aero Spear	Aero.	Slash	0-4m	2D6+3	0.22 iCr

Let's go over them.

Knife: A standard everyday knife. Found everywhere, extra sharp, and extremely deadly.

Crowbar: Listen, if a theoretical physicist can use it, so can you. Typically about 2 or 3 feet long, and extra painful. It also has extra utility when trying to pry things open.

Heavy Wrench: Not exactly found in a common Toolkit, some bolts are just too big for regular toolkits.

Baton: About a meter long, heavy metal, and perfect for a proper beat-down.

Fire Axe: These are generally everywhere on planets, this allows firefighting crew to destroy walls, windows and doors. People too, but that's not in the manual.

Sledgehammer: Sledgehammers have a slight bonus when wielded by a Male Soliton, (+2 damage) or used to destroy walls. These hurt. A lot.

Lance: Due to recent advancements in warfare, the Spear has become a little bit more relevant. The lance is about two meters long, and very sharp at the end. Carbon steel maintains a

lightweight weapon, while the sharp edge keeps this weapon deadly. It can even be thrown.

Carbon Sword: This large four foot long sword is made of steel and carbon material. It is capable of cutting hardened materials, though, it is not particularly efficient at this task.

Breaching Hammer: This hammer is a massive 11 kilogram sledge. There is a pointed end on one side of the hammer to help deal more damage to building material.

Knuckle-Dagger: This is a large, two foot long blade with a locking mechanism that forces the wearer to make a fist around a handle. The mechanism secures around the wrist, preventing the user from dropping the weapon by mistake. The blade points outward from the knuckles. The wearer can remove the blades, but it can be slightly challenging without additional support.

Aero Knife: The Aero Knife utilizes a specialized carbon-generator within the handle. The Knife utilizes specialized Carbon Blocks and a Type A power cell that allows the knife to be usable for fifteen days via regular wear and tear. Aero Knives are generally not used for food prep, and

instead are used for hunting, cutting boxes, or other uses. It is worth noting that because of the amount of power in the Power Cell, it is extremely rare for one to need replacement. (50 uses before carbon replacement needed.)

Aero Axe: This axe is slightly larger than a conventional hatchet. The Aero Axe takes standardized Carbon Blocks and a Type A power cell, and can typically remain powered for a week or two under conventional use. (35 uses before carbon replacement needed.)

Aero Sword: A half-meter long sword with a specialized handle. The Sword takes a Type A Power Cell and a Carbon Block. Due to the nature of the Sword, Avali typically recharge the carbon Block after every fight, though, it is argued. (25 uses before carbon replacement needed.)

Aero Spear: A Two Meter long spear with a specialized carbon reactor. The spear has a steel spike on the bottom with an edge. The blade at the other end of the spear is 30cm long. Much like other Aero weapons, a Carbon Block and a Type A Power cell is needed. (30 uses before carbon replacement needed.)

Okay, let's look at ranged weapons next.

Many races have their own technology that they're looking to improve. Let's look over the four main technologies. Each of them have their own perks and downsides. Let's do a quick look over.

AERO: Aero Weapons are weak, but they boast an extreme magazine. Aero weapons also deal Slash Damage, which very few armours protect from. Aero weapons utilize carbon blocks. Carbon Generators create hard graphite and aerogel shards that cut and pierce through hard targets, dealing some damage. Aero weapons typically fire in bursts, but their extreme rate of fire (2000RPM) make those bursts of 15 rounds count.



BALLISTIC: Ballistic weapons fire bullets. They're the bog-standard weapon of human and Terran technology that hasn't changed a whole lot over hundreds of years. Ballistic weapons do considerable damage, but many armours are anti-ballistic, reducing incoming damage. 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.

BOLT: Bolt weapons deal extra damage to organic targets, but they do next to nothing against purely mechanical targets. Robots, security systems, these are the bane of long range bolt weaponry. Bolts function similarly to Ballistic weapons, however, it is a biological reaction inside the rifle that propels a thin metal case full of a biological reagent. When the agent strikes a living target, piercing the skin, a toxin is injected, causing serious damage to the flesh and potentially toxic shock. The victim may have to expend strain, or suffer the consequences.

COIL: Coil weaponry is complicated... Due to the nature and materials used by coil weapons, they are extra effective against mechanical targets, dealing double damage to robots and security systems. Coils

are somewhat weak, and expensive to operate, but a capable operator can make those coils count. A magnetic coil is inserted into the chamber and held. When the trigger is pulled, the coil is pushed forward through an electrified, magnetic barrel. This requires a lot of power, so a Type B power cell is required, and the capacitors drain. A short charge up, a low rate of fire, but it's still devastating.

ENERGY: Energy weapons are big. They shoot a concentrated laser. Although Energy weapons are large and bulky, they don't do much damage and they have no recoil. A Type C power cell is also required to power an energy weapon for a short time. Energy weapons can "Cleave" allowing you to target and hit adjacent targets. You might have also noticed that Displacers don't mention protecting from Energy attacks. That's because they don't. Energy weapons ignore Displacers.

NOTE: Many ranged weapons have a minimum range of 2 or more meters. This means targets that are closer than the minimum range are harder to hit by -2.

Aero Weapons Table						
Name / Type	Damage Type	Ammo	Damage	Range	Special	Cost
Forte A2	Slash	30	1D6	0-30m	One-Handed	0.86 iCr
Cadence AR-5	Slash	25	2D4	2-150m		0.93 iCr
Claviblade Blaster	Slash	20	3D6	0-40m		1.16 iCr
Ostinato HSC	Slash	15	2D6+2	6-250m		1.86 iCr

Aero Weapons are based off Avali Technology.

Forte A2: Also known as a Aero Pistol. This absolutely tiny pistol can easily, if not uncomfortably fit in the average human's hand with a carbon block held by spikes in the handle of the pistol. The spikes pull the carbon and graphite magazine, the largest part of the pistol to generate and fire in 5 round bursts.

Cadence AR-5: Often viewed incorrectly as a submachine gun by the other races, the Avali have their infantry equipped with the Cadence. Firing in 30 round bursts, the Cadence breaks apart to load a carbon block. The generator is able to build each burst over the span of 1.2 seconds. The barrel is long, and rifled in a way that allows the rounds additional propulsion. Although they were built for short range hunting, they found their place during boarding operations, and

modifications have been made to make them a more proper war-fighter weapon.

Claviblade Blaster: Much like the Cadence, the Claviblade is broken and a carbon block is inserted in the top. 120 shards are generated over the course of 2 seconds. Once the trigger is pulled, all 120 shards are blasted in a tight cone. Saying that this is a high-tech musket would be a mild understatement, as most of the weight of the gun is in the back where the generator is.

Ostinato HSC: The Heavy Shard Cannon has two carbon generators, and an under-arm "mini-gun style" carrying system. The Ostinato has a double bi-pod, one in front, and one in back for ease of aiming and resting. There is an additional backpack that some Avali can wear, which can hold an additional 10 carbon blocks, essentially

giving the Avali a near infinite pool of sustained fire. The Ostinato can fire fully automatic for 10 seconds before the dual generators need an

additional 4 seconds to regenerate lost ammunition.

Ballistic Weapons Table						
Name / Type	Damage Type	Ammo	Damage	Range	Special	Cost
Compact M7	Ballistic	4	1D6+1	0-50m	One-Handed	0.43 iCr
Sentinel Revolver	Ballistic	2	2D4+1	0-30m	One-Handed	0.34 iCr
Vanguard SMG	Ballistic	5	2D6+1	0-80m		0.83 iCr
Nationalist AR-25	Ballistic	6	2D8+1	2-150m		1.16 iCr
Honor DMR-9	Ballistic	3	2D10+1	6-250m		1.86 iCr
Peacekeeper Light	Ballistic	8	2D6+3	6-200m		2.10 iCr
Concord MG-84	Ballistic	6	3D6+1	10-500m		2.53 iCr

Ballistic Weapons are based off ancient Human Technology. Terrans have been expanding on the technology ever since. It is worth noting that with all weapons, it's implied that you'll fire more than one round per attack.

Compact M7: The name is not exactly accurate. 8 inch long barrel, and a large handle, the M7 is the pinnacle of science-fiction magazine fed handguns. With a quick-load and quick release function, numerous hard-points, the M7 can be utilized by anyone with 2 or more fingers and a thumb. Better yet? Each one is uniquely decorated and modified by it's user.

Sentinel Revolver: Dirty Harry didn't fuck around, and neither should you. This revolver may not have a powerful kick, but it does have a powerful calibre in an 8 round cylinder. The cylinder is removable, so it's implied that it's easy to replace the cylinder with a fully loaded one. Much like the M7, subtly was never a consideration in this weapon's design.

Vanguard SMG: Roughly based on a modern day UMP, the Vanguard's additional hard points allow for more modifications. The long magazine allows for ease of use and ease of loading, and the rear-mounted right sided charging handle ensures that brass will not get in the user's face. This

lighter weapon has found it's home in CQC operations across the known 'Verse.

Nationalist AR-25: The primary weapon of the Trans-System Authority on planetary excursions. The magazine is inserted on the right side, which does make the weapon more difficult to load (Considering it's bullpup nature, and left sided charging handle.) but brass casings are ejected out the underside of the weapon, keeping everything clean, and easy for warfighters. The Nationalist is a perfect all-rounder, and has been mass-produced to the point where all races likely have a feel for it.

Honor DMR-9: Considered a "Marksman Rifle." This semi-automatic long range hunter has found it's place in the hands of many. Hunters, home defenders, and explorers. Although it's not particularly great at close range, the high calibre round and long barrel allows it's users to hit distant targets. More than likely, the Honor will come with a scope instead of iron sights, allowing it's user to land even more distant shots.

Peacekeeper Light: is anything but. With a box magazine on the underside, and the ability to take more conventional magazines in the side, the Peacekeeper has a similar design to the Nationalist. A heavier mechanism allows the Peacekeeper to fire more, and larger rounds, all while sporting a bipod for ease of use and deployability. Nobody wants to be on the other side of a peacekeeper.

Concord MG-84: Although the design is similar to the Peacekeeper, the Concord is larger, heavier, and contains a much larger box of ammunition. The concord fires larger rounds, even faster, and it has the recoil to show for it. Utilizing the bipod is considered a requirement for TSA soldiers. In times of need, the Concord can even be seen adapted for use on Exosuits.

Bolt Weapons Table						
Name / Type	Damage Type	Ammo	Damage	Range	Special	Cost
Hemotoxin Bolt Pistol	Toxic	2	2D4+2	0-50m	One-Handed (Soliton M only)	0.36 iCr
Vipirin SB-8	Toxic	3	2D6	2-75m		0.49 iCr
Mycotox Bolt Rifle	Toxic	5	2D8+3	4-1000m		0.36 iCr
Nectotoxin ABR-12	Toxic	3	2D6+3	2-150m		0.68 iCr

Bolt weaponry is based off Soliton Technology. Shooting an inorganic target with Bolt weapons only does 10% damage, to a minimum of 1 damage.

Hemotoxin Bolt Pistol: The heavy Bolt Pistol was designed for use by male Solitons. It has four slots in the back of the pistol, and with each fired shot, a mechanism loads a viral bolt back into the dual barrels. This substantially reduces the time between shots, and does make it more difficult to load the double barrels, but it's designed in such a way that "even a male can figure it out." Although it's considered a pistol by the Solitons, it is still a two-hander for most other races, especially the Avali.

Vipirin SB-8: Although the nature of the Male Soliton makes conventionally sized weaponry difficult, the "Sub-Bolter" as it's called by many was designed for use by females. It's light design and automatic nature makes for a close-quarters personal defence weapon. Though, like most Bolt

weaponry, the magazine is not exactly great. The Magazine is loaded on the underside. There are no casings to eject, so the weapon has no ejection port.

Mycotox Bolt Rifle: The long rifle, again, designed for females, requires a manual pull of a bolt to load the next round. Females in combat scenarios would fly high to perch and take shots from an elevated position, preventing the more melee focused males (Without Bolt Pistols.) from harming them. Though, times have changed, their traditions have not. The Bolt Rifle remains a common armament across the 'Verse. Some have even been modified to take ballistic ammunition, going full-circle toward what appears to be World War 1 era weaponry.

Nectotoxin ABR-12: New Age technology has forced some innovation from the Solitons. A magazine fed Automatic Bolt Rifle. A short magazine with long bolts is loaded in the underside of the weapon, allowing the Soliton to

fire one round after the other. The Magazine is larger than the conventional internal magazine for the Bolt Rifle, but ammunition counts is still low due to weight constraints.

Coil Weapons Table						
Name / Type	Damage Type	Ammo	Damage	Range	Special	Cost
Arcwave Subcoiler	Ballistic	3	2D4	2-150m		0.89 iCr
Magnaline Coilgun M14	Ballistic	4	3D6+2	4-500m		1.26 iCr
Repulsion Blaster	Ballistic	3	3D6+2	2-60m		1.18 iCr
Vox Gauss R-92	Ballistic	1	2D10+10	16-8000m		6.89 iCr
FluxRifle LCR-11	Ballistic	5	3D8+2	10-400m		4.93 iCr
Helix AC20	Ballistic	5	3D8+5	20-1500m	15 STR needed	5.61 iCr

Coil Weapons are based off Amalgamate Technology. Coilguns need Coil Magazines, in addition to a Power cell. For ease of game mechanics, the power cell does not need to be replaced. (But if you really wanted to be that hardcore, replace the cell after 4 reloads.)

Arcwave Subcoiler: The arcwave Subcoiler is an attempt at creating a “coilgun pistol.” Small Magazine, Type A Power cell... The Subcoiler has more problems than perks, but it remains in use for some short-range engagements where silent attacks are a requirement.

Magnaline Coilgun M14: The standard Coil-gun, complete with the side-capacitors and heavy block underneath for the Type B power cell. The weapon must be ‘broken’ with the barrel pulled up to expose the cell. The Magazine is also inserted in the underside, and like most weapons, the ammunition is caseless.

Repulsion Blaster: Instead of firing multiple coils automatically, the Repulsion Blaster relies on 5 barrels to unload 5 rounds per charge. With each of the capacitors needing 2 seconds per full charge to blast it’s target.

Vox Gauss R-92: Unlike all other Coilguns, the Xov Gauss rifle not only has a substantially long rifled barrel with a support system for it’s capacitors, it also needs a Type C power cell. This is what happens when you keep asking for more power. Taking a whopping 4 seconds for a full charge, the R-92 is a favoured weapon of assassin and snipers.

FluxRifle LCR-11: The Light Coil Rifle is larger than a modern day M249. A heavy box on the underside of the rifle holds extra coils for sustained fire. A second Type B power cell can be swapped for faster coil charging. Despite this, the LCR continues to have a very low rate of fire and sustained automatic fire is still impossible.

Helix AC20: This Coilgun has been modified to allow users to handle it without needing an exosuit. The Helix has a “cobbled together”

appearance, with Coils and capacitors placed in strange, yet protected locations. The rifle is long, but also wide. Powercells and the Magazine are

inserted in the top of the gun. The Helix is the only Coilgun that has a Strength requirement.

Energy Weapons Table						
Name / Type	Damage Type	Ammo	Damage	Range	Special	Cost
Solflare	Energy	4	2D4	0-50m	Cleave, One-Handed	1.65 iCr
Corona Lance Rifle	Energy	8	2D6	4-80m	Cleave	2.49 iCr
Starsear Nova 32	Energy	6	2D8	8-100m	Cleave, 12 STR needed	3.95 iCr

Energy Weapons are based off Human Technology.

Solflare: A Laser Rifle in submachine gun form. The Type B battery is installed in an armoured slot on the top of the weapon, and through sustained fire, the battery drains quickly. Much like all other laser weapons, holding the trigger allows the user to shoot a constant beam until the trigger is released.

Corona Lance Rifle: This massive rifle is designed to be hip-fired, with a handle on the side, an additional sling, and a heavy grip close to the barrel. This one and a half meter long rifle is

as bulky as it is long. This weapon also requires a Type C power Cell, and the energy needed to fire is twice as monumental.

Starsear Nova 32: This shoulder-mounted Cannon looks more like a rocket launcher. A switch is inside the shoulder padding, forcing the user to mount it correctly. Although there is next to recoil, the weapon is very heavy, due to the nature of beam technology. This also requires a Type C Power cell.

Oh, look... We forgot one more weapon type. *Explosive*. Explosive encompasses a few different weapon types. Thrown weapons either have a timer, or explode on contact. They can be planted, or used in every way one would expect their use to be like. Lunchers launch explosive projectiles. Some of these explosives have a multiplier to their damage. You, probably don't want to get too close to these bombs.

Thrown weapons rely on Combat[Ranged] with a strength modifier. Characters can throw 20 meters, increased, or decreased by the value of a skill check. Here's a few grenade Packages. Each Package comes in a group of four.

It's worth noting that some of these grenades have special features.

Thrown Weapons Table					
Name / Type	Damage Type	Damage	Splash	Special	Cost
Flashbang	Concussive	1D2	16m	Blinding, Deafening	0.26 iCr
Smoke	N/A	-	8m	Protection	0.18 iCr
Less Lethal	Blunt	1D6	10m		0.68 iCr
Concussive	Concussive	2D8+5	8m	Deafening	1.26 iCr
Cocktail	Fire	3D4	6m	Immolating	0.05 iCr
Electromagnetic	EMP	5D12+15	20m	EMP	3.64 iCr
Fragmentation	Explosive	3D8+5	10m		2.34 iCr
High-Explosive	Explosive	3D12+8	12m		6.94 iCr
Toxic Gas	Toxic	2D6+2	6m		5.64. iCr
Corrosive	Toxic	3D10+6	4m		7.34 iCr
Plastic Explosive	Explosive	6D6 * 10	20m	Heavy	12.67 iCr

Flashbang: Flashbang grenades explode with a deafening bang and a flash of dazzling light that deafenes, blinds, and disorients other characters. On a failed physical save, the character is disoriented for 1D4+2 turns. Otherwise, it's 1D2 turns.

