*Player's Manual
Booklet #1*

Class

By Blake Mobley

Production

Game Design: Blake Mobley

All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

Master Playtesters: Phillip Bagga, Steve Maybury, Blake Mobley, Steve Tobin, Charlie Bill Vincent, Dave Webb

Regular Playtesters: Chris Aitken, Damon Bailey, Will Grady, Carlin Daggett, Jake Hardy, Tim Kitchens, James (JR) Lantz, Chris Mullins, Jim Neff, Trevor Nielsen, Jeff Overton, Mike Tobin, Kyle Vaughn, Lihao Yang

Notable Playtesters: Mike Bergenheier, Zack Davis, Ivan Medlin,

Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

B/W Art: Could include one or more of: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson

Special Thanks

From Blake Mobley to:
- ❍ Renay for allowing me to play late into the night for these many years and for supporting my dream.
- ❍ Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

Copyright Information

Living Game

As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change throughout the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

To download or buy other booklets and products:

www.mentalwinds.com

Rules

RECORDING CLASS INFO

Find your race section below and record the information as follows, onto your character sheet.

Read First: Character and Die: Most of character creation, such as how to use the information in this booklet will be supplied by your game master (GM). Specifically, this information is found in the GM Manual, Read First: Character & Die booklet.

You will find all attributes on your Front Sheet.

Attributes: Your GM will assist you in recording the attribute R and C and turning them into Die.

MR, enc, Jumps: There are the "grades" A to E that are used in the Race Booklet to determine how good your character is at moving, carrying items, and jumping.

Credits: The next bar lists starting credits which are used to purchase equipment and supplies. This is recorded on your Back sheet.

ETax: There are two ETax tables use on your Back Sheet. ETax determines how much equipment your character can use.

Description: Descriptions can be important. They will help you portray your race accurately. Some descriptions include rules that must be followed

Weapons & Armor: These two tables list the C (of R+C) for weapon and armor types. The R is found in the weapons and armor booklets. All entries are two number separated by a comma. Note the table's heading that indicates the first number is Attack C and the second is Damage C (for weapons) and Deference C and Armor C (for armor). Numbers range from 0 to 12 and are recorded on your Front Sheet.

Professions: This table lists the C (of R+C) for various professions. The R is found in the Professions booklet.

Feats: Next follows a large list of Feats that the class provides you. If there is a Key Kit at the beginning of this section, all feats within it must be taken before any other class feats.

CLASS SUMMARY

Summary:

- **Assault Mech** – Heavy advanced tech weapons and armor, mostly ranged weapons, designed to assault compounds or transports
- **Beast Master** – Uses natural weapons (punch, bite, etc.) and shape changes into animal forms and can summon a small and medium animal helper.
- **Bio Gunner** – BioTech ranged fighter with unusual skills with the plant side of nature.
- **Bio Warrior** – BioTech melee fighter with unusual talents having to do with life and healing
- **Blade** – Master Swordsman, high damage but little focus on defenses.
- **Catong Dragon** – Martial arts wizard
- **Cyber Warrior** – Cybernetic implants and weapons, hard to kill
- **Death Stalker** – A one on one judicial assassin, very bound by code and honor
- **Destron** – Heavy weapon melee advanced tech warrior with limited healing abilities. Very cavalier.
- **Dragon** – Similar to Samurai
- **Ghost** – A tank that focuses on never dying.
- **Goliath** – Heavy melee combatant, like the barbarian's of old
- **Guardian of Light** – Honorable guardian style warrior
- **High Guard** – Trapeze and rafter fighters who prefer to never touch the ground during combat.
- **Marine** – Advanced tech personal assault fighter, the commando of the future
- **Mensi** – Masters of mental manipulation and force fields
- **Mutak** – Use the power of psychosomatics to modify their bodies, shape change, and fight with light melee weapons, very good at martial arts
- **Night Spawn** – A dark class that likes to hunt their prey and terrorize it for days before killing. Have unusual abilities with BioTech armor.
- **Ranger** – Outdoorsman or border patrol able to summon a large significant pet to aide them.
- **Shadow Thief** – An expert thief that uses powers of the mind to add to their effects.
- **Siado** – Acrobatic honor bound fighters who can manipulate several forces to move objects
- **Slayer** – A professional battle mage
- **Sniper** – Sniper says it all
- **Warlock** – Master Magician wielder of the Sorce
- **Warrior** – Expert melee combatant uses raw power and good old physical melee weapons.
- **Wraith** – A dark assassin that dabbles into the Sorce to aid in their work.

Assault Mech
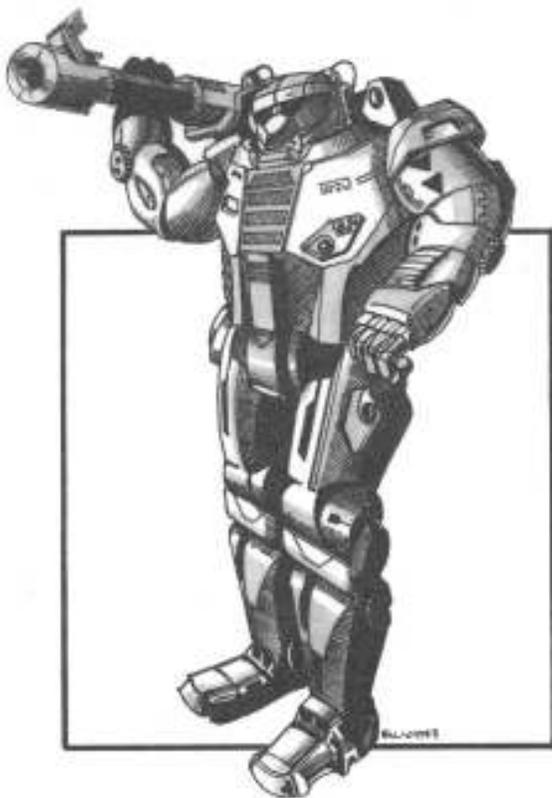
Attributes R								Assault Mech C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	6
Speed Burst	6	8	4	8	6	10	12	6
Dexterity	8	4	6	8	8	12	10	8
Awareness	6	4	4	12	6	10	10	8
Charisma	12	4	6	4	10	12	8	6
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	12
Bio	4	6	6	12	6	4	4	3
Cyber	8	1	12	1	3	4	6	4
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	10
Will Power	8	12	10	8	12	8	10	8
Arcane	10	10	10	8	12	4	8	4
Energy	6	8	12	10	4	4	6	12
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	8
Nish	8	4	4	6	8	12	10	6
Luck	12	6	6	6	12	10	8	6

Assault Mech		Jumps	
Enc	A	Vert	E
MR	E	Broad	E
		Dive	E
		Long	E

Assault Mech Starting Credits	4000+400*Level

Assault Mech - ETax Points	
30 + 3*level	

Assault Mech ETax	
Mult	Item Category
2	Archaic Items
2	BioTech Items
1	Cyber Items
1/2	Tech Items
2	Psionic Items
1	Psychosomatic Items
2	Sorce Items

We are walking tanks of techno destruction. Our armor weighs a ton and our weapons are too heavy for ordinary beings to lift. Although slow and hard to maneuver, a single Assault Mech packs the fire power of many men.

Assault Mech are the heaviest of the heavy. Their weapons take a lot of time to prepare and fire, but deliver a devastating amount of damage. These weapons are so massive that many cannot be lifted without the aid of their huge powered armor. Assault Mech are suited to take on the largest and most powerful enemies, even smaller vehicle class targets. Walls and doors melts before their awesome power. However, small fast opponents are more difficult for Assault Mech to deal with.

Assault Mech armor is often so massive that defense is all but eliminated. Rather they rely on their inches of advanced armor for protection against damage.

Assault Mechs spend most of their training learning how to operate the massive weaponry and armor which they commonly employ. Rigid safety precautions are instilled into Assault Mech troopers, for one mistake could cost many lives. They normally operate as individuals or in small groups, sent to assist marines or warriors in tough situations where high firepower and heavy armor are required.

Our code is simple — we are the ultimate engines of destruction. Oppose us only at the risk of total annihilation.

Assault Mechs specialize in vehicle assault or compound breach, followed by "shock and awe." Basically Assault Mechs are designed as a one man army for taking on a transport class vehicle or small installation all by themselves. They sport a range of weapons to allow for hull/wall breach, crowd "control," long range, melee and mop up. Their seemingly odd array of weapons sticking out on every hard point has given them the nickname "Fuzz Ball."

Though they don't cause as much damage, nor don as heavy of armor, as others in their class, their functional combat range is unsurpassed among Assault Mech.

Assault Mechs are not only skilled at destroying vehicles, they are also good at driving and attacking with vehicles as this is often how they get their arsenal of weapons to their target. Sometimes they even soften up the defenses a bit with the vehicle class weaponry before dropping down to heavy weapons!

Weapons

Atk C/Dmg C for Assault Mech	
Sorce	
N/A	All
Martial Forms	
0,1	Natural and MA
Archaic & Tech Hurled	
4,4	Manta
1,1	Shirrac
Tech Melee	
4,4	Combat Knife
4,8	Force Gauntlet, Power Swords
0,1	The Rest
Tech Ranged, Light	
3,4	Light Tech
Tech Ranged, Medium	
3,3	Fang Rifle
8,12	Missile Launcher, Shotgun Sawed Off
6,6	The Rest
Tech Ranged, Heavy	
8,12	Disk Cannon, Disk Macrocannon, Scythe-Cannon
12,12	The Rest
Cyber	
2,2	Ranged
1,1	Melee/Hurled
BioTech	
3,4	Range H
1,1	Other Ranged
The Rest	
0,1	Rest

Armor

Def C/AR C for Assault Mech	
Tech, Force Field	
6,6	All
Tech, Power Suit	
6,12	Assault, Expedition
6,10	Power Frame
4,10	Destron
3,3	The Rest
Cyber	
3,8	Full
2,6	Heavy
1,2	The Rest
The Rest	
0,1	All

Professions

C - Assault Mech Professions	
Associations	
12	Dha
2	Freelancer
6	Ranger
Ship Officer	
4	Astrogation Officer
6	Captain
4	Communications Officer
10	Engineering Officer
4	Helm Officer
3	Medical Officer
3	Science officer
12	Tactical Officer
6	Tech Officer
Open	
12	Team Link
Weird	
1	Undead
12	Demolitions

Feats

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	12	3	8	1	4	8	10		12

- 1Battle Hardened
- 1Drive Vehicle
- 1Gunner, Fixed
- 1Assault Mech: Crowd Control
- 1Structural Damage
- 2Gunner, Turret

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	8	8	8	8	8	8	8		12

- 1Doubling Luck
- 1Interrogate
- 1Save Nish
- 2Luck Sustain
- 3Infravision
- 4Improved Field of Vision

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Gunner	12	3	8	1	4	8	10		12

- 1Anti Vehicle
- 2Gunner, Battery
- 2System Critical
- 2Tactical Weapon

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Breach	12	3	12	1	8	6	8		12

- 1Blaster Crack Master
- 1Explosives: B-Demolitions
- 1Explosives: B-Missile
- 1Heavy Mega Blast
- 1Laser Burn Through
- 1Assault Mech: Breach
- 1Lore: Demolitions
- 1Lore: Structural Weakness
- 2Explosives: B-Mines
- 2Assault Mech: Mega: Destructo
- 3Sorce – Door Hand
- 4Psionic – Detonate
- Explosives: B-Grenades
- Explosives: B-Micro Grenades
- 4Sorce – Sunder Door

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Crowd Control	12	4	10	6	4	6	10		12

- 1Armor Penetration
- 1Attack Pool
- 1Blaster Earth Shower
- 1Blaster land Mine
- 1Cover Fire
- 1Damage Pool
- 1Explosives: B-Grenades
- 1Explosives: B-Micro Grenades
- 1Laser Focused Beam
- 1Suppressive Fire
- 1Tactical Analysis
- 2Aiming Bonus
- 2Coordinated Attack
- 2Long Range
- 2Sorce – Detect Foe
- 2Tactical Team
- 3Sharp Shooter

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Unstoppable Tank	6	10	12	10	3	4	8		12

- 1Attribute Buff: Strength
- 1Bulk Up
- 1Carry More
- 1Dominate
- 2Knock Back
- 2Psychosomatic – Strength Surge
- 2Strength Feats
- 4Sorce – Immortal Stance

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Take a Punch	8	12	12	12	4	6	8		12

- 1Attribute Buff: Energy
- 1Defense vs Ranged
- 1First Aid
- 1Remain conscious
- 1Tough vs Energy
- 2Attribute Buff: Fortitude
- 3Attribute Buff: Vitality

Assault Mech - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tech Mech	12	4	10	0	10	10	10		12

- 1Computer Operation
- 1Repair Armor
- 1Repair Weapon
- 1Scanners
- 2Counter Security
- 2Operate Transporter
- 2Transporter
- 3ECM/ECCM
- 3Hacking
- 3Repair Hull

Beast Master

Attributes R							
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Beast Master C
Core
10
8
4
8
4
6
Sciences
2
8
1
Resistances
10
6
8
10
Combat Stats
12
8
6

Beast Master	
Enc	B
MR	B

Jumps	
Vert	C
Broad	B
Dive	B
Long	A

Beast Master Starting Credits	2500+250*Level

Beast Master - ETax Points
10 + 1*level

Beast Master ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
2	Cyber Items
1	Tech Items
2	Psionic Items
1/2	Psychosomatic Items
2	Sorce Items

Requirements: May ONLY attack with natural weapons (bite, claw, punch, etc.), MA Grab/Throw/Hold and whatever attack forms are granted by their psychosomatic forms. They will not use any other weapons, no hurled, no ranged, mo MA kick/punch, no dagger, etc. However, their natural weaponry is significantly enhanced by abilities and the fact that a Beast Master may summon a combat pet.

Beast masters have embraced their animal instincts and the psychosomatic abilities to change form. They have discarded the use of nearly all weapons besides those natural to themselves. Even most martial arts are ignored except for grab/throw/hold for which they are masters.

Beast masters are very guttural, basic, almost beast like most of the time. However a few have managed to salvage most of their "human" dignity when not shape changed. These rare beast masters may even act as noblemen or rulers during the day, and beasts at night.

As the animal's they nearly are, beast masters prefer to fight in the front of battle, often throwing all caution to the wind in their bestial fury. At times, however, their nurturing instincts will win over and they will pull of the front line of combat to come to the aid of a weaker party member. However, rarely will a beast master help another capable party member if there is combat on the front, even if that party member is in mortal danger. Some look on this as a flaw, but to the beast master, it is simply nature's way.

Whether in form or not, beast masters like to fight with fist, teeth, and claw. They prefer up close and personal combat where they can grab and throw their opponents or shield bash them.

Beast Masters can also summon small pets to assist them.

