

Special Abilities

		Pool	Cum.	Source
Ace Engineer	+1 bonus when pumping an engine for 2 or more power			GCW
Ace Fighter Pilot	+1 bonus when moving 2 or more spaces			GCW
Ace Ship Pilot	+1 bonus when accelerating or turning 2 or more facings, etc			GCW
Agile	+1 to your TN			Core
Assistant	May give a better bonus for assisting			PG
Battle Frenzied	Free attack actions			Core
Boarding Combat Trained	Damage on not damage modules			Core
Bosun	No remote actions penalties			PoT
Bot Specialist	Upgrade three bots. Reroll damage vs. bots			Core
Braced	Reroll vs. internal hits			Core
Brutal	Reroll personal damage you deal		Y	Core
Calm	May choose to automatically roll a 7	Rank x 2		PoT
Cannon Specialist	Reroll cannon attacks in standard configuration	Cbt x 2		PoT
Cannoneer	+1 to shoot, repair or reconfigure a cannon			PoT
Cautious	Reroll enemy attack roll when you peek or pop			Core
Charger	Free melee attack at the end of move, 1/phase			Core
Connected	Extra requisitions and pay		Y	Core / PoT
Cross-Class	Change class, keep 4 rerolls in your old class	4		PoT
Cut-Throat	Reroll damage dice in personal combat	Cbt x 2		PoT
Cyber Receptive	Cybernetics weigh less and are easier to upgrade			Core
Death Marcher	May act when damage exceeds hit points			Core
Death Striker	Unarmed strikes might kill targets			Core
Dirty Fighter	Targets you wound suffer -3 on actions			Core
Doctor	Reroll dice for healing wounds or sickness	Sci x 2		PG
Dogfighter	Reroll Piloting rolls for Dogfighting	Plt x 2		GCW
ECM Specialist	+3 to ECM and Target Locks. ECM destroys missiles			PG
EMT	Once per phase make a free heal action at -3	Cbt		PG
Energy Deflector	Combat skill to block ranged shots			Core
Energy Swordsman	Use E-Blade efficiently and safely			Core
Engine Specialist	Reroll on pumping and repairing engines	Eng x 2		Core
Enraged	+2 Combat skill when injured			Core
Envelope Pusher	Reroll fighter manoeuvre checks, but damage the fighter			GCW
Escape Artist	Free action to abandon ship			Core
Executioner	Make Coup-de-grace without preparing			GCW
Famous	+10% Prestige rewards			Core
Fast Healer	Double amount you are healed			Core
Fast Learner	+10% Experience rewards			Core
Fated	Choose the die result when using your first and last Luck points			PoT
Fighter Jock	May dodge incoming fire as a free action			GCW
Fire Fighter	Rerolls for fighting fires, causing fires, or catching fire	Cbt x 2		PG
First Mate	+3 and a free reroll when attempting to assist			PoT
Florentine Fighter	Attack with two weapons at less of a penalty			Core
Fortunate	May spend two Luck to nudge die rolls up			Core
Grease Monkey	Rerolls for repairing, reconfiguring or upgrading	Eng x 2		PG
Grenadier	Rerolls on hurling, intercepting or vs. effects			Core
Guardian Trained	Reroll for Guardian placement roll			PoT
Hacker	Rerolls for hacking	Sci x 2		PG
Healer	Double successes on healing attempts			Core
Helpful	May allow others to use your Luck			Core
Hook Handy	Use a Cyberhook as a regular hand with no penalty			PoT
Hot Dog	Doubles on Piloting rolls (other than 2s) automatically succeed	Plt		GCW
Hyper-Do Black Belt	Reroll one attack and one damage dice for unarmed, use "Heavy Object" damage			PoT
Hyperphysicist	Rerolls for operating the hyperdrive	Sci x 2		PG
Inoculated	Rerolls for Athletics resistance tests	Ath x 2		PG
Insightful	Extra science bay question if sucesful			PG
Jack of All Trades	1 reroll in each profession			Core
Jet-Jumper	Allows jet-move as a pop action	Ath x 2		PG
Jet-Pack Jockey	+3 Pilot skill for using a jet pack			Core
Jury Rigger	Allow broken modules to function	Eng x 2		Core
Laser Cannon Specialist	Reroll when firing Laser Cannon	Cbt x 2		Core