Smoke: Smoke greades make a cloud of smoke that obscures vision, and makes it very difficult for characters to see in the smoke. Characters inside smoke gain +8 to their AC, making them substantially harder to hit and are put at a significant advantage.

Less Lethal: This is the first relatively normal grenade. Small projectiles are places in the grenade that are intended to stun or slow their targets. Less Lethal can only kill on a critical hit, otherwise, the target has been knocked out. On a failed Physical save, the character is disoriented for 2 turns.

Concussive: This grenade is perfect for not damaging the environment too much. A sonic wave is emitted upon detonation, causing rapid changed in air pressure. Bleeding ears and eyes are a common symptom of a concussive grenade.

On a failed Mental save, the character is disoriented for 1 turn.

Cocktail: Better known as a “Molotov cocktail.” A bottle, a rag, some fuel and a lighter is all that’s needed for these. Upon making contact, the area is covered in a burning flame that persists for 1 hour. On a critical hit, or 8 above the target’s AC value, the cocktail shatters on the target, coating them in a flame that will only go out long after the target is snuffed.

(DM Note: This is not a fun way to lose a player character.)

Electromagnetic: This grenade does nothing to organic characters, only devices and enemies with an electronic component. (That includes spark plugs!) This grenade’s detonation also goes through walls. Fun!

Fragmentation: This grenade is shaped almost like a pineapple. Upon detonation, tiny fragments are shot everywhere, lacerating and shredding anyone who is too close. The concussive explosion

High Explosive: Much like a mix between a concussive and a frag grenade. The HE Grenade is not exactly something you want to be standing next to.

Toxic Gas: A small cloud of toxic, viral gas escapes the grenade, and fills the room. Any character who starts their turn or runs through the cloud once per turn roll a physical save. On success, they take half damage. Characters with a rebreather equipped are immune to the effects.

Corrosive: Upon detonation, a chemical reaction causes a spray-foam to be ejected from this grenade. The foam melts all metallic and organic it sticks to. The character must perform a Physical save, otherwise, at the start of every turn, they take half damage at the start of every turn.

Plastic Explosive: also known as a satchel charge. A timer must be set, and this can only be thrown a quarter of the distance as any other grenade. The plastic explosive deals double damage to targets with integrity. Though, with a damage potential of 60-360, do you want to be anywhere near this?

Next page is the Launcher Weapons table. Each rocket Launcher is able to fire one rocket before it needs to be loaded. Ammunition is specific to Launchers, and ammunition is half the price of the launcher itself. Generally, if you have one of these, you have a very specific plan in mind. A lot of these launchers find their home in the main Utility. With the exception of the Flare Gun (Combat[Ranged]) these weapons all use Combat[Gunnery] to fire.

(DM Note: Dude, no, seriously. Some of these should be very rare for a player to actually find.)

Launched Weapons Table					
Name / Type	Damage Type	Damage	Range	Special	Cost
Flare Gun	Fire	1	100m	One Handed	0.24 iCr
Illuminator Rocket	Ballistic	2	300m		0.67 iCr
Grapple-Charge	Blunt	1D4	50m		0.87 iCr
Marker Device	N/A	-	2500m		2.34 iCr

Less Lethal	Toxic	3D6 + 8	75m		2.87 iCr
RPG	Explosive	2D6 * 10	1500m		6.87 iCr
HEAT	Explosive	3D8 * 10	1500m		12.34 iCr
Kinetic Penetrator	Explosive	6D12 * 10	1500m		14.86 iCr
Thermobaric	Energy	4D8 + 16	2000m		18.67.iCr

Here comes the list of scary things. These are expensive for a reason.

Every weapon in this list has a Magazine size of 1, and require their own ammo. Each shot with one of these weapons is worth 10% of the full value. The exceptions to this rule is the Kinetic Penetrator and the Thermobaric Launchers, each round of ammo of which is worth 25%.

Flare Gun: A simple flare gun. A shot flare illuminates an area for 3 minutes, provided it's shot upward. Hurts, but won't kill anyone.

Illuminator Rocket: A small launcher that must be fired upward. After a few seconds, a bright flare illuminates a wide area below, providing day-time like-light for 20 minutes.

Grapple-Charge: A small explosive payload is secured to the back of a hook. This is your default "grappling hook." Just don't forget the rope, or you'll be really sad.

Marker Device: This small launcher pushes a marker device over extreme distances. The marker does nothing on it's own, emitting a signal for another device to interface with or find until it is destroyed. The marker device will continue to emit the signal for 4 hours.

Less Lethal: This gas canister is launched, and immediately starts releasing toxic gas after it is launched. Starting from 6 meters away from the launcher, to it's destination, it creates a 6 meter wide line of gas-cloud. Any character who starts their turn or runs through the cloud once per turn roll a physical save. On success, they take half damage. Characters with a rebreather equipped are immune to the effects.

RPG: Short for Rocket Propelled Grenade. Upon detonation, this has a splash radius of 10 meters. Generally this isn't used on people, but in a pinch...

HEAT: Short for High-Explosive Anti-Tank. With a -4 to hit moving people... HEAT is designed to destroyed light armoured vehicular targets. It does, however, also have a splash radius of 10 meters, so anyone on the outside of the vehicle is also turned into a paste. Sorry.

Kinetic Penetrator: The Kinetic Penetrator is two charges in one. The first detonation happens on impact, where a large metal rod is pushed through 50mm of armour. If successful (or if not) the explosive detonates either in the armour, shredding it, or past the armour, shredding anyone inside. The Kinetic Penetrator not only deals double damage to the integrity of the vehicle it strikes if hit, it also deals 100% damage to each target inside the vehicle, provided the vehicle's not compartmentalized. If hitting with any weapon in this game is allowed to be an "I win" button. This is it.

Thermobaric Bomb: This launcher must be detonated 50m above the location. With a 50m radius, the Thermobaric bomb drops burning hot shrapnel below the explosion, incinerating and

shredding everything underneath the detonation site. There is no check against Armour Class. Only a physical save to reduce incoming damage by 50% If a character is under sufficiently thick

cover (Such as 10+mm thick metal or concrete) then they are protected from the attack. Hiding under weaker materials such as cloth or wood will not protect the character underneath.

Cybernetics

Cybernetics come in a few varieties. We'll start with the easy ones.

COSMETICS: Cosmetics are all flavour, and cost no Maximum Strain. Because of how completely unique they are, the DM decides the cost of each individual Cosmetic Implant. They can range from Avari Feather Inlays, to glowing hair, or fingertips that glow, or a sub-dermal implant that makes your skin appear golden. These do not require an Implant Framework.

STANDARD PROSTHESIS: These also cost no Strain, and are all flavour. Did your character lose an eye? An arm? A leg? Maybe a tail? Standard Prosthesis are a mechanical version with one purpose, and one purpose only. To restore lost functionality. Standard Prosthesis do not require an Implant Framework. They do not cost Strain, nor do they add any bonuses.

ADVANCED PROSTHESIS: Advanced Prosthesis do not cost Strain, but they also may provide a bonus. Advanced Prosthesis do require an Implant Framework, and they also require the character lose a limb, either purposefully or through a serious event. Below is a table of some Advanced Prosthesis, and the bonuses they may provide. Most characters can only have one Advanced Prosthetic.

HOLD ON! WHAT IS DUMPSHOCK?! When a hacker infiltrates a network, There is security put in place to prevent the loss or extraction of data. This can be in the form of counter-hackers, White-Hats, and ICE or Intrusion Countermeasure Electronics. If a hacker does not use Cybernetics, a Dumpshock might fry part of their personal computer or Datapad... though, if they do Interface, the resulting Dumpshock can burn a line up their arm. (2D6 + Skill Check Difficulty) If the hacker using Cybernetics performs a *Risky Interface* to get an Edge, the shock goes directly to their brain, and the damage is four times worse.

ADVANCED PROSTHESIS TABLE		
Name	Loc.	Perk
Toolkit Arm	Arm	All Skill checks that require a toolkit no longer requires it.
Defensive	Arm	AC permanently increased by 1
Dexterous	Arm	+1 bonus to precise skill checks with a Dexterity Bias.
Stimulant	Arm	Fighter only: Maximum Adrenaline increased by 2
Bloodflow	Leg	Maximum HP increased by 5
Muscle	Leg	Strength increased by 1
Heavy	Leg	Maximum Strain increased by 1
Battery	Leg	Implant Energy increased by 3
Shark	Tail	Movement speed increased by 1 tile, or 2 meters.
Backup	Tail	Allows the storage of a 4 th weapon. This weapon is concealed.
Monkey	Tail	Skill checks requiring climbing gain a +1

Now that we're done with the common stuff... Let's get to the more hardcore stuff.

Implant Frameworks

In order to install an Advanced Prosthetic, Cyberware Implants, or Exotic Implants, the character must first already have an Implant Framework. This is the required interface that runs from your brain to your wrists, as well as throughout the rest of your entire body. In order to Interface with a computer, the character requires an Implant Framework. Otherwise, a keyboard and monitor is required, or some other conventional method of control.

Drone Controllers also allow characters to use drones without utilizing their Implant Framework.

Characters can do the following with an Implant Framework.

CONNECT: Characters can connect to another character wirelessly to communicate, much like a phone call. Sending text messages, recordings or files is also optional. However, this absolutely requires the target to be willing to accept the connection.

PLANETARY CONNECT: Many Space Stations and Planets have an external satellite network. This network is an “internet” of sorts, providing additional information on companies, locations, and sometimes contact information for some people who are willing. On more built up and advanced planets, there is a ‘GPS’ system, negating the need to use skills such as Vehicle[Navigation].

INTERFACE: Connect to a computer or electronic device with a wire from your wrist. The electronics need a “Jack-In Port” in order to successfully Interface.

RISKY INTERFACE: There exists another port on the back of your neck. Performing Skill checks with a Risky Interface come with a +2. But any damage sustained or any failure is four times worse.

INTIMATE INTERFACE: Connect to another character with the wire from your wrist, this allows for the two characters to communicate feelings, sensations, emotions, messages and files. Much like the name implies, this is considered to be a very intimate action, and not taken lightly. The other character must be willing, or very little information can be obtained.

IMPLANT DRONE CONTROL: As a movement action to control a drone, giving that drone a Major and Movement Action. The drone must be configured, or recently hacked to allow you to give it control.

EXPLOIT: After interfacing with electronics, you may attempt to hack the device to run code of your choice. This requires a successful skill check. Examples include jacking in to hack a door open, or trying to find the administrative password to a CEO’s computer. That brings us to the final action.

SURVIVE: Well, that’s ominous. See the “Hacking” section under Systems.

On the next page, there is a table with all of the available frameworks.

Implant Framework Table			
Name	About	Cost	Energy
Avali Microprocessor	A small system of chips that allow an Avali to Connect and Planetary Connect.	N/A	4
Makeshift	A self-built cobble of implant parts that Wire-Heads start with.	N/A	8
Amalgam	An amalgamate framework, typically installed as part of a ceremony on their 6 th birthday.	2 iCr	10
Core	A simple framework, requiring little maintenance.	9 iCr	10
Heavy Link	A heavier framework with little external components.	11 iCr	14

Each Framework comes with it's own perks. All Frameworks can be upgraded. Frameworks can also be removed, but this generally implies the owner of said implants is dead. Implant Frameworks come with a core pool of Maximum Implant Energy, and do not cost Maximum Strain to install.

AVALI MICROPROCESSOR: Thanks to years of stealing technology and building their own, the Avali Microprocessor is a collection of internal electronics that allow an Avali to communicate wirelessly. The Microprocessor *cannot* Interface or Exploit. It also is not compatible with Exotic Implants. The Microprocessor can accept Advanced Prosthetics and cyberware. They can also Connect, Planetary Connect, and utilize Implant Drone Control. They have little energy for Cyberware too.

MAKESHIFT FRAMEWORK: This is a mess of cobbled components from at least a decade ago. Wireheads that cannot afford their own framework will start with this. **(DM Note:** It might be a good idea to start late joining (Lv4+) Wireheads with the Core framework instead.) This framework is mostly identical to the Core, but a little weaker. It has all functions and abilities outlined above.

AMALGAM FRAMEWORK: When an Amalgamate becomes of age, there is a ceremony in which the young Amalgamate is given their first framework. This is often viewed as a positive thing, as now the young Amalgamate can connect and interface. They were truly an adult. Although extraordinary rare some Amalgamate families refuse the installation, leading to “pure” Amalgamates. The Amalgam Framework is identical to the Core framework in every way, except that Amalgamates are the only ones that can install it.

CORE FRAMEWORK: The Core framework is nothing special. Everything about this framework is entirely internal, and has very little in the way of visible components. It has a healthy pool of Implant Energy, and can do everything on the previous page. They can have one Exotic Implant installed as a maximum.

HEAVY LINK FRAMEWORK: This Framework is when things get more advanced. Lines over the body, hiding panels that can be accessed. A slightly heavier pool of Energy, and an invigorating newfound strength. Characters with the Heavy Link Framework gain a +1 to their Physical Save.

Cyberware

Cyberware is the meat and potatoes of Cybernetics. Cyberware are the major implants that grant new abilities, functions, and in the end, cost Energy. Energy is provided by your framework, and possibly other sources. Energy is normally replenished by an Overnight Rest, but Wireheads can utilize their strain replenish to regain energy. Below is a table of the more common Cyberware.

Cyberware Reference table					
Name	Type	Action	Energy Cost	Strain	Price
Advanced Deck	Skill Check	Major	1	0	8 iCr
Auto Injector	Defensive	Free	1	1	7 iCr
Autonomic Override	Attribute (For)	Major	1	1	6 iCr
Cortex Bomb	Special	N/A	N/A	0	12 iCr
Detoxifier	Defensive	Reaction	1	1	5 iCr
Dragons Breath	Offensive	Major	1	1	9 iCr
Encephalon	Skill Check	Major	1	0	6 iCr
Encyclopedic Module	Attribute (Int)	Major	1	1	6 iCr
Internal Reserve	Special	N/A	N/A	0	10 iCr
Internal Shot	Offensive	Free	1	1	9 iCr
Internal Toolkit	Skill Check	Major	N/A	0	5 iCr
Leg-boosters	Offensive	Movement	2	1	7 iCr
Lifeline	Defensive	N/A	2	1	8 iCr
Medical Implant	Defensive	Major	1	1	6 iCr
MetaThread Interface	Attribute (Apt)	Major	1	1	6 iCr
Muscular Microfibres	Attribute (Str)	Major	1	1	6 iCr
Nano-Relay	Offensive	N/A	1	1	8 iCr
Neural Burst	Skill Check	Major	2	0	10 iCr
Neuro-Servo Loop	Attribute (Dex)	Major	1	1	6 iCr
Ocular	Special	Free	1	0	3 iCr
Soundwave Triangulator	Special	Free	1	1	5 iCr
Sub-Dermal Armour	Defensive	Reaction	2	1	10 iCr
Tailored Pheromones	Skill Check	Major	1	0	5 iCr

Each Piece of Cyberware costs money to install. It's implied that there is a three day recovery time to install Cyberware. Some Cyberware cost Maximum Strain to install, meaning you are limited in what you can heal after installation. This strain cost is permanent, even if the implant is somehow removed. (Removing an Implant is often only done after death, as it is likely impossible to heal from.)

Let's go over these, Shall we? To make it easier to find things, we'll split the page in half.

Advanced Deck: Extra internals, libraries and co-processors allow a "Cyberdecker" or a hacker to secure and exploit far more efficiently. Spend one energy to gain +2 on any hacking related skill checks with a device you've Interfaced with. Can be used up to three times at once for a maximum of +6.

Auto Injector: The Auto Injector is "loaded" with two doses of one substance. Spend one energy to administer a dose. If the drug injected would normally require Strain, ignore that cost.

Autonomic Override: Spend one energy to increase your Fortitude Modifier by +1 for the purposes of a skill check or Physical Save. Can stack up to three times.

Cortex Bomb: Boy howdy. This is, uhh... Well, when secrets need to forever remain a secret, a high payload microbomb is implanted in the head. Once a character's HP is reduced to 25% or lower of their maximum, the character has a 5 second count-down (Or the end of their next turn) until a high-payload explosion happens. This is with an 18x18m (9x9 tile) radius. Anyone caught within the blast takes 3D6+15 damage. A Cortex bomb can be stopped if the person with the bomb can resolve their HP above 25% before the start of their next turn, or they are killed before the end of their next turn. The explosion for whoever had the Cortex Bomb is one way. There is absolutely no recovering from this. They are dead, and missing their head, neck, chest, shoulders and biceps.

Detoxifier: This character can spend one point of energy to cure themselves of toxic shock, or other

poisonous effects such as viruses, toxins, bacteria, or other deadly poisons. If used in combat, they are immune to Toxic Shock for as many turns as their Cybernetics Skill.

Dragons Breath: There are small tubes running alongside your inner jaw. Spend one energy to perform a fire attack with a Movement Action, 6 meters in front of you. (45° cone)
Cybernetics/Intelligence VS AC. On-Hit. 2D8+4 damage.

Encephalon: Spend 0.5 iCr to connect to the planetary network for a week. If connected, any Core Skill you choose is now equal to your Cybernetics Skill.

Encyclopedic Module: Spend one energy to increase your Intelligence Modifier by +1 for the purposes of a skill check. Can stack up to three times.

Internal Reserve: This implant increases your Maximum Energy by 10. Passive.

Internal Shot: A shotgun is installed in the bicep. Spend one energy to perform a free attack on enemies within 8 meters (or 4 tiles).
Cybernetics/Intelligence VS AC. On-Hit. 2D6+1 damage.

Internal Toolkit: Installed in your organic forearm, your Internal toolkit can pop open to provide a toolkit to yourself, or another character. The toolkit comes with it, but will need to be replaced if removed.

Leg-boosters: Spend two energy to increase your movement speed by as many tiles as your cybernetics skill. (1 tile = 2 meters.) If your cybernetics skill is higher than 2, then you can instead spend 2 energy to negate all fall damage.

