

SYNTHICIDE

FULL RULES DRAFT

TABLE OF CONTENTS

INTRODUCTION	004
WELCOME TO SYNTHICIDE	005
CORE RULES	006
A GAME OF THREE SYSTEMS	007
THE ATTRIBUTES	007
ROLE PLAY ACTIONS	008
RESOLVE & CYNICISM	009
BATTLE ACTIONS	010
ENDING BATTLES	012
CHARACTER CREATION	014
THE PROCESS	015
MOTIVATIONS	015
BACKSTORIES	018
BIOCLASSES	022
ASPECTS	024
NATURAL TALENT TRAITS	024
EQUIPMENT PACKAGES	025
FINAL DETAILS	025
ADVANCING CHARACTERS	026
LEVELING UP	026
WEAPONS AND ARMOR	028
A NOTE ABOUT COMPLEX RULES	029
STRIKING CLASS WEAPONS	029
RANGED WEAPON TECHNOLOGIES	030
PISTOL CLASS WEAPONS	030
STRIKING CLASS WEAPONS	031
SHOTGUN CLASS WEAPONS	032
DEMOLITION CLASS WEAPONS	032
BODY ARMOR	034
SHIELDS	035
PERSONAL FIELDS	035
CUSTOMIZATIONS	036
EQUIPMENT, GOODS, AND IMPLANTS	038
EQUIPMENT RULES	039
GENERAL EQUIPMENT	039
TOOL SETS	040
GOODS AND SERVICES	041
ILLEGAL GOODS AND SERVICES	042
DRUGS	043
BODY CYBERNETIC IMPLANTS	044
BRAIN CYBERNETIC IMPLANTS	046
FOOD AND SLEEP	047
CHARACTER TRAITS & POWERS	048
TRAIT DETAILS	049
TRAIT POINT COST	049
WEAPON PROFICIENCIES	051
LEVEL 1 ATTACK SKILLS (4 TP)	051
LEVEL 1 PSYCHIC POWERS (4 TP)	052
LEVEL 1 TACTICAL POWERS (4 TP)	053
LEVEL 1 KNOWLEDGE FOCUSES (3 TP)	054
LEVEL 1 MUTATIONS	058
LEVEL 1 GENERAL TRAITS (2 TP)	059
LEVEL 1 NATURAL TALENT TRAITS (4 TP)	061
LEVEL 4 ATTACK SKILLS	063
LEVEL 4 PSYCHIC POWERS	064

LEVEL 4 TACTICAL POWERS	065
LEVEL 4 KNOWLEDGE FOCUSES	066
LEVEL 4 MUTATIONS	068
LEVEL 4 GENERAL TRAITS	070
LEVEL 4 NATURAL TALENT TRAITS	071
LEVEL 7 ATTACK SKILLS	073
LEVEL 7 PSYCHIC POWERS	073
LEVEL 7 TACTICAL POWERS	074
LEVEL 7 KNOWLEDGE FOCUSES	075
LEVEL 7 MUTATIONS	076
LEVEL 7 GENERAL TRAITS	077
LEVEL 7 NATURAL TALENT TRAITS	078
TRAVEL, VEHICLES, & TRADE	080
TRAVELING RULES	081
SPACESHIPS	082
YOUR FIRST SPACESHIP	084
PLANETARY VEHICLES	089
GROUND CARS	089
CYCLES	089
AIR CARS	090
RUNNING CARGO	091
INDEPENDENT CARGO	091
SMUGGLING JOBS	093
STEALING VEHICLES	093
VEHICLE BATTLES	094
GAME MASTERING	098
PREPARING MISSIONS	100
TELLING THE LONG STORY	102
GM TOOLS	104
SETTING ACTION DIFFICULTIES	105
CREATING NPCs	106
CREATING TRAPS	107
MISSION GENERATOR	109
PLANET GENERATOR	111
DESCRIBING LOCATIONS	112
DESCRIBING PEOPLE	113
OPTIONAL RULES	114
OPTIONAL RULES 1: TWIST SYSTEM	115
OPTIONAL RULES 2: MENTAL TRAUMA	116
OPTIONAL RULES 3: SHOCKING STRIKES	116
OPTIONAL RULES 4: BRUTAL WEAPONS	116
OPTION RULES 5: EXPLODING TENS	116
THE GAME UNIVERSE	118
GALACTIC HISTORY	119
GALAXY MAP	120
GALACTIC CORE	121
THARNAXIST SPACE	122
STAR FARMS	127
BARBARIAN SPACE	128
UNPOWERED SPACE	130
PRODIGRAVUS WORLDS	131
THE OUTSIDE	131
FACTIONS	132

INTRODUCTION



WELCOME TO SYNTHICIDE

The game is set in a Galaxy on the verge of collapse, where bullets are more common than food and equally essential for survival.

An evil mutant force called the Prodigravus attempted to absorb all of humanity. A millennium-long war ensued, destroying almost every civilized planet. Humanity descended into a dark age.

A tech cult called the Tharnaxist Church retained scraps of scientific knowledge. They used it to gain power over the surviving humans and mutants, but these cybernetic priests aren't interested in the lives of organics. They only care about discovering more technology and building synthetic beings to run their society. Under Tharnaxist rule, the murdering of a robot – also known as Synthicide – is regarded as the highest crime on any planet. If one commits Synthicide and is caught, they earn the ire of the Church.

With human life devalued, remaining social structures have descended into barbarism, extortion, and gang-rule. Anyone with the means has become a Sharper: an independent agent that drifts from world to world, scraping by on dirty work. For a Sharper, floating through space is preferable to settling down on any Tharnaxist-ruled hell-hole.

YOUR ENEMIES

Synthetics (Robots)

Synthetics are free entities that do as they please. The Church and powerful corporations commission their construction, but they must be paid and are released after fulfilling contracts. Synthetics are effectively immortal and they go through seasons of boredom and personality shift. A Synthetic may spend 100 years as a Laborer, only to suddenly decide it would be interested in bounty hunting. They view the humans around them as either friendly oddities or pond scum.

The Church

Tharnaxist priests are cybernetically enhanced humans that worship a tech god named Ranix. They are obsessed with discovering and hoarding new technology and they brutally enforce rule to keep those outside of the Church weak. While they allow the galaxy free trade and travel, they do nothing to ensure that anyone has food, safety, or a real system of laws. The Church only punishes those who mistreat Synthetics and priests.

Mutants

Mutants are the genetic waste left from the Millennial War. They are descended from humans that survived a "P-virus" infection but never changed into full Prodigravus. Some actual Prodigravus still exist, but they are too insane and dangerous to live among humans. They are kept to the outskirts in loose and barbaric tribes.

DAILY LIFE

Technology

Technologies are very disparate in Synthicide. A Sharper might be wielding a gunpowder revolver, while a security guard might have a flechette pistol, or even a beam rifle. The richer and more powerful you are, the better your toys get. Nothing beats the toys that the Church gets. Not even a Synthetic can get his hands on what some priests have.

Space Travel

Spaceships are highly automated and simplistic. Anyone can tell a ship to go from point A to point B, though you might need a good pilot to escape pirates. In the past, ships had Jump Drives, which enabled them to jump across space instantaneously, but that technology has been lost. You can only travel routes supported by active Jump Gates – a less sophisticated means of travel.

The Flow of Power

Gangs own people and streets. Corporations own gangs and resources. The Church owns everything, deciding what corporations do and even who lives or dies. While someone is always working for someone else, most dogs hate their masters and given the chance, they will try to get out from under a thumb and may even bite it off in the process.

Prisons

Prisons exist, but none of them are official or state run. Justice is swift and certain, usually left to the planet or the organization that was infringed upon. People who run prisons do it for the forced labor, to put fear in others, or extort money from a prisoner's allies.

Security

Out in the streets and alleys, you're on your own. Many worlds have no organized police force, but many important places have private security to keep violence to a minimum. So when you start a fight in a dock, a wealthy club, or corporate HQ, expect trained guns to show up.

Docks

All important trade and business starts in a spaceship dock, but you can't park for free. Docks are usually built underground and all of them have boots to lock your ship and force payment – although, it's not unheard of for people to hack a dock registry to get their ship released. Also, docks are HIGH on security. They attempt to keep people from stealing each other's ships and stop any gunfights that break out.

Dock Masters

Dock Masters are your best friend and worst enemy. They provide you a place of relative safety and the ability to meet up with other sharpeners. However, they really just want your money. Everything you buy or sell in the dock, they get a cut of. Also, many dock masters are synthetic, complicating the prospect of killing them.

CORE RULES

A GAME OF THREE SYSTEMS

Syntheticide is a classic pen-and-paper Role Play Game that uses players and a Game Master (GM). It uses a new rules system called the ACTIONS RULE CODEX (ARC). ARC uses Attributes to describe the strengths and weaknesses of a character and is composed of 3 main systems: Role Play Actions, Resolve & Cynicism, and Battle Actions.

THE ATTRIBUTES

Syntheticide's rule systems rely on the character's Attributes, which describe what a character is good and bad at. During character creation, players assign numbers to all of these Attributes. Here is the complete list:



Awareness (A)

Awareness represents the character's senses and attention to detail. Noticing hidden enemies, finding concealed weapons, or picking up on suspicious body language and speech patterns all rely on the Awareness Attribute. Awareness also helps you act first in a battle.



Combat (C)

This Attribute represents your character's skill at physically harming opponents. This includes brute force strikes as well as finessed attacks. Some non-fighting actions (such as throwing an object to a friend) use the Combat Attribute as well.



Toughness (T)

This Attribute represents your character's resilience and athletic prowess. You use Toughness to resist damage from physical attacks, as well as perform feats such as jumping and climbing. Toughness is also used when fighting the effects of disease or poison.



Influence (I)

Deception and negotiation fall under Influence. Impersonation and construction of disguises also uses Influence. If your character has access to psychic powers, your Influence Attribute determines how strong they are.



Operation (O)

Operation represents technical expertise. This is used when dealing with computers, piloting craft, repairing equipment, or other knowledge-related tasks. Unless specially trained, characters cannot accomplish more than routine and basic actions with Operation.



Nerve (N)

Nerve describes the level of willpower your character has. This applies to resisting social pressure, intimidation, or unusual mental stress. When targeted by a psychic attack, your character's Nerve determines how you withstand the effects.



Speed (S)

Speed defines who acts first and also decides how many actions a player can take during a battle. Speed is also used for stealth, concealment of weapons and pick-pocketing. It can be used to represent a character's agility.

ROLE PLAY ACTIONS

When characters try to interact with the game world, they are taking Role Play Actions. Rules aren't always needed; it's acceptable to play fast and loose. But if there are any questions about what a character can or cannot do, use this as a guide to play:

- 1. Describe the action the character takes.** This could be as simple as telling a lie or something as complex as trying to hack an alarm system.
- 2. Choose an effect.** While this list isn't complete, it serves as a good start. The GM makes the final call on which effect is granted.
 - a. Remove an obstacle.** An obstacle is anything that stands between a character and what he wants to accomplish.
 - b. Create an obstacle.** Creating obstacles can slow opponents down or ruin their plans.
 - c. Reveal Information.** Revealing information alerts characters to something important in the game world, such as hidden enemies or secret plans.
 - d. Hide Information.** Hiding information keeps characters safe from prodding eyes or enemy pursuit.
 - e. Alter NPC attitudes.** NPCs may themselves become social or even physical obstacles. Getting them to agree with plans or stand aside can be vital.
- 3. Roll 1d10 and add the relevant Attribute and any other bonuses.** Players suggest which Attribute applies to the situation but the GM makes the final call.
- 4. The GM compares the result to an Action Difficulty (AD) number.** The GM sets this number based upon how risky or difficult the desired action sounds. However, if two characters are acting in direct opposition, both characters should roll and compare results.
- 5. Rolling equal to or above the AD grants the desired effect.** AD may result in better effects than desired (see Success Levels below). Rolling below the AD results in failure.
- 6. Failure may result in penalties.** The GM decides this based upon the danger of the situation and how poor the roll was.

SUGGESTED ACTION DIFFICULTIES

The chart below lists typical Action Difficulties. The GM may make up numbers between these, but they serve as a general guideline. For more information on this, including scaling AD by character level, turn to the Game Mastering chapter.

Easy	Standard	Difficult	Challenging	Fantastic	Epic	Legendary
3	6	9	12	15	21	27+

SUCCESS LEVELS

After totaling a roll, however much you exceed the Action Difficulty lets the GM know how well you did. At minimum, he will reward you with what you want. If you roll extremely high, he will give you more. Here is a chart to demonstrate typical success levels:

Standard	Excellent	Superb	Masterful	Perfect
+0	+5	+10	+20	+30

For example, if you were telling a lie and roll equal to the Influence AD, the GM grants that the target believes you but is slightly suspicious. If you roll 5 over, the target believes you without questioning. If you roll 10 over, the target believes you so sincerely, he's willing to risk personal harm based upon your lie. All of this is scaled according to the GM and what sort of game your playgroup wants.

RESOLVE & CYNICISM

This system is the bread and butter of character motivation. It represents how connected to the universe your character feels and affects his chance of survival. Here's a quick summary:

Resolve Points are spent to get an automatic 10 on the die, or to allow a dead character to be resuscitated. You acquire more Resolve Points by completing significant tasks or behaving positively toward others. However, you gain Cynicism by behaving negatively or antisocially. Cynicism makes it harder for you to earn Resolve in the future.

STARTING RESOLVE & CYNICISM SCORES

Every character starts with a Resolve of 2 and a Cynicism of 0. From here on out, Resolve can never be above 5 or below 0. Cynicism can never be above 10 or below 0.

SPENDING RESOLVE

You can spend one point of Resolve to gain abilities. Here are your options:

- **Get an automatic 10 instead of rolling the die.** You must choose to do this before making the roll.
- **Automatically hit an enemy.** Even if you normally couldn't hit an enemy on a 10, spending a Resolve point before attacking guarantees that you'll hit them and still roll an automatic 10.
- **Come back from death.** Whenever a doctor attempts to resuscitate a dead character, the dead character must have an unspent Resolve point. This point is consumed upon resuscitation.
- **Reduce Cynicism.** If you have gained Cynicism from negative behavior, you can burn Resolve to make it go down. Each spent Resolve point reduces your Cynicism score by one.

Behavior	Effect
Sacrifice	+1 or +2 Resolve (must roll above your Cynicism score)
Harming innocents for profit	+1 Cynicism
Wanton destruction	+3 Cynicism
Catastrophic evil	+7 Cynicism
Pursue motivation	+1 or +2 Resolve (not affected by cynicism)

GAINING RESOLVE AND CYNICISM

At the end of a game session, go around the table to each player. You and the GM should discuss what the significant themes were for your character's behavior. First, decide if your character made any sacrifices or behaved negatively and destructively. Gain Resolve or Cynicism as listed below. Next, check to see if you pursued your motivation. If you did, gain another Resolve Point.

Sacrifice: Whenever you give up wealth or expose yourself to danger for the sake of others, you made a sacrifice. This positive behavior improves your outlook and self esteem. The GM decides to give you +1 or +2 Resolve based upon how significant the sacrifice was. However, if you have any cynicism, it may prevent you from the esteem boost. Roll 1d10. If you don't roll above your Cynicism score, you do not gain the Resolve points. Here are some examples of sacrificial behavior:

- Fighting a gang to protect locals – not just for money
- Donating medicine to a sick colony
- Standing up to unjust authorities
- Taking the hard path to avoid casualties

Harming innocents for profit: If you hurt an innocent person to improve your own situation, you must feel guilty or are incredibly cynical. Gain +1 Cynicism.

Examples include:

- Contract killing innocent targets
- Randomly robbing unlucky travelers
- Betraying the trust of employers and partners

Wanton destruction: When you engage in sadistic behavior for its own reward, it takes a deep toll on your psyche. Gain +3 Cynicism. Examples are:

- Murdering just for the thrill
- Torturing or mutilating someone
- Creating excessive and unnecessary casualties to pursue a simple goal

Catastrophic Evil: Horrific actions harden anyone's heart. Gain +7 Cynicism. Examples are:

- Destroying an entire settlement just for fun
- "Scorched Earth" tactics to achieve your goals
- Genocidal behavior

Pursue motivation: Every player selects a motivation at character creation. If you and the GM agree that you successfully pursued your motivation, you gain one Resolve. Here is the short list (each motivation is described in Character Creation.)

- Prove your strength
- Spread your wisdom
- Forgiveness is powerful
- Don't get mad, get even
- Make friends and allies
- Know the universe
- Live life for now

BATTLE ACTIONS

Battles take place on a square grid, with each square representing 5 feet. It is recommended to use a dry-erase grid to enable quick map creation and improvisation. Below is a table of actions that can be attempted during a battle.

Note the following:

- **At the start of battle, all participants roll 1d10 + Speed + Awareness.** This is a character's "battle reflex." Turn order starts with the highest roller going first, flowing down to the lowest roller going last. Until the end of battle, participants act in the same turn order.
- **For every turn you have a number of Action points (AP) equal to 1/2 your Speed + 3 (rounded down).** This determines how many actions you can take each turn. Your turn ends when you run out of AC or decide you are done.
- **There are limits to how many times you can take certain actions.** For example: you may only Gain Advantage once per turn.
- **After all participants get a turn, the round ends.** A new round starts and everyone takes new turns in the same order. This continues until all enemies are defeated or flee the battle.
- **Chase Scenes.** Sometimes battles become very mobile, making it difficult to play using a grid and the rules below. In these cases, use the rules for vehicle battles on page 94. When playing this way, on-foot characters have a Driver Velocity equal to their Speed Attribute. On their turn, each character can take one Driver Action and one Passenger action.

Action	AP Cost	Uses Limit?	Description
Move	1	None	Move 4 squares
Attack	1	Once per turn	Make a viable attack against an enemy
Second Attack	2	Once per turn	Make a second attack action in the same round
Third Attack	3	Once per turn	Make a third attack action in the same round
Quick Attack	See description	Once per round	Reflexively attack an exposed enemy
Use Power	Varies	None	Activate an ability such as a Tactical Power or Psychic Power
Defend	2	Once per turn	Gain a +2 to all Defenses, must be first action on your turn
Gain Advantage	2	Once per turn	Get the upper hand in combat
Keep Watch	Varies	Once per turn	Save an action to trigger under specific circumstances
Stealth	1	Once per turn	Hide from enemies
Other	1	Once per turn	Common actions, i.e. switching weapons, opening doors

Move

Characters travel up to 4 squares per movement action. Diagonal movement is allowed. Note the following:

- **Characters may not move through enemies or obstructions.** You may only move through allies.
- **You must end your action on an empty square.**
- **The GM may require rolls when moving on precarious surfaces.** One example would be ice.
- **If you have been "Overpowered," you cannot move.** Removing the status costs 1 AC.



Attack

Attacks use the following flow:

1. **Roll 1d10 a single time.** The same result is used to calculate both your attack roll and your damage.
2. **See if you hit the target.** Calculate the following:
1d10 result + Combat + Attack Bonuses
3. **If you totaled equal-to or above the enemy's Armor Defense, you hit.** If you totaled below, you miss.
4. **If you hit, calculate damage.** Add the following:
Original d10 result + Combat + Damage Bonuses
5. **Your weapon's damage bonus may be negative,** which lowers the damage dealt.
6. **Targets instantly lose Hit Points (HP) equal to any damage taken.**

The following things may also affect attacks:

- **You must be adjacent to your enemy to use striking weapons.** Striking weapons have a range of 1.
- **Ranged weapons can attack at a distance, but may take penalties.** These weapons have a Range Increment, which represents a distance in squares. You may attack enemies within one range increment at no penalty. Each additional range increment needed has a cumulative -1 on your attack roll.
- **Ganging up.** If any allies are adjacent to the target, you receive +1 to attack rolls.
- **Overpowered Status.** If you are overpowered, you take -2 to all rolls. If an enemy is overpowered, you get +1 on all rolls against them.
- **Cover.** If your target is behind cover, it increases his Armor Defenses by an additional +1 to +4. The GM makes the call based upon how good the cover is.

Relationship between Attack and Armor

Because of the system above, low-attack rolls always deal lower damage and high-attack rolls result in higher damage. Armor Defense represents a character's ability to be unaffected by physical harm, so a character's Armor Defense directly translates to what scale of damage they can ignore. A character with low defenses is damaged by both weak and strong attacks, while a character with high defenses is only damaged by strong attacks.

Second and Third Attacks

It takes a lot of effort to compensate for gun recoil, follow moving targets, or pivot for an extra blade strike. As such, your second attack action each turn costs 2 AC and the third attack action costs 3 AC. You cannot make more than 3 attack actions a turn without the use of special abilities.

Quick Attack

Quick Attacks are made when it is not your turn. You can make only one Quick Attack per round and you must be wielding a Fast Speed weapon. Events that can trigger Quick Attacks are:

- An enemy enters or leaves a square adjacent to you
- An adjacent enemy draws a weapon or picks an object up from the ground.
- An adjacent enemy uses certain psychic powers

Keep Watch

You can save actions for later by doing the following:

1. **Choose an action or series of actions to hold.**
2. **Spend the AC needed to perform the actions this turn.** For example, if you wanted to Keep Watch with two attacks, it costs 3 AC.
3. **Declare a trigger that allows you to take the saved actions.** This can be as simple as "an enemy walks through the door." The GM must agree that the trigger is realistic and specific enough.
4. **End your turn.** Keep Watch always ends your turn.

Use Power

Activating a Psychic Power or Tactical Power varies in its AP cost.

Defend

At the start of your turn, you may spend 2 AC to go on the defense. Until the start of your next turn, all of your defenses increase by +2, but all your attacks or offensive actions are penalized by -3. Any movement (forced or otherwise) causes you to lose this bonus.

Gain Advantage

This action serves as a catchall for gritty combat and dirty tactics. Gaining Advantage always costs 2 AC, even if the advantage requires no further actions. Do the following:

1. **Choose an enemy.** Unless the GM says otherwise, you can only gain an advantage against one enemy.
2. **Describe your advantage.** This could include having higher ground on your enemy, or the element of surprise. It could also be a quick series of actions you take to get the upper hand, such as sand in the eyes followed by a kick to the knee.
3. **Choose an effect.** Below are your options:
 - a. **Forced Movement:** Move the enemy 1 square, or up to 4 if you take a movement action and move directly with them.
 - b. **Overpower:** The enemy gains the "Overpowered" status. Overpowered characters take -2 on all rolls, and all rolls against them gain +1.
 - c. **Attack Bonus:** You receive +2 to your next attack against the enemy this round.
 - d. **Takedown:** Your turn ends. You and your enemy both gain the Overpowered status. You and your enemy lose your next turns. However, you retain the option to renew this effect next turn with another successful roll.
4. **The GM may require a roll to gain the advantage.** Trying to outsmart an enemy would require an Influence vs. Awareness roll, while knocking an enemy over would be Toughness vs. Toughness.
5. **Failure carries penalties.** The GM decides what happens, but here is a guideline for what goes wrong:
 - a. **Forced Movement.** You lose 1 AC as you recover from botched plans.
 - b. **Overpower.** Failure results in you gaining the Overpowered status instead.
 - c. **Attack Bonus.** There is no penalty for failing in this action – lost time is enough.
 - d. **Takedown.** Your turn doesn't end, but you immediately lose 1 AC and become Overpowered.

ENDING BATTLES

Death

When a battle participant first reaches 0 or negative HP, they are incapacitated. They may take no actions and are fully vulnerable. All attacks against them automatically hit and any damage kills them. Any incapacitated characters left unattended to after a battle die. But as long as any allies are conscious and willing, it is assumed these casualties are stabilized enough to survive. They will awake an hour later at 1 HP.

Flee or Surrender

If you gain the upper hand on enemies, they may attempt to flee or surrender. During your turn in a battle, you may make Influence rolls to force the enemy to do either. The GM sets the Influence AD based upon how intimidating your speech is, how disadvantaged the enemy is and how dedicated they are to their mission. Surrendered enemies can be freely knocked unconscious and tied up (see Capturing Enemies below.)

Capturing Enemies

Sometimes you don't want to kill an enemy. As explained before, when an attack brings an enemy to 0 or less HP, they fall unconscious. You can easily stabilize and tie up any unconscious enemies using ropes or strips of cloth. The enemy can attempt to escape later using either Toughness or Speed. The AD is equal to 10 + Operation of whoever tied him up. Any enemies bound are helpless and can be automatically killed or knocked unconscious as desired. Unconscious enemies awake an hour later.

Resuscitation

If most of a character's body remains after death, a doctor can resuscitate them. The character must not have been dead more than one day per character level and they must have at least one Resolve Point. Resuscitation costs the dead character one Resolve Point as well as \$20 per character level. If none of these requirements can be met, the character dies permanently.

Regaining HP naturally

It's very difficult to heal battle wounds naturally in Synthicide. Food is bad and your body is weak. Only once per week, you regain HP equal to your Toughness + Level. If this number is negative, you regain no HP. Also, if you skipped eating any days in that week, you regain no HP.

CHARACTER CREATION



THE PROCESS

These are the basics of making your character and filling out the character sheet. Please review the filled out example on the next page to help you understand the process, as important rules in other chapters of the book are represented on it. You can download a blank copy of the character sheet at www.synthicerpg.com/play-the-game/

Also, more advanced groups may want more customization for their character. If this is the case, start at level 2 to gain an extra Attribute point, extra HP and 4 Trait Points.

- 1. Create a backstory for your character.** Use the following charts to help determine who your character is and why you became a Sharper.
- 2. Choose a Motivation.** This describes the primary values of your character. Whenever you pursue this Motivation, it helps your character earn Resolve.
- 3. Choose a Bioclass.** This determines your body type, brain type, your starting Attribute scores, and gives you a few abilities.
- 4. Fill out your name, level, body type, and brain type, and Hit Points (HP) per Level.** This block is located on the top right of the first sheet.
- 5. Write your Max Hit Points on the HP Tracker.** This is just below the Attributes on the left side of the first sheet.
- 6. Choose an Aspect.** This finalizes your starting Attribute scores and gives you a few more abilities. Your Aspect forces you to choose an Attribute to penalize, representing the focus that was put into acquiring your skills. Aspects also determine what sort of Character Traits are easy for your character to gain in the future. The bottom right of the first sheet is where you record your Aspects, Traits, and other abilities.
- 7. Choose one Natural Talent Trait.** These help your character gain a little extra skill outside of battle.
- 8. Double-check your Attribute scores and fill them out.** Attribute scores are in the first column of boxes on the left of the sheet. Include bonuses and penalties for your Bioclass and Aspects.
- 9. Write down any Psychic or Tactical powers you have.** These go on the left side of the second sheet.
- 10. Choose an equipment package.** This determines what you have with you on your first mission. Write the name and location of all your equipment on the second sheet.
- 11. Finish the final details.** There are a few things that require adding and subtracting your character's final bonuses. These are described at the end of this chapter.
- 12. Create your spaceship.** It is assumed that you and all other players have pooled resources to collectively own one ship (a clipper, defined in the vehicle rules.) At the end of the vehicle rules is a series of tables that determine how your group got your ship. Using them can be a fun way to jumpstart the story of your ragtag group of Sharpers.

MOTIVATIONS

Motivations describe what is most important to your character. At the end of every game session, the GM will reward you with one Resolve point if you successfully pursued your Motivation. You should select one that strongly aligns with the backstory you created for yourself. Here are your choices:

- **Prove your strength:** If you personally dominate a worthy adversary, gain 1 Resolve.
- **Spread your wisdom:** Whenever you convince someone to believe an important aspect of your world-view, gain 2 Resolve.
- **Forgiveness is powerful:** If you let fleeing enemies escape, or forgive a substantial debt, gain 2 Resolve.
- **Don't get mad, get even:** If you balance a debt owed to you, or deny mercy to an opponent, gain 1 Resolve.
- **Make friends and allies:** If you gain the trust of new people, or make sacrifices to preserve that trust, gain 1 Resolve.
- **Know the universe:** If you discover significant information, or learn the answer to a mystery, gain 2 Resolve.
- **Live life for now:** If you take unnecessary risks for the thrill, or abandon a long-term goal for immediate gratification, gain 1 Resolve.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	3	
COMBAT	0	
TOUGHNESS	-1	
INFLUENCE	2	
OPERATION	0	
NERVE	0	
SPEED	2	

1/2 SPEED ACTION COUNTERS

$$\boxed{1} + 3 = \boxed{4}$$

AWARENESS SPEED BATTLE REFLEX

$$\boxed{3} + \boxed{2} = \boxed{5}$$

HIT POINT TRACKER	MAX HP	35
	HP/LEVEL	5

UNSPENT TRAIT POINTS

LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 3 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 4 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 5 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 6 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 7 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 8 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 9 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	MARCU TARIN (Male)	LEVEL	1
BIOCLASS	Skinbag		
BODY TYPE	Organic	MIND TYPE	Organic

MOTIVATION	CYNICISM	RESOLVE
Make friends and allies	0 / 10	2 / 5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
$\boxed{-1} + 5 + \boxed{0}$		= $\boxed{4}$
TOUGHNESS	OTHER	ARMOR
$\boxed{-1} + 5 + \boxed{0}$		+ $\boxed{4}$
ARMOR WORN		ARMOR DEFENSE
E.C. Combat Vest		= $\boxed{8}$
		SPEED RATING
		$\boxed{3}$

NERVE OTHER NERVE DEFENSE

$$\boxed{0} + 5 + \boxed{0} = \boxed{5}$$

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ATTCK SPD	RANGE	OTHER NOTES
Retrofit Pistol	+1	+1	Fast	4	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT SCOUNDREL

CHARACTER TRAITS

- Dying Breed:** Can't mutate, +1 to an Attribute
- +2 DMG vs unaware opponents
- Gain Advantage ATT bonus = +3
- Move 4 squares for free when using Gain Advantage
- Operate Navigation:** use highest Attribute when navigating instead of Operation
- Navigation (Planetary Specialization):** You know the nitty gritty details of the planets Corsus, Humanus, and Drakka
- Techless Will:** Add +3 to any attribute once a day for 3 turns.
- Navigation (Lay Low):** If you are in an area where you have specialization, you can "lay low" to hide from authorities or pursuers. If you beat an Operation AD set by the GM, you are guaranteed one week of successful hiding (Macru can use Awareness for this power instead of Operation)



BACKSTORIES

Your character is a Sharper – a drifting nobody who’s trying to survive a tough galaxy. How did you become a Sharper? How do you know the other players? These are important questions to answer. Make selections from the charts below, or roll randomly.

Where were you born?

d10	Birthplace	Backstory
1	On a ship	You have no birthplace to return to. Wherever you feel safe and wanted is your home.
2	On a city world	Whether you were rich or poor, everyone from a lesser planet just seems simple. Maybe they’re quaint, or maybe they’re frustrating. It depends on your mood.
3	Mining colony/ labor camp	You witnessed the meaning of hard work, and you know it isn’t always rewarded. You don’t know a lot about the galaxy, but it’s a tough place where you have to invest in yourself and your allies.
4	Edge settlement	You grew up in a relatively safe environment, but it was low on resources. You fear other people less than you fear going without food and technology.
5	A ruined world	Your home planet was never fully “rehabilitated” by the Church. There were even tribal Prodigravus close by. You learned to stick close with humans, fear mutants, and always find a way out.
6	Unpowered Space	The galaxy makes no sense to you. You didn’t even know spaceships existed before you rode one away from home. The wonder of the universe makes you waffle between paranoia and being overly trusting.
7	Barbarian Space	You’re not used to rules or social structures outside of gangs and families. Corporations just seem like really powerful pirates who steal people’s work rather than their belongings.
8	Military Post	Your parents were soldiers for the Tharnaxist Church. You were taught that order holds the galaxy together, and pirates were always the enemy. You may have had a rude awakening late in life, or not. That depends on how good the indoctrination was. Choose another birthplace 1-4.
9	Among the machines	Your parents were vassals or cohorts of robots. You either fear them less or hate them more, depending on what sort of synthetics you met. Choose another birthplace 1-4.
10	Under the Church	A priest was your father, but he didn’t take much interest in you. This might have been a good thing. You know the shallowness of the priesthood, but also their immense power. Choose another birthplace 1-4.



Why did you become a sharper?

d10	Why you became a sharper	Backstory
1	Orphaned	Your parents either died or abandoned you at a young age. Life was tough; you learned to guard yourself and never stay in one place for too long.
2	Disowned	Late in life, your parents decided you were not good enough for the family. Whether you deserved it or not, they left you in the cold with none of the comforts that you had grown accustomed to.
3	On the run	You made the wrong person angry, and had to leave everything behind. You hear that person is still looking for you.
4	Just released	You pissed off the wrong people and they put you in "prison." Years of forced labor broke any former ties you had. You went from one bad job to a lifetime of crime.
5	Kidnapped	Some sort of pirates or gang took you from your former life, and set you free once you'd grown. Your captors weren't nice to you, but they trained you well and made you tough.
6	Path of least resistance	You were facing tough social situations and a life you didn't want. You stumbled upon the opportunity to leave and took it.
7	Family business	Someone in your family was a Sharper and took you under their wing. It's the only life you've known since. You might even have a sense of honor about it.
8	Justice	You might be religious, but even if you're not, you care a lot about the human condition. A big part of why you're a Sharper is making connections and trying to improve the lives of people that deserve it. Better to kill a crook and use the money to feed widows than do nothing at all.
9	Restlessness	The universe's injustice, lost history, and the utter chaos confounds you – none of it makes sense. You can't stay in one place for long, so being a Sharper exposes you to many walks of life and plenty of information. Maybe you'll figure it all out someday.
10	Lone survivor	You found peace and security for a while, but then it was all taken from you. A pirate raid, heretic purge, or an industrial accident killed everyone but you. You've been a Sharper ever since.

What is your connection to the other players?

d10	Your connection	Backstory
1	Happenstance	You joined up with the group through chance and convenience. There may be other connecting factors, but they're not that important to you.
2	Emotional ties	Choose another player in the group. You have a high emotional attachment to their character. The emotions may be reciprocated or not. You don't like being separated from them.
3	Professional History	You worked a dangerous job with another character in the group and learned to respect them. You feel safer in their company.
4	Financial ties	Another character in the group owes you some money, or at least some services to cover a debt. You'll stick around at least until you feel compensated.
5	Common secret	You and another character in the group share a secret. Only roll once to generate both your characters' shared mystery. You are both aware of this shared mystery.
6	Life debt	You saved another character's life and feel some responsibility for them. You also feel like they owe you.
7	Common values	You and another character in the group share an outlook and values, so you work well together. Write three short "moral" sentences that you and the other character agree on. It would also be a good idea for you to both choose the same Motivation.
8	Common enemy	You and another character in the group have a common enemy that you both fear and loathe. Working together makes you safer and more capable of hurting that enemy.
9	Former Rivals	You and another character were once enemies. Maybe you worked opposing jobs, or maybe you competed for the same lover, but you both realized it wasn't worth killing each other for and became tentative friends.
10	Blood relation	You have family ties to another character in the group. They may or may not be aware (your choice).

What is your mystery?

d10	Your mystery	Backstory
1	Blackmail	Someone knows about a mistake you made and if it comes out, it could ruin your relationship with the other players. Sometimes the blackmailer wants money, but mostly they're intent on intimidating you.
2	Stalker	Someone has an unhealthy interest in you. They keep following you and messaging you, desperate for your attention.
3	Amnesia	There are a few years of your life missing. You have no recollection of what happened during that time.
4	Legacy	Someone in your ancestry had great wealth or great power. You hold the cryptic key to reclaiming it someday.
5	You know too much	There's a horrible secret about a person, corporation, or a gang leader that's big and nasty and you know all about it. Hopefully, no one is aware of what you saw.
6	Missing friend	Someone important to you has disappeared recently. You don't know if they are alive or dead and you need closure.
7	Church interest	The Tharnaxist Church takes a lot of interest in you. They haven't prosecuted you for any crimes yet, but it there's always someone keeping tabs on you.
8	Strange illness	You have a strange illness that may kill you someday. It's not slowing you down yet, but you need to find a cure.
9	Visions	There's an image in your mind that won't go away. Sometimes it invades your senses while you're still awake. Is it something that happened or a premonition of something yet to come?
10	It's all a lie	Everything you've determined about your backstory is false. It's just something you made up to hide what you really are. Choose another mystery for cover so the other players don't know too much.



BIOCLASSES

SKINBAG (Organic Body, Organic Brain)

A	C	T	I	O	N	S	HP	HP/LVL
2	0	-1	1	0	1	1	35	5

Choosing to be fully organic prevents you from ever buying cybernetic upgrades, however, you can learn psychic powers. This Bioclass forces you to choose if you are a mutant or genetically "pure."

The Skinbag Bioclass means you are fully organic and have very little social value. After all, Skinbags are born every day. This natural reproduction is one of the few edges humanity has left. While most organics grow up in squalor and die the same, their sheer numbers mean that at least a few will rise to power and importance. A large number of Skinbags start their lives mutated. These mutants have a deep need to prove their worth to the Galaxy.

BIOCLASS TRAITS

Techless Will. You never needed cybernetics and never trusted them either. Three times a day, you can add +3 to any Attribute, even Speed. This bonus lasts for one round during a battle, or applies to a single die roll outside of battle.

Genetic legacy. Choose one of the following:

- **Mutant dog.** A Prodigravus infection in your ancestry has made you less than human. Your nerve is penalized by -2, but you gain 4 Trait Points to immediately buy mutations, though these points don't count toward leveling up. You ignore any Attribute requirements when buying mutations; you only need to meet Trait and Level requirements. The list of Mutations starts on page 59.
- **Dying Breed.** You belong to the diminishing number of completely unaltered humans with a pure genetic history. You can still be affected by temporary mutations from toxins or poisons, but can never be permanently mutated through Character Traits. Increase any single Attribute by +1, except Toughness. At the 4th, 7th, and 10th levels, you again increase any Attribute by +1. You also and gain a free General Trait that you qualify for at 4th and 7th level.

SCRAPHEAD (Organic Body, Plugged brain)

A	C	T	I	O	N	S	HP	HP/LVL
0	0	-1	-1	3	3	1	35	5

Choosing to have only a plugged brain means your character is specialized for mental tasks. This Bioclass may buy cybernetic brain upgrades, but not body upgrades. You cannot learn psychic powers, but you have access to mutations.

Most People treat Scrapheads the same as Skinbags – after all, they look the same on the outside. However, Shapers and other freelance criminals highly value Scrapheads. Their knowledge edge comes in handy more often than not. Scrapheads are pretty rare – a lot of people are afraid to have their minds altered and most people opt for body-focused enhancements.

Scrapheads have data stores directly implanted into the hippocampus and the rest of the brain is riddled with plugs for future upgrades. This makes them less intuitive, less emotional and less charming. Plugged minds have perks, however – they are less affected by fear and psychic energies.

BIOCLASS TRAITS

Hard Brain. You cannot use psychic powers.

Starter Software. You were never interested in body upgrades – the brain is what matters. Gain one Knowledge Focus you qualify for. The list of Knowledge Focuses starts on page 54.

Cybernetic slot. You have one Brain Upgrade slot to install enhancements in the future.

HARDSHELL (Plugged Body, Organic Brain)

A	C	T	I	O	N	S	HP	HP/LVL
2	0	0	1	0	1	1	42	6

Choosing to have only a plugged body means your character is specialized for physical tasks. This Bioclass may buy cybernetic body upgrades, but not brain upgrades. You have access to mutations and can learn psychic powers.

This Bioclass is highly coveted. You get the best of both worlds – a tough body and a sound mind. Being a Hardshell doesn't inherently grant any social benefits, but those around you will perceive you as a greater threat.

Any human can become a Hardshell, but it usually requires wealth and special opportunity. The most common path to cybernetic enhancements is to join a company or gang that offers it as a bonus to employment. These jobs are always violent or dangerous.

BIOCLASS TRAITS

Starter Hardware. Choose one of the following permanent Attribute increases:

- **Cyber eyes.** +1 Awareness
- **Servo limbs.** +1 Combat

Cybernetic Slots. You have two Body Upgrade slots to install enhancements in the future.

PLUGFIEND (Plugged Body, Plugged Mind)

A	C	T	I	O	N	S	HP	HP/LVL
1	1	0	-1	2	2	1	42	6

Choosing to have both a plugged body and plugged mind means you're entirely focused on cybernetics. This Bioclass may gain any cybernetic upgrades, however, you do not have access to any mutations or psychic powers.

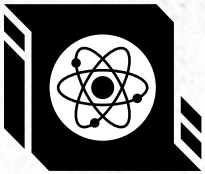
Though light years behind the modifications of a Tech Priest, Plugfiends are extreme examples of cybernetics. They're all about the upgrades and probably looking for trouble. They are also easy to spot because almost every appendage has a visible enhancement.

Plugfiends are definitely treated with more respect than others. They must have done something crazy to earn the upgrades they have. Plugfiends make good hackers and great warriors. They are highly sought after by Sharpers for the most dangerous jobs.

BIOCLASS TRAITS

Mod Focused. You have so many enhancements that your body can hardly handle anything else. You cannot gain psychic powers. You can still be affected by temporary mutations from toxins or poisons, but can never be permanently mutated through Character Traits. Also, General Traits cost you 3 TP instead of the usual 2.

Cybernetic Slots. You have four Body Upgrade slots and two Brain Upgrade slots to install enhancements in the future.



ASPECTS

BRAINIAC

Attribute Increase: +2 Operation

Attribute Penalty: -1 to any Attribute except Operation

You are incredibly intelligent and pride yourself in your studies. You gain any 3 Knowledge Focuses that you meet the requirements for, and 2 powers listed under each. After character creation, you get a discount of 1 Trait Point when purchasing new Knowledge Focuses. The list of Knowledge Focuses starts on page 54.