Weapons

Atk C/Dmg C for Beast Master	
Sorce	
N/A	All
Martial Forms	
12,12	Natural
10,12	MA GTH
1,1	MA Rest
The Rest	
0,0	All

Armor

Def C/AR C for Beast Master	
Martial Form	
6,12	Natural
4,8	MA
Archaic, Partial	
6,10	L
4,8	M
Archaic, Shields	
6,10	Buckler
4,8	Heater
BioTech	
6,10	Spider, Enhanced Spider, Scorpion
Cyber	
N/A	All
The Rest	
0,1	All

Professions

C - Beast Master Professions	
Associations	
3	Dha
12	Freelancer
8	Ranger
Ship Officer	
4	Astrogation Officer
4	Captain
3	Communications Officer
1	Engineering Officer
3	Helm Officer
8	Medical Officer
6	Science officer
1	Tactical Officer
1	Tech Officer
Open	
6	Team Link
Weird	
6	Undead
1	Demolitions

Feats

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	6	12	8	3	N/A	4	10		12

- 1Battle Hardened (Feral 6)
- 1Berserk (Feral 6, Creature 5)
- 1Code Red (Feral 6)
- 1Beast master: Beastly fury (Feral 6, Creature 5)
- 1Beast Master: Dismiss Pet (Creature 6)
- 1Beast Master: Star Light Now
- 1Beast Master: Summon Animal (Creature 6)
- 1Psychosomatics – Form, Urka (Bear) (Creature 6)

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	8	10	8	8	10	8	12		12

- 1Dominate
- 1Lore: Animal Husbandry
- 1Resist pain
- 1Taunt
- 2Concealment
- 2Meta Luck
- 2Remove Traps

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tooth and Claw	8	12	10	8	3	4	8		12

- 1Bone Breaker
- 1Charge of force
- 1Charge of Recklessness
- 1Damage Pool
- 1Knock Back
- 1Knock Down
- 1Psychosomatics – Stun
- 1Specific Opponent
- 1Strong Attack
- 2Charge of Speed
- 2Keep Down
- 2Psychosomatics – Power Punch
- 2Stunning Blow
- 3Psychosomatics – Death Blow

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Shape Shifter	10	12	8	4	N/A	8	12		12

- 1Psychosomatics – Form Skark (Snake)
- 1Psychosomatics – Form, Gonga (Toad)
- 1Psychosomatics – Form, Tunka (Lizard)
- 1Psychosomatics – Shape Shift
- 1Psychosomatics – Super Hearing
- 1Psychosomatics – Vision Boost
- 2Psychosomatics – Form, Shero (Puma)
- 2Psychosomatics – Hearing Boost
- 2Psychosomatics – Super Vision
- 3Psychosomatics – Form, Grey One (Wolf)

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Hide and Fux	8	12	10	12	N/A	6	10		12

- 1Attribute Buff: Fortitude
- 1Psychosomatics – Rough Skin
- 1Resist Cold
- 1Resist Heat
- 1Tough vs Blunt
- 2Psychosomatics – Resist Cold
- 2Psychosomatics – Resist Heat
- 2Psychosomatics – Tough Skin
- 3Psychosomatics – Iron Skin
- 3Psychosomatics – Resist All

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Animal Sense	8	10	6	10	10	12	12		12

- 1Enhanced Hearing
- 1Enhanced Sight
- 1Enhanced Smell
- 1Enhanced Taste
- 1Enhanced touch
- 2Attribute Buff: Awareness
- 2Danger Sense
- 2Direction Sense
- 2Starlight Vision
- 2Tracking
- 3Infravision

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Beastly Strength	6	12	12	12	N/A	4	10		12

- 1Attribute Buff: Strength
- 1Bulk Up
- 1Strength Feats
- 2Psychosomatics – Strengthen
- 3Beast Master: Mega Beast
- 3Psychosomatics – Strength Surge

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
One with Nature	6	10	10	12	3	8	12		12

- 1Hibernation
- 1Beast Master: Summon Critter
- 1Lore: Wilderness
- 1Move Silently
- 1One with Nature: can take over and over – no urban
- 1Survival
- 1Swimming
- 2Climbing
- 2Detect Traps
- 2Psychosomatics – Oxygenate
- 3Falling
- 3Resist Disease
- 3Resist Poison

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Will to Live	6	12	12	10	N/A	6	10		12

- 1Defense vs Body
- 1Defense Vs Melee
- 1High unconsciousness Threshold
- 1Remain Conscious
- 2Attribute Buff: Will Power
- 2Feign Death
- 2Psychosomatics – Body Heal
- 2Psychosomatics – Regeneration
- 2Psychosomatics – Vitalize
- 2Regenerative Stance
- 3Life Freeze

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Hardiness	6	12	12	12	N/A	6	10		12

- 1Attribute Buff: Vitality
- 1Auto Coagulation
- 1Fast healing
- 1Regeneration
- 1Slow Drain
- 1Vitality Pool
- 2Crush Resistant
- 2Low Death Frequency

Beast Master - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Gifts of Nature	10	10	8	8	10	10	8		12

- 1Psychosomatics – Speed
- 2Psychosomatics – Jump
- 3Psionics – Suggestion
- 3Psychosomatics – Molecular Diffusion
- 3Sorce – Clone
- 3Telepathy, Basic
- 4Shanask Walk on Water

Bio-Gunner
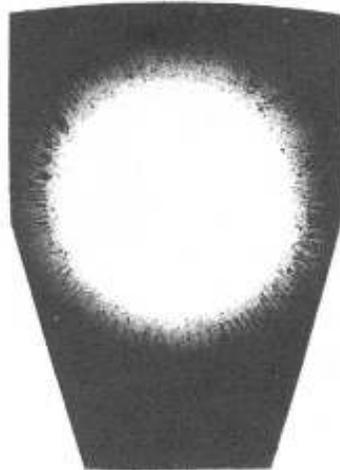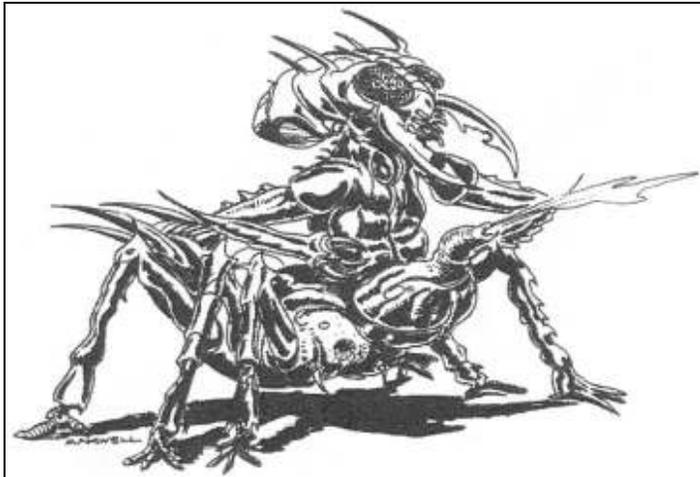
Bio-Gunner	
Enc	C
MR	C

Jumps	
Vert	B
Broad	C
Dive	C
Long	C

Bio-Gunner Starting Credits	3500+350*Level

Bio-Gunner - ETax Points	
25 + 2*level	

Bio Gunner ETax	
Mult	Item Category
1	Archaic Items
1/2	BioTech items
2	Cyber Items
2	Tech Items
2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

So, you dare become one of the Odonata, as we are properly called. We are bio-gunners. If you have no stomach for gore and grime, limp back to those who use clean technology as a cheap substitute for our bio-weaponry. More than one of our opponents has died from the sheer terror of watching our weapons in action. Odonata supply some of the most bizarre weapon's effects in the game. These devices are living and often look like organs or strange mutated animals. There is nothing as horrifying as being on the wrong end of an Odonata's gun. It might squirt acid, it might shoot bore worms, or it might leap onto your face and start feasting.

As ranged combatants focused on living weapons, Odonata have become unusually in tune with nature, particularly the plant side of nature. Some of their plant abilities rival effects of the Sorce and the other powers.

In combat, Odonata prefer to strike from long range then close and fire closer up so they can watch the freakish look on their opponent's faces as they witness the Odonata's brand of bio-terror.

Attributes R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Bio-Gunner C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	6
Speed Burst	6	8	4	8	6	10	12	8
Dexterity	8	4	6	8	8	12	10	12
Awareness	6	4	4	12	6	10	10	10
Charisma	12	4	6	4	10	12	8	4
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	3
Bio	4	6	6	12	6	4	4	12
Cyber	8	1	12	1	3	4	6	3
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	6
Will Power	8	12	10	8	12	8	10	6
Arcane	10	10	10	8	12	4	8	4
Energy	6	8	12	10	4	4	6	8
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	4
Nish	8	4	4	6	8	12	10	8
Luck	12	6	6	6	12	10	8	8

Weapons

Atk C/Dmg C for Bio-Gunner	
Sorce	
N/A	All
Martial Forms	
1,1	MA
12,8	Natural Throw
3,2	Natural The Rest
Arachaic Melee	
3,3	L
1,1	M
0,0	H
Archaic & Tech Hurled	
3,3	Manta, Shirrac
Archaic Ranged	
4,4	All
BioTech	
12,12	Ranged
12,8	Hurled
4,4	L Melee
1,1	The Rest
Cyber	
4,3	Micro Laser
3,2	Cyber Blades
1,4	Stem Jaw
0,0	The Rest
The Rest	
0,0	All

Armor

Def C/AR C for Bio-Gunner	
Martial Form	
10,4	Natural
6,3	MA
Archaic, Partial	
8,4	L
3,1	M
0,0	H
Archaic, Shields	
8,6	Buckler
6,4	Heater
1,0	The Rest
Bio Tech	
10,6	L and M
4,2	H
The Rest	
0,0	All

Professions

C - Bio-Gunner Professions	
Associations	
10	Dha
10	Freelancer
10	Ranger
Ship Officer	
8	Astrogation Officer
6	Captain
6	Communications Officer
1	Engineering Officer
6	Helm Officer
12	Medical Officer
10	Science officer
6	Tactical Officer
1	Tech Officer
Open	
6	Team Link
Weird	
3	Undead
3	Demolitions

Feats

Bio Gunner - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	8	3	4	12	8	8	8		12

- 1Lore: BioTech
- 1Sniper

Bio Gunner - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Sniper	10	3	6	10	10	12	10		12

- 1Aiming Bonus
- 1Armor Penetration
- 1Attack Pool
- 1Concealment
- 1Long Range
- 1Move Silently
- 1Snap Shot
- 1Specific Opponent
- 2Sharp Shooter
- 2Sniper Precision

Bio Gunner - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Range Rage	8	3	6	12	6	8	8		12

- 1Doubling Luck
- 1Save Nish
- 1Tactical Analysis
- 2Coordinated Attack
- 2Cover Fire
- 2Disarming Shot
- 2Psionics - Return
- 2Quick Draw
- 2Suppressive fire
- 4Poison Use: Y-Ranged, Hurled weapons only

Bio Gunner - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
One With Nature	10	6	6	12	6	8	6		12

- 1Bio-Gunner Revitalize Plant
- 1One with nature: BioTech Environments
- 1One with Nature: May pick other environments
- 1Resist Disease
- 2Antidote
- 2Bio-Gunner Fertile Touch
- 2Bio-Gunner Impression
- 2Resist Poison
- 2Sorce - Change Temperature, melt
- 3Bio-Gunner Leaf Lingo
- 3Bio-Gunner Seed of Life
- 3Sorce - Change Temperature, Freeze
- 3Stims

Bio Gunner - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mobility	8	8	6	12	6	10	12		12

- 1Balance
- 1Climbing
- 1Dart
- 1Expert Runner
- 1Falling

Bio Gunner - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Survival Instincts	6	12	12	12	6	6	8		12

- 1Attribute Buff: Awareness
- 1Defense vs Ranged
- 1First Aid
- 1Tough vs Projectile
- 2Defense vs Hurled
- 2Direction Sense
- 2Enhanced Sight
- 2Fein death
- 2Starlight Vision
- 3Light Sleeper
- 4Infravision

Bio-Warrior

	Bio-Warrior - ETax Points	
	30 + 2*level	

Bio Warior ETax	
Mult	Item Category
1	Archaic Items
1/2	BioTech items
1	Cyber Items
2	Tech Items
1	Psionic Items
1	Psychosomatic Items
1	Sorce Items

We are the Vansil — bio warriors. Like our hive-mates, the bio-gunners, we use the wondrous science known as "Biotechnology" to create deadly weapons. Our specialty, however, is close combat.

Our weapons are all alive. They eat, breath, and excrete all forms of liquid and slime. As masters of Biotechnology, we understand and are not frightened by repulsive aliens and environments. It is often our responsibility to guide forces through the maze-like tunnels of alien strongholds and deep underground caverns filled with slime, bugs, disease, and more.

Bio-warriors are uniquely specialized with melee bio-weapons. These bizarre weapons eat opponents upon contact, burrow into their flesh, or perform other gruesome acts.

As we delved ever deeper into the science of Biotechnology, we eventually became in tuned with life itself. And now, bio-warriors are able to manipulate the tendrils of life like a musician manipulates his instrument.

Bio-Warriors prefer to lead a party, their scouting abilities are very high and, as warriors, they can handle surprises quite well. In combat, bio-warriors ply their trade wherever it is most needed on the battlefield.

Attributes R								Bio-Warrior C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	12
Speed Burst	6	8	4	8	6	10	12	8
Dexterity	8	4	6	8	8	12	10	6
Awareness	6	4	4	12	6	10	10	8
Charisma	12	4	6	4	10	12	8	4
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	4
Bio	4	6	6	12	6	4	4	12
Cyber	8	1	12	1	3	4	6	3
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	12
Will Power	8	12	10	8	12	8	10	8
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	8
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	12
Nish	8	4	4	6	8	12	10	8
Luck	12	6	6	6	12	10	8	6

Bio-Warrior			Jumps	
Enc	B		Vert	D
MR	C		Broad	C
			Dive	B
			Long	B

Weapons

Atk C/Dmg C for Bio-Warrior	
Sorce	
N/A	All
Martial Forms	
4,8	MA
6,8	Natural Throw
8,10	Natural The Rest
Archaic Melee	
6,6	Archaic
Archaic & Tech Hurled	
2,4	Shirrac
2,6	Manta
Archaic Ranged	
2,3	Archaic Ranged
Tech Melee	
4,6	All
BioTech	
12,12	Melee
8,12	Vine Spear
6,8	Sponge Ball, Spike Beetle
1,2	The Rest
The Rest	
0,1	All

Armor

Def C/AR C for Bio-Warrior	
Martial Form	
8,12	Natural
6,10	MA
Archaic, Partial Armor	
4,4	All
Archaic, Full	
2,3	All
Archaic, Shields	
4,8	All
Tech, Force Field	
1,1	All
BioTech	
12,12	H
8,12	M
6,12	L
The Rest	
0,1	All

Professions

C - Bio-Warrior Professions	
Associations	
8	Dha
10	Freelancer
10	Ranger
Ship Officer	
4	Astrogation Officer
8	Captain
4	Communications Officer
1	Engineering Officer
4	Helm Officer
12	Medical Officer
10	Science officer
6	Tactical Officer
1	Tech Officer
Open	
6	Team Link
Weird	
3	Undead
3	Demolitions

Feats

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	8	8	6	12	4	4	6	12

- 1First Aid
- 1Lend Life
- 1Lore: Biotech
- 1Tracking
- 1Vitality Pool

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Scout	10	8	6	12	8	12	12	12

- 1Danger Sense
- 1Detect Traps
- 1Direction Sense
- 1Expert Runner
- 1One with nature: BioTech Environments
- 2Light Sleeper
- 2One with Nature: pick other nature environments
- 2Remove Traps
- 2Survival
- 2Swimming

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Life Essence, Giveth	8	10	4	12	6	8	6		12

- 1Lore: Life Essence
- 1Regeneration
- 1Vital Sense
- 2Sorce - Life Balance
- 3Life Freeze
- 3Sorce - Double Death
- 4Life over death
- 4Sorce – Healing

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Life Essence, Taketh	8	6	8	12	8	6	8		12

- 1Bio-Warrior Blade of Life
- 1Bio-Warrior Grey Chrysalis
- 1Bio-Warrior Neutralize Life Effect
- 1Bio-Warrior Pale Chrysalis
- 2Bio-Warrior Black Chrysalis
- 2Bio-Warrior Vamperize
- 2Sorce - Vamiric Touch
- 3Bio-Warrior Dark Arc
- 4Bio-Warrior Shadow Chrysalis
- 4Sorce - Life Drain
- 4Poison Use: Y-Bio Melee Only

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Guard Life	6	12	12	12	4	6	8		12

- 1Attribute Buff: Fortitude
- 1Attribute Buff: Vitality
- 1Fast Healing
- 1High Death Threshold
- 1Remain Conscious
- 1Resist Disease
- 1Resist Fear
- 1Tough vs Blunt
- 1Tough vs Edged
- 2Battle Hardened
- 2High unconsciousness threshold
- 2Resist Poison

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defensive Techniques	8	10	8	8	6	10	12		12

- 1Defense Vs Body
- 1Defense vs Melee
- 1Parry
- 2Defense vs Hurled
- 2Disarm
- 2Weapons Display

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Warrior	8	12	10	10	6	6	12		12

- 1Armor Penetration
- 1Charge of Force
- 1Damage Pool
- 1Lore: BioTech Melee Weapons
- 1Shield bash
- 1Specific Opponent
- 2Berserk
- 2Charge of Recklessness
- 2Charge of Speed
- 2Nish Master: Atk
- 2Tactical Analysis
- 2Tight Grip
- 3Dual Wield
- 3Impale
- 3Taunt

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Luck & Nish	12	8	6	4	12	10	8		12

- 1Doubling Luck
- 1Save Nish
- 3Luck Sustain

Bio-Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Brawn	6	12	10	12	4	4	8		12

- 1Attribute Buff: Strength
- 1Body Beautiful
- 1Bulk Up
- 2Dominate
- 2Interrogate

Blade

Attributes R	Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
	Stength	6	10	10	12	4	4	8
	Speed Burst	6	8	4	8	6	10	12
	Dexterity	8	4	6	8	8	12	10
	Awareness	6	4	4	12	6	10	10
	Charisma	12	4	6	4	10	12	8
	Lore	10	6	6	6	12	8	6
Sciences	Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
	Tech	12	2	10	1	8	10	10
	Bio	4	6	6	12	6	4	4
	Cyber	8	1	12	1	3	4	6
Resistances	Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
	Fortitude	6	10	10	12	4	4	8
	Will Power	8	12	10	8	12	8	10
	Arcane	10	10	10	8	12	4	8
	Energy	6	8	12	10	4	4	6
Combat Stats	Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
	Vitality	6	12	12	12	4	4	8
	Nish	8	4	4	6	8	12	10
	Luck	12	6	6	6	12	10	8

Blade C
Core
6
10
10
6
8
6
Sciences
6
3
4
Resistances
6
6
6
6
Combat Stats
6
6
6

Blade		Jumps	
Enc	D	Vert	C
MR	B	Broad	C
		Dive	B
		Long	C

Blade Starting Credits	2500+250*Level

Blade - ETax Points
15 + 1*level

Blade ETax	
Mult	Item Category
1/2	Archaic Items
2	BioTech items
1	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Requirements: Pursuit of defensive/survival feats beyond the sub-class is blocked without specific GM approval. Blades are not meant to be highly survivable characters. That is not their role nor mind set.