Lifeline: Automatically spends 2 energy to completely negate a Dumpshock. If the user does not have 2 energy, the Lifeline is destroyed, and cannot be used until it is repaired by a Ripperdoc or Wirehead. Lifeline also prevents 'LoJacking.'

Medical Implant: Your hands now contain tubes that can inject medicine and bio-foam on a target. Spend one energy to provide one Strain Healing plus your Cybernetics and intelligence modifier worth of healing to yourself, or a willing target. This can be done at any time provided you can touch your patient. It still costs the patient, or the user one Strain, however.

MetaThread Interface: Spend one energy to increase your Aptitude Modifier by +1 for the purposes of a skill check or Mental Save. Can stack up to three times.

Muscular Microfibres: Spend one energy to increase your Strength Modifier by +1 for the purposes of a skill check or Physical Save. Can stack up to three times.

Nano-Relay: During Combat, expend one 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 two energy to mentally slow down time and recalculate your actions. Add your Intelligence modifier to skill-check, saving throw, or attack. (But not on damage) You cannot critically fail when using a Neural burst.

Neuro-Servo Loop: Spend one energy to increase your Dexterity Modifier by +1 for the purposes of a skill check or attack. Can stack up to three times.

Ocular: A maximum of two ocular implants can be installed. Their effects stack, but their downsides will be prevalent if stacked.

[Energy] Spend one energy to find electrical conduits in the walls, or gain a +2 to hit a target that has cybernetic implants, or is a robot. If both ocular implants are active at once, the user cannot see terrain such as walls.

[Motion] Spend one energy to gain +2 to hit a target that has recently moved, or is moving. If a Vaultier has the 'Skitter' ability, you are immune to its effects. (It's a +2, not a +1 in the end.) If both ocular implants are active at once, the user is completely blind to immobile objects.

[Night] You are now able to see in low light conditions as if it were day. Gain a +2 to hit targets who are concealed in low-light. If both ocular implants are active at once, The user cannot see in normal lighting conditions.

 Foundry VTT has a "nightvision" mode for its tokens. However, it is difficult to use under certain settings.

[Thermal] Gain +2 to hit any living targets. If both ocular implants are active at once, very cold, or frozen targets are invisible. This does not include Avali.

[Zoom] Allows the user to see extreme distances. Negates all long range penalties, and allows the user to inspect distant objects as if they were standing next to it. (up to 1km away) If both ocular implants are active at once, minimum range penalties are quadrupled.

Soundwave Triangulator: Spend one energy to hear exact, precise locations of sounds, even if they have been muffled by silencers or otherwise. The character now knows the exact location of characters, actions, or items that make sound within a 30m radius, or 15 tiles. Avali, typically do not like this Implant, as they already have somewhat precise hearing.

Sub-Dermal Armour: Spend two energy to reduce all incoming non-toxic damage by half. This includes ballistic damage, blunt damage, energy damage, and sharp damage.

Tailored Pheromones: Increases a Skill check by your cybernetics skill when attempting to appeal to or convince another character.

Exotic Implants

Finally. We have the Exotic Implants. Implants so massive, so extreme, that it prohibits the use of some Cyberware. Exotic Implants require extreme body modification that makes it a 5th, 6th, or even an 8th choice over others. Only one Exotic Implant can be installed at a time, with the exception of the Wirehead. This is why we talk so much about them, will Internal Shot fit with Micro missiles? Can Legboosters be installed with Spider Legs? Below is a table outlining their costs and body modifications.

Cyberware Reference table					
Name	Parts	Action	Energy Cost	Strain	Price
Crab-Claw	One full arm	Major	2	2	52 iCr
Flare Cannon	Upper Chest	Major	1	3	36 iCr
Gorilla Gaunts	Both Arms	Major	2	3	48 iCr
Hive Skull	Head	Free	2	2	62 iCr
Micro-Missiles	Upper chest	Movement	2	3	58 iCr
Oculus	Head	Free	1	1	32 iCr
Restructured Bones	Sub-dermal	Reaction	2	2	26 iCr
Rotor Spine	Upper Chest	Movement	3	2	34 iCr
Spiderling Legs	Legs	Movement	1	3	68 iCr

I'm gonna make this weird. You want weird? It's gonna get weird. These are going to be a bit on the powerful side... Because, well... Y'know. If we still had Charisma, most of these would reduce it down to a very low value.

Crab-Claw: An entire arm is replaced with an oversized claw. The claw cannot be detached. The claw is capable of crushing, or slicing it's victims. It also has a force that allows it to cut through heavy metal armour.

When attacking with the Crab-Claw, (A Major action) the enemy's AC is reduced by half. The Crab Claw has a range of 4 meters, or 2 tiles. If the attacker chooses to use Blunt Damage, roll a Cybernetics attack with a Dexterity Bias. Damage

is equal to your Cybernetics Score in D6's + 5 damage. If the Attacker chooses to use Sharp Damage, the target must pass a physical save. If they fail, the target is grabbed, and the victim takes damage is equal to your Cybernetics Score in D10's + 20 damage. If you kill someone with sharp damage, they cannot be recovered, as they will become sliced in half.

Note: You could install two of these as a Wirehead... But how the hell are you going to eat?

Flare Cannon: Your upper chest is replaced with a massive battery, and a heavy laser cannon. The Cannon can only be sustained for one second.

When Attacking with the Flare Cannon, (A Major Action) the Flare Cannon has a range of 20 meters, or 10 tiles. The Flare Cannon does 2D12 + 15 Damage.

Gorilla Gaunts: Both arms are replaced with massive, muscle-fiber arms. The arms are double the size of what would be considered normal for your species.

Gorilla Gaunts increase your character's strength to 20 passively. At the cost of 2 energy, you can now lift 10 times what is considered normal. Unarmed attacks now deal 8 times their normal damage output. Melee attacks can now deal double damage.

Hive Skull: The character's skull is replaced with a titanium skull that holds 4 small seeker drones. The drones can be independently controlled, and Each Drone has the 'Triangulate' Ability. It is a free action to give each drone 1 Major Action.

Seeker Drones have 3HP, and can hover. They are able to fly 8 meters (4 tiles) per turn. The Character is now immune to called headshots.

Micro-Missiles: The upper chest is replaced with a Missile system. Each missile has an explosive

payload that detonates within a 6x6 meter (3x3 tile) radius. The missiles are launched upwards, and as a result, the missiles cannot be used indoors. Can be used up to 4 times in combat before needing to be reloaded. Each Missile cost 1 iCr to replace. When a Missile detonates, all characters caught in the blast must pass a physical save. On success they take 50% damage. On fail, they take damage equal to your Cybernetics Score in D12's + 18. Characters and robots/vehicles killed with Micro-missiles cannot be brought back to life.

Oculus: A module is installed to the side of the head. This module contains a micro-processor along with a cluster of additional human-like eyes. Oculus allows the user to use all Ocular Implants with none of the drawbacks. All Ocular Implants stack positively with eachother. (IE: A moving Amalgamate with implants, the Oculus user now has a +6 to hit that target for one energy.)

Restructured Bones: The character's entire skeleton is replaced with a metallic system. Additional medical charges are installed within the 'fake marrow' allowing the user to instantly recover from a serious blow.

Spend two energy to negate all incoming blunt damage from an attack, or the environment. Your Physical save score is increased by three passively.

Rotor Spine: A jetpack system is installed in your upper chest. A module pushes out from your back to provide a heavy burst of energy and temporary flight. Spend three energy to jump up to 40 meters high. You may also spend energy to hover for 5 seconds, or jump again at the apex of your previous jump, allowing for temporary flight. You are *not* immune to fall damage.

Spiderling Legs: The lower half of the body is removed, and replaced with 8 spider-like legs. This allows the character to passively move at double the speed. At the cost of one energy, the Character with Spiderling Legs could move along

a vertical surface, or move along the ceiling at their normal speed. Characters with Spiderling legs are now immune to Fall Damage.

Psionics

Psionics are a relatively new technology. By tapping into what the mind can do, people, all races are able to equally tap into latent energies with their minds and influence the world around them. However, it requires someone of a powerful mind, someone who is capable of training to alter the world around them. Just because you're not a psionic, it does not mean you are unable to 'Possess the Gift'. Those who Possess the Gift are able to learn the powerful abilities below.

Psionic Torching, however, is reserved for the Psionic Class.

Psionic energy can flow, much like low lying clouds across from continent, to continent. Every planet has some kind of psionic energy, as it is derived from life. If there was once a living thing in an area, psionic energy can exist. It can move, it can flow, and it can be harnessed into psionic ley-lines.

Weaker ley-lines are completely invisible, and can be up to 5 meters in length. They confer no bonus, but ley-lines can be grown, and made longer. The most powerful ley-lines have a sort of purple mist above them. Ley-lines can be used to slightly improve or alter reality around them, but this is for the purposes of storytelling, and is at the DM's discretion.

Psionics are separated into different disciplines. A Psion chooses three disciplines and can level them up individually by choosing to upgrade one of their three, gaining the next ability level. Some experts may be Gifted, allowing them to use some abilities with their own pool of Psi Points. Though, it's possible to "Possess the gift" without being an expert or Psion. If this is the case, roll 1D6. You can use the first ability once per day.

Psionic Torching is when a Psionic wants to use their powers, and does not have sufficient Psionic Points, they are able to use triple the cost of the ability to HP. Doing this is dangerous, as if they are reduced to 0 HP, their mind has been destroyed to the point where they are unrecognizable. On a failed Mental Save, they are instantly killed. On a successful Mental Save, they become a Psionic Feral. There is no cure, a Psionic Feral must be killed.

Psionic Ferals are beyond saving. A Psionic Feral, once they become one, regains all of their HP to full. They have no need for Psi Points, as none of their abilities cost Psi Points. Ferals have one goal in mind, and that is to find fields of strong Psionic energies. Ley Lines also attract Ferals. Ferals also have a kind of rage that cannot be quelled. Ferals will generally attempt to kill anything within sight that could slow them down. Ferals are under control of the DM.

My Aptitude is 0 or a negative: If this is the case, then assume damage rolls that rely on this as 0. For abilities that adjust saving throws, the rules are the same.

Every tabletop needs some space magic. Every damn game needs it. Everybody wants it. *I hate this.*

Gift Discipline Table

Roll 1D6, your Psionic Ability is below.

1 – Purge Toxin

2 – Interface

3 – Harmony

4 – Manipulate

5 – Empathy

6 – Sidestep

Organic Manipulation

Organic Manipulation is the control of flesh. Under this discipline, Psions have the ability to create, repair, or destroy flesh. Under this discipline, you can make for a great healer.

Organic Manipulation Table	
Lv1. Purge Toxin	<i>Major Action, 3 Psi Points (Physical save needed).</i> The Psychic forces the elimination of a disease or poison from a target they can touch. Each use of this power increases the physical save by the psion's psionics skill. On a successful save, the patient is cured of the disease or poison. The target is immune to the effects of Toxic Shock for 6 hours. If the target has died within 3 combat rounds or 15 seconds, a successful save restores them to 1HP.
Lv2. Psychic Rend	<i>Major Action, 5 Psi Points (Physical save needed).</i> On a victim's failed physical save, deal 5 points of damage multiplied by the Psion's Psionics Skill. On a successful save, the victim can spend one point of Strain to reduce incoming damage by half, rounded up, or two points to negate all damage. There is a 30 meter range, or 15 tiles.
Lv3. Psychic Succor	<i>Major Action, 7 Psi Points.</i> The Psion banishes stress, fatigue, and wounds with a touch. Each activation of this power heals 1D8 HP plus one Strain Heal. The Psychic cannot give more than the patients maximum HP. At the Psions Second Milestone, this is increased to 2D8+ the Psions Psionics Skill.
Lv4. BioStasis	<i>Major Action, 9 Psi Points.</i> The Psion can maintain the vital process of a mortally wounded character with a touch. At the cost of 2 Strain from the patient, the Psion is able to restore their target up to 0HP and unconscious, but not bleeding out. If the patient does not have 2 Strain, then they must pass a physical save for the ability to work.
Lv5. Psionic Vitality	<i>Free Action, 3 Psi Points.</i> The Psionic emits a wave of Psionic energy that heals all allies in a room. (40 meters, or 20 tiles. Blocked by walls and cover.) For every 3 Psi points spent, all allies heal 1D6 plus the Psions Psionics Skill, and the psionic can keep spending to heal as many times as they want on their turn in combat. (IE: Spend 9 Psi points to heal 3D6+Psionics*3)
Lv6. Entropic Mist	<i>Major Action, 13 Psi Points (Physical save needed).</i> The Psion infects a target no more than 50 meters away (25 tiles). If that target fails a physical saving throw, they begin to vomit a heavy red mist that can deal damage to anyone who starts their turn in it (1D6 per point in the Psion's Psionics Skill). The Mist infects a 10 meter wide circle. The mist remains until the end of combat, or the Psychic is incapacitated. The Infected target receives 6D8 damage, even if they pass the physical save.
Lv7. Nine Lives	<i>Reaction, 10 Psi Points.</i> This power automatically triggers in the Psionic has 10 Psi points, and has died. (See "Bleedout" under Systems and Rules) The Psion slowly restores back to 1HP over the course of an hour. They are aware of their surroundings, but appear dead and are not breathing to the casual observer. This ability cannot be used if the character has been torn, mutilated, or incinerated beyond recognition.

Mechanical Symbiosis

You understand the weakness of your flesh. You aspire to the purity of the machine. Cybernetics, however, require you to maintain your flesh, becoming a symbiont does not. You have full control of machines, because one day, you will become one.

Psionics Symbiont Table	
Lv1. Interface	<i>Major Action, 2 Psi Points.</i> The Symbiont is able to access a computer or electronic system with their mind within 30 meters of their position. Any skill check has an Aptitude Bias while Interfacing in this way.
Lv2. Draw	<i>Major Action, 2 Psi Points.</i> The Symbiont is able to draw more Psi Points from a power cell. A minimum of 2 Psi points is required for this ability. A Type A power cell provides 3 points back, Type B provides 5 points, and a Type C provides 8 points. Draw can only be used once per hour.
Lv3. Power Source	<i>Major Action, X Psi Points.</i> The Psion is able to charge and power a device using their psionic powers. If the device has another method of powering itself (Like a car's engine charging the starter battery.) the cost is Two Psi Points. Type A Power cell requires 4, Type B requires 6, and a Type C requires 9 points. Anything more powerful than that is at the DM's discretion, but must be above 10.
Lv4. Overload	<i>Major Action, 8 Psi Points.</i> The Psionic is able to "overload" a device that requires electricity to function. Roll Psionics with an Aptitude Bias against the target's AC to hit. On success, deal 6D6 + 1D8 per Aptitude Modifier in damage. On fail, the damage is halved.
Lv5. Electronic Assembly	<i>Major Action, 9 Psi Points.</i> Provided you have the raw materials, you are able to assemble an electronic device. To use the device the Psionic must still be able to pass a skill check with Tech[Electronics] with an Aptitude bias.
Lv6. Mechanical assembly	<i>Major Action, 10 Psi Points.</i> Create or repair a mechanical device. You can either repair a Drone, Vehicle, or Exosuit by XD6 integrity, where X is your Psionics skill. Otherwise, you can assemble a simple machine capable of one task, provided the Psion has the raw material to do so.
Lv7. Bio-Mechanical Synthesis	<i>Extensive Undertaking, 30 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 Permanent 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.

NeuroKinetics

Psionics are untrustworthy, and someone needs to keep them in check. Under this discipline, you don't get a whole lot of abilities to stop the other classes, but if you need to lock down or control another Psion, or to control the ebb and flow of psionic energies, this is how it's done.

NeuroKinetics Table	
Lv1. Harmony	<i>Free Action, 3 Psi Points (Mental Save needed).</i> The Psychic or one of their allies gains +3 to all mental saving throws. The Psychic is also able to detect other psionics within 100 meters. Other Psionics must pass a mental saving throw to detect if they've been noticed in this way.
Lv2. Static	<i>Major Action, 4 Psi Points (Mental Save needed).</i> The Psychic causes all psychic powers used within sight to cost double the psi points on a failed mental save. This can force a psychic to Torch themselves if they attempt to force the use of an ability. All psychics are aware of this ability's use.
Lv3. Ley Transfer	<i>Major Action, 5 Psi Points (Mental Save needed).</i> The psychic is able to share or transfer Psi points between themselves and another willing psionic. If the psionic is unwilling, then the user can steal up to 1D6 + the attacker's Aptitude Modifier, 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. Deep Feedback	<i>Major Action, 8 Psi Points. 10 minutes (Mental Save needed).</i> The Psychic targets another Psychic. At the start of the target's turn, they must pass a mental saving throw to prevent 1D4+ the Attacker's Psionics Skill worth of damage. This check also occurs again when the target attempts to use any psionic abilities.
Lv5. Build Ley Line	<i>Major Action, 10 Psi Points.</i> The Psionic can create a Ley Line that is 20 meters in length. Psionic abilities cast while on or adjacent to the line (Within 2 meters.) cost 1 less Psi Point. The Psionic adjusts all saving throws + or – their Aptitude modifier in either direction, whichever favours the casting Psion on the Ley Line.
Lv6. Psionic Armour	<i>Major Action, 13 Psi Points 10 minutes.</i> The psychic creates an aura 20 meters wide. By spending an additional 1 Psi Point, the Psionic can increase an ally's AC by 4 as a reaction. They can also force an ally to re-roll a failed Mental Save.
Lv7. Neural Surge	<i>Free Action, 3 Psi Points.</i> Deal 1D4+ your Aptitude Modifier worth of damage to yourself. Regain triple the amount of Psi Points back. You cannot exceed your maximum Psi Points. You need a minimum of three Psi Points to perform a Neural Surge.

Precognition

What if you could understand the future? Even if it's for seconds at a time. Precogs could see into the near future, never the distant. Sometimes they can see into someone else future. Precognition is a discipline that has little use in the start, but it's a psionic power that can exponentially grow.