Suggested equipment packages:

- Chop Doc (medical supplies)
- Hacker (computer, pistol, and tools)
- Sneak Thief (pistol and tools)

BULB HEAD

Attribute Increase: +2 Influence

Attribute Penalty: -1 to any Attribute except Influence

You are a user of the potent drug Illuminix, an addictive and illegal substance that makes the human mind more powerful. You gain any two Psychic Powers that you meet the requirements for. Every day you must take doses of Illuminix equal to the level of any psychic powers you wish to use (you take one dose of Illuminix each day to access all of your level-one powers, four doses for your level-four powers, etc.) If you don't take ANY doses of Illuminix, you cannot access your Psychic Powers and suffer -2 to all rolls. A single dose removes this effect. The list of Psychic Powers starts on page 52.

Suggested equipment packages:

- Gutter Psych (Pistol and Illuminix)

LEADER

Attribute Increase: +2 Awareness

Attribute Penalty: -1 to any Attribute except Awareness or Nerve

You won't let the universe keep you down and you motivate others around you. You gain any two Tactical Powers that you meet the requirements for. After character creation, you get a discount of 1 Trait Point when purchasing new Tactical Powers. The list of Tactical Powers starts on page 53.

Suggested equipment packages:

- Dirty Merc (rifle)
- Street Blaster (shotgun)
- Trick Blade (high-quality knife)

SCOUNDREL

Attribute Increase: +1 Influence, +1 Speed

Attribute Penalty: -1 to any Attribute except Influence, Operation, or Speed

You are a tricky individual who favors the element of surprise. You get +2 DMG on any attacks against enemies that are overpowered or unaware of you, which stacks with any other bonuses. Whenever you Gain Advantage to gain an Attack Bonus, the effect increases to +3. In addition, whenever you Gain Advantage, you may move four squares before or after the action at no AP cost. You also gain any one Knowledge Focus you meet the requirements for and have access to special General Traits. The list of Knowledge Focuses starts on page 54.

Suggested equipment packages:

- Dirty Merc (rifle)
- Sneak Thief (pistol and tools)
- Trick Blade (high quality knife)

THUG

Attribute Increase: +1 Combat, +1 Toughness

Attribute Penalty: -1 to any Attribute except Combat or Toughness

You've been in life or death situations many times but your innate fighting ability has kept you alive. You gain 1 Weapon Proficiency and 1 Attack Skill. You also gain an extra 4 maximum hit points. After character creation, you get a discount of 1 Trait Point when purchasing new Attack Skills. The list of Attack Skills starts on page 51.

Suggested equipment packages:

- Alley Carver (sword)
- Dirty Merc (rifle)
- Gunslinger (two pistols)
- Street Blaster (shotgun)
- Trick Blade (high quality knife)

NATURAL TALENT TRAITS

Every player selects one Natural Talent Trait upon character creation. They are used to help your character be good at a very specific thing, despite having a low Attribute associated with it. Select one that fits well with your character's back-story. Find them on page 61.



EQUIPMENT PACKAGES

Alley Carver

Lvl 2 expert crafted Sword (+1 ATT +5 DMG); Reinforced clothing (+2 Armor Defense, Speed Rating 4); NOTHING ELSE (you really want to kill people)

Chop Doc

Trauma kit (\$40 medical supplies, can heal HP); Extra medical supplies (\$28 worth); Combat vest (+3 Armor Defense, Speed Rating 3); Fossil pistol (+0 ATT +1 DMG, Range 3); Two days of food; Backpack (stores your goods); Phone; \$13

Dirty Merc

Retrofit rifle (+1 ATT +3 DMG, Range 6); Combat vest (+3 Armor Defense, Speed Rating 3); Utility belt (stores a small amount of items); One day's worth of food; Phone; \$2

Gunslinger

Two lvl 1 expert crafted fossil pistols (+0 ATT +2 DMG, Range 3); Reinforced clothing (+2 Armor Defense, Speed Rating 4); Utility belt (stores a small amount of items); One day's worth of food; Phone; \$8

Hacker

Basic tool set (picks locks, performs simple mechanical tasks); Mobile hack deck (manipulates computers, cracks networks); Reinforced clothing (+2 Armor Defense, Speed Rating 4); Fossil pistol (+0 ATT +1 DMG, Range 3); One day's worth of food; Backpack (stores your goods); Phone; \$6

Sneak Thief

Basic tool set (picks locks, performs simple mechanical tasks); Combat vest (+3 Armor Defense, Speed Rating 3); Retrofit pistol (+1 ATT +1 DMG, Range 4); One day's worth of food; Utility belt (stores a small amount of items); Crowbar; Phone; \$8

Street Blaster

Fossil shotgun (+2 ATT +0 DMG, Range 2); Combat vest (+3 Armor Defense, Speed Rating 3); Utility belt (stores a small amount of items); One day's worth of food; Phone; \$2

Trick Blade

Lvl 2 expert crafted knife (+1 ATT +2 DMG); Combat vest (+3 Armor Defense, Speed Rating 3); Utility belt (stores a small amount of items); One day's worth of food; Phone; \$2

FINAL DETAILS

1. Write "2" in your Resolve Pool, and "0" in your Cynicism score. These are the standard starting totals for characters.
2. Fill out all your defenses. Just to the right of your Attributes are Toughness Defense, Armor Defense, and below those is Nerve Defense. Toughness Defense is your Toughness + 5. Armor Defense is your Toughness + 5 + bonus from any armor worn. Nerve Defense is your Nerve +5.
3. Fill in what armor you are wearing. Make sure to note the armor's Max Speed Rating. This is the highest your Speed can be while the armor is worn. If this lowers your Speed, write the new number in dotted square to the right of Speed.
4. Calculate your Action points. Below all your Attributes is your Action points. These are equal to your one half your Speed + 3 (rounded down).
5. Calculate the ATT (Attack bonus) and DMG (Damage bonus) for any weapons you are carrying. This workspace is to the right of your Hit Point Tracker. The ATT of the weapon equals your Combat + Weapon ATT. The DMG is equal to your Combat + Weapon DMG. Fill in the attack speed and range of the weapon as well.
6. Check the boxes for any Weapon Proficiencies you have. These boxes are just below your weapons workspace. Make sure to include these bonuses in your weapon entries.
7. Write down all your possessions and their location. This is the box to the right of Psychic Powers. Make sure to mark how much money you have (lurans), as well as how many days of food you have. These have a dedicated space at the bottom of the possessions box.
8. Write a short draft of your backstory. The bottom left of the second sheet is a place to put any relevant details from your character backstory.
9. Keep track of Trait Points (TP). These let you know when you level up, and are used to purchase new abilities

ADVANCING CHARACTERS

At the end of a mission (explained in the “Game Mastering” section,) characters receive Trait Points (TP) based upon how risky the mission was. These Trait Points cannot be used to increase your Attributes, but are used to purchase Character Traits. Traits can be purchased between game sessions, regardless of whether your character has leveled up or not.

Characters also receive payment or loot for their missions. When a GM rewards the players with items, remember that equipment only has one-quarter the selling value in the hands of the players. If they are given general items that they have no use for, make sure to give them enough to sell and earn their proper reward. On the other hand, if a GM gives them equipment that is highly useful and will most likely be kept, make sure its actual value is not much above the payment that they should have received. Conclusively, all of these listed numbers can be adjusted at the GM’s discretion and the player’s needs.

LEVELING UP

Characters start at level 1, and can go up to a maximum of level 11. Leveling-up has three benefits:

- Increase your max HP by the HP/Level amount listed on your character sheet.
- Add +1 to any Attribute of your choice. You can only level up one particular Attribute five times. After that you must start increasing another Attribute. There are checkboxes on your character sheet to help keep track.
- When you reach 4th or 7th level, you qualify for a new tier of Character Traits to choose from.

A character automatically goes up a level whenever he gains 4 TP, which can be accumulated from multiple missions. A character does not need to spend any of TP to earn the level, nor does he need to have 4 unspent TP in reserve. Each 4th TP earned automatically causes your character to go up in level. For example, a character that has earned 8 TP throughout their career is level 3, even if they have spent 4 of it and have 4 remaining. Make sure to keep a tally of your total earned TP on your Level-Up Tracker to know what level your character should be.

WEAPONS AND ARMOR

A NOTE ABOUT COMPLEX RULES

Some of the weapons below have complicated rules. Good examples are the “Line of Site Rules” for all ranged weapons, “Scattering Rules” for Explosives and the “Spread Rules” for shotguns. These are intended to make the battle highly tactical, but can be too much for some playgroups. If the group decides they want to play without these rules, they may do so.

STRIKING CLASS WEAPONS

Proficiency Bonus: All striking weapon bonuses are increased +1 ATT and +2 DMG

Name	ATT/DMG	Speed	Hands	Type	Range Increment	Price
Fist	+0 ATT -3 DMG	Slow	0	Striking	-	-
Knife	+0 ATT +1 DMG	Fast	1	Striking	-	\$15
Club	+0 ATT +1 DMG	Slow	1	Striking	-	-
Sword	+0 ATT +4 DMG	Slow	2 (1)	Striking	-	\$60
Rip Sword	+1 ATT +5 DMG	Slow	2	Striking	-	\$140
Plasma Knife	+2 ATT +1 DMG	Fast	1	Striking	-	\$200
Plasma Sword	+2 ATT +5 DMG	Slow	2 (1)	Striking	-	\$400
Burst Glove	+1 /+3 ATT +3 DMG	Fast	1	Striking	-	\$800
Boost Fist	+4 ATT +6 DMG	Slow	1	Striking	-	\$900
Power Glaive	+5 ATT +9 DMG	Slow	2	Striking	-	\$1400

Fist: A fist is just that—your character’s fist. It can be used as a weapon, but is usually not effective unless you are trained. Like any weapon, your fist receives the Proficiency Bonus if you are trained in the Striking Weapon Class. You cannot add any of the weapon customizations listed later to your fists.

Knife: Any small blade is considered a knife. They are easy to conceal (+4 to Speed rolls when doing so).

Club: Any blunt objects within grasp are considered clubs.

Sword: All varieties of heavy blades are considered to be swords. They can be wielded one-handed if necessary, but incur a -1 penalty to attack rolls when used this way.

Rip Sword: Heavy blade weapons with moving saw-teeth or vibro-enhancements are considered rip swords. Because of the heavy mechanisms involved in such weapons, they are impossible to wield one-handed.

Plasma Knife: A plasma knife is any small weapon fitted with a super-heated edge or a controlled energy beam.

Plasma Sword: Plasma swords are heavy weapons with super-heated edges. A Plasma Sword can be used one-handed. It incurs a -2 penalty to attack rolls when used this way.

Shock Glove: Small weapons that deliver intense bursts of electricity at close range usually come in a glove or gauntlet form. Shock gloves get +2 to attack rolls against robots and enemies with plugged bodies.

Boost Fist: There are many high-tech bludgeoning weapons, but most small ones come in a cestus form using repulsion fields to accelerate strikes.

Power Glaive: Any large weapon that uses acceleration technologies like the Boost Fist is considered a power glaive.

RANGED WEAPON TECHNOLOGIES

Ranged weapons come in a few general-tech categories detailed below.

Fossil: A Fossil is any slug-firing weapon using gunpowder, such as an ancient hunting rifle. Fossils that characters have access to are cheap replicas—the actual weapons are lost.

Retro-fits: Retro-fits are upgraded Fossils, or just cheap knock-offs of Modern Slug weapons.

Modern Slug: A Modern Slug weapon uses more advanced ammunition and propulsion methods than gunpowder Fossils, such as magnetic flechettes.

Beam/Wave: Beam and Wave weapons use super-heated light or high-frequency beams, including sonic weapons.

Arc: Arc weapons deliver harmful electric fields at a long range. They get +2 to attack rolls against robots and enemies who have plugged bodies.

Hellfire: Hellfire weapons are the highest tech category. They use an intense energy payload like a controlled antimatter rifle.

PISTOL CLASS WEAPONS

Line of Sight Rules: If a bystander is between you and your target, the actual target gets +2 Cover to Armor Defense. If you miss your target, but the attack is high enough to hit the bystander, it hits them instead.

Proficiency Bonus: All pistol bonuses are increased by +1 ATT

Name	ATT/DMG	Speed	Hands	Type	Range Increment	Price
Fossil	+0 ATT +1 DMG	Fast	1	Ranged	3	\$40
Retro-fit	+1 ATT +1 DMG	Fast	1	Ranged	4	\$80
Modern Slug	+2 ATT +2 DMG	Fast	1	Ranged	4	\$140
Beam Pistol	+2 ATT +3 DMG	Fast	1	Ranged	5	\$300
Arc Pistol	+2/+4 ATT +3 DMG	Fast	1	Ranged	4	\$450
Hellfire Pistol	+5 ATT +4 DMG	Fast	1	Ranged	3	\$1300

STRIKING CLASS WEAPONS

Line of Sight Rules: If a bystander is between you and your target, the actual target gets +2 Cover to Armor Defense. If you miss your target, but the attack is high enough to hit the bystander, it hits them instead.

Full Auto Pinning: Each rifle has a "full auto" variation that can strafe enemies to pin them. You can use the weapon to make ranged Take Down attempts against an enemy within 10 squares, using Combat vs. Speed rolls. A failing character can still choose to ignore the Takedown and instead suffer your attack's standard DMG + 10.

Adjacent Penalty: All Rifles suffer a -2 penalty to Attack rolls against adjacent foes.

Proficiency Bonus: All rifle bonuses are increased by +1 ATT and +1 DMG

Name	ATT/DMG	Speed	Hands	Type	Range Increment	Price
Standard Fossil	+0 ATT +3 DMG	Slow	2	Ranged	5	\$90
Full Auto Fossil	-1 ATT +4 DMG	Slow	2	Ranged	4	\$100
Standard Retro-fit	+1 ATT +3 DMG	Slow	2	Ranged	6	\$110
Full Auto Retro-fit	+0 ATT +4 DMG	Slow	2	Ranged	4	\$150
Standard M. Slug	+2 ATT +4 DMG	Slow	2	Ranged	6	\$300
Full Auto M. Slug	+0 ATT +6 DMG	Slow	2	Ranged	4	\$400
Standard Beam	+3 ATT +5 DMG	Slow	2	Ranged	8	\$600
Full Auto Beam	+1 ATT +7 DMG	Slow	2	Ranged	6	\$700
Standard Arc	+3/+5 ATT +6 DMG	Slow	2	Ranged	6	\$750
Full Auto Arc	+1/+3 ATT +8 DMG	Slow	2	Ranged	4	\$1000
Standard Hellfire	+6 ATT +7 DMG	Slow	2	Ranged	6	\$1500
Full Auto Hellfire	+4 ATT +9 DMG	Slow	2	Ranged	4	\$1900

SHOTGUN CLASS WEAPONS

Line of Sight Rules: If a bystander is between you and your target, the actual target gets +2 Cover to Armor Defense. If you miss your target, but the attack is high enough to hit the bystander, it hits them instead.

Spread Rules: Whenever you hit a target, if the attack roll is high enough to hit adjacent bystanders, they take your DMG total without adding the 1d10 result.

Proficiency Bonus: All shotgun bonuses are increased by +1 ATT and +1 DMG

Name	ATT/DMG	Speed	Hands	Type	Range Increment	Price
Fossil	+2 ATT +0 DMG	Slow	2	Ranged	2	\$110
Retro-fit	+3 ATT +0 DMG	Slow	2	Ranged	2	\$130
Modern	+4 ATT +1 DMG	Slow	2	Ranged	2	\$340
Wave gun	+6 ATT +1 DMG	Slow	2	Ranged	2	\$600
Arc Spreader	+6/8 ATT +2 DMG	Slow	2	Ranged	2	\$750
Hellfire Blaster	+9 ATT +3 DMG	Slow	2	Ranged	2	\$1500

DEMOLITION CLASS WEAPONS

Proficiency Bonus: +4 to Scatter check rolls.

Demolition class weapons are either planted or thrown at a range. They have the following special rules:

- Planting Rules:** If an explosive has no range increment, it may only be planted. Choose a location on the corner of a square to place it. This requires an Operation Roll beating a difficulty listed in the weapon description, or else the explosive goes off. Detecting placed explosives requires an Awareness Roll higher than the Operation Roll that planted it.
- Scattering Rules:** Explosives with range increments are thrown and immediately explode upon impact. To do so, choose the corner of a square on the battle grid. Count the number of range increments between you and that square to set the Action Difficulty. Make a Combat Roll. If you equal or exceed the difficulty, you strike the square corner you choose. If not, the weapon shifts a number of squares equal to how much you missed the check by. Determine the direction of this shift by rolling the d10. Check the results:
 - 1-2:** It slides back toward you.
 - 3-4:** It slides away from you.
 - 5-7:** It slides to your right.
 - 8-10:** It slides to your left.
- When it explodes:** When any explosive goes off, the character that used it makes attack rolls against each friend or foe caught in the explosion. Thrown explosives are a normal attack roll, using the Combat bonuses of the user. Placed explosives use ONLY the weapon's ATT and DMG and no bonuses from the planter.

Name	ATT/DMG	Speed	Hands	Type	Range Increment**	Price***
Frag grenade	+3 ATT +3 DMG	Slow	1	Explosive	1	\$60
IF grenade	+6 ATT +5 DMG	Slow	1	Explosive	1	\$100
Trip Mine*	+10 ATT +12 DMG	Slow	2	Explosive	cannot be thrown	\$120
Stun Grenade	-	Slow	1	Explosive	1	\$40
Obliterator	+8 ATT +6 DMG	Slow	2	Explosive	2	\$600
Structural Charge*	+14/+19 ATT +18 DMG	Slow	2	Explosive	cannot be thrown	\$800
Hellfire Grenade	+10 ATT +8 DMG	Slow	1	Explosive	1	\$900

*The listed Attack and Damage Bonus on mines and charges is the only number that applies when rolling attack and damage against anyone caught in their blast. Do not use the Combat Attribute of the character that placed them. Still make individual rolls against each target.

**The range increment of ranged Demolition Class weapons apply only for the purpose of determining scattering. It does not have an effect on the Combat roll made against each character to damage those trapped in the blast.

***The price of all these weapons is for one-time use.

Frag grenade: Any small, thrown explosive counts as a frag grenade. Frag grenades target a four-by-four square centered on the chosen corner.

IF Grenade: Thrown explosives using powerful charges within ultra-hard casings count as Intense-Force (IF) grenades. It targets a four-by-four square centered on the chosen corner.

Trip Mine: Any medium-sized placed explosive qualifies as a Trip Mine. An AD 8 Operation roll is required to place them without setting them off. They target a four-by-four square centered on the chosen corner. Trip Mines can be put on a timer, radio trigger, or set to go off when a character enters a square that touches the corner where the mine is located. To notice a placed explosive, a character must roll an Awareness check above the Operation check that placed it.

Stun Grenade: Stun grenades are any thrown weapons that are used to cause extreme sensory overload. Make a Combat roll against the Toughness Defense of each character caught in the blast. Any targets you hit lose their next turn. When a Stun grenade goes off, it targets a four-by-four square centered on the chosen corner. Stun grenades cannot affect the same character twice in a row.

Obliterator: Obliterators are any ranged explosive weapons with substation payloads, such as a rocket-propelled IF grenade. They target a six-by-six square centered on the chosen corner.

Structural Charge: Structural charges are placed explosives that are far exceeding in power to a common trip mine. They get an extra +5 Attack Bonus for the purpose of damaging walls and other structural elements like turrets. They target a six-by-six square centered on the chosen corner. Like mines, they can be set on a timer, a radio trigger or set to go off when a character enters a square that touches the corner where the charge is located. It requires an AD 16 Operation roll to set the charge without causing it to go off. To notice a placed explosive, a character must roll an Awareness check above the Operation check that placed it.

Hellfire Grenade: Hellfire grenades are high-energy payload explosives such as an antimatter grenade. They target a four-by-four square centered on the chosen corner.

BODY ARMOR

Body armor grants bonuses to Armor Defense to resist damage from attacks. A character may only benefit from one set of armor at a time. Armors have two elements:

- **Armor Bonus.** This number increases your Armor Defense.
- **Maximum Speed.** Reduce your character's base Speed to this number as long as he is wearing the armor. This not only affects the number of AC he has every turn, but also his bonus when making Speed rolls for Stealth or turn order in combat.

Name	Armor Bonus	Maximum Speed	Price
Thick Clothing	+1	5	\$10
Reinforced Clothing	+2	4	\$40
Combat Vest	+3	3	\$70
Battle Armor	+4	2	\$110
War Shielding	+6	1	\$400
Ultra-Mesh Cloak	+8	1	\$700
Prodigravus Armor	+10	1	\$2000

Thick Clothing: A heavy jacket or vacuum-ready suit offers some protection from weapons.

Reinforced clothing: In the rough galaxy of today, even designer clothes incorporate small armor plates or projectile-resistant fabrics.

Combat Vest: This entails any form of light ballistic armor.

Battle Armor: Battle armor is full-body ballistic armor with added protection such as kneepads and pauldrons.

War Shielding: Any form of complex body armor using ultra-hard materials and heat-dispersion technologies fall into this category.

Ultra-Mesh Cloaks: Cloaks or body suits made of superior fabrics are both resistant to heat and ballistic impacts. They can look as simple as a trench coat, but they are quite heavy.

Prodigravus Armor: A relic from the Millennial War, this armor uses advanced materials that Tharnaxist priests still cannot replicate. Though usually found in curio shops, it is sometimes sold for its true purpose by weapons dealers.

SHIELDS

Shields act as mobile cover that you can activate for a slight boost in defenses. Here is how they work:

- **Cover Bonus.** Each shield grants a cover bonus. It increases your Armor Defense against attacks, but doesn't stack with cover granted by any terrain. Use the highest bonus.
- **Active use.** Using a shield costs 2 AC at any time during your turn. Otherwise, you receive no benefit from carrying it.
- **Can't block them all.** When enemies attack you from radically different angles in the same round, the GM might decide your shield only works against some of them. To speed up play, it's better to just use logic and gut checks to decide if the shield is effective. If a disagreement arises, draw a straight line from both attacking enemies to your character. If the second line passes through the opposite side of the square, then you can't defend against both.

Name	Cover Bonus	Hands	Price
Riot Shield	+2	1	\$20
Ballistic Shield	+3	1	\$50

Riot Shield: This is a standard arm-slung shield.

Ballistic Shield: This is an oversized shield made of harder materials. If you spend 3 AC to activate your shield instead of 2, one adjacent ally also receives your Cover Bonus.

PERSONAL FIELDS

The ability to scale force fields down to a human level was an important development in the galactic arms race. Though most currently available personal fields aren't particularly strong, relics of the last war can be found with much more impressive abilities. Personal fields are only visible when deflecting incoming attacks, giving off bright flashes of colored light. Fields are accepted in any social setting since they are purely defensive. Here are their qualities: **Cover Bonus.** Each shield grants a cover bonus. It increases your Armor Defense against attacks, but doesn't stack with cover granted by any terrain. Use the highest bonus.

- **You can only wear one field.** It must be installed into your current clothing or armor.
- **Field HP.** When a physical attack beats your Defenses, it damages your field HP instead of you.
- **Recovery.** At the start of your turn, your field regains HP equal to its Recovery number up to its maximum.
- **Overload.** After a personal field hits 0 HP, it overloads and quits functioning. Leftover damage from an attack that brings down your field is dealt to you.
- **Recharge Rate.** A field begins functioning again after the time listed in its recharge rate has passed.

Name	Field HP	Recovery	Recharge Rate	Price
Mark I	10	2	4 hours	\$100
Mark II	20	4	4 hours	\$200
Mark III	30	6	3 hours	\$450
Relic Field	60	12	2 hours	\$2000

Mark I: These fields are very weak and relatively cheap. Merchants or criminals with money might wear one to protect against ambush attacks. Weak fields flash a dull red when struck with attacks.

Mark II: A little more money can buy significantly more protection. Important bodyguards or other well-funded combatants will generally carry a Mark II field. They flash yellow when struck.

Mark III: A Mark III personal field is the most advanced modern technology can produce. Important crime bosses or political figures might own Mark III fields. These fields flash blue when struck.

Relic Field: Usually reserved for powerful Tharnaxist priests and their assistants, Relic Fields can still be found on ruined core worlds or purchased from smugglers. They create high-quality fields that are no longer possible to manufacture and flash a bright violet when struck.

CUSTOMIZATIONS

The previously listed armors and weapons are relatively standard-issue. Each entry represents a wide area of commonplace combat equipment. However, not all equipment is standard. The following alterations can be applied to any qualified equipment by adjusting the price as listed. Upgrades may be purchased at the time of acquiring a weapon, or even after it was purchased. An upgrade may only be bought once per weapon, but can be raised to a higher version of the same upgrade, such as when you increase the bonus it receives from expert crafting. In such a situation, pay the difference between the two upgrades.

Name	Applied to	Price Adjustment
Expert Crafting	Any weapon/armor	\$30, \$100, \$350
Advanced Shrapnel	Any explosives	\$30, \$100, \$350
Burst Fire	Any pistol	\$100
Miniaturized	Any weapon	Full base price
Lighter Materials	Any armor	Full base price
Bio-Mal	Any weapon	\$100, \$300, \$1000
Ion Corona	Any weapon	\$100, \$300, \$1000
Extended Range	Standard Rifles (not full auto)	Half of base price
Reaching Weapon	Any two-handed striking weapon	\$70
Psychic Conduit	Any weapon but explosives	\$200
Psychic Insulator	Any armor	\$350
Micro-edge Weaponry	Any striking weapon	\$100

Expert Crafting: Nanite-assisted fabrication can achieve a level of crafting precision and material strength not otherwise possible. Depending on which level you purchase, this raises a weapon's bonuses by +0 ATT +1 DMG, +1 ATT +1 DMG, or +2 ATT +1 DMG. If this customization is applied to armor, increase its armor bonus by +1, +2, or +3.

Advanced Shrapnel: Off-the-shelf explosives can be juiced for greater power. Depending on which level you purchase, this raises an explosive weapon's attack bonus by +1, +2, or +3. This can be combined with expert crafting to make a particularly effective explosive.

Burst Fire: This upgrade increases the firing rate of a pistol at the cost of its accuracy. On each attack, it gives the wielder the option to fire two shots as a single attack roll. The attack roll is penalized by -2, but adds +2 ATT DMG to the weapon's Damage Bonus. Burst Fire weapons can be used with abilities such as Full Auto or Two-Fisted Fighting, with the -2 ATT penalty stacking with any other penalties.

Miniaturized: This adds +4 to Speed rolls made to conceal the weapon and reduces the hands required to wield it down to one. A weapon that is already one-handed, instead gets +8 to Speed rolls for concealment, but remains one-handed. Engineering smaller weapons with the same destructive power of their larger cousins is complex and expensive. The price of any weapon with this upgrade is increased by the full base price listed on its table entry, effectively doubling its cost.

Lighter Materials: This adds 2 to the Maximum Speed Rating of any armor. Because the whole armor has to have most of its materials replaced with advanced alloys, the price of any armor with this upgrade is increased by the full base price listed on its table entry, effectively doubling its cost.

Bio-Mal: These weapons employ toxins or emit radiations that have extremely adverse effects on the body. The three possible levels add +1 DMG, +2 DMG, or +3 DMG to attacks against organics and cyborgs. A weapon cannot have both Bio-Mal and Ion Corona.

Ion Corona: These weapons emit disruptive energies that are dangerous to robots and destabilize personal fields. The three possible levels add +2 DMG, +4 DMG, or +6 DMG to attacks against Synthetics or active fields and psychic barriers. A weapon cannot have both Bio-Mal and Ion Corona.

Extended Range: This upgrade doubles the range-increment of a rifle. The scopes, sensors, and stabilizers are expensive, so the weapon's cost is increased by half its base price.

Reaching Weapon: Weapons with this upgrade are fitted with a telescoping hilt. This gives the wielder the option to make an attack against enemies that are two squares away instead of immediately adjacent, possibly circumventing Quick Attacks. When attacking this way, the wielder suffers -2 ATT. A weapon cannot be both a Reaching Weapon and be miniaturized.

Psychic Conduit: This upgrade uses special polymer films or unique crystal structures that are sensitive to vibrations and electromagnetic fields. Whenever activating the psychic power Mind Blast, the wielder has the option of funneling the psychic energy through the upgraded weapon. This attunement takes time, so the Mind Blast costs 2 AC instead of 1 and it becomes Slow speed. The character adds the range increment of the weapon to the effective range of his Mind Blast and then adds the weapon's Damage Bonus to any successful damage. If the character is using a striking weapon, he only gets to use the psychic conduit weapon against adjacent enemies.

Psychic Insulator: Armors fitted with vibration-resistant nanotubes and non-conductive materials have a tendency to absorb psychic energy. This allows the wearer to add half of the upgraded armor's bonus to Nerve Defense against psychic attacks. Characters wearing this armor are immune to the effects of any Psychic Conduit weapons used against it, requiring the enemy to make either regular weapon attacks, or an unaided Mind Blast. Characters who attempt to use Psychic Powers while wearing Psychic Insulator penalize their Influence roll by half the armor's bonus.

Micro-edge Weaponry: This modifies a striking weapon with finely focused points to slip through armor more easily. The weapon gains +1 to its attack bonus.

EQUIPMENT, GOODS, AND IMPLANTS

EQUIPMENT RULES

Characters may need other miscellaneous pieces of equipment throughout their adventures – from simple things like crowbars and rope to high-tech devices like hack-decks and combat-stims. Equipment doesn't always add a bonus to Attribute rolls, but does allow your character to take the action without obstruction. As an example, it would be impossible to remotely hack a computer without some kind of device like a mobile hack-deck. But while a mobile hack-deck just gets the job done, a hacker terminal is an extremely powerful computer and does add a bonus to Operation rolls made while using it.

Not every piece of equipment is explained in detail. To do so would create too many special rules that GMs and players would feel compelled to memorize. Instead, game groups should "play it by ear." When using items that don't have exact rules defined such as industrial lubricant, ropes or phones, the players and GM should decide what sort of limits, capabilities and effects these have on the game.

GENERAL EQUIPMENT

Name	Price
Tape	\$2
Flashlight	\$2
Utility Belt	\$3
Phone	\$4
Crowbar	\$4
Rope	\$4
Backpack	\$5
Manacles	\$10
Industrial Lubricant	\$10
Grappling Hook	\$20
Metal Cable	\$50

Tape: Any industrial strength adhesive tape falls into this category.

Flashlight: Flashlights illuminate up to twenty feet in a straight line.

Utility belt: Any form of tool belt or system of holsters falls into this category. It stores up to 4 hands of weapons in addition to a reasonable amount of tools, like a basic tool kit.

Phone: Many affordable communication devices fall into this category, including two-way walky-talkies, simplistic personal computers and satellite phones.

Crowbar: Just about any blunt metal instrument would fall into the "crowbar" status. They are good for cracking crates or forcing doors open.

Rope: Any common binding material would fall into the rope category. It's easy to cut with simple sharp tools and typically comes in a loop of fifty feet.

Name	Price
Oxygen Tank	\$50
Smart Belt	\$70
Sticky Rope	\$70
Night Vision Goggles	\$50
Infrared Goggles	\$70
Binoculars	\$30
Spy Cam	\$80
Listening Device	\$60
Bug Detector	\$100
Bomb Detector	\$140

Backpack: A backpack is any form of carrying device conveniently strapped to the body. It carries up to 7 hands of weapons, as well as more tools than a utility belt, such as two or three small tool kits. The drawback is that it takes a 1 AC to put anything into the backpack and an additional 1 AC to take anything out of it (as opposed to just 1 AC to switch items).

Manacles: These items can be used to bind enemies more securely. Trying to escape bondage when being held by manacles increases the AD by +3.

Industrial Lubricant: This includes mineral oil or any other slick substance. It typically comes in gallon quantities.

Grappling Hook: This is can help you climb up a wall.

Metal Cable: This version of rope is extremely difficult to cut without the proper tools, but it supports much more weight and comes in a typical length of 100 feet

Oxygen Tank: This holds two hours worth of oxygen that can be used for vacuum or under-water exploration.

Smart Belt: A Smart Belt uses magnetism to attach items tightly when they're not in use, while allowing them to be pulled away easily later on. It allows a character to remove or put away one item each turn for free. It stores up to 4 hands of weapons and a reasonable amount of tools, such as a small electrical kit.

Sticky Rope: A sticky rope is the grappling hook of the future. The head isn't actually a hook – it's a special adhesive top that molecularly bonds to any surface. It is much easier to use than a grappling hook. This adds +3 to Combat rolls made to successfully attach it to a surface; it can even attach to a ceiling or solid wall.

Night Vision Goggles: This allows the user to see in complete darkness, but not in color.

Infrared Goggles: This allows you to see in "heat vision." It gives you +2 to Awareness checks to detect

anything that gives off body heat or similar temperatures.

Binoculars: This allows you to gain up to 10x magnification on far away objects.

Spy Cam: This tiny device can be hidden in a room to transmit video recordings to a computer. It can transmit up to four miles. It records flat video with a 90° field of view.

Listening Device: This item records sounds in a room and transmits them to a computer. It can transmit sounds up to four miles.

Bug Detector: This helps locate surveillance equipment. It adds +4 to Awareness rolls made to search for spy cams or listening devices.

Bomb Detector: This helps locate explosives. It adds +4 to any rolls made to search for trip mines or structural charges.

TOOL SETS

Name	Price
Basic Tool Set	\$30
Cooking Supplies	\$20
Crafting Set	\$80
Advanced Tool Set	\$120
Crafting Components	Varies
Synthetic Components	Varies
Mobile Hack Deck	\$40
Hacker Terminal	\$150
Ship Repair Kit	\$700
Trauma Kit	\$40
Medical Supplies	\$4/per roll
Infirmary	\$120

Basic Tool Set: This tool set is easily transported. This allows for common repairs or disabling of traps and locks.

Cooking Supplies: This self-contained set of tools contains a few pots, pans and a portable thermal stove. Note that most spaceships come with kitchens, so these tools are only necessary for cooking in the field.

Crafting Set: This elaborate tool set allows for creating more involved pieces, such as weapon components. It takes up most of a small room.

Advanced Tool Set: This set is useful for very complex technology. High-tech weapons, such as a Hellfire Rifle or a Beam Pistol require access to both a Crafting Set

and an Advance Tool set. Like a Crafting Set, these tools take up most of a small room, but the two can share the space.

Crafting Components: Some characters have the ability to craft items. Each one specifies what type of material is needed and what value of the materials must be spent to craft an item. For example, crafting cybernetic implants requires "cybernetic supplies" of a value equal to half the item you are trying to create.

Synthetic Components: Synthetic components are highly advanced with a wide array of uses. They can be used as a substitute for ANY crafting supplies, and can also repair disabled robots. The cost of components is listed under any crafting power.

Mobile Hack Deck: This small computer can access wireless networks and comes with many cables to hardwire into other machines. It's fairly effective at handling digital security, and can be small enough to fit in a pocket.

Hacker Terminal: This computer is rather large and needs to be connected to a ship power supply or some other energy source. Its power makes it amazing at hacking systems that can be accessed remotely, adding +3 to Hacker Operation rolls.

Ship Repair Kit: This large set of tools stays on a ship and cannot be carried. It allows you to make repairs to your own ship after any close calls, or emergency repairs on the fly.

Trauma Kit: This is good for field surgery to treat minor injuries. It's large enough to fill half of a backpack and comes fully stocked with its maximum load of \$32 worth of medical supplies.

Medical Supplies: These supplies include things like healing accelerant, wound sealant and artificial adrenaline, which is used in modern medicine to treat nasty injuries. Any Medicine Operation roll to restore HP or counteract ailments uses \$4 of supplies. Resuscitating a dead character takes \$9/character level worth of supplies.

Infirmary: This medical kit takes up a whole room. It can handle more intense medical emergencies and can even revive Organic and Enhanced characters from death. An infirmary comes fully stocked with its maximum capacity of \$100 worth of medical supplies.



GOODS AND SERVICES

Name	Price
Basic Meal	\$5
Nice Meal	\$15
Extravagant Meal	\$55
Groceries	\$30
Basic Entertainment	\$10
Nice Entertainment	\$70
Extravagant Entertainment	\$150
Basic Clothes	-
Nice Clothes	\$50
Expensive Clothes	\$150
Basic Medicine	\$15/level
Moderate Medicine	\$30/level
Advanced Medicine	\$60/level
Groundcar cab fare (within city)	\$15/passenger
Skycar cab fare (within city)	\$30/passenger
Skycar cab fare (any destination)	\$100/passenger

Basic Meal: This is just a cheap, quick bite to eat for one person.

Nice Meal: Any mid-priced, sit-down restaurant falls into this category.

Extravagant meal: A character should dress nicely if he's going to a high-end restaurant like this. The food may be off-world or even organic, and could include meat.

Groceries: This is a week's worth of groceries for an individual. Not great eating, but very cost-effective. Most modern groceries are processed and keep for extremely long periods of time.

Basic Entertainment: A few drinks at a cheap bar or a ticket to a flick are in this category.

Nice Entertainment: A ticket to a concert, a night of minor gambling, or a brief stint at a club fall into this category.

Extravagant Entertainment: Backstage passes to an interplanetary pop-concert, a spa treatment, or more nefarious and worldly pleasures fall into this category.

Basic Clothes: Simple and functional clothes are easy to come by. They don't hurt your social status, but don't help it either.

Nice Clothes: A set of these clothes make you look a little more important. They'll help you get in to more exclusive social circles.

Expensive Clothes: If you can afford to dress like this all the time, you really are somebody.

Basic Medicine: Treatment graduates in price based on the level of the character. The more important and wealthy a character is, the more a facility will want him to pay. Each application restores half of a living character's hit points, not exceeding their full total. It can also help alleviate minor illnesses or basic poisons.

Moderate Medicine: Each treatment restores all of a living character's hit points, not exceeding their full total. It can also alleviate moderate illnesses or potent poisons.

Advanced Medicine: This can resuscitate a dead character to full hit points. The character must not have been dead more than one day per character level, and their remains must be mostly intact. They must also spend 1 Resolve Point. Advanced medicine also treats serious illnesses or acute poisons.

Cab Fare: The chart lists rates for cab fares depending on vehicle and destination. Players tempted to rob cabbies should keep in mind many of them are protected by gangs and corporations, and their vehicles usually have cameras that live-stream footage to a security center.

ILLEGAL GOODS AND SERVICES

The following is a list of goods and services that are illegal in any world that has a strong Church influence. While priests and enforcers generally don't investigate use of the following, they still frown upon it and will deliver punishments when convenient. Each good or service carries varying ramifications when prosecuted.

Name	Price
Illuminix	§5
7-lights	§25
Feast Pills (10)	§5/Food
Cheap Documents	§10
Nice Documents	§50
Perfect Documents	§500
Record Expunge	§1000
Re-deco	§200

Illuminix: Psychic Powers weren't spontaneously developed in humanity. They were the result of chemical research, producing a mind-enhancing drug. To use any Psychic Powers that a character may have, he must take one dose of Illuminix each day. If a character knows any Psychic Powers and hasn't taken his Illuminix, he suffers -2 to Influence until he takes a dose. Being caught with Illuminix is a minor charge and is often used as an excuse for deeper investigations or interrogations.

7-lights: Because of the common dependency on Illuminix, many dealers offer bulk rates. This allows an individual to purchase seven doses for only the costs of 5.

Feast Pill: If you cross paths with a Pan Trader, they will only trade Feast Pills for one meal of food. The price listed provides 10 pills. For 24 hours, Feast Pills make you feel like you ate a great meal and negate the -2 rolls penalty for not eating. They do not prevent starvation. Your body rejects real food 48 hours after taking a Feast Pill, so you cannot eat again until two days later, though you can take another Feast Pill.

Cheap Documents: Cheap documents may be a cargo manifest, ship license, or identity file – anything can be faked by the right guy. This set requires beating an Operation AD 12 to recognize it as fake. Possession of fake documents is a moderate charge and usually comes with a fine of triple what the documents cost. Of course, a person using fake documents is using them to hide more serious crimes, which will carry their own consequences when discovered.

Nice Documents: A slightly more skilled forger is needed to make these. They require beating an Operation AD 15 to recognize it as fake.

Perfect Documents: These documents seem more legitimate than the real ones. They require beating an Operation AD 21 to recognize it as fake.

Record Expunge: Sometimes fake documents aren't useful if there are other auxiliary files to conflict with them. A Record Expunge can rewrite the entire public file on a person or documented event. Physical or private copies of information remain in existence and are harder to track down. Purchasing or performing such an act is highly illegal and usually results in extended jail time or being sent to a work camp.

Re-deco: The easiest way to avoid detection is to get a brand new look and a new face. Simple cosmetic surgery is legal, but any obvious attempt to alter or obscure your identity from the Church is a moderate offense, resulting in a §400 fine and an update in your public file to reflect your altered appearance.

DRUGS

The Tharnaxist regime categorizes drugs into three groups:

Basic Substances are uncontrolled and can be freely sold and purchased.

Potent Substances are considered dangerous materials only to be carried and supplied by the Tharnaxist officials. Possession can result in high fines or a short incarceration.

Acute Substances are highly illegal for any person to have. The penalty for possession of acute substances is death.

Drugs have two modes of introduction: **Ingested** and **Injected**.

Ingested drugs can be mixed into food or drink.

Injected drugs can either be administered by a syringe or through an open wound.

If a drug is a poison, it has an Action Difficulty listed. This is the number that a victim must beat in a Toughness roll in order to ignore the effects of the poison. The Action Difficulty is also used as the target number that a character must beat when making Operation rolls to remove the effects of the poison.

Some poisons have a **delay**. This means how much time it takes for the poison to take effect. All drugs have a **duration**. This means how long the effects last. If there is ever a need to convert times given in minutes to times given in rounds, every round of battle equals about ten seconds.

Finally, all drugs have a **price**. The amount of Lurans listed here buys a single usable dose of the poison.