Throughout history, the sight of a drawn sword is perhaps one of the most frightening of all weapons. Why? Because Blades exist!

In medieval days, a blade may have been called a sword master, or even knight (without the mount), for their entire lives revolve around the beauty, elegance, and lethal study of bladed weapons. Not any bladed weapon, but those that resemble knives and swords.

There is no class as talented with these weapons as the Blade, not even the warrior classes.

Blades specialize in causing rapid and huge damage, more than nearly any sub-class in the game. But, they sacrifice resilience and survivability. A blade is like a bomb, they explode with devastating effects upon the enemy, then – they die! Well, not always, but they can't stand toe to toe like most tanking sub-classes.

To play a blade, you must understand that they live and die for their bladed family, for that is how they see their weapons, as a family or appendages of themselves. And, their advanced studies center on how to use these weapons for maximum effect. The thought of practicing defenses or gaining resistances beyond the most basic is a total and immense waste of time. Survival is not a sign of a great blade, sheer damage output is everything.

So, in combat, blades act as support characters, and efficient assassins of weaker targets. Engaging a difficult target by themselves is never their way. Often a warrior will be engaging an opponent for round upon round to no great avail, then a blade will slip up beside the opponent and – thud – one more dead enemy!

Blades specialize in the use of bladed weapons combined with their body enhancing psychosomatic abilities. Blades are known for their ridged mental discipline, almost like ancient Samaria. Blades sacrifice all martial art skills but their enhanced bladed weapon skills allow them to apply many psychosomatics MA effects through their bladed weapons as if the blade were part of their body.

As blades advance, they begin to learn almost supernatural abilities with their blades.

Blades avoid shape changing as it interferers with the perfect use of their blades. In general, blades avoid cyber and biotech weapons. But the expert quality of bioblades is an exception.

Weapons

Atk C/Dmg C for Blade	
Sorce	
0,1	Sorce Saber
N/A	The Rest
Archaic, Tech & BioTech Melee Blades	
12,12	Tech or Archaic that look like a knife or sword
10,12	Bio Blades
6,8	Tech Power Blades, Ka Jung, Kray
Tech Hurled	
1,1	All
The Rest	
1,1	Melee
0,0	Hurled
0,0	Ranged

Armor

Def C/AR C for Blade	
Martial Form	
8,8	Natural
4,4	MA
Archaic, Partial	
10,10	L
8,8	M
6,6	H
Archaic, Full	
10,10	L
8,8	M
6,6	H
Archaic, Shields	
4,4	L
2,2	M
1,1	H
The Rest	
0,0	All

Professions

C - Blade Professions	
Associations	
8	Dha
12	Freelancer
12	Ranger
Ship Officer	
6	Astrogation Officer
8	Captain
6	Communications Officer
4	Engineering Officer
8	Helm Officer
4	Medical Officer
4	Science officer
8	Tactical Officer
6	Tech Officer
Open	
8	Team Link
Weird	
6	Undead
1	Demolitions

Feats

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	10	8	6	6	8	10	12		12

- 1First Aid
- 1Blade: Back Stab
- 1Blade: Blade's Advantage
- 1Lore: Blades
- 1Tactical Analysis

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Dark Powers	12	4	10	8	6	8	10		12

- 1Bio-Warrior Black Chrysalis
- 1Blade: Pour Your Heart Out
- 2Bio-Warrior Grey Chrysalis
- 2Bio-Warrior Pale Chrysalis
- 2Bio-Warrior Shadow Chrysalis
- 2Psychosomatic – Electric Palm (via blade which must hit first)
- 3Psychosomatic – Death Blow (via blade which must hit first)
- 3Sorce – Bolt (out of blade)
- 4Psionic – Rend (blade must hit opponent first)
- 4Sorce – Death Ray (out of sword)
- 4Sorce – Energy Blast (out of blade)

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Non-Dark Powers	10	4	6	3	12	10	6		12

- 1Psionic – Return (blades only)
- 1Sorce – Crit Box Detection
- 1Sorce – Crit Box Killer
- 2Shadow Hand (Blades only)
- 2Sorce – Detect Foe (While holding blade)
- 2Sorce – Door Hand (While holding blade)
- 2Vital Sense
- 3Psionic – Detonate (out of blade)
- 3Shanask Dimensional Storage (blades only)
- 3Shanask Storage Cloak (blades only)
- 4Psychosomatic – Molecular Diffusion (while holding blade)
- 4Sorce – Sunder Door (While holding blade)

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defenses	10	12	6	4	10	12	12		12

- 1Concealment
- 1Move Silently
- 1Parry
- 1Weapon's Display
- 2Block Ranged

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
MA via a Blade	8	12	6	4	6	10	12		12

- 1Keep Down
- 1Knock Back
- 1Knock Down
- 1MA Flying Side Kick
- 1MA Lunging Side Kick
- 1Stunning Blow
- 1Trip
- 2Bone Breaker
- 2MA Roundhouse

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Skills	12	8	10	6	6	6	10		12

- 1Repair Armor
- 1Repair Weapon
- 2Coordinated Attack
- 2Dominate
- 2Interrogate
- 2Tactical Team
- 2Zero Gravity

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Finishing Moves	8	12	10	10	6	6	8		12

- 1Charge of Force
- 1Damage Pool
- 1Strong Attack
- 2Blade: Death Blow
- 2Blade: Mega – Blade Double Buff

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Assault	10	8	6	6	8	12	12		12

- 1Armor Penetration
- 1Attack pool
- 1Charge of Speed
- 1Nish Master: Atk
- 1Quick Draw
- 1Riposte
- 1Running Diving Lunge
- 2Move Attack Move

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Fringe Benefits	12	8	6	6	12	12	10		12

- 1Ambidexterity
- 1Doubling Luck
- 1Luck Sustain
- 1Save Nish
- 2Attribute Buff: Dexterity
- 2Attribute Buff: Speed Burst
- 2Attribute Buff: Strength
- 2Critical Killer
- 2Enhanced Touch
- 2Extra Luck
- 2Blade: Mega: Doppler Shift
- 2Nish Swap
- 2Same Nish

Blade - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Special Weapon Skills	8	12	10	8	4	6	8		12

- 1Disarm
- 1Specific Opponent: may take over and over
- 1Throw Weapon
- 1Tight Grip
- 1Tight Quarters
- 2Dual Wield
- 2Impale
- 2Quake
- 2Shatter weapon
- 2Structural Damage
- 3Split Floor
- 4Poison Use: R-Blades only

Catong Dragon

Catong Dragon			Jumps	
Enc	D		Vert	A
MR	A		Broad	A
			Dive	A
			Long	A

Catong Dragon Starting Credits	2000+200*Level

Catong Dragon - ETax Points	
10 + 1*level	

Catong Dragon ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
4	Cyber Items
1	Tech Items
2	Psionic Items
1/2	Psychosomatic Items
2	Sorce Items

Requirements: Must use Martial arts and/or natural weapons for the bulk of all combat. Use of melee is restricted to essential use only, and hurled and simple old-world ranged is even less desirable.

Catong Dragons prefer to fight multiple mid to low level opponents. They can take on a host of such enemy combatants and slay them all better than about any class or sub-class. However, their specialty is not to combat single powerful opponents, but they can fair OK in this role with some support.

The Catong Dragons specialize in what they call the "True" martial arts. That being weapons of the hand and foot. Catong Dragons are masters of one on many combat. They are a blur of perfectly executed body movements designed to incapacitate or kill multiple simultaneous opponents. They consider themselves the most pure warriors in existence. As such, they will only use melee weapons when physical contact is hazardous. Even then, only small simple weapons may be used. And, the only ranged weapons they consider honorable and appropriate are simple, small hurled weapons and simple, very small ranged weapons.

Catong Dragons spend much of their time honing their skills, their mind, and their sense of honor and duty. They have a very high degree of mental resistance and resilience. And, the associate their mind's purity and the power of the Dragon to their many "super natural like" abilities. Indeed Catongi Dragon's have more power feats than nearly and sub-class.

Attributes R								Catong Dragon C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	6
Speed Burst	6	8	4	8	6	10	12	12
Dexterity	8	4	6	8	8	12	10	12
Awareness	6	4	4	12	6	10	10	8
Charisma	12	4	6	4	10	12	8	6
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	4
Bio	4	6	6	12	6	4	4	4
Cyber	8	1	12	1	3	4	6	4
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	10
Will Power	8	12	10	8	12	8	10	8
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	8
Nish	8	4	4	6	8	12	10	12
Luck	12	6	6	6	12	10	8	10

Weapons

Atk C/Dmg C for Catong Dragon	
Sorce	
N/A	All
Martial Forms	
12,12	MA
12,6	Natural Throw
12,12	Natural The Rest
Arachic & Tech Melee	
8,6	Dagger, Hook-Pa, Ka Jung, Ra-oot
6,6	Sword, Warrior Claws
0,1	The Rest
Archaic & Tech Hurled	
4,3	Manta
8,6	Shirrac
Archaic Ranged	
12,8	Blow Gun, hand X-Bow
6,6	Bow, Cross Bow
3,3	The Rest
BioTech	
8,6	Barg Tooth, Spike Beetle
6,6	Bioblade Young, Sponge Ball
0,1	The Rest
The Rest	
0,1	Melee
0,0	Ranged
0,0	Cyber

Armor

Def C/AR C for Catong Dragon	
Martial Form	
12,12	Natural
12,12	MA
Archaic, Partial	
8,8	L
1,0	The Rest
Archaic, Full	
2,1	All
Archaic, Shields	
8,6	Buckler
4,2	Heater
1,0	The Rest
Tech, Full	
10,6	All
Tech, Force Field	
8,6	L
3,2	M
1,0	H
BioTech	
8,6	Leaf, spider
6,3	Enhanced Spider, Scorpion
1,0	The Rest
The Rest	
1,0	The Rest

Professions

C - Catong Dragon Professions	
Associations	
10	Dha
10	Freelancer
10	Ranger
Ship Officer	
4	Astrogation Officer
6	Captain
4	Communications Officer
1	Engineering Officer
10	Helm Officer
6	Medical Officer
4	Science officer
6	Tactical Officer
2	Tech Officer
Open	
8	Team Link
Weird	
6	Undead
2	Demolitions

Feats

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	10	12	4	3	3	8	12		12

- 1Acrobatics
- 1Charge of Speed
- 1Doubling Luck
- 1Catong Dragon: Dragon Blur
- 1Psychosomatic - Tough Skin
- 1Regenerative Stance
- 1Swiftness
- 1Trip

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	10	8	6	4	6	12	12		12

- 1First Aid
- 1Light Sleeper
- 1Swimming
- 2Climbing
- 3Etiquette

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Speed	8	8	6	4	6	12	12		12

- 1Attribute Buff: Speed Burst
- 1Catch Object
- 1Dart
- 1Expert Runner
- 1Sprinter
- 2Catch Ranged
- 2Psychosomatic – Speed

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Acrobatics	8	10	4	1	N/A	12	12		12

- 1Acrobatic Vault
- 1Ambidexterity
- 1Balance
- 1Enhanced Jump
- 1Kick Up
- 1Vault Away
- 2Acrobatic Stealth
- 2Attribute Buff: Dexterity
- 2Charge of the Acrobat
- 2Falling
- 2Psychosomatic – Jump

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
magic	12	10	8	2	10	12	8		12

- 2Psionics - Blow
- 2Psionics - Jerk
- 2Wind Walker Gust of Wind
- 2Wind Walker Up Thrust
- 3Psionics – Return
- 3Sorce - Door hand
- 3Wind walker gentle breeze
- 3Wind Walker Run
- 3Wind Walker Standing Reed
- 4Shadow Walk
- 4Sorce – Adhere

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Blood Mark	8	12	12	10	N/A	4	8		12

- 1Auto Coagulation
- 1Fast Healing
- 1Slow Drain
- 2Attribute Buff: Fortitude
- 2Psychosomatic - Body Heal
- 2Psychosomatic - Regeneration
- 2Psychosomatic - Vitalize
- 2Vitality Pool
- 3Attribute Buff: Vitality

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Pure Mind	8	12	10	10	8	8	10		12

- 1Feign Death
- 1Remain Conscious
- 1Resist Pain
- 2High Unconsciousness Threshold
- 2Resist Mind Control
- 2Strong Will

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Untouchable	8	10	12	8	4	8	12		12

- 1Defense vs Body
- 1Nish Master: Def
- 1Psychosomatic - Rough Skin
- 1Tough vs Blunt
- 2Block Ranged
- 2Defense vs Hurled
- 2Defense vs Melee
- 2Psychosomatic - Iron Skin
- 3Psychosomatic - Resist All
- 3Tough vs Edged

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Pure MA	8	12	8	3	1	8	12		12

- 1Hobble
- 1Keep Down
- 1Lore: MA
- 1MA Flying Side Kick
- 1MA Leaping Split Kick
- 1MA Lunging Side Kick
- 1Psychosomatic - Stun
- 1Stunning Blow
- 2Bone Breaker
- 2Catong Dragon: Dragon's Tail
- 2MA Round House
- 2Move Attack Move
- 2Psychosomatic - Electric Palm
- 2Psychosomatic - Power Punch
- 2Python Wrap
- 3Psychosomatic - Death Blow

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Combat Support	10	10	8	6	4	10	12		12

- 1Attack Pool
- 1Disarm
- 1Nish Master: Atk
- 1Parry
- 1Running Diving Lunge
- 1Specific Opponent
- 1Tight Quarters
- 1Weapon's Display
- 2Damage Pool
- 2Dual Wield
- 2Knock Back
- 2Quick Draw
- 2Riposte
- 2Tactical Analysis
- 3Coordinated Attack
- 3Poison Use: O-Archaic weapon's only

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Body Temple	8	12	10	8	6	6	10		12

- 1Enhanced Touch
- 2Entrancing Dance
- 2Psychosomatic - Strengthen
- 2Resist Poison
- 2Resist Psionics
- 2Starlight vision
- 3Life Freeze
- 3Psychosomatic - Resist All
- 3Psychosomatic - Strength Surge
- 3Super Nish
- 4Improved Field of Vision

Catong Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Subtlety	12	8	4	3	12	12	12		12

- 1Attribute Buff: Nish
- 1Concealment
- 1Move Silently
- 1Same Nish
- 1Save Nish
- 2Extra Luck
- 3Sleight of Hand

Cyber Warrior
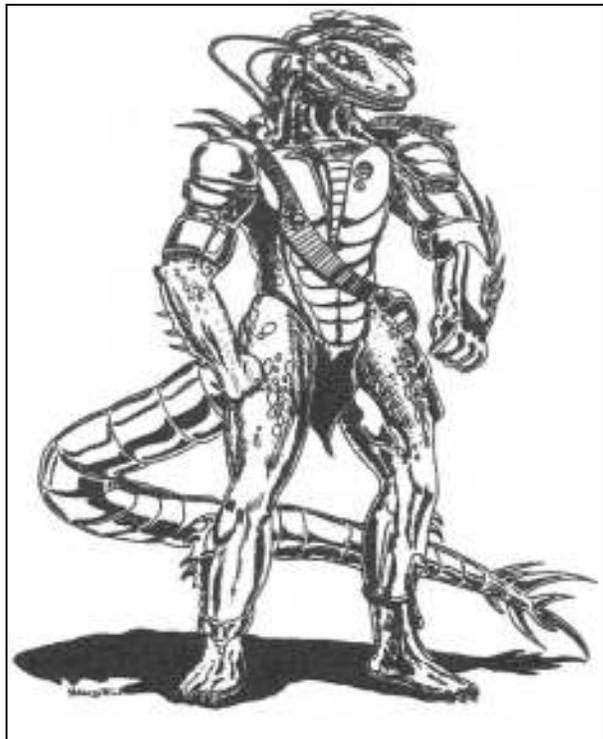
Attributes R								Cyber Warrior C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	12
Speed Burst	6	8	4	8	6	10	12	6
Dexterity	8	4	6	8	8	12	10	6
Awareness	6	4	4	12	6	10	10	4
Charisma	12	4	6	4	10	12	8	3
Lore	10	6	6	6	12	8	6	3
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	10
Bio	4	6	6	12	6	4	4	6
Cyber	8	1	12	1	3	4	6	12
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	12
Will Power	8	12	10	8	12	8	10	10
Arcane	10	10	10	8	12	4	8	8
Energy	6	8	12	10	4	4	6	12
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	12
Nish	8	4	4	6	8	12	10	4
Luck	12	6	6	6	12	10	8	6

Cyber Warrior		Jumps	
Enc	A	Vert	E
MR	D	Broad	D
		Dive	C
		Long	E

Cyber Warrior Starting Credits	4000+400*Level

Cyber Warrior - ETax Points
30 + 3*level

Cyber Warior ETax	
Mult	Item Category
1/2	Archaic Items
2	BioTech items
1/2	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Emphasis – Cybernetic weapons and armor

We believe that the body is an imperfect structure, and as such it must be changed, modified and made stronger. Our path to perfection is that of the cyber-lord, through which the imperfect body may be made into a perfect instrument of destruction and purification. The machine is supreme, for through the machine we may attain perfection.