DM Note: Is this discipline too much? Consider rolling 1D4 when a Precog uses one Recall or the Resolution abilities after the first time. The fabric of time has been changed. On a natural 1 on a D4, the DM may *choose* to alter the outcome of the Precog's prediction.

Psionics Precog Table	
Lv1. Recall	<i>2 Psi Points.</i> On any Die roll, you can instead substitute one of your Precognition Rolls. Recall is absolutely required to utilize any stored rolls saved by Future Abilities.
Lv2. Future Save	<i>Resting Action, 3 Psi Points.</i> While resting (Not a short rest.) and out of combat, spend Psi points to roll a save. Add your Aptitude Modifier to the save. Regardless of the roll, write it down, and you may recall it in the future. You have these rolls until the next short rest.
Lv3. Future Skill	<i>Resting Action, 3 Psi Points.</i> While resting (Not a short rest.) and out of combat, spend Psi points to roll a skill check. Psionics with an Aptitude Bias. (2D6) Regardless of the roll, write it down, and you may recall it in the future. You have these rolls until the next short rest.
Lv4. Future Combat	<i>Resting Action, 4 Psi Points.</i> While resting (Not a short rest.) and out of combat, spend Psi points to roll a combat attack. Psionics with an Aptitude Bias. (1D20) Regardless of the roll, write it down, and you may recall it in the future. Note the weapon used as well. You have these rolls until the next short rest.
Lv5. Future Dodge	<i>Resting Action, 4 Psi Points.</i> While resting (Not a short rest.) and out of combat, spend Psi points to roll 1D4 + your Aptitude Modifier. If you are attacked, you may use this value to increase your AC to avoid damage once. You have these rolls until the next short rest.
Lv6. Skill Sight	<i>Reaction. 6 Psi Points.</i> When an Ally fails a skill check, you may use one of your Future saves and allow them to pass, as if they were using your skills. You must be within 26 meters. Cannot be used in Combat.
Lv7. Resolution	<i>Major Action, 10 Psi Points.</i> The Precog is able to see up to two hours into the future, allowing them to perform actions to view the outcome without any risk. Although the Precog experiences two hours worth of actions, only four seconds pass in real time.

Telekinesis

Telekinetics are the ability to lift small objects and move them using only your mind. Something as simple as a rock on the side of the road is now a deadly weapon that can be used at any time, and without warning. The range to pick up an item and begin control with Telekinetics is equal to your Psionics Skills plus your Aptitude Modifier in meters.

Psionics Telekinetic Table	
Lv1. Manipulate	<i>Major Action, 2 Psi Points.</i> Throw a tiny object with a strength equal to your Psionics Skill 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 1D4 plus the Psion's Psionics Skill in blunt damage.
Lv2. Press	<i>Major Action, 3 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 1D6 plus the Psion's Psionics Skill in blunt damage.
Lv3. Switch	<i>Major 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.
Lv4. Kinetic Shield	<i>Reaction, 5 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 defender gains AC equal to the Psion's Aptitude Modifier. If the attacker does hit, they must re-roll the damage, and take the lowest value.
Lv5. Telekinetic Ram	<i>Major Action, 7 Psi Points.</i> Exert an extreme amount of force against an object either to push or pull that object as if you have a strength of 20. Object distance is based on the weight of the object and the DM's discretion. Organic or living creatures can only be pushed if they fail a mental saving throw. Throwing someone into a wall deals 1D8+Psionics Skill With an Aptitude Bias damage.
Lv6. Kinetic Lift	<i>Major Action, 9 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 3D8+8. Melee weapons deal double their damage values.
Lv7. Mind over Motion	<i>Major Action, 15 Psi Points X minutes.</i> The Telekinetic is capable of having full control of all objects, organic or non-organic weighing 100 kilograms or less 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 -4 to-hit. Objects inside the field can be thrown as if a lesser ability was used. (However, no additional psi-point cost is incurred.) The duration of this ability is equal to the Psion's Psionics Skill with an Aptitude Bias in minutes.

Telepathy

This discipline often makes people uncomfortable. You're in the presence of someone who can hear your thoughts... Personally, I wouldn't like it, but Telepaths can speak, and convey simple emotions, and cause hallucinations.

Psionics Telepathy Table	
Lv1. Empathy	<i>Free Action, 3 Psi Points, 20 seconds (Mental Save needed).</i> On a failed mental save, the Telepath is able to scour the emotions of their victim over the course of 20 seconds. Other Psions will be aware if a Telepath is searching their mind.
Lv2. Metalinguistics	<i>Major Action, 3 Psi Points, 30 minutes.</i> The Telepath is able to understand the spoken language of their target, the telepath is also able to speak normally in a way their target will understand. The mental link between the two ensures complete understanding, even if either are unable to speak the others language.
Lv3. Mind-Merge	<i>Major Action, 5 Psi Points, 1 hour.</i> The Psionic merges with another ally, gaining a bonus 2AC, and their allies share and add Saves, Damage Bonus, and have the ability to communicate psionically. Up to three characters can be merged at once. If the link has been forcibly severed, or if one of the merged members are killed, the remaining merged members must pass a Mental Saving throw, or take 2D6 damage.
Lv4. Surface Thoughts	<i>Major Action, 7 Psi Points, X seconds (Mental Save needed).</i> The Empath is able to scour memories and thoughts for seconds equal to a skill check. (Psionics with an Aptitude Bias, +2D6). If the victim passes the saving throw, they are aware someone is attempting to invade their thoughts and only surface level emotions can be seen.
Lv5. Psi Assault	<i>Major Action, 11 Psi Points (Mental Save needed).</i> The Psychic attempts to rip apart the victims memories and cause localized amnesia (Which can be recovered via Selective Probe.) On a Failed Mental Save, the victim forgets part of their past, and suffers XD6 damage, where X is equal to the Psion's Psionics Skill. On a successful save, the victim only suffers half the damage and no amnesia.
Lv6. Selective Probe	<i>Major Action, 13 Psi Points. (Mental Save needed)</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. If the Probe is consenting, and the victim is aware, no saving throw is needed, and the time is extended to 60 seconds.
Lv7. Overpowering Will	<i>Major Action, 15 Psi Points 5 minutes.</i> For five minutes, or until the end of combat, all saving throws are automatically resolved in the Psionic's favour. This includes saving throws made by the Psionic's targets, victim or allied.

Teleportation

Probably the simplest discipline to learn. Teleportation is as the name implies, though it is more focused on teleporting yourself and a generally willing ally. Teleporting leaves behind a purple mist, moving toward the Teleporter's destination.

Because of the nature of teleportation, Psions really only have one ability, though, it's distance increases with every level. The Psion can only use the highest level they know, none of the ones before it, which causes a rapid increase of cost. Every time the level is increased, the cost, the distance, the weight of additional materials, and the ability to teleport organics other than oneself can be attained.

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 or provoke 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. Otherwise, a mental or physical saving throw must be made at a -2 if the other character does not possess the gift.

Assuming you've read everything in this section of the book, you're now a Psionics expert! Well, after you've checked the table down below. Congratulations!

Psionics Teleportation Table	
Lv1. Sidestep	<i>Major Action, 2 Psi Points.</i> 8 Meters, 5kg of materials, cannot Teleport Organics.
Lv2. Jaunt	<i>Major Action, 3 Psi Points.</i> 16 Meters, 10kg of materials, cannot Teleport Organics.
Lv3. Spatial Shift	<i>Major Action, 4 Psi Points.</i> 40 Meters, 20kg of materials, can Teleport one willing Organic only.
Lv4. Greater Shift	<i>Movement Action, 5 Psi Points.</i> 100 Meters, 50kg of materials, can Teleport one willing Organic only.
Lv5. Transition	<i>Movement Action, 7 Psi Points.</i> 500 Meters, 100kg of materials, can Teleport one willing or unwilling Organic.
Lv6. Extended Transition	<i>Movement Action, 8 Psi Points.</i> 5 Kilometres, 200kg of materials, can Teleport two willing or unwilling Organics.
Lv7. Distant Jump	<i>Movement Action, 10 Psi Points.</i> 100 Kilometres, 500kg of materials, can Teleport two willing or unwilling Organics.

Drones, Exos, and other Vehicles

Who doesn't like a little drone here and there? Exosuits and vehicles are all great ways to provide utility and transport. Each of these devices can be built, and reconfigured. Well, to a degree.

All of these Generally have Integrity instead of HP, which infers a weakness against Coil weaponry. A low AC, but a large pool of Integrity

Drones can be as small as the half-foot tall battle-bots you see on TV, to a 3 meter tall walker that's simply remote controlled. Drones can be controlled in a variety of ways, and generally do not have any autonomy. Some do, but they're regulated to simple pathfinding or even simpler tasks.

Exo's or exosuits are large suits that individual people can wear. For ease of gameplay, it's assumed that anyone can fit in an Exosuit by and race, but your DM may overrule this. It likely won't be too difficult to find out what suit is for what race.

Vehicles Do you know how to tell if you have a good car? Four wheels. If it's got four wheels, you've got yourself a good car. All the best cars have four wheels. An engine too, that's kind of important. Sedans, Trucks, ATV's... but this category also includes aircraft and boats. Good planes have wings, good boats float on water, and spacecraft? Well, Y'know.

Objects in this section is best handled by Experts and Aces.

Drones

Drones are small robots that can be remotely controlled for complex tasks, or given a simple set of commands (Drive 18m forward, Turn left 90° Drive 10m forward, use ability.) Due to the overall lack of AI being permitted, which includes "Video-game style" AI or automatic driving capabilities. Drones can be of varying sizes. Drones have One Locomotion System, Chassis, and have one weapon or Utility.

Because of the nature of drones, the Locomotion System and the Chassis are two separate parts that must be combined. Weapons and Utilities can be found in the Glossary of Components section just a few pages over. Remember, drones can only have one utility or weapon.

Drone Chassis have a few stats.

Integrity: A stand-in for HP. Once the Integrity has been reduced to 0, the drone is considered completely destroyed.

Armour Class: Exactly as it says on the tin.

Size: The amount of space the drone can occupy. Tiny Drones fit in the palm of your hand. Small Drones are half a meter, so 16 of them can fit in one tile. Medium Drones are one meter large, so four of them can fit in one tile. Large Drones are 1x1 meter, and Huge Drones occupy 4x4 meters, or 2x2 tiles.

Special: Does this Chassis provide cover? Armour? Abilities?

Micro Chassis – 19 iCr			
Integrity:	5	Info:	A minuscule body that can find itself in small spaces. Cannot equip Utility or Weapons, but can provide it's user vision.
AC:	10		
Size:	Tiny (0.1m)		

Needle Chassis – 22 iCr			
Integrity:	9	Info:	A tiny re-enforced body that is capable of equipping rotors. It's sleek design makes it harder to destroy. Cannot equip Utility or Weapons, but can provide it's user vision.
AC:	12		
Size:	Tiny (0.1m)		

Copperfly Chassis – 25 iCr			
Integrity:	18	Info:	A small drone that's noticeable. Capable of equipping rotors. Cannot equip Utility or Weapons, but can provide it's user vision.
AC:	8		
Size:	Small (0.5m)		

Hotrod Chassis – 20 iCr			
Integrity:	22	Info:	This Small Drone comes with a hardpoint to allow for a utility or a weapon. However, it can only use it's Utility or Weapon once. Weapons installed on this hard-point suffer a 12 damage penalty.
AC:	10		
Size:	Small (0.5m)		

Pylon Chassis – 16 iCr			
Integrity:	30	Info:	Largely considered the Default size. This is the largest Chassis that can equip Rotors. Weapons installed on this hard-point suffer a 6 damage penalty.
AC:	8		
Size:	Medium (1 m)		

Thorn Chassis – 17 iCr			
Integrity:	41	Info:	Largely considered the Default size. Weapons installed on this hard-point suffer a 6 damage penalty.
AC:	10		
Size:	Medium (1 m)		

Ultralite Chassis – 21 iCr			
Integrity:	45	Info:	This large Chassis is designed to be an emergency vehicle. Despite this, it can still equip weapons on it's hardpoint.
AC:	8		
Size:	Large (2 m)		

Stalker Chassis – 26 iCr			
Integrity:	51	Info:	This large Chassis is fairly tall, and can provide cover to adjacent characters.
AC:	10		
Size:	Large (2 m)		

Mason Chassis – 49 iCr			
Integrity:	67	Info:	This massive Chassis provides cover to adjacent characters.
AC:	12		
Size:	Huge (4 m)		

Juggernaut Chassis – 57 iCr			
Integrity:	85	Info:	This massive Chassis provides cover to adjacent characters.
AC:	12		
Size:	Huge (4 m)		

Next up is the Locomotion systems. These systems decide how the Drone is going to move, and may provide additional bonuses. Movement type is the type of Movement system, Flying, wheeled, tracked, or legs. Speed is how many tiles or meters it can move for one action, and the Turning degrees is how often a drone can turn.

Drones need to be able to turn, and cannot turn on a dime. (Often) As a result, some systems can only turn so much before needing to end their turn. A 90° Turning radius means that the vehicle can only turn 90 degrees for one movement action. It could move 2 tiles, turn, then two more if it's maximum speed is 4 tiles. Or, 1 tile, turn, 3 tiles... A drone can turn at any time during it's movement action.

Rotors – 26 iCr			
Movement Type:	Flying	Bonus:	Capable of VTOL. Only certain Drone Chassis can equip this as a movement system.
Speed:	6m or 3 tiles.		
Turning:	90°		

Tri-wheel – 6 iCr			
Movement Type:	Wheeled	Bonus:	Not exactly a stable wheel system, but capable.
Speed:	8m or 4 tiles.		
Turning:	90°		

Superlite Wheel System – 7 iCr			
Movement Type:	Wheeled	Bonus:	Four wheels. All the best drones have four wheels.
Speed:	12m or 6 tiles.		
Turning:	180°		

Hexadrift System – 9 iCr			
Movement Type:	Wheeled	Bonus:	By far the most stable wheel system. Drones with the Hexadrift system cannot be pushed or pulled without the use of Psionics if they are in a Large or Huge Chassis
Speed:	10m or 5 tiles.		
Turning:	90°		

Treads – 12 iCr			
Movement Type:	Wheeled	Bonus:	
Speed:	6m or 3 tiles.		
Turning:	360°		

Armoured Treads – 16 iCr			
Movement Type:	Wheeled	Bonus:	Increases the Drone's AC by 1.
Speed:	6m or 3 tiles.		
Turning:	360°		

Micro-Walker – 12 iCr			
Movement Type:	Legs (2)	Bonus:	These small, thin legs allow a drone move at extreme speeds, while maintaining a modicum of stability. Cannot be installed on Large or Huge Chassis.
Speed:	16m or 8 tiles.		
Turning:	180°		

Quad-Leg – 18 iCr			
Movement Type:	Legs (4)	Bonus:	The Bog-standard 4-leg system is somewhat slow moving, but surprisingly agile.
Speed:	14m or 7 tiles.		
Turning:	360°		

Armoured Quad-Leg – 22 iCr			
Movement Type:	Legs (4)	Bonus:	This Armoured Leg provides +1 AC, and +25 Integrity
Speed:	10m or 5 tiles.		
Turning:	270°		

Hexapod – 29 iCr			
Movement Type:	Legs (6)	Bonus:	This Armoured Leg provides +1 AC.
Speed:	8m or 4 tiles.		
Turning:	360°		

Check the Resources section of the book for some examples of Drones.

Exosuits

Exosuits are large suits that cover most if not the full body. Exosuit Pilots can choose to take incoming fire, or allow the suit to take the damage to it's integrity. Exosuits cannot take cover, and use the same AC as the Pilot. Exosuits have a Chassis, and can have two Weapons and one Utility.

Exosuits are a little more complicated than drones, as they have multiple stats to contend with. Exosuits have multiple purposes, can only ever fit one person inside of them, and may have additional sensors and capabilities. Let's go over some of those core stats.

Integrity: A stand-in for HP. Once the Integrity has been reduced to 0, the Exosuit is considered completely destroyed.

Armour Class: Exactly as it says on the tin. Exosuits do not rely on the operator's AC, nor can they take cover.

Strength Bonus: Exosuits increase a character's strength while equipped. If the Modifier is increased, then it does not increase the character's Physical strain temporary.

Handling: Skill checks made with this exosuit is increased by this value, making it easier. (IE: Exosuit with a Strength Bias. Add the handling. 2D6 + (Exosuit Skill) + (Strength Modifier) + (Handling))

Power Supply: How long a Type C Power cell can keep the Suit function. How many slots the Suit has for additional cells are also included.

Mobility: How fast can this Exosuit transport the operator? How high can it jump?

Lifter MK6 – 39 iCr			
Integrity:	35	Handling:	-2
Armour Class:	4	Power Supply:	8 Hrs (1 slot)
Mobility:	8m or 4 tiles. Jump 1m.	Strength Bonus:	14
Special: Although the Lifter has no hardpoints, it's great for lifting up objects that no normal person could lift.			

Walker 17 Ferro-lite – 42 iCr			
Integrity:	45	Handling:	-1
Armour Class:	12	Power Supply:	6 Hrs per (2 slots)
Mobility:	10m or 5 tiles. Jump 4m	Strength Bonus:	8
Special: The Walker is a fairly slow moving exosuit, but it is the first exosuit to see roles in policing and riot control. Although it's not particularly great, very few people would want to get into a fist-fight with someone piloting this.			

Cryostep MK2 – 76 iCr			
Integrity:	34	Handling:	-1
Armour Class:	8	Power Supply:	8 Hrs per (4 slots)
Mobility:	8m or 4 tiles. Jump 3m.	Strength Bonus:	4
Special: This Suit has a built-in envirosuit and a re-breather, providing up to 4 hours of oxygen. Magnetic boots also allow this exosuit to operate perfectly fine in Zero-Atmo environments. Just... Keep your feet on the ground. There's no jets to get you back.			