Name	Category	Introduction	AD	Delay	Duration	Price
Feast Pills (10)	Basic Drug	Ingested	–	–	48 hours	\$5 worth of food
Neuro-Spike	Basic Poison	Ingested	5	1d10 minutes	1d10 minutes	\$30
Amp	Basic Drug	Injected	–	–	1d10 minutes	\$30
Rapid	Basic Drug	Ingested	–	–	1d10 minutes	\$80
Antidote U	Basic Drug	Ingested	–	–	1d10 hours	\$60
Slow Fever	Basic Poison	Injected	6	1d10 rounds	1d10 rounds	\$30
Ion Stun	Basic Poison	Injected	9	1d10 rounds	1d10 rounds	\$30
Quicksilver	Basic Poison	Injected	9	1d10 minutes	1d10 minutes	\$60
Cyoptic Blinder	Basic Poison	Injected	11	1d10 minutes	1d10 minutes	\$60
Illuminix	Potent Drug	Either	–	–	24 hours	\$5
R-boost	Potent Drug	Injected	–	–	1d10 rounds	\$80
N+	Potent Drug	Ingested	–	–	1d10 minutes	\$120
Focus	Potent Drug	Ingested	–	–	1d10 minutes	\$120
Core Rot	Potent Poison	Ingested	12	1d10 minutes	Until cured	\$100
Irradiated Saline	Potent Poison	Injected	14	–	1d10 minutes	\$170
Cynapse Interceptors	Potent Poison	Injected	16	1d10 rounds	1d10 rounds	\$170
Kamikaze	Potent Drug/ Poison	Ingested	16	–	1d10 rounds	\$300
Muto Acid	Acute Poison	Either	16	1d10 days	Until cured	\$500
Tech Eater	Acute Poison	Injected	16	None	Until cured	\$600

Feast Pill: If you cross paths with a Pan Trader, they will only trade Feast Pills for one meal of food. The price listed provides 10 pills. For 24 hours, Feast Pills make you feel like you ate a great meal and negate the -2 rolls penalty for not eating. They do not prevent starvation. Your body rejects real food 48 hours after taking a Feast Pill, so you cannot eat again until two days later, though you can take another Feast Pill.

Neuro-Spike: This poison attacks the victim's senses and reasoning, resulting in -2 Awareness and -2 Nerve.

Amp: This drug helps people resist damage. It temporarily heals 20 HP in damage. Any HP recovered this way is lost again when the duration ends.

Rapid: This drug instantly increases reaction speeds. The user gets +2 to Speed rolls to determine turn. However, when the duration ends, the user loses both this effect and 5 HP.

Antidote U: This drug instantly gives the user +2 to Toughness rolls to resist poison and disease. When the delay ends, the bonus is lost.

Slow Fever: This poison only affects humans. It raises a high fever and weakens the muscles quickly, resulting in -2 Combat and -2 Toughness.

Ion Stun: This poison affects robots. It is a special, electrically charged polymer that confuses and delays artificial nervous systems, resulting in -1 Awareness, -2 Combat, and -1 Speed.

Quicksilver: It's a solution of saline and pure mercury that obscures sight and slurs speech, resulting in -4 Awareness and -3 to Influence.

Cyoptic Blinder: This poison affects synthetics. It is a liquid full of nanites that seeks out the optical centers of a robot, resulting in -4 Awareness.

Illuminix: This is a drug that allows users to access psychic powers they have. If you have psychic powers, you are addicted to this drug. This means that when the delay ends, you suffer -2 to all rolls and cannot use psychic powers until you take another dose.

R-Boost: This drug makes you a maniac in battle. It instantly grants +1 Combat and -3 Awareness. When the delay ends, you suffer -1 combat for another set of rounds equal to the duration.

N+: This drug reduces the sensations of fear and guilt. The resulting confidence gives you a +1 to Influence rolls in social situations. When the duration ends, you lose the effect and suffer -3 Awareness for another set of rounds equal to the duration.

Focus: This drug helps you tune out distractions and access memories. This results in a +1 to Operation rolls. When the duration ends, you lose the effect and suffer -1 Speed for another set of rounds equal to the duration.

Core Rot: This poison attacks internal organs, causing pain and fatigue. This results in -3 Toughness, deals the target 20 damage and deals another 20 damage every

hour until it is cured. Counteracting the poison removes the penalty and prevents further damage, but does not undo any damage already done.

Irradiated Saline: This poison causes immediate radiation poisoning and weakness, resulting in -4 Combat and -4 Toughness.

Cynapse Interceptors: This poison affects synthetics. It is a liquid full of nanites that attempts to shut down a robot's entire system, resulting in -4 Toughness, -4 Combat, and -2 Speed.

Kamikaze: This is a highly dangerous drug used for suicide missions. Throughout the duration, you heal 20 HP every round. When the duration ends, you must beat a Toughness AD of 16 or lose 100 HP. If this brings you into the negative, you do not die, but any further damage kills you.

Muto Acid: This is a very weak variant of the original Prodigravus retrovirus, mutating and disfiguring the victim temporarily. To determine its effects, roll 1d10. On evens you receive a severe deformity, resulting in -4 to Influence rolls in social situations. On odds, you develop a visible handicap, resulting in -2 to attack rolls, -2 to Toughness rolls and -2 to Influence rolls in social situations. The GM invents how the mutation physically manifests – it could be something like fused fingers, pus-covered skin or unnerving eyes. Even after a successful Operation roll is made to remove the effects of this poison, the mutation persists until the character reaches his next level.

Tech Eater: This poison affects synthetics. The substance is a liquid containing nanites that was developed by enemies of the Church. It is designed to attack a robot's organs and brains. It deals 12 damage per round until cured. Counteracting the poison prevents further damage, but does not undo any damage already done.

BODY CYBERNETIC IMPLANTS

These items permanently raise a character's base Attribute, meaning the bonus applies to anything that would rely on that Attribute, including general rolls. You can only have one of each of the following enhancements. The cost of installation is included in the price of the cybernetic enhancement. Some implants have add-ons. These are optional improvements that do not take up an extra slot.



Body Cybernetic Implants

Name	Price
Bionites	\$80
Combat Circuits	\$120
Cyber Eyes	\$80
Twitch Muscle	\$150
Storage Compartment	\$70
Finger Tools	\$120
Retractable Weapon	\$100
Respirator	\$80
Jump Jets	\$200

Bionites: These nanites live in your blood, promoting a healthy body. They raise Toughness by 1. Add-ons:

- *Enhanced nano-connectors (\$240):* The Toughness bonus for this implant increases from 1 to 2.
- *Drug storage (\$80):* When knowingly taking a drug, you can choose to store its effects in your nanites for later use, rather than benefitting immediately. You may store up to three drug doses, but freeing a slot requires the stored drug to enter your bloodstream.
- *Recovery functions (\$100):* You do not automatically bleed out when left wounded after a battle. Also, you regain an extra 5 HP per week from natural healing.

Combat Circuits: Applied to a users skin, this combination of hardwired muscle memory and micro-servos raise the user's Combat by 1. Add-ons:

- *Enhanced protocol (\$360):* The Combat bonus for this implant increases from 1 to 2.
- *Exo-lifts (\$100):* Additional micro-servos give you +2 to any Toughness rolls involving feats of strength, such as lifting objects, forcing open doors, etc.
- *Burn Protocol (\$180):* Hormones and overdriven servos create temporary strength, but damage your body. At any time before making a Toughness roll, you can burn HP to get a bonus. For each 10 HP you burn, add +1 to the roll.

Cyber eyes: Replacing eyes raises a user's Awareness by 1 and allows them to see in total darkness. If combined with a Hardshell that already has Cybereyes, they are considered more effective and will still increase his Awareness. Add-ons:

- *Enhanced sensors (\$240):* The Awareness bonus for this implant increases from 1 to 2.
- *Infrared (\$40):* This allows you to see in "heat vision." It gives you a +2 to Awareness rolls to detect anything that gives off body heat or similar temperatures.
- *Optic Zoom (\$30):* This allows you to gain up to 10x magnification on far away objects.

- *Eye Interface (\$10):* This overlays your vision with the display of any associated computer devices, such as your phone or a hack deck.

Twitch Muscle: This synthetic twitch muscle fiber is blended with natural muscle and raises the user's Speed by 1. Add-ons:

- **Enhanced fibers (\$450):** The Speed bonus for this implant increases from 1 to 2.
- **Catfoot program (\$150):** muscle-level programming helps you move more quietly, granting +2 to Speed rolls to avoid being heard.

Storage Compartment: A hidden compartment is installed in your body and is Awareness AD 5 to be detected during a stripped search. You can store a small toolkit or medical kit inside, as well as a single one-handed weapon. Add-ons:

- *Skin seal (\$40):* The compartment is even harder to detect and is Awareness AD 12 to be detected during a stripped search.

Finger tools: A series of multi-tools can spring from your fingers and are Awareness AD 5 to be detected during a stripped search. You count as constantly carrying a basic tool kit. Add-ons:

- **Micro-extended kit (\$300):** More advanced, much smaller tools can spring forth from your hands and forearms. You count as carrying a crafting set of tools.
- **Skin seal (\$40):** Presence of these tools is even harder to detect, and is Awareness AD 12 to be detected during a stripped search.

Retractable weapon: A single-handed weapon can be installed into this hidden system that is Awareness AD 5 to detect during a stripped search. It allows you to draw the weapon into the hand for no AC. The weapon also stays permanently connected to you, making it impossible for you to be disarmed. Add-ons:

- *Skin seal (\$40):* Presence of this weapon is even harder to detect, and is Awareness AD 12 to be detected during a stripped search.

Respirator: A metallic system of valves covers your mouth and nose. You are immune to the effects of toxic gases and can store up to one hour of oxygen. Add-ons:

- *Vacuum ready (\$100):* A sealant is applied to your skin and eyes, acclimating you to the effects of space vacuum.

Jump Jets: Small boosters are installed in your calves and shoulder blades, enabling you to fly. You can spend a full turn in battle to fly 15 squares. You also count as having a Velocity of 8 if trying to join a vehicle battle. Any casual observer easily sees these jets. Add-ons:

- *Accelerated (\$500):* You count as having a Velocity of 14 during vehicle battles.
- *Retractable (\$50):* Your jets can fold in to disguise themselves. They become Awareness AD 9 to spot during a strip search.

BRAIN CYBERNETIC IMPLANTS

These items permanently raise a character's base Attribute, meaning that the bonus applies to anything that would rely on that Attribute, including general rolls. The cost of installation is included in the price of the cybernetic enhancement. If a character wishes to install enhancements on his own, though, it requires a medicine Operation roll of 19 and an infirmary.

Name	Price
Cortex Plug	\$60
Data Stores	\$90
Ventromedial Implant	\$80
Eidetic Memory Core	\$80
Auto pilot	\$120

Cortex Plug: This brain enhancer increases social awareness. It raises the user's Influence by 1. Add-ons:

- *Enhanced algorithms (\$180):* The Influence bonus for this implant increases to 2.
- *Psychic slot (\$200):* This implant comes pre-installed with a single level 1 psychic power of your choice, whether or not you meet the requirements. You are Illuminix-dependent like normal psychics as long as you have this implant installed.

Data Stores: Extra data means increased knowledge. Data Stores raise a user's Operation by 1. Add-ons:

- *Multi-boards (\$270):* The Operation bonus for this implant increases to 2.
- *Computer interface (\$50):* You can directly plug your brain into any computer systems via hardwire. Your brain counts as a mobile hack deck lacking wireless capabilities.
- *Skull phone (\$40):* A mind-controlled communicator is installed in your brain, allowing you to send and receive text messages as well as make calls. Your voice sounds distant and eerie when making calls this way.

Ventromedial Implant: This upgrade makes the mind more resilient. It increases Nerve by 1. Add-ons:

- *Synapse auto-repair (\$240):* The Nerve bonus for this implant increases to 2.
- *Psychic shielding (\$100):* Reduce the damage you take from any psychic attacks by 5.

Eidetic Memory Core: This upgrade automatically stores all sensory information you experience and allows you to

fully recall it. You can relive any memory of events that occurred while you had the implant and can ask the GM for additional details that you may have missed at the time. Add-ons:

- *Mental Projection (\$200):* Your brain can artfully fill in the gaps for information you missed in the past. When reliving memories, you can change your field of view to gain new information you didn't previously see. This requires a successful roll against an Awareness AD set by the GM.

Auto Pilot: A simple computer allows your body to carry out simple tasks while you sleep, such as standing guard or driving a ship in calm situations. You can set the computer system to wake you if necessary. Add-ons:

- *Complex Procedure (\$100):* Choose one knowledge power you have. You can command your computer to carry out that power while you sleep and wake you if circumstances change. You can take this add-on multiple times to install new knowledge powers.

FOOD AND SLEEP

Starvation

Eating is very important in Synthicide and in its perverse economy, bullets are more common than food. You must keep track of when your character eats or you will suffer penalties or even die of starvation. Here's how the system works:

- Each day your character doesn't eat a meal, you suffer -2 to all rolls, including Attack and Damage.
- You may take a Feast Pill to negate the -2 when skipping meals. Feast Pills are special drugs that make you feel like you ate an amazing meal, but do not prevent starvation. Your body rejects real food 48 hours after taking a Feast Pill, so you cannot eat again until two days later, though you can take another Feast Pill.
- Food is not very nutritious in the galaxy, so you're always close to starvation. If you go more than 6 + Toughness days without eating food, your character dies. The skipped day count will pause if you eat, but doesn't fully reset until you eat two days in a row.
- As explained earlier, when you skip any meals during a week, you cannot regain any HP from natural healing.

Sleeping

Sleeping is also important in Synthicide. But when you're running back-to-back missions, it can be difficult to find time to lie down. Note the following:

- You must sleep at least 5 out of every 24 hours.
- Each day you skip sleep, you take -2 to all rolls, including damage. This effect adds with other penalties, such as starvation.
- If you ever go more than 4 + Toughness days without sleeping, your character passes out on the last day. He can be forcibly woken, but suffers -4 on all rolls and will pass out again in 1d10 hours.
- As soon as you get a continuous 5 hours of rest, it refreshes your body and negates any penalties you had from not sleeping.

CHARACTER TRAITS & POWERS

TRAIT DETAILS

As explained, characters get Trait Points to purchase Character Traits. A character cannot get Character Traits in the middle of a fight or a mission. They need time to rest, think and reflect in order to unlock new abilities. A character's Aspect does not limit what Character Traits they can choose. Characters can take any trait, so long as they meet the requirements, which include being a certain character level. A character cannot take the same trait twice, unless otherwise noted. Here are some other important notes:

Range: This is the maximum distance that a power can affect any individual, for good or for bad. These do not work like range increments for weapons – the range listed is the final distance at which the power can be activated.

AP cost: This is the amount of AP spent whenever activating the power.

TRAIT POINT COST

Name	Points
Weapon Proficiencies	2
Attack Skills	4
Psychic Powers	4
Knowledge Focus	3
Tactical Powers	4
Mutations	Varies
General Traits	2
Natural Talent Traits	4

WEAPON PROFICIENCIES

Name	Requires
Striking Proficiency	None
Pistol Proficiency	None
Rifle Proficiency	None
Shotgun Proficiency	None
Demolition Proficiency	None

LVL 1 TACTICAL POWERS

Name	Requires
Assist	Awareness 2
Back Up	Awareness 2
Courage	Nerve 1
Flank	Awareness 3
Hustle	Nerve 2
Inspirational Influence	Nerve 3

LVL 1 ATTACK SKILLS

Name	Requires
Brawler	Combat 1, Striking Weapon Proficiency
Brutal Strikes	Combat 1, Striking Weapon Proficiency
Deft Grip	Combat 1, Striking Weapon Proficiency
Duelist	Combat 1
Sharp Shooter	Combat 1, Pistol or Rifle Weapon Proficiency.
Shoot the Vitals	Combat 1
Swinging Shot	Combat 1, Shotgun Weapon Proficiency
Two-Fisted Fighting	Combat 1
Wrestler	Combat 1

LVL 1 KNOWLEDGE FOCUSES

Name	Requires
Computers	Operation 2
Cooking	Operation 0
Cybernetics	Operation 3
Driving	Operation 0
Engineering	Operation 3
Investigation	Operation 2
Locks	Operation 0
Medicine	Operation 3
Navigation	Operation 0
Protocol	Operation 1
Psychology	Operation 2
Social Groups	Operation 0
Survival	Operation 1
Taxonomy	Operation 2

LVL 1 PSYCHIC POWERS

Name	Requires
Fade	Influence 2, Organic mind
Force Barrier	Influence 2, Organic mind
Mind Burst	Influence 1, Organic mind
Phantasm	Influence 3, Organic mind
Push	Influence 1, Organic mind
Read Thoughts	Influence 2, Organic mind
Teleport	Influence 1, Organic mind
Trick	Influence 1, Organic mind
Wyrd Speech	Influence 1, Organic mind

LVL 1 MUTATIONS

Name	Requires
Acid Blood	Organic body, Toughness 1
Anaerobic	None
Defensive Spines	Organic Body
Freakish Deformity	None
Hibernation	Toughness 0, Nerve 0
Iron Gut	Organic Body
Mega Grip	Organic Body
Natural Psychic	Organic Brain, Influence 1
Perfect Sneak	Speed 1
Pheromones	Influence 1
Power Tackle	Toughness 1
Predictive Reflexes	Organic Body, Speed 2
Super Senses	Awareness 2
Runner	Speed 2
Tough Guy	Toughness 0
Vampirism	Organic Body

LVL 1 NATURAL TALENTS

Name	Requires
Influence Fear	None
Influence Peace	None
Influence Personnel	None
Influence Thieves	None
Influence Wanderers	None
Operate Cooking	None
Operate Navigation	None
Operate Survival	None
Operate Vehicles	None

LVL 1 GENERAL TRAITS

Name	Requires
Armor Trained	Combat 2
Athlete	Toughness 0
Convincing	Influence 3
Cynical Bastard	None
Dumb Luck	None
Escape Artist	Speed 2
Good Reflexes	Speed 2
Hard Kill	Toughness 0
Impersonator	Influence 3
Life of the Party	Influence 0
Martial Defense	Combat 1
Motivated	None
Observant	Awareness 2
Quick Hands	Speed 2
Resilient Mind	Nerve 1
Rope Walker	Speed 2
Running Attack	Speed 2
Sudden Sword	Speed 3
Studious	Operation 1
Twitchy	Awareness 2, Speed 2
Tight knots	None
Unarmored Fighter	Awareness 2, Speed 3
Wary Step	Awareness 2

WEAPON PROFICIENCIES

Weapon Proficiencies represent special focus with a specific kind of weapon. Their options and benefits are not listed in this chapter, but are instead listed with the weapons themselves under the Equipment and Possessions chapter. Most proficiencies result in higher Damage bonuses or Attack bonuses.

LEVEL 1 ATTACK SKILLS (4 TP)

Attack Skills are talents to help warriors on the battlefield.

Brawler

Requires: Combat 1, Striking Weapon Proficiency

You learned to fight up close and dirty. You treat unarmed attacks and clubs as Fast Speed weapons, and receive +1 DMG with both. As a standard attack action, You can throw one-handed striking weapons, treating them as having a Range Increment of 2, calculating ATT and DMG as normal. Also, whenever you Overpower an adjacent enemy, you can choose to make them drop their weapon.

Brutal Strikes

Requires: Combat 1, Striking Weapon Proficiency

Before rolling for any attacks with a two-handed striking weapon, you may subtract up to your level from ATT and add double that amount to DMG.

Deft Grip

Requires: Combat 1, Striking Weapon Proficiency

You can draw striking weapons to an empty hand (even out of your backpack) for no AC. If you already have a weapon or tool in your hand, though, it costs the standard 1 AC to switch. Also, your swift arms grant you a constant +1 ATT with two-handed striking weapons.

Duelist

Requires: Combat 1

You are a flashy fighter who prefers small and light weapons. If you're wielding only a one-handed weapon, add +2 DMG to your first successful attack each of your turns. Also, if at any time you have a single one-handed weapon in your grip (and only that one-handed weapon,) you get to +1 Toughness Defense and Armor Defense.

Sharp Shooter

Requires: Combat 1, Pistol or Rifle Weapon Proficiency.

If you are proficient at attacking with a pistol or rifle, ignore up to 2 points of cover your target is hiding behind. Whenever you gain advantage to get an attack bonus against a visible target, ignore ALL cover your enemy has and avoid accidentally hitting another target.

Shoot the Vitals

Requires: Combat 1

Whenever you gained advantage for an attack bonus with a rifle, you can trade all advantage bonuses for +4 DMG.

Swinging Shot

Requires: Combat 1, Shotgun Weapon Proficiency

You know how to reflexively line up a shotgun blast. You treat shotguns as Fast Speed weapons, and get +1 DMG with all shotguns.

Two-Fisted Fighting

Requires: Combat 1

Your ambidextrous battle skills make you a dangerous foe. Once per turn, when taking a standard attack action with a one-handed weapon, you can make a free attack with a one-handed weapon in your other hand. You suffer -2 ATT to both attack rolls.

Wrestler

Requires: Combat 1

Your advanced talent at ground fighting ties up your foes in battle. You are never considered Overpowered when attempting or participating in a Takedown. You suffer no penalties for failed Takedown attempts. Successful Takedowns against adjacent enemies damage the enemy equal to twice your Combat Attribute (renewing a takedown counts as another successful attempt, causing damage again).

LEVEL 1 PSYCHIC POWERS (4 TP)

Psychic Powers are quantum chromodynamic events summoned into the world by a supercharged brain. If a character has Psychic Powers and has not taken his daily Illuminix, he suffers -2 to all rolls and cannot use any of his Psychic Powers until he takes a dose. There are five special factors under each power:

AP cost: This is how many action points must be spent when activating a psychic power in battle. Some Psychic Powers count as Attack Actions, meaning their cost is affected by how many other attacks you made that turn.

Range: This is the limit on how far away a Psychic Power may be activated. Powers that change locations or cause movement are allowed exceed this initial range once active.

Triggers Quick Attack: Any powers that say "Yes" in this line are vulnerable to Quick Attacks.

Uses Limit: Some powers can only be used a certain number of times per day. The limit is usually equal to your Influence Score subtracted by a small number.

Overcharge cost: Some powers can be overcharged for greater effect. This stresses your body, causing immediate HP loss equal to the Overcharge cost.

Detecting Psychic Powers:

Sometimes characters or NPCs may need to roll to see if they notice the use of Psychic Powers. As a general rule of thumb, have the Psychic activate and resolve his power as normal. After resolving the power, all characters trying to detect it roll Awareness rolls against the final total of the Influence roll that activated the power. If they exceed that total, they successfully detect the power. In the case of the successful use of a power like Mind Trick, the GM may disallow the victim a roll because the power itself subtly influences him to ignore it. Others not targeted by the power can make rolls as normal. Lethal and damage-dealing powers, or those with extremely obvious effects are easily detected and require no Awareness rolls.

Fade

Requires: Influence 2, Organic mind

AP cost: 2

Range: 3 squares

Triggers Quick Attack: Yes

Uses limit = (Influence Score) - 1

Overcharge cost = (6 + your level) HP

You can alter the awareness of others to make yourself disappear. Make a single Influence roll, and compare it against all targets' Nerve Defense within range. If you total above their Nerve Defense, you disappear for a number of turns equal to what you rolled on the d10. If you choose to overcharge, extend the duration of this effect by your Influence score.

Force Barrier

Requires: Influence 2, Organic mind

AP cost: 2

Range: Self

Triggers Quick Attack: Yes

Uses limit = (Influence score) - 1

You surround yourself with psychic energy to prevent injury. The effect lasts as long as you spend 1 AC a turn to maintain it, or until the barrier hits 0 HP. Your barrier has HP equal to your Influence x 6 and recovers HP every turn equal to your Influence. Any left over damage from an attack that brings down your barrier is dealt directly to you. If you are wearing a personal field when you put up your force barrier, the field automatically overloads from your psychic energies and won't function until your barrier is gone and it has time to recharge.

Mind Burst

Requires: Influence 1, Organic mind

AP cost: Attack Action

Range: 4 squares

Triggers quick Attack: No

Overcharge cost = (2 + your level) HP

You can attack an opponent's mind with pure psychic energy. Make an Influence roll against a target's Nerve Defense. If you roll equal to or above their Nerve Defense, deal them damage equal to what you rolled on the d10. If you choose to overcharge, you deal them extra damage equal to your Influence score + level.

Phantasm

Requires: Influence 3, Organic mind

AP cost: 3

Range: 6 squares

Triggers Quick Attack: Yes

Uses limit = (Influence score) - 2

Overcharge = (18 + your level) HP

You summon up a momentary illusion. It can be visual and auditory - no larger than a person - and it lasts for only one turn (6 seconds). Make a single Influence roll. Unless they witness it dissipate, all enemies that have a Nerve Defense lower than your roll believe the phantasm to be real. If you choose to overcharge, the Phantasm lasts for a number of turns equal to your Influence score.

Push

Requires: Influence 1, Organic mind

AP cost: 2

Range: 6 squares

Triggers Quick Attack: Yes

You can move objects by force of will alone. Make an Influence roll against a target's Nerve Defense. If you total above his Nerve Defense, push the target a number of squares equal to the result on the d10 in a straight line. However, the total distance moved cannot exceed your Influence score and the target cannot be moved through walls or other characters. You can also use this power to

push unattended objects. Treat it as a feat of athletics, but use Influence instead of Toughness.

Read Thoughts

Requires: Influence 2

AP cost: 2

Range: 3 squares

Triggers Quick Attack: Yes

Uses limit = (Influence Score) – 1

Overcharge cost = (21 + your level) HP

Your awareness can extend out of your own mind and into the thoughts of others. Make an Influence roll against a target's Nerve Defense. If you roll above his Nerve Defense, you learn one bit of relevant information contained in his mind (the GM decides what to reveal). If you choose to overcharge, you ask the GM a specific question about the target and learn a specific answer.

Teleport

Requires: Influence 1, Organic mind

AP cost: 2

Range: Special (see text)

Triggers Quick Attack: Yes

Uses limit = Influence score

Overcharge cost = (15 + your level) HP

Your psychic skill is enough to bend space and time, if only by a little bit. Move a number of squares equal to your Influence regardless of what is between you and the square you wish to land on. An unusually thick wall (five feet or more) prevents you from moving through it. If you attempt to move into a square occupied by a character, the power fails. If you choose to overcharge, double the amount of squares you can move.

Trick

Requires: Influence 1, Organic mind

AP cost: 1

Range: 1 square

Triggers Quick Attack: No

Uses limit = Influence score

You use your psychic talent to become irresistible. Make an Influence roll against an adjacent target's Nerve Defense. If you total above his Nerve Defense, add the d10 result to your next Influence roll against him. This bonus only applies to mundane uses of Influence, such as feinting in combat or lying. If you fail while using Mind Trick in a social situation, the target knows you were trying to compel him and may become more difficult to work with.

Wyrd Speech

Requires: Influence 1, Organic mind

AP cost: 1

Range: 1 square

Triggers Quick Attack: Yes

You may speak with any conscious being regardless of language, be it animal or machine, however, animal intelligences may not be able to understand you or your intentions and nothing automatically trusts you.

LEVEL 1 TACTICAL POWERS (4 TP)

Tactical Powers allow a character to enhance and support his allies. They have an AP cost and Range limit, but are less complex than psychic powers and have no use limits.

Assist

Requires: Awareness 2

AP cost: 2

Range: 3 squares

You easily realize tactical advantages and mention them to your partners in battle. Another combatant within range may use Gain Advantage for free on their next turn.

Back Up

Requires: Awareness 2

AP cost: 0 (can only be activated once per turn, does not double other powers)

Range: 5 squares

You defend your own with a vengeance. Choose an ally within range. The next time that ally is attacked, you can make a valid Quick Attack against the culprit. This does not count against your Quick Attacks for the turn. This attack cannot be combined with any Attack Skills.

Courage

Requires: Nerve 1

AP cost: 3

Range: 4 squares

You motivate your friends to stand strong. When you activate this power, choose two other combatants in range. They receive your Nerve as a bonus to all Defenses until your next turn. Characters can't benefit from more than one Courage bonus. Use the highest one.

Flank

Requires: Awareness 3

AP cost: 2

Range: Special

You are adept at catching enemies off guard. You or an ally must be adjacent to an enemy you can see to activate this power. Until your next turn, you and all allies receive a +2 gang-up bonus to attack, instead of the usual +1.

Hustle

Requires: Nerve 2

AP cost: 2

Range: 3 squares

As soon as you activate this power, you and two allies in range each make a 4-square move.

Inspirational Influence

Requires: Nerve 3

AP cost: 3

Range: 1 square

Your calm and commanding presence makes you extremely influential. This power allows you to use your Nerve Defense total as a substitute for any single Influence roll. You can even activate this power while gaining advantage. If using this power socially, you cannot tell a lie.

LEVEL 1 KNOWLEDGE FOCUSES (3 TP)

Operation rolls can only be used to complete simplistic tasks or recall general information. However, Knowledge Focuses grant a player special powers when making Operation Rolls. They also give you an advantage when trying to notice or disable traps that are aligned with your Knowledge Focuses. There are two things to note:

When first selecting a Knowledge Focus, choose two of its listed powers. You are guaranteed access to these effects when making successful Operation rolls. Success means you roll above an AD set by the GM. He sets the Operation AD based upon how difficult he thinks the action or situation is.

If you want to unlock additional powers in a Knowledge Focus that you have, each costs and additional 1 TP.

Computers

Requires: Operation 2

You have special knowledge about computers and digital networks.

Powers:

- **Cracking:** You can crack security systems to access computers and their networks. To use this power, you must be connected to the computer. You can connect wirelessly, if available, and can always connect via hardwire. The GM sets the Operation AD based on how advanced the security measures are. If successful, you have unfettered access to the computer/network. If you fail enough times trying to crack a computer, the GM may decide that you alert authorities and are permanently locked out of the computer/network.
- **Info search:** Once connected to a computer, you can search its archives for files and secret information. The GM sets the Operation AD based upon how obscure or encrypted the data is. If you fail enough times on Info searches, the GM may decide that you alert authorities and are permanently locked out of the computer/network.
- **Systems Override:** You have the ability to manipulate any systems that are attached to the network you are on. For example, you can turn off security cameras, alarms, or turrets; unlock doors, disrupt the lights and climate control, or anything else automated by the networked system. The GM sets the Operation AD by the level of security and complexity of the action you are attempting. If you fail enough times trying to override a system, the GM may decide that you alert authorities and are permanently locked out of the computer/network.

Cooking

Requires: Operation 0

You have special food preparation skills

Powers:

- **Morale Booster:** Your meals are so delicious that they can improve everyone's mood. To use this power, you must have one meal of food available, cooking tools and

roll against an Operation AD 6. Success means you prepare one meal that gives the eater a +2 bonus to spend on any roll during the next 24 hours. Failure means the food is destroyed. The meal must be eaten immediately to grant this effect and an eater can only benefit from this effect once per day. Meals can only be prepared with one effect, so you cannot combine cooking powers.

- **Health Booster:** Your meals are hearty and help eaters recover their strength. To use this power, you must have one meal of food available, cooking tools and roll against an Operation AD 6. Success means you prepare one meal that heals the eater's HP by 10. Failure means the food is destroyed. The meal must be eaten immediately to grant this effect and an eater can only benefit from this effect once per day. Meals can only be prepared with one effect, so you cannot combine cooking powers.

Cybernetics

Requires: Operation 3

You have special knowledge about cyborg implants and robots.

Powers:

- **Implant crafting:** You can craft cybernetic implants costing up to \$120. Crafting an implant takes eight hours. You must have cybernetic components equal to one-half the cost of the implant and access to an Advanced Tool Set. If you beat an Operation AD of 9, you succeed. If you fail, you lose half your components and do not create the implant.
- **Synthetic Salvage:** You can quickly and easily rip valuable parts out of a disabled robot. You must have a basic tool set with you. If you beat an Operation AD of 9, it only takes you minutes to salvage synthetic components valued at \$100 times the level of the robot. If you fail, you can still get the components, but it will take you an hour of careful removal. Any of these components salvaged from a robot are in addition to the normal amount the GM awards you for killing a robot. These components can be sold at full value or used to create any item you wish, such as weapons, armor or cybernetic implants.
- **Synthetic recovery:** You can reactivate a disabled robot. Repairing a robot takes twelve hours. You must have synthetic components equal to \$200 times the level of the robot and access to an Advanced Tool Set. You must beat an Operation AD of 6 + the level of the robot. Success means you can fully activate the robot, selectively give it access to some of its functions, or simply access its memory banks. Failure means you lose all synthetic components used and cannot activate the robot.

Driving

Requires: Operation 0

You have special knowledge about driving or piloting vehicles.

Powers:

- **Spaceship Training:** Increase the Velocity of spaceships you pilot by your Operation + 1.
- **Ground Car Training:** Increase the Velocity of cars you pilot by your Operation + 1.
- **Cycles Training:** Increase the Velocity of cycles you pilot by your Operation + 1. You can safely attack with a one-handed weapon as a bonus action while driving a cycle.
- **Sky Car Training:** Increase the Velocity of sky cars you pilot by your Operation + 1.

Engineering

Requires: Operation 3

You have special knowledge about the function and creation of mechanical and electrical devices.

Powers:

- **Craft Armor:** You can craft armor costing up to \$100, or upgrade them up to the same limit. Crafting armor takes eight hours. You must have armor components equal to one-half the cost of the item or upgrade you're applying, and have access to a Crating Set. If you beat an Operation AD of 9, you succeed. If you fail, you lose half your components and do not create the armor or upgrade.
- **Craft Weapons:** You can craft weapons and explosives costing up to \$140, or upgrade them up to the same limit. Crafting weapons takes eight hours. You must have weapon components equal to one-half the cost of the item or upgrade you're applying, and have access to a Crating Set. If you beat an Operation AD of 9, you succeed. If you fail, you lose half your components and do not create the armor or upgrade.
- **Repair Vehicles:** You can repair damage to ground cars, cycles and air cars. Repairs take 12 hours. You must have a full crate of repair parts and an Advanced Tool Set. If you beat an Operation AD of 6, the vehicle regains 50 HP. If you fail, you lose half your components and do not repair the vehicle.
- **Scrap:** You can scrap both weapons and armor for components equal to one-half their value. You can sell these components at face value or use them to make new items. You must have access to a Crafting set and take four hours to scrap the item. You cannot fail when scrapping an item, but you must beat an Operation AD of 9 if you wish to scrap it in only twenty minutes.

Investigation

Requires: Operation 2

You have special knowledge about solving mysteries and finding information.

Powers:

- **Clue Finder:** While at the scene of a mystery, make an Operation roll. If you beat an Operation AD of 7, you and your allies get +2 to Awareness rolls to find clues at that scene. Failure means you cannot try again for the bonus until new clues are found in the area.
- **Deductive Genius:** If you have three or more clues about a mystery, you can attempt to make a solid deduction. Ask the GM three yes/no questions about the mystery, then make an Operation Roll. The GM sets an Operation AD based upon how complex the mystery is and how relevant the clues you have are. If you succeed, the GM answers all three questions with a "Yes" or "No." If you fail, you cannot attempt this again until you find at least one more clue.
- **Tracker:** When attempting to locate a person or creature, you can make Operation rolls to help find their location. If you beat an Operation AD equal 6 + the level of the person, you and your allies receive +2 to Awareness and Influence rolls that are made to learn their location. Failure means you cannot attempt this power again until new information comes to light.

Locks

Requires: Operation 0

You have special knowledge about locks.

Powers:

- **Force Entry:** As long as you have a basic tool set, you can force open mechanical locks and electric locks, like pin pads. If you are disabling locks that use measures like security badges or fingerprints, you must also have a mobile hack deck. The GM sets an Operation AD based on how complicated the lock is and how difficult it is to access the lock mechanism. You can also attempt to jam locks with the Operation AD also based upon how complicated the lock is. Success means you manipulate the lock but leave evidence of tampering. Failure means you gain no benefit and still leave evidence.
- **Disable Alarms:** As long as you have a basic tool set with you, you can disable alarms that can be physically accessed. The GM sets an Operation AD based on how difficult it is to access the alarm mechanism and how secure it is. Success means you disable the alarm but leave evidence of tampering. Failure means you set the alarm off.

Medicine

Requires: Operation 3

You have special knowledge about health, injury and disease.

Powers:

- **Field Surgery:** You can heal physical injuries. You must have a trauma kit and \$4 in medical supplies. If you beat an Operation AD 9, you restore 20 HP to the injured person. Failure means you lose the medical supplies and deal 1 HP in damage to the injured person. Field surgery can be used to revive unconscious patients in negative HP, but any damage dealt in this state kills them. Field Surgery takes an hour per check, and cannot take place during a battle.
- **Craft Drugs:** You can create medicines and poisons that cost up to \$60. Crafting drugs takes four hours. You must have medical supplies equal to one-half the cost of the drug you are creating and have access to an Infirmary. If you beat an Operation AD of 9, you succeed. If you fail, you lose half your components and do not create the drug. Though it is cheap, Illuminix is a highly complex drug. You do not know how to create it.
- **Treat Illness:** You can cure diseases or poisons. You must have access to an infirmary and \$20 in medical supplies. If you beat the listed Operation AD of the disease or poison, the patient is cured. However, poisons and diseases have delays listed for how long it takes for the cure to take effect.

Navigation

Requires: Operation 0

You have special knowledge about maps and travel.

Powers:

- **Barbarian Space Routes Specialization:** You intimately know all the travel and Jump routes in Barbarian Space. While in this region, you may also make Operation rolls to find your way to obscure planets off the major routes. The GM sets the Operation AD based on how obscure the location is.
- **Tharnaxist Space Routes Specialization:** You intimately know all the travel and Jump routes in Tharnaxist Space. While in this region, you may also make Operation rolls to find your way to obscure planets off the major routes. The GM sets the Operation AD based on how obscure the location is.
- **Planetary Specialization:** Choose three planets. You know the nitty-gritty details about their major cities and have general knowledge of all minor ones. While on these planets, you may also make Operation rolls to find your way to obscure locations and new cities. The GM sets the Operation AD based on how obscure the location is.
- **Lay Low:** If you are in an area where you have specialization, you can "lay low" to hide from authorities or pursuers. If you beat an Operation AD set by the GM, you are guaranteed one week of successful hiding. The GM

sets the AD based on how advanced and well equipped your pursuers are and specifies where you must hide if successful. Failure means you cannot lay low until you've had a fresh confrontation with your pursuers and escaped.

- **Shortcuts:** If you are in an area where you have a specialization, you can greatly shorten travel times. If you beat an Operation AD set by the GM, you are guaranteed to arrive at your destination twice as fast as any competitors. The GM sets the AD based on how advanced and well equipped your competitors are. Failure means your competitors arrive just before you do.

Protocol

Requires: Operation 1

You have special knowledge about legalities and procedures.

Powers:

- **Forgeries:** You can create and identify forged items such as ID badges, ship manifests, contracts, corporate dossiers and so on. You must have a template to work from. To identify a forgery, the GM sets the Operation AD based on how advanced the forgery is. To create one, the GM sets the Operation AD based on how complicated and secure the base document is. In either case, the GM rolls secretly for you so you don't know the die result. Failure to identify means you believe a forgery to be true. Failure to create a forgery means you believe your forgery to be good and won't know you've failed until it is exposed.
- **Dodge Fees:** When being faced with fees and fines not exceeding \$100, you can make Operation rolls to weasel out of paying them. This applies to docking fees and other administrative costs, as well as fines for minor crimes. The Operation AD is based on the amount of money being charged. \$1-\$25 = AD 6. \$26-\$50 = AD 8. \$51-\$100 = AD 10. Failure means you are expected to pay twice the original fee.

Psychology

Requires: Operation 2

You have special knowledge about the emotions and thoughts of sentient beings, including robots.

Powers:

- **Manipulate +1:** If you beat the Operation AD, you and your allies get +1 to Influence rolls when lying to or intimidating a specific person. The AD is equal to 8 + the level of the target. Failure means you cannot attempt to manipulate the target until you have new secret information about them.
- **Sense lies +1:** If you beat the Operation AD, you and your allies get +1 to Awareness rolls to detect if a specific person is lying. The AD is equal to 8 + the level of the target. Failure means you cannot attempt to gain useful insight until you have new secret information about the target.

- **Negotiate +1:** If you beat the Operation AD, you and your allies get +1 to Influence rolls when trying to honestly negotiate with a specific person. The AD is equal to 8 + the level of the target. Failure means you cannot attempt to gain useful insight until you have new secret information about the target.

Social Groups

Requires: Operation 0

You have special knowledge about communities and their values.

Powers:

- **Street Gang etiquette +2:** If you have information about the leader and values of a street gang, you and your allies get +2 to Influence and Awareness rolls against members of that gang in social situations. When encountering a new gang, you may check to see if you know of their leader and values. You must beat an Operation AD set by the GM. The GM will set it based on how obscure or secretive the gang is. Failure means you must learn that information on your own.
- **Corporate etiquette +2:** If you have information about the leader and values of a Corporation, you and your allies get +2 to Influence and Awareness rolls against their employees in social situations. When encountering a new corporation, you may check to see if you know of their leader and values. You must beat an Operation AD set by the GM. The GM will set it based on how obscure or secretive the Corporation is. Failure means you must learn that information on your own.
- **Pirate etiquette +2:** If you have information about the leader and values of a pirate gang, you and your allies get +2 to Influence and Awareness rolls against members of that gang in social situations. When encountering a new gang, you may check to see if you know of their leader and values. You must beat an Operation AD set by the GM. The GM will set it based on how obscure or secretive the gang is. Failure means you must learn that information on your own.
- **Church etiquette +2:** Everyone knows how corrupt and disengaged the Tharnaxist Church is, but you have even more insight. You and your allies get +2 to Influence and Awareness rolls against all clergy in social situations.

Survival

Requires: Operation 1

You have special knowledge about overcoming environmental dangers.

Powers:

- **Arboreal Survival:** If you are in an arboreal setting, you can easily find food and shelter. You must beat an Operation AD equal to 4 + the number of people you are feeding and sheltering. Failure means you do not find food and shelter and must wait a day. Once you find shelter, you only need to keep making this check to find food.