Cyber-Warriors are one of the most dynamic classes in the game. While most of their weapons are set up as a one hit one kill style, they also have weapons that can attack multiple targets. Cyber-Warriors can adapt to many types of opponents, but specialize at none.

If you do not agree with this philosophy, you should not become one of us — for we are Cyber Lords. Using the miracles of modern techno-surgery, we have

enhanced our bodies far beyond their natural capabilities. We can live without air, survive frozen wastes, lift vast weights, see and hear better than ordinary races.

In combat our bodies become the ultimate weapon as devices of devastation are built into our very flesh. Who can stand against the relentless onslaught of the Cyber Lords? Those who survive are to be defended and respected. Those who do not are fit only for extinction. This is the way of the Cyber-Lord.

Cyber Warriors are relentless and ruthless combatants. There is no code of honor amongst them. Only a desire to test their savagery against yet another opponent. If they triumph, fine. If they fail, they analyze the faulty part of their bodies, cut it off, and replace it with a cyber solution.

Cyber Warriors are like walking into a bar and seeing that highly unstable personality standing by the pool table. He may not be the largest guy in the room nor the most skilled fighter, but you pay him more heed than all the others, simply because he IS unstable. This is how Cyber Warriors are viewed throughout the galaxy. Anyone who is willing to cut off their limbs just to replace them with "better" mechanical versions, should be avoided at all costs.

In combat, cyber warriors are highly volatile and unpredictable. Their one constant is that they like to test out different weapons, attacks styles, defenses, strategies, in their eternal quest to test their current "cyber solution."

Cyber Warriors build themselves up as tough, arrogant, hot heads, but underneath it all, a small percentage are definitely nearly normal.

Weapons

Atk C/Dmg C for Cyber Warrior	
Sorce	
N/A	All
Martial Forms	
6,6	Throw
6,8	Natural The Rest
4,6	MA
Archaic & Tech Melee	
6,8	All
Archaic & Tech Hurled	
6,8	All
Archaic & Tech Ranged	
6,8	L
3,4	M
0,1	H
Cyber	
12,12	All
BioTech	
6,8	Bioblades
1,3	Other Melee
0,1	Ranged
The Rest	
0,1	All

Armor

Def C/AR C for Cyber Warrior	
Martial Form	
6,6	Natural
4,4	MA
Archaic, Partial	
6,6	All
Archaic, Full	
3,3	All
Archaic, Shields	
6,6	All
Tech, Shields	
6,6	All
Tech, Full	
2,2	All
Tech, Force Field	
6,6	All
Tech, Power Suit	
1,1	All
BioTech	
0,0	All
Cyber	
12,12	All
The Rest	
0,0	All

Professions

C - Cyber Warrior Professions	
Associations	
12	Dha
8	Freelancer
8	Ranger
Ship Officer	
10	Astrogation Officer
10	Captain
6	Communications Officer
12	Engineering Officer
6	Helm Officer
10	Medical Officer
10	Science officer
10	Tactical Officer
10	Tech Officer
Open	
8	Team Link
Weird	
1	Undead
6	Demolitions

Feats

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	8	3	12	10	N/A	4	6		12

- 1Berserk
- 1Charge of Recklessness
- 1Dominate
- 1Lore: Cybernetics
- 1One with Nature: Cyber ships and environments
- 1Regeneration
- 1Repair Cyber
- 1Shanask Radiate Fear

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	10	8	10	8	6	8	12		12

- **1Remain Conscious**
- **1Strong Will**
- **2Attribute Buff: Strength**
- **2Carry More**
- **2Double Luck**
- **2Nish Swap**

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Berserk Nature	8	10	12	12	3	6	8		12

- **1Bone Breaker**
- **1Charge of Force**
- **1Knock back**
- **1Strong Attack**
- **2Cyber Warrior: Mega: Slaughter**
- **2Cyber Warrior: Savagery**
- **2Shield Bash**
- **3Quake**

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Cybernetics	10	8	10	6	4	6	8		12

- 1Computer Operation
- **1Crush Resistant**
- **1Falling**
- **1Hacking**

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Medical Abilities	10	8	10	12	6	8	8		12

- 1Auto Coagulation
- **1Fast Healing**
- **1First Aid**
- **2Alien Physiology**
- **2Hibernation**
- **3Forensics**
- **3Life Freeze**
- **4Plastic Surgery**

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Durability	6	12	12	12	6	4	8		12

- **1Attribute Buff: Fortitude**
- **1Attribute Buff: Vitality**
- **1High Death Threshold**
- **1Psychosomatics – Regeneration**
- **1Slow Drain**
- **1Tough vs Blunt**
- **1Tough vs Edged**
- **2Battle hardened**
- **2Code Red**
- **2High Unconsciousness Threshold**
- **2Low Death Frequency**
- **2Psychosomatics – Body Heal**
- **2Psychosomatics – Rough Skin**
- **2Tough vs Energy**
- **2Vitality Pool**
- **3Psychosomatics – Tough Skin**
- **4Psychosomatics – Iron Skin**

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Wound Avoidance	10	12	10	12	6	6	8		12

- **1Defense vs Body**
- **1Defense vs Melee**
- **1Feign Death**
- **1Resist Pain**
- **2Defense vs Hurled**
- **2Resist heat**

Cyber Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Brutality	8	10	10	10	6	6	12		12

- **1Damage Pool**
- **1Explosives: O-Bolt Tips**
- **1Explosives: Y-Grenades**
- **1Impale**
- **1Specific Opponent: Any, may take over and over**

- **1Taunt**
- **1Tight Grip**
- **2Armor Penetration**
- **2Interrogate**
- **2Tactical Analysis**
- **2Tight Quarters**
- 3System Critical

Death Stalker

Attributes R							
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Death Stalker C
Core
8
8
8
8
10
6
Sciences
6
6
4
Resistances
8
8
6
6
Combat Stats
10
10
8

Death Stalker		Jumps	
Enc	C	Vert	C
MR	C	Broad	C
		Dive	C
		Long	C

Death Stalker Starting Credits	3000+300*Level

Death Stalker - ETax Points
30 + 2*level

Death Stalker ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
1	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Requirements: May never attack with a ranged weapon, and seldom with hurled. Infraction will place the character at -10Vit.

Death stalkers are professional punishers of the wicked, who utilize elements of fear and horror during their pursuit.

Once a death stalker is on your trail, you are among the walking dead for it is in their dark code that they never give up, never quite, never surrender. They are relentless and carry an eternal grudge.

Death stalkers hold many mental lists of those who have said the wrong thing, done the wrong thing, and who may need their special "attention." If they accept a mission, they take on the blood pact - which is a binding word that they will actively hunt their quarry for the rest of their life, unless permanently killed.

If the motives for a blood pact are discovered to be erroneous (they hunt a man for killing a child, only to discover the child was actually saved by the man), the blood pact may be called off, but only after wounding the target then cutting their own face with the bloodied blade leaving a blood scar for all to see. Blood scars are disgraceful to Death Stalkers so this option is not taken lightly.

On worlds where death stalkers, or their legends, are known, finding the Dark Mark upon one's person has, at times, lead to instant death due to pure fright. Each dark mark is unique to the Death Stalker, but the boarder made of two serpents, one holding a mallet and the other scales, is unmistakable.

What can I say, Death Stalkers are a pain for their allies in combat. In group combat, a Death Stalker will select a target and form an instant blood pact. This gives the death stalker certain benefits, however, no-one may assist the death stalker in the fight. Doing so will instantly and severely punish the ally. Fortunately the dark mark will mentally warn anyone considering such an attack that "A Death Stalker has placed a blood pact upon this kill."

Death Stalkers prefer not to attack an opponent already engaged by another. (GM and players: this should be role-played well). It is considered highly disrespectful. Even if asked for help in such situations, Death Stalkers will often stand by and coach their ally. If the ally is incapacitated or killed, the death stalker may then honorably form a blood pact. There is a lot more detail to blood pacts in the feats and mods below.

A quick death is not the Death Stalker's preferred means of combat. Rather a slow torturous death is more honorable. Best of all is to stalk a target for several days or weeks, start by simply appear in the shadows, then entering their sleeping chambers and leaving threats and/or stealing items, then wounding them in combat before vanishing. Then, slowly crippling them over several days, until at last, they die from pure horror as your final blow slices through their terror stricken eyes.

Unlike many others, Death Stalkers do not consider themselves cruel or evil at all. Rather, they think of themselves as highly disciplined warriors of justice, fighting on the side of light and goodness. Death Stalkers are very noble and kind of heart – as long as you don't have a mark upon you! Their complex code of combat and honor and their extremely vicious treatment of "deserving" marks has labeled them otherwise. For you see, they are strong believers in an "eye for an eye" justice. If a target committed particularly heinous crimes, they deserve an equivalently horrible death.

So, when fighting in an adventuring group, most opponents will deserve a quick, even honorable death.

Perhaps the target is a guard protecting a ruthless dictator, but the guard is unaware of this. Thus, their only crime is ignorance and unwittingly protecting a tyrant.

Death Stalkers do not form blood pacts on those who do not deserve their fate. As such, in many combat situations, a Death Stalker will not engage unless attacked or obvious good/bad lines are revealed.

When playing a Death Stalker, you need to play the strong silent "dark" role. And during combat, you may even appear cruel to others. However, inside, always function as if you are proud of your noble role in life.

Rule:

Death Stalkers do not believe in ranged weapons as all marks must be punished face to face – up close and personal. If desperate or if it lends to their needs (such as vine spear which can choke), they will use hurled weapons – typically to cripple an opponent so it may be melee engaged. Slaying a victim with a hurled weapon is next to dishonorable, only done in extreme situations (as such, any hurled damage may be reduced so as to avoid a fatal blow).

Weapons

Atk C/Dmg C for Death Stalker	
Sorce	
N/A	All
Martial Forms	
6,6	Natural
4,4	MA
Archaic & Tech Melee	
10,10	L
12,12	M
8,8	H
Archaic & Tech Hurled	
4,4	Archaic & Tech
Cyber	
10,10	Melee
N/A	The Rest
BioTech	
12,12	Melee
4,4	Spike Beetle, Sponge Ball
N/A	The Rest
The Rest	
N/A	All

Armor

Def C/AR C for Death Stalker	
Martial Form	
8,8	Natural
4,4	MA
Archaic, Partial	
10,10	All
Archaic, Full	
10,10	All
Archaic, Shields	
8,8	All
Tech, Shields	
4,4	All
Tech, Full	
8,8	All
Tech, Force Field	
6,6	All
Tech, Power Suit	
N/A	All
BioTech	
12,12	L & M
4,4	H
Cyber	
8,8	All
The Rest	
0,0	All

Professions

C - Death Stalker Professions	
Associations	
N/A	Dha
12	Freelancer
N/A	Ranger
Ship Officer	
3	Astrogation Officer
12	Captain
6	Communications Officer
4	Engineering Officer
8	Helm Officer
8	Medical Officer
4	Science officer
6	Tactical Officer
4	Tech Officer
Open	
2	Team Link
Weird	
10	Undead
1	Demolitions

Feats

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	12	8	6	8	12	10	10		12

- 1Auto Coagulation
- 1Dominate
- 1Light Sleeper
- 1Death Stalker: Claiming Rights
- 1Death Stalker: Power of the Mark
- 1Death Stalker: Placing the Dark Mark
- 1Lore: Law and Justice
- 1Remain Conscious
- 1Stealth
- 1Tracking

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	12	8	6	4	12	12	10		12

- 1Ambidexterity
- 1Save Nish
- 2Attribute: Fortitude
- 2Same Nish
- 3Counter Security

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Melee Powers	10	10	8	12	10	8	10		12

- 1Bio-Warrior Blade of Life
- 1Bio-Warrior neutralize Life Effect
- 1Bio-Warrior Pale Chrysalis
- 2Bio-Warrior Dark Arc
- 2Bio-Warrior Grey Chrysalis
- 2Shatter Weapon
- 3Bio-Warrior Shadow Chrysalis
- 3Quake

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Terror	8	8	10	12	12	8	10		12

- 1Bone Breaker
- 1Impale
- 1Interrogate
- 1Taunt
- 2Poison Use: Y
- 2Shanask Radiate Fear
- 2Sorce – Choke
- 2Sorce – Radiate fear
- 3Sorce – Crit Box Detection
- 4Sorce – Crit Box Killer

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Noble	12	8	6	4	12	12	8		12

- 1Attribute: Charisma
- 1Ettiquite
- 1Lore: Law and Justice
- 2Body Beautiful
- 2Social Status

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Non-Lethal	8	10	8	8	4	10	12		12

- 1Attack Pool
- 1Disarm
- 1Keep Down
- 1Knock Back
- 1Knock Down
- 1Parry
- 1Stunning Blow
- 1Tight Grip
- 1Trip
- 2Armor penetration
- 2Charge of Speed
- 2Nish Master: Atk
- 2Quick Draw
- 2Tight Quarters

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Slay	8	12	10	12	4	4	8		12

- 1Charge of Force
- 1Damage Pool
- 1Shield Bash
- 1Strong Attack
- 1Tactical Analysis
- 2Dual Wield
- 2Move Attack Move
- 2Riposte
- 3Psychosomatics – Death Blow
- 3Sorce – Onyx Aura of Death
- 4Sorce – Death Ray

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tenacity	8	12	12	12	4	6	8		12

- 1Fast healing
- 1First Aid
- 1Low Death Frequency
- 1Remain Conscious
- 1Tough vs Blunt
- 1Tough vs Edged
- 1Vitality pool
- 2Attribute: Vitality
- 2Battle hardened
- 2Code Red
- 2High Death Threshold
- 2High Unconsciousness Threshold
- 2Resist Psionics
- 2Slow Drain
- 3Resist Sorce

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Strength	6	12	8	12	3	4	8		12

- 2Attribute: Strength
- 2Bulk Up
- 2Strength Feats
- 3Carry More

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Heightened Awareness	8	8	6	12	10	12	10		12

- 1Danger Sense
- 1Detect Lie
- 2Detect Traps
- 2Direction Sense
- 2Enahced Sight
- 2Enhanced Hearing
- 2Vital Sense
- 3Starlight Vision
- 4Infravision

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Stalking	10	10	6	8	10	12	12		12

- 1Concealment
- 1Disguise
- 1Move Silently
- 1Swimming
- 2Cartography
- 2Climbing
- 2Expert Runner
- 2Sprinter
- 2Swiftness
- 3Remove Traps

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Survival	10	12	12	12	8	6	10		12

- 1Defense Vs Body
- 1Defense vs melee
- 1Luck Sustain
- 1Repair Armor
- 1Repair Weapon
- 1Resist Fear
- 1Survival
- 2Defense Vs Hurled
- 2Doubling Luck
- 2Resist Mind Control
- 3Critical Killer

Death Stalker - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Dark Mind	10	6	6	12	10	12	8		12

- 1Lie
- 1No Emotions
- 3Psionic – Encase
- 4Psionic – Rend

Destron

Attributes R / Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Destron C
Stength	6	10	10	12	4	4	8	10
Speed Burst	6	8	4	8	6	10	12	6
Dexterity	8	4	6	8	8	12	10	6
Awareness	6	4	4	12	6	10	10	6
Charisma	12	4	6	4	10	12	8	12
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	12
Bio	4	6	6	12	6	4	4	3
Cyber	8	1	12	1	3	4	6	4
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	10
Will Power	8	12	10	8	12	8	10	6
Arcane	10	10	10	8	12	4	8	4
Energy	6	8	12	10	4	4	6	8
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	10
Nish	8	4	4	6	8	12	10	3
Luck	12	6	6	6	12	10	8	6

Destron			Jumps	
Enc	A		Vert	E
MR	E		Broad	E
			Dive	E
			Long	E

Destron Starting Credits	4000+400*Level

Destron - ETax Points
30 + 3*level

Destron ETax	
Mult	**Item Category**
1/2	Archaic Items
2	BioTech items
1	Cyber Items
1/2	Tech Items
2	Psionic Items
1	Psychosomatic Items
2	Sorce Items

Destron the Destructor, as they are often called, are true tanks. They wear the heaviest of heavy armor and use it to wade through opponents to the thickest part of the battle. There, they use their powerful armor to lift the massive weapons they wield against their hapless foes. Destron are specifically designed to tank high damage bosses, tank in hazardous environments, and to generally draw opponents to themselves – they are a very obvious target.