Special Abilities

		Pool	Cum.	Source
Lucky	+3 Luck		Y	Core
Missile Expert	Launch extra missile	Eng x 2		Core
Mobile	+1 Move attribute		Y	Core
Multi-Barrel Expert	Fires 2 shots/phase			Core
Nimble	Take an additional action at -3	Ath x 2		Core
Numb-Runner	Use pool to ignore forced rerolls from Numb	Ath x 2		PoT
Overloader	Add another systems power level to fire guns	Eng x 2		Core
Pack Mule	+10 carry limit		Y	Core
Pack Rat	Equipment hoard			PG
Patient	Spend preparation actions up to skill level for extra bonuses			Core
Peaceful	+1 to any skill, may only retaliate			PG
Power Slider	Combine helm maneuvers			Core/PG
Powered Armour Spec.	Double power up/down actions, reduced penalties			GCW
Preconceived	Spend 2 Luck to choose a die result instead or a reroll			PoT
Predestined	When spending luck you may choose the result, but it costs D6-1 Luck			PoT
Quartermaster	Upgrade attempts do not cost parts, assist any number of upgrade attempts			PoT
Quick on the Draw	+3 to Quickdraw, and one less penalty			Core
Quick on the Stick	Make two different fighter actions for one action			GCW
Reckless	Throw an extra damage die in melee, the lowest die result affects only you			PoT
Reflexive	Free Ram or Dodge, 1/phase			Core
Researcher	Rerolls for asking Yes/No questions with the science bay or wristcomputer	Sci x 2		PoT
Resourceful	Use Science or Engineering as another skill, use smaller pool	Eng or Sci		Core
Rolls With It	If you prepare an action you may ignore OOC for the action			PoT
Saboteur	May attack twice to damage modules, and reroll damage			GCW
Self Defense Expert	+3 TN in melee range			Core
Sharpshooter	Reroll hit allocation	Cbt x 2		Core
Shocktrooper	Go on overwatch as a free action	Cbt		Core
Sniper	Reroll attacks if prepared	Cbt x 2		Core
Spacelegs	Ignore 2 OOC		Y	Core
Speed Demon	Reroll on Accelerate or Decelerate actions	Plt x 2		Core
Stunner Expert	Target rerolls Athletics check against Stun			Core
Sturdy	+3 Hit Points		Y	Core
Surgeon	May roll 3D for medical checks			PG
Swashbuckler	You may use your action in the middle of a move, one less penalty for a multiple quickdraw			PoT
Tactician	As an Action, make a Combat Skill check to boost other characters Combat Skill			PoT
Tinkerer	2 Upgrade attempts/campaign turn			Core
Tough	Rerolls on Athletics checks			Core
Tough Silicoid	May reroll damage reduction dice			GCW
Tractor Specialist	Rerolls when using tractor	Eng x 2		Core
Trampler	Free melee attack when you move through an enemy square			Core
Trick Shooter	Bonus towards shooting personal equipment, firing multiple ranged weapons and quickldrawing ranged weapons			PoT
Tricky	Dump trash, focus sensors or vent plasma	Eng		Core
True-Trundlian	Allocating Hands, Feet and Hit Points is a free action and can be done out of turn sequence			PoT
Turn Specialist	Rerolls when turning	Plt x 2		Core
Unarmed Combatant	Unarmed attacks not limited by Athletics			Core
Unconventional	When making a Skill check you may roll an extra die, if it is odd subtract it instead	Sci		PoT
Unflappable	Ignore up to -3 of penalties	Rank		PoT
Unlimited	Replenish a Special Ability Pool		Y	Core
Unsinkable	Rerolls against ship explosion	Luck		Core
Vibrant Fungaloid	Reroll regeneration die roll		Y	PG
Voltrex Specialist	May reroll one die on any double			GCW
Wake Rider	Move fighter with ship, and ride away from ship explosions			PG
Wild Flyer	May reroll Piloting checks for OOS or damage			GCW
Wingman	May participate in dogfights as a free action			GCW
Wrestler	May select two different grapple effects			GCW
Xenobiologist	Reduces alien damage reduction effects			GCW
Zone Controller	Free attacks on targets leaving melee			Core