- **Desert Survival:** If you are in a desert setting, you can still find food and shelter. You must beat an Operation AD equal to 6 + the number of people you are feeding and sheltering. Failure means you do not find food and shelter and must wait a day. Once you find shelter, you only need to keep making this check to find food.
- **Oceanic Survival:** If you are in an oceanic setting, you can find food and shelter. You must beat an Operation AD equal to 6 + the number of people you are feeding and sheltering. Failure means you do not find food and shelter and must wait a day. Once you find shelter, you only need to keep making this check to find food.
- **Tundra Survival:** If you are in an icy setting, you can still find food and shelter. You must beat an Operation AD equal to 8 + the number of people you are feeding and sheltering. Failure means you do not find food and shelter and must wait a day. Once you find shelter, you only need to keep making this check to find food.
- **Urban Survival:** If you are in an urban setting, you can scrounge up free food and shelter. You must beat an Operation AD equal to 7 + the number of people you are feeding and sheltering. Failure means you do not find food and shelter and must wait a day. Once you find shelter, you only need to keep making this check to find food.

Taxonomy

Requires: Operation 2

You have special knowledge about living organisms and their habits.

Powers:

- **Common creatures +1:** When encountering a hostile common animal like a guard dog, you may have insight on the best way to hurt it. You must beat an Operation AD equal to 6 + the level of the creature. If you succeed, you and your allies receive +1 DMG against that creature for the entire battle. Failure means you gain no bonus during this battle. You cannot use this power against humans. You must make this check every time you try to gain this bonus, even against a creature you fought before.
- **Xeno organisms +1:** When encountering a hostile xeno organism such as rare alien predator, you may have insight on the best way to hurt it. You must beat an Operation AD equal to 6 + the level of the creature. If you succeed, you and your allies receive +1 DMG against that creature for the entire battle. Failure means you gain no bonus this battle. You must make this check every time you try to gain this bonus, even against a creature you fought before.
- **Mutant organisms +1:** When encountering a hostile mutated organism such as Prodigravus, you may have insight on the best way to hurt it. You must beat an Operation AD equal to 6 + the level of the creature. If you succeed, you and your allies receive +1 DMG against that creature for the entire battle. Failure means you gain no bonus during this battle. You may only use this power against humans with visible mutations. You must make this check every time you try to gain the bonus, even against a creature you have fought before.

LEVEL 1 MUTATIONS

Mutations are physical changes in a character that give him unique abilities, but make him less human. Mutants are generally shunned by the “pure,” so some NPCs might be more difficult to negotiate with if you have visible mutations. If a body implant you have conflicts with a mutation you have, such as cyber eyes conflicting with the dark vision mutation, you lose access to that ability while the implant is installed.

Prevalence of Mutations

Are mutations common? No, but they’re not extremely rare either. Mutations may be as simple as uniquely colored eyes, double-jointed bone structures, or unusually colored and textured skin. Mutations are also triggered by adrenaline and stress, so people with unstable genes find that they mutate more as they get older. All mutations originate from genetic instabilities that arose during a time when the Church introduced a powerful counter-virus to eradicate the p-virus – a time known as The Gelding. Although these mutations are not contagious, remnant fears from the Millennial War mean mutants are suspected of bearing contagious diseases and psychotic tendencies. As a result, these deviants are often driven underground.

The fear of the psychotic tendencies is not completely unfounded. A very small amount of mutants have altered brain chemistry, similar to the Prodigavus. This causes decreased self-control, increased aggression and inability to distinguish reality from fantasy.

The most hated kind of mutant is a “sleeper.” These are humans with corrupted genetic histories that appear completely normal. Their unstable DNA lays dormant throughout their lives. If it’s never triggered, they may pass these genes unknowingly to the next generation. When involved in a career of violence, however, sleepers suddenly discover they aren’t quite human.

Acid Blood

Trait Point Cost: 4

Requires: Organic body, Toughness 1

Your veins course with an unnatural chemical mixture. Whenever you take damage from a striking weapon, nearby characters are hit with a splash of your dangerous blood. All adjacent characters take damage equal to your Toughness.

Anaerobic

Trait Point Cost: 2

Requires: None

Because you no longer breathe, you look unnaturally stiff and almost corpse-like. You cannot suffocate and superior homeostasis makes you immune to temperature threats from a cold vacuum.

Defensive Spines

Trait Point Cost: 3

Requires: Organic Body

You can protrude boney barbs from your flesh to fend off attackers, but using them leaves tiny red scars on your body. At the start of their turns, any adjacent enemies involved in a Takedown with you suffer 2 damage.

Freakish Deformity

Trait Point Cost: 4

Requires: None

You develop a grotesque deformity that is difficult to hide. You decide its appearance, but it permanently causes -1 Influence. Your mutated state, however, grants other benefits. Add +1 to any Attribute except Nerve and Influence.

Hibernation

Trait Point Cost: 2

Requires: Toughness 0, Nerve 0

You can drop into a trance, slowing down your metabolism so you require less food. If you sleep uninterrupted for 24 hours and awake to eat a meal the next day, you count as having eaten both days.

Iron Gut

Trait Point Cost: 4

Requires: Organic Body

Your belly is distended, your teeth are oversized and flat, and your mouth gives off strange odor. You can eat any organic matter as food, including garbage and rotten meat. Also, you get a +2 to Toughness Rolls against poisons.

Mega Grip

Trait Point Cost: 4

Requires: Organic Body

You grow oversized hands and extra fingers. You get +0 ATT +3 DMG to attacks made with your fists. You get +2 to Takedown attempts against adjacent enemies.

Natural Psychic

Trait Point Cost: 5

Requires: Organic Brain, Influence 1

Your head is oversized for your body. Choose a level 1 Psychic power. You naturally have access to this power without the use of Illuminix and may use your highest Attribute in place of Influence to calculate its effects.

Perfect Sneak

Trait Point Cost: 3

Requires: Speed 1

Your body moves with unnatural grace. You gain +2 to Speed rolls when trying to avoid detection.

Pheromones

Trait Point Cost: 2

Requires: Influence 1

You have an intoxicating smell that makes you hard to resist. You get +1 to Influence rolls to socially interact with any breathing creatures within 10 feet of you.

Power Tackle

Trait Point Cost: 3

Requires: Toughness 1

Your shoulders and arms are oversized and your legs are incredibly strong. You get a +2 to rolls to cause Forced Movement against adjacent enemies. If you move with the enemy, they become Overpowered in addition to moving 4 squares.

Predictive Reflexes

Trait Point Cost: 4

Requires: Organic Body, Speed 2

You always seem to see danger coming, and your body automatically contorts in shocking ways to avoid confrontation. Attacks targeting you never benefit from a gang-up bonus.

Super Senses

Trait Point Cost: 3

Requires: Awareness 2

Your eyes and ears are large and extremely sensitive. Whenever you make an Awareness roll, make two rolls and use the highest one.

Runner

Trait Point Cost: 3

Requires: Speed 2

You have sinewy legs and a wide gait. You may move up to 6 squares with every move action instead of 4.

Tough Guy

Trait Point Cost: 3

Requires: Toughness 0

Your skin becomes unnaturally thick and forms visible scales. You get +1 to your Armor Defense.

Vampirism

Trait Point Cost: 4

Requires: Organic Body

Your body uses the blood of others to heal in freakish ways. If you drink the blood of a recently dead human or mutant, you recover (your level x 4) HP and cleanse your body of any poisons and disease.

LEVEL 1 GENERAL TRAITS (2 TP)

General Traits are cool effects that can flesh out any character. Some of the higher-level General Traits are incredibly powerful, despite only costing 2 Trait Points.

Armor Trained

Requires: Combat 2

You're comfortable fighting in heavy armors. You raise the maximum speed of any armor you wear by 1.

Athlete

Requires: Toughness 0

You have impressive physical prowess. You gain +2 to Toughness rolls when performing feats of athleticism.

Convincing

Requires: Influence 3

You're good at telling people what they want to hear. You get +2 to Influence rolls when trying to alter opinions or tell a lie.

Cynical Bastard

Requires: None

If your Cynicism is maxed at 10, and you would earn 3 or more Cynicism for negative behavior, you instead gain 1 Resolve.

Dumb Luck

Requires: No special Requires

Like many heroes, skill has little to do with your greatest successes. Once per day, you can re-roll any single die roll before the GM declares its success or failure. You must keep the second result.

Escape Artist

Requires: Speed 2

You get +4 to any attempts to escape bindings and manacles. If you have the Locks Knowledge focus, you can also choose to use Operation to escape instead of Speed or Toughness.

Good Reflexes

Requires: Speed 2

You get +2 ATT for any Quick Attacks you make.

Hard Kill

Requires: Toughness 0

Attacks that would take down a lesser man only make you angrier. You gain 4 maximum hit points. You may take this Trait as many times as you want.

Impersonator

Requires: Influence 3

You put your skill at acting to subterfuge and deception. You get a +2 bonus to any Influence rolls made to pose as another person that you know. Extensive costuming might be required at the GM's discretion.

Life of the Party

Requires: Influence 0

You love social gatherings. You get +1 to ANY roll made at a party setting.

Martial Defense

Requires: Combat 1

Your survival training makes you better at defending yourself with empty hands. If you are unarmed, you receive +1 Toughness Defense and Armor Defense.

Motivated

Requires: None

Select a second motivation from the Character Creation list that does not contradict one you already have. If you have satisfied either motivation at the end of the session, gain 1 Resolve. You do not gain 2 Resolve for satisfying both.

Observant

Requires: Awareness 2

You are difficult to fool. You get a +2 bonus to any Awareness rolls made to detect lies and deceit.

Quick Hands

Requires: Speed 2

In another time, you would have been a successful illusionist. Nowadays, someone like you is just a sneaky thief. You gain +2 to Speed rolls for the purpose of hiding objects and weapons, or trying to secretly steal them from others.

Resilient Mind

Requires: Nerve 1

Your will is unusually strong. You gain +2 Nerve Defense.

Rope Walker

Requires: Speed 2

You walk with a confident step. You get a +2 bonus to Speed rolls when trying to keep your balance or avoiding slipping.

Running Attack

Requires: Speed 2

You use movement to your advantage, either for a quick charge into battle or a flanking maneuver. For every movement action you take immediately before an attack roll, you gain +1 ATT.

Sudden Sword

Requires: Speed 3

Sidesteps and jump attacks make it hard for enemies to defend against you. If you take three consecutive move actions before entering a square adjacent to an enemy, you provoke no quick attacks. Exiting squares adjacent to enemies still provokes attacks.

Studios

Requires: Operation 1

While others were goofing off and wasting time, you were involved in careful thought and study. You gain +1 Operation permanently.

Twitchy

Requires: Awareness 2, Speed 2

You're always ready for a fight. You get +2 to rolls to determine turn order in a battle.

Tight knots

Requires: None

When you bind enemies, increase the AD for them to escape by 3.

Unarmored Fighter

Requires: Awareness 2, Speed 3

Your swiftness is your best defense. If you're not wearing armor, you are still treated as wearing armor with a bonus of +2 and no maximum speed rating. However, if you put on any armor, penalize its maximum speed rating by -2 to a minimum of 1. This Character Trait may be taken twice, increasing the unarmored bonus to +3 and decreasing the maximum speed penalty to -3 when wearing armor.

Wary Step

Requires: Awareness 2

You've lost more than a few friends to explosives. You receive +3 to Awareness rolls to notice placed explosives and traps.

LEVEL 1 NATURAL TALENT TRAITS (4 TP)

Every player selects one Natural Talent Trait upon character creation. They are used to help your character be good at a very specific thing – despite having a low Attribute associated with it. Most natural talents help your character in social situations or with technical skills. Higher-level talents help with attacks and battle. Characters can “discover” more natural talents as they level-up by purchasing these traits for 4 TP.

Influence Fear

Requires: None

When making rolls to intimidate someone with threats of violence, you may use your highest Attribute instead of Influence.

Influence Peace

Requires: None

When making rolls to peacefully dissuade violence, you may use your highest Attribute instead of Influence.

Influence Personnel

Requires: None

When making rolls to lie to corporate employees or armed security, you may use your highest Attribute instead of Influence.

Influence Thieves

Requires: None

When making rolls to lie to gangsters and pirates, you may use your highest Attribute instead of Influence.

Influence Wanderers

Requires: None

When making rolls to lie to merchants, dock masters and sharpers, you may use your highest Attribute instead of Influence.

Operate Cooking

Requires: None

If you have access to cooking tools, you can make one meal's worth of food stretch into two meals (though these two meals cannot be stretched further). If you gain the Cooking Knowledge Area, you may also use your highest Attribute in place of Operation for any rolls associated with its powers.

Operate Navigation

Requires: None

When making rolls to read maps and avoid getting lost, you may use your highest Attribute instead of Operation. If you gain the Navigation Knowledge area, you may also use your highest Attribute in place of Operation for any rolls associated with its powers.

Operate Survival

Requires: None

When making rolls to identify, avoid and overcome natural dangers, you may use your highest Attribute instead of Operation. If you gain the Survival Knowledge area, you may also use your highest Attribute in place of Operation for any rolls associated with its powers.

Operate Vehicles

Requires: None

In place of Operation, you may use your half highest Attribute to increase the velocity of any vehicles you drive. You increase the velocity by your full Attribute +1 when specifically trained in the vehicle. You may also use your highest Attribute in place of Speed or Operation when making any rolls to drive a vehicle.

LVL 4 ATTACK SKILLS

Name	Requires
En Garde	Level 4, Combat 3, Duelist
Flurried Attack	Level 4, Combat 2, Two-fisted Fighting
Flying Hold	Level 4, Combat 2, Wrestler
Knockdown Shot	Level 4, Combat 3, Shoot the Vitals
Swift Strikes	Level 4, Combat 3, Deft Grip
Scrappy Fighter	Level 4, Combat 2, Brawler
Thread the Needle	Level 4, Combat 3, Sharp Shooter
Vicious Assault	Level 4, Combat 2, Swinging Shot

LVL 4 PSYCHIC POWERS

Name	Requires
Break	Level 4, Influence 3, Push
Bubble Barrier	Level 4, Influence 4, Force Barrier
Fade Other	Level 4, Influence 4, Mind Cloud
Mind Ride	Level 4, Influence 3, Trick
Precognition	Level 4, Influence 4, Read Thoughts
Psychic Slam	Level 4, Influence 3, Mind Burst
Send/Call	Level 4, Influence 3, Teleport

LVL 4 TACTICAL POWERS

Name	Requires
Fire!	Level 4, Awareness 3, Assist
Get up!	Level 4, Nerve 3, Courage
Mobilize	Level 4, Nerve 2, Hustle
Pincer Maneuver	Level 4, Awareness 4, Flank
Retribution	Level 4, Awareness 3, Nerve 2, Back Up
Support	Level 4, Nerve 3, Awareness 3, Inspirational Influence

LVL 4 KNOWLEDGE FOCUSES

Name	Requires
Computers 2	Level 4, Computers, Operation 3
Cybernetics 2	Level 4, Cybernetics, Operation 5
Driving 2	Level 4, Driving, Operation 1
Engineering 2	Level 4, Engineering, Operation 5
Investigation 2	Level 4, Investigate, Operation 4
Locks 2	Level 4, Locks, Operation 1
Medicine 2	Level 4, Medicine, Operation 5
Navigation 2	Level 4, Navigation, Operation 1
Protocol 2	Level 4, Protocol, Operation 3
Psychology 2	Level 4, Psychology, Operation 4
Social Groups 2	Level 4, Social Groups, Operation 2
Survival 2	Level 4, Survival, Operation 2
Taxonomy 2	Level 4, Taxonomy, Operation 4

LVL 4 MUTATIONS

Name	Requires
Banshee Wail	Organic Mind, Level 4, Influence 2
Corrosive Saliva	Level 4, Acid Blood, Toughness 2
Fly Climber	Level 4, Toughness 0
Insane Rage	Level 4, Mutant Dog
Night Vision	Level 4, Organic body, Awareness 2, Super Senses
Predator's Nose	Level 4, Organic body, Awareness 2, Super Senses
Reactive Skin	Level 4, Tough Guy, Predictive Reflexes
Shapechange	Level 4, Organic body, Level 4, Speed 2
Shocking Touch	Level 4, Combat 2
Stench Cloud	Level 4, Influence 2, Pheromones
Superior Immunity	Level 4, Toughness 1, Iron Gut
Toothy Maw	Level 4, Combat 2
Touch Sense	Level 4, Awareness 3

LVL 4 GENERAL TRAITS

Name	Requires
Armor Expert	Level 4, Combat 3, Armor Trained
Battle Hardened	Level 4, Toughness 1
Cold-blooded	Level 4, Combat 1
Dangerous Hands	Level 4, Combat 2, Martial Defense
Destructive	Level 4, Toughness 2
Improved Machine	Level 4, Scraphead Bioclass
Improved Scoundrel	Level 4, Scoundrel Starting Trait
Improved Will	Level 4, Influence 4, Impersonator
Intuitive Mimic	Level 4, Combat 2
Plug Extension	Level 4
Unarmored Expert	Level 4, Awareness 3, Speed 5, Unarmored Fighter (x2)
Under Pass	Level 4, Speed 3, Running Attack

LVL 4 NATURAL TALENTS

Name	Requires
Combat Training	Level 4, any Weapon Proficiency
Influence Personnel 2	Level 4, Influence Personnel
Influence Thieves 2	Level 4, Influence Thieves
Influence Wanderers 2	Level 4, Influence Wanderers
Operate Locks	Level 4, Locks Knowledge Area
Operate Computers	Level 4, Computers Knowledge Area

LEVEL 4 ATTACK SKILLS

En Garde

Requires: Level 4, Combat 3, Duelist

Your showy fighting is more dangerous than it looks. The bonuses you receive for activating Duelist rises to +1 ATT +4 DMG, and your Toughness Defense and Armor Defense bonus increases to +2. In addition, you may issue a challenge to one enemy per-battle. Your Duelist bonus is +1 ATT and +6 DMG against that enemy.

Flurried Attack

Requires: Level 4, Combat 2, Two-fisted Fighting

You can unleash a barrage of attacks that would frighten any foe. When activating Two-fisted Fighting, you can instead choose to attack with both weapons twice (4 attacks total). In doing so, you suffer a -4 ATT to each of the attack rolls.

Flying Hold

Requires: Level 4, Combat 2, Wrestler

You quickly close distances for a rapid Takedown. You automatically move adjacent to any enemy within 4 squares when you attempt a Takedown against them. Also, a successful Takedown after such a leap damages the target 5 + twice your Combat attribute.

Knockdown Shot

Requires: Level 4, Combat 3, Shoot the Vitals

Whenever you gained advantage for an attack bonus with a rifle, you can trade all advantage bonuses for +7 DMG. Any target hit by this attack becomes Overpowered.

Swift Strikes

Requires: Level 4, Combat 3, Deft Grip

Your skill with large weapons allows you to attack more quickly with them than others. At the beginning of your turn, when attacking with a two-handed striking weapon, you can spend all your AC to make a series of attacks at 1 AC each. Each attack must be against a different enemy. The enemies must be within two range increments of your weapon, or adjacent if using a striking weapon. You incur a cumulative -2 ATT for each attack after the first. These standard attacks cannot be combined with any other Attack Skills.

Scrappy Fighter

Requires: Level 4, Combat 2, Striking Weapon Proficiency, Brawler

You like to fight close and dirty. You can make a single unarmed attack for free once per turn, even if you're wielding a two-handed weapon. This punch costs 0 AC and does not increase the cost of other attacks. Your bonus to clubs and unarmed attacks increases to +2 DMG. Also, when you disarm an opponent and your hands are free, you can choose to begin wielding their weapon instead.

Thread the Needle

Requires: Level 4, Combat 3, Sharp Shooter

If you are proficient with a pistol or rifle and gained advantage for an attack bonus with them, add an extra +1 to ATT, or +3 ATT if the target is wearing armor.

Vicious Assault

Requires: Level 4, Combat 2, Swinging Shot

If you move immediately before firing a shotgun, move an additional 2 squares before firing. If this move places you adjacent to your enemy and your attack hits, you then bash the enemy with your buttstock, dealing them twice your Combat in damage and making them Overpowered.

LEVEL 4 PSYCHIC POWERS

Break

Requires: Level 4, Influence 3, Push

AP cost: 3

Range: 6 squares

Triggers Quick Attack: Yes

Uses limit = (Influence Score) – 3

Your mind is so powerful that malicious thoughts can shatter objects. Target one object not exceeding 40 pounds and make an Influence roll. If you beat the Action Difficulty set by the GM, you break the object to the point that it is useless (a computer ceases functioning, a gun can no longer fire, a special sword becomes a simple club, armor cracks and falls to the ground). If a character is holding the item, add their Nerve Defense to the Action Difficulty. Here is a general guideline for the difficulty to break an object:

Small, simple object (knife, key, fossil gun, simple lock): Influence AD 5

Medium or complex object (*beam gun, complex lock, computer, reinforced clothing*): Influence AD 9

Large or very complex object (*hellfire weapons, battle armor, advanced locks*): Influence AD 13

Bubble Barrier

Requires: Level 4, Influence 4, Force Barrier

AP cost: 3

Range: Each square adjacent to you

Triggers Quick Attack: Yes

Uses limit = (Influence score) – 3

You create a large bubble of psychic energy to protect yourself and allies. The effect lasts as long as you spend 1 AC per turn to maintain it, or until the barrier hits 0 HP. Any attacks originating from outside the barrier automatically hit and deal the barrier damage, harming no one inside. Your barrier has HP equal to your Influence x 10 and it recovers HP every turn equal to your Influence. Any left over damage from an attack that brings down your barrier is dealt directly to the intended target. Any force barriers or personal fields inside the bubble are overloaded and brought down.

Fade Other

Requires: Level 4, Influence 4, Mind Cloud

AP cost: 2

Range: 3 squares

Triggers Quick Attack: Yes

Uses limit = (Influence Score) – 3

Overcharge cost = (6 + your level) HP

Choose a character or object no bigger than the size of a man within range of the power. Make a single Influence roll, and compare it against all targets' Nerve Defense within range from you. If you total above their Nerve Defense, the person or object disappears for a number of turns equal to what you rolled on the d10. If you choose to overcharge, extend the duration of this effect by your In-

fluence score. If a concealed character interacts with an affected enemy, or an affected enemy bumps into the concealed object, it ends the effect.

Mind Ride

Requires: Level 4, Influence 3, Trick

AP cost: 3

Range: 3 squares

Triggers Quick Attack: Yes

Uses limit = (Influence Score) – 2

Overcharge cost = (21 + your level) hp

Your forceful will can force others to take action they wouldn't normally do. Make an Influence roll against the Nerve Defense of one character in range. If you succeed, you force them to take a 1 AC action at the beginning of their turn. This means you can make them attack one of their allies, drop a weapon, tell a lie for you, or any other simple action. You cannot, however, make them attempt anything suicidal like jump off a building. If you choose to overcharge, you may spend AC equal to your Influence score on actions at the start of their turn.

Precognition

Requires: Level 4, Influence 4, Read Thoughts

AP cost: 2

Range: 3 squares

Triggers Quick Attack: Yes

Uses limit = (Influence Score) – 3

Your expanded consciousness allows you to foresee the danger posed by enemies. Target one NPC within range and make an Influence roll against his Nerve Defense. If you succeed, the GM tells you exactly what the target intends to do if events turn hostile. If used before or during a battle, you get +3 Armor Defense against the target for the rest of the battle.

Psychic Slam

Requires: Level 4, Influence 3, Mind Burst

AP cost: Attack Action

Range: 6 squares

Triggers quick Attack: Yes

Overcharge cost = Your level HP

Your mental attacks are so strong that they can weaken enemies. Make an Influence check against a character's Nerve Defense. If you succeed, deal them damage equal to what you rolled on the d10 + Influence. If you choose to overcharge, they suffer a penalty to ATT and DMG on their next turn equal to your Influence score.

Send/Call

Requires: Level 4, Influence 3, Teleport

AP cost: 2

Range: Special (see text)

Triggers Quick Attack: Yes

Uses limit = Influence score

Overcharge cost = (10 + your level) HP

Your ability to bend space and time extends to other objects. This power has two functions. The first lets you send any object that you're holding in your hands a number of squares equal to your Influence score, regardless of what's between you and the square you wish it to land on. A thick wall (usually about 5 feet or more) prevents the object from moving through it. If a character's hands are empty and he is willing, you can choose to have the object appear in his grip.

The second use of this power allows you to call any unattended object to your hands within a number of squares from you equal to your Influence, no matter what's between you or the object. A thick wall (usually about 5 feet or more) prevents this from happening. The object must be small enough for you to hold in your hands.

If you choose to overcharge, the range of all the above effects is equal to double your influence score.

LEVEL 4 TACTICAL POWERS

Fire!

Requires: Level 4, Awareness 3, Assist

AP cost: 3

Range: 6 squares

A good leader knows when to delegate. Choose 2 other combatants in range. They may make 1 weapon attack. These attacks cannot be combined with any other powers.

Get up!

Requires: Level 4, Nerve 3, Courage

AP cost: 1

Range: 2 squares

You inspire your allies to power through adversity. Choose one other combatant in range that has suffered a Take-down. They are no longer Overpowered and do not lose their next turn.

Mobilize

Requires: Level 4, Nerve 2, Hustle

AP cost: 3

Range: 4 squares

You know that in battle, there are the quick and the dead. When you activate this power, all allies in range (not including you) receive 1 extra AC on their next turns.

Pincer Maneuver

Requires: Level 4, Awareness 4, Flank

AP cost: 1

Range: Special

Getting an enemy from all sides hits them hard. Two or more allies (which may include you) must be adjacent to an enemy that you can see. That enemy takes damage equal to all the adjacent allies' Combat Attributes added together.

Retribution

Requires: Level 4, Awareness 3, Nerve 2, Back Up

AP cost: -

Range: -

Messing with your friends is a big mistake. You get +4 DMG to any Quick Attacks made using Back Up.

Support

Requires: Level 4, Nerve 3, Awareness 3, Inspirational Influence

AP cost: 2

Range: 1 square

Through a combination of dirty medicine and inspiring words, you can heal an ally in battle. Target one living character in range that is at half or fewer hit points. You restore them hit points equal to your twice your Nerve. A dead character cannot benefit from this power.

LEVEL 4 KNOWLEDGE FOCUSES

Computers 2

Requires: Level 4, Computers, Operation 3

Powers:

- **Dodge Security (requires Cracking):** If security protocols are about to lock you out of a computer network, you can make an Operation roll to circumvent this. The GM sets the Operation AD based upon how powerful the system is and how many previous hacking failures you've had. If you succeed, the security measures stall until the next time you fail a roll, in which case you must attempt to dodge security again.
- **Systems Command (requires Systems Override):** If you have overridden systems attached to a network you are on, you can choose to alter their behavior beyond just turning them on or off. You can alter the AI of turrets to attack new targets, set cameras to loop feed, or any other clever alteration you can think of. If you fail enough times trying to override a system, the GM may decide that you alert authorities and are permanently locked out of the computer/network.
- **Info Manipulation (requires Info Search):** When you discover documents on a network, you can attempt to alter their contents. The GM sets the Operation AD based upon how encrypted the data is and how intense your alterations are. If copies exist on other networks, these documents are not affected. If you fail enough times on Info Manipulation, the GM may decide that you alert authorities and are permanently locked out of the computer/network.

Cybernetics 2

Requires: Level 4, Cybernetics, Operation 5

Powers:

- **Implant crafting 2 (Requires Implant Crafting):** You can craft cybernetic implants costing up to \$360. Crafting items costing more than \$120 increases the Operation AD to 12.
- **Efficient Salvage (Requires Synthetic Salvage):** When you salvage extra parts from a robot, you instead gain \$150 times the level of the robot.
- **Synthetic Mastery (Requires Synthetic Recovery):** You can fully access and manipulate all actions and knowledge of a robot you have recovered. You can also choose to wipe its AI and free will, replacing it with a simple system responding to verbal commands. If the Church finds out you engage in such activities, the penalty is death.

Driving 2

Requires: Level 4, Driving, Operation 1

Powers:

- **Tactical Ramming:** When operating a vehicle you have training in, you are especially good at ramming other vehicles. Successful ram attempts by you deal the opponent 3 times your Damage Threshold, and you only receive 1 times their Damage Threshold.

- **Grappling Specialist:** When using grapplies on Spaceships, roll twice. Keep the highest result.

Engineering 2

Requires: Level 4, Engineering, Operation 5

Powers:

- **Craft Armor 2 (requires Craft Armor):** You can craft armor costing up to \$300, or upgrade them up to the same limit. Crafting items costing more than \$100 increases the Operation AD to 12.
- **Craft Weapons 2 (requires Craft Weapons):** You can craft weapons and explosives costing up to \$400, or upgrade them up to the same limit. Crafting items costing more than \$140 increases the Operation AD to 12.
- **Repair Spaceships (requires Repair Vehicles):** You can repair damage to spaceships. Repairs take 14 hours. You must have a full crate of repair parts and a Ship Repair kit. If you beat an Operation AD of 9, the vehicle regains 50 HP. If you fail, you lose half your components and do not repair the vehicle.
- **Clever Scrap (requires Scrap):** When you scrap an item, you can convert half its components into another kind (for example, half a weapon's components are converted to cybernetic components).

Investigate 2

Requires: Level 4, Investigate, Operation 4

Powers:

- **Clue Mastery (Requires Clue Finder):** When you succeed in using Clue Finder, your personal bonus to Awareness rolls increases to +4. Your allies' bonus remains at +2.
- **Deduction Mastery (Requires Deductive Genius):** If your questions are clearly relevant to the clues, you can automatically use Deductive Genius without making an Operation roll. You can also try to make specious connections between your questions and the clues on hand, but this requires a successful Operation roll as usual.
- **Tracking Mastery (Requires Tracker):** When you succeed in using Tracker, your personal bonus to Awareness rolls increases to +4. Your allies' bonus remains at +2.

Locks 2

Requires: Level 4, Locks, Operation 1

Powers:

- **Copy Keys:** Whenever you successfully manipulate a lock, you can create additional keys or keycards for you and your allies. Each copy requires \$4 of scrap components. If evidence of tampering was left, it is possible the owner of a lock will have it changed, making your copies useless.
- **Rapid Force Entry:** Drawing the tools necessary to manipulate locks and alarms only costs you 1 AC in battle. Once you have the tools in hand, manipulating locks and alarms only requires 1 AC.

- **Stealth Entry:** If you take your time (usually about a minute), you can manipulate locks or disable alarms without leaving evidence of tampering. If you fail your attempt, you still leave no evidence.

Medicine 2

Requires: Level 4, Medicine, Operation 5

Powers:

- **Craft Drugs 2 (requires Craft Drugs):** You can create medicines and poisons that cost up to \$120. Crafting drugs takes four hours. You must have medical supplies equal to one half the cost of the drug you are creating and have access to an Infirmary. If you beat an Operation AD of 12, you succeed. If you fail, you lose half your components and do not create the drug. You also know how to create illuminix, so long as you have its secret ingredient – mutant blood.
- **Rapid Surgery (requires Field Surgery):** You're an incredibly swift doctor, though attempting Field Surgery requires an entire uninterrupted turn in battle. You can take no actions except the attempt.
- **Resuscitation:** You can revive dead characters. You must have an Infirmary, \$400 in medical supplies and the dead character must have an unspent resolve point. If you beat an Operation AD 12, you resuscitate the character to 1 HP. Failure means the character is dead forever.

Navigation 2

Requires: Level 4, Navigation, Operation 1

Powers:

- **Star Farms Specialization:** You intimately know all the travel and Jump routes in the Star Farms. While in this region, you may also make Operation rolls to find your way to obscure planets off the major routes. The GM sets the Operation AD based on how obscure the location is.
- **Unpowered Space Specialization:** You intimately know all the travel and Jump routes in Unpowered Space. While in this region, you may also make Operation rolls to find your way to obscure planets off the major routes. The GM sets the Operation AD based on how obscure the location is.
- **Secret Locations:** If you are in an area where you have specialization, you know your way to extremely secret locations, even hidden bases for gangs and other factions.

Protocol 2

Requires: Level 4, Protocol, Operation 3

Powers:

- **Blind Forgeries:** You can attempt to create or identify forgeries without any prior knowledge. This increases the Operation AD +5.
- **Deflect Searches:** With fast-talking and a little bribery, you can deflect searches of you, your allies or your ship. The GM sets the Operation AD based upon how hostile the searchers are and the bribe costs \$10 times the Operation AD. Failure means the searchers' attitudes are unmoved and they may try to punish you for the bribery attempt.

Psychology 2

Requires: Level 4, Psychology, Operation 4

Powers:

- **Manipulation +3 (Requires Manipulate +1):** When you succeed in using Manipulation, your personal bonus to Influence rolls increases to +3. Your allies' bonus remains at +1.
- **Sense lies +3 (Requires Sense lies +1):** When you succeed in using Sense Lies, your personal bonus to Awareness rolls increases to +3. Your allies' bonus remains at +1.
- **Negotiate +3 (Requires Negotiate +1):** When you succeed in using Negotiate, your personal bonus to Influence rolls increases to +3. Your allies' bonus remains at +1.

Social Groups 2

Requires: Level 4, Social Groups, Operation 2

Powers:

- **Etiquette +4:** When you succeed in using etiquette, your personal bonus to Influence and Awareness rolls increases to +4. Your allies' bonus remains at +2.
- **Sharper Etiquette:** If you know information about a specific Sharper, you and your allies get +2 to Influence and Awareness rolls against him. When encountering a new Sharper, you may check to see if you know his values. You must beat an Operation AD set by the GM. The GM sets it based on how obscure or secretive the Sharper is. Failure means you must learn that information on your own.
- **Talk Down:** You know what people want and how to end hostilities. When you attempt to calm hostile NPCs that fall in an etiquette group you have, you get +3 to any required Influence rolls.

Survival 2

Requires: Level 4, Survival, Operation 2

Powers:

- **Improvise Medical Supplies:** When you successfully find food for a group, you can also scavenge improvised medical supplies that are usable for up to 24 hours

later. The amount of medical supplies found is equal to §4 times your level.

- **Camouflage:** When in a terrain you are specialized in, you receive +2 to Speed rolls to avoid detection.
- **Terrain Tracking:** When in a terrain you are specialized in, you receive +2 to Awareness rolls to learn the location of people and animals.

Taxonomy 2

Requires: Level 4, Taxonomy, Operation 4

Powers:

- **Know Weakness:** When you succeed in using Taxonomy to gain extra damage, your personal bonus increases to +4 DMG. Your allies' bonus remains at +1.
- **Track Target:** You receive +2 to Awareness rolls to track creatures you have specialization against.
- **Avoid:** You receive +2 to Speed rolls to avoid detection by creatures you have specialization against.

LEVEL 4 MUTATIONS

Banshee Wail

Trait Point Cost: 4

Requires: Organic Mind, Level 4, Influence 2

Your voice has an unnaturally piercing sound that you can make truly frightening. For 1 AC (counts as using a psychic power), you can emit a mind-numbing scream. Make a single Influence roll against the Nerve Defense of all enemies within 7 squares. All enemies you hit gain the Overpowered status. Numbing Scream cannot target the same character more than once in the same day.

Corrosive Saliva

Trait Point Cost: 3

Requires: Level 4, Acid Blood, Toughness 2

The fluids in your body become even more vitriolic, giving you the ability to spit blinding poison. Once per turn, you can make a spit attack against an adjacent enemy, counting as a standard attack action. Make a base Combat check against the enemy's Toughness Defense. If you succeed, the enemy suffers -2 to ATT and DMG next turn.

Fly Climber

Trait Point Cost: 3

Requires: Level 4, Toughness 0

You grow sticky microscopic barbs on your palms. When your hands are uncovered, you get +10 to any Toughness or Speed rolls made to climb and grip surfaces.

Insane Rage

Trait Point Cost: 3

Requires: Level 4, Mutant Dog

When your adrenaline starts pumping, you fall into a fury of vivid colors and half-formed hallucinations. In this state your mind can only focus on killing. When you fall below half your hit points during a battle, you gain +2 Combat but suffer -3 Awareness. Once the battle is over, your rage ends.

Night Vision

Trait Point Cost: 2

Requires: Level 4, Organic body, Awareness 2, Super Senses

Your eyes become completely white, but you do not go blind. You can see in total darkness, meaning availability of light has no effect on your ability to function or make Awareness checks.

Predator's Nose

Trait Point Cost: 3

Requires: Level 4, Organic body, Awareness 2, Super Senses

Your nose sinks back into your skull as your nostrils enlarge. You receive +2 to any rolls made to follow something that you know the smell of, as long as it has not been missing more than 24 hours.

Reactive Skin

Trait Point Cost: 3

Requires: Level 4, Tough Guy, Predictive Reflexes

Your flesh has a wet, loose appearance. It reflexively thickens to resist physical harm. Reduce damage taken from Striking Weapons by half your level (rounded up).

Shapechange

Trait Point Cost: 4

Requires: Level 4, Organic body, Level 4, Speed 2

Your skin develops a waxy sheen and an elastic quality. If you wish, you can change the shape of your body. This allows you to make your face or general appearance drastically different, granting you a +4 bonus to Influence rolls when trying to fake an identity or impersonate another individual. Your special powers also allow you to slip through thin passages, down to a width of 8 inches, but any equipment you are wearing may offer resistance.

Shocking Touch

Trait Point Cost: 3

Requires: Level 4, Combat 2

Your hands glow ever so slightly and give off a light electric charge. As a result, unarmed attacks get an extra +3 DMG against synthetics and you get +1 to Takedown attempts against any adjacent enemies.

Stench Cloud

Trait Point Cost: 3

Requires: Level 4, Influence 2, Pheromones

Once per day, you can hyper focus your body chemistry to create a noxious, stunning odor. Activating this ability counts as an attack action. Once activated, an adjacent breathing target loses their next turn, as if suffering a Takedown.

Superior Immunity

Trait Point Cost: 3

Requires: Level 4, Toughness 1, Iron Gut

Your hair falls out and your skin develops dry patches; your overactive immune system is to blame. However, it grants you immunity to the effects of all diseases and poisons.

Toothy Maw

Trait Point Cost: 3

Requires: Level 4, Combat 2

Your mouth and jaw enlarge. Your teeth become razor-sharp and tough as steel. You gain a bite attack, counting as a striking weapon with +2 ATT and +2 DMG. If involved in a Takedown with an adjacent enemy, you can make one free bite attack per turn.

Touch Sense

Trait Point Cost: 3

Requires: Level 4, Awareness 3

You can touch walls up to one-foot thick to sense what is on the other side, with your awareness continuing on for 20-feet. You only get a general sense of the size and shape of things and cannot sense other details like color or temperature.

LEVEL 4 GENERAL TRAITS

Armor Expert

Requires: Level 4, Combat 3, Armor Trained

You know how to properly adjust and attach armor, making it more effective on you than untrained individuals. While you are wearing any armor, increase its armor bonus by 1.

Battle Hardened

Requires: Level 4, Toughness 1

Fighting has made you into a hulking, grisly beast. Permanently increase your Toughness by 1 and decrease your Speed by 1.

Cold-blooded

Requires: Level 4, Combat 1

You've long believed in the maxim of "Do unto others before they do unto you." Once per battle, you get +2 on an attack roll against an enemy that has not yet attacked you. You must declare you are using this trait before making the attack roll.

Dangerous Hands

Requires: Level 4, Combat 2, Martial Defense

Putting a fist in someone's face can solve most of your problems. You increase all your unarmed attacks by +1 ATT and +2 DMG.

Destructive

Requires: Level 4, Toughness 2

You love to leave a trail of wreckage behind you. You get +3 to Toughness rolls when trying to break objects. This bonus also applies to the Break Psychic Power.

Improved Machine

Requires: Level 4, Scraphead Bioclass

You compensate for a soft body with superior cognitive abilities. Your Operation Attribute increases by 1 and your own brain counts as carrying a Hacker Terminal, with both wired and wireless capabilities. This gives you the opportunity to constantly use the Hacker Terminal +3 bonus to Operation rolls involving computers.

Improved Scoundrel

Requires: Level 4, Scoundrel Starting Trait

You're willing to fight dirtier than people expect. Your damage bonus against enemies that are unaware of you increases +4 DMG. When using Gain Advantage, the Attack Bonus effect increases to +4 ATT.

Improved Will

Requires: Level 4, Skinbag Bioclass

You won't let a galaxy of machines keep you down. The bonus you receive when activating Techless Will raises to +5, and lasts for 4 turns.

Intuitive Mimic

Requires: Level 4, Influence 4, Impersonator

You're a natural at assuming identities. You now receive +4 to Influence rolls made to pose as another person that you know, and +2 to rolls when impersonating a person that you do not know.

Plug Extension

Requires: Level 4

You gain a single cybernetic slot in either your body or brain. If you have Techless Will, drop its effectiveness by -2. If you gain a brain slot, rolls for Psychic Powers are penalized by -2, including damage. If a body implant conflicts with a natural ability you have (such as cyber eyes conflicting with the dark vision mutation), you lose access to that ability while the implant is installed.

Unarmored Expert

Requires: Level 4, Awareness 3, Speed 5, Unarmored Fighter (x2)

You are fully accustomed to defending yourself purely through quick reflexes. Increase the bonus from Unarmored Fighter to +4 and the penalty to maximum speed when wearing armor to -4. You may take this Character Trait again, increasing the bonus to +6 and the penalty to -6.

Under Pass

Requires: Level 4, Speed 3, Running Attack

Sometimes the best way past an enemy is an unexpected slide between the legs. You may spend an extra 2 AC to be able to move through an enemy once per move action.



LEVEL 4 NATURAL TALENT TRAITS

Combat Training

Requires: Level 4, any Weapon Proficiency

Select one of your weapon Proficiencies. You may add 1/2 your level (rounded down) instead of Combat to calculate attacks with these weapons. This power does not affect a weapon's damage.

Influence Personnel 2

Requires: Level 4, Influence Personnel

Whenever socially interacting with corporate employees or armed security in any fashion, you may use your highest Attribute instead of Influence.

Influence Thieves 2

Requires: Level 4, Influence Thieves

Whenever socially interacting with gangsters and pirates in any fashion, you may use your highest Attribute instead of Influence.