DustDevil DriftSuit – 39 iCr			
Integrity:	67	Handling:	1
Armour Class:	10	Power Supply:	6 Hrs per (2 Slots)
Mobility:	16m or 8 tiles. Jump 5m.	Strength Bonus:	10
Special: The Driftsuit has Drift-Jets built into the legs of the unit. Provided the Exosuit does not turn, it is able to move at double it's already startling speed.			

Bulwark Harness – 67 iCr			
Integrity:	95	Handling:	2
Armour Class:	12	Power Supply:	8 Hrs per (3 slots)
Mobility:	10m or 5 tiles. Jump 2m.	Strength Bonus:	10
Special: Often retrofitted by Avali, this Suit sees service in just about anyone's hands largely due to it's primarily Military design.			

Sentinel MK4 – 97 iCr			
Integrity:	140	Handling:	2
Armour Class:	14	Power Supply:	18 Hrs per (2 slots)
Mobility:	8m or 4 tiles. Jump 1m.	Strength Bonus:	6
Special: The sentinel is no joke, this Exosuit often sees use by the TSA. Often seen equipped with Two Chain-guns, this Exosuit is by far the strongest, scariest suit to see service out there. Should anyone see light from the two flood-lights coming from the centre of it's chassis, they'd best run and hide. Operators for this suit are under strict orders to take no prisoners.			

Vehicles

Vehicles come in all shapes and sizes. There are three main types of Vehicles all with unique capabilities. Aircraft, Boats, and Land Vehicles. All Vehicles have a Hull, and Engine. Some Vehicles have the ability to have a Utility.

All Vehicles have the following Stats, but some vehicles have additional stats and restrictions. Be aware of these restrictions when using them.

Maximum Speed: Pretty self explanatory. How fast can this vehicle go? Everything will be in kph, even if it doesn't make the most sense. Is is because the writer is stupid, and he thought Knots are imperial. Despite being born in the Maritimes, he still hasn't figured out this whackadoodle measurement system.

Integrity: A stand-in for HP. Once the Integrity has been reduced to 0, the vehicle is considered totalled. It's beyond repair.

Armour Class: Exactly as it says on the tin.

Handling: How difficult it is to pilot the vehicle. To perform a difficult manoeuvre, a skill check of this value must be passed with the vehicle.

Crew: How many people does it take to drive this vehicle? How many passengers can it take. Does the vehicle have a Jack-in Port for ease of driving?

Let's start with Aircraft.

Paraglider (7 iCr)			
Integrity:	85	Handling:	(Landing, 8) (Manoeuvring, 18)
AC:	6 (8 in the air.)	Altitude Ceiling:	6km
Max Speed:	200 kph	Crew:	1

The Paraglider is best defined as a massive fan with a parachute attached to it. If you can get over the fear of your feet dangling over the edge, you'll find that they're actually pretty safe, and quite portable, as this massive backpack can fold in on itself to a degree.

Ultralight Propeller (38 iCr)			
Integrity:	165	Handling:	(Landing, 10) (Manoeuvring, 16)
AC:	5 (8 in the air.)	Altitude Ceiling:	5km
Max Speed:	350 kph	Crew:	1 pilot, 1 passenger.

The Ultralight Propeller is a small plane that as the name implies, has a propeller in the front. Old Technology, still works. Though, the scarf is not included. The Ultralight has one Utility Slot.

Wasp (76 iCr)			
Integrity:	255	Handling:	(Landing, 8) (VTOL) (Manoeuvring, 16)
AC:	8 (10 in the air.)	Altitude Ceiling:	7km
Max Speed:	320 kph	Crew:	2 pilots (Jack-point), 2 passengers.

The wasp is no joke. Boasting one weapon slot, and two doors, this slow-moving gunship allows the passengers to open up either side of the vehicle to rain down small arms fire... or worse. That said, the wasp has been retrofitted more than once as a cargo vehicle capable of lifting cargo, and dropping it off whenever it's needed.

SkyTaxi (95 iCr)			
Integrity:	380	Handling:	(Landing, 7) (Manoeuvring, 12)
AC:	6 (12 in the air.)	Altitude Ceiling:	5km
Max Speed:	600 kph	Crew:	1 Pilot (Jack-point), 10 to 20 Passengers.

The SkyTaxi is a fast moving transport. Although it has no hardpoints, the SkyTaxi is able to carry multiple tonnes of cargo, and 10 passengers at the same time. Remove the cargo bay and add more seats, and you’ve found a way to add 10 more people. This plane is often used for short-range passenger travel, much like today’s short range airliners.

You thought we were gonna do cars next, hunh? WRONG! Nice try, buddy. This section might make my father proud. Or not, because he really likes boats and I’m probably going to mess this up with game mechanics.

Zodiac (18 iCr)			
Integrity:	180	Handling:	(Manoeuvring, 10)
AC:	8	Draft Depth:	<1m
Max Speed:	65 kph	Hull Stability:	Poor
Crew:	1 Pilot, 5 passengers	Sensors:	None

It’s inflatable! It’s got a plywood floor. A silly motor in the back controlled by the pilot. It’s a great method of short range transportation... unless something sharp punctures it.

Skimmer (24 iCr)			
Integrity:	660	Handling:	(Manoeuvring, 12)
AC:	7	Draft Depth:	1m
Max Speed:	90 kph	Hull Stability:	Moderate
Crew:	1 Pilot (Jack-Point), 3 passengers	Sensors:	Basic Sonar (10m)

This fun little boat is perfect for joyrides in lakes, and even a little bit of fishing. The more people you have though, the less room you’ll have for beer, and your catch.

Light Tugboat (24 iCr)			
Integrity:	1300	Handling:	(Manoeuvring, 10) (Pulling, 18)
AC:	10	Draft Depth:	3m
Max Speed:	40 kph	Hull Stability:	Extreme
Crew:	2 Pilots, 4 aux-crew	Sensors:	Radar System (10km)

This “light” tugboat is anything but light. Slow, lumbering, but it has the ability to pull boats up to 100 times it’s size in the water to safety. The Auxillary crew handles other tasks.

Cutter (48 iCr)			
Integrity:	850	Handling:	(Manoeuvring, 10)
AC:	12	Draft Depth:	2m
Max Speed:	120 kph	Hull Stability:	Moderate
Crew:	2 Pilots, 7 passengers	Sensors:	Radar System (10km)

A long range skimmer capable of travelling large distances. Still, a small personnel boat, but plenty capable for any task.

Sailboat (24 iCr)			
Integrity:	650	Handling:	(Manoeuvring, 12)
AC:	8	Draft Depth:	5m
Max Speed:	80 kph	Hull Stability:	Moderate
Crew:	4 Pilots, 4 aux-crew	Sensors:	Radar System (10km) Sonar (15m)

This sailboat uses the wind to propel it over the sea. With a moderate set of systems to assist in travel, electronics are even included.

Now we're going to do land vehicles. We'll start with the smaller ones, and slowly work our way on up~

Snow-Skiff (17 iCr)			
Integrity:	255	Handling:	(Snowmobile, 3) (Trail Driving, 5) (Advanced, 12)
AC:	8	Special:	Off-road snowmobile only.
Max Speed:	80 kph		
Crew:	1 Driver, 1 passenger		

The Avali Snow-Skiff is the default vehicle for many Avali and their drones. It's also a very light weight, easy to drive vehicle, provided there's snow to ride on top of. It's generally a bad idea to ride this vehicle on dirt, or asphalt. Though, it is possible... For a while.

ATV (15 iCr)			
Integrity:	345	Handling:	(Trail Driving, 4) (Advanced, 13)
AC:	8	Special:	Off-road
Max Speed:	70 kph		
Crew:	1 Driver, 1 passenger		

The simplest of vehicles, the ATV. Often used by offworlders to travel vast distances away from the ship toward somewhat urban areas. Small Colonies that don't have the full infrastructure, yet still have dirt paths between the spaceport (Which is really just a handful of clearings) are perfect for this sort of vehicle.

Pickup Truck (23 iCr)			
Integrity:	685	Handling:	(On-road, 3) (Advanced, 14)
AC:	10	Special:	Off-road Capable Can be converted for a weapon hardpoint in the back
Max Speed:	180 kph		
Crew:	1 Driver, 1 passenger (4 in the back)		

Can't say no to a proper pickup truck. We'll skip most modern day vehicles and go back to when this kind of vehicle was good. Two seats in the front, roomy bed in back. Capable of carrying 2 tonnes of cargo, or six people. The Pickup can be converted into a technical with a mounted gun with sufficient tech know-how. (Tech[Mechanical] with Intelligence Bias, DC 18)

Van (15 iCr)			
Integrity:	475	Handling:	(On-road, 3) (Advanced, 11)
AC:	8	Special:	
Max Speed:	210 kph		
Crew:	1 Driver, 7 passengers		

When you need to transport people around rather inconspicuously, the Van is a good choice for many. Who's going to think twice when they see an unmarked van rolling up on them? If your players are anything like mine, it'll have "free candy" spray-painted on the side in no time.

These vehicles are merely examples. Your DM will likely come up with something more interesting for your campaign.

Glossary of Components.

Here comes the next part. Drones and Exosuits, even some vehicles (See Resources) can have Hardpoints. Most Drones have one Hardpoint, and most exosuits have two. Why not build some extra vehicles that can have one or more Hardpoints? Hardpoints are classed in two categories. Utility, and Weapon.

Utilities and Weapons for Drones, Exo's and Vehicles Chart			
Name	Type	Special	Cost
12.7mm Rifle	Weapon	A simple semi-automatic rifle. Deals 3D8+6 ballistic damage. Range of 4m to 200m	3.96 iCr
Aero Blade	Weapon	A sharp Aerogel sword or blade. Deals 2D8+2 slashing damage. Range of 0m to 2m	1.62 iCr
Aero Cannon	Weapon	A slightly modified Ostinato. Deals 2D6+8 slashing damage. Range of 4m to 80m	2.16 iCr
Combat Hammer	Weapon	Exo Only. A heavy Maul. Deals 2D6+8 blunt damage. Range of 0m to 4m	1.67 iCr
Enviro Scanner	Utility	Drone Only. A scanner to detect and analyze unseen dangers from a safe distance.	2.38 iCr
Fire extinguisher	Utility	Emergency firefighter gear.	1.39 iCr
Gauss Rifle	Weapon	A powerful coilgun sniper rifle. Deals 4D12+18 ballistic damage. Range of 10m to 20000m	13.67 iCr
Grapple-hook	Utility	A hook for easy traversal across impossible distances.	2.16 iCr
Heavy Chaingun	Weapon	A powerful cannon that shoots more lead than your whole party. Deals 3D8+8 ballistic damage. Range of 4m to 60m	5.16 iCr
Makeshift Trigger	Weapon	Drone Only. A revolver, a string, and a toggle. Deals 3D4+2 ballistic damage. Range of 2m to 20m	0.45 iCr
Medical Armature	Utility	Emergency Bioform spray.	3.16 iCr
Nova Cannon	Weapon	Exosuit only. An extremely heavy, and powerful laser weapon capable of cleave. Deals 3D10+1 Energy damage. Range of 4m to 150m	7.46 iCr
Optical Array	Utility	Allows the use of Thermalvision or Nightvision.	4.16 iCr
Pressure-Spike	Weapon	A pneumatic Spike that hurts. A lot. Deals 3D6+6 Slashing damage. Range of 0m to 2m	2.38 iCr
Psi-Coil	Utility	An emergency Psionic dampening device. Can only be	6.84 iCr

		used once per combat.	
Rebreather Installation	Utility	Exo Only. A permanently installed rebreather.	0.68 iCr
Repair Armature	Utility	A small welding system designed for quick spot repairs to an object's integrity.	2.89 iCr
Safety Shield	Utility	Exo Only. A large, heavy shield that increases AC and provides cover to allies.	1.64 iCr
Stabilizers	Utility	Exo Only. Prevents the suit from being pushed, pulled, or otherwise staggered.	2.76 iCr

Here's a list of all the Utility and Weapons that can be slotted into Drones, Exosuits, and some Vehicles.

12.7mm Rifle: *Weapon, Major Action.* (Deals 3D8+6 ballistic damage. Range of 4m to 200m) Holding over 500 bullets, this ballistic weapon has a low-rate of fire and precise aiming capabilities, but it still makes for a great gun.

Aero Blade: *Weapon, Major Action.* (Deals 2D8+2 slashing damage. Range of 0m to 2m) The Avali most certainly have something to say. With an extra large sword and a proper carbon generator, anyone's going to think twice before getting too close.

Aero Cannon: *Weapon, Major Action.* (Deals 2D6+8 slashing damage. Range of 4m to 80m) The Aero Cannon is a slightly modified Ostinato. Adapted to fit on a drone or exosuit, it's power has been tweaked by the housing of the unit it's built into. Round armour, and two large barrels complete this powerful weapon's silhouette.

Combat Hammer: *Exosuit Only. Weapon, Major Action. Exosuit Only.* (Deals 2D6+8 blunt damage. Range of 0m to 4m) A thick, heavy maul-like warhammer can be affixed to the wrist, or secured to a level to deal damage when it comes down on your enemies.

Enviro Scanner: *Utility, Passive. Drone Only.*

The Enviro-Scanner scans an area to look for toxic information or dangerous obstacle based on vision and sound. That camera data is then transmitted back to the user.

Fire extinguisher: *Utility, Major Action.* Watch for backblast and breach that burning building! The Fire extinguisher module contains rapidly expanding foam that can stop a fire and prevent it from growing further. It is able to cover 60 square meters (3x4) before needing to be recharged, provided a successful skill check is completed. (Exosuit)

Gauss Rifle: *Weapon, Major Action.* (Deals 4D12+18 ballistic damage. Range of 10m to 20000m) The Vox Gauss on crack. Longer, larger capacitors, a longer barrel, and a more capable power source means that this weapon is the ultimate sniper rifle. Combine with assisted aiming from an exosuit, and your mark won't know what hit them.

Grapple-hook: *Utility, Major Action.* It's exactly what the name implies. A small launcher fires a hook, and a mechanical winch can pull up the drone, or the Exosuit. For drones, the wire is 10m x the size of the drone. For Exosuits, it's 25m.

Heavy Chaingun: *Weapon, Major Action.* (Deals 3D8+8 ballistic damage. Range of 4m to 60m) Six barrels, a heavy backpack, and more ammunition than you can shake a stick at. The high rate of fire brings meaning to the phrase “accuracy by volume.”

Makeshift Trigger: *Weapon, Major Action. Drone Only.* (Deals 3D4+2 ballistic damage. Range of 2m to 20m) A revolver, a switch, and a string. What more could you ask for on a drone meant to hurt people?

Medical Armature: *Utility, Major Action.* A spray-foam arm is installed on the drone. In the Exosuit’s case, part of the suit’s arm opens up to reveal a biofoam nozzle. At the cost of 1 Strain from the patient, allow the patient to heal the full value of a skill check (Drone with an Intelligence Bias, or Exosuit with a Dexterity bias) and one Strain healing.

Nova Cannon: *Exosuit only. Weapon, Major Action. Cleave.* (Deals 3D10+1 Energy damage. Range of 4m to 150m) What if we took a Laser Rifle, and mounted it to an exosuit arm? We’ll increase the power input, and really see what kind of damage this weapon can do.

Optical Array: *Utility, Free Action.* The Optical allows a drone to see an area in Infared, or low-light conditions.

Pressure-Spike: *Weapon, Major Action.* (Deals 3D6+6 Slashing damage. Range of 0m to 2m) While the Pressure spike does come with a small shield, it’s primary housing houses a powerful

pneumatic spike that can shoot forward to pierce anything in front of it with hundreds of kilograms of force.

Psi-Coil: *Utility, Major Action.* Once Activated, Psionic abilities cost more Psi Points equal to your Tech[Psionic] Skill until the start of your next turn. Can only be used once in combat.

Rebreather Installation: *Utility, Major Action. Exosuit Only.* A rebreather is installed in the head of the exosuit. Can only be used with Exosuits that have a closed head. (Not the Lifter MK6) Allows relative safety and the ability to function underwater or in toxic environments for up to one hour.

Repair Armature: *Utility, Major Action.* A welding system is secured to the unit. This allows for minor repairs equal to the value of a skill check. (Drone with an Intelligence Bias, or Exosuit with a Dexterity bias.) Can only be done once per hour.

Safety Shield: *Utility, Passive. Exosuit Only.* Provides +4 AC. A large shield is installed where the hand of an exosuit’s arm would be. The curved shield also has a slot to allow the operator to see. The Operator provides cover to adjacent allies.

Stabilizers: *Utility, Reaction. Exosuit Only.* Servo Stablizers are installed in the Exosuit’s legs, Provided the Operator is able to activate them, the exosuit cannot be pushed, pulled, or otherwise moved outside of certain Psionic Powers.

SpaceCraft and travel

Oh, look! You're in space! You have a space ship! Look at you~ Doing all those little jumps here and there. From planet to planet, from sector to sector, from race to race...

There are numerous colonized planets, even ones with no people on them. A planet, or even space station can have as few as a hundred people on it, to hundreds of trillions of people.

“The Bubble” as it's called is the space where all known sentient life exists. If you were to look at a high resolution image of the milky way galaxy, a single pixel would be the size of the bubble. The bubble is separated into sectors, and each sector has numerous locations to land on.

DM Note: Obviously, you're not required to use the information under the “Spheres of Influence.” section. Build your own adventure if you want!

Travelling from planet to planet is a days long endeavour. It could take two hours to get from Earth to the Moon, or four days to get from Earth to Mars. It takes six days to leave a sector, and travel from one sector to another is up to one week via a Sling-Gate. Don't want to use a Sling-Gate? It'll take over a year.

There is a Sling-Gate in each sector, and even an emergency, automated Sling-Gate in many unmarked sectors. Although, the automated ones aren't as fast as the manned ones in inhabited sectors, would you rather wait one month, or one year to see civilization again?