Equipment

Rq#	Weapon	Price	Mass	Damage / Effect	En.	Sou.
8	Blast Pistol	250	4	2D6-2	Y	Core
10	Blast Rifle	500	8	2D6-1, may fire twice per phase	Y	Core
10	Disintegrator	550	9	Disintegrates target and possessions	Y	Core
8	EMP Pistol	600	5	EMP	Y	Core
7	Flyntlock	25	3	2D6, Single Use		PoT
10	Heavy Blaster	350	75	3D6-1, Armoury, Heavy Weapon	Y	GCW
11	Heavy Disruptor	450	75	3D6-6, Special (target drops held items), Armoury, Heavy Weapon	Y	GCW
12	Heavy Ion Bore	600	75	2D6 (cumulative, max 6D6), Armoury, Heavy Weapon	Y	GCW
12	Heavy Laser	450	75	2D6, Ignores armour, Armoury, Heavy Weapon	Y	GCW
14	Heavy Particle Rifle	1500	75	Successes D6, max of 4D6, Armoury, Heavy Weapon	Y	GCW
10	Ion Bore	450	9	1D6 (cumulative, max 6D6)	Y	Core
10	Laser Monacle	200	1	1 Damage, no Hands	Y	PoT
10	Laser Rifle	300	9	1D6, +1 Combat, ignore armour	Y	Core
8	Microblaster	150	1	1D6, only -1 after a Quickdraw	Y	Core
9	Needle Pistol	300	4	Remote drug administration, one drug		Core
10	Needle Rifle	400	7	Remote drug administration, all drugs		Core
	[Susepto]	0		-3 on all Athletics checks		Core
	[Slowgo]	0		Reduce Move attribute to 1		Core
	[Kayo]	0		Ath vs 11 at the end of each round until Incapacitated		Core
	[Oucho]	0		1D6 Damage each phase, Armour will not reduce the damage		Core
9	Nerve Disruptor	300	5	2D6-4, Special (target drops held items)	Y	Core
12	Particle Rifle	1000	12	Successes D6, max of 3D6	Y	Core
12	Plasma Projector	1100	20	Special (ignites plasma fires)	Y	Core
13	Rocket Pistol	1200	6	As per grenade type		Core
7	Slug Gun	150	5	Carries one type of Ammo		PoT
	[Standard Shells]			1D6		PoT
	[Armour Piercing Shells]			1D6-1, Ignore Armour (but not other damage reduction)		PoT
	[Scattershot]			1D6, +3 Combat, Apply damage reduction twice		PoT
	[Rad]			Modifies ammo, -1 damage per dice, low die cannot be healed w/ Medkit		PoT
8	Stun Gun	200	3	Stun	Y	Core
13	Voltrex	675	11	1D6, may fire up to four shots per action, breaks	Y	GCW

Rq#	Melee Weapon	Price	Mass	Damage / Effect	En.	Sou.
n/a	Blunt Object	n/a	n/a	1D6 (max = Athletics + 2)		Core
*	Dirty Weapon	x2D6	m/a	Modifies weapon, -1 damage, lowest die cannot be healed with a Medkit		PoT
14	E-Blade	1300	8	3D6-3, chance of damaging modules or yourself	Y	Core
13	Energy Cutlass	900	6	2D6-2, may choose to have a chance of damaging modules	Y	PoT
n/a	Fist	n/a	n/a	1D6 (max = Athletics)		Core
10	Ion Hammer	450	9	1D6 (cumulative, max 6D6)	Y	PoT
8	Knife	5	1	1D6		Core
8	Phase Pick	300	10	Disintegrates, 1D6 damage if not	Y	PoT
10	Stun Stick	350	3	Stun	Y	GCW
9	Vibraknife	250	4	1D6, ignores armour	Y	Core