Influence Wanderers 2

Requires: Level 4, Influence Wanderers

Whenever socially interacting with merchants, dock masters, and sharpers in any fashion, you may use your highest Attribute instead of Influence.

Operate Locks

Requires: Level 4, Locks Knowledge Area

You may use your highest Attribute in place of Operation for any rolls associated with the Locks Knowledge Area powers.

Operate Computers

Requires: Level 4, Computers Knowledge Area

You may use your highest Attribute in place of Operation for any rolls associated with the Computers Knowledge Area powers.

LVL 7 ATTACK SKILLS

Name	Requires
Champion	Level 7, Combat 4, Nerve 1, Duelist, En Garde
Chink in the Armor	Level 7, Combat 5, Thread the Needle, Sharp Shooter
Combat Master	Level 7, Combat 5, Two-Fisted Fighting, Deft Grip, Any two Weapon Proficiencies
Gutshot	Level 7, Combat 4, Vicious Assault, Swinging Shot
Mortal Strike	Level 7, Combat 5, Shoot the Vitals, Knockdown Shot
Quick Grab	Level 7, Combat 4, Wrestler, Flying Hold, Martial Defense, Dangerous Hands

LVL 7 PSYCHIC POWERS

Name	Requires
Pocket Dimension	Level 7, Influence 5, Teleport, Fade, Fade Other
Psychic Passenger	Level 7, Influence 5, Mind Trick, Mind Ride, Teleport
Thought Knife	Level 7, Influence 6, Push, Mind Burst, Psychic Slam
Trounce	Level 7, Influence 6, Push, Send/Call, Trick
Impassible Barrier	Level 7, Influence 6, Force Barrier, Bubble Barrier, Teleport, Mind Burst

LVL 7 TACTICAL POWERS

Name	Requires
Dire Straights	Level 7, Nerve 5, Courage, Back-up, Retribution
Full Advance	Level 7, Nerve 4, Hustle, Assist, Fire!
Phalanx	Level 7, Awareness 5, Courage, Flank, Get up!
Hail Mary	Level 7, Awareness 5, Hustle, Flank, Fire!
Stand Down!	Level 7, Awareness 5, Inspirational Influence, Flank, Pincer Maneuver

LVL 7 KNOWLEDGE FOCUSES

Name	Requires
Computers 3	Level 7, Computers, Operation 6
Cybernetics 3	Level 7, Cybernetics, Operation 7
Driving 3	Level 7, Driving, Operation 3
Engineering 3	Level 7, Engineering, Operation 7
Investigation 3	Level 7, Investigate, Operation 6
Locks 3	Level 7, Locks, Operation 3
Medicine 3	Level 7, Medicine, Operation 7
Navigation 3	Level 7, Navigation, Operation 5
Protocol 3	Level 7, Protocol, Operation 5
Survival 3	Level 7, Survival, Operation 4
Taxonomy 3	Level 7, Taxonomy, Operation 6

LVL 7 MUTATIONS

Name	Requires
Burning Ichor	Level 7, Acid Blood, Corrosive Saliva, Toughness 2
Levitation	Level 7, Toughness 2, Influence 2, Shocking Touch
Crushing Jaw	Level 7, Combat 3, Toughness 2, Toothy Maw
Inhuman	Level 7, Toughness 2, Any 3 mutations
Night Stalker	Level 7, Vampirism, Anaerobic, Super Senses, Night Vision
Other Form	Level 7, Shapechange, Speed 3
Sudden Growth	Level 7, Organic Body, Any 3 mutations
True Psychic	Level 7, Influence 4, Organic Brain, Any 2 Psychic Powers
Utter Madness	Level 7, Insane Rage

LVL 7 GENERAL TRAITS

Name	Requires
Armor Master	Level 7, Combat 5, Armor Trained, Armor Expert
Fade To Obscurity	Level 7, Influence 3
Martial Mastery	Level 7, Combat 4, Dangerous Hands, Brawler, Martial Defense
Know Your Enemy	Level 7, Awareness 4
Team Work	Level 7, Operation 4, any three Knowledge Focuses
True Luck	Level 7, Dumb Luck
Ultimate Machine	Level 7, Improved Machine, Human Machine
Ultimate Scoundrel	Level 7, Improved Scoundrel, Scoundrel Aspect
Ultimate Will	Level 7, Improved Will, Techless Will
Unarmored Master	Level 7, Awareness 4, Speed 6, Unarmored Fighter (x2), Unarmored Expert (x2)
Veteran Athlete	Level 7, Toughness 2, Athlete
Veteran Liar	Level 7, Influence 5, Convincing
Veteran Observer	Level 7, Awareness 4, Observant
Veteran Quick hands	Level 7, Speed 4, Quick Hands
Veteran Rope Walker	Level 7, Speed 4, Rope Walker
Veteran Wary Step	Level 7, Awareness 4, Wary Step
Wall Runner	Level 7, Speed 5, Running Attack, Under Pass

LVL 7 NATURAL TALENTS

Name	Requires
Combat Training 2	Level 7, Combat Training
Influence Church	Level 7, Any two Influence Natural Talent Traits
Reflex Training	Level 7



LEVEL 7 ATTACK SKILLS

Champion

Requires: Level 7, Combat 4, Nerve 1, Duelist, En Garde
Your entire identity has merged with your skill at one-handed weapons. The bonuses for activating Duelist rise to +2 ATT +4 DMG (+6 DMG against your challenged enemy). Your Toughness Defense and Armor Defense bonus increases to +3. Also, when making Influence checks to intimidate others with your weapon, add your Combat Attribute to the roll (This stacks with the Natural Talent Influence Violence).

Chink in the Armor

Requires: Level 7, Combat 5, Thread the Needle, Sharp Shooter

If you are proficient with a pistol or rifle and gained advantage for an attack bonus with it, you may choose to trade all advantage bonuses and instead roll the attack against the target's Toughness Defense.

Combat Master

Requires: Level 7, Combat 5, Two-Fisted Fighting, Deft Grip, Any two Weapon Proficiencies

You are a true warrior. You gain +1 Combat permanently. At the beginning of any battle, choose one two-handed weapon as well as a pair of one-handed weapons. You can switch between these weapons freely at no AP cost. Also, if you ever roll 1 on an attack, you may reroll it, but must keep the second result (even if it is another 1).

Gutshot

Requires: Level 7, Combat 4, Vicious Assault, Swinging Shot

Whenever you make a shotgun attack against an adjacent enemy that is Overpowered, deal double damage.

Mortal Strike

Requires: Level 7, Combat 5, Shoot the Vitals, Knockdown Shot

Whenever you gained advantage for an attack bonus with a rifle, you can trade all advantage bonuses for +10 DMG. Any target hit by the attack becomes Overpowered. Also, rolling 10 on any attacks with rifles always triggers your extra damage and Overpowered effect, whether you gained advantage or not.

Quick Grab

Requires: Level 7, Combat 4, Wrestler, Flying Hold, Martial Defense, Dangerous Hands

When making a quick attack against an adjacent enemy, you can instead choose to attempt a Takedown.

LEVEL 7 PSYCHIC POWERS

Pocket Dimension

Requires: Level 7, Influence 5, Teleport, Fade, Fade Other
AP cost: 4

Range: 6 x 6 square centered on you

Triggers Quick Attack: Yes

Uses Limit= (Influence Score)-4

Your mastery of space and time allows you to bend it into small, temporary dimensions. For a number of turns equal to half your Influence, all characters and objects that are within the area of the power are whisked to a different physical plane. Characters inside it cannot leave until the power is over. Everything carries on normally within this small dimension and back in the real world all that is left is a glassy black surface that is safe to walk on. This power takes *everything* within range of it, including parts of walls and other architecture, though remaining structures do not collapse even if missing vital supports. After the duration of the power ends, everything returns to normal (walls are perfectly repaired and equipment ripped out of the real world reappears unharmed and functional). Characters who die in a pocket dimension do not return – their remains are lost forever.

Psychic Passenger

Requires: Level 7, Influence 5, Mind Trick, Mind Ride, Teleport

AP cost: 4

Range: 4 squares

Triggers Quick Attack: Yes

Uses Limit= (Influence Score)-4

You don't just influence the actions and thoughts of others, you can literally possess them. Make an Influence roll against a character's Nerve Defense. If you beat their Nerve Defense, you spend 4 turns possessing the target (you dematerialize and enter their form). You take half of all damage dealt to the possessed, the full amount of any Attribute or roll penalties assigned to them, but otherwise you cannot be attacked. The occupied character still gets his turn as normal, but on your turn you take control, deciding all his actions. If you or the possessed are reduced to 0 hit points, the power prematurely ends. Once the power ends, you rematerialize in the nearest unoccupied square.

Thought Knife

Requires: Level 7, Influence 6, Push, Mind Burst, Psychic Slam

AP cost: Two Attack Actions

Range: 8 squares

Triggers Quick Attack: Yes

Uses limit = (Influence score) – 4

Overcharge cost = (10 + your level) HP

Your psychic attacks are so intense that they leave enemies reeling. Make an Influence roll against a character's Nerve Defense. If you succeed, deal them damage equal

to what you rolled on the d10 + (Influence x 2) and the enemy becomes Overpowered. If you choose to Overcharge, the enemy loses their next turn.

Trounce

Requires: Level 7, Influence 6, Push, Send/Call, Trick
AP cost: 4

Range: 4 squares

Triggers Quick Attack: Yes

Uses limit = (Influence score) – 5

With mere thought, you can weaken an enemy and leave them vulnerable to attack. Make an Influence roll against a character's Nerve Defense. If you succeed, all their defenses are penalized by your Influence Score until the start of your next turn.

Impassible Barrier

Requires: Level 7, Influence 6, Force Barrier, Bubble Barrier, Teleport, Mind Burst

AP cost: 4 (see text)

Uses limit = Special (see text)

Whenever you activate Bubble Barrier, you can choose to spend 4 AC instead of 3 and upgrade it to an Impassible Barrier. The Barrier's range is increased to a 5 x 5 square centered on you. All enemies within its range are pushed to its edge and no enemies may enter the barrier until it is brought down.

LEVEL 7 TACTICAL POWERS

Dire Straights

Requires: Level 7, Nerve 5, Courage, Back-up, Retribution

AP cost: Special

Range: Line of Sight

You never let someone's sacrifice be in vain. If an a player character is reduced to 0 hit points, all allies who can see you and the fallen character add your Nerve to their next roll. A character cannot benefit from more than one Dire Straights bonus. Use the highest one.

Full Advance

Requires: Level 7, Nerve 4, Hustle, Assist, Fire!

AP cost: 4

Range: 3 squares

You know when to command a concentrated strike. Upon activation, up to 2 allies within range make one 4-square move and make 1 basic attack with whatever weapons they are wielding. These attacks cannot be combined with any other powers.

Phalanx

Requires: Level 7, Awareness 5, Courage, Flank, Get up!

AP cost: 1

Range: 1 square

When you activate this power, all allies that are Adjacent to you until your next turn cannot become Overpowered, cannot suffer a Takedown, and deny gang-up bonuses to any attacks against them.

Hail Mary

Requires: Level 7, Awareness 5, Hustle, Flank, Fire!

AP cost: 3

Range: 3 squares

When you activate this power, all allies within range receive a free Gain Advantage action on their next turn.

Stand Down!

Requires: Level 7, Awareness 5, Inspirational Influence, Flank, Pincer Maneuver

AP cost: -

Range: -

Enemies reduced to 20 or fewer HP by your Pincer Maneuver automatically surrender, making them vulnerable to knock out attacks from allies.



LEVEL 7 KNOWLEDGE FOCUSES

Computers 3

Requires: Level 7, Computers 2, Operation 6

Powers:

- **Jump Gate Hacking (requires Cracking):** If you beat the Operation AD of 15, you can temporarily override a jump gate to send your ship to any destination. This does not guarantee there is a gate on the other side to send you back. If you fail the roll, you must wait one hour for the jump gate system to clear before trying again.
- **Ancient Console Access (requires Cracking):** The strange coding, info ports and system architecture of ancient computers doesn't slow you down. The GM sets the Operation AD of any rolls against old computers as if you were interfacing with a well-understood modern one; only the computers' security level affects the difficulty.

Cybernetics 3

Requires: Level 7, Cybernetics 2, Operation 7

Powers:

- **Implant Crafting 3 (Requires Implant Crafting 2):** You can craft cybernetic implants without any value limit. Crafting items costing more than \$360 increases the Operation AD to 15.
- **AI Jacking (Requires Synthetic Mastery):** You can disable the functions of a robot mid-battle. You must have a mobile hack-deck, spend 3 AC and be adjacent to the target. Make opposed Speed rolls and Operation rolls. If you win both rolls, the robot takes any 1 AC action you desire for its next three turns and may take no other actions.

Driving 3

Requires: Level 7, Driving 2, Operation 3

Powers:

- **Crash Roll:** The first time you crash during a vehicle battle, you may choose to keep moving. Crashing twice in the same battle forces your vehicle to stop.
- **Quick Escape:** When operating a vehicle you have training in, you earn two Escape Points per Escape Action instead of one.
- **Hot Pursuit:** When operating a vehicle you have training in, you gain two Pursuit Points per Pursue Action instead of one.

Engineering 3

Requires: Level 7, Engineering 2, Operation 7

Powers:

- **Craft Armor 3 (Requires Craft Armor 2):** You can craft or upgrade armor without any value limit, so long as you use an Advanced Tool kit. Crafting items costing more than \$300 increases the Operation AD to 15.
- **Craft Weapons 3 (Requires Craft Weapons 3):** You can craft or upgrade weapons without any value limit, so long as you use an Advanced Tool kit. Crafting items

costing more than \$400 increases the Operation AD to 15.

- **Makeshift Scavenger (Requires Clever Scrap):** You can scrap any item costing less than \$200 without the need for tools and in less than 10 minutes with no roll.

Investigate 3

Requires: Level 7, Investigation 2, Operation 6

Powers:

- **Cold Read:** You easily gain insight to a person's identity in a moments notice. You get +4 to Operation Rolls when activating Psychology powers or Social Groups powers.
- **Eidetic memory:** If you ever need new clues from a location you already visited, you can rely on your perfect memory. Make one Awareness roll with no bonuses. You find any clues the GM would grant for that roll as if you were at the scene in person. You may only use this power once per location.

Locks 3

Requires: Level 7, Locks 2, Operation 3

Powers:

- **Master Keys, Master Codes:** You do not need hack decks or physical tools to manipulate locks and alarms. You may improvise tools or attempt to use manufacturer master codes. Doing so raises the Operation AD by +3.

Medicine 3

Requires: Level 7, Medicine 2, Operation 7

Powers:

- **Expert Surgeon (requires Trauma Surgery):** Whenever you restore HP with Trauma Surgery, the recipient recovers 30 HP instead of 20.
- **Craft Drugs 3 (requires Craft Drugs 2):** You can create medicines and poisons of any cost. Crafting drugs takes four hours. You must have medical supplies equal to one-half the cost of the drug you are creating and have access to an Infirmary. If you beat an Operation AD of 15, you succeed. If you fail, you lose half your components and do not create the drug.
- **Lethal Knowledge:** You know anatomy so well that you know just where to strike. You get +1 ATT +2 DMG against all living things.

Navigation 3

Requires: Level 7, Navigation 2, Operation 5

Powers:

- **Galactic Core Specialization:** You intimately know all the travel and Jump routes in the Galactic Core. While in this region, you may also make Operation rolls to find your way to obscure planets off the major routes. The GM sets the Operation AD based on how obscure the location is.
- **Unpowered Space Specialization:** You intimately know all the travel and Jump routes in Unpowered Space. While in this region, you may also make Operation rolls to

find your way to obscure planets off the major routes. The GM sets the Operation AD based on how obscure the location is.

Protocol 3

Requires: Level 7, Protocol 2, Operation 5

Powers:

- **Historic Forgeries:** You can create forgeries of documents that appear to be pre-war or even older.
- **Deflect the Church:** If you beat an Operation AD of 15, you can fast-talk a common priest to get him off your tail. Higher-level officials are immune to such tactics.

Survival 3

Requires: Level 7, Survival 2, Operation 4

Powers:

- **Camp:** When you successfully find food and shelter for a group, you can find a week's worth of food from a single roll.
- **Terrain Advantage:** When on terrain you are specialized in, you get +2 to any rolls made when trying to Gain Advantage.

Taxonomy 3

Requires: Level 7, Taxonomy 2, Operation 6

Powers:

- **Mortal Blow (Requires Know Weakness):** Once per day, when you attack a creature you have specialization against, you can choose to roll an automatic 10.
- **Turn Beast:** When intimidating creatures you have specialization against, you can use Operation instead of Influence.

LEVEL 7 MUTATIONS

Burning Ichor

Trait Point Cost: 3

Requires: Level 7, Acid Blood, Corrosive Saliva, Toughness 2

Your acid blood now deals Toughness +3 damage. Enemies hit by your Corrosive Saliva also take the d10 result + Toughness damage.

Levitation

Trait Point Cost: 3

Requires: Level 7, Toughness 2, Influence 2, Shocking Touch

You can manipulate your body current to fly. Whenever you take a move action, in addition to moving forward, you can choose to move up to 4 squares vertically (20 feet). Whatever height you are at the end of your turn, you float harmlessly back to the ground.

Crushing Jaw

Trait Point Cost: 3

Requires: Level 7, Combat 3, Toughness 2, Toothy Maw

Your bite attack's ATT and DMG are increased by one-half your level (rounded down).

Inhuman

Trait Point Cost: 3

Requires: Level 7, Toughness 2, Any 3 mutations

You are mutated to the point where you can no longer consider yourself a human and no one else has thought of you that way for a long time. Add +1 to any roll bonuses, damage bonuses, or movement (in squares) derived from mutation effects. In addition, your physical proportions stretch to make Prodigravus armor fit more easily, meaning you treat the maximum speed rating of Prodigravus armor as 3.

Night Stalker

Trait Point Cost: 4

Requires: Level 7, Vampirism, Anaerobic, Super Senses, Night Vision

You become cold and corpselike and you can smell blood through people's skin. You give off ambient body heat to match your surroundings, circumventing infrared detection. You are always aware of any living creatures within 6 squares of you. In addition, when using Vampirism, you now gain (your level x 5) HP.

Other Form

Trait Point Cost: 3

Requires: Level 7, Shapechange, Speed 3

You can twist and reshape your body to that of any creature, from the size of a housecat to a bear. You take on the full appearance, including hair and claws, though this does not enhance your unarmed attacks. If you die or fall unconscious, you automatically begin transforming back to your

normal self. Any transformation takes a few minutes and requires shedding the skin of your previous form.

Sudden Growth

Trait Point Cost: 3

Requires: Level 7, Organic Body, Any 3 mutations

Your body develops superior abilities. Increase any Attribute by 2.

True Psychic

Trait Point Cost: 4

Requires: Level 7, Influence 4, Organic Brain, Any 2 Psychic Powers

Your blood produces hormones that have an effect similar to Illuminix. You are no longer dependent on the drug and do not need it to access psychic powers. Once a day, you may also bleed yourself for 10 HP to produce the equivalent of a single dose of Illuminix.

Utter Madness

Trait Point Cost: 3

Requires: Level 7, Insane Rage

Your psyche is closer to the Prodigravus than people want to admit. You constantly suffer minor hallucinations, but while you might not know what is real, your teammates help you to know who to kill. You permanently suffer -1 Nerve and your bonus from Insane Rage increases to +3. In addition, every time you personally kill an enemy, a rush of feral energy restores your hit points equal to twice your Combat.

LEVEL 7 GENERAL TRAITS

Armor Master

Requires: Level 7, Combat 5, Armor Trained, Armor Expert
You know how to move and position yourself so your armor is used to its highest advantage. Increase the maximum speed rating of any armor you wear by 3 instead of 1. Increase any armor bonus by 2 instead of 1.

Fade To Obscurity

Requires: Level 7, Influence 3

The galaxy grants you a clean slate by forgetting your character's name or his most famous alias. You may take this trait more than once for different names and aliases.

Martial Mastery

Requires: Level 7, Combat 4, Dangerous Hands, Brawler, Martial Defense

Your hands are weapons of mass destruction. You receive an additional +1 ATT +2 DMG to unarmed attack rolls.

Know Your Enemy

Requires: Level 7, Awareness 4

Years of fighting have shown you how to measure a man and find their weaknesses. Once per day, before rolling, you can add your Awareness as an extra bonus to any roll against an NPC.

Team Work

Requires: Level 7, Operation 4, any three Knowledge Focuses

You count as having all allies' specializations when figuring out which Knowledge Powers can be used. For example, if you have Navigation Lay Low and an ally is specialized in the area, you count as also being specialized and can use Lay Low.

True Luck

Requires: Level 7, Dumb Luck

You can use Dumb Luck twice per day. Also, you can choose to use it after finding out whether or not the roll was a failure.

Ultimate Machine

Requires: Level 7, Improved Machine, Human Machine
You have come to terms with your organic body as nature's perfect machine, but your mind is even less human. Permanently raise all of your Attributes by 1. Raise your Nerve Defense by 2.

Ultimate Scoundrel

Requires: Level 7, Improved Scoundrel, Scoundrel Aspect
You know just where to stick a knife: in the back. Your damage bonus against enemies that are unaware of you increases +6 DMG. When using Gain Advantage, the Attack Bonus effect increases to +6 ATT.

Ultimate Will

Requires: Level 7, Improved Will, Techless Will
Even though you are fully organic, you are by no means inferior. The bonus from your Techless Will trait lasts for 5 turns and can now be activated twice a day.

Unarmored Master

Requires: Level 7, Awareness 4, Speed 6, Unarmored Fighter (x2), Unarmored Expert (x2)
You easily fly across a battlefield and detest the weight of any protective garments. Increase the unarmored bonuses to +8. If you ever wear any armor, no matter the maximum speed, decrease it to 1.

Veteran Athlete

Requires: Level 7, Toughness 2, Athlete
Instead of rolling for athletics, you can choose to automatically roll a 5.

Veteran Liar

Requires: Level 7, Influence 5, Convincing
Instead of rolling to tell a lie, you can choose to automatically roll a 5.

Veteran Observer

Requires: Level 7, Awareness 4, Observant
Instead of rolling to detect lies, you can choose to automatically roll a 5.

Veteran Quick hands

Requires: Level 7, Speed 4, Quick Hands
Instead of rolling to hide or steal objects, you can choose to automatically roll a 5.

Veteran Rope Walker

Requires: Level 7, Speed 4, Rope Walker
Instead of rolling to keep your balance or avoid slipping, you can choose to automatically roll a 5.

Veteran Wary Step

Requires: Level 7, Awareness 4, Wary Step
Instead of rolling to detect explosives, you can choose to automatically roll a 5.

Wall Runner

Requires: Level 7, Speed 5, Running Attack, Under Pass
You move quickly enough to defy gravity. You can take move actions to move up a vertical surface. The total number of squares you can move vertically is equal to your speed. You must have a surface to land on or something to grab at the end of the movement or else fall to the ground.

LEVEL 7 NATURAL TALENT TRAITS

Combat Training 2

Requires: Level 7, Combat Training
When attacking with weapons affected by your Combat Training, you may add 1/2 your level instead of Combat to calculate damage.

Influence Church

Requires: Level 7, Any two Influence Natural Talent Traits
Whenever socially interacting with Church members in any fashion, you may use your highest Attribute instead of Influence.

Reflex Training

Requires: Level 7
When rolling to determine turn order in battle, you may use your highest Attribute instead of Speed + Awareness.

TRAVEL, VEHICLES, & TRADE

TRAVELING RULES

Travel is a big part of Synthicide. It could be driving across a planet to get to a job location, or flying across the galaxy to find new work or flee enemies. Luckily, the rules for travel are very simple.

MEASURING TRAVEL DISTANCES ON PLANETS

The only useful unit of measurement in Synthicide is travel days. The GM decides how many days it takes to get from one location to another. Any travel time less than one day is rounded off.

MEASURING TRAVEL DISTANCES IN SPACE

The standard unit of measurement in space is Jumps. To figure out how long it takes to get from one planet to another, just count how many Jump Gate connections are needed. It takes two days per Jump.

There may be times when ships travel through space without using Jump Gates. A common example would be traveling to a planet's moon or a local space station. Such trips only take one day. A more rare example would be travelling to another planet within the same star system. This is very rare, and such trips are extremely long. It can take months of travel to reach a different planet within the same star system.

SPACE STATIONS

Many planets have a space station or two within their orbit. These are cramped, bleak, minimalist structures only meant for fueling and unloading cargo. At the GM's discretion, you may refresh and make sales at most planets without burning fuel for atmosphere entry.

TRAVELING DANGERS

While traveling across planets or between worlds, thieves and pirates could ambush you. Whether or not this happens is up to the GM. Be on alert!

SPACESHIPS

Spaceships are the best way to follow work across the galaxy or flee dangerous enemies. They are designed to be self-driving and highly automated. While there are manual controls for emergencies, built-in systems prevent drivers from crashing their ships into the ground or radiotagged buildings. Almost every important structure has a radiotag. Spaceships' sizes and potential velocity have made them of special interest to the Tharnaxist Church, hence the intense regulations and closely guarded technology.

Where are the spaceship weapons?

The Tharnaxist Church keeps a firm disarmament policy -- only allowing themselves weapons effective against spaceships. Because of this, pirates and Sharpers resort to crude grapples, force-boarding equipment and hull-piercing pistons.

Fuel

Spaceships use a lot of energy and need to worry about fuel. They run on a safe liquid that is only reactive in a controlled vacuum and gives off little exhaust. A single day of orbit or space travel costs 1 unit of fuel. A high-speed battle burns 2 units and exit/entry to a planet burns 3 units.

Name	Velocity	Damage Threshold	HP	Capacity	Price	Fuel Tank
Clipper	500	60	1600	6 characters, living quarters, 20 crates	\$5000	\$300 (\$30/unit)
Corvette	505	100	2500	18 characters, living quarters, 50 crates	\$8500	\$800 (\$60/unit)
Freighter	495	150	5000	50 characters, living quarters, 400 crates	\$14000	\$4000 (\$100/unit)

Clipper: This name describes any common spaceship. Each world has their own style, but when it comes down to it, they're really the same: cheap and functional. Clippers have just enough armor to scrape through a battle and just enough storage to make a little money off shipping. They only come equipped with sleeping quarters, a kitchen, no infirmary, and a cargo hold.

Corvette: This is a large, fast ship used by the wealthy. The living quarters are spacious and comfortable and extra crate capacity means more money shipment. Pirates often use corvettes to chase down victims. Corvettes have additional sleeping quarters, a larger cargo hold, and pre-installed infirmaries.

Freighter: This is an immense merchant ship. Some pirates use it because it can carry a Clipper instead of the 400 crates. This allows them to launch the clipper to assist in either force-boarding or grappling a desired ship. Freighters have the most quarters and largest cargo holds, as well as fully stocked infirmaries and workshops for crafting equipment.

GOODS, SERVICES, AND CUSTOMIZATION

Vehicles can be expensive to repair, fuel, dock and customize. The following chart can be used as a general cost guideline. Some planets may charge more or less depending on local economies.

Name	Price
Repair Services	\$75 per 50 HP repaired
Crate of Fuel	\$100
Docking Fees	\$5/day
Crate of Repair Parts	\$25
Empty Crate	\$5
Engine Amp	Half of ship cost
Crash Dampeners	Half of ship cost
Extended cabin	\$100

Repair Services: Sometimes after a trip, a ship might have received damage. Most docks offer repair services, but the labor makes it expensive. The cost of parts is already included in this price.

Crate of Fuel: This is prepackaged fuel that can be stored on a ship if its tanks are full. It holds \$100 worth of fuel.

Docking Fees: In most situations, planet authorities charge ships for docking. If you plan to buy or sell cargo, you must be in a dock and paying its fees.

Crate of Repair Parts: This crate holds 50 HP worth of general repair parts, usable if you wish to fix your ship on your own.

Empty Crate: This is simply an empty crate to store standard goods. It's 5-ft by 5-ft in dimension. A GM can determine how much a crate holds of any other materials or goods as needed.

Engine Amp: Increasing the engine quality of a vehicle makes it faster. Increase its Velocity by 3.

Crash Dampeners: Safety technology can go a long way in a crash. Vehicles with Crash Dampeners take half the damage in a crash.

Extended Cabin: You can increase capacity for characters on a vehicle by adding an extra cabin. In addition to the listed cost, the vehicle loses 3 crates of storage.

ILLEGAL CUSTOMIZATIONS

These are customizations that Tharnaxist Church has banned throughout the galaxy. Smugglers and pirates primarily use them to stay one step ahead of the competition.

Name	Price
Secret Compartment	\$50
Anti-sniff	\$100
Grappler	¼ vehicle cost
Crusher	½ vehicle cost

Secret Compartment: Secret Compartments have an Operation AD of 15 to be spotted. Creating one converts 2 crates of storage into 1.

Anti-sniff: This upgrade guards secret compartments against detection devices. Only naked eyes and skill can detect a secret compartment with anti-sniff.

Grappler: Grapplers are manipulating arms that hide in paneling on the side of your ship. They are used to attach to ships of your size or smaller, and can line up your airlocks so you can forcefully board enemy.

Crusher: This is a hull-piercing piston that attaches to a grappler. If you use or are held by a grappler, any crewmember may take an action to activate the crusher. It automatically deals 1d10 x 50 damage to the other ship.

YOUR FIRST SPACESHIP

Your group's first spaceship is special. It helps define who you are and sets you apart. It's time to determine your ship's origin and any special quirks it might have. Choose something from each on the following tables, or roll 1d10 randomly.

How did you get your ship?

d10	Ship Origin	Effect
1	Hard Earned	You and the other players pooled your resources to buy a ship. It was hard work, but you're all free now.
2	Stolen	You all boosted the ship from some poor idiot. You could face revenge in the future, but for now it's easy street.
3	Borrowed	A wealthy person is lending your group the ship. You will have to do missions for them on occasion or risk making powerful enemies. Roll on the ship upgrade chart.
4	Salvaged	The ship was bought cheap and fixed poorly. Even if it looks nice, it doesn't run well. Roll on the ship flaw chart.
5	Discovered	There's no knowing who owned this ship before you all found it, but it didn't matter. It was your ticket to the stars! Roll twice on the ship mystery chart.
6	Inherited	Someone in the party inherited the ship from a family member. That player is the true owner of the ship and the rest of you are friends and tagalongs. Since the ship is old, roll on the ship mystery chart.
7	Experimental	Someone crazy made this ship and practically gave it away. Roll on the ship flaw chart and ship mystery chart.
8	Custom Made	This ship was custom built for you, though not that well. Roll on the ship flaw chart and the ship upgrade chart.
9	Paid Companions	There's a robot on the ship that actually owns it. He talked you all into travelling with him, though it's hard to know why he wants you around.
10	Church Affiliation	Everyone was in on a dirty job for the Church. No one likes what they did, but you got a free ship out of it. The Church might still contact you from time to time and everyone around seems to know it.

How does your ship look?

d10	Appearance	Effect
1	Boring	You're flying around in the standard bag of bolts.
2	Overdone	Some strange hull structure and paintjobs makes your ship stick out like a sore thumb.
3	Cruddy	It's obvious your ship has seen better times. In fact, it's so rundown that people don't take you seriously when they see it.
4	Sleek	Your ship is elegantly designed. People figure you're all fancy and not that tough.
5	Fearsome	Intimidating spikes and battle scars cover your ship. It sets people on edge.
6	Ancient	The hull of your ship is probably older than its innards. No one can quite tell who built it – or when.
7	Church Surplus	The hull design makes your ship appear like the Church once used it. Seeing it makes people question your motives.
8	Workhorse	Your ship was designed to move freight or mine asteroids. Worn corporate markings and vestigial equipment rigs cover it. It makes you seem trustworthy but plain.
9	Plain ugly	Someone with no aesthetic sense put the ship together. It gets laughs at the docks.
10	Techy	Your ship is covered it crazy sensors and communication rigs. They may not actually do much, but people figure you're smart.

Vehicle Flaws (only roll if origin requires)

d10	Flaw	Effect
1	Awful noise	Your ship's engines sound horrible. People miles away can hear you coming and going.
2	Visible exhaust	Visible exhaust isn't normal, let alone thick black clouds streaming out of the engines. It makes you easy to follow.
3	Sluggish	You've got a good maximum speed, but it takes awhile to get there. In battle, the other spaceships always act before you.
4	Electro-interference.	Your ship's systems kill communications and phone signals. You can't send or receive transmissions while in flight.
5	Bad air	Life support and filtration has something wrong with it. The ship has an awful stench inside.
6	Thermal error	Your ship's climate system is broken. It's always incredibly hot inside.
7	Toxic residue	Your ship was exposed to some bad chemicals and never cleaned properly. Passengers feel ill after extended flights.
8	Vermin	A colony of bizarre insects refuse to leave the ship. Keep food locked up and sleep with the lights on.
9	Brittle frame	The ship takes 50% more damage from crashes.
10	Truly awful	The GM chooses a flaw from 1-9. The players choose another.

Vehicle Mystery (only roll if origin requires)

d10	Mystery	Effect
1	Impossible jumps	Sometimes when you use a jump gate, you arrive 2 minutes sooner than when you left. No one can explain why.
2	Follower	When you're in a vacuum, ship sensors always notice a follower of some kind. It's smaller than a standard ship and never comes close enough to be seen.
3	Crypts	Hidden compartments across the interior of the ship hold human remains. Once you think you've found them all, another busts open when hitting atmosphere.
4	Mind of its own	Sometimes your ship ignores commands. Your lives are never in danger, but sometimes it just goes where it wants when you try to land.
5	Voices	At the worst times, the ship's intercoms come to life with whispered words.
6	Mad writing	The interior is covered in indecipherable words and symbols. They're extremely difficult to wash off.
7	Shared dreams	Passengers on the ship sometimes have the same dreams, especially if it's a nightmare.
8	Apparition	When the lights are off, you swear you can barely see someone walking the halls. They make no sound.
9	Spectral shifts	Sometimes after a jump, clothes and objects permanently change colors.
10	Shared memory	Everyone in your party shares a memory of an inexplicable event from before you even knew each other. None of you remembered it before stepping onboard the ship for the first time.

Spaceship Upgrades (only roll if origin requires)

d10	Mystery	Effect
1	Hot sensors	You always notice approaching ships before they're in range to attack you.
2	Efficient	Your ship uses half the fuel it normally would.
3	Magnetic Defense	Your ship gets +2 to avoid grapplers.
4	Extra armor	Your ship's damage threshold increases by 50.
5	Extra engines	Your ship's Velocity gets +2.
6	Crash Alerts	You get +2 to Operation rolls to avoid crashes.
7	Extra storage	Your ship can hold 10 more crates.
8	Tough locks	Your ship locks are Operation AD 20 to break open.
9	Secure software	Your ship is Operation AD 25 to activate without the proper codes.
10	High Grade	The GM chooses one upgrade from 1-9. The players choose another.

PLANETARY VEHICLES

Spaceships aren't the only means of transport while on a planet. There is a menagerie of cycles, cars and airborne vehicles that can be used to go about a planet's surface. These are generally lower tech and lower cost than spaceships.

Where are the vehicle weapons?

You may notice that no vehicles have onboard weapons. This is because the Tharnaxist Church keeps a firm disarmament policy, only allowing themselves vehicle-grade weapons. Everyone else resorts to common pistols and other weapons when attacking vehicles, though weapon mounts can increase their effectiveness.

GROUND CARS

This category encompasses large and midsize vehicles that stay close to a planet's surface. This includes wheeled vehicles as well as low-altitude hover vehicles.

Fuel

Ground cars don't need fuel as long as there is easy access to an electric grid or solar power.

Name	Velocity	Damage Threshold	HP	Capacity	Price
Speeder	14	12	100	4 characters, 2 crates	\$800
Truck	12	14	150	2 characters 10 crates	\$1000
Transport	12	17	150	6 characters, 20 crates	\$1200
Tanker	11	27	500	8 characters, 100 crates	\$3000

CYCLES

This category is made of small, swift vehicles that stay close to a planet's surface. This includes motorcycles as well as hover bikes.

Fuel

Cycles don't need fuel as long as there is easy access to an electric grid or solar power.

Name	Velocity	Damage Threshold	HP	Capacity	Price
Scooter	15	9	50	2 characters	\$500
Low Rider	17	9	80	2 characters	\$800
Road Rocket	19	9	50	1 character	\$1200

SKY CARS

This category encompasses any vehicles intended to fly within a planet's atmosphere.

Fuel

Air cars use a lot of energy and need to worry about fuel. They run on batteries that are non-explosive. A single day's travel costs 1 unit of fuel. A high-speed battle burns 2 units of fuel.

Name	Velocity	Damage Threshold	HP	Capacity	Price	Fuel Tank
Skiff	45	18	200	6 characters, 8 crates	\$2000	\$100 (\$20/unit)
Carrier	40	21	400	2 characters, 30 crates	\$3000	\$400 (\$40/unit)
Sky Barge	35	30	1000	30 characters, 200 crates	\$5000	\$2000 (\$80/unit)

PLANETARY VEHICLE GOODS & CUSTOMIZATION

Vehicles can be expensive to repair, fuel or customize. The following chart can be used as a general cost guideline. Some planets may charge more or less, depending on local economies.

Name	Price
Repair Services	\$75 per 50 HP repaired
Charged Battery	\$100
Crate of Repair Parts	\$25
Empty Crate	\$5
Engine Amp	Half of ship cost
Extra seating	\$50

Repair Services: Sometimes after a trip, a ship might have received damage. Most docks offer repair services, but the cost of labor makes it expensive. The cost of parts is already included in this price.

Charged Battery: This battery comes preloaded with energy to run air cars. It holds \$100 worth of energy.

Crate of Repair Parts: This crate holds 50 HP worth of general repair parts, usable if you wish to fix your ship on your own.

Empty Crate: This is simply an empty crate to store standard goods. It's 5-ft by 5-ft in dimension. A GM can determine how much a crate holds of any other materials or goods as needed.

090



Engine Amp: Increasing the engine quality of a vehicle makes it faster. Increase its Velocity by 3.

Crash Dampeners: Safety technology can go a long way in a crash. Vehicles with Crash Dampeners take half the damage in a crash.

Extra Seating: You can increase capacity for characters on a vehicle by adding extra seats. In addition to the listed cost, the vehicle loses 2 crates of storage.

ILLEGAL CUSTOMIZATIONS

These are the planetary vehicle modifications the Tharnaxist Church has banned.

Name	Price
Secret Compartment	\$50
Anti-sniff	\$100
Weapon Mount	\$80

Secret Compartment: Secret Compartments have an Operation AD of 15 to be spotted. Creating one converts 2 crates of storage into 1.

Anti-sniff: This upgrade guards secret compartments against detection devices. Only naked eyes and skill can detect a secret compartment with anti-sniff.

Weapon Mount: Mount any ranged weapon to the vehicle. This gives the mounted weapon +2 ATT against any targets and +5 DMG against other vehicles. In addition to the listed cost, the vehicle loses 2 crates of storage.

RUNNING CARGO

One of the ways to subsidize a trip across space is to bring cargo with you. There are two main methods: independent cargo and smuggling jobs.

INDEPENDENT CARGO

This is the safest, least lucrative way to carry cargo. You have to pony up your own money to buy material and then personally negotiate its sale at another planet. Mega Corporations and the Church have a lockdown on the production and sale of goods, so it's hard to compete with their prices and make an actual profit. Here's how it works:

- **There are no loans or credit – you must pay for your cargo in full.** The galaxy is a chaotic place that runs on a hard crystal currency called lurans. No one is willing to just hand over cargo hoping you'll pay them back.
- **This entire trade economy takes place at spaceports.** You can't really find or sell useful cargo on your own. You have to be paying docking fees to a Dock Master and be trading with other ships parked there.
- **Dock Masters take a huge cut of sales.** This is primarily how they make their money. If a Dock Master catches you selling cargo without getting their cut, they'll impound your ship until you pay up or keep it forever as punishment.

BUYING CARGO

Because corporations and the Church tightly lock down trade, players make small purchases at full price and sell them later for one-quarter their usual value. When buying and trading in bulk with other sharpers, however, some money can be made. Use this system to determine what cargo is available for purchase at your dock.

Goods diversity

Dock Type	Description	Effect
Backwater	This is a small dock on a barely populated world	Roll once on the available goods chart
Bustling	This is a fairly important dock on a moderately populated world	Roll twice on the available goods chart
Central	This is either a major dock on a developed world or a standard dock on a highly developed world.	Roll three times on the available goods chart
Vital Trading Port	This is either an extremely common trading destination or one of the key ports on a highly developed world.	Roll five times on the available goods chart

Available Goods

d10	Cargo Type	Description	Value
1-3	Common goods	Clothing, raw materials or other low value items	\$50 per crate
4-5	Common food/medicine	Processed foods, feast pills, medical supplies	\$300 per crate
6-7	Weapons	Standard guns, armor, etc.	\$800 per crate
8-9	Luxury goods	Delicious or highly nutritious foods, high-quality clothing and bedding	\$1200 per crate
10	Tech	High-tech weapons, cyber implants, robot components	\$2000 per crate

**Note: it's possible to get the same result on multiple rolls. Tough luck!*

SELLING CARGO

There are two ways to sell cargo. The first is "over the table." This means the Dock Master sees the cargo on your manifest and gets a cut of the sale. The second way to sell cargo is "under the table," meaning you snuck the cargo past the Dock Master and sold it without his knowledge. Either way, one of your crewmembers must make an Influence roll to unload the cargo on any buyers. The Influence AD you beat determines your profit. You can only make this check once per dock.