Starships use Sling-Gates by docking in the FTL tube. The gate then rotates the ship, performs the necessary calculations to adjust for the movement of the neighbouring sector, and then launches the ship backwards at speeds far faster than light. The ship then engages it's retarder-thrusters to slow it down to a point where it is able to enter sub-light speeds before missing the sector's star.

Spacecraft isn't the main focus in 'Verse. Ship Combat is rare, due to the requirements set by Sling-Gates. The roughest, toughest starships might only have one laser cannon, or one autocannon. Smaller fighters that are fitted with an extremely reinforced, rippled composite armour along with a titanium frame remain one of the largest threats to spacecraft. Having such a fighter outside the purposes of military or law enforcement is considered illegal in all three major Spheres of Influence.

Although Snub-Nosed Fighters are somewhat common, larger, armed craft, such as Aero Drones, Corvettes, Destroyers, and one of the four massive tidal-shifting TSA Dreadnoughts are armed to the teeth with numerous laser cannons, multiple engines, and in most cases, crews of over 300 people.

Why are weapons so rare and limited? Due to the nature of Sling-Gates, every bullet, every power cell, and every piece of hazardous materials must be accounted for. One wrong move could potentially cause a battery explosion, or an ammunition cook-off. Not only do the manufacturers not want this liability, it can be tedious for starship crews to have a full inventory available for the crew on the Sling-Gate. Especially if they're just a bunch of disorganized Joes like the Player Characters.

With all of this said, even military vessels with a supposed large stockpile of ammunition still only contain very little to start. Enough for one short skirmish. Some of the larger ships do include some capability to manufacture their own ammunition for extended firefights. As a result, having Autocannons and Coil weaponry is still dangerous, but in the context of a large military vessel, the danger is worth the risk.

Starships, even small ones, are worth thousands of credits. So much, that it's generally impossible for a crew to pay one off within a dozen years. Even the ugliest, smallest, cheapest Starship go for as much as 80,000 iCr. Add food (10 iCr per month for a crew of 4.) Fuel (150iCr for a month of flying) Insurance for legally acquired spacecraft (250iCr per month) and interest (That's, 3% per month by the way.) and you're looking at needing to make at least 562 Interstar credits per month.

Yeah. We didn't talk about ammunition either, or other goodies. Hope your jobs pay well. (They won't.)

Most starships are acquired illegally. As such, they have much higher interest rates, and the penalties for not making a payment is a story in it's own.

Starships can take multiple types of fuel, or just one. Fuel types include the following.

ENDURIUM: A biological starship fuel. A specific fungal matter is burned at extreme temperatures allowing it to combust and propel the ship. Endurium is exceptionally rare, and really only used Coreward.

DYMO: Diamo is a slick, red fluid built from compressed gasses from specific nebulae. Although it is cheap, the manufacturing process is expensive enough to make it almost not even worth it.

KEROHEX: Fossil Fuels don't just exist on Earth, but many other planets also have a form of sludge that can easily be converted to combustible fuel that can propel starships and other kinds of vehicles, in much smaller quantities.

FLUX: A cold, mineral based sludge. The Avali primarily use this, as it almost always seems to remain at extremely cold temperatures. It also makes for great coolant!

Want some example Starships? Let's take a look at them!

Starflier – SRM8T - Titanium – 509FR – 47,000 iCr			
Maximum Safe Sublight Speed:	680 m/s.	Fuel type and capacity:	Kerohex, 3200 Litres
Crew complement and comfort:	5 crew, tight bunks.	Additional Rooms:	Medical Bay. Compact galley.
Cargo:	18 tonnes.	Maintenance Interval:	18000 living hours.

Mirelight – LM93W - Cobalt - 644MN – 38,000 iCr			
Maximum Safe Sublight Speed:	430 m/s.	Fuel type and capacity:	Flux, 8500 Litres
Crew complement and comfort:	4 crew, tight bunks.	Additional Rooms:	Medical pods. Compact galley.
Cargo:	24 tonnes.	Maintenance Interval:	23000 living hours.

Skyhold – GR7BZ - Steel - 397PL – 68,000 iCr			
Maximum Safe Sublight Speed:	620 m/s.	Fuel type and capacity:	Dymo, 5000 Litres
Crew complement and comfort:	4 crew, private rooms.	Additional Rooms:	Medical Bay. Compact galley. Observation room.
Cargo:	12 tonnes.	Maintenance Interval:	20000 living hours.

HalfWake – Q52ND - Nickel - 722SH – 105,000 iCr			
Maximum Safe Sublight Speed:	580 m/s.	Fuel type and capacity:	Kerohex, 4000 Litres
Crew complement and comfort:	8 crew, Rotating Rooms.	Additional Rooms:	Shared bathroom, Medbay, Half Galley
Cargo:	66 tonnes.	Maintenance Interval:	21000 living hours.

Featherlite – LM93W-Cobalt-644MN – 88,000 iCr			
Maximum Safe Sublight Speed:	720 m/s.	Fuel type and capacity:	Endurium, 3000 Litres
Crew complement and comfort:	6 crew, Hammocks, roosting	Additional Rooms:	Full Galley, Environmental space, Light medical.
Cargo:	36 tonnes.	Maintenance Interval:	23000 living hours.

Systems and Rules

Can't have a game without rules. Even the first videogame ever invented, Tennis for Two, had rules that you had to follow. Namely, not hitting the other guy when he won. Below is a quick reference to a lot of the common rolls that players might have to make. We'll go in depth after that.

Rolling Tables	
Skill Check	2D6 + Skill + Bias
Accuracy Roll	1D20 + Combat Skill + Bias Vs. AC
Strain Heal	Lv + Hit-Die * (Milestone + 1)
Save Throw	1D20 + Save Score (Above 15 is a success)

Skill Checks

When a player needs to perform a challenging task, there's a few ways to go about it. The GM will have to call a particular skill with a specific bias. Skills can have multiple attribute bias, but only one can be used at a time. Some examples are below.

Sol needs to climb a dangerous rock-face. A skill check with *Athletics* and a *Strength bias* could be rolled. Sol has an Athletics of 3, and a Strength Bias of +2, because he is a Soliton. So, he rolls 2D6 with a +5

Skill Checks need to pass a challenge. The difficulty of the challenge is decided by the DM. There's a handy-dandy table by the side that could help out said DM. Sol rolled two three's, and he needs to pass a normal difficulty check. So, he passes! (6+5)

Okay, Rho needs to repair her exotic implants. She failed her check, and she can't use her legs to walk or dance! But, she's on a space ship, and there's really nothing going on right now. Rho needs a Cybernetics Check with Intelligence, but she's not great with Cybernetics (0) and her Intelligence doesn't help much either. (1) This is a very difficult check. Even if she rolled very high, this wouldn't be possible. Rho can "**Take 15**" to *increase her chances by 1 for every 15 minutes* she has to work on her implants. Rho rolls relatively low, (4+1)... But she makes the difference by working on her implants for a few hours. She's able to complete the challenge successfully, even though she'd never be able to do it under a time constraint.

To Take 15, the skill must be at least trained (+0).

Characters can **Assist** eachother for a skill check. Drake needs to pilot a ship through a difficult minefield. Failure will most certainly mean death for the whole party, but this ace is an expert pilot. Except this time, he rolled somewhat low for this kinda difficult challenge. (Vehicle[space] with

Skill Check Difficulty Table

Trivial	2
Very Easy	4
Moderately Easy	6
Easy	8
Normal	10
Kinda Difficult	12
Difficult	14
Very Difficult	16
Extreme	19
Beyond Extreme	21
Borderline Impossible	23
Actually Impossible	25

Dexterity. 6+2) Drake rolled a 3, resulting in an 11. Ellie steps in to assist, adding her own Vehicle[Space] skill to the check. She's not great, but her +2 in this skill prevents the ship from getting hit by a mine, and triggering a chain reaction. Phew.

But... what about when two characters are against each other? An **Opposing Skill Check** is when the character must defeat another character's check. Cyrus is hacking a computer system with their implants, but the enemy is aware of their presence, and has sent a decker to stop Cyrus. Cyrus is accustomed to using their implants to hack computer systems, but he is quickly caught (Cybernetics with Aptitude, 4+3) Cyrus must now defeat the other hacker in a skill check, or suffer a potentially damaging dump-shock.

Cyrus rolls an 8, and the hacker (The DM) rolls their own hidden check. Does a 15 beat the hacker's roll? Especially when the Hacker gains a +2 for being on his home turf.

Skill checks can also have **Environmental Modifiers**. This is generally decided by the DM, either during favourable, or unfavourable conditions. Perhaps the mines in Drake's minefield are Seeker Drones, and he has an extensive past in dodging them? Maybe a +2 could be offered? Sol may have climbed that rock face numerous times as a child, and a +2 could have been applied? Rho's cybernetic implants are an exact make and model she's more than familiar with for a +2?

TO RECAP...

A skill check is done with 2D6 + the associated Skill + the Bias for that skill. If the character does **NOT** have that skill, then it is untrained at a -1.

A character can **Take 15** to increase their roll by +1. This can stack for as long as they have time to do it.

Characters can **Assist** if their trained (or an Expert) to add their skill to someone else's check.

But, if an adversary is against the player doing the skill check, they might need to compete with an **Opposing Skill Check**. This is when another character also rolls a skill check that must be beat.

Also, **Environmental Modifiers** can exist, that increases or decreases the difficulty of a skill check based on the character, or the environment.

Combat

Much like everything else here, there are multiple ways to skin a cat.

INITIATIVE: Can be done in two ways. Initiative is decided with a D8 + the characters initiative stat.

Each character has an Initiative Bonus based on their Dexterity Modifier. At the start of combat, each character rolls their initiative, including the enemy. To better keep track of turn order, a Virtual Tabletop could be used, or a deck of cards with a simple key to remember who's who. Each character takes their turn in that order until the end of combat.

Alternatively, to make life easier for the DM, a “Phase System” can be used. The players still roll Initiative for their turn order, but the enemies all take their turn at the end when every player has gone.

DM Note: Make sure to communicate to the players during session 0 how initiative will be done. There are some abilities that the players may choose based on this decision.

THE ACTION ECONOMY: On a character's turn, they have 4 actions that they can take. Each Action can be downgraded, but not upgraded. There is one exception, and that is the Reaction. Characters can only have one Reaction until the start of their next turn.

Major Actions are typically things like Attacking, Overwatch, a Skill Check or performing a significant action.

Movement Actions are moving up to 12 meters (6 tiles), disengaging from Melee Overwatch, standing up from prone, or reloading a firearm.

Free Actions are small things, like shouting, some abilities and unique actions that can be done in less than a second or two.

And finally a **Reaction** is an action that is taken when it is not actively your turn. Generally only abilities use this.

Actions can be held! If two players co-operate, one can delay their action until the start of another player's turn. The two players can work together to combine their actions to perform a combo action. For example, Aiden chooses to delay their Major action. Aiden is an Ace, so he tosses the live grenade at the start of Tace's turn. Tace is a Psionic, so she uses their telekinetic powers to guide the grenade where it needs to, at the expense of their Psi Points. As a player, talk with the DM and your other players to find more unique combinations.

Combat Actions		
Name	Action	About
Basic Attack	Major	Perform an attack with one of your currently equipped weapons.
Overwatch	Major	Secure a 90 degree cone, attack when an enemy moves through it.
Skill Check	Major	Perform a skill check (DM's discretion.)
Interface	Major	Connect to a computer system with your Implants.
Control	Major	Control a drone, giving the Drone a Major and Movement Action.
Hunker	Major	Double your cover bonus when it's applicable.
Scavenge	Major	Check a body or container for items.
Run (6 tiles)	Movement	Move 12 meters. (6 tiles.)
Dash (6 tiles)	Movement	Move 12 meters. (6 tiles.)
Disengage (1 tile)	Movement	Move 2 meters. (1 tile.) Melee Overwatch is ignored.
Recover	Movement	Stand from Prone.
Reload	Movement	Reload one ranged weapon, or a weapon that requires a magazine.
Embark	Movement	Enter a vehicle or exosuit.
Implant Drone Control	Movement	Use your Implant Framework or Avali MicroProcessor to control a drone, giving it a Major and Movement Action.
Procure	Free	Pick up an item from map within 2 meters. (1 tile.)
Activate	Free	Use a simple machine. (Light switch, open a box, Etc.)
Shout	Free	Call out to anyone within earshot with a message.
Connect	Free	Use your implants to make a call and communicate with another character. Your target must be willing.
Prone	Free	Dive and go prone.
Melee Overwatch	Reaction	Attack an enemy that moves. Must have not attacked with a ranged or advanced weapon last.
Deliver	Reaction	Give another ally an item in your possession. (By their request.)

BASIC ATTACK: Every character has a Damage Bonus value. Performing an attack requires a Major Action and uses a D20. There are 4 different weapon types you can attack with. Unarmed, Melee, Ranged, and Advanced.

Unarmed attacks typically have a Strength or Dexterity Bias, depending on the actions taken. Unarmed generally implies... y'know, *no weapon*. However, unique weapons such as brass knuckles or heavy boots can increase the damage output.

Melee attacks require weapons such as swords, spears, axes, or even most improvised weapons such as broken bottles and metal chairs. Much like Unarmed, they'll mostly have a Strength or Dexterity Bias, though this leans much heavier toward Strength.

Ranged attacks require a firearm or grenade. Grenades rely on the strength attribute (STR*4 meters or STR*2 Tiles) to decide their range. Firearms rely on the dexterity attribute for their accuracy. Ranged weapons also have ammunition, and need to be reloaded based on their weapon type.

Advanced weapons typically have unique systems that need to be controlled externally. Heavy weapons such as rocket launchers, or starship auto-cannons rely on the Gunnery Skill. Gunnery is rarely used in combat, but there are some personal weapons that requires it.

Attack rolls are done with a D20, add your relevant skill, the Bias for that weapon Kiera is a Soliton. She is using a Bolt Rifle, which has a Dexterity Bias (1). Her Combat [Ranged] is 2. Her attack is 1D20 + 1 + 2. If her roll is higher or equal to the enemies Armour Class, then damage is rolled.

Damage is decided by the weapon, with your Damage Bonus added to it.

OVERWATCH: Characters can go in a state of Overwatch. When a Character is in Overwatch, some enemies are less likely to engage. Characters designate a 90 degree cone in front of them. (An exception are Fighters, as they have the ability to go in Total Overwatch) Enemies who move within that cone are attacked with a -2 to hit. Overwatch can only trigger once, and it is cancelled if the person in Overwatch is hurt or their vision is obstructed by smoke in any way.

MELEE OVERWATCH: When a Character has a melee weapon equipped (And has not used any other weapon type) they automatically enter a state of Melee Overwatch. Characters who move outside of melee range are subject to a free reactionary attack. The exception to this rule is the Disengage action, which prevents Melee Overwatch.

HUNKER AND COVER: Characters in cover (at the DM's discretion) force a -6 to-hit penalty. Assuming that the attack is coming from the side they are covering from. Cover confers no bonus if the person who is in cover is getting attacked by Melee, or shot at from an angle that leaves them fully exposed. As an example Mei has flipped a table, and hides behind it. The mob who is attacking her from the other side of the table suffer a -6 to hit-penalty. However, the mob boss who entered from the back door behind Mei does not suffer any penalty.

Hunkering doubles the Cover bonus, but it is also subject to the same restrictions as cover. Hunkering is a Major Action. It is worth noting that characters can attack from adjacent tiles in a VTT, as it's assumed they're "Stepping out."

SCAVENGING: If there's a dead body, or an item you're looking to procure isn't in plain view (IE: The documents are in a filing cabinet, instead of obviously on top of the coffee table.) then the items need to be Scavenged. The DM may request a skill check to find certain items in the heat of combat.

RELOADING: Why the heck does Reloading cost a movement action? Reloading can be done with either, a Major, or Movement. This allows a character to reload and attack, or move and reload... But

not both. **DM Notes:** Communicate to your players during Session 0 if Reloading is a mechanic to follow, as many players typically don't care to keep track of this mechanic.

MOVEMENT: Movement is typically done with well... Movement actions. Though, Movement actions can also be done with Major Actions. Common actions you can do is to reload, and move. Or to move at double your speed. (Up to 12 tiles). Characters who are knocked prone (Or have gone prone on purpose.) also need to sacrifice a movement or major action to stand up.

Healing, death, and bleedout.

When a Character is reduced to 0HP or below, it is not the end. The character is now bleeding out, and possibly unconscious. The other players should scramble to stabilize them. Once a character is at negative 50% HP, they are now dead, and unrecoverable.

When a player is below 0% HP, but above 50%. They are now knocked prone, and can only take one of three actions. Generally, sapient, smart enemies will ignore someone who's in a bleedout state. At the end of their turn, they take 1D12 damage, getting them closer to death.

Stop the flow: The character reduces bleedout damage from 1D12 to 1D4.

Crawl: Move 4 tiles, or 8 meters.

Attack: Try and attack someone or something, with a -2 to-hit.

DM Note: It's best to leave downed players alone. But, if someone who appeared to no longer be a threat shot at you, I'm fairly certain you would take that time to put them right in the ground to make sure they're no longer a threat.

Generally, for ease to the DM, it's assumed that when an enemy is reduced below 0 HP, they are dead, and are not in this state. On this topic, the DM should also keep track of the enemy morale, and allow enemies to flee before they are killed. That said, Military and Law Enforcement will generally, fight to the bitter end.

When it comes to healing, characters have a new stat, 'Strain'. This represents how much the body can endure when it comes to harm and combat when characters have time to rest.

There are three lengths of rest in Verse.

Extended Rest: This is when the characters have multiple days to complete personal projects, repairs, and are in a general state of comfort and safety. The week it takes to get from one planet to another on a ship, or maybe a few days on vacation in a hotel? During an extended rest, all Drones, Exosuits, Vehicles, and characters have all of their stats fully replenished. For the DM, now is a good time to allow the players to buy things, if they're in a place to buy things, that is. It's not like the 7/11 drive through is available when you're in a starship.