They have little use for small and even medium class weapons. Preferring only those weapons that do huge amounts of damage. It is the image that matters.

Likewise, most ranged weapons are considered dishonorable, not the "cavalier" thing to do. They would prefer tossing out a large manta over nearly any gun.

So, Destron are less effective against high speed, high agility foes, but against the rest, they are a moving tank of destruction.

A common tactic, due to their vast armor, is to engage a throng in melee, then drop an explosive ordinance directly on top of themselves. Quite Effective!

Though not as tough as a ghost, they have an uncanny ability to rise from their own ashes to tank again.

The Destron code is simple, "We tread where no other dare!" They are brave to a fault, preferring suit enhancements that magnify survivability in unusual environments and to survive wild amounts of damage.

Very unique among other suit wearing classes, Destron are VERY VERY concerned about image, their armor must be polished before battle. They will spend huge amounts of credits to install internal hard points over any other type for that "cool sleek" look.

Destron are cavaliers, honorable, some call them the last true knight. Perhaps this is one reason they often will know how to use a physical shield and some form of sword-like weapon, to uphold the ancient legend of the knight.

In combat, Destron are guided by appearance and the cavalier notion. They will help others when it makes them look good. Otherwise, they will simply charge into battle so those around them will say, "Wow! Look at that brave, brave Destron!"

As techno cavaliers, they have a few odd healing abilities that seem to crop up out of their own sense of self importance. Perhaps this is also where their ability to order others comes from.

Weapons

Atk C/Dmg C for Destron

Sorce	
N/A	All
Martial Forms	
4,6	Throw
4,4	Natural The Rest
0,1	MA
Archaic & Tech Meele	
8,12	H
6,8	Bolt Sword, Force Gauntlet, Sonic Sword
1,2	The Rest
Tech Hurled	
6,10	H
6,8	Manta
1,2	The Rest
Tech Ranged	
4,8	H Explosive
6,10	Microgrenade Launcher
4,8	Grenade Launcher UB, Missile Launcher, Shotgun
1,2	All other Adv Tech
0,1	The Rest
Cyber	
4,6	Cyber Fist
0,1	The Rest
BioTech	
6,8	M & H Bioblade
0,1	The Rest
The Rest	
0,1	All

Armor

Def C/AR C for Destron

Martial Form	
4,4	Natural
2,2	MA
Archaic, Full	
6,8	H
0,1	The Rest
Archaic, Shields	
0,1	L
6,8	M
6,10	H
Tech, Shields	
8,8	All
Tech, Force Field	
6,8	All
Tech, Power Suit	
10,12	H
3,4	M
1,1	L
The Rest	
0,0	Cyber
0,0	BioT
0,1	The Rest

Professions

C - Destron Professions

Associations	
12	Dha
2	Freelancer
4	Ranger
Ship Officer	
8	Astrogation Officer
6	Captain
4	Communications Officer
10	Engineering Officer
6	Helm Officer
4	Medical Officer
6	Science officer
12	Tactical Officer
8	Tech Officer
Open	
12	Team Link
Weird	
1	Undead
8	Demolitions

Feats

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	10	8	8	3	4	6	10	12

- **1Attribute Buff: Charisma**
- **1Attribute Buff: Strength**
- **1Battle hardened**
- **1Code Red**
- **1First Aid**
- **1Destron: Re-Beat**
- **1Lore: How to Impress**

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Eclectic	10	6	6	4	12	10	8	12

- 2Vengeance
- 3Sorce – Sun Burst
- 4Shanask Walk on Water

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Cavalier's Charisma	12	4	6	3	10	12	8	12

- 1Beauty
- 1Body Beautiful
- 1Etiquette
- 1Social Status
- 2Bed Side Manner
- 2Orders
- 2Sorce – Solar Shield
- 3Fast Talk
- 4Fame

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Healing Touch	12	8	8	10	10	10	10	12

- 2Lend Life
- 3Healing Aura
- 3Lend Will
- 4Filed Aide Shield
- 4Revive

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Maul Master	6	12	10	12	4	4	8	12

- 1Armor Penetration
- 1Damage Pool
- 1Knock Back
- 1Knock Down
- 1Lore: Big armor & Big Weapons
- 1Shatter Weapon
- 1Shield Bash
- 1Strong Attack
- 1Structural Damage
- 1Stunning Blow
- 2Anti Vehicle
- 2Destron: Double Beat
- 2Quake
- 3Split Floor

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Die Hard	6	12	12	12	6	4	8	12

- 1Auto Coagulation
- 1Crush Resistant
- 1Remain Conscious
- 1Resist Cold
- 1Resist Heat
- 1Resist Pain
- 1Tough vs Blunt
- 1Tough vs Edged
- 2Attribute Buff: Fortitude
- 2Tough vs Energy
- 2Tough vs Projectile

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
The Phoenix	12	8	12	10	N/A	8	10	12

- 1Low Death Frequency
- 2Attribute Buff: Vitality
- 2Feign Death
- 2High Death Threshold
- 3Life Freeze
- 4Destron: Mega: Holy Phoenix

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Defenses of Mind and Mater	8	4	4	10	8	12	8	12

- 1Balance
- 1Psionics – Shield of Mind and Mater
- 1Shield Wall
- 2Danger Sense
- 2Psionics – Disk of Force
- 3Psionics – Shield of Absorption
- 3sionics – Dome of Force
- 3Sorce – Adhere

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Big Man	6	12	12	12	4	4	8	12

- 1Bulk Up
- 1Carry more
- 1Charge of Force
- 1Charge of Recklessness
- 1Dominate
- 1Strength Feats
- 2Interrogate

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Techie	12	4	10	2	8	12	10	12

- 1Computer Operation
- 1Drive Vehicle
- 1Repair Armor
- 1Repair Weapon
- 2Explosives: Y-Grenades
- 2Explosives: Y-Micro Grenades
- 2Gunner, Turret
- 2Raise Shields
- 3Explosives: G-Demolitions
- 3Explosives: Y-Missile

Destron - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Combat Support	6	10	8	8	4	4	10	12

- 1Doubling Luck
- 1Same Nish
- 1Specific Opponent
- 1Tactical Analysis
- 1Taunt
- 1Tight Grip
- 2Sorce – Detect Foe

Dragon

Attributes R								Dragon C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	8
Speed Burst	6	8	4	8	6	10	12	10
Dexterity	8	4	6	8	8	12	10	12
Awareness	6	4	4	12	6	10	10	8
Charisma	12	4	6	4	10	12	8	6
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	6
Bio	4	6	6	12	6	4	4	4
Cyber	8	1	12	1	3	4	6	4
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	10
Will Power	8	12	10	8	12	8	10	8
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	8
Nish	8	4	4	6	8	12	10	12
Luck	12	6	6	6	12	10	8	10

Dragon			Jumps	
Enc	D		Vert	A
MR	A		Broad	A
			Dive	A
			Long	A

Dragon Starting Credits	2000+200*Level

Dragon - ETax Points	
10 + 1*level	

Dragon ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
4	Cyber Items
1	Tech Items
2	Psionic Items
1/2	Psychosomatic Items
2	Sorce Items

Emphasis – Martial Arts

We are the Dragons, masters of the martial arts techniques as applied to melee and ranged weapons. Though our skill at martial arts hand and foot is significant, we rarely use such an honorable combat form upon undeserving opponents. Rather, we use our martial arts techniques with the ancient weapon forms.

We wear light armor and specialize in rapid effective attack. To enhance our abilities we employ a number of simple tricks to baffle our opponents.

But, most important of all, is the code of the Dragon. We are extremely honorable. A few tenants of our code are:

- Never attack unless the opponent has or will cause harm to the innocent, is evil, or has attacked us or our allies first
- Defend the weak unless it means certain death, for we cannot defend others if we are dead
- Our word is like a binding oath, we never lie
- Honor and saving face is paramount
- We are humble and do not brag without purpose
- We will not attack any opponent unannounced (no back attacks, or unknown attacks)
- Poisons, disease and other such vial forms of damage will not be used by us, death should result from physical wounds
- Hand and Foot MA is reserved for emergencies and for use upon honored opponents. For a death by flesh is the most honorable death.
- We are courteous, just, and strict
- We life for the code, we die for the code

GM a Dragon who breaks these tenants, may, at your discretion, be immediately placed at -10 or whatever number is the minimum for a death check. This is particularly true of breaking ones word.

Playing a Dragon is a large roleplaying task. Do not take it on unless you are up to the challenge. Due to the limitations of the Dragon's Code, this class realizes some very significant abilities.

In combat, dragons will champion the weak. When none are evident, they will engage opponents in an "honorable Duel-like fashion." To a dragon, the way in which a battle is fought is nearly as important as the outcome.

Weapons

Atk C/Dmg C for Dragon	
Sorce	
N/A	All
Martial Forms	
10,8	Natrual
12,10	MA
Archaic & Tech Melee	
12,10	L & M Archaic, Warrior Claws
6,4	H Archaic
8,6	L & M Power Swords
4,3	H Power Swords
2,1	The Rest
Archaic Hurled	
12,8	All
Archaic & Tech Ranged	
6,6	Archaic
4,3	L Tech
0,0	M & H Tech
Cyber	
10,8	Cyber Claws, Cyber Fist, Stem Jaw, Tail Spikes
0,0	The Rest
BioTech	
10,8	L & M Bio Blades
4,3	H Bio Blades
8,6	Spike Beetle
0,0	The Rest
The Rest	
0,0	All

Armor

Def C/AR C for Dragon	
Martial Form	
10,4	Natural
6,3	MA
Archaic, Partial	
12,10	L
10,10	M
8,10	H
Archaic, Full	
12,10	L
10,10	M
8,10	H
Archaic, Shields	
12,12	Buckler
10,10	Heater
3,4	The Rest
Tech, Sheilds	
10,8	All
Tech, Full	
8,10	All
BioTech	
10,6	Leaf, Spider
8,4	Enhanced Spider, Scorpion
1,0	The Rest
The Rest	
N/A	Cyber
1,0	The Rest

Professions

C - Dragon Professions	
Associations	
8	Dha
12	Freelancer
10	Ranger
Ship Officer	
6	Astrogation Officer
6	Captain
4	Communications Officer
2	Engineering Officer
12	Helm Officer
4	Medical Officer
4	Science officer
6	Tactical Officer
4	Tech Officer
Open	
4	Team Link
Weird	
3	Undead
2	Demolitions

Feats

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	10	12	6	4	12	12	8	12

- 1Etiquette
- 1Lore: Code of the Dragon
- 1Detect Lie

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Honor and Truth	10	10	6	4	12	12	8	12

- 1Social Status
- 2Psionics - Truth Sense
- 4Sorce - Binding Word
- 2Vengeance

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Pios Abilities	12	6	8	4	10	10	6		12

- 2Empathy
- 2General Knowledge
- 2Psionics - Dormant Energy
- 2Psionics - Return
- 2Psychosomatics - Strength Surge
- 2Sorce - Door Hand
- 2Sorce - Sacrifice
- 2Sorce - Sun Burst
- 2Telepathy, Basic
- 2Wind walker gentle breeze
- 2Wind walker run
- 3Life over death
- 3Psionics - Landing
- 3Shanask walk on water
- 3Sorce - Summon Stone Block
- 3Wind walker standing reed
- 4Bio-Gunner Revitalize Plant
- 4Psychosomatics - Molecular Diffusion
- 4Wind walker gust of wind
- 4Wind walker up thrust

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Protection of the Righteous	8	12	10	6	N/A	4	10		12

- 1Fast Healing
- 1Resist Fear
- 1Resist Mind Control
- 1Resist Pain
- 2Danger Sense
- 2Psychosomatics - Body Heal
- 2Psychosomatics - Oxygenate
- 2Psychosomatics - Regeneration
- 2Psychosomatics - Vitalize
- 2Resist Disease
- 2Resist Poison
- 3Critical Killer
- 3Psychosomatics - Resist Cold
- 3Psychosomatics - Resist Heat
- 3Resist Psionics
- 3Sorce - Crit Box Detection
- 3Vitality Pool
- 4Psychosomatics - Resist All
- 4Sorce - Crit Box Killer

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Honored MA	8	12	8	4	4	8	12		12

- 1Ambidexterity
- 1Attribute Buff: Dexterity
- 1Attribute Buff: Speed Burst
- 1Balance
- 1Catch Object
- 1Stunning Blow
- 1Trip
- 2Charge of Speed
- 2MA flying side kick
- 2MA Leaping Split Kick
- 2MA Lunging side kick
- 2Tactical spin
- 3Catch Ranged
- 3MA roundhouse

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
MA Melee Master	8	12	10	8	8	10	12		12

- 1Armor Penetration
- 1Attack Pool
- 1Charge of Speed
- 1Disarm
- 1Nish Master: Atk
- 1Parry
- 1Quick Draw
- 1Specific Opponent
- 1Tactical Analysis
- 2Damage Pool
- 2Riposte
- 2Running Diving Lunge
- 2Shield lend
- 2Shield wall
- 2Taunt
- 2Tight Quarters
- 3Block Ranged
- 3Dual Wield
- 3Shield bash
- 3Tight Grip
- 4Shatter weapon

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defenses	8	12	10	6	6	6	10		12

- 1Defense Vs Body
- 1Defense vs Melee
- 1Tough vs Blunt
- 1Tough vs Edged
- 1Weapons Display
- 2Defense vs Hurled
- 2Nish Master: Def
- 2Psionics – Shove

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mental Reserves	6	12	12	12	10	8	10		12

- 1Attribute Buff: Will Power
- 1High unconsciousness threshold
- 1Remain Conscious
- 1Strong Will

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Nish and Luck	12	8	6	6	12	10	8		12

- 1Double Luck
- 1Save Nish
- 2Nish Swap
- 2Same Nish
- 3Super Nish

Dragon - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Skills	12	6	6	6	12	10	8		12

- 1First Aid
- 1Repair Armor
- 1Repair Weapon
- 1Talent
- 2Interrogate
- 2Trade

Ghost

Attributes R								Ghost C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	8
Speed Burst	6	8	4	8	6	10	12	6
Dexterity	8	4	6	8	8	12	10	4
Awareness	6	4	4	12	6	10	10	8
Charisma	12	4	6	4	10	12	8	6
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	8
Bio	4	6	6	12	6	4	4	6
Cyber	8	1	12	1	3	4	6	10
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	12
Will Power	8	12	10	8	12	8	10	12
Arcane	10	10	10	8	12	4	8	12
Energy	6	8	12	10	4	4	6	12
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	12
Nish	8	4	4	6	8	12	10	6
Luck	12	6	6	6	12	10	8	8

Ghost			Jumps	
Enc	C		Vert	D
MR	C		Broad	C
			Dive	B
			Long	C

Ghost Starting Credits	3000+300*Level

Ghost - ETax Points
30 + 2*level

Ghost ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
1/2	Cyber Items
1	Tech Items
2	Psionic Items
1/2	Psychosomatic Items
2	Sorce Items

Ghosts are not sneaky, silent, or ghost like in their movements nor appearance. However, killing a ghost is about as easy as killing, well, a ghost. It is as if their very souls linger on their beaten and broken corpses, refusing to leave.