Rq#	Grenades	Price	Mass	Damage / Effect	En.	Sou.
8	EMP	25	2	EMP, LOS	Y	Core
8	Energy	25	2	2D6-Range	Y	Core
8	Flare	25	2	Make yourself easier to target or pick up	Y	PG
8	Fragmentation	25	2	2D6-Range (Armour counts double)		Core
8	Fritzer	25	2	Damages modules (4D6) and personnel (1D6-Range)	Y	GCW
8	Frost Bomb	25	2	Puts out fire, reduces movement to all in LOS	Y	PG
8	Heavy Energy Grenade	50	3	3D6-Range, harder to use	Y	GCW
8	Heavy Fragmentation Grenade	50	3	3D6-Range (Armour counts double), harder to use		GCW
8	Ion Grenade	25	2	+1 Ion Level, no damage to all in LOS, max. of one per phase	Y	PoT
8	Neutron Grenade	25	2	All organic beings in LOS are hit with Oucho!	Y	PoT
11	Satchel Charge	100	5	Special, Includes Remote Detonator		Core
8	Stun	25	2	Stun, LOS	Y	Core

Equipment

Rq#	Drugs	Price	Mass	Damage / Effect	En.	Sou.
8	Acceleroid™	25	1	+3 on Mad Dash athletics checks		PG
8	Aggro™	25	1	+1 to Combat skill, -1 to all others except for Athletics		Core
8	AntiShok™	25	1	All damage reduced by one, -1 to all skills		Core
8	Detox™	25	1	Cancels all drug effects		Core
8	Equilout™	25	1	Ignore OOC, -1 to all Skill Check actions		PoT
8	Flyboy™	25	1	+1 to Piloting skill, -1 to all others except for Athletics		Core
8	Innoculex™	25	1	Reset the disease effect for one patient to zero		PG
8	Numb™	25	1	Reroll highest damage dice dealt to you and highest skill check dice		PoT
8	Nytynyte™	25	1	Stun		Core
8	RadZene™	25	1	Reduces the damage levels of radiation, but 1D6 damage (cumulative)		PG
8	Roid™	25	1	+1 Athletics skill, -1 to all others		Core
8	Stim™	25	1	Allows move actions when incapacitated or worse		PG
8	Stungone™	25	1	Free reroll to avoid stun effects		Core
8	SupSci™	25	1	+1 to Science skill, -1 to all others except for Athletics		Core
8	TecKnow™	25	1	+1 to Engineer skill, -1 to all others except for Athletics		Core
*	Drug Patch	*	+1	Does not need to be in hand to administer		PoT