Overnight Rest: This is when the players have time to set up camp, sleep, and be relatively safe-ish for 6 to 18 hours. For an Overnight Rest, all Strain is replenished. Before an Overnight Rest occurs, a Short Rest is also completed, where players can use Strain healing to replenish their stats. Though, it might just be easier to restore all Strain and HP. DM's discretion.

Short Rest: This is generally a 10-30 minute breather. The Characters might be somewhere safe, they might not be. They have time to reload their weapons, and use Strain healing.

That brings us to **Strain Healing** Each Class also has their own **Strain Replenish** to restore other parts of themselves or the party, but everyone gains the ability to Strain Heal.

Strain Healing: Spend one point of Strain to heal your level, plus a hit-die, and another hit die for every Milestone you achieved. Some examples below...

Drake is a Lv2 Ace. He heals 2 + 1D8 HP, because the Ace's hit Die is 1D8.

Tace is a Lv9 Psionic. She heals 9 + 3D6 HP, because she has reached her 2nd Milestone, and the Psionic's hit Die is a D6.

Strain Replenish is different for every class, but it is relatively easy...

Strain Replenish Based on Class	
Ace	Restores all Bennies.
Expert	Fully Repair one Drone, Exosuit, or Vehicle.
Fighter	Restores all Adrenaline.
Psionic	Restores all Psi Points.
Wire-head	Restores all Energy.

Saving Throws

Saving throws are only generally done prior to "Bad stuff." Saves may be called due to abilities, or a failed check.

Physical Saves are called when your physical body is tested. Getting crushed, surviving a toxin, using your strength to prevent someone from doing serious bodily harm.

Mental Saves are called when your mind is brought into question. Steeling yourself against a psionic attack, experiencing a seriously traumatic event, or dealing with massive mental abuse.

Saving throws are also separated into two categories Difficult, and Extreme. Difficult saving throws must roll higher than a 10 to succeed (Add your associated saving throw value). Extreme throws must roll higher than a 15 to succeed.

Bear in mind, your Physical or Mental Save values cannot exceed +10. Saving throw Values cannot be below -5.

Hacking and Electronics

A lot of electronic hardware and vehicles have Integrity instead of HP. When it comes to Toxic damage, it does next to nothing to Integrity (10%). EMP destroys electronics fairly effectively.

GameMaster Section

First thing's first... I'm writing this book under the assumption that you kind of know what you're doing as a GM. Those who are fairly new often go to more popular games like Dungeons and Dragons. Even then, if you don't... my advice is going to be boilerplate and dull.

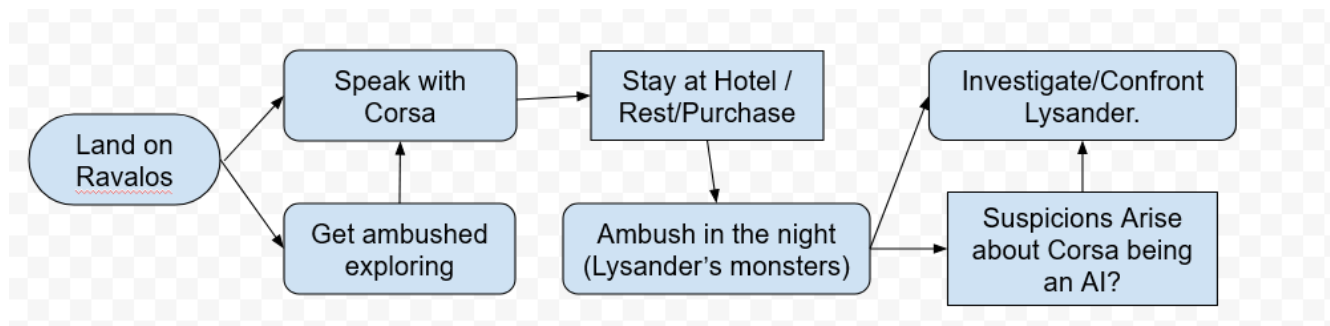
Do it. Just, fuckin' do it. Talk, work with your players, and build something together.

So, here's the basics!

First thing's first. As a GM, your job is to build an adventure. Scenarios and stories that the players can enjoy. Your job is to capture the genuine feeling of danger with an obstacle, and then following up with a sense of accomplishment once the players overcome it. Your objective is *not* to kill all of the players. Not only would it be too easy, but it often leaves players feeling dejected unless it's discussed beforehand that that is the objective. (See "The Hani Incident.")

Because of the fact that this is my own setting, it's not a popular IP, this means that you need to take things in your own direction. There is no "wrong way" to tell a story in 'Verse, but I hope I've given you enough to provide an interesting narrative direction.

Notably important, it's worth reminding people that the GM is generally always right. As a GM, you need to keep things moving. It's worth knowing that it's not the Die's job to run the game too. It's yours. This means making the main scenario chain of events, as well as alternative chains for the players to follow should they choose. This requires a substantial amount of planning. There's no pre-written adventures, which can be a great springboard, but can sometimes make players feel somewhat restricted. As a GM, you'll need to build a chain of events that the players will eventually follow, even if they get sidetracked.



In the example above, the players will land on the planet Ravalos. Ravalos has notable issues with their governors, to the point where it's suspected that they're using the local population for experiments. Corsa wants the players to go to a specific location to speak with the players remotely, but what if the players aren't ready? We could allow them to talk to the townspeople, or purchase supplies, but there needs to be a hook to bring them back.

Corsa provides the players a place to rest, to spend the night, but lo and behold, we have another hook to pull the players toward our objective. Terrible monsters attack them in the night, each with new

abilities the players must learn and prioritize on the fly. Clearly, with Corsa telling the players from her remote location that these monsters are the result of genetic tampering from a Soliton, Lysander... the players will likely want to confront him next. Otherwise, the monsters won't stop coming.

This is just a small example of what it's like to pull players along. Will all of the content you've built be used? Probably not. Will you need to think on the fly, and role play a character you thought of on the spot? Most certainly!

But, I mean... this all sounds fun to you, right? As fun as it does for me? Right? *Right?! I'm not the crazy one here treating my players as puppets and toys to be used and-*

Ahem. Right. Moving on.

Before building challenges, it's best to have a clear understanding of the game's rules. I hope I've made it fairly easy from the Systems Section. I've also built the rest of this section to be for you. Enemy types, possible encounters. NPC Generation tables. I also hope the short stories at the start of the book are not only interesting enough to read, but also interesting enough to help inspire some good ideas for you.

The choice to "give" the players their own star ship can be a challenging one. By prohibiting or writing a scenario without a ship, you can tightly pack and have a much stronger control on the narrative. The players who landed on Ravalos no longer have access to their ship. They're trapped until they resolve those problems, and advance your story.

Then again... Giving the players a starship, means that they have the ability to leave when the going gets rough. In one of the episodes in the TV Show "Firefly" the crew find out that they have stolen medical supplies that prevents a painful disease. Would your players return the medicine? Drop off the medicine and fly away? Or steal the medicine and deliver it to the very scary crime boss? When you read the room of your players, what would you suspect they do? And what kind of obstacles would you put in front of their goals? Maybe, instead of hijacking a strange package from a train, they decide the job is too much and fly away to another planet and job?

Even though all of that content you had designed may feel "wasted." Maybe two planets from now, the players will find themselves on a train. Instead of a regiment of the Authority's finest... they find a group of offworlders and criminals from that very scary crime boss.

The rule of targeting: As a DM, a "Full Party Wipe" is a loss for you too. Your objective is to challenge the players, and punish them for their failures, and reward them for their successes. You could say, start combat, focus each player down and end them one at a time. But that's kind of not fun.

Spread your damage around. Target each player and whittle them down. This gives them lots of time to repair the damage. A disorganized team will fail, but a cooperative team will succeed. Aside, Co-op is more fun. That brings me to the **Rule of Striking:** When there is a tie (IE: if the attack roll is equal to the AC of the target.) then resolve the tie in favour of the player. Dungeons and Dragons has an "attacker wins" mechanic, so the choice, DM is yours to follow this rule.

As the Game, or Dungeon Master (heh) you need to have a few resources available to you that the players may not be privy to. It's your job to build each session, as there's very little in the way here for that. And that's... That's a lot of work. As a result, I've consolidated every DM Note from the beginning, to the end here. References to some of the more important tables can also be found here, and references to the different kinds of money can also be found.

When I ran my playtests, I followed through with a few special 'rules' to maximize both threat and success. When writing your own stories, I like to take a hint from Harebrained Schemes Studios. Have a central starting point, branch off into three or so possibilities (Because players are unpredictable.) and have all three of those possibilities come back to the central point. Do this time, and time again, and the players won't see the rails.

When it comes to combat, it's better to call reinforcements for combat scenes that are too "easy" than it is to make the enemies pull back for no reason when the going gets tough. Enemies are weaker, so a fair number (4v4) is encouraged. It's also worth noting that sapient enemies should strongly consider when it's okay to call it, and when it's okay to keep fighting. People aren't just there to die to the players, they're looking to try and survive while completing their objectives. If the players are going to prevent the enemies from completing their objectives and there's just no way, the enemies are more likely to run or surrender.

Let's talk about enemies. Enemies are separated by Milestone. It's encouraged to keep players fighting within their milestone, though going back and bringing 8 or so Mooks along with the BBEG for level 10 characters could be fun.

You know what? Bad guy time...

MOOKS: Mooks are your average Joe. People looking to pick a fight, but they're not that tough. Mooks can be easily defeated by a coordinated team, but the real threat is when they're facing off a weaker player, and they've got the numbers.

BIOFORMS: Animals and plants are categorized into three categories. Immiscible, Compatible, and Bioform. Immiscible life is life that does not interact, does not wish to interact, and is generally not compatible with sapient life. The meat is wrong, the behaviours are unpredictable, but they're otherwise, not all that dangerous. Compatible animals and plants are companions, food, and life that is considered welcome in one's home. Safe flowers, a pet cat, or chickens are perfect examples of Compatible Life. Finally... We have Bioforms. Bioforms are creatures that are actively seeking out to kill sapient life. Being locked in a room with a Bioform is typically a death sentence, assuming you don't have the tools to protect yourself. Immiscible, and Compatible life is not included here... but Bioforms can be fairly common.

CONSTRUCTS: Automated robots, turrets, guns with a strong wire around the trigger. Constructs take minimal damage from Bolt weaponry, but increased damage from coil weaponry. Constructs follow a rigid set of rules that are evaluated often.

Empty and Custom Enemy Blocks:

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Milestone 0 Enemy Stat Blocks

Amalgamate Mook		
Race:	Amalgam.	Abilities: Implant Framework
Job:	Criminal	
Health:	10	
Strain:	3	
Phys:	-1	Attacks: (-1 to hit) Knife: 1D6 slashing.
Mntl:	-1	
AC:	4	
Energy	10	

Soliton Brute		
Race:	Sol. (M)	Abilities:
Job:	Criminal	
Health:	20	
Strain:	3	
Phys:	0	Attacks: (-2 to hit) Unarmed: 1D8 blunt.
Mntl:	-1	
AC:	4	
Energy	0	

Avali Mook		
Race:	Avali.	Abilities: None
Job:	Criminal	
Health:	5	
Strain:	1	
Phys:	-1	Attacks: (-1 to hit) Claws: 1D4 slashing. Pistol: 1D6 ballistic.
Mntl:	-1	
AC:	4	
Energy	0	

Humanoid (T) Mook		
Race:	Terran	Abilities: None
Job:	Criminal	
Health:	15	
Strain:	2	
Phys:	-2	Attacks: (-1 to hit) Pistol: 1D6 ballistic.
Mntl:	-1	
AC:	4	
Energy	0	

Humanoid (H) Mook		
Race:	Human	Abilities: None
Job:	Criminal	
Health:	15	
Strain:	2	
Phys:	-1	Attacks: (-1 to hit) Pistol: 1D6 ballistic.
Mntl:	-2	
AC:	4	
Energy	0	

Vaultier Mook		
Race:	Vaultier	Abilities: Static Footing
Job:	Criminal	
Health:	15	
Strain:	2	
Phys:	-1	Attacks: (-1 to hit) Pistol: 1D6 Ballistic. Mandibles: 1D4 Slashing
Mntl:	0	
AC:	4	
Energy	0	

Soliton Mook		
Race:	Sol. (F)	Abilities: Flight
Job:	Criminal	
Health:	5	
Strain:	1	
Phys:	-2	Attacks: (-1 to hit) Claws: 1D4 slashing. Pistol: 1D6 ballistic.
Mntl:	-1	
AC:	4	
Energy	0	

Spring Drone		
Race:	Construct	Abilities: Command from Afar: The Spring Drone doesn't need a local drone controller. Uncovered: Spring Drones cannot take cover.
Job:	Skirmisher	
Integrity:	18	
Strain:	N/A	
Phys:	5	Attacks: (-2 to hit) Pistol on a string: 1D4+1 ballistic
Mntl:	N/A	
AC:	6	
Energy	0	

Milestone 1 Enemy Stat Blocks

Babbler		
Race:	Bioform	Abilities: Strength in numbers: Babblers gain +1 AC for every other Babbler. In a tile Uncovered: Babblers cannot take cover. Tiny: 4 babblers can occupy one tile.
Job:	Swarm creature	
Health:	5	
Strain:	1	
Phys:	-1	Attacks: (-3 to hit) Bite: 1D2 toxic damage.
Mntl:	-3	
AC:	3	
Energy	0	

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Hound		
Race:	Bioform	Abilities: Four legs: Hounds can move 8 tiles, or 16 meters per turn. Alpha: If there are two other living Hounds in the encounter, the Hound deals an extra point of toxic damage.
Job:	Pack Creature	
Health:	12	
Strain:	1	
Phys:	1	Attacks: (-1 to hit) Bite: 1D4+2 Sharp damage
Mntl:	-4	
AC:	5	
Energy	0	

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

Cave Creature		
Race:	Bioform	Abilities: Large: The Cave Creature occupies a 2x2 tile area.
Job:	Monster	
Health:	28	
Strain:	2	
Phys:	+2	Attacks: (+/- 0 to-it) Lash: 1D8+1 Sharp Damage (Range of 2 tiles, or 4m) Crush: 2D6 blunt damage
Mntl:	-1	
AC:	8	
Energy	0	

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

For these stat Blocks, the Mooks make for great cannon fodder, While there's little variation for other challenges. The monsters are intended as a twist with more interesting mechanics that can swarm players, so take caution when using them against low level players.

Enemies in this block can be used to outnumber the players when they're much higher level. It can be fun to cut down large groups of enemies.

Custom Enemy Type:		
Race:		Abilities:
Job:		
Health:		
Strain:		
Phys:		Attacks:
Mntl:		
AC:		
Energy		

NPC Roll Tables

Clearly, we need to talk more about the setting and world in a way that's conducive to a DM, a way that will help you build your own adventures. Because, quite frankly... You're kind of going in blind here, aren't you?

Thankfully, this section is going to have a few roll tables to help you define your characters based on their race. People have tells, they have ticks. And distinguishing traits. Here's a few tables for things that might help out.

On the topic of Foundry VTT

Yeah. We're putting this here. I like Foundry so much, there's a bit of an advertisement for it. Other VTT's want a subscription, but Foundry is a one-time payment. (As of writing. If they go subscription, then put the company in the dirt.)

Obviously, nothing beats in-person play. If you all live locally, and you can play in-person, do that.

Because of the nature of Foundry, one person needs to purchase it. Generally, the DM. That person becomes the Host, and needs to prepare everything using Foundry. Okay... So, how do we do that? Time for nitty-gritty computer stuff, because I'm a network administrator. Things that are simple to me, is complex to others. So, let's get into basic computer networking.

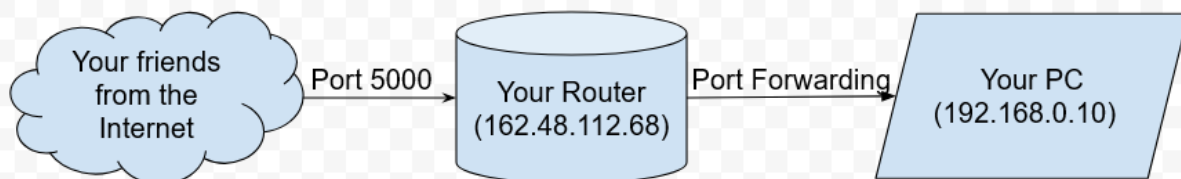
Your computer has a few things in terms of internet connectivity. An internal and external IP Address, a Mac Address, and a bunch of Ports. When you connect to the internet, your computer speaks to your router (Sometimes your modem.) and gets an Internal IP Address using the computer's MAC Address. The Modem then speaks to your ISP, and your ISP gives your entire network an External IP Address.

Ports are like doors to your house. And, there's a lot of them. Some programs use certain doors, and your network knows what to do with that information. Because the internet is a pretty crazy place though, some software will use other doors and the router just pretends nobody's home. This is the result of your Firewall.

Your firewall is there to protect you. Sometimes it can be frustrating that it won't let you host that videogame you want to play with your friends, but what if something malicious comes knocking?

In order to connect to your game, your friends need to know your external IP address, your Network needs to understand "Hey, this is safe." and your router needs to be aware "Oh, this now safe traffic? Okay! Send it to you!"

Why that information is important: When you host a game on Foundry VTT, or any other game from your computer, you need to tell your friends how to access you. Most people use Windows. If you're on Linux, you probably already know all of this.



🎲 Foundry has a lot more information on how to port forward with their official documentation. I won't rehash everything here, just give you the basics as to why this is important.

In the interest of fairness, other VTT's should be mentioned. Though, they may force you to use their hosted services. Often times, a subscription fee must be paid, and your information is stored on their servers. A good rule of thumb with information is that "cloud servers are just someone else's computer." This is the main reason why I like Foundry so much, all of the data is stored locally.

Logging into something like Roll20 will allow you to create your own campaign, and anyone with your permission, who has an account can join your campaign. It can be fairly quick, easy, and can integrate other services if the owners of the cloud services allow it. Roll20 is often used for Dungeons & Dragons, for example, thanks to it's integration with DnD Beyond.