The title is a result of their remarkable ability to survive and remain alive. Though their combat skills may be barely adequate, killing a Ghost is nearly impossible. This makes Ghosts one of the most feared of all opponents. Killing efficiency is replaced by a seemingly endless ability to fight, absorbing hit after hit, yet, like a ghost, they keep coming, relentlessly.

Indeed Ghosts focus a large amount of their training and skill on preserving their own lives. Combat is a distant second to this primary purpose. But, in so doing, their unique strategy has secretly leveraged them into one of the most survivable, feared, and thus lethal opponent imaginable.

The role of a ghost is that of damage sponge. They are the first into the fray, the "tank" if you will. Like guardians, they protect the party, but not by defending, rather by providing the enemy with a viable target – one that can take hit after hit after hit. Ghosts are the front line fighters. Their damage may not be high, but by sheer tenacity, they live on and on.

Because they help one survive, ghosts love shields, force fields, etc. And, they prefer medium to heavy armor.

Ghosts go through an intensive survival regimen in which they are trained in extreme climatic conditions, with little or no equipment, put through rigorous simulated combat situations, and subjected to harsh testing until all but the most hardy and skilled have given up.

Ghosts then undergo physical and genetic enhancements to heighten their strength and endurance. Their chest cavities are enlarged, adrenal glands modified, immune system strengthened, muscle fibers genetically improved, etc. The resulting individuals are among the most potent and dangerous fighting forces in the universe – due to pure tenacity.

Requirements: Cyber ghosts should focus on cyber implants that make the character more survivable. Bio ghosts and tech ghosts should focus on items that enhance survivability, etc.

Ghost are melee, up front tanks. Using ranged weapons should be kept to a minimum.

Weapons

Atk C/Dmg C for Ghost	
Sorce	
N/A	All
Martial Forms	
3,4	Natural Throw
6,8	Natural The Rest
6,8	MA
Archaic & Tech Melee	
6,8	L
8,10	M
6,8	H
Archaic & Tech Hurled	
3,4	All
Archaic & Tech Ranged	
4,6	L Archaic & Tech
4,6	M Archaic
0,0	The Rest
Cyber	
10,12	Melee
6,8	Micro-Laser
0,1	The Rest
BioTech	
6,8	Melee
6,8	Spike Beetle
0,0	The Rest
The Rest	
0,1	All

Armor

Def C/AR C for Ghost	
Martial Form	
8,10	Natural
4,6	MA
Archaic, Partial	
3,4	L & M
6,8	H
Archaic, Full	
4,6	L & M
8,10	H
Archaic, Shields	
4,6	L
8,10	M & H
Tech, Shield	
6,6	All
Tech, Force Field	
8,10	All
BioTech	
3,4	L & M
6,8	H
Cyber	
4,6	L
8,10	M
10,12	H
The Rest	
0,0	All

Professions

C - Ghost Professions	
Associations	
8	Dha
6	Freelancer
10	Ranger
Ship Officer	
4	Astrogation Officer
8	Captain
4	Communications Officer
3	Engineering Officer
4	Helm Officer
6	Medical Officer
4	Science officer
6	Tactical Officer
4	Tech Officer
Open	
8	Team Link
Weird	
12	Undead
2	Demolitions

Feats

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	6	12	12	8	N/A	6	8	12

- 1Charge of Speed
- 1Code Red
- 1Feign Death
- 1First Aid
- 1Psychosomatics – Resist All
- 1Regenerative Stance
- 1Remain Conscious

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Charge the Front	8	10	10	8	4	6	12	12

- 1Charge of force
- 1Charge of Recklessness
- 2Berserk
- 2Save Nish
- 3Nish Swap

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Immortal	6	12	10	10	4	6	8		12

- 1Attribute Buff Vitality
- 1Auto Coagulation
- 1High Death Threshold
- 1Ghost: Mega – Return Me
- 1Psychosomatics – Body Heal
- 1Psychosomatics – Regeneration
- 1Psychosomatics – Vitalize
- 1Regeneration
- 1Vitality Pool
- 2Life Freeze
- 2Low Death Frequency
- 2Sorce – Adhere
- 2Sorce – Double Death
- 3Ghost: Truly a Ghost
- 3Sorce – Immortal Stance

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Resist All	6	12	10	12	4	6	8		12

- 1Crush Resistant
- 1Resist Disease
- 1Resist Mind Control
- 1Resist Poison
- 2Attribute Buff Arcane
- 2Attribute Buff Energy
- 2Resist Cold
- 2Resist Heat
- 2Resist Pain
- 2Resist Psionics
- 3Resist Fear
- 3Resist Sorce

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Legendary Toughness	6	12	12	12	4	6	8		12

- 1Attribute Buff Fortitude
- 1Battle hardened
- 1Fast healing
- 1Psychosomatics – Rough Skin
- 1Slow Drain
- 1Tough vs Blunt
- 1Tough vs Edged
- 2Critical Killer
- 2Falling
- 2Psychosomatics – Tough Skin
- 2Tough vs Energy
- 2Tough vs Projectile
- 3Psychosomatics – Iron Skin

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Entrapment	10	12	10	10	6	8	12		12

- 1Knock Back
- 1Taunt
- 2Impale
- 2Keep Down
- 2Knock Down
- 3Trip
- 4Psioncis – Trip

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tank	6	12	12	12	4	6	8		12

- 1Defense vs Body
- 1Defense vs Melee
- 1Nish Master: Def
- 1Parry
- 1Shield Bash
- 1Shield Wall
- 1Tight Grip
- 1Tight Quarters
- 2Defense vs Hurled
- 2Shield Lend
- 2Throw Weapon
- 3Defense vs Ranged

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mental Conditioning	8	12	12	12	8	8	10		12

- 2Attribute Buff Will Power
- 2Danger Sense
- 2High unconsciousness Threshold
- 2Strong Will

Ghost - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Survival	12	10	8	6	10	8	8		12

- 1Extra Luck
- 1Lore: Preservation
- 1Repair Armor
- 1Repair Weapon
- 1Survival
- 2Double Luck
- 3Bio-Warrior Vamperize
- 3Meta Luck

Goliath

Attributes R							
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Goliath C
Core
12
4
4
4
6
3
Sciences
6
6
4
Resistances
12
8
12
12
Combat Stats
12
3
6

Goliath	
Enc	B
MR	D

Jumps	
Vert	D
Broad	C
Dive	D
Long	C

Goliath Starting Credits	3500+350*Level

Goliath - ETax Points
25 + 2*level

Goliath ETax	
Mult	Item Category
1/2	Archaic Items
2	BioTech items
2	Cyber Items
1	Tech Items
2	Psionic Items
1	Psychosomatic Items
2	Sorce Items

The goliath sub-class is the heaviest of the heavy warrior approaches. They specialize in the large two handed weapons, with heavy armor, and lots of vitality. They are designed to take a pounding while delivering an even larger pounding. Toe to toe, Goliaths are the most dangerous warrior class alive.

However, their massive damage and armor is offset by a near total lack of special abilities. Goliaths have one purpose and one mind set – pound the tar out of any opponent that dares cross their path. Tricks and whimsical abilities are for not.

Due to this mentality, Goliaths are extremely resistant to non physical effects be they magical, mental, or other. Even energy weapons are much less effective versus Goliaths.

Finesse is not the Goliath's way. Their bonuses to attack are not large, but their bonuses to damage are significant. So, in combat goliaths tent to size up the most powerful opponent on the battle field, walk up to them, and let fly with their devastating blows of merciless pounding.

Though not austere, goliaths have little use for trinkets and useless equipment. Unless it helps them pound the tar out of something, they really aren't that interested.

Goliath is one of the simplest classes to play, but even the most skilled roleplayer is often drawn to the class as the roleplaying options are so wide open.

Weapons

Atk C/Dmg C for Goliath	
Sorce	
N/A	All
Martial Forms	
3,8	Natural
1,6	MA
Archaic & Tech Melee	
12,12	H
4,8	M
1,4	L
Archaic & Tech Hurled	
4,10	Manta
1,3	shirrac
Tech Ranged	
4,10	Shotgun
0,0	The Rest
Cyber	
2,4	Cyber Blades
4,8	Cyber Fist
0,1	The Rest
BioTech	
10,12	H BioBlade
3,8	M BioBlade
0,0	The Rest
The Rest	
0,1	All

Armor

Def C/AR C for Goliath	
Martial Form	
4,8	Natural
2,4	MA
Archaic, Partial	
12,12	H
8,10	M
1,3	L
Archaic, Full	
12,12	H
8,10	M
1,3	L
Archaic, Shields	
4,8	H
3,6	M
1,3	L
Tech, Sheilds	
3,4	All
Tech, Full	
1,3	All
BioTech	
10,12	H
1,2	The Rest
The Rest	
N/A	All

Professions

C - Goliath Professions	
Associations	
12	Dha
8	Freelancer
8	Ranger
Ship Officer	
3	Astrogation Officer
8	Captain
3	Communications Officer
6	Engineering Officer
3	Helm Officer
4	Medical Officer
3	Science officer
6	Tactical Officer
4	Tech Officer
Open	
2	Team Link
Weird	
6	Undead
8	Demolitions

Feats

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	6	12	12	12	3	4	6		12

- 1Battle Hardened
- 1Charge of Force
- 1Lore: Heavy weapons and armor
- 1Lore: Pick Toughest Opponent
- 1Strength Feats
- 1Strong Attack
- 1Tactical Analysis

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	8	8	8	8	10	4	8		12

- 1Dominate
- 1Repair Armor
- 1Repair Weapon
- 2Doubling Luck
- 2Save Nish

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Brute Strength	6	12	12	12	4	4	8		12

- 1Attribute Buff: Strength
- 1Bulk Up
- 1Carry More
- 2Body Beautiful
- 2Psychosomatics - Strength Surge
- 3Psychosomatics – Strengthen

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Resist Damage	6	10	12	12	10	6	8		12

- 2Psychosomatics - Resist Cold
- 2Psychosomatics - Resist Heat
- 2Psychosomatics - Vitalize
- 2Resist Cold
- 2Resist Disease
- 2Resist Fear
- 2Resist Heat
- 2Resist Pain
- 2Resist Poison
- 3Psychosomatics - Resist All
- 3Resist Mind Control
- 3Resist Psionics
- 3Resist Sorce

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tough Cookie	4	12	12	12	3	3	6		12

- 1Attribute Buff: Arcane
- 1Attribute Buff: Energy
- 1Attribute Buff: Fortitude
- 1Attribute Buff: Vitality
- 1Crush Resistant
- 1Goliath: Physical Only
- 1Tough vs Energy
- 1Vitality Pool
- 2Auto Coagulation
- 2Slow Drain
- 2Tough vs Blunt
- 2Tough vs Edged
- 2Tough vs Projectile

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Big D	4	12	10	12	4	4	8		12

- 1Bone Breaker
- 1Charge of Recklessness
- 1Damage Pool
- 1Quake
- 1Split floor
- 1Structural Damage
- 2Anti Vehicle
- 2Armor Penetration
- 2 Goliath: Mega Blow
- 3Bio-Warrior Black Chrysalis

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Attack Skills	8	12	10	12	4	6	8		12

- 1Knock Back
- 1Knock Down
- 1Shatter weapon
- 1Shield bash
- 1Specific Opponent
- 1Stunning Blow
- 1Tight Grip
- 2Berserk
- 2Impale
- 2Throw Weapon
- 3Tactical team

Goliath - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defend and Live	8	10	12	10	6	6	8		12

- 1First Aid
- 1High Death Threshold
- 1Low Death Frequency
- 2Defense Vs Body
- 2Defense vs Melee
- 2Shield wall

Guardian of Light

Attributes R							
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Guardian of Light C
Core
10
8
8
12
12
8
Sciences
8
6
10
Resistances
10
10
6
8
Combat Stats
10
6
8

Guardian of Light		Jumps	
Enc	B	Vert	D
MR	C	Broad	C
		Dive	C
		Long	C

Guardian of Light Starting Credits	3000+300*Level

Guardian of Light - ETax Points
25 + 2*level

Guardian of Light ETax	
Mult	Item Category
1	Archaic Items
2	BioTech items
1	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Requirement: Only Medic or Tactical are allowed as ship officer positions and Medic is much preferred of the two. During an adventure, the Guardian should pick out a primary and "maybe" a secondary team member to "guard." They will then make it their responsibility to protect their ward – even giving their life if necessary. This is not a subservient role and the protected ward should be decided based upon perceived weakness (often a Mensi or Warlock or weak GMU). Failure to uphold to this will cause the Guardian to function exactly like a Shanask as far as Vitality, wounds, and healing goes.

This sub-class began within the Dracan Holding. Special Guardians known as Egg Guards, watched over the race's many hatcheries. Cyber Guardians are the most honored cyber warrior as their duty is of extreme significance among the Draca. Today, the tradition of the Egg Guard has washed over to the other races as simply "Guardian."

Guardians are the paladins of the warrior inclined. They are neat, clean, shinny, and masterful melee combatants. Due to their appearance and purpose Guardians are often called "Knights of Life".

Every choice of weapon, armor and beyond is made with the code of the Guardian in mind. Laser energy is considered the energy of life. Thus all things laser are held at the utmost level.

As guards, their regenerative and protective skills are advanced. But, if faced with combat or healing, a Guardian will choose the option that is most likely to save their ward (the one being protected).

Weapons

Atk C/Dmg C for Guardian of Light	
Sorce	
N/A	All
Martial Forms	
6,8	Natural
3,4	MA
Archaic & Tech Melee	
12,12	Laser Blade, Bolt Sword
8,10	Combat Knife, Drac-Maul, Force Gauntlet
8,10	Ka Jung, Sonic Sword, Sword, Warrior Claws
2,4	The Rest
Archaic & Tech Hurled	
6,8	Manta
4,6	Shirrac
Archaic & Tech Ranged	
10,12	L & M Laser
6,10	L & M Other
0,1	H
Cyber	
10,12	Melee
0,1	Ranged
The Rest	
0,1	All

Armor

Def C/AR C for Guardian of Light	
Martial Form	
8,8	Natural
4,4	MA
Archaic, Partial	
8,6	L & M
10,8	H
Archaic, Full	
10,10	All
Archaic, Shields	
8,8	All
Tech, Sheilds	
10,10	All
Tech, Full	
8,8	All
Tech, Force Field	
8,8	All
Tech, Power Suit	
10,12	Scout or Trooper
1,2	The Rest
Cyber	
10,12	All
8,10	The Rest
The Rest	
0,1	All

Professions

C - Guardian of Light Professions	
Associations	
12	Dha
4	Freelancer
12	Ranger
Ship Officer	
6	Astrogation Officer
12	Captain
10	Communications Officer
6	Engineering Officer
6	Helm Officer
8	Medical Officer
6	Science officer
6	Tactical Officer
6	Tech Officer
Open	
12	Team Link
Weird	
6	Undead
3	Demolitions

Feats

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	10	10	10	10	10	10	10		12

- 1Attribute Buff: Charisma
- 1Danger Sense
- 1Etiquette
- 1First Aid
- 1Shield Bash
- 1Sorce – Healing
- 1Taunt
- 1Vitality Pool

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	10	8	8	8	10	10	8		12

- 1Bio-Warrior Blade of Life
- 1Nish Swap
- 1Save Nish
- 1Tough vs Edged
- 1Vengeance
- 2Double Luck
- 2Tough vs Energy

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Miracle Healer	12	8	6	10	12	10	10		12

- 1Healing Aura
- 1Life Over Death
- 2Balance Life
- 2Field Aide Shield
- 2Lend Life
- 2Master and Apprentice
- 2Regenerative Stance
- 3Bio-Gunner Seed of Life
- 3Meta Lend
- 3Sanctify

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Noble Knight	12	4	4	3	8	12	10		12

- 1Beauty
- 1Bed Side Manner
- 1Body Beautiful
- 1Empathy
- 2Skill Assist
- 2Social Status
- 3Fame
- 3Wealthy

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defender	8	10	10	8	6	8	12		12