Over the Table Sales

Influence AD	Deal Quality	Sale Price
0 or less	Uninterested buyers	30% loss
3	Bad deal	10% loss
5	Straight deal	Face value
7	Decent deal	10% profit
9	Good flip	20% profit
13	Solid sale	30% profit
16+	Unbelievable deal	40% profit

Under the Table Sales

Influence AD	Deal Quality	Sale Price	Penalty If Caught
0 or less	Uninterested buyers	10% loss	10% of original cargo value, ship impounded until balance paid
3	Bad deal	Face value	20% of original cargo value, ship impounded till balance paid
5	Straight deal	20% profit	30% of original cargo value, ship impounded till balance paid
7	Good flip	40% profit	50% of original cargo value, ship impounded till balance paid
9	Solid sale	60% profit	Ship confiscated, other belongings returned
13	Unbelievable deal	80% profit	Ship confiscated, no belongings returned.

SMUGGLING JOBS

Sometimes large corporations contract Sharpers and their crew to carry goods. This is more lucrative than independent cargo, but it involves smuggling things corporations don't want on their own ships. It is a much simpler way to make money than buying and selling independent cargo. This is how the system works:

- **You have to secretly rendezvous in orbit of the destination, or have smuggling compartments to get the cargo into a dock unnoticed.** A contractor will only hire you for a job that involves some sort of planetary customs or Church investigators trying to block the transport of the cargo.
- **If you get caught or fail to deliver the cargo, you're in huge trouble.** It doesn't matter if you ran off with the cargo, got picked up by the Church or raided by pirates. You must deliver the cargo or face consequences. A friendly contractor will expect full compensation for both the provided fuel and any lost cargo. Anyone else will put a price on your head.
- **If you deliver the cargo, you get paid a reward.** It's entirely up to the contractor to decide how much the job was worth. The GM will use the Mission Risk system to decide if you earned bonus pay.

GETTING CAUGHT

The rules above talk about how getting caught with the wrong cargo can be bad. There are no "fast and dirty" rules for getting caught. This is entirely up to the GM. He decides how many inspectors or customs agents might stand in your way and scales them to your level. Inspections and searches are role played as any other social interaction would be.

STEALING VEHICLES

Everyone wants a better ship for nothing. Stealing can be a good way to accomplish this, but there are challenges and risks involved. Here are the rules for stealing vehicles:

1. **Most vehicles are too tough to be forced into, so entry requires picking locks.** The Operation AD to pick any lock is equal to $10 +$ the value of the ship in thousands (rounded up). For example, a speeder car is Operation AD 11 to break into. A clipper spaceship is Operation AD 15. Failure alerts the owners of the vehicle on their mobile devices.
2. **Once broken into, you have to override security features to gain control.** The difficulty is the same as above: $10 +$ the value of the ship in thousands (rounded up). Again, failure alerts the owners of the vehicle on their mobile devices.
3. **Vehicles have tracking devices so the owners can trace them.** Disabling these devices is equal to $5 +$ the value of the ship in thousands (rounded up). At this last stage, failure still alerts the owners of the vehicle on their mobile devices.
4. **If you complete all three steps, you steal the vehicle without intervention.** However, there may still be witnesses or cameras that saw you take it. If you try to sell the ship, someone might be waiting for you.

SELLING STOLEN VEHICLES

Fencing stolen vehicles is a fast way to earn cash. However, purchasing stolen ships is extremely expensive and risky. To avoid reprisal, the buyer has to strip the ship for parts or remove all identifying information. If you find a buyer (usually in another town or on another planet), you only get 10% of the value of the ship, but standard pay for any cargo it carries.

VEHICLE BATTLES

Vehicle battles do not take place on a grid. These battles are too fast-paced to be contained in a single location – so why draw it out? What matters are Pursuit Points and Escape Points. These decide which enemies are close enough to hurt you and which have totally lose sight of you. Here’s how to set a vehicle battle up:

1. **The GM decides which enemies are in the scene.** These are the only vehicles that can affect each other over the course of the vehicle battle.
2. **Determine Driver Velocity (DV).** Trained drivers have a DV equal to their vehicle’s Velocity + Operation + 1.
3. **All drivers Roll 1d10 + DV to determine turn order.**
4. **Each Vehicles acts in turn order. The driver and passengers of a vehicle each take one action.** They may act in any order they desire.
5. **Repeat.** Continue acting in turn order until the all enemy vehicles crash, flee, or lose sight of you.

DRIVER ACTIONS

Action	Required Roles	Description
Escape	DV vs. DV	Lose any Pursuit Points. If successful, gain one Escape point.
Pursue	DV vs. DV	Lose any Escape Points or Pursuit Points against other vehicles. If successful, gain a Pursuit Point against your current target.
Play Chicken	Speed (Operation if trained)	Dangerous maneuver to lose pursuing enemies. Can be used to escape spaceship grapples.
Grapple	DV vs. DV	If you have three or more Pusrue Points against a target, you can attach your spaceship’s grapples to another.
Ram	DV vs. DV	If you have three or more Pusrue Points against a target, you can slam your vehicles together. Both take damage.

Escape

This action helps you lose pursuing enemies.

1. **Lose all Pursuit Points you have.** You are focused on getting out of the battle.
2. **Roll DV vs. DV against your fastest pursuer.** If successful, gain one Escape Point. If you fail, your fastest pursuer gains a Pursuit Point.
3. **Starting with your 4th Escape Point earned, one of your pursuers loses track of you and is removed from the battle.** Start with the slowest pursuer. Additional Escape Points after the fourth eliminate another enemy. After all enemies are eliminated, you have safely escaped the battle.
4. **Your enemies may find you in the future.** It is up to you and the other players to figure out how to hide. You have at least an hour to make preparations, or maybe more if the GM feels your pursuers are not hot on the trail.

Pursue

This action helps you close in on an enemy vehicle.

1. **Lose all Escape Points and any Pursuit Points assigned to other vehicles.** You are focused on chasing down one target.
2. **Roll DV vs. DV against your Target.** If successful,

gain one Pursuit Point against them. If you fail, one of your target’s passengers can take an extra action against you next turn.

3. **How many Pursuit Points you have determines what you and your target may do to each other.** One Pursuit Point means both vehicles can attack each other with rifles. Two points means you can use pistols and shotguns. Three means you can both ram or grapple, and passengers can use striking weapons.

Play Chicken

If the GM allows it, you can careen your vehicle toward a dangerous place. Perhaps you are racing through a narrow alleyway, or plowing through a dangerous intersection.

1. **Lose any Pursuit Points you have.** You are focused on dangerous driving.
2. **Set a Speed AD to avoid crashing.** Since you’re the one initiating chicken, you decide how dangerous the situation will be. Make sure you clearly describe the dangers at hand.
3. **Make Speed rolls.** You and anyone who decides to pursue make Speed rolls, though trained drivers can use Operation instead. Drivers who fail crash.
4. **Vehicles that crash or choose not to pursue are eliminated from the battle.**



Grapple

This is a spaceship-specific action. You can only take this action if your ship has a grapppler installed. Only the pilot can activate a grapppler. Note the following:

1. **To grapple a ship, you must have three Pursuit Points assigned to your enemy.**
2. **Both pilots roll DV vs. DV.** If the grappling ship wins, both are locked together and neither ship can take Escape actions.
3. **There are two ways to escape a grapple.** One is to play chicken to force the enemy to disengage or crash. The other is to use your own grapppler to force theirs to detach. Make opposed Operation rolls, with the winner choosing the result.

Ram

You can ram into vehicles, damaging theirs and yours. Do the following:

1. **To ram a vehicle, you must have three Pursuit Points assigned to your enemy.**
2. **Both drivers roll DV vs. DV.** If you are successful, both vehicles take damage equal to twice the other's Damage Threshold.
3. **The driver of a vehicle taking damage rolls Operation to avoid crashing.** The Operation AD for is equal to half the ramming vehicle's DV. This rule doesn't apply to spaceships.

PASSENGER ACTIONS

Action	Required Roles	Description
Attack	Standard Attack action	Attack an enemy or vehicle within range.
Jump to Enemy vehicle	Toughness	You can only jump to vehicles within striking range. Make a Toughness roll to jump, then Speed roll to hold on.
Board Enemy Vehicle	None	Automatically board a spaceship grappled by yours.
Take Control	Toughness vs Toughness	Wrestle control of the vehicle away from its pilot.
Lookout	None	Allows you to burn resolve to assist your ship's driver.
Steel	None	Store up extra Action Points in the event of boarding.
Poise	None	Gain a bonus on Battle Reflex in the event of boarding.

Attack

You can attack both enemy vehicles and their passengers.

1. **You must be looking out a window or porthole and be exposed.** The highest cover bonus you can receive after you attack is +1.
2. **Check the weapon range between you and your target.** This is determined by how many Pursuit Points you and the enemy vehicle have.
3. **Roll attack and damage as normal when attacking enemy passengers, but they may have cover.** Enemies have +2 Armor if seated in a car and +4 if ducking in an enclosed cabin. Enemies fully concealed by a vehicle cannot be attacked.
4. **Attacks against vehicles automatically hit – only roll for damage.** Check your damage against the vehicle's Damage Threshold. If it is above, deal damage as normal. If it is equal or less, no damage is dealt to the vehicle.
5. **When you damage a vehicle or its driver, the driver must make an Operation roll or crash.** The Operation AD is equal to half the vehicle's DV. This rule doesn't apply to spaceships.

Jump to enemy vehicle

This is the most dangerous and open-ended action a player can take.

1. **Your vehicle must be within striking range (3 or more Pursuit Points).**
2. Make a Toughness roll against half the enemy's DV, rounded down.
3. **If you succeed, you jump and hold on.** You're now on the vehicle and can attack it or its passengers. You now take your action during that vehicle's turn.
4. **If you fail, you're thrown to the ground.** You take damage equal to three times the target's DV. If the battle is happening at extremely high altitudes, the GM can decide your character automatically dies from the fall.
5. **After you attach to a vehicle, the driver can take actions to throw you off.** You must make a Speed roll higher than his Operation roll.
6. **You can take an action to climb inside any vehicle that has an open cabin or has taken damage.** This can allow you to take control.

Board Enemy Spaceship

A passenger can take an action automatically board any spaceship your pilot has grappled, though the grappled ship cannot board you. This causes a character battle to break out. Do the following:

1. **Draw out a grid for a character battle.** Standard character battle rules apply, such as Speed to determine turn order, grid movement and Action points.
2. **If a vehicle battle is still going on, track each battle separately.** Battles located on a ship play out a full round at the end of that ship's turn.

Take Control of a vehicle

You can try and take control of a vehicle you are inside of.

1. **You and the opponent both roll Toughness.** Whoever succeeds has control of the vehicle and takes its pilot action from now on.
2. **If you and your opponent tie, the vehicle crashes.** This rule doesn't apply to spaceships.

Lookout

You can closely watch enemy vehicles to help your driver.

1. **Choose an enemy vehicle.** This is who you are closely watching.
2. **At any time before your next turn, you can burn one Resolve Point to help your driver.** This allows the driver to reroll the die when acting against the target. This can help with things like resisting pursuit, taking an escape action, etc.

Steel

You can mentally prepare for the event of boarding, allowing you to gain extra AP.

1. **Gain 1 bonus AP.** This must be used on your first turn during a boarding battle.
2. **You can take this action multiple times, storing more AP.** The longer the wait before boarding, the more prepared you are.
3. **The most AP you can have stored is double your maximum.** Once you reach double your usual amount, this action has no effect.

Poise

You can focus your energy in preparation of boarding, allowing for faster than normal Battle Reflex.

1. **Temporarily gain +1 Battle Reflex.** This helps you act faster than normal at the start of a boarding battle.
2. **You can take this action multiple times, further increasing your Battle Reflex.** The longer the wait before boarding, the more prepared you are.
3. **The highest bonus you can reach is twice your normal Battle Reflex.** Once you reach double your usual amount, this action has no effect.

CRASHING & VEHICLE HP

Crashed Vehicles

If at any time a vehicle crashes, use the following rules:

1. **Crashed vehicles are knocked out of the battle and can take no more actions.** After the crash, characters can attempt to fix the vehicle, but this takes too long to happen during a battle.
2. **The vehicle and passengers take damage equal to the vehicle's Velocity x 2.** This rule doesn't apply to spaceships – only the spaceship takes crash damage.

Vehicle HP

Vehicle HP is similar to character HP, with different effects happening at totals of 0 or less.

- **Vehicles that go down to 0 HP or less are totaled.** They cannot be restarted or salvaged. If the vehicle was in motion, it automatically crashes (see above).
- **If a spaceship reaches 0 HP while in space, events are worse.** The ship has a 80% chance of ejecting everyone onboard and a separate 60% chance of ejecting all cargo. Characters remaining onboard take 1d10 x 20 damage and must have vac-suits and oxygen to survive.

VEHICLE BATTLE SPECIAL NOTES

There are a few extra things to consider when running vehicle battles:

- Players might need as much as 5 or 6 Escape Points to start getting rid of pursuers in tough situations, such as when driving through open fields or piloting a ship in deep space.
- If more than one vehicle battle is going on, the GM might allow players who successfully end one battle to join the other and assist their allies.
- If you are using these rules to simulate a foot chase, players can form groups simulating a vehicle. The group's velocity is equal to the slowest character's Speed, and that character takes the group's driver action.

GAME MASTERING

GAME MASTERING

If you're running a game of Synthicide – awesome! It takes a great Game Master to make everything work. This section will outline your general duties, as well as give some tips, tricks and tools to help you along the way.

YOUR JOB

As the Game Master (GM), you have the following important tasks.

- **Help the players experience interesting stories that take place in the Synthicide Universe.** You are in control the game world and all the Non-Player Characters (NPCs). You are the primary keeper of the game's story, but must remember to work well with the players' contributions.
- **Structure the Game.** Do this by breaking the game into three elements: missions, play sessions and knitting together a "Long Story." This task is explained in detail further on.
- **Adjudicate the rules.** Its up to you to make interpretations when the game rules aren't clear or directly defer to your judgment. However, keep the game and the players in mind and don't make decisions just for your own benefit.
- **Adjudicate uses of Operation.** This is a very specific task, and may be one of the more demanding parts of being a Game Master. Operation is an open-ended Attribute that represents technical knowledge and prowess. It's guaranteed that players will use it to try all sorts of crazy things in the game. But as a rule of thumb, players shouldn't be able to do anything already covered by a Knowledge Power unless they have that power. At the very least, players should have Knowledge Focuses related to any task they want to complete, especially if there isn't a specific power for it. If you do decide to be open-ended and let the players try something they aren't trained for, it's a good idea to increase the standard Operation AD for a task by +5 or more. Make sure to read and learn the Knowledge Focuses to help with this task.

SOURCES OF FICTION

A big part of Synthicide is making up interesting fiction. There are four main sources that should be respected:

- **The Book.** This serves as a touch point that you and the all the players share. If you want to change anything from the book, make sure the players know it and why you are changing it. Be open to discussion. Also, keep in mind that while the fiction of the book may have a very loose authority, the mechanics and rules balance should be taken more seriously.
- **Yourself.** You breathe spice and life into the game in a way the book can't. Don't be afraid to fill in gaps and take risks with the stories. But again, communicate your decisions to the players and resist the urge to override everyone else. If your story goals for the ses-

sion conflict with the players, at LEAST let it come down to a fair roll based in the rules.

- **The Players.** The players have a stake in the fiction just like you. Allow them to take liberties, especially with the small stuff. It's fine for them to assume that bottles are handy in a bar, and it's fine for them to assume that a computer has an access port. If they have to go through you for every detail about the game world, things will be burdensome for you and slow for them.
- **Collaboration.** This is a magical way to make fiction. If you give players the opportunities to resolve concepts you introduce, they'll come up with something interesting that's fun for both of you. For example, you decide an NPC whispers a secret in a player's ear. Maybe you should let the player decide what was whispered to him! These sorts of methods are especially good when dealing with a character's personal mysteries.

STRUCTURING THE GAME

Synthicide is broken up into three main pieces: **Missions**, **Play Sessions**, and the **Long Story**. To clarify:

- **Missions:** A mission is an adventure with a clear goal and some rewards for the players. Through the course of the mission, the players will be facing danger and conflict in pursuit of wealth, power, or even revenge. Completing a mission takes one or more play sessions.
- **Play Sessions:** A play session is a single evening of playing the game together. A good play session lasts several hours. It's enough time to gain momentum, fight a few enemies, work up some interesting events in the story and then reach a natural conclusion leading toward "the next episode."
- **The Long Story:** The long story is what veteran role players would call "a campaign." It ties everything together, makes player decisions relevant, and makes the game world feel persistent. If play sessions are "episodes" in a TV show, the Long Story is the entirety of a season or the full series. Synthicide is very prescriptive about good ways to tie it all together. Check "Crafting The Long Story" for more information.

PREPARING MISSIONS

By using the NPC generator and some creativity, a GM can completely improvise a play session. However, preparing specific missions always helps. Try the following:

- **Create rough notes for two missions.** Don't have only one mission prepared. Think up a few characters and two simple stories for the players to explore. You need to give your players some choice so they feel like their characters' thoughts and wishes matter.
- **Still be prepared to improvise.** Don't be afraid to make things up, because your players will surprise you and do the unexpected. Mentally prepare yourself. Make sure you have a firm grasp of the game world and how things work. As long as you keep your story consistent, the players won't mind or notice when everything is off the cuff.
- **Don't be afraid to re-purpose NPCs and ideas.** Imagine you created some nasty gang members for a mission about recovering stolen valuables, but the players reject it and go explore the jungle outside the colony. Don't fret! With some creativity and re-skinning, you can use the exact same NPCs as animal poachers or drug farmers. Now the mission can be about discovering a crime syndicate in the jungle and trying to make it back alive. And maybe this syndicate is connected to the gang members back in the city – it's all up to you!

THE FIRST MISSION

The first mission your players go on is vital to setting the tone of the game. The best way to do this and bind everyone together is through Synthicide. Give them opportunities by having jobs cross paths with antagonistic robots, or just plain hire them to assassinate one. Once it's done with, they'll have powerful motivations to stay on the move and live in a world of crime.

ELEMENTS OF A GOOD MISSION

Whenever creating a new mission for your players, make sure to define the following information. This should give you just enough substance to get the story rolling.

- **The Hook.** The hook helps the players find out about a mission. Do they stumble upon a turf war in an alley? Are they contacted by an anonymous benefactor? Do they find the mission listed on a digital message board or handwritten on the spaceport wall? Whatever the hook, make sure it's clear to the players and they can easily find it. Also, it's good to mix hooks up from mission to mission so things don't become overly predictable.
- **The Location.** The location is where the mission takes place. Is it in a secure corporate building? A bandit hideout? Is it located on another planet? Try to tailor the location of missions to the players' tastes, and again, mix it up.

- **The Goal.** The goal explains why the players want to complete the mission. Wealth and gaining allies are obvious motivators that can be heavily relied upon. However, as the long story evolves for your group, there might be other reasons. They could just need to survive an assassin's revenge, or maybe they are protecting a friend from danger.
- **The Risks.** Risks are dangers the players will face on the mission. Enemy NPCs are good risks to face because they are easy to balance against character levels. Other risks can involve traps, diseases or environmental dangers like starvation. Again, try to tailor this to the players' tastes, as uninteresting risks will make for boring missions.
- **Include robots or Tharnaxist Priests.** This doesn't need to happen all the time, but doing this reminds the players what kind of universe they live in. The players are second-class citizens who are looked down upon by the upper class. They will be tempted to kill or defy priests and robots, but doing so always comes with dangerous consequences.

MISSION RISK LEVEL

Every mission has a risk level. This determines how the players are rewarded for completing the mission. You calculate Risk Level by counting how many Danger Points a mission has and comparing it to the number of players that go on the mission. See the chart below:

Mission Danger Point Total	Risk Level
Total = 1x number of players	Low
Total = 2x number of players	Medium
Total = 3x number of players	High

Without calculating danger points, a hard and fast way to estimate risk level is to count how many enemies the players might fight. If the players face an equal number of enemies of their same level, the risk is low. If they face twice as many enemies as themselves, or some enemies are 2 levels higher, then the risk level is medium. Facing off against triple their number in enemies, or fighting a lot of boss NPCs, would most likely be high risk.



CALCULATING DANGER POINTS

Any threats the players will face are worth Danger Points. As explained above, these are used to calculate a mission's risk level. This is the most accurate way to gauge the difficulty of a mission, but as you use it more, you will intuitively know what is low or high risk. But until then, use the chart below of basic threats as well as a few modifiers.

Threat	Point Value
An enemy more than 2 levels lower than player average	0
An enemy 2 levels lower than player average	0.5
An enemy within 1 level of player average	1
An enemy 2 levels higher than player average	2
A enemy more than 2 levels higher than the average player	Too dangerous!!
Players face a lethal trap	2
Players face an alarm system that will alert dangerous enemies	2
Players are ambushed by enemies	x2 per enemy
An enemy is a Boss NPC	x2 per enemy
Players are heavily outnumbered by enemies of equal level or higher	4
Players make dangerous long-term enemies	4
Players face serious environmental dangers	4

REWARDS

There are three basic rewards players earn from completing missions.

- **Free Medical Care.** If players are hired by a wealthy organization, they will get their HP restored after completing a successful mission. With smaller clients and on destitute worlds, free medical care is not common – players will have to hire a doctor at their own expense.
- **Lurans (\$).** The Luran is the liquid currency of the galaxy and is accepted everywhere. Money received for completing a mission can be paid directly to the players by sponsors or luckily discovered in a money stash. The GM decides this based upon the story of the game.
- **Trait Points (TP).** Trait Points are abstract rewards that are used to buy special abilities and also determine when a player attains a new level. Trait Points represent the character gaining experience and wizing to the harshness of the galaxy.

GETTING REWARDS

The risk level of a mission determines how many lurans and Trait Points players receive. Rewards should be scaled by player level using the chart below. Any player who is alive after the mission gets the payout. Only players that actually die are denied the rewards.

Player Level	Low Risk	Medium Risk	High Risk
1	1 TP, \$35	2 TP, \$70	3 TP, \$105
2	1 TP, \$70	2 TP, \$140	3 TP, \$210
3	1 TP, \$105	2 TP, \$210	3 TP, 315
4	\$140	2 TP, \$280	3 TP, \$420
5	\$210	2 TP, \$420	3 TP, \$630
6	\$280	2 TP, \$560	3 TP, \$840
7	\$350	\$700	3 TP, \$1050
8	\$450	\$900	3 TP, \$1350
9	\$550	\$1100	3 TP, \$1650
10	\$650	\$1300	3 TP, \$1950
11	\$750	\$1500	\$2250

Reward Slowdown

As you see on the chart above, starting at 4th level, Low Risk missions no longer payout Trait Points. The same is true for Moderate Risk missions at 7th level. However, players should still receive Lurans for their endeavors. At 11th level, players never receive any more Trait Points.

TELLING THE LONG STORY

As mentioned before, the long story is what ties sessions together and makes the game world feel persistent. Here are a few tips on how to craft the story in a meaningful way.

- **Only plan one session ahead.** Resist the temptation to envision a grand tale from start to finish. That sort of exercise is best meant for writing, not a storytelling RPG. If you plan too much, you will be tempted to usher the players to fit your ideas and it will mitigate their contribution to the story.
- **Use elements from previous sessions.** Persistence of the universe is what makes an RPG feel real and meaningful. Did the players cross a minor or non-essential NPC? Maybe he comes back and seeks revenge, forcing himself into the story. Were the players sloppy on a previous mission? Perhaps private security or bounty hunters are hunting them down. Whatever you do, find connective tissue between the past and the present.
- **Make players know their decisions matter.** This is linked to using elements from previous sessions. Whenever the game world reacts to what the players are doing, it feels vibrant and alive. If the players decide to help a random NPC, something should happen. That NPC should not just fade away and leave the party with the warm and fuzzies – the NPC should either help the party or betray them.
- **Start simple, and escalate the stakes.** A good story in Synthicide relies on the snowball effect. Player decisions add up from session to session, opening the group to new options and increasingly dangerous consequences. The key to pulling this off is starting out small – players shouldn't be out saving a planet or defeating a powerful enemy in their first session. Starting small gives you room to increase the danger and significance of each session.
- **Wrap up loose ends when possible, but save the good ones for later.** This is the final piece to crafting a good, long-form story for your game. Don't leave the players hanging unless you're doing it on purpose. If they kill someone important, let them know if they get away with it. If they save a town, let them know about its new future. The only time you should keep something unresolved is if you're saving it to surprise the players later.

SECRETS OF THE UNIVERSE

Synthicide has a lot of secrets that could all be relevant to the long story your group stitches together. You and the players should work out your own answers – that said, this section provides a few ideas for what could be behind these mysteries.

Where did the Prodigravus Virus come from?

There are a few ideas about where the virus came from. Which of them is true?

- **The Priests made it.** Tharnaxism was able to get a foothold in society following the wake of the Prodigravus virus. Plus, the Church members were immune. So why did they wait so long to release a cure? Why did they allow so much knowledge to be lost if it was all planned?
- **Synthetics made it.** Another likely suspect: robots. Those that survived gained much from the collapse of society. And again, synthetics were completely immune to the virus. Is there some robot that is behind everything? Is he the true ruler of the Church, or even the Tech God himself, Ranix?
- **The Apex Mutant.** Some people believe in an “original” mutant. This person was the first to be corrupted so deeply he was no longer human. Did the Church capture and study him? Did they accidentally release his DNA and infect the galaxy? Is he still alive?

Where did Illuminix come from?

The capabilities of this drug outstrip all other medical science, so how was it discovered?

- **The Priests made it.** Perhaps it was some crazy drug to help speed up what little was left of the organic bits in their brain. But when it is in the mind of a simple human, something they're missing gets unlocked.
- **The leader of the Prodigravus made it.** It is obvious someone was commanding the Prodigravus during the war. Also, Prodigravus are particularly weak to psychic powers. Was Illuminix first meant as a means to control them?
- **Mutant Blood.** The concept of corruption is hard to shake – it sticks in so many people's minds. Maybe everything crazy in the galaxy flows from the first mutated humans.

Why are humans alone?

There was SOME xenobiology discovered while settling the galaxy, but nothing resembling the power and intelligence of humans. Why is that?

- **Sentience is a freak occurrence.** It was a one in quadrillion chance and only humans got it. There's just something unique about humans that's only matched in their creations, the Synthetics.
- **Other sentient beings all died or left.** Something wiped them out or drove them away, leaving the galaxy ripe for the taking. But where is the evidence of



their society? Did hapless human settlers destroy it, not knowing the significance? Will those who left come again?

- **Humans AREN'T alone.** They're among us, blending in and they're in the shadows, secretly controlling our every move. What are their goals? How long have they been with us? Did they cause the Prodigravus war?

What is the Church's final goal?

For people with immense knowledge, Tharnaxist Priests seem distracted and overly theological. What's behind that?

- **Transcendence.** Priests want to completely shed humanity and become something more than man or machine. This tech god they worship – maybe it isn't even a god. Maybe it's a transcended being that speaks back to them through the waves of time. Perhaps "god" is just the best word they can use to describe Ranix?
- **Dominance.** Maybe the ownership of the galaxy IS their final goal. All of this religion nonsense is just a play for the ignorant.
- **There is no goal.** Some crazy, spaced-out people founded the Church. They may know a lot about science, but they understand little about purpose and meaning. They're playing it by ear as the galaxy crumbles around them, completely focused on the next technological breakthrough.

What was it like before the war?

Most people have no idea how far the galaxy has decayed. How much better was life before the Prodigravus?

- **Utopian.** Travel across the galaxy was instant and easy for everyone. Food and energy was nearly infinite. Disease and death were conquered. If you can imagine it, technology existed that made it possible. Can some of that technology be found again?
- **Stable.** Life was not without hardships, but the galaxy was safe. Most merchants had jump drives, allowing for strong commerce on even the most remote planets. If the jump drives were rediscovered, would things get better? Would the Church lose their grip?
- **Not much better.** The loss of the central planets was catastrophic and the Dark Age nearly killed humanity. But with the Church in charge, things are almost back to where they were. Is humanity doomed to fragmented and violent societies? Is there any hope?

GM TOOLS



SETTING ACTION DIFFICULTIES

SUGGESTED ACTION DIFFICULTIES (AD)

Whenever the players attempt an action, this table helps you decide what number to set as an AD. You may make up new numbers between the ones listed – this table is only a guide.

Easy	Standard	Difficult	Challenging	Fantastic	Epic	Legendary
3	6	9	12	15	21	27+

SCALING AD BY LEVEL

The intensity of ADs the players come up against should be scaled to their character level. While players may go out of their way to find overly challenging situations, you should never put them in one on purpose. For example, while on a standard mission, level 1 players shouldn't come across a door that has a Fantastic Lock that they could never open. Use this table to help you determine what types of challenges are best, but remember to use your best judgment. If what the players want to do sounds impossible or highly unlikely, err on the side of high ADs.

Scaling AD by significance of story event vs. Player Level

Player Level	Random/Unimportant AD	Predictable Event AD	Critical/Dangerous AD
1-2	0-3	6-9	9-12
3-4	0-3	6-12	9-15
5-6	0-6	9-12	12-15
7-8	0-9	10-14	12-16
9-10	0-9	11-15	13-17
11	0-9	12-16	15-21

CREATING NPCS

There is an HTML tool at www.synthicide.com/generator that will help you make NPCs for the players. It requires you to make the following selections:

- **Set NPC level.** The NPC should generally be within two levels of the players, unless he's completely unimportant.
- **Choose if the NPC is a boss.** Boss characters have extra HP and better defenses. This makes them a higher threat for the players. A boss is a good opponent for 2 players, so larger groups will require supporting NPCS to provide a challenge.
- **Choose NPC type.** This describes if they are human or not, affects their stats, and decides what sort of loot they may carry.
- **Choose NPC role.** Is this NPC meant for a tough fight, or a tricky social interaction? The selection will further modify their stats and give them a special ability.
- **Choose a Mastered Attack.** This describes the primary way by which the NPC will attack any enemies.
- **Choose a Power.** Only do this if the NPC has some significance. It gives the NPC an edge in social situations or battles.
- **Choose a Boss Power.** This only applies if the NPC is a boss character. It makes them even harder to coerce or kill.

Here are a few tips to help you with NPCS:

- **Ignore the special abilities of any weapons the NPCs carry.** The specifics of the loot on each NPC are meant to make acquiring it fun for the players, not make your job harder.
- **Keep in mind: not all NPCs have their weapons or armor with them.** This is ESPECIALLY the case if the pirate is sleeping or relaxing at home. In this situation, use the NPC's Toughness defense and "other attacks" bonuses.
- **Make sure to theme the powers.** For example, an animal with crazy attacks might have cybernetic weapons installed. A savage person with an extremely high Armor Defense could have uncanny reflexes.
- **Don't be afraid to alter power rules slightly for theme.** For example, if you give a boss character the "Ghostwalk" power and decide he activates it by turning into a liquid and flowing through cracks, maybe his Ghostwalk power doesn't work against watertight walls and doors.
- **For simple or unimportant NPCs, forgo giving them powers.** If anything, just choose the "Prowess" power to increase an Attribute.

SAMPLE NPCS TO COME IN LATER DRAFTS

CREATING TRAPS

A good mission will have environmental hazards and traps. Rather than root through an entirely endless supply of trap entries, simply decide what sort of trap or hazard you want, and use this steps below to create an original one. An automated version of this tool is available online at www.synthicerpg.com/generator.

- **Choose trap type.** Your choices are damage dealing, attribute penalizing or alarm.
- **Describe the trap.** Is it an explosive rigged to a door? Spikes that come out of the floor? A dangerous sinkhole in the middle of the desert?
- **Determine a trigger.** Does walking over the trap trigger it? Or does opening the wrong door? You can have the trap trigger based upon whatever suits your story needs.
- **Set the difficulty to notice the trap.** The Awareness AD should be set according to the player levels and the significance of the trap to the mission.
- **Choose a relevant Knowledge Focus for the trap.** If players have the relevant Knowledge Focus, they can use Operation to detect the trap instead of using Awareness. Here are some good choices:
Computers (automated traps); **Engineering** (mechanical traps and bombs); **Locks** (alarms and trapped doors); **Medicine** (toxic hazards and diseases); **Survival** (natural hazards associated with terrain types the player knows);
- **Set the difficulty to disable the trap.** The Operation AD should be set according to the player levels and the significance of the trap. If players don't have the relevant Knowledge Focus for the trap, the Operation AD to disable it is 6 higher than normal.

DAMAGE DEALING TRAP

This trap simply makes attack rolls against players who trigger it and deals them damage. Its ATT and DMG are scaled by player level. Make the following selections:

- **Which defense does the trap/hazard attack?** Your choices are Armor Defense or Toughness Defense. Choose the one that makes the most sense for the trap. Physical traps should target Armor Defense, while poisons and toxins should target Toughness Defense.
- **Is the trap's damage a one-time event or continuous?** One-time traps are like explosives or a punji pit – they go off and then it's over. Continuous traps keep attacking the players until disabled, such as electrically charged floors or dangerous microbes.

Trap Attack Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
Bonus vs Armor Defense	+2	+4	+6	+8	+10	+12
Bonus vs Toughness Defense	+1	+2	+3	+4	+5	+6
Bonus vs Nerve Defense	+0	+1	+1	+2	+2	+3

Trap Damage Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
One-time damage	+2	+4	+7	+15	+22	+30
Continuous damage	+0	+1	+2	+4	+7	+10

ATTRIBUTE PENALIZING TRAP

This trap lowers the players' Attribute scores. Players make Toughness rolls to resist the trap. They immediately roll when first exposed to the trap and failure means they suffer its effects. The Toughness AD and ability penalty is scaled by player levels. Make the following selections:

- **Which Attribute does the trap Penalize?** You can choose any of the seven Attributes, but it is recommended that you do not target Speed.
- **Is the trap's penalty a persistent or temporary?** Persistent traps are like bursts of toxic gas or darts full of poison. Medical treatment is required to remove their effect; the Operation AD is one and the same as the AD to disable it. Temporary traps continuously penalize the players until they leave the area or disable the trap. Examples include rooms full of noxious smells or exposure to extreme heat. Medical attention is not required to remove such penalty, only removing the source.

Trap Penalty Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
Toughness AD to resist	+2	+4	+6	+8	+10	+12
Attribute Penalty (if persistent)	-1	-2	-3	-4	-5	-6
Attribute Penalty (if temporary)	-3	-4	-5	-6	-8	-9

ALARM TRAP

Alarm traps are different from others in that they are exclusively detected and disabled with the Locks Knowledge Focus. Choose up to two of the following effects:

- **System Lockdown:** The entire facility goes into lockdown when the alarm is triggered. All doors lock and the computers shut themselves down. The Operation AD to open locked doors or reactivate and crack computer networks is increased by +2.
- **Alert guards:** This lets any guards know exactly where the players are. Don't overwhelm the players with guards they can't defeat unless you allow them an escape option.
- **Activate automated defenses:** Automated defenses spring out of the ground and immediately attack players. The automated defenses get a full turn to attack the players before regular combat starts.
- **Activate dimensional tricorders:** Tricorders are 3 dimensional, 360° cameras that capture events in extreme detail. Dimensional Tricorders can even detect the players' fingerprints through their gloves. Tricorders are expensive to operate, so they aren't active until triggered. After players activate them, any authorities that review the footage will immediately identify players.



MISSION GENERATOR

Sometimes you need help creating the outline of a mission. This tool can be used to help you plan sessions or to improvise a new job for you players in the middle of the game. An automated version is available online at www.synthicerpg.com/generator. Do the following:

- **Roll 1d10 on each of the following columns.** This will generate a patron faction, a mission type and a target.
- **Quickly write a few sentences that outline the mission.** This will give you ideas of the specifics of the story and any possible surprises for the players.
- **Choose a Mission Risk level.** This will give you an idea of how many enemies or dangerous traps to throw at the players and will also decide how much the job pays. Look at the Mission Risk system on page 95.
- **Consider using the Twist System.** A rough outline for your mission may not be enough to make the game narrative exciting. Working with the optional rules under the Twist System will help you add spice to the session.

D10 result	Patron	Mission Type	Target
1	Chaos Rose	Transport	Corporate Property
2	Farstar Guild	Protect	Merchant
3	TTMC	Sabotage	Vessel
4	Torchdreamers	Eliminate	Synthetic
5	Empyrean Hunters	Capture	Weapons
6	Street Gang	Extract	Drugs
7	SMD Corp	Investigate	Artifact
8	Reaper Forum	Locate	Faction Rival
9	Iron Souls	Negotiate	Innocent Person
10	Tharnaxist Church	Hide	Vital Data

PATRON FACTIONS

Chaos Rose: This gang is composed of flamboyant and wealthy pirates trying to live the dream. While they play up the glamorous life of piracy, they are not to be trifled with. They hire Sharpers to act as neutral third parties, or to exact revenge on their behalf.

Farstar Guild: This is a very active and famous guild made from a mix of humans and synthetics. They specialize in hunting artifacts from the Last Age and then selling what they find wherever people have enough Lurans. They hire Sharpers for wetwork and investigating competitors - no Farstar member likes to get his hands dirty.

TTMC: This organization is the most powerful non-Church affiliated entity in Tharnaxist Space. Founded on Corsus by Jarrix Taam only 40 years ago, Taam's Transport and Mining Company has become the most ubiquitous shipping service, with a side business in supplying raw materials. They'll hire anybody to do just about anything - but only the dangerous jobs pay well.

Torchdreamers: Only a minority of the psychics in the galaxy belongs to this group, but almost all Illuminix comes from them. The Torchdreamers are very powerful and skilled, so they only hire outsiders for non-vital jobs that they're too busy to handle. Don't expect to earn their gratitude.

Empyrean Hunters: With so many dangerous living things in the galaxy, humans have given into the habits of studying, cataloguing and ultimately hunting xenolife. The Empyrean Hunters belong to a large, highly organized club that promotes such activities. They aren't into crime per se, but they love protecting their reputation. So the Empyrean Hunters might hire Sharpers to clean up a wealthy member's messes or hide their secrets.

Street Gang: Each city has its own indigenous miscreants. These small-time gangs always need the help of Sharpers to stand up to bigger powers, such as TTMC or Chaos Rose. A street gang isn't a powerful ally, but they rarely double cross you - they can't afford to lose friends.

SMD Corp: Octorius Shima, a robber baron born on Humanus, founded the Shima Mechanical Designs Corporation with Tharnaxist support and finances. SMD then became a powerful robot and weapon dealing company, greatly profiting off the gang wars and localized conflicts flaring around the galaxy. They hire Sharpers as freelance security, or as deniable assets sent on the blackest of missions.

Reaper Forum: Bounty hunting has, in a way, filled in the gaps for a lack of law enforcement. The Reaper Forum is crowd-funding for bounties; it allows any individual to place any amount of money toward a job. And multiple postings for the same job all payout at once, adding up to make the reward for that job quite large. There's no telling what kind of mission you'll get from the Reaper Forum, but revenge is always involved.

Iron Souls: Despite strict Tharnaxist laws ensuring the good treatment of synthetics, robots still formed one of the most powerful labor unions in the galaxy. They are seemingly benign, but humans rarely trust them because of their immense power and long-term agendas. The Iron Souls mostly hire Sharpers to defend their interests - rarely to destroy or hurt other organizations.

Tharnaxist Church: The Tharnaxist Church is powerful and immense. Priests are the ultimate authority, surrounded by vicious robots and brainwashed neophytes who rarely ascend up the ranks. Priests only hire Sharpers for incredibly despicable missions, or to take care of something they want kept secret from the Church.

MISSION TYPE

Transport: The target of your mission is highly valuable. It's your job to get it from one location to another without incident. If the target is a person, they are socially important and at risk of kidnapping or even assassination. If the target is an object, there may be attempts to steal it.

Protect: The target of your mission needs added security. There is reason to believe the target is in immediate danger - and you need to stand watch until the situation gets resolved.

Sabotage: The target of your mission is an annoyance to your patron and they seek a subtle resolution. If your target is a person, you need to foil their plans or turn their allies against them. If the target is an object, you need to vandalize it or replace it with counterfeits.

Eliminate: The target of your mission is a great threat to your patron and they need immediate action. If your target is a person, your job is to assassinate them. If the target is an object, you need to destroy it completely so that no trace is left.

Capture: The target of your mission is being transported soon and you need to intercept. Return it to your patron.

Extract: The target of your mission is being held in a secure facility. You need to break in, recover it, and make it out alive.

Investigate: The target of your mission is an enigma. You must expose its secrets or solve a mystery surrounding it.

Locate: The target of your mission has gone missing, and you need to find out where it is.

Negotiate: The target of your mission is wanted, but open conflict should be avoided. If your target is a person, you need to convince them to support your patron's interests. If your target is an object, you are to negotiate its transfer from a rival faction.

Hide: The target of your mission needs to be hidden. Find a place to stash it and make sure there aren't any witnesses.

MISSION TARGET

Corporate Property: This is anything important belonging to a corporation. It could be a location such as an office or factory, or a hand-carried object like a drive full of records.

Merchant: Why would a wealthy merchant be on your list? Maybe someone wants revenge for a raw business deal, or perhaps the merchant is being extorted.

Vessel: This could be a small car (for simpler jobs), or a full-blown spaceship. Either the ship is of value, or its cargo.

Synthetic: This synthetic must have crossed the wrong people to get mixed in your business. If you're opposing the synthetic, good luck! Things could get very bad. If you're protecting it, you need more luck! Whoever wants to hurt a synthetic is crazy, dangerous, or both.

Weapons: Weapons are common, so for this to have any importance, it must either be a large stockpile, or a specific weapon with extreme capabilities.

Drugs: Users are everywhere, always looking for the new wonder drug that will take them to the next level. Add warring corporations and gangs in the mix, and you have a dangerous commodity surrounded by violence.

Artifact: Half the time, an artifact's abilities aren't understood. This doesn't stop people from fighting over it; because when something is old, it's steeped in mystery and speculated value.

Faction Rival: This person is affiliated with gangs or causes that oppose your patron. If you're helping the rival, they are a defector. If you're hurting them - well, that's no surprise.

Innocent Person: How unlucky for them to get mixed up in all this. Maybe the person is a blood relative of the wrong people, or knows a dangerous secret.

Vital Data: This information could make someone rich or destroy a reputation. Schematics, journals, cam vids, or any piece of information could be of great importance to the right people.