Rq#	Equipment	Price	Mass	Damage / Effect	En.	Sou.
8	Armour	200	10	-1 Damage		Core
-	Bandages	10	1	Automatic action to expend one bandage and heal one damage		PG
8	Bipod	50	2	+1 to Combat skill tests if set up		GCW
10	Canary 4900	300	1	Wristwatch informs user of the effects of a hazardous environment	Y	PG
8	Electrocuffs	100	1	Reduces effectiveness of cuffed individual	Y	GCW
8	EVA	100	5	Ignore life support restrictions for 100 rounds	Y	Core
3	EVA Strap	10	1	Holds EVA, -1 to all Skills		PoT
9	Froster	100	5	Puts out fires		PG
11	Gamma Ray Gun	500	7	Neutralises radiation markers	Y	PG
9	Grav Sled	100	10	Can carry 100 mass of equipment and one person	Y	PG
3	Gear Sling	25	1	Use of Quickdrawn item is only at -1		PoT
11	Hazardous Material Apparatus	400	10	+1 to Athletics tests vs. hazardous effects, a reroll vs. fire, -1 Move	Y	PG
13	Jet Pack	500	4	Piloting vs. 8 to Jet-Move	Y	Core
14	Macroscopic	1250	3	Ask questions about things in LOS	Y	PG
8	Med Kit	250	5	Heal damage using Science vs. 8	Y	Core
6	Pack	10	2	Stuff weighs 1/2, but is difficult to ready		Core
7	Phase Wrench	150	10	+1 to any roll that would also benefit from a Toolkit, 1D6 damage in melee	Y	PoT
9	PortaRam	500	5	-3 to hit, 1D6+Athletics, double damage against portals	Y	PG
n/a	Remote Detenator	20	1		Y	Core
8	Scope	150	1	Prepare action gives +3 to Combat test for the weapon		GCW
11	Shield	200	10	+1 to your TN		Core
5	Slug Gun Selectore Drum	50	5	Carries three ammo types		PoT
8	Toolkit	100	5	+1 on repairs, ship upgrades and reconfiguring cannon	Y	Core
12	Turbo Power Pack	200	5	Fits to energised weapons, may fire any number of times per turn	Y	GCW
13	Wristcomp	1000	1	+1 on hacking and equipment upgrades	Y	Core

Rq#	Cyberware	Price	Mass	Damage / Effect	En.	Sou.
13	AutoNurse	500	5	May heal a target twice per action, with -3 to the second attempt	Y	PG
15	Cyberfoot	2000	6	+1 Move	Y	Core
16	Cyberhand	2500	4	+1 Hand	Y	Core
12	Cyberhook	500	7	Built in Vibraknife, -3 to any other skill checks with this hand, not lost to EMP	Y	PoT
10	Cyberpatch	400	1	Variable bonuses to Personal Combat or Battlestations	Y	PoT
11	Disipline Collar	250	5	Forces a reroll of a failed Skill check, take D6 damage if still failed	Y	PoT
15	FiberDerm	1300	10	+1 Hit Point, and +1 to all Athletics checks	Y	PG
11	MedJack	150	1	Carries drugs (at 1/2 weight), no need to ready, etc	Y	GCW
12	Mentor Chip	500	1	+10% Experienced earned	Y	Core
14	Skeletal Enhancement	1500	0	+1 Athletics for Carry and Damage only	Y	Core
13	Skill Chip	1000	1	+1 to a specific skill	Y	Core

Rq#	Misc	Price	Mass	Damage / Effect	En.	Sou.
*	Clone Update	1000				PoT

Ship Modules and Parts

Rq#	Module	Price	Damage / Effect	Sou.
13	Cannon	3000	Fires in Blast, Laser or Multi modes	Core
13	Cargo Bay	3000	Contains up to 3 cargo items or 25 resources	Core
13	Damage Control	3000	Repair hull damage and helps with repairs	PG
13	Engine	3000	Generates one power per turn	Core
13	Fighter Bay	3000	Cary and maintain one fighter or shuttle	GCW
13	Fusion Cannon	3000	Creates explosions in space	PoT
13	Gravity Lance	3000	A damaging tractor beam	PoT
13	Helm	3000	Controls the crafts movement and speed	Core
13	Hull Stabiliser	3000	Rerolls on hull integrity checks	Core
13	Hyperdrive	3000	Allows hyperspace travel (12+ from celestial object)	Core
13	Life Support	3000	Supports up to four life forms or robots	Core
13	Mine Layer	3000	Launch Anchor, Explosive, OOC and Science mines	GCW
13	Missile Bay	3000	Launches assorted Probes, Pods and Mines	Core
13	Science Bay	3000	Generates shields, used for scans	Core
13	Sick Bay	3000	Treat dying characters and investigate medical matters	PG
13	Teleporter	3000	Teleports between ships (2+ from celestial object)	Core
13	Tractor	3000	Capture small objects or grapple ships (2+ from celestial object)	Core

