

# FIVE PARSECS PLAYTESTING

## **(Slightly) enhanced player character origins**

If nothing else is stated, the origin works as currently presented in the rulebook.  
The information below are modifications and additions.

Please note that these will generally make the game slightly easier. For now don't worry too much about that, you can use a few house rules to spice things up if you need to.

## **Humans**

*Talented:* Roll 1D6 at character creation to determine a knack for the character:  
1 Reactions, 2 Speed, 3 Combat Skill, 4 Toughness 5 Savvy 6 Choose one

The ability score in question costs 1 XP less than normal to improve.

## **Engineers**

Increase base Toughness to 3.  
Increase base Speed to 5".

## **K'Erin**

*Blunt:* When Brawling, ignore all sources of rerolls such as Elegant weapons. .  
*Constitution:* When injured, reduce the initial recovery time by 1 turn.

## **Soulless**

Cannot use Bot upgrades.  
*Chassis:* Soulless are not penalised when using weapons with the Clumsy or Heavy traits.

## **Precursor**

Increase base Reactions to 2.  
Increase base Toughness to 3.  
*Grace:* Precursors are not penalised for rolling a 1 when Brawling.

## **Feral**

Increase base Speed to 5".  
*Claws and fangs:* Counts as a Melee weapon with Damage +1 when Brawling.

## **Swift**

*Non linear thinking:* At the beginning of each battle roll 2D6 and pick the lowest score. This determines the Reaction score of all Swift characters for the duration of this battle.  
Swift cannot improve or level up their Reactions under any circumstances.