PLANET GENERATOR

If you want to create your own planets, you can use the following system to randomly generate them. Roll on the following charts to gain a general description.

Dominant Terrain Type

d10 Result	Effect
1-3	Earth-like. Most terrain types are equally present on the planet.
4	Arboreal.
5	Desert.
6	Tundra.
7	Oceanic.
8	Inhospitable. Vac suits and enclosed settlements are necessary to be on the planet.
9	Moon. This is a habited moon orbiting a gas giant. Roll again for terrain type.
10	Ribbon World. This planet does not revolve. Only the edges of the planet are habitable and are in constant twilight. Roll again for terrain type.

Settlement Level

d10 Result	Effect
1-3	Unsettled. Only explorers or pioneers are on this planet.
4-6	Light. Several small cities and colonies are on the planet.
7-9	Moderate. A few large cities and many small cities are on the planet.
10	Hive world. The planet is almost entirely urban structures.

Church Influence*

d10 Result	Effect
1-3	Little to none.
4-8	Moderate. The Church is at the center of power.
9-10	High. Everyone answers to the Church and is under constant observation.

*Note: on moderately settled or hive worlds, rolling 1-3 still means moderate Church influence. Only lightly and un-settled planets have no Church presence.

Primary Source of Commerce

d10 Result	Effect
1-3	Resource gathering. Companies seeking raw materials are either present, or heavily interested in this world. This planet might even be a source for food.
4-6	Manufacturing. In all settlements, robots are heavily present as laborers but still the dominant class. Humans are underfed and worked hard.
7-8	Port. This planet is just a convenient stop on the way to important destinations. If moderately settled or more, the planet is also a center of finance and trade.
9	Dual purpose. Roll twice on this chart to find the two dominant forms of commerce.
10	True settlement. This planet is a desirable place to live and settled by middle class humans and wealthy robots.

DESCRIBING LOCATIONS

Sometimes you might be at a loss for words when setting the scene for players. The following charts can help you find the right vocabulary and useful concepts. Choose a few conditions and then cross-reference them with the location type to find what you need. When in doubt about a location, default to the “decrepit” status. Over all, the galaxy is a grungy place.

Location details

Location Condition	Residence Details	Bar/Eatery Details	Dock Details
Pristine <i>gaudy, decadent, expensive</i>	Soft fabric, spacious, wood furniture	High ceilings, heavily guarded, private booths, lavish food	Skylights, well dressed security, space between ships, many synthetics, filtered air
Maintained <i>clean, plain, dry</i>	Concrete walls, tight space, flat cots, storage lockers	Open seating, low ceilings, simple metal furniture	Exhaust odors, slightly dirty floors, closely packed ships, some synthetics, food carts
Decrepit <i>decayed, filthy, wet</i>	Peeling paint, organic stench, refuse, sewage	Exposed conduits, flickering lights, questionable drinks, acrid odors	Oppressive fumes, no air filtering, half-broken vending machines, only a few synthetics
Busy <i>bustling, hot, oppressive, tense</i>	Crammed furniture, heated conversation	Standing room only, loud music, shouted conversation	Trade, yelling, furtive glances, solicitation and proposition
Abandoned <i>eerie, cold, off-putting</i>	Looted storage, overturned furniture	Broken glasses, faded signs, jammed doors	Stripped chassis, chemical spills, blackened windows

Location Condition	Plant/Factory	Base/HQ	Hideout
Pristine <i>gaudy, decadent, expensive</i>	Unlikely to even exist	Monolithic architecture, ceramic walls, white and chrome, custom furniture	Secret doors, lush couches, large monitors, xeno pets
Maintained <i>clean, plain, dry</i>	Running machines, secure entrances, colored warning lights, exhaust vents	Prefab metal paneling, unflattering light, plastic furniture, obvious cameras	Vault doors, reinforced walls, communication equipment, prefab furniture
Decrepit <i>decayed, filthy, wet</i>	Open waste containers, fallen catwalks, sealed corridors, scattered equipment, clogged vents	Scavenged beams and panels, spot welding and bolts, dim lights, cracked monitors, crooked chairs	Hole in the ground, sliding gates, open crates and strewn parts, vermin
Busy <i>bustling, hot, oppressive, tense</i>	Scrambling workers, synthetic task masters, shouted orders, shift alarms	Constant rings and alerts, extensive security, rushed conversation	Constant coming and going, suspicious guards, hushed conversation
Abandoned <i>eerie, cold, off-putting</i>	Broken machinery, oppressive darkness, dirt-caked floors, unidentifiable sounds	Strewn disks and drives, broken windows, stripped conduits	Layers of dust, spoiled rations, overrun with vermin, human remains

Environmental Sounds

Describing the sounds in a location is a good way to set the mood. Because most locations in Synthicide experience ad-hoc industrialization, many sounds are from poorly integrated machinery and computers. The following sounds can be used in almost any location:

electrical hum from lights, rhythmic clicking from filter systems, sudden rattling from generators, quiet rumbling from machinery motors, beeps and tones from terminals or synthetics talking to each other, drips of leaking fluids, buzz of exposed wires



DESCRIBING PEOPLE

Sometimes you might require help describing people. These charts can also help if you reference their clothing style with any other details, such as if they are plugged or a synthetic..

Person details

Status	Base Appearance	Cybernetic Version	Synthetic Version
Wealthy <i>slow, arrogant, relaxed</i>	Layered and clean clothing, jewelry, guarded escort	Subtle implants in eyes and hands, aesthetic surgery	Polished armor and casing, well-armed, oversized and strong limbs, minimal decorative cloth
Common <i>forgettable, cautious, quiet</i>	Stained jackets and scarves, functional boots, eye protection	Replaced limbs, scarred face, a few visible wires in the skin	Slender, simple photoreceptors, slightly dirty, exposed mechanisms
Destitute <i>sickly, compliant, dirty</i>	Ripped and filthy clothing, worn shoes, overstuffed backpack	Broken implants, awkward gait, scabby signs of implant rejection	*Very rare* Broken limbs, hanging wires, jittery motion
Sharper <i>quick, direct, clever</i>	Armored clothing, toolkits, visible weapons	Metal hands, jarring cyber eyes, battle harnesses, skin-mounted tools	Scavenged parts to enhance limbs, welded on armor, Perhaps a coat if any clothing
Gangster/Pirate <i>aggressive, edgy, terse</i>	Visible gang markings, purposely displayed weapons	Skin stretched over artificial muscle, exposed ports and plugs, respirators	*Most likely a Razor Cog* Rebuilt combat chassis, heavily armored, oversized limbs and weapons
Mutant <i>bizarre, unpredictable, desperate</i>	Odd proportions, unsettling face, strange eyes, deformed ears or hands	Scavenged implants, dermal plating, half metal faces	N/A

OPTIONAL RULES



OPTIONAL RULES 1: TWIST SYSTEM

The Twist System is an optional way to really spice up a game. It requires improvisation and some fast thinking, though, so make sure the system is right for you. Here's how it works:

- **The Twist System generates random twists the GM incorporates into the story.** This makes things surprising and interesting for both the GM and the players. These events may happen at any time, even during a battle.
- **Every time a player rolls a natural 10 or spends a Resolve Point, add one point to the Twist Pool.** The size of the Twist Pool determines how severe events are whenever a twist is triggered.
- **If a player rolls a natural 1 and there are TWO or more points in the Twist Pool, a twist is triggered.** Roll on the twist chart and add how many points are in the pool to the result. Reset the Twist Pool to zero.
- **The GM may need to take a moment to generate stats for new game elements.** However, if everyone agrees, it can be fun to play loose with the rules to keep things moving.

THE TWIST CHART

The following chart has four options for every result; the GM should choose the one that best applies to the situation. The twists are generalized, but have specific examples to explain them and help the GM fold the idea into the story.

Roll Result	BIG REVEAL	MURPHY'S LAW	INTERFERENCE	NO ESCAPE
3-5	Mysterious Call Blackmail, veiled threats, a dangerous offer	Temporary Malfunction A weapon jams for a couple of turns, a computer freezes, the ship engine stalls	Unwanted Attention Hostile questioning, an alarm goes off, a crowd forms	Blocked Path A Sealed door, security checkpoint, collapsed tunnel
6-8	Secret Alliance A merchant works with pirates, a neutral party works for the enemy, common rabble are actually a gang	Something is missing Lost tools, dropped keys, "the goods" were stolen	Bad Timing A vulnerable ally is in danger, competing patrons both appear, a buyer demands early delivery	Lost A faulty map, disorienting fog, navigation was out of sync
9-11	False Identity An ally is an imposter, famous fugitive, Church double agent	Collateral Damage Accidental deaths, killed the wrong man, damaged valuable property	Enemy Sabotage Damning rumors are spreading, an ambush lays in wait, A bomb is planted	Found Out You are identified, spotted mid-crime, your secret is made public
12-14	Horrific Secret A "human" is actually synthetic, a freakish mutant, a murderous sociopath	Environmental danger A chemical spill, exploding munitions, an electrical storm	You are Not Alone A dangerous stowaway, a lurker in the shadows, a stalker	Hunted You are chased by bounty hunters, desperate scavengers, feral predators
15+	Brutal Betrayal Led into a trap, a fixer robs you, a trusted ally tries to kill you	Catastrophic Event An earthquake, a city-wide fire, entire ship fleets suddenly crash	Powerful Watchers Church inquisitor arrives, ancient synthetics reawaken	The Dead Return A lost lover comes back, an abandoned ally seeks revenge, an old enemy never died

PLANNED TWISTS

Many GMs will pre-plan plot twists or surprising events. The planned twists method is less improvisational but can help the GM make the twists more impactful. To combine pre-planned twists with this system, save them for when a player rolls a natural 1. You may want to plan different severities of the same twists, letting the size of the Drama Pool inform which version to use.

TIPS AND TRICKS

Here are some additional thoughts to help you best use the Twist System:

- Reveal secrets and surprises quickly – don't leave the players wondering what twist was triggered.
- Use information from character back-stories or previous sessions to make the twists more relevant.
- Avoid generating battle-type twists if the players are extremely wounded – opt for a story-based twist instead.
- If an NPC suddenly becomes significant through a twist like *horrific secret* or *false identity*, upgrade him to a Boss NPC. This will immediately give him more HP, a boss power and better defenses.
- Generate traps to represent hazards or explosions resulting from twist.

OPTIONAL RULES 2: MENTAL TRAUMA

The following system adds an element of depth to a character's mental health. Also, it places much more emphasis on having a strong Nerve Attribute. Whenever a player's character experiences trauma, do the following:

1. Roll 1d10 + Nerve
2. Compare your result to the Nerve AD for the situation:
 - a. **When an attack first drops you to half HP or less:** Nerve AD 6
 - b. **You are unexpectedly betrayed:** Nerve AD 6.
 - c. **You witness an ally killed:** Nerve AD 9
 - d. **You are knocked unconscious by an attack:** Nerve AD 9
 - e. **You are revived from death:** Nerve AD 12.
3. If you beat the AD, you are fine but could still suffer mental trauma from a future event.
4. If you fail, select one of the two penalties listed below. If you suffer additional mental trauma, do not gain an additional effect. Instead, if the Nerve AD is higher than your current trauma, up the number required for removing trauma to the new AD.
 - **Shaken.** You're anxious and incredibly gun-shy. Immediately gain the Overpowered status. At the start of each turn in battle, you regain the Overpowered status if it was removed.
 - **Depressed.** Stress has worn you down. You take a -2 to any rolls made for navigating social situations (such as for Awareness, Influence, and so on).

Traumas are permanent unless you take specific action to remove them. There are only three ways to get rid of them:

- **Sleep.** Whenever you sleep at least 5 hours, you may roll Nerve again to remove your mental trauma.
- **Spend a Resolve Point.** Any time you spend a Resolve Point to get a 10 on a roll, you automatically remove a mental trauma.
- **Gain a Resolve point.** Whenever you gain any Resolve points, you may roll Nerve again to remove your mental trauma.

NEW PSYCHOLOGY POWER

If your group is using the mental Trauma system, the Psychology Knowledge Area has an extra power that may be selected:

Therapy: When you discuss the nature of a traumatic event experienced by a character and offer them advice and consolation, roll Operation. If you beat the original AD of the trauma, its effect is removed. You may use this ability once per day; per character.

OPTIONAL RULES 3: SHOCKING STRIKES

This system is used to add even more grittiness to battles. It creates the chance that high damage attacks can immediately put you out of commission. Here's how it works:

1. Whenever a single attack damages a character equal to TWICE their Armor Defense, that character may suffer shock.
2. If damage is 30 or less, make a roll against Toughness AD 3. If the damage is more than 30, increase the AD by one for each additional group of 10 damage (40-49 is AD 4, 50-59 is AD 5, and so on).
3. If successful, continue to battle as normal.
4. If the roll fails, the character immediately goes into shock and falls unconscious. Any additional attack will kill the character and if left unattended after the battle, the character dies.

OPTIONAL RULES 4: BRUTAL WEAPONS

This modification causes weapon quality to increase the difficulty of surviving shock. In this system, characters with strong weapons and a high Combat Attribute can instantly slay poorly defended foes. Note the following:

- If the attack bonuses of a shocking strike are ever higher than the target's Armor Defense, that character does not suffer shock, but immediately dies with no chance for a roll. Calculate this using the attack's normal bonus, including Combat, and ignore situational effects like Gain Advantage, Duelist bonuses, or Running Attack.
- Savage NPCs and most animals should not benefit from this rule since they do not wield hi-tech weapons.

OPTION RULES 5: EXPLODING TENS

This system serves to add some swing to the game dice. Use it only for fun – keep in mind that this rule is unpredictable and can unbalance the game.

- Whenever player characters roll a "10" on the die, roll a second time and add the two results together before adding any other modifiers.
- This applies to any rolls, be they Attribute Rolls, Attacks, or Damage.
- Using a Resolve Point does not trigger this effect – the 10 must be naturally rolled on the die.
- All 10s rolled on the dice still add points to the Twist Pool.



THE GAME UNIVERSE



GALACTIC HISTORY

Syntheticide takes place in the Mikly Way, but many millennia in the future. Much of history is unknown, but below is a timeline that educated characters may know, along with secrets only known to The Church. This secret information is italicized.

THE "BEFORE" TIME

- Humans begin colonizing the galaxy, bringing along compliant servant robots. Alien life is discovered, but nothing sentient.
- Allunan Empire conquers all colonies, reuniting humanity under one government.
- ◇ *The Tharnaxist Tech Cult forms and is disregarded by society at large. They take up residence on Alluna, the central planet of the IU.*

THE "LAST AGE"

More than 1000 years ago (specific timeframe unknown)

- ◇ *The Prodigravus virus is introduced to capitol planet Alluna, converting most of the planet into feral psychopaths in days.*
- ◇ *A few Priests survive, resistant to infection because of their almost entirely synthetic bodies. They flee with their retinue of robots to a small outpost in the galaxy. They take a sample of the virus and begin studying it.*
- ◇ *The Prodigravus organize an army and take to the stars. Nobody knows who is organizing them. Though 99 out of 100 Prodigravus ships are destroyed in flight, it only takes one ship to make planetfall to expose populations to the virus. Any new Prodigravus mysteriously join the organized army.*
- The Allunan Empire collapses with the loss of its capital and the fighting of an unstoppable enemy. A 1000-year war ensues.
- ◇ *Planetary governments begin using metafusion bombs against other planets with confirmed or rumored Prodigravus presence. This causes almost every civilized world to be completely destroyed.*
- ◇ *The destruction of the galaxy succeeds in stopping the Prodigravus advance, but does not fully eliminate them. The Prodigravus appear leaderless now, no longer invading planets.*
- The war ends. Massive chaos sends humanity into a dark age. Only people living on unimportant rim worlds survive and a massive knowledge loss isolates them further.

SEVERAL CENTURIES AGO

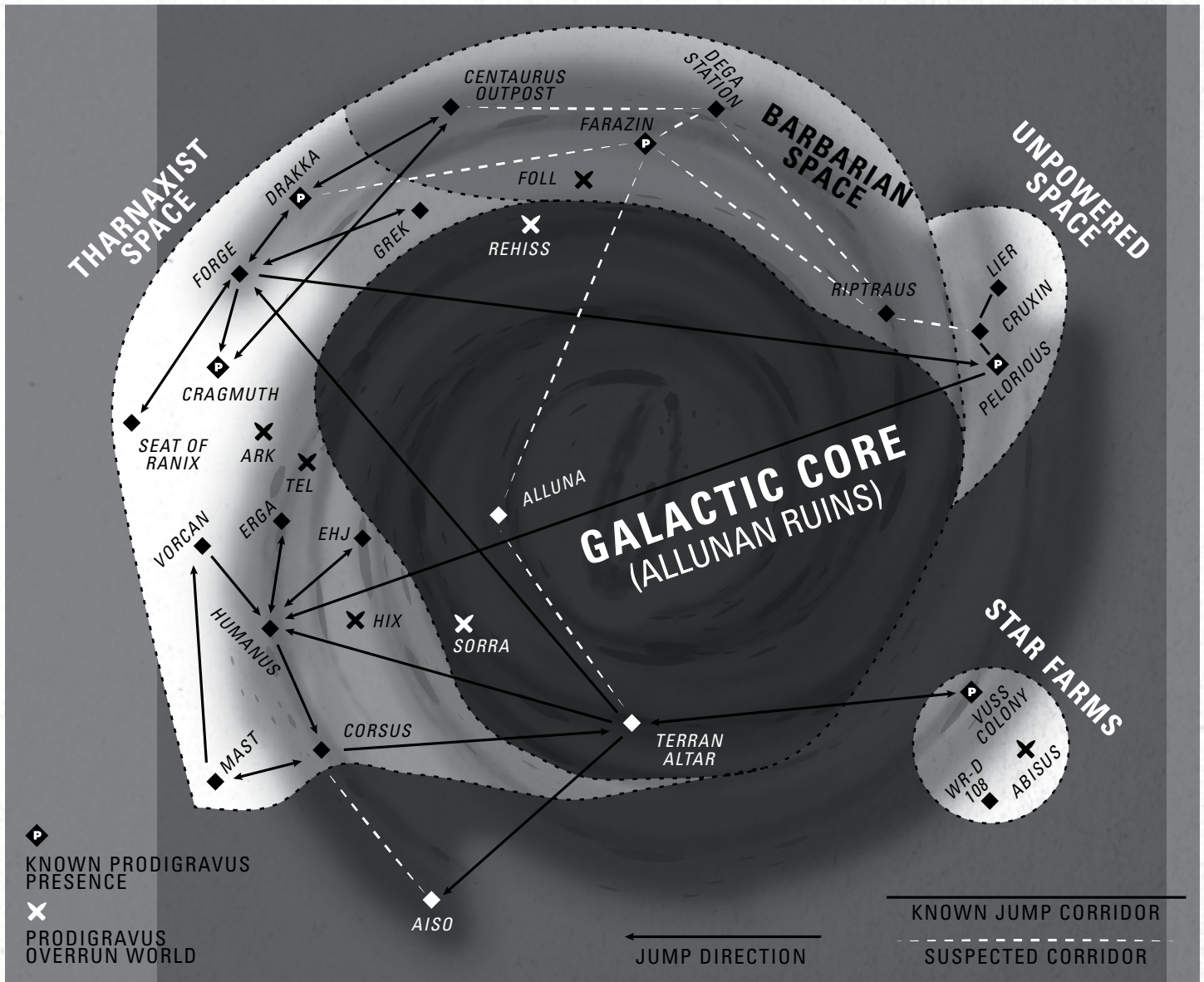
- ◇ *The Tharnaxist Church emerges from the shadows, and releases countervirus GLD-001 to neuter the Prodigravus virus. This moment is known as the "gelding." It does not undo genetic damage, but eliminates the Prodigravus' ability to infect and renders all humans immune to the virus if it would return.*
- The Tharnaxist Church beings "rehabilitating" rim worlds, forcing others into its dominion and taking resources as it sees fit. Priests become obsessed with recovering and rediscovering lost technologies.

PRESENT DAY

- The galaxy has reached a moderate level of technology, allowing for interstellar travel again via Jump Gates. There is little to no rule outside that is enforced by The Church, powerful gangs or corporations. The economic situation is horrible and most people eke out a meager existence. The general public has little to no knowledge about the Millennial War or what came before.

GALAXY MAP

There are many important places in the Milky Way galaxy. The most significant have been recorded in this section of the chapter. There are many more planets than these, but it is up to the GM and players to fill in the blanks as needed. For the sake of opening up the story, the group might decide each world on the map is a hub to a smaller local cluster. There could be other colonies within traveling distance in the same star system, or there might be isolated planets connected by additional Jump Gates.



GALACTIC CORE

This region comprised most of the functioning area of the Interstellar Union. It is completely wiped out from the Last War. Adventurous parties may explore this region along unmarked jump corridors, searching for secrets and re-spite from The Church, but they risk getting trapped on the other side of a broken gate with no way back.

Possible adventures in this region include:

- Searching for lost wealth or treasure (and most likely relying on rumors or forbidden knowledge in the search).
- Attempting to locate forgotten resources and energy (like finding energy batteries in still-functioning Dyson Shells built around entire stars – a technology that the Tharnaxist Church has not yet learned to replicate).
- Searching for functioning terminals on ruined worlds to learn the secrets of the Last Age.
- Trying to find advanced, useable spaceships in ancient abandoned space yards.

Whatever the reason for adventure, there are only 2 major planets left in this region.

Alluna

Type: Ruined world (destroyed by metafusion bombs).

Description: An abandoned world covered in miles-high super-complexes, with a web of millions of walkways stretching the chasms between each complex.

Habitable: Debatable – ruins of super-complexes exist but there is no atmosphere.

Inhabitants: Rumors of mutants serving an ancient synthetic master.

Main Cities: Entire planet is an urban ruin. No significant districts can be identified.

This planet was the closest settlement to the Milky Way's super-massive black hole. It was the physical and social center of the Allunan Empire, and was the apex of human civilization. During the war, this planet was the first wiped out through the use of metafusion bombs, which destroyed its atmosphere and killed all inhabitants. The silvery wreckage of magnificent complexes and monuments still stand, however, as well as functioning computers deep underground.

Little is truly known about Alluna as most of its records were lost. The Church claims Alluna was a pit of decay and human detritus, while others believe it to be a lost utopia where the best of the galaxy fell during the war.

There are rumors that displaced mutants have inhabited Alluna. These mutants saw the planet as their last chance to escape persecution and died by the thousands as they sought to create sustainable colonies in the ruins. According to a legend, however, one group of mutants awakened an ancient Allunan Synthetic who helped them survive. To this day, they live in a tight-knit community under the Synthetic's guidance, experimenting with cyber-

netics and learning of Alluna's past. There are darker rumors that these mutants are building some giant artifact for the Synthetic. Its function is unknown.

All attempts by The Church to confirm these rumors have failed. Every archivist and spy has found nothing or never returned.

Terran Altar

Type: Ruined world (cause of destruction is unknown)

Description: An uninhabitable planet with toxic oceans, blackened clouds, frozen poles and an unusually large moon.

Habitable: No.

Inhabitants: The Unbound (on the planet), Farstar Guild (only in orbit).

Main Cities: Foundations of cities dot the continents, but few structures remain standing.

This planet is on all of the ancient star charts, but its significance is completely forgotten. However, it is convenient along many jump corridors, so much traffic passes by it even now. The planet itself is completely unlivable and covered with a thick black and brown cloud of soot.

The planet is extremely well mapped, so much is known about its geography. Strangely, all the names of cities or peoples who lived there have been expunged from public records. What information remains indicates that this planet was destroyed sometime after the formation of the Allunan Empire, but before the Last War. Some believe that the Allunan Empire destroyed the records, while others insist that the records are still held by The Church, kept as a closely guarded secret.

There are two groups that keep an interest in the Terran Altar. The Farstar Guild always keeps a small fleet orbiting nearby, with each ship ready to dart into core space to look for artifacts or head back to populated areas to trade. The other group is a cabal of dangerous synthetics called the Unbound. While it is unclear what the Unbound's goals are, they clearly detest The Church. There are large bounties reserved for Razor Cogs to track down any of its thousand members, as each Unbound has personally killed a priest.

THARNAXIST SPACE

This is the part of the outer rim that has been rehabilitated in the centuries following the Millennial War. It is under the theocratic government of the Tharnaxist Church, a cult that worships technology. Here resides the most of the remnants of civilized humanity. This area is the primary setting for adventures or missions. The main activities that denizens of this region are involved in are:

- Preserving your own life (earning money for food and fuel at whatever costs)
- Securing wealth and power (in an attempt to rise above the chaos)

There are thousands of adventures to be had in this region and the consequences of each mission build into the next one. Making friends earns you their enemies and sometimes friends don't stick by you like you thought they would. But be warned: your enemies never forget. There are 11 major planets in this region.

Corsus

Type: Rehabilitated world (rebuilt through scavenging ancient spaceships).

Description: Muddy planet rich in coal and metals with stony regions used for mining.

Habitable: Yes.

Inhabitants: Common humans and synthetics, TTMC, small Church Presence.

Main Cities: Sunrider City (metropolis), unnamed mining colonies.

This edge planet is covered in unusual thick dirt and mud; it is rich in coal and other fossil fuels. It is believed that Corsus once had a lush, dangerous ecosystem, but its indigenous life was completely wiped out during terraforming. The only remaining animal life is microscopic bacteria that lives in the dirt and is sometimes known to infect locals with weak immune systems.

Corsus has the weakest Church presence of any civilized world. It is the birthplace of the TTMC, which stands for Tam's Transport and Mining Company. Part of the planet's successful industry and technology comes from the mysterious crash of an Allunan armada during the Last War. These derelict hulls have been stripped and scavenged to construct Sunrider City, Corsus' only metropolis. Its name comes from the *Sunrider*, the largest cruiser found among the wreckage.

The salvage of the ancient ships is still ongoing. The TTMC controls most of the areas that have grown around the scrap, with the remaining scraps falling under Tharnaxist dominion.

The only settlements that exist outside of Sunrider City are mining towns. Various precious metals and coal are shipped out regularly by the TTMC, who maintain a brutal hold on all natural resources. Church infiltrators and saboteurs are discovered from time to time, but these fanatics are usually dealt with discretely, in order to not bring unnecessary trouble to the corporation.

Corsus is a planet rich with opportunity. Shapers can unload tech and goods without much fear of church involvement, so long as they do not cross the TTMC. Characters originating from this planet are likely to have Brainiac, Thug or Scoundrel as their Aspect. All bioclasses are equally likely.

Cragmuth

Type: Partially Settled (corporate prisons and training facilities amid wilderness).

Description: Verdant world with varied climates and colossal mountains.

Habitable: Yes.

Inhabitants: SMD security forces, convicts, Prodigravus, wild beasts.

Main Cities: Smitton Complex (prison-fortress in a forest), Argos (far away mountain outpost), Carthis Complex (understaffed prison-fortress in a polar desert).

Though a mountainous and arboreal world, its beautiful and fertile conditions have been reserved for Shima Mechanical Designs, a mega-corporation also known as SMD. With Church permission, SMD uses Cragmuth as training grounds for its security forces. Environmental and man-made challenges make it a perfect breeding ground for tough soldiers.

Convicts from other planets are sold to Cragmuth to be the enemies in live-fire "war games." Soldiers who die at the hands of these convicts are seen as failing basic training, while surviving convicts must fight again in new games until they lose. Venerated SMD forces end their career on Cragmuth by overseeing these operations. They consider this last duty to be more of a formality than an honorable post. But the overseers are the most dangerous individuals on the planet and are not to be trifled with.

Small pockets of Prodigravus remain on Cragmuth. They breed quickly, so the soldiers have never completely eradicated them. It is believed that they are descendants of the infected that were studied by the Tharnaxist Church. Exposure to Prodigravus has made the SMD Soldiers hate anything not completely human and as such, their world is not open to mutants. If any soldier or convict alike is found to have corrupted genes, they are executed.



The wildlife on Cragmuth also presents dangers for those trying to escape. Ferocious apex predators of many varieties have flourished by feeding off of Prodigravus. These large beasts stalk the mountains and forests, waiting for stray mutants or convicts alike.

Anyone fortunate enough to escape Cragmuth rarely chooses to discuss the matter. They are on the run for the rest of their lives. Characters originating from this planet are likely to have Leader or Thug as their Aspect. Hard-shell or Plugfiend are common Bioclasses. Almost no characters are Mutant Dogs.

Drakka

Type: Untamed wilderness (dotted with secret and illegal settlements).

Description: Thick jungles made of crimson flora and black soil. Landmasses surround acidic turquoise seas devoid of life.

Habitable: Yes.

Inhabitants: Torch Dreamers, smugglers, pockets of Prodigravus.

Main Cities: Prime Light (large Torch Dreamer settlement), Deep Meet (small, unaligned settlement) and other small and hidden settlements.

This is a highly criminal planet that opens its arms to pirate or mutant alike. While not incredibly rich or well resourced, the planet does have a slightly weaker Church influence and is the last stop before exiting Tharnaxist Space. Many smugglers and Illuminix producers use Drakka as a base of operations, enjoying the lax security. If it can be bought or sold, it can be found on Drakka among its plethora of boxy pre-fab structures.

This planet is completely unterraformed, with most outposts gravitating toward the equator. In this region, hot jungles grow wild, providing excellent hiding places for the many criminal enterprises. Scientists may retreat to Drakka to conduct experiments without the need of church or corporate approval. With many travelers coming and going, Drakka is also prime location to make a rival disappear.

The planet, like others in the galaxy, has small amounts of Prodigravus living on it. They typically keep to themselves, but they are known to assault traders who set up shop in the wrong jungle. Characters originating from this planet are likely to have Brainiac, Bulb Head, or Scoundrel as an Aspect. The diverse nature of this planet makes any Bioclass likely.

Ehj

Type: Fully Settled (covered with boroughs and vanity farms).

Description: Warm plains and crystal lakes in the southern hemisphere, temperate and cool islands among the seas of the northern hemisphere.

Habitable: Yes.

Inhabitants: Wealthy humans, Tharnaxist Priests.

Main Cities: New Humanus (an urban spaceport serves as gate of entry to the planet), Mondillion (a conglomerate of a thousand boroughs that occupy much of the great plains) and other more "exclusive" towns.

This calm and relatively fertile world is a destination for wealthy citizens of Humanus. There is a heavy Church influence, but the populace enjoys less packed surroundings and more breathable air. There are attempts to keep out mutants, with regular blood tests conducted. Pocketed with glass mansions and silver farms, Ehj servers as both a vacation spot and a place to retire with riches.

The only way to enter this world, though, is with purchased Tharnaxist approval. In addition to this expensive permission fee, people staying on this planet are required to pay respects to their Vicar twice a week to receive a sermon or give gifts. Failure to respect this law can result in expulsion or even execution.

Such executions may result in "Ehj Orphans." The children of the victims find themselves cast out from a life of luxury into the dark of an uncaring galaxy. Ehj orphans hardly live long, but those that make it to adulthood are incredibly shrewd and bitter. However, many need to fill the void left by their parents with finding close friends or trusted allies. Characters originating from this planet are likely to have Brainiac or Scoundrel as their Aspect. Skinbags are the most common bioclass, with almost all being Dying Breed.

Erga

Type: Fully Settled (covered with hyper farms and food factories).

Description: Extremely varied eco-system covered in complexes creating much of the galaxy's food.

Habitable: Yes

Inhabitants: Tharnaxist Priests, synthetic taskmasters, laborers, unaligned nomads

Main Cities: Breffit (main spaceport in a marsh of hydroponic farms and algae tanks), Sadrit (miles-wide factory farm enclosure that produces soy and some meat), Maermoot (seasonal meeting plains for the nomadic peoples to trade).

Erga has a very diverse ecosystem, from wide plains, mountains, deserts and even some oceans. While this planet is the center for most of the Milky Way's food pro-

duction, these natural resources are not overly exploited. Companies opt to build self-contained complexes of diamond plate steel and concrete for both their factories and hydroponic farms. Much food is chemically synthesized in laboratories and then produced by machines in the factories. Some parts of the planet, however, have hydroponic farms or algae tanks to create organic-based foods. Meat production, considered unnecessary and merely a delicacy, is kept purposely small, leading to the price of real meat to be incredibly high. Something the equivalent of a ham sandwich (if using actual meat) can be as expensive as \$55.

There are some nomadic cultures that move across the plains and forests of Erga, each with their own languages. These tribes go from facility to facility, seeking temporary work during the rainy seasons and winter, returning to restful isolation during the warm summer months. While their lives sound idyllic, these tribes are often victimized, exploited or even "ethnically cleansed" during tough economic times.

Characters originating from this planet are likely to have Thug or Leader as a starting concentration and be of the Skinbag bioclass.

Forge

Type: Inorganic World (no indigenous life).

Description: A world devoid of life and atmosphere, covered in mushrooming structures full of tireless synthetics always at work.

Habitable: No (must supply own oxygen and radiation shielding).

Inhabitants: Tharnaxist Priests, synthetics, Razor Cogs.

Main Cities: Beta Port (where outsiders can trade), Onyx District (an abandoned area where smugglers meet), Alpha Port (where vital goods and tech are transferred to The Church).

This planet is the center of modern technology production. Forge's core no longer turns, so there is no magnetic field or atmosphere on the planet. This makes it an ideal place for synthetics to construct newer technology or salvage artifacts. However, these same circumstances mean bursts of the radiation from its star are unfiltered, making it a dangerous place for organics. The only permanent residents are synthetics, many of which were commissioned for jobs on other worlds but returned here after fulfilling their contracts. It is where robot mercenaries like the Razor Cogs do most of their recruiting and training.

This isn't to say that there aren't opportunities on Forge. Many sharpers venture there with hopes of swindling parts and technology that the synthetics have abandoned. While most synthetics ignore a stray human or an unidentified ship, one should be careful not to attract too much

attention. Any conflict quickly escalates into a swift and fierce response by Church Enforcement units located all over. This threat of mutual destruction makes the planet an ideal meeting place, if you need insurance that you won't be double-crossed.

Forge has two enormous space elevators located at either pole of the planet -- one at Alpha Port and the other at Beta Port. These immense lifts are used to transport materials for the construction of ships, launching probes and collections of debris and parts to be recycled. Due to its highly industrial nature, Forge experienced rapid expansion. Branches of docks, laboratories, reclamation sites and storage facilities have created a mushroom like effect over parts of the planet, making navigation by outsiders tricky. It is a planet in constant flux, with different sections in use or abandoned at any given time.

Player Characters are unlikely to originate from this planet.

Grekk

Type: Rehabilitated World (low tech; resettled by laborers to gather raw materials).

Description: An arid planet with subterranean villages and deserts full of glass.

Habitable: Yes (but very harsh environment).

Inhabitants: Grekkians (consider themselves natives), Tharnaxist Church (in small numbers), SMD employees (overseeing the gathering of resources).

Main Cities: Thoth (main port city, dug deep to reach groundwater), Inam (shallow dug settlement for gathering resources in the Glass Wastes), Semek (refueling port for sky cars bringing water and workers to Inam and other settlements in the Glass Wastes).

A barely livable desert world, Grekk is still valued as a good source of oil and salt. Salt is used in the artificial foods and diet supplements produced around the galaxy, while oil is used for making advanced plastics. Before the Last War, Grekk was lush and oceanic. However, once a Prodigravus presence was suspected there, the Allunan Empire destroyed it with metafusion bombs. These bombs killed everything and evaporated the planet's water, forming its desert, salt and oil.

Grekk's most famous desert is called the Glass Wastes. Covering nearly a third of the planet's southern hemisphere, this area is full of heat-fused sand, sharp glass spires and almost no ground water. While a difficult place to live, it is much easier to find salt and oil deposits in the Glass Wastes. As such, many settlements can be found there.

Most laborers on Grekk consider themselves natives, claiming to descend from refugees who returned to the planet after its catastrophic bombing. They live in settlements deep underground to avoid the harsh sun and to reach groundwater. They are quiet, melancholy and value their



privacy. They are suspicious of outsiders and are quick to alert authorities of unusual activity.

It is believed by some smugglers that Grekkians have a secret rebellion against Tharnaxism and dream of a time when Grek will flow with water again. Individuals in search of this rebellion must first master the Grekkian language, which is seldom spoken in the presence of an outsider.

Characters originating from this planet are likely to have Thug or Scoundrel as their Aspect.

Humanus

Type: City world (almost no undeveloped land; most populated planet in the galaxy).

Description: Covered in gray, crowded skyscrapers interspersed with smoking factories.

Habitable: Yes.

Inhabitants: SMD (main base of operations), Tharnaxist Church, Pan Traders, human dregs.

Main Cities: Gazaia (unofficial capital of the galaxy), Pergus (a colossal slum stretched along the equator), Marcifer (oldest development on Humanus, extremely heavy church presence).

While it is the closest thing left to one of the city planets of the Last Age, Humanus has none of the charm or splendor. Buildings are gray or black and are designed merely for ease of construction or function. The urban developments are intermingled skyscrapers, decaying slums, spaceports, forums and factories.

Humanus' largest district, Gazaia, serves as the unofficial capital of the galaxy – with much trade in Tharnaxist space coming through its ports. It is a one hundred mile cube of fifty story buildings. Each structure is like a sovereign fortress under a wealthy patron, but the streets are a wild no man's land.

Humanus' intense industrial developments stem from the fact that it is the center of SMD operations, and SMD's own prosperity results a long history of close cooperation with the Tharnaxist Church. While the SMD is technically its own entity, it won't hesitate to kill or betray anyone on behalf of a priest.

After SMD and The Church, the Pan Traders are the most powerful organization on Humanus. They are drug dealers that control almost all of Pergus, specializing in addictive "Feast Pills" that they exchange for common food rations. They sell this food back to travelers and denizens at extreme profit, so the highest-ranking Pan Traders are rich enough to own penthouses in Gazaia. Starvation is the main cause of death on Humanus and this perverse drug economy is a heavy contributor.

Amidst all this turmoil, the common folk on Humanus carry out anonymous lives. Money and connections are the only means to rise above the detritus. As a result, someone who was born on this planet will have an extremely cynical view of others, and find it difficult to understand altruistic friendships.

Characters from Humanus might have any Aspect or Bio-class.

Mast

Type: Rehabilitated world (reopened mines originating from before the Last War).

Description: A honeycombed mining world made of purple rocks. Its slow rotation and thin atmosphere leads to long, starry nights.

Habitable: Yes.

Inhabitants: TTMC (own and operate mines), Iron Souls (robot labor union), human and synthetic miners, second-class mutants.

Main Cities: Astra (main port in the twilight of the south pole), Romahnt (equatorial science complex that manages oxygen production), Gilly Town (subterranean miner's colony made of raw stone, strung lights, and metal doors).

Though its metals were extracted by the Allunan Empire millennia ago, Mast is still a valued mining world. By studying ancient records, the Tharnaxist Church discovered that Mast was still rich in minerals important for superconductors used in advanced technologies. The planet's mines were then reopened by SMD, who later sold mining rights to TTMC. Many synthetics were commissioned to work the mine over the past 150 years and many of the original machines chose to stay, continuing their work at extremely high pay. Humans and mutants also work on Mast, but with considerably reduced compensation and poor working conditions.

The rocky planet has almost no vegetation and miles-deep columns along the equator filled with kelp and phytoplankton maintain its oxygen levels. Scientists in the city of Romahnt are responsible for observing and maintaining the columns. They maintain a strong connection to intelligentsia in Astra, who keep the planet running and find new locations to mine. Together they form the richest class on the planet, all directly paid by TTMC.

Over-mining has caused TTMC to dig deeper and deeper into Mast's crust. Entire sections of the planet have been detonated into deep craters, giving the planet a pockmarked look from space. Unfortunately, unrestrained detonations have led to many collapsed mines. It is rumored that trapped synthetic miners survive collapses and roam in the darkness, slowly going mad.

Characters originating from this planet are likely to have Brainiac as an Aspect, or be mutated Scoundrels.

Seat of Ranix

Type: Artificial World (completely built by the Tharnaxist Church).

Description: A planet-sized space station still growing layer by layer. Black spires tipped in yellow lights spring from yawning pits that go through the station's core. Everything is covered in scaffolding as slaves and synthetics go about construction.

Habitable: Yes. An artificial atmosphere is held in by a magnetic field.

Inhabitants: Most powerful and elusive members of the Tharnaxist Church, lower Priests, synthetic taskmasters, organic slaves.

Main Cities: Omnistremus (located in the gravity-less core of the station), Crasticus (cyclopean delivery port for Church-requisitioned materials), Malcuria (center of Church military authority located halfway toward the core).

An astoundingly large space station 2/3 the size of most colonized worlds, this place is the current seat of Tharnaxist authority. It was constructed with the intentions of having a fully technological and artificial planet to symbolize the triumph of tech worship. Billions of people live in its recesses, but all are bred and live as slaves, usually working under the direction of a synthetic taskmaster. A human's main task is always construction of the next layer on the station. At the core is Omnistremus – a floating city where important Priests live and work. They all work in support of an elusive council called the Voice of Ranix.

This station embodies the dark march toward a completely inhumane galaxy. Travelling here is suicide, unless you are there on Church invitation. Even then, if you make the wrong priest upset, you may never return. There are rumors that outsiders who journey to the Seat of Ranix come back as empty shells of people – that something they saw or experienced so completely broke them that they could never recover. Another rumor is that the "planet" is being built from designs for an ultimate weapon that the Allunan Empire never dared to build.

Characters would most likely never originate from this planet.

Vorcan

Type: Partially settled (Hostile environment).

Description: Volcanic world with unceasing clouds of ash and no life. Its oceans roil and bubble under extreme heat.

Habitable: Partially. Sealed suits required when leaving enclosed settlements.

Inhabitants: Competing SMD and TTMC contractors.

Main Cities: Delphin (SMD enclosed settlement in the heart of the northern continent), Shima's Ire (new TTMC settlement on the coast of the northern continent), Deep Mill (rumored undersea laboratory).