Some people also just prefer the ease of use of a subscription and cloud based VTT where all the technical stuff is already handled. Shop around.



I do want to work on a Foundry based Game System, once playtesting is finalized. Largely due to the fact that this is a one-man pony show, I won't be working on this for other VTT's, sadly, but if this takes off, some people may make a system for it!

As a GM, it'll be your job to integrate your VTT of choice into your campaign. Or, not! It's just as easy to install a bot on a discord server to handle the rolls, set up a camera to watch the dice, or, and I can't stress this enough, the best option. Playing in person.

Then again, I have seen someone lay a flat touchscreen TV on a table to use a VTT for their in-person play. Again, not required, but if you're savvy enough, and you somehow have a spare touchscreen TV laying around, and you're really into DMing...

Resources

VTT's not your thing? You're lucky enough post COVID-19 to get people back together? That's... Absolutely amazing! Get some beers out, or a bottle of coke if that's more your thing. Get out your dice, and mechanical pencils! This section is for you. Hit up the next page for a few extra goodies. Your gonna have to make the index cards yourself though.

Custom Starship Card			
Name: _____		Ident. _____	
Maximum Safe Sublight Speed:		Fuel type and capacity:	
Crew complement and comfort:		Additional Rooms:	
Cargo:		Maintenance Interval:	

Custom Vehicle Card			
Name: _____			
Integrity:		Handling:	
	Of _____		
AC:		Special:	
Max Speed:			
Crew:			

Custom Exosuit Card			
Name: _____			
Integrity:		Handling:	
	Of _____		
Armour Class:		Power Supply:	
Mobility:		Strength Bonus:	
Special:			
Left Component:		Right Component:	

Custom Drone Card				
Chassis:		Locomotion:		Component:
Integrity:	Of _____	Mov. Type:		
AC:		Speed:		Special:
Size:		Turning:		

Custom Drone Card				
Chassis:		Locomotion:		Component:
Integrity:	Of _____	Mov. Type:		
AC:		Speed:		Special:
Size:		Turning:		

Custom Vehicle Card			
Name: _____			
Integrity:	Of _____	Handling:	
AC:		Special:	
Max Speed:			
Crew:			

Custom Exosuit Card			
Name: _____			
Integrity:	Of _____	Handling:	
Armour Class:		Power Supply:	
Mobility:		Strength Bonus:	
Special:			
Left Component:		Right Component:	

Unique Weapon Card	Unique Weapon Card	Unique Weapon Card	Unique Weapon Card	
Name:_____	Name:_____	Name:_____	Name:_____	
Damage:_____	Damage:_____	Damage:_____	Damage:_____	
Range:_____	Range:_____	Range:_____	Range:_____	
Ammo:_____	Ammo:_____	Ammo:_____	Ammo:_____	
Special:_____	Special:_____	Special:_____	Special:_____	
_____	_____	_____	_____	
Unique Weapon Card	Unique Weapon Card	Unique Weapon Card	Unique Weapon Card	
Name:_____	Name:_____	Name:_____	Name:_____	
Damage:_____	Damage:_____	Damage:_____	Damage:_____	
Range:_____	Range:_____	Range:_____	Range:_____	
Ammo:_____	Ammo:_____	Ammo:_____	Ammo:_____	
Special:_____	Special:_____	Special:_____	Special:_____	
_____	_____	_____	_____	
Unique Armour Card	Unique Armour Card	Unique Armour Card	Unique Armour Card	
Name:_____AC	Name:_____AC	Name:_____AC	Name:_____AC	
Special:_____()	Special:_____()	Special:_____()	Special:_____()	
_____	_____	_____	_____	
Ability Note Card	Ability Note Card	Cybernetic Note Card	Cybernetic Note Card	
Name:_____	Name:_____	Name:_____	Name:_____	
Cost:_____	Cost:_____	Cost:_____	Cost:_____	

Ability Note Card	Ability Note Card	Ability Note Card	Cybernetic Note Card
Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____
Ability Note Card	Ability Note Card	Ability Note Card	Cybernetic Note Card
Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____
Ability Note Card	Ability Note Card	Ability Note Card	Cybernetic Note Card
Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____
Ability Note Card	Ability Note Card	Ability Note Card	Cybernetic Note Card
Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____	Name: _____ Cost: _____

Name _____ Player _____

Lv: _____ Race: _____ Class: _____ Exp%: _____

Life Goal:

Health			Strain		
Strength	()	Physical Save		Armour Class	
Dexterity	()	Mental Save		Initiative Bonus	
Intelligence	()	Damage Bonus		Hit Die	
Aptitude	()	Energy:		Meter:	
Fortitude	()				

Skills:		Abilities:
(B) _____ (B) _____ (R) _____ (C) _____	() Athletics () Cybernetics () Drone () Exosuit () History () Insight () Language () Performance () Psionics () Religion () Science () Security () Stealth () Survival	
(-1) Untrained () Combat[Gunnery] () Combat[Melee] () Combat[Ranged] () Combat[Unarmed] () Vehicle [Aircraft] () Vehicle [Land] () Vehicle [Sea] () Vehicle [Space] () Vehicle [Navigation]	() Tech [Advanced] () Tech [Biological] () Tech [Electronic] () Tech [Machine] () Tech [Malicious] () Tech [Psionic]	
Appearance and Quirks:		Cybernetics:

Equipment:

Armour: Name: _____ AC: (____)
Perks: _____

Weapon 1: Name: _____
Damage: _____
Range: _____ Ammo: _____
Special: _____

Weapon 2: Name: _____
Damage: _____
Range: _____ Ammo: _____
Special: _____

Weapon 3: Name: _____
Damage: _____
Range: _____ Ammo: _____
Special: _____

Cash:

Cash Conversion Table
1 iCr = 500 Au
1 iCr = 300 G'
1 iCr = 100 Ssh
1 iCr = 15000 ¥

Quick notes:

Additional Equipment:

Example Characters

Over the course of a next few pages, there are 10 example characters. These characters should fit in almost all settings. If you want a blank character sheet, you should consider looking in the Resources section of the book to acquire a blank page... or 10... or 50? Wait, how many do you want?

Use these pages as an example for what you should build your Level 1 characters like. Or... if you're completely out of ideas, just take one! Take any part and completely change how they are to fit your desires.

 These character names and life goals are AI generated, and then tweaked for the setting. The Sheets themselves have been all user made.

Aeryn Emberhold

Lv I Soliton (F) Wirehead

It is believed that there is a 3rd, an unknown god. Aeryn wants to reignite the flames by turning herself into the mechanical prophet of the gods by way of cybernetic implants.

Health		Of 5		Strain		Of 7	
Strength	14 (+1)	Physical Save	+1	Armour Class	5 (+2)		
Dexterity	12 (+1)	Mental Save	+1	Initiative Bonus	+1		
Intelligence	14 (+1)	Damage Bonus	+1	Hit Die	1D6		
Aptitude	12 (+1)	Energy:	Of 11	Meter:	X		
Fortitude	16 (+2)						

Skills:		Abilities:	
(B) Drifter (B) Tinker (R) Fanatic's Wake (C) Enhanced Rogue	(-1) Untrained (+0) Combat[Gunnery] (+2) Combat[Melee] (+0) Combat[Ranged] (+0) Athletics (+0) Cybernetics (+0) Drone (+0) Insight (+0) Religion (+1) Stealth (+) (+2) Tech [Machine] (+1) Vehicle [Land]	Consumption AI Threat Assessment Distributed Denial	
Equipment: Armour: Flashfiber Masking (2) <i>Stealthy</i> Weapon 1: Fire Axe <i>Slash</i> (2D4) Weapon 2: Weapon 3:		Cybernetics: <i>Makeshift Implant Framework</i> Advanced prosthetic leg (Battery) Ocular [Night] Soliton Fountain Engineers Ceremonial wraps 0.54 iCr / 180 Ssh	

Jarak

LV Amalgamate Fighter

By defeating the most powerful fighters of each race, Jarak hopes to complete his pilgrimage to the Flotilla by becoming the strongest in the known 'verse.

Health		Of 11_		Strain		Of 3_	
Strength	14 (+1)	Physical Save	+2	Armour Class	5 + (5)		
Dexterity	16 (+2)	Mental Save	+1	Initiative Bonus	+5		
Intelligence	11 (0)	Damage Bonus	+1	Hit Die	1D10		
Aptitude	9 (0)	Energy:	Of 10_	Adrenaline:	Of 1_		
Fortitude	12 (+1)						

Skills:		Abilities:
(B) Bandit (B) Tinker (R) Flotilla Pilgrimage (C) Commando	(-1) <i>Untrained</i> (+3) Combat[Ranged] (+0) Athletics (+1) Cybernetics (+0) Drone (+1) Stealth (+0) Survival (+0) Tech[Maltech] (+0) Tech[Machine] (+2) Vehicle[Land]	Alert Walk Fire Combined Arms
		Cybernetics: <i>Amalgamate Framework</i> Internal Shot
Equipment: Armour: Combat Vest Weapon 1: Coilgun M14 <i>Ballistic</i> (3d6+2) (4) Weapon 2: Weapon 3:		Personal Tent Kit Flares (10) Weapons Magazine (5)

Kelana Thorne

Lv Human Expert

The “Gateway Commercial Collapse” has a story, and as a reporter, Kelana hopes to find the cause and publish her findings.

Health		Of 10_		Strain		Of 4_	
Strength	14 (+1)	Physical Save	+1	Armour Class	5 + (5)		
Dexterity	15 (+2)	Mental Save	+1	Initiative Bonus	+2		
Intelligence	18 (+2)	Damage Bonus	0	Hit Die	1D8		
Aptitude	14 (+1)	Energy:	Of 0_	Gifted	Of 6_		
Fortitude	12 (+1)						

Skills: (B) Analyst (B) Researcher (R) O.E. Loyalist (C) Explorer (-1) Untrained (+1) Combat[Ranged] (+0) Combat[Melee] (+0) Athletics (+1) History (+0) Language (+1) Religion (+2) Science (+1) Tech[Electronic] (+1) Tech[Psionic] (+0) Vehicle[Land] (+1) Vehicle[Navigate]		Abilities: Low Profile Gifted (Interface / Draw) Clot Cybernetics:	
Equipment: Armour: Outrider Jacket (<i>Stealthy</i>) Weapon 1: Lance Rifle <i>Energy</i> (2D6) (8) Weapon 2: Weapon 3:		Datapad Pers. Tent Kit Type C Cell (2) 4200 ¥	

Kris Merek

Lv Terran Fighter

Kris hopes to one day build his own rule on the periphery of the known 'Verse. An unrealistic goal, but might makes right. One day, they'll see you for who you are.

Health		Of 11_		Strain		Of 5_	
Strength	18 (+2)	Physical Save	+2	Armour Class	5 + ()		
Dexterity	12 (+1)	Mental Save	+1	Initiative Bonus	+1		
Intelligence	7 (-1)	Damage Bonus	0	Hit Die	1D10		
Aptitude	9 (0)	Energy:	Of 0_	Adrenaline	Of 1		
Fortitude	16 (+2)						

Skills:		Abilities:	
(B) Outsider (B) Wrecker (R) Prototype Blood (C) Pit Brawler	(-1) <i>Untrained</i> (+2) Combat[Melee] (+0) Combat[Gunnery] (+0) Combat[Unarmed] (+2) Athletics (+0) Cybernetics (+0) Performance (+1) Psionics (+0) Stealth (+0) Survival (+0) Tech[Advanced] (+0) Tech[Malicious]	Hyper Reactive Iris Cross Cut Combined Arms	
		Cybernetics:	
Equipment:			
Armour:			
Weapon 1:			
Weapon 2:			
Weapon 3:			

Mara

LV Amalgamate Ace

Mara understands that the Vaulters came to be by a discovery of a secret jump lane between dead systems. Mara will be the next in line to make a big discovery, and live to tell the tale.

Health		Of 9_		Strain		Of 3_	
Strength	9 (0)	Physical Save	0	Armour Class	5 + ()		
Dexterity	14 (+1)	Mental Save	+1	Initiative Bonus	+1		
Intelligence	14 (+1)	Damage Bonus	0	Hit Die	1D8		
Aptitude	13 (+1)	Energy:	Of 0_	Bennies	Of 2_		
Fortitude	11 (0)						

Skills: (B) Prospector (B) Pilot (R) Materialistic C. (C) Small Chip Capt.		Abilities: Second Wind Mulligan Guts	
		Cybernetics: Amalgamate Framework	
Equipment: Armour: Weapon 1: Weapon 2: Weapon 3:			

Zethik-Korr

Lv Vaulter Psion

Zethik wants to merge every lost echo, to learn more of his races past, and potentially uncover their creation for what it is.

Health		Of 9_		Strain		Of 3_	
Strength		Physical Save		Armour Class			
Dexterity		Mental Save		Initiative Bonus			
Intelligence		Damage Bonus		Hit Die			
Aptitude		Energy:	Of 0_	Bennies		Of 2_	
Fortitude							

Skills: (B) Researcher (B) Wrecker (R) Beneath The Shell (C) Psionic Conduit (-1) Untrained (+1) Combat[Ranged] (+1) Athletics (+1) Cybernetics (+0) History (+2) Psionics (+0) Religion (+0) Science (+0) Tech[Advanced] (+1) Tech[Psionic] (+0) Vehicle[Sea]		Abilities:	
		Cybernetics:	
Equipment: Armour: Weapon 1: Weapon 2: Weapon 3:			

Skiik-Xen

Lv Vaulter Wirehead

*Skiik hopes to one day liberate the swarm from the false architects, their creators.
To do this, they must first upgrade their body beyond the need for flesh.*

Health		Of 9_		Strain		Of 3_	
Strength		Physical Save		Armour Class			
Dexterity		Mental Save		Initiative Bonus			
Intelligence		Damage Bonus		Hit Die			
Aptitude		Energy:	Of 0_	Bennies		Of 2_	
Fortitude							

Skills:		Abilities:	
(B)	(-1) <i>Untrained</i> (+0) Combat[Gunnery] (+0)	Cybernetics:	
(B)			
(R)			
(C)			
Equipment:			
Armour:			
Weapon 1:			
Weapon 2:			
Weapon 3:			

Tanith Rimefall

Lv Soliton (M) Psionic

Tanith hopes to bring the gods back to common, public faith, to prove that divinity flows through the minds of their followers, not through blood.

Health		Of 9_		Strain		Of 3_	
Strength		Physical Save		Armour Class			
Dexterity		Mental Save		Initiative Bonus			
Intelligence		Damage Bonus		Hit Die			
Aptitude		Energy:	Of 0_	Bennies		Of 2_	
Fortitude							

Skills:		Abilities:
(B)	(-1) <i>Untrained</i> (+0) Combat[Gunnery] (+0)	Cybernetics:
(B)		
(R)		
(C)		
Equipment:		
Armour:		
Weapon 1:		
Weapon 2:		
Weapon 3:		

Valei Swiftail

Lv Avali Expert

Valei’s pack is mostly broken, and gone. She hopes to find the last surviving member and ask why she was left behind... possibly to render aid to the lost packmember too.

Health		Of 9_		Strain		Of 3_	
Strength	9 (0)	Physical Save	0	Armour Class	5 + ()		
Dexterity	14 (+1)	Mental Save	+1	Initiative Bonus	+1		
Intelligence	14 (+1)	Damage Bonus	0	Hit Die	1D8		
Aptitude	13 (+1)	Energy:	Of 0_	Bennies	Of 2_		
Fortitude	11 (0)						

Skills:		Abilities:	
(B)	(-1) <i>Untrained</i> (+0) Combat[Gunnery] (+0)	Second Wind	
(B)		Mulligan	
(R)		Guts	
(C)			
		Cybernetics:	
		Amalgamate Framework	
Equipment:			
Armour:			
Weapon 1:			
Weapon 2:			
Weapon 3:			

Zhevi Silentwing

Lv Avali Ace

Zhevi wants to chart all known and unknown possible jump lanes so that no other Avali Pack would ever have to fly blind again.

Health		Of 9_		Strain		Of 3_	
Strength		Physical Save		Armour Class			
Dexterity		Mental Save		Initiative Bonus			
Intelligence		Damage Bonus		Hit Die			
Aptitude		Energy:	Of 0_	Bennies		Of 2_	
Fortitude							

Skills:		Abilities:	
(B)	(-1) <i>Untrained</i> (+0) Combat[Gunnery] (+0)	Second Wind	
(B)		Mulligan	
(R)		Guts	
(C)			
		Cybernetics:	
		Amalgamate Framework	
Equipment:			
Armour:			
Weapon 1:			
Weapon 2:			
Weapon 3:			

Credits and Thank you!

You did it, we reached the end. The people in the list below are my wonderful slew of playtesters. Without you, none of this would be possible. This book is dedicated to Tynnan. You made me truly believe I could do this. Even today, you *still* believe in me. Thank you. I miss you.

CastleMaid	Jiang Winters	Magical Sashimi	Zaffre Ton
CeceilND	K'Hirho	Moomie	Mpk66
Crimsie	Oh Noes Bunnies	Wynn timer	Silverhawk112
Tynnan	Snaul	Dockilroy	
Samael Tarkington	Glitch Windsong	Angriest SCV	

And now, for the artists! I'm looking for art, so if you're okay to take a commission, or donate an image, let me know! Bear in mind, I'm hoping for the art to be drawn sketches.

Picture Reference and Credit

K-Avali Fighters (Pg.89, By Questing Crusader. This is a render of two Avali (The K Avali) in combat attire. The K Avali model is available on gumroad for VRChat.)

Human Wirehead (Pg.70, by ElizaLizard. An image of a Human Wirehead using augmented reality and cybernetic implants to find his way.)

Placeholder (Pg.63, by Tek03. Some Fighter Character can go here. The Fighter section has a lot of information, and needs to be formatted a little better.)

Thank you for playing!

-T03 