Rq#	Pods	Price	Damage / Effect	Sou.
*	Cargo Pod	*	As cargo bay, may not use any stored equipment	PoT
*	Missile Pod	*	Two-shot missile pod	PoT

Note that pods reduce a ships manoeuvrability

Rq#	Fighters, Missiles and Mines	Type	Damage / Effect	Sou.
*	Fighter	Fighter	Carries up to two crew	GCW
*	Shuttle	Fighter	Carries up to four crew	PG
*	Anchor Mine	Mine	-2 Speed and +2 OOC	GCW
*	Explosive Mine	Mine	2D6 Damage	GCW
*	OOC Mine	Mine	+1D6 OOC	GCW
*	Plasma Mine	Mine	1D6 Damage, sets the module on fire on an odd result	PoT
*	Pyrotechnic Chaff Mine	Mine	Penalises attacks through the targetted hex	PoT
*	Science Beacon Mine	Mine	Used for asking Science Bay questions, may not be used to gather data	GCW
*	Beacon	Missile	Alerts travellers to navigational hazards	PG
*	Boarding Torpedo	Missile	Carries two passengers	Core
*	Escape Pod	Missile	Carries up to two passengers	PG
*	Heavy Missile	Missile	3D6 Damage, roll 1D6 to hit	GCW
*	Missile	Missile	2D6 Damage	Core
*	Plasma Missile	Missile	1D6 Damage, sets the module on fire on an odd result	PoT
*	Rescue Pod	Missile	Picks up spacewalkers	PG
*	Science Probe	Missile	Used for asking Science Bay questions, may not be used to gather data	Core
*	Seeker Boarding Torpedo	Missile	Roll 3D6 to hit, carries one passenger	GCW
*	Seeker Missile	Missile	1D6 Damage, roll 3D6 to hit	GCW
	Armoured Missile or Mine		Reduced capacity or effect, gets a survival check	PoT

Ship Modules and Parts

Rq#	Cargo Item	Price	Space	Damage / Effect	Sou.
13	Armoury	500	1Cgo	Stockpile weapons and service heavy weapons	GCW
10	Atmospherics	250	1Cgo	Maneuver more safely in atmosphere	PG
11	AutoEngineer	500	1Cgo		PG
11	AutoMarine	500	1Cgo		PG
11	AutoPilot	500	1Cgo		PG
11	AutoScientist	500	1Cgo		PG
15	Auxilliary Fighter	1500	2Cgo	Hanger an extra fighter adjacent to a fighter bay	GCW
	Battery		1Cgo	One shot extra power	Core
10	Brig	350	1Cgo	Holds up to three characters	PoT
*	Capacitor, Cannon	n/a	1Cgo	Fire one more shot from a cannon in a round	GCW
*	Capacitor, Helm	n/a	1Cgo	One extra power for a helm action	GCW
n/a	Capacitor, Shield	n/a	1Cgo	Maximise shields for one phase	GCW
11	Cargo Arm	500	1Cgo	Retrieve small objects from space into the cargo bay	PG
11	Diplomacy Protocol Studio	500	1Cgo	+1 to Diplomacy Skill Checks	PoT
9	Docking Clamps	250	1Cgo	Holds docked ships fast	GCW
	EAME		1Cgo	Temporary battlestation for one action	Core
12	EMP Generator	500	1Cgo	EMP the entire ship!	PoT
11	Explosion Modulator	400	1Cgo	Protects your ship from explosions	PoT
8	Gymnasium	300	1Cgo	All crew automatically succeed their first Athletics check per mission	PoT
9	Inertial Dampener	450	1Cgo	Sets maximum OOC to level of choosing	PoT
13	Ioniser	550	1Cgo	While active everything on the ship has +1 Ionisation level	PoT
	Local Life Support Unit		1Cgo	Carry one extra passenger, acts as EVA for the cargo bay	Core
13	Magateleportometer	450	1Cgo	+3 to use the Teleporter	PoT
10	Megafin	400	1Cgo	+3 to turn in chosen direction, -3 in the other direction	PoT
11	Mine Sweeper	250	1Cgo	Clear minefields	GCW
14	Ouchifier	600	1Cgo	While active everybody aboard takes 1D6 damage per phase	PoT
17	Powered Armour	3000	1Cgo	Become a killin' machine	GCW
17	Powered Armour: Ambulance	3000	1Cgo	Powered Casevac suit	GCW
15	Radium Cannon Feed	700	1Cgo	Cannon does less hull damage and more crew damage	PoT
14	RecRoom	1000	1Cgo	Use your upgrade action to gain temporary Luck	PG
8	Rocket Booster	250	1Cgo	One-shot speed boost	PoT
9	Safety Chamber	250	2Cgo	Safe storage compartment	PoT
16	Self Destruct System	750	1Cgo	Detonates the ship	PoT
15	Shieldcutter	500	1Cgo	Cannon ignore targets shields for damage, some damage gets reflected to you	PoT
10	Solar Sails	250	1Cgo	Generates one power per turn if open	PoT
10	Stabilising Fin	250	1Cgo	Reduce OOC by one per round	GCW
11	Stun Generator	350	1Cgo	Stuns everything in the ship as a stun grenade	PoT
14	Targetting Computer	1000	1Cgo	+1 to hit for all cannon of a given type (blast, laser or multi)	GCW
14	TeleChute	1250	1Cgo	Two teleporter pads on your ship	PG
13	Warp Inhibitor	450	1Cgo	Makes it harder to warp out if within 12 hexes	PoT
*	Built-In Cargo Bay Equipment	*	*	-1 Hull size for integrity	PoT