Vorcan is a planet early in its development. It is a mess of active volcanoes and bubbling oceans and has a toxic atmosphere thick with ash. However, Vorcan's igneous rocks are of a unique compound that makes for incredibly strong concrete. As such, both SMD and TTMC are competing to turn the entire planet into one large gravel pit. Extreme geothermal activity means both company settlements are constantly spinning off heat with miles-high conductive pylons that reach the cooler regions of the atmosphere. Nothing goes to waste on Vorcan, so the convection in the pylons is captured to create energy.

Because of this, Vorcan serves a second purpose. The nearly limitless energy charges the liquid fuel that modern day spaceships use. While it was initially reserved for their own fleets, SMD and TTMC have so much excess inventory that they now sell fuel directly to travelers at a twenty percent discount. As a result, sharpers commonly meet in orbit of Vorcan to refuel and engage in secret business.

Like many planets, Vorcan has a rumored secret. Many people speculate the existence of an undersea facility called Deep Mill. The tale purports that it is a high-tech laboratory built before the Millennial War and its original inhabitants exist today. The extreme heat and activity of Vorcan have made public attempts to find Deep Mill unsuccessful.

Characters originating from this world are likely to have Brainiac as an Aspect.

STAR FARMS

This region of the galaxy was never settled, not even by the Allunan Empire. However, Tharnaxist Church now uses it as a resource of heavy elements for their galaxy-wide schemes and technology production. In this area, stars are literally blown up to free their elements for collection, providing them in quantities that no planet or asteroid could ever produce. Reasons to travel to this region include:

- Attempting to lift or steal a shipment of heavy elements before it is documented and tagged.
- “Laying low” from the rest of society in a stable (if cold and brutal) work environment.

There are two significant locations in this region.

WR-D 108

Type: Deep Space Station (does not orbit any star).

Description: High-security weapons development and testing station. A lack of external lighting makes it appear as a nearly invisible black spec against the starry sky.

Habitable: Yes.

Inhabitants: Tharnaxist researchers and archivists, as well as third party scientists.

This is a small, secret station on the fringe of the Star Farms. It is where Tharnaxist Priests rediscovered star-bursting technologies, which led to the founding of the Star Farms. The Tharnaxist Church still uses the station to test new weaponry and technologies, since its deep space location offers less electromagnetic interference.

WR-D 108 has advanced weapon systems that can track and immediately destroy any ships arriving within 400,000 kilometers of the station. As a result, it is nearly impossible to sneak onto it, or escape without permission. But with the right connections, fearless sharpers are sometimes smuggled onto the station to assassinate a Priest's professional rival or spy on his subordinates.

Characters originating from this station are likely third-party scientists or their children and would have the Brainiac Aspect.

Vuss Colony

Type: Terraformed

Description: A dusty, shrub-covered world with muddy lakes and swampy poles. No indigenous life or real oceans to be found.

Habitable: Yes.

Inhabitants: Star Farm laborers and their families.

Main Cities: Muntado (residential city and port for Star Farm workers), Kankess (polar ship fuel depot).

Vuss colony is the only inhabited planet in the Star Farms. People who live here spend much of the year out in space

on the cramped, dark stations. They return for short times for deliveries, brief mental health leave, or to visit their families. There is a strong duty and work-focused culture among Vussians. This has led to a reduced Church presence. As long as operations remain stable and rare elements are delivered to Tharnaxist hands, Priests are happy to avoid the desolate world.

While Vussians do not hate outsiders, they cannot tolerate mutants. Most believe that mutants are dirty, lazy and dangerous. Lynches are common when a mutant oversteps his social boundaries. This hatred is partly fueled by the existence of Prodigravus marauders who sulk in the wilderness, attacking and killing anyone travelling too far from the settlements.

The planet itself is covered in dusty plains and small shrubs, as cosmic radiation from the detonated stars make it hard for large plants to grow. Locals live in prefabricated trailers or concrete structures dug partly into the ground. The radiation doesn't limit human growth like it does to the sensitive plants, but people who work too long out in the star farms can develop a sickness called the Drift. This illness destroys the capability to form new long-term memories. Victims remember daily activities, or events occurring before they contracted the sickness, but any new experiences are quickly forgotten the next day.

Characters originating from this planet are likely to have Brainiac or Thug as an Aspect. If they happen to be fully human or a mutant, they may bear much hatred and fear toward the other.

BARBARIAN SPACE

This region, while still officially claimed by the Tharnaxist Church, has no central authority. It is a den of pirates and isolated cultures and is largely unmapped. Many criminal organizations from Tharnaxist Space travel here, either to smuggle technology to pirates or harvest resources without The Church breathing down their necks. Being caught doing either of those results in stiff punishments. Common motivations to journey to this region include:

- Peddling technologies easily accessible in Tharnaxist Space at a higher profit margin.
- Seeking a black market of banned technologies.
- Storing large amounts of physical wealth out of reach of The Church (which also attracts thieves looking for it).
- Enlisting with or seeking the services of a pirate organization.

This region is highly dangerous but is a place where someone can grow and acquire power at a faster pace than they would in Tharnaxist Space. It has 4 major locations.

Centaurus Outpost

Type: Partially Settled (Hostile environment).

Description: Cold, icy world with completely inhospitable poles. The only local food source is large fungi that grow in the less snowy regions.

Habitable: Yes. With proper equipment, it is possible to survive outside the heated settlements.

Inhabitants: Church soldiers and commanders.

Main Cities: Krommand (large heated fortress where on-duty soldiers live), Parrell (small mining colony on Centaurus' forth and furthest moon).

Centaurus Outpost is a military position that guards Tharnaxist Space. The planet is extremely cold, and covered in ice and snow. The frozen ecosystem is seen as a natural form of security to protect the military establishments housed within large, expensive facilities. From this post, The Church's soldiers and SMD security forces go on patrol, attempting to catch any smugglers or pirates crossing the border.

Priests who are posted on Centaurus Outpost are morose and bitter. They consider it a hollow position where they are destined to disappointment. The fleet at the Priests' disposal is not as strong as The Church claims. It is vulnerable to a coordinated raid, but no pirates have been willing to attempt it. This, in combination with a collective failure to locate secret smuggler Jump Gates, exacerbates the Priests' embarrassment.

There are some families on Centaurus Outpost, all belonging to soldiers. The children who grow up here are encouraged to either join the armed forces or leave forever. The vigorous military education they receive growing up

means that if they do leave, they are likely to become hired muscle.

Characters originating from this planet are likely to have Leader or Thug as their Aspect.

Dega Station

Type: Space Station (orbits a Blue Giant star).

Description: A large, reconstructed space station where crime is rampant and anything is possible. It has the appearance of a floating junk heap.

Habitable: Yes.

Inhabitants: Fearless pirates, smugglers, and contracted engineers or scientists.

Main Districts: Nyxus (a wild entertainment district where anything can be bought or sold), Chaedra (a fallen district where the destitute live, and where the Reaper Forum locates its galactic headquarters).

Dega Station is one of the strangest locations in Barbairan Space. While there is no official record or conformation of this by The Church itself, it is the common lore of Degans that the station was stolen from The Church and then taken deep into Barbarian Space, never to be reclaimed.

Overtime, the station has degraded. Repairs have been piecemeal and disorganized, giving Dega Station an extremely menacing look. Old parts that have broken off or have been discarded are still floating about the station. In other places ships have been attached straight to the station to expand or fill in broken gaps. The instability of the stations tech has caused scientists and engineers to become highly valued, giving them somewhat of a baron status to the locals. So long as they can keep the lights on and the station airtight, they are untouchable.

Dega Station is the perfect location to sell illicit goods, hide out until the heat dies down, or recruit extra muscle for a dangerous mission. But one must pay to play. Nothing is free, and bribes are required to guarantee safety. One merchant reported paying various gangs as much as \$200 a day to protect his valuables.

These gangs form the closest thing to law on the station. They are made up of wretched individuals who were born on the station and never left. Territory is rigidly established and peace is kept by decades-old pacts that are still honored by the leaders, who fancy themselves kings. All the "kings" have agreed to stay out of Chaedra, a nearly worthless district now occupied by the Reaper Forum. A record of all bounties and contracts are kept here, although they are rarely carried out on the Station. The Reaper Forum's primary bank is also located in Chaedra, though none have dared to rob it.

Characters originating from Dega Station are likely to have Scoundrel or Thug as their aspect.



Farazin

Type: New settlement.

Description: Orange, rocky world covered in rivers and canyons that bleed into oceans full of vibrant sea life.

Habitable: Yes.

Inhabitants: Chaos Rose, unaligned pirates, sharpers.

Main Cities: Assad (the bustling "Crown Jewel" of Farazin located on a river delta), Dark Run (a mutant district attached to Assad, located in the shadow of a canyon), Deen (a ribbon-like city on a cliffy coast where Chaos Rose has slightly less influence).

Farazin is the most famous and well-known pirate world in Barbarian Space. It has wealth, splendor and smuggled technology abound, but has an equal amount of danger, betrayal and tragedy. Either way, the wealth flowing from this planet is usually enough to encourage travelers to risk the journey. Getting to Farazin is easier said than done, however. The Jump routes are a closely guarded secret in an attempt to protect the planet from the Tharnaxist Church.

Farazin is covered in canyons caused by rivers rushing from the mountains to lush oceans. On the delta of one of these rivers, still deep in the canyons, is where Assad resides. It has no towering skyscrapers or factories, merely simple stone structures large enough for comfortable living, trading and gambling. There are no wide streets, but instead narrow alleyways that will lead to bazaars or dens of crime. Most food here is local, supported by a thriving fishing industry. The oceans provide such a bountiful catch that some fish are smuggled into Tharnaxist space at a large profit. It is unknown if the fish are indigenous to the planet or were brought long ago before the pirates arrived.

Chaos Rose is the prominent force on Farazin. They own many of the bars and nightclubs in Assad, though other pirates try to carve out space for themselves. There are also Prodigravus on this world, but they exist in extremely small numbers. The wild tribes are directly descended from Prodigravus slaves that escaped confinement, as all others on the world are used in fighting pits or hunting games.

Characters originating from this planet are likely to have Leader, Bulb Head, Scoundrel, or Thug as an Aspect.

Riptraus

Type: Untamed Wilderness (secret pirate bases reside deep in the forests).

Description: Mostly natural world with two main continents: one covered in a canopy of gigantic black-trunk trees, the other made of dry mountains and shrubby vegetation.

Habitable: Yes.

Inhabitants: Deep Nova pirates.

A less famous, far more brutal world than Farazin, Riptraus serves as a pirate outpost to Unpowered Space. Secrecy is key on Riptraus, because Tharnaxist forces from Unpowered Space wipe out any known bases. As such, the only pirates brave enough to reside here belong to Deep Nova. Their concealed bases are violently defended, with all discovered outsiders either exterminated or forcibly recruited.

Deep Nova lives under the towering black trees in the southern continent. The dense wood is only cultivated for furnishings or decorations. Paper is a thing of the past and buildings are hardly ever made from timber. The plains of the northern continent are left untouched, as there is nowhere to hide from Tharnaxist Patrols.

Characters originating from this planet are likely to be Scoundrels and heavily mutated, as Deep Nova recruits from Pelorious.

UNPOWERED SPACE

This region is populated, but was never technologically rehabilitated. While The Church has a strong presence, the planets here are set to a technology level close to that of seventeenth century earth. Even the most advanced planet, Cruxin, is forcefully maintained at a technology level of around the nineteenth century. Adventures to be had in this region include:

- Seeking respite from a depraved, technological society.
- Poaching natural resources.
- Trade with or hire mutant exiles.

This region is strange and archaic, and if you avoid detection or punishment, will at least provide for some interesting stories back home. It contains 3 important worlds.

Cruxin

Type: Low-tech Society (humans are forcibly kept unaware of the outside).

Description: Temperate and rainy planet where The Church secretly studies low-tech humans. Inhabitants of Cruxin are just discovering industry.

Habitable: Yes.

Inhabitants: Genetically pure humans, secret Church Archivists and Researchers.

Main Cities: Mindelphia (smokey seaport with steam run factories – center of Cruxin commerce and culture), Tratto (industrial metropolis far north of Mindelphia and hostile toward it), Defaddus (Frontier village on the edge of the unexplored eastern continent).

Cruxin is an extremely unusual world. This planet is used for breeding and observing classic human bloodlines to compare to the diverse and mutated bloodlines of modern times. Many people here resemble the common ethnicities from Earth, though no one in modern times would be able to recognize it. All that is known is that the genetic makeup of all people chosen to live on Cruxin is very ancient.

Among calm, temperate climates, the humans here live out their daily lives unimpeded in low-tech cities just discovering the concept of iron industries. The two main cities sharing the coast of the western continent, Mindelphia and Tratto, are in a politic struggle against each other. Over the past thirty years, armed conflict has broken out between them over trade routes and resource ownership. When Mindelphia settled Defaddus on the unexplored eastern continent, tensions increased. Defaddus is open to citizens of just about any city around the world except Tratto.

Sometimes, Cruxians are brought aboard Tharnaxist ships for checkups or interrogations. Cruxian contact with the “others” is always a wild and frightening experience and

their tales of it are rarely believed when they return. This unawareness of the galaxy results from a heavy Tharnaxist guard to minimize outside contact, though sometimes a sharper or pirate might manage to sneak in for a “vacation.”

Characters originating from this world are unpredictable in how they will adjust to learning about the outside galaxy, so they might have just about any Aspect.

Lier

Type: Closely Guarded Wilderness.

Description: Wild, diverse ecosystems that seem unusually familiar and comforting to human travelers.

Habitable: Yes.

Inhabitants: Civilian Scientists, secretive poachers.

Lier is a refuge for many of the animals and plants from humanity’s distant past, with almost all climates from deserts to rainforests represented. The planet is closely guarded by The Church and biological research is its primary function. As Tharnaxist Priests grow in their knowledge of technology, they have to compare it against an understanding of natural life. The Priests themselves hardly perform the research – it is too “dirty” a task for them to be involved in.

The hired scientists are the only civilians on this world, but The Church approves no more than one hundred residents at a time. Because of the tight grip on population, if a scientist’s family becomes too large, he may be forced to give up his spot on the world for a new child, or send one of the older children out into the galaxy to live on their own.

The only other people found on Lier are poachers. Though highly illegal, pirates and others often come to this world to capture animals for exorbitantly expensive pets or the black market meat trade.

Characters originating from this planet are likely to have Brainiac as a starting concentration.

Pelorious

Type: Untamed Wilderness (and highly dangerous).

Description: A swampy, dark world with a purple, impenetrable toxic jungle around its equator.

Habitable: Yes.

Inhabitants: Mutant exiles, large amounts of unchecked Prodigravus.

Main Cities: No settlements of note. Long-surviving social groups are nomadic to avoid the Prodigravus scourge.

With increasing frequency, planets are developing xenophobic cultures and wish to be rid of mutants. Those who don’t have the heart to murder mutants pay ship captains



to exile genetic deviants to the low-tech planet Pelorious. This swampy, dark world is only partially monitored by The Church, but is located on a well-mapped Jump Corridor, making it easy to travel to.

Many of the mutants on this world are extremely deformed or crazed. More recent exiles might be sane or normal looking, but were still considered dangerous due to superhuman gifts.

The most dangerous thing on Pelorious is the large amount of Prodigravus tribes. It is unknown if they were there before the mutants, but all that matters is their population continues to grow. Prodigravus raiders destroyed what few organized settlements the Pelorious mutants had. As a result, all social groups on Pelorious are nomadic. The toxic jungle across the equator, called the Strangle, makes life harder for the nomads. Prodigravus raiders have pinned their targets against it and then wiped them out. Very lucky mutants make it back to Tharnaxist Space by joining up with pirates and then transitioning into normal society. Mutant Returners, as they can be called, usually know which people to steer clear of so they don't get exiled again.

Characters originating from this planet are skinbags with the Mutant Dog trait. They might be Bulbheads or Thugs depending on how pirates used their talents.

PRODIGRAVUS WORLDS

While many planets that humans live on now have small hidden tribes of Prodigravus, other planets were completely overrun before the Gelding. A planet with any Prodigravus presence is marked with a "P." A planet that was completely overrun is marked on the map with an "X". Long ago abandoned by normal humans, such worlds support large populations of the murderous sub race. Most Prodigravus don't have the technology to leave these planets, but there are stories of them learning to run spaceships and taking to the stars as marauders. Known jump corridors to any Prodigravus worlds have long been shut down, but there are secret ones that may still function. Travelers to a Prodigravus world are:

- Most likely insane or stupid.
- Looking for artifacts that have been too dangerous for others to salvage.
- Honing their skills as warriors or looking for Prodigravus slaves.

Little is known about any overrun worlds other than their names.

THE OUTSIDE

This region is shown as the darkest on the map. It represents completely unknown, unmapped and most likely never settled areas of the galaxy. Any settlements that do exist in this area were unknown to the Allunan Empire and never annexed. And all of them, with the exception of one, are unknown to the Tharnaxist Church. Those who travel here typically are:

- Trying to completely disappear from society.
- Driven by an obsession with the unknown.
- Pursuing modern myths about Shangri-La.

There is only one commonly known planet in this region. The jump gate leading to this planet is mapped, but the exit route is not public knowledge.

Aiso:

Type: Partial Wilderness (a mix of low-tech settlements and untamed landscape).

Description: A planet of lakes and groves, with a few mountain ranges and deserts. No large oceans are to be found.

Habitable: Yes.

Inhabitants: Simple humans and visiting smugglers.

Main Cities: Raloff (large timber-built village situated between eight enormous lakes and south of a mountain range) Praspesso (large stone village north of the mountains known for hardy livestock).

This very beautiful and low-tech world is completely pulled off from the rest of the galaxy, located near the tip of a spiral arm. Most settlements on the planet are located near lakes and groves, with cleared grazing lands for livestock and no Church presence at all. The little amounts of technology that can be found in Aiso were either independently developed or traded for by the rare visiting ship. While Aisoans speak a local language, some speak enough of the common Allunan tongue to trade rare woods, exotic plants and animals with the outsiders who visit.

Because of the trade, Aisoans know of the rest of the galaxy, but don't know how to get to it. The Jump Route that connects Aiso and Corsus is a secret, so the planet stays disconnected from the rest of humanity. Considering none of the natives know how to build spaceships, even public knowledge of the route wouldn't help them leave.

The planet has very peaceful and safe conditions, so Aisoans who travel to the outside galaxy have powerful motivations for doing so. These reasons might be positive, like seeking advanced medicine to help an ailing family member, or negative, like fleeing punishment for a crime. Only by stowing away on visiting ships, or joining a smuggler crew does an Aisoan make it to Tharnaxist space.

Characters originating from this planet must rely on their wits and charm and are likely to have Scoundrel as an Aspect.

FACTIONS

In the fallout after the Millennial War, people have organized into new social structures. There are many gangs, powerful companies and guilds in the galaxy, all competing for particular goals. Some of these are based on a particular planet, while others have an interstellar presence. Below is a reference of social organizations that the GM can use to help with the story of his missions. Players can also use these as elements in their back-story. The list starts with its longest and most important entry: the Tharnaxis Church.

Tharnaxist Church

Headquarters: Seat of Ranix.

Goals: Maintain technological and political superiority through a totalitarian theocracy.

Members: Highly cybernetic Priests and robots.

Initiation: Gaining the favor of a Vicar and then undergoing dangerous cybernetic modifications and mental conditioning.

The Tharnaxist Church is the most powerful social structure in the Galaxy. As mentioned many times in this book, they have little concern for the wellbeing of the denizens in the galaxy. The Priests only maintain a semblance of law and order to make sure that they remain supreme and have full access to all resources and technology they need. As such, they have decided homicide and theft not worth prosecuting, while both Synthicide and opposing The Church are of capital concern.

The expectations of Church office are ill defined and there is rampant corruption. Priests pursue personal interests, worldly pleasures and their own scientific research, except when pressured by their superiors. Priests are responsible to gather their own resources. They can demand gifts and taxes from just about anyone in Tharnaxist space and each Priest goes about it differently. Higher Priests demand tributes from the many beneath them in a system reminiscent of a pyramid scheme. Resources sometimes flow down from the top when a Priest deems it necessary to outfit a servant. SMD – a corporation fronted by The Church – often provides tech and ships to Priests for little or no cost.

It is very difficult to move up the ranks in The Church. Priests only grant positions directly below themselves, so it can both require treachery and the favor of your master's master to gain status. Synthetics rarely rise in rank and are never given priestly duties. Priests fear the power imbalance of having a holy synthetic on their same level or higher. This means most robots are either bodyguard Enforcers or slave taskmasters.

Positions:

- **Neophyte:** Neophytes are holy slaves. Anyone can become a neophyte by swearing fealty to a priest. Priests also kidnap and brainwash people into neophytes.
- **Legate:** These are aids and agents of a powerful priest who rewards them with gifts for their service. They can be secular citizens, elevated Neophytes, or Initiates.
- **Initiates:** Initiates are the lowest level Priests. They undergo cybernetic enhancement and having their brain hardwired with Tharnaxist Theology. The process is painful and dangerous, with some Initiates dying as a result.
- **Archivist:** Archivists are similar to legates in that their authority rests upon the position of the priest they serve. They are tasked with gathering and studying scientific knowledge as a whole.
- **Vicar:** Vicars are granted a domain to protect Church interests. The region can be as small as a few blocks, or as large as an entire city. Vicars are rewarded with Enforcer guards and a ship upon obtaining office, and they may acquire much more over the course their career.
- **Archpriest:** An archpriest has dominion over a planet, or planets. They are tasked with managing Vicars and settling their disputes. ArchPriests play favorites among their vicars and pit them against each other.
- **Primus:** This office has preserving Church authority as its primary goal. A Primus gives specific tasks and quotas to the ArchPriests under their control. They have access to massive resources and technology and they command Tharnaxist warships. Primuses conspire against each other, slaying those among them that fail in their duties.
- **Transcended:** Only Priests with absolute dedication to The Church are brought to this level. They undergo a mysterious, final enhancement process, completely stripping them of their humanity. Transcended are rarely seen and their responsibilities are not defined, but they have absolute power. They are rumored to be both invulnerable and immortal, as none have died and all attacks on them have failed.

Chaos Rose

Headquarters: Farazin

Goals: Gain wealth through piracy and defend Barbarian Space from Tharnaxist influence.

Members: Humans of varying cybernetic enhancement, with very few mutants.

Initiation: Joining a captain's crew.

This gang is composed of flamboyant and wealthy pirates striving to live the dream. And while Chaos Rose plays up the glamorous life of piracy, they are not to be trifled with. They operate as an imposing gang of thieves in Tharnaxist



Space and are the most valuable patrons back home on Farazin. In their dealings, Chaos Rose prefers to pilfer hard currency and valuable goods rather than ransom individuals or kidnap slaves.

There are two major groups of The Chaos Rose, those who have accrued wealth and power and no longer need to go on raids, and those still out in the field gaining their fortune. Many of these greener Chaos Rose members have not spent much time on Farazin, so they are less cultured and more aggressive than their older counterparts. This divide creates a constant tension between the wealthy regime and the younger generations.

The divide is visually apparent. A pirate's ship décor and clothes reflect the amount of wealth accumulated: the more flamboyant the pirate, the more influence they have. And while Chaos Rose has no formal leadership, truces are made by these powerful members and must be honored. Though rare, coups and mutinies do happen and the victorious party is usually considered in the right.

Positions:

- **Crewman:** Anyone given permanent employment on a Captain's ship gains this title and is considered a full Chaos Rose member. Sometimes crewmen get rich and retire without ever becoming captains, but maintain powerful connections within Chaos Rose.
- **Freebooter:** This is the title given to freelance ship-owners who are in the favor of a Chaos Rose captain or admiral. Freebooters and their crew can become full-fledged members if vouched for by two or more captains.
- **Captain:** A crewman who acquires enough wealth on the job to buy a ship and hire a crew of four or more is automatically a captain. They sometimes work for a wealthier patron, called an Admiral.
- **Admiral:** Those with the money to own multiple ships and payout captains are called Admirals. They take a cut of their captains' loot, unless a captain offers enough money to buy out the Admiral's share.

Deep Nova

Headquarters: Unknown, but heavy presence on Riptraus.

Goals: Become the most powerful and brutal pirate gang in the galaxy.

Members: Mutant and human slaves in the service of reclusive synthetic masters.

Initiation: Birth in slavery or capture by Deep Nova crew.

Deep Nova are merciless toward the weak and fearless of the powerful. They prey on any game they can find, even striking Chaos Rose ships laden with wealth after a raid. This behavior makes Deep Nova deeply hated across the galaxy. However, their masters gain Deep Nova protection by offering payment and making deals with corrupt leadership in Tharnaxist Space.

Deep Nova raiders are ruthless, unpredictable, brain-washed messes with the sole purpose of gaining wealth for their synthetic masters. Most are cybernetic mutants, some stolen from Pelorious, and others that were bred in slavery for their special abilities.

The most terrifying thing about a Deep Nova raid is that survivors will be enslaved and brainwashed to serve. Freedom to the most worthy raiders is offered as motivation and just enough are granted it to keep the promise real. Any Deep Nova that cannot wait and escape without permission are marked for death. The Masters command all their followers to torture and slay any deserters they recapture. However, desertion is rare because it is difficult to overcome the deep mental conditioning every raider undergoes.

Positions:

- **Raider:** Any Deep Nova slave in active service is a Raider. Raiders might operate without immediate supervision and even live among free men in Barbarian Space, but in the back of their mind they know their true duty is to serve the hunt.
- **Chief Raider:** A slave of particular value to the Masters is elevated to Chief Raider. They command other slaves on missions.
- **Unbound:** A freed slave is called Unbound. They are usually set loose in hostile areas with no wealth and little food, so many give up the free life and return to the support of Deep Nova.
- **Master:** These rarely seen synthetics are the owners, breeders and leaders of all slaves within Deep Nova. The Church denies their existence to avoid the difficulty of punishing synthetic-sanctioned piracy.

Farstar Guild

Headquarters: Mobile fleet, with many ships seen near Terran Altar.

Goals: Uncover powerful artifacts among the ruins of the Core.

Members: A mix of humans and synthetics.

Initiation: Offer of employment from an Administrator.

This is a very active and famous guild made of a mix of humans and synthetics. They specialize in hunting artifacts from the Last Age and then selling what they find wherever people have lurans to pay with. Most artifacts the Farstar Guild sells are ancient, high-tech daily appliances, as well as rare documents or pieces of art. Extremely powerful or weaponized artifacts are rarely sold for money, but instead used for leverage in dealings, negotiations or requests for pirate protection. The Guild's formal headquarters is a quickly moving fleet, keeping themselves one step ahead of Priests who might ask too many questions.

Positions:

- **Agent:** Anyone in direct employment of the Farstar Guild is called an agent. Sharpers aren't given this title, however, as they are used as deniable assets.
- **Administrator:** Administrators are responsible for using Farstar Guild resources to hire agents and sharpers.
- **Broker:** These individuals are tasked with trading and selling artifacts with those outside the guild.
- **Antiquarian:** Experienced and well-connected brokers graduate to this office. They oversee the vast catalogue relics and records, command brokers and administrators, and research where next to hunt for artifacts.

Iron Souls

Headquarters: Mast.

Goals: Unify synthetic laborers as an economic entity.

Members: Synthetic miners, factory workers, ship owners.

Initiation: Buy membership and pay dues – only available to synthetics.

Despite strict Tharnaxist laws ensuring the good treatment of synthetics, robots still felt the need to form one of the most powerful labor unions in the galaxy. There is not much work to protecting machine rights, so the Iron Souls are more famous for saving their membership dues and wages over decades to collectively make large purchases. They buy things such as land, mineral stockpiles, or even trading rights. It is rumored they might soon purchase ownership of Mast, the mining world where most of their membership is located.

SMD, TTMC, and even The Church all have strained relationships with the Iron Souls. While seemingly benign, their unstoppable and immortal growth makes them a threat. SMD and TTMC both fear their growing power in mining and trade, but cannot publicly oppose the Iron Souls because of their protected synthetic status. The Church is not immediately threatened by the Iron Souls, but Priests worry about the distant day they have to fight against powerful, secular synthetics opposing Tharnaxist interests.

Humans do not trust the Iron Souls. They represent a looming future where powerful robots outnumber humans -- and all must act as their slaves. This fear leads to conspiracy theories, such as the Iron Souls providing the chief funding for Deep Nova and their slave programs.

Positions:

- **Member:** Any laborer with wages may buy a stake in the Iron Souls and become a member.
- **Coordinator:** This is a non-permanent position granted to any member who must act as a primary negotiator for the Iron Souls in large trades and purchases.

MAPOC

Headquarters: Humanus.

Goals: Improve relations between mutants and non-mutants.

Members: Mutants and open-minded humans.

Initiation: Make one-time or continuing donations; volunteer.

The Mutant Association Promoting Open Coexistence is a relatively new and mostly hated organization. Powerful and intelligent mutants have recently settled on Humanus and built this organization in pursuit of public agendas. Their primary work is to provide charity for poor non-mutants, and provide self-help seminars and general education for mutants. They want mutants to be freely accepted, but some militant splinter groups go far to promote mutant superiority. These violent elements, along with the longstanding distrust toward mutants, do not help MAPOC's case.

Positions:

- **Member:** A mostly meaningless title given to anyone who has donated money to MAPOC.
- **Founder:** Someone who makes yearly contributions of \$100 lurans or more.
- **Service Provider:** Any volunteer giving time to support one of MAPOC's social programs.
- **Lecturer:** A paid individual who educates MAPOC members at seminars.

Pan Traders

Headquarters: Pergus Region, Humanus.

Goals: Trade addictive drugs in exchange for rations to inflate food needs and prices.

Members: Mostly humans, with a few favored mutants.

Initiation: Become a corner dealer.

This is a gang that specializes in offering addictive drugs called Feast Pills in exchange for food. The drugs are extremely cheap to produce, so when the Pan Traders sell food rations back at inflated prices, they turn immense profits. A Feast Pill is a "supplement" that suppresses hunger and provides a feeling of wellbeing. However, this drug does nothing to stop the onset of starvation and temporarily makes users unable to absorb nutrition. The bulk of the Pan Traders' operation is based on Humanus in the Pergus Region, where food rationing for the populace is very common.

The Pan Traders have a loose alliance with the Torchdreamers. Illuminix, the Torchdreamers main product, is illegal to buy and sell in Tharnaxist space. As such, the Pan Traders use their technically legal drug connections to help smuggle Illuminix all over the galaxy. In addition to giving up a portion of profits, the Torchdreamers provide powerful psychic bodyguards to protect high-profile Pan Traders.



Positions:

- **Dealer:** If you buy a case of Feast Pills, successfully sell them all and return the profits, you can become a permanent dealer.
- **Presser:** Violent intimidation is important to protecting the Pan Traders' business from competitors and delinquent payees. Though sharpers sometimes handle these duties, gang members called pressers more commonly take action.
- **Cooker:** Cookers work the small cramped lines about the galaxy making feast pills. They are paid handsomely to keep their employment secret to avoid theft.
- **Distributor:** These are intelligent and well-connected individuals who help move product to where it is needed. They pay a network of cooks and dealers to do the legwork.

Pureblood Tribesmen

Headquarters: Vuss Colony.

Goals: Oppress and exile all mutants to keep humanity pure.

Members: Low-class humans without visible deformities or mutations.

Initiation: Attend a secret meeting and make a pledge to the cause.

There are many vigilante groups on Vuss Colony, but the Pureblood Tribesmen are the meanest and most effective. They detest mutants, constantly spreading hateful propaganda and organizing mobs. While they help maintain some law and order on Vuss Colony, their prejudice and vitriol hurts themselves when they conduct mutant witch hunts to find those whose corruption hasn't yet become "manifest."

The Pureblood Tribesmen have gained interstellar fame through training and educating its young members to become effective workers and cunning traders in the galaxy. But while they are away from home, these traders are always charged with pushing the Tribesmen's anti-mutant agenda. This puts them in direct opposition with MAPOC and sometimes even The Church, as Priests are suspicious of the pro-human talking points.

Positions:

- **Pureblood Apprentice:** An entry-level member without professional skills.
- **Pureblood Brother/Sister:** An economically productive proselytizer who pays some funds back to the group to keep it running.
- **Pureblood Warrior:** A title given to any vigilante acting on behalf of the Pureblood Tribesmen, whether to promote order or to carry out violence against mutants.
- **Pureblood Chief:** A high-ranking member who collects wages, organizes projects and helps produce propaganda.

Quiet Hearts

Headquarters: A rumored asteroid somewhere in Barbarian Space.

Goals: Spread the faith of Soltheism through medicine.

Members: Humans and mutants who turn ascetic.

Initiation: Become the disciple of a magus.

Soltheism is the belief that entropy and chaos are conscious and divine forces. These forces willingly permitted the ordered galaxy to come about and will someday destroy it. While soltheists don't have a formalized interstellar church, they do have a unified missionary society. The Quiet Hearts spend time building small hospitals to teach about the power of entropy and why it should be worshipped. They see medicine as an act of reconstructing order in people's lives, but perform every service with reverence to the final chaos that takes us all.

The tenets of soltheism are in opposition to Tharnaxism, but pirates and sharpers in Barbarian Space help protect soltheists from persecution in exchange for their medical expertise. This protection comes at a cost, however. Some soltheists turn radical and begin claiming that the Last War was meant to be the end of the galaxy and order, but Tharnaxists have artificially prolonged reality. These extremists begin sabotaging ships and factories around the galaxy, even turning on their pirate and sharper protectors. It is believed that some of these extremists have penetrated the social circles on Grek, helping them to form a secret rebellion against The Church.

Positions:

- **Disciple:** Anyone taken under the wing of a Magus.
- **Journeyman Disciple:** An experienced disciple with medical skills who may operate independently from a Magus.
- **Magus:** A deep acetic and soothsayer ordained by two other Magi. It is rumored that most Magi visit the Quiet Hearts archive hidden on an asteroid in Barbarian Space.

Razor Cogs

Headquarters: Forge.

Goals: Prove superiority as the most dangerous killers for hire.

Members: Synthetics who decided killing is more interesting than labor.

Initiation: Convince an existing member to issue a new badge.

Anyone who has lurans to burn and needs a person to die hires a Razor Cog. This large guild of mercenary robots takes contracts very seriously. They always deliver or die in the process. While not completely anti-human, most members take personal pleasure whenever they break open a squish.

Razor Cogs never work with each other, though they sometimes hire organics as disposable fodder. Razor Cogs see fulfilling any mission as proof of their synthetic superiority. So if one ever fails in its mission and abandons the hunt, it is seen as abhorrently defective. Other members will hunt this synthetic down and destroy it for its weakness.

Razor Cogs have no formal titles or hierarchy, but naturally defer to older and more experienced members. The closest thing to a title is the unique name each Razor Cog chooses. They pick names in the Allunan language so humans can identify them and tend toward the dark and intimidating. A name such as "Last Breath" would not be unusual.

Positions:

- **Razor Cog:** This is the generic title that applies to all members of the guild.
- **King Cog:** This informal name is used only by outsiders to describe particularly famous and ferocious Razor Cogs.

Reaper Forum

Headquarters: Dega Station, Chaedra District.

Goals: Collect and pay out any bounties issued to them, no matter how large or small.

Members: Synthetics, humans and mutants with no Church affiliations

Initiation: Rigorous background checks for Tharnaxist connections before hiring

Bounty hunting has, in a way, filled in the gaps for a lack of law enforcement. If any criminals get too wild, they are at risk of being taken down by bounty hunters. While large gangs or corporations with fat stockpiles of lurans issue most bounties, there is one "common man" bounty guild known as the Reaper Forum. This organization sets up offices on all major worlds and freely accepts any requests. To place a bounty, an individual must simply list a name, provide descriptions or images and the reasons to capture and/or murder the mark. Then, the bounty requestor deposits any sum of lurans, large or small. After that, any person in the galaxy can attempt to collect a bounty and multiple bounties on the same person cash out all at once. In this way, large amounts of poorer people can band together through the Reaper Forum to place a large price on a common enemy.

Because it is a common man's guild, the Reaper Forum has grown to enormous size. Millions of bounties are active at any time and the small cut the forum takes makes them wealthy enough to hire any and all assassins at a whim. Corporations and gangs fear the Reaper Forum; they try to stay out of their way and not tip the balance of freelance assassins against them.

Positions:

- **Collector:** An entry-level role where one collects bounty requests and uploads them to the Forum System. They also process turned-in bounties and request payment to be issued.
- **Forum Manager:** A higher-level position where a portfolio of bounties is curated to make sure all money is accounted for and there is no attempt at fraud.
- **Reaper Hand:** An assassin on retainer working directly for the Forum, often to punish people trying cheat the bounty system or hurt the organization.

SMD Corp

Headquarters: Humanus, Gazaia district.

Goals: Be the premier manufacturer of all weapons and robots in the galaxy.

Members: Wealthy executives with Church ties, lowly laborers, engineers.

Initiation: Nepotism for executive roles, simple application for other roles.

Octorius Shima, a robber baron born on Humanus founded the Shima Mechanical Designs Corporation with Tharnaxist support and finances. During his lifetime, the baron was staggeringly effective at breaking down and reverse engineering any technology The Church allowed him to study. He used this knowledge to produce the simple robots, vehicles and weaponry of the current era.

While SMD Corp. is merely a profitable extension of The Church itself, Shima spent his life building a secular identity for the company by never allowing any religious symbols to be put his goods. SMD still exists as a powerful robot and weapon dealing company, greatly profiting off the unbridled gang wars and localized conflicts flaring around the galaxy. And though Octorius Shima is long dead, it is rumored he has been cloned many times to keep the corporation running from the shadows.

SMD has economic and violent conflicts with TTMC, a non-church affiliated mining company. The two compete for resources and technology, often hiring sharpers to sabotage each other's efforts. Why The Church doesn't intervene and shut down TTMC is a mystery, and frustrates SMD management.

Positions:

- **Laborer:** Anyone with permanent employment at an SMD factory.
- **Liaison:** A middling position responsible for hiring workers and sharpers.
- **SMD Security:** A military-like force that protects SMD interests and sometimes acts on behalf of The Church.
- **Engineer:** A highly sought-after position where one can study and develop technologies. Most engineers are synthetics.



- **Executive:** A high position where one manages product lines and sales for the corporation. The wage is so high that an executive can support an entire extended family that never work and all live extravagantly.

TTMC

Headquarters: Corsus, Sunrider City.

Goals: Become the most powerful economic force in the galaxy and subvert Church authority.

Members: Laborers, officers, geologist, no synthetics

Initiation: Apply for low positions, rise through a ruthless meritocracy.

This organization is the most powerful non-church affiliated entity in Tharnaxist Space. Founded on Corsus by Jarrix Taam only 40 years ago, Taam's Transport and Mining Company has become the most ubiquitous shipping service with side businesses in supplying raw materials and product development. TTMC didn't become so large just because of genius business strategies – it gains and maintains power through extortion, violence, and manipulation. Anyone, from a geologist, truck driver, or even psychotic cyborg brawler can find work in this glorified gang.

TTMC does everything they can to undermine both SMD and The Church. They sabotage SMD shipments and production, race to beat The Church in locating resources and fund violent street gangs throughout Tharnaxist space to keep things unstable. It is even rumored that TTMC hires sharpers to kill Priests that stand in their way, though a connection has never been proven.

This shadow war has embroiled all three organizations, but the Tharnaxist Church has yet to openly call for the destruction of TTMC. The reason for this is a mystery, especially as TTMC grows in power to oppose the Priests. One theory is ancient documents were discovered in the ruins of Sunrider City, and this information is slowly ransomed to The Church to keep their distance.

Positions:

- **Laborer/Driver:** This is an extremely low paying job to process or deliver goods for TTMC
- **TTMC Security:** Fearlessness and unquestioning loyalty can land someone a job as permanent TTMC muscle. A few intelligent people sprinkled in to spot skilled thieves and conmen targeting the corporation.
- **Primary Advancement Officer (PAO):** This is a low management role where one oversees site productivity, security teams and hires sharpers
- **Geologist/Engineer:** Individuals in this role hunt star charts and records for resources, develop weapons and ships, or both.
- **Executive Officer:** People of this level set corporate goals, approve dangerous missions and keep track of gang and sharper affiliations. They never interface directly with the public, choosing to speak through PAOs instead.

Empyrean Hunters

Headquarters: Ehj.

Goals: Promote exotic game hunting throughout the galaxy.

Members: Wealthy and vain humans, as well as a few synthetics.

Initiation: Purchase lifetime membership for \$1000, or donate a large and rare kill.

The vastness of nature throughout the Galaxy has given rise to animals that are both dangerous and shocking to humans. In addition, abandoned planets resulted in creatures engineered for terraforming and warfare to evolve unimpeded and breed wildly. With all these things in the galaxy, humans have given into the old habits of studying, cataloguing and ultimately hunting exotic animals.

The Empyrean Hunters is a large, highly organized club that promotes such activities. Trips are organized to out-of-the-way planets to find, kill, or capture dangerous game. The most brave or stupid club members participate in expeditions to Prodigravus worlds in attempts to prove their mettle. Popular with rich humans or synthetics seeking adventure, the club projects a heroic image, and even runs a side-business publishing articles filled with embellished hunting tales.

The Church, SMD, and TTMC buy carcasses from the Empyrean Hunters for study. Purposes range from simple curiosity to the development of biotech products. The street value of rare animal goods is low, however, because the Empyrean Hunters have exclusive deals with all three organizations. As a result, pirates and sharpers are more likely to sell animal goods to the Empyrean Hunters rather than steal from them.

Positions:

- **Club Member:** Anyone who has made a large donation is offered tickets for club events and hunting trips, though many events require additional payment to attend.
- **Resident Hunter:** Particularly productive and seasoned hunters begin receiving salary from the organization and are paid handsomely for valuable kills.
- **Resident Author:** Members with a creative bent can be hired to collect, embellish and publish the hunting tales within the club.
- **Chief Naturalist:** This is a high position given to extremely experienced survivalists and trackers. They are paid to guide the most dangerous hunting trips, as well as perform field research to find more exotic game.