- 1Defense vs body
- 1Defense vs Melee
- 1Disarm
- 1Light Sleeper
- 1Nish Master Def
- 1Parry
- 1Shield Lend
- 1Shield Wall
- 1Sorce – Solar Shield
- 1Suppressive Fire
- 2Cover Fire
- 2Disarming shot
- 3Block Ranged

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Resilience	8	12	12	12	4	6	8		12

- 1Attribute buff: Fortitude
- 1First Aid Combat
- 1High Unconsciousness Threshold
- 1Lore: Medical
- 2Attribute Buff: Energy
- 2Attribute Buff: Vitality
- 2Code Red
- 2Resist Fear
- 2Resist Pain

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defend with Prejudice	8	10	10	10	4	6	12		12

- 1Knock Down
- 1Laser Burn Through
- 2Charge of Force
- 2Impale
- 2Knock Back
- 2Laser Focused Beam
- 2Nish Master: Atk
- 2Riposte
- 2Tactical Analysis
- 2Throw Weapon
- 2Tight Quarters
- 3Charge of Speed
- 4Split Floor

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Vigilance	10	10	8	12	10	12	12		12

- 1Enhanced Hearing
- 2Enhanced Sight
- 3Enhanced smell
- 3Improved Field of Vision
- 3Sorce – Detect Foe
- 3Starlight Vision
- 4Infravision

Guardian of Light - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Skills	12	8	8	6	6	8	10		12

- 1Lore: Draca Eggs
- 1Repair Armor
- 1Repair Weapon
- 2Cloak
- 2Repair Cyber
- 2Weapons Display
- 3Lend Ability
- 3Wind Walker Gust of Wind

High Guard

Attributes R								High Guard C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	6
Speed Burst	6	8	4	8	6	10	12	12
Dexterity	8	4	6	8	8	12	10	12
Awareness	6	4	4	12	6	10	10	12
Charisma	12	4	6	4	10	12	8	6
Lore	10	6	6	6	12	8	6	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	8
Bio	4	6	6	12	6	4	4	6
Cyber	8	1	12	1	3	4	6	3
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	6
Will Power	8	12	10	8	12	8	10	6
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	8
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	6
Nish	8	4	4	6	8	12	10	10
Luck	12	6	6	6	12	10	8	8

High Guard			Jumps	
Enc	D		Vert	A
MR	B		Broad	A
			Dive	A
			Long	A

High Guard Starting Credits	2500+250*Level

High Guard - ETax Points	
15 + 1*level	

High Guard ETax	
Mult	Item Category
1	Archaic Items
1	BioTech items
2	Cyber Items
1	Tech Items
1	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Requirement: Levitate Self May NEVER be used as an attack platform, only as a means of movement. To attack the High Guard must be standing on, holding onto, or tethered to some physical object that is supporting their weight.

As the name implies, high guard often fight from on high, using advanced acrobatics, mystical wind walking abilities, and bio/tech gadgets. High guards are the most dexterous and agile of the classes. They are as comfortable fighting on a rope whether standing or climbing as on the ground.

High guards are good martial art combatants and even better at using martial ranged and hurled weapons.

Their preferred combat style is to get on-high (climb a wall, rope, run up stairs, etc.) then fire a barrage of ranged and hurled attacks. Next swinging from a rope down into and back out-of a fray so MA attacks and knife work can be dealt is also very popular. Those who charge after them will be stunned to discover their talented close combat MA skills.

High guards have a 2nd major forte. They love gadgets that enhance their abilities. The word "enhance" is key! Devices that replace their abilities are shunned to a nearly fanatical degree. So, a bow can be used, even a crossbow (due to the cocking and handmade bolt aspect). However, a laser pistol is taboo. There are two exceptions – lob and Tharg pistols can be used sparingly. Likewise, a grappling gun is OK, even with winch due to the skill and risk of use. However, a turbo pack or jet boots would never be used. Jump boots are in a gray area but could be used, though sparingly – constant reliance would be disgraceful. Oddly, if the ability comes from a power such as Psionics, then it is OK, probably because it comes from "within" themselves.

High guards consider themselves to be at one with nature and the laws of physics. They are particularly focused on "upwards," height, climbing, falling, wind walking, gravity, rope swinging /climbing, etc. And, they use these abilities to withdraw from normal combat and fight on their terms. Terms which most opponents find frustrating and dangerous. Many a High guard opponent has been found dead without any wounds upon them – in their attempts to reach the elusive High guard, they fell to their deaths.

Nearly every High guard will carry a number of gadgets. Among them the following are most popular (tech is used but bio or cyber is fine also): rope, cord, or wire; grappling hook and/or gun; ultra lock boots, ultra lock gloves.

High guards are often hired as "got your back" men. They remain obscure, on high, and if a combat ensues or a villain tries to attack their ward from behind, the High guard swoops in to the rescue. High guards are also hired as "secret" body guards for much the same reason. Sometimes the ward doesn't even know they are being protected. If left to their own, High guards have an unusual tendency, no doubt due to their skills, to set themselves up as the secret "super hero like" guardian of a city or neighborhood. The act of appearing, fighting for the cause of good, then vanishing is pure endorphins to a High guard. They live for such encounters.

Grenades and explosives – Again, as they are an indirect form of combat, grenades and explosives (for combat purposes) are avoided. The exception is the smoke grenade and an "occasional" flash bang and a rare tangler.

High Guard have below average defensive and regenerative skills and abilities, but these are massively

overcome with the fact that many opponents will not be able to attack them.

GMs should give GM awards for creative aerial strike and exit combat techniques.

Below (while aerial) means while not with both feet on a traditional surface. So, on a wall, rope, tree, unoccupied balcony, etc. counts as aerial!

Weapons

Atk C/Dmg C for High Guard	
Sorce	
N/A	All
Martial Forms	
12,8	Natural
12,10	MA
Archaic & Tech Melee	
10,8	L
8,4	M
3,1	H
Archaic & Tech Hurled	
12,10	All
Archaic Ranged	
8,4	All
BioTech	
10,8	L Bio Blades
8,4	M Bio Blades
3,1	H Bio Blades
The Rest	
N/A	All

Armor

Def C/AR C for High Guard	
Martial Form	
10,8	Natural
10,8	MA
Archaic, Partial	
8,8	L
0,0	M&H
Archaic, Shields	
8,8	Buckler
N/A	The Rest
BioTech	
8,8	Leaf
6,6	Spider
N/A	The Rest
The Rest	
N/A	All

Professions

C - High Guard Professions	
Associations	
1	Dha
8	Freelancer
12	Ranger
Ship Officer	
8	Astrogation Officer
4	Captain
6	Communications Officer
3	Engineering Officer
10	Helm Officer
4	Medical Officer
4	Science officer
3	Tactical Officer
8	Tech Officer
Open	
10	Team Link
Weird	
3	Undead
1	Demolitions

Feats

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	10	8	4	12	8	10	12	12

- 1 Climbing
- 1Block Ranged
- 1Concealment
- 1Falling
- 1High Guard: Advanced Climbing
- 1 High Guard: High Advantage
- 1Psionic - Return
- 1Quick Draw
- 1Tracking
- 2Kryll Spider Climb

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Martial Arts	10	12	6	6	6	10	12	12

- 1Running Diving Lunge
- 1Stunning Blow
- 1Tight Quarters
- 2Keep Down
- 2Knock Back
- 2Parry
- 2Riposte
- 3Charge of the Acrobat
- 3MA Flying Side Kick
- 3MA Leaping Split Kick
- 3MA Lunging Side Kick
- 4MA Roundhouse

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Fight on High	12	6	4	10	8	10	10		12

- 1Aiming Bonus
- 1Ambidexterity
- 1Attack pool
- 1 High Guard: Swing Advantage
- 1Long Range
- 1Throw Weapon
- 2Explosives: O-Smoke, Tangler, Shock, Flash Bang Grenades
- 2Nish Master: Atk
- 2Psionics – Shove
- 2Psionics – Trip
- 2Tactical analysis

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Shadow Stealth	10	8	6	4	10	12	12		12

- 1Acrobatic Stealth
- 1Dart
- 1Move silently
- 1Stealth
- 2Danger Sense
- 3Shadow Rise

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Vertical Motion	8	8	6	8	8	10	12		12

- 1Balance
- 1Enhanced Jump
- 2Lore: Structures & Building Plans
- 2Psionics – Landing
- 2Psychosomatics – Jump
- 4Psionics - Levitate Self

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Secret Motion	12	6	4	4	12	10	8		12

- 2Wind Walker Gentle Breeze
- 2Wind Walker Gust of Wind
- 2Wind Walker Run
- 2Wind Walker Standing Reed
- 3Sorce – Adhere
- 3Sorce – Blink
- 3Wind Walker Up Thrust
- 4Psychosomatics – Molecular diffusion
- 4Sorce - Ghost Gate

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Agility	8	10	6	6	3	10	12		12

- 1Acrobatic Vault
- 1Acrobatics
- 1Attribute Buff: Dexterity
- 1Catch Object
- 1Expert Runner
- 1Kick Up
- 1 High Guard: Sky Home
- 1Vault Away
- 1Zero Gravity
- 2Attribute Buff: Speed Burst
- 3Catch Ranged

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defenses	8	12	10	10	4	6	10		12

- 1Defense vs Hurled
- 1Defense vs Ranged
- 1Tough vs Projectile
- 2Defense vs Body
- 2Defensive Tumble
- 2Remain Conscious
- 2Tough vs Edged
- 2Tough vs Energy
- 3Resist Pain

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Special Forces	10	6	4	8	8	12	8		12

- 1Double Luck
- 2Attribute Buff: Luck
- 2Doubling Luck
- 2Psionics – Jerk
- 3Psionics – Move Object
- 3Psionics – Toss
- 3Telepathy, Basic

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Sense	10	8	6	12	8	12	10		12

- 1Attribute Buff: Awareness
- 1Enhance Sight
- 2Starlight Vision
- 3Improved Field of Vision
- 3Infravision

High Guard - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Combat Support	10	6	6	6	8	10	12		12

- 1First Aid
- 1Repair Armor
- 1Repair Weapon
- 1Save Nish
- 1Specific opponent

- 2Attribute Buff: Nish
- 2Nish Swap
- 2Same Nish
- 3Dual Wield
- 3Taunt

Marine

WITH STRENGTH and HONOR
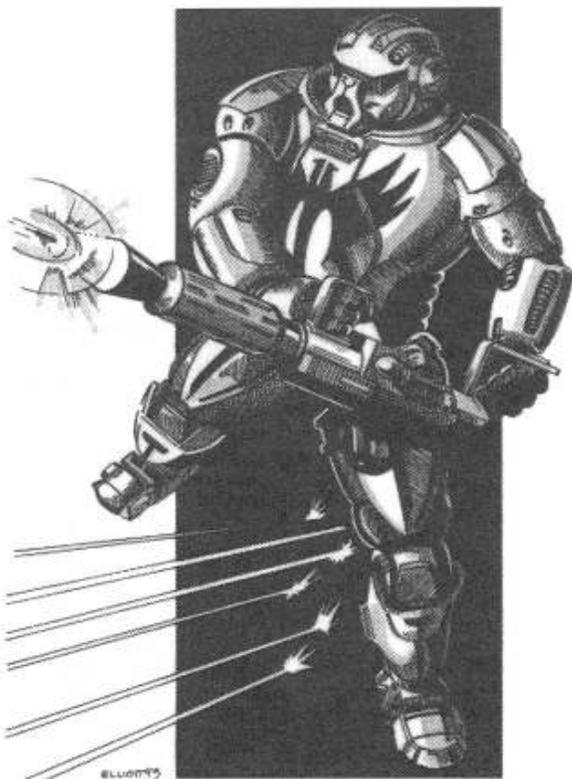
Attributes R								Marine C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	6
Speed Burst	6	8	4	8	6	10	12	8
Dexterity	8	4	6	8	8	12	10	10
Awareness	6	4	4	12	6	10	10	10
Charisma	12	4	6	4	10	12	8	10
Lore	10	6	6	6	12	8	6	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	12
Bio	4	6	6	12	6	4	4	4
Cyber	8	1	12	1	3	4	6	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	8
Will Power	8	12	10	8	12	8	10	8
Arcane	10	10	10	8	12	4	8	4
Energy	6	8	12	10	4	4	6	10
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	6
Nish	8	4	4	6	8	12	10	8
Luck	12	6	6	6	12	10	8	10

Marine			Jumps	
Enc	B		Vert	D
MR	D		Broad	E
			Dive	C
			Long	D

Marine Starting Credits	3500+350*Level

	Marine - ETax Points
	25 + 2*level

Marine ETax	
Mult	Item Category
2	Archaic Items
2	BioTech items
1	Cyber Items
1/2	Tech Items
2	Psionic Items
1	Psychosomatic Items
2	Sorce Items

Emphasis – Medium ranged tech weapons

First into the fray, and the last to leave —Marines. These mighty techno-warriors are the vanguard of the military. The marines are the liberators and the bringers of death to their enemies. Loyal, skilled, and brave to a fault, marines are a proud group with long traditions, who do not shirk from the most appalling violence or heavy losses.

Marines are a dynamic class using a splendid combination of technical devices, suit enhancements, skills, and weaponry. Though a marine is trained in a nice compliment of melee weapons and is very capable of melee combat, their forte is the carbine (most like a sub-machine gun or Tommy gun weapon). Carbines are designed for rapid, but precise, slaughter of enemies at mid range (between 10 and 50 feet).   Marines are

also highly skilled at most forms of pistols. And use these when discretion is required.

A marine is such a wonderful amalgam of feats and abilities and equipment. They can do it all better than nearly any class, they can tank, high damage, ranged attack, move around, etc.

In combat a skilled marine will analyze the most common marine roles and then execute them in efficient order. Marines typically 1) Target opponents beyond easy reach of melee allies, 2) Responsible for downing any enemy runners – those running from battle, 3) Damage support on bosses, to finish off a kill, etc. 4) and, if any party member falls, it is the marine that picks up their role, where that be tank, ranged Dmg, high damage, etc.

A good marine will avoid tanking and avoid sitting back and safely using their outer range. A good marine will be everywhere, attack everything, and help everyone. For… They are MARINES! It is their LIFE!

Weapons

Atk C/Dmg C for Marine	
Sorce	
N/A	All
Martial Forms	
6,8	Natural
3,4	MA
Archaic & Tech Melee	
8,10	Bolt Sword, combat Knife, Force Gauntlet
8,10	Ka Jung, Laser Blade, Sonic Sword
2,3	The Rest
Archaic & Tech Hurled	
8,10	All
Arachic & Tech Ranged	
2,3	L & M Archaic
6,8	Fang Rifle
3,4	Other Rifles
8,10	L Tech
12,12	M Tech (Non-Rifles)
1,1	H Archaic & Tech
The Rest	
0,1	Ranged
0,0	Melee

Armor

Def C/AR C for Marine	
Martial Form	
4,4	Natural
2,2	MA
Archaic, Full	
0,0	The Rest
Archaic, Shields	
4,6	Heater
0,0	The Rest
Tech, Sheilds	
6,8	All
Tech, Full	
8,8	All
Tech, Force Field	
6,6	All
Tech, Power Suit	
10,12	M
1,1	The Rest
The Rest	
0,0	All

Professions

C - Marine Professions	
Associations	
12	Dha
1	Freelancer
4	Ranger
Ship Officer	
12	Astrogation Officer
6	Captain
6	Communications Officer
8	Engineering Officer
6	Helm Officer
4	Medical Officer
6	Science officer
8	Tactical Officer
12	Tech Officer
Open	
12	Team Link
Weird	
2	Undead
10	Demolitions

Feats

Marine - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	12	3	8	2	4	6	10		12

- **1Marine: Burst**
- **1Marine: Carbine Master**
- **1Lore: Demolitions**
- **1Lore: Technology**

Marine - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	12	8	10	4	6	6	10		12

- **1Attribute Buff: Dexterity**
- **1Team Cant**
- **2Dominate**
- **3Strength Feats**

Marine - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Carbine King	12	4	8	3	8	10	10		12

- **1Aiming Bonus**
- **1Blaster Crack Master**
- **1Laser Burn Through**
- **1Snap Shot**
- **2Armor Penetration**
- **2Attack pool**
- **2Coordinated Attack**
- **2Cover Fire**
- **2Laser Focused Beam**

Marine - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tough as Nails	8	12	12	12	4	6	10		12

- **1Attribute Buff: Energy**
- **1Auto Coagulation**
- **1Fast Healing**
- **1High Death Threshold**
- **1 Marine: Marine's Will**
- **1Remain Conscious**
- **1Resist Fear**
- **1Resist Pain**
- **2Resist Cold**
- **2Resist Heat**
- **2Survival**
- **2Tough vs Energy**
- 2Tough Vs Projectile

Marine - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Hot Luck	12	6	6	4	12	10	8		12

- **1Double Luck**
- **2Extra Luck**
- 2 **Marine:** The Marine Bonus
- 3 **Marine:** Mega: Marine Legend

Marine - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Advanced Tech	12	4	10	2	8	12	10		12

- **1Bridge Officer**
- **1Drive Vehicle**
- **1Operate Transporter**
- **1Repair Armor**
- **1Repair Weapon**
- **1Transporter**
- **2Computer Operation**
- **2Repair Equipment Item**
- **2Scanners**
- **3Counter Security**
- **3Sensors**

Marine - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Combat Support	12	6	8	4	12	10	8		12

- **1Defense Vs Ranged**
- **1Explosives: B-Grenades**
- **1First Aid**
- **1Save Nish**
- **1Specific Opponent**
- **1Tactical Analysis**
- **2Defense vs Hurled**
- **2Explosives: Y-Demolitions**
- **2Nish Swap**
- **2Tactical Team**
- **2Zero Gravity**
- **3Explosives: O-Micro Grenades**
- **3Explosives: O-Missile**
- **3System Critical**

Mensi

Mensi			Jumps	
Enc	E		Vert	C
MR	C		Broad	C
			Dive	D
			Long	D

Mensi Starting Credits	2000+200*Level

Mensi - ETax Points
10 + 1*level

Mensi ETax	
Mult	Item Category
1	Archaic Items
2	BioTech items
3	Cyber Items
1	Tech Items
1/2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Emphasis – Psionics

Without the mind there is no thought; without thought there is no meaning; without meaning there is no existence. Within the deepest folds of the mind there exists the ability to channel thought into a meaningful alteration of existence in the form of raw but controlled energy. Only we the Mensi are able to perform this metaphysical feat to a degree beyond all others. Only we know the true extent of the mind's power.