Rq#	Misc	Price	Damage / Effect	Sou.
*	Damage Control Refresh	100	Cost per marker	PoT
*	Hull Repair	10	Cost per point	PoT
*	Ship Hull	*	Costs 1000 x size	PoT

Psionic Abilities

		Pool	Source
Beguiler	Choose targets next action (LOS)	Sci	Core
Cerebral Conduit	Reallocate ships power	Eng	Core
Deep Thinker	Yes/No questions about current system		PG
Empathic	Scan as if you had a wristcomp	Sci	Core
Empathic Projection	When damaged, deal smallest die of damage to attacker	Cbt x 2	PoT
Extradimensional Pockets	Stored objects have no mass		PoT
Fire Starter	Start plasma fires (LOS)	Cbt	Core
Fly by Instinct	Use Psionics instead of Piloting	Plt x 2	PoT
Focused	Boost other skills	Psi	PG
Ghost in the Machine	Operate Battlestations from anywhere	Eng	Core
Hull Stress Empath	Reroll damage against ship	Eng	Core
Hypercrystal Sensitive	Add Psionics skill to any Hyperdrive roll		PoT
Mechanical Empath	Repair damaged modules	Eng	Core
Mentally Shielded	Reroll personal incoming energy weapon damage	Ath	Core
Mind Mender	Heal any target (LOS)	Sci	Core
Miracle Worker	Perform remote repairs with the Psionic Skill	Eng x 2	PoT
Neurologian	Change mental effects (Groggy, Scared, etc) (LOS)	Sci	PG
Polarizer	EMP or unEMP a piece of equipment (LOS)	Psi	PG
Prescient	May cancel action part-way through	Plt	Core
Psychic	See die rolls	Psi	PG
Psychic Blaster	Deals damage to target (LOS)	Cbt	Core
Stunner	When an attack strikes it also stuns the target (LOS)	Cbt	Core
Telekinetic	Move beings or objects (LOS)	Ath	Core/PG
Teleporter	Move between modules on the same ship	Plt	Core/PG
Weather Eye	Ask up to (Psionic Skill) Yes/No questions as an Action	Psi	PoT

Special Abilities

Psion	Give up your profession to become a psionist		Core
Quick Minded	Spend two from a psionic pool for a free action use		Core
Seer	You do not need LOS for psionic abilities		Core
Telepathic	Speak to any being up to 1 hex per Psionic level		Core