Psionic attacks allow Mensi to often ignore armor. The mind can't hide behind a helmet! And mental attacks usually assault enemy Will Power instead of Defense. Thus, enemies who are very effective against the blade and the gun may be highly susceptible to mental assault.

The induction and training of a psionicist is mentally grueling. Many fail the initial tests, a few are even transformed into mindless vegetables as a result of the mental probes. Still others go mad. Of those who remain, a few go on to become Mensi Masters, the supreme mental powers of Guild Space and beyond.

Mensi have a singular primary focus in life – Psionics and Psionic like abilities. Mensi surpass all other classes in their mastery of these unusual talents which tend to focus on the mind and on fields of force that can be mentally generated.

Mensi have a strong need to get next to the minds they wish to manipulate. Toward this end, they have a number of lesser talents both covert and, perhaps most effective, their high level of social skills.

In combat, Mensi, being quite frail, try to remain behind a more formidable ally, preferably one that likes to guard weaker associates such as the Mensi. For this vantage, they ply their many abilities. Often not directly attacking an enemy but by providing the more militarily

Attributes R								Mensi C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	3
Speed Burst	6	8	4	8	6	10	12	6
Dexterity	8	4	6	8	8	12	10	10
Awareness	6	4	4	12	6	10	10	12
Charisma	12	4	6	4	10	12	8	12
Lore	10	6	6	6	12	8	6	10
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	8
Bio	4	6	6	12	6	4	4	4
Cyber	8	1	12	1	3	4	6	3
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	4
Will Power	8	12	10	8	12	8	10	10
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	10
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	3
Nish	8	4	4	6	8	12	10	8
Luck	12	6	6	6	12	10	8	8

minded certain advantages such ask knocking down opponents for attack bonuses, or reducing enemy stats, etc. Even a suggestion to "sleep" or "run" can be handy at times. And, if the Mensi is feeling really surly, they may even take over the mind of an enemy and run them as an ally.

If you like to bash in skulls, don't play a Mensi, but if you like to slip between the skull's cracks and medal with what's inside, then you are a Mensi in the making.

Weapons

Atk C/Dmg C for Mensi	
Sorce	
N/A	All
Martial Forms	
4,3	Natural
4,3	MA
Arachic & Tech Melee	
6,4	L
0,0	The Rest
Archaic & Tech Hurled	
8,6	Shirrac
1,1	Manta
Arachic & Tech Ranged	
8,6	L
0,0	The Rest
Cyber	
6,6	Micro-Laser
0,0	The Rest
BioTech	
6,4	Barg Tooth, Bioblade young
0,0	The Rest
The Rest	
0,0	All

Armor

Def C/AR C for Mensi	
Martial Form	
6,4	Natural
3,2	MA
Archaic, Partial	
6,4	L
0,0	The Rest
Tech, Force Field	
6,6	L
3,3	M
1,1	H
The Rest	
0,0	All

Professions

C - Mensi Professions	
Associations	
12	Dha
12	Freelancer
12	Ranger
Ship Officer	
12	Astrogation Officer
10	Captain
12	Communications Officer
1	Engineering Officer
4	Helm Officer
3	Medical Officer
3	Science officer
1	Tactical Officer
3	Tech Officer
Open	
10	Team Link
Weird	
3	Undead
0	Demolitions

Feats

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	10	4	4	10	6	12	8		12

- 1Psionics – Psionic Pulse
- 1Psionics - Blow
- 1Psionics - Read Surface Thoughts
- 1Psionics - Shield of Mind and Mater
- 1Psionics - Telepathy
- 1Psionics – Trip

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mind Quake	10	4	6	12	8	10	10		12

- 1Psionics - Jerk
- 1Psionics - Move Object
- 1Psionics - Return
- 1Psionics - Shove
- 2Psionics - Blast
- 2Psionics - Bowling
- 2Psionics - Hurl
- 2Psionics - Toss
- 3Psionics - Slam
- 4Psionics – Rend

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Fields of Force	8	4	6	10	8	12	8		12

- 1Psionics - Disk of Force
- 1Psionics - Disk of Strength
- 1Psionics - Landing
- 1Shanask Trackless Float
- 2Psionics - Encase
- 2Psionics - Levitate Self
- 2Psionics - Pillar of Strength
- 2Shanask space walk
- 2Shanask walk on water
- 2Wind walker run
- 3Psionics - Dome of Force
- 3Psionics - Levitate Other
- 3Psionics - Shield of Absorption
- 3Shanask submerge
- 3Wind walker standing reed
- 4Wind walker up thrust

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mind Bender	12	4	4	10	4	12	8		12

- 1Psionics - Haze
- 1Psionics - Mind Freeze
- 1Taunt
- 2Psionics - Hold
- 2Psionics - Rip Skill
- 2Psionics - Suggestion
- 3Psionics - Mind Storm
- 4Psionics - Hallucination
- 4Psionics – Puppet

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Dream Walker	12	4	4	8	4	12	8		12

- 1Detect lie
- 1Detect State of Mind
- 1Empathy
- 1Psionics - My Mind to Your Mind
- 1Psionics - Truth Sense
- 1Telepathy, Basic
- 2Interrogate
- 2Psionics – Memory Wipe
- 2Psionics - Mind Meld
- 2Psionics - Scan Mind
- 2Psionics - Your Mind to My Mind
- 2Sorce - Binding Word
- 2Telepathic Picture
- 2Telepathic sound
- 3Psionics - Mind Probe
- 3Telepathic Scene

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Socialite	12	4	6	4	10	12	8		12

- 1Beauty
- 1Common Sense
- 1Danger Sense
- 1Etiquette
- 1Fast Talk
- 1Gambling
- 1General Knowledge
- 1Language: Any – can take multiple
- 1Lie
- 1Social Status
- 2Entrancing Dance
- 2Linguist

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tower of Will	10	6	8	12	6	10	10		12

- 1Lend Will
- 1Mental Support
- 1No Emotions
- 1Resist Mind Control
- 1Resist Psionics
- 1Skill assist
- 2Lend Ability
- 2Orders
- 2Psionics - Send Skill
- 2Remain Conscious
- 2Resist Fear
- 2Resist Pain

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
the "Other" Powers	8	4	4	10	8	12	8		12

- 1Find Friend
- 1Lore: Minds
- 1Lore: Psionics
- 1Psionics - Dormant Energy
- 1Psionics - Sentient Scan
- 3Psionics – Detonate

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
On the Move	10	10	8	6	8	12	12		12

- 1Light Sleeper
- 1Move Silently
- 2Concealment
- 2Move Attack Move
- 2Zero Gravity
- 3Acrobatics
- 3Hibernation

Mensi - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Luck and Nish	12	8	6	6	12	10	8		12

- 1Double Luck

- 1Save Nish
- 3Extra Luck
- 4Poison Use: R

Mutak

Attributes R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Mutak C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	10
Speed Burst	6	8	4	8	6	10	12	12
Dexterity	8	4	6	8	8	12	10	12
Awareness	6	4	4	12	6	10	10	10
Charisma	12	4	6	4	10	12	8	10
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	3
Bio	4	6	6	12	6	4	4	4
Cyber	8	1	12	1	3	4	6	0
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	12
Will Power	8	12	10	8	12	8	10	10
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	8
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	10
Nish	8	4	4	6	8	12	10	8
Luck	12	6	6	6	12	10	8	6

Mutak		Jumps	
Enc	B	Vert	A
MR	B	Broad	B
		Dive	B
		Long	A

Mutak Starting Credits	2000+200*Level

	Mutak - ETax Points
	15 + 1*level

Mutak ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
5	Cyber Items
1	Tech Items
2	Psionic Items
1/2	Psychosomatic Items
2	Sorce Items

Our skill as martial artists is renowned throughout the galaxy, but we are truly known for our ability to adapt to any environment no matter how hostile, and fight any foe, however savage — for we are Mutak, masters of the psychosomatic disciplines.

Mutak are effective martial artists and also use bladed weapons well.

From an early age our minds are shaped and strengthened so that we may control our very flesh and blood. Every muscle fiber, nerve ending, and bone cell are at our command. Adrenaline flows where we direct it; tissue is repaired with a thought; and our minds are fortresses of strength and discipline.

We know and are in command of our bodies to a degree far beyond any other class. Our bodies are our temple, our shield, and our weapon. Drop a naked being on any planet in any environment with any type of

hostiles and a Mutak will emerge where none other may. We take tough to a whole new level.

Weapons

Atk C/Dmg C for Mutak	
Sorce	
N/A	All
Martial Forms	
6,8	Throw
6,12	Natural
4,10	MA
Arachic & Tech Melee	
8,10	L Archaic
6,8	M Archaic
4,6	H Archaic
1,1	The Rest
Arachic & Tech Hurled	
6,8	All
Arachic & Tech Ranged	
6,8	L & M Archaic
1,1	The Rest
Cyber	
N/A	All
BioTech	
8,10	L BioBlade
6,8	M BioBlade
4,6	H BioBlade
1,1	The Rest
The Rest	
1,1	All

Armor

Def C/AR C for Mutak	
Martial Form	
8,12	Natural
8,12	MA
Archaic, Partial	
8,10	L
0,1	The Rest
Archaic, Shields	
8,8	All
BioTech	
8,10	Leaf
8,10	M
N/A	The Rest
The Rest	
N/A	All

Professions

C - Mutak Professions	
Associations	
6	Dha
12	Freelancer
6	Ranger
Ship Officer	
6	Astrogation Officer
6	Captain
6	Communications Officer
1	Engineering Officer
6	Helm Officer
10	Medical Officer
8	Science officer
3	Tactical Officer
2	Tech Officer
Open	
4	Team Link
Weird	
2	Undead
1	Demolitions

Feats

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	8	12	8	4	N/A	6	8	12

- 1Lore: Psychosomatics
- 1Psychosomatics - Rough Skin
- 1Psychosomatics - Shape Shift
- 1Regeneration
- 1Slow Drain

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Eclectic	12	10	8	6	12	10	8	12

- 1Extra Luck
- 1Save Nish
- 2Survival
- 4Lend Life

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Self Repair	8	12	12	12	N/A	6	8		12

- 1Attribute Buff: Vitality
- 1Auto Coagulation
- 1Fast Healing
- 1Psychosomatics - Regeneration
- 1Tough vs Blunt
- 1Tough vs Edged
- 2Crush Resistant
- 2Falling
- 2Psychosomatics - Body Heal
- 2Tough vs Energy
- 2Tough vs Projectile
- 3Battle Hardened
- 3Psychosomatics - Vitalize
- 3Regenerative Stance
- 3Vitality Pool
- 4Sorce – Adhere

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Cheat Death	8	12	12	10	N/A	6	8		12

- 1Attribute Buff: Energy
- 1Attribute Buff: Fortitude
- 1High Death Threshold
- 1Low Death Frequency
- 1Resist Pain
- 2Life Freeze
- 2Psychosomatics - Resist Cold
- 2Psychosomatics - Resist Heat
- 2Psychosomatics - Rough Skin
- 2Resist Cold
- 2Resist Heat
- 2Resist Poison
- 3Resist Disease
- 4Psychosomatics - Resist All

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Body in Motion	10	10	6	6	N/A	10	12		12

- 1Acrobatics
- 1Ambidexterity
- 1Attribute Buff: Dexterity
- 1Attribute Buff: Speed Burst
- 1Balance
- 1Enhanced Jump
- 1Expert Runner
- 1Move Silently
- 1Sprinter
- 1Swiftness
- 1Swimming
- 2Psychosomatics - Jump
- 2Psychosomatics - Speed
- 4Psychosomatics - Molecular Diffusion

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Sensory Master	10	10	8	12	N/A	12	12		12

- 1Attribute Buff: Awareness
- 1Enhance Taste
- 1Enhanced Hearing
- 1Enhanced Sight
- 1Enhanced Smell
- 1Enhanced Touch
- 2Light Sleeper
- 2Psychosomatics - Super Hearing
- 2Psychosomatics - Super Vision
- 2Starlight Vision
- 3Infravision
- 3Psychosomatics - Hearing Boost
- 3Psychosomatics - Vision Boost
- 3Vital Sense

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mega Muscle	8	12	12	12	N/A	6	10		12

- 1Attribute Buff: Strength
- 1Body Beautiful
- 1Bulk Up
- 1Carry More
- 1Strength Feats
- 2Psychosomatics - Strength Surge
- 3Psychosomatics – Strengthen

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mutate	12	12	8	3	N/A	6	10		12

- 1Psychosomatics - Oxygenate
- 2Psychosomatics - Form Skark (Snake)
- 2Psychosomatics - Form, Gonga (Toad)
- 2Psychosomatics - Tough Skin
- 3Psychosomatics - Form, Shero (Puma)
- 3Psychosomatics - Form, Tunka (Lizard)
- 3Psychosomatics - Iron Skin
- 4Psychosomatics - Form, Grey One (Wolf)
- 4Psychosomatics - Form, Urka (Bear)

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Melee Talents	8	12	10	8	6	6	12		12

- 1Parry
- 1Quick Draw
- 1Running Diving Lunge
- 1Shield bash
- 1Specific Opponent
- 1Stunning Blow
- 1Tight Grip
- 1Tight Quarters
- 2Bone Breaker
- 2Charge of the Acrobat
- 2Dual Wield
- 2Tactical Analysis
- 2Throw Weapon
- 3Poison Use: O

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
MA	8	12	8	4	4	10	12		12

- 2Knock Back
- 2Psychosomatics - Electric Palm
- 3MA flying side kick
- 3MA roundhouse

Mutak - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defenses	10	10	8	8	6	10	12		12

- 1Defense Vs Body
- 1Defense vs Melee
- 2Defense vs Hurled
- 2Shield wall
- 3Defensive Tumble

Night Spawn

Attributes R								Night Spawn C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	6
Speed Burst	6	8	4	8	6	10	12	10
Dexterity	8	4	6	8	8	12	10	12
Awareness	6	4	4	12	6	10	10	12
Charisma	12	4	6	4	10	12	8	4
Lore	10	6	6	6	12	8	6	8
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	6
Bio	4	6	6	12	6	4	4	8
Cyber	8	1	12	1	3	4	6	4
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	8
Will Power	8	12	10	8	12	8	10	10
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	8
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	8
Nish	8	4	4	6	8	12	10	8
Luck	12	6	6	6	12	10	8	8

Night Spawn			Jumps	
Enc	C		Vert	B
MR	B		Broad	C
			Dive	C
			Long	C

Night Spawn Starting Credits	3000+300*Level

Night Spawn - ETax Points	
30 + 2*level	

Night Spawn ETax	
Mult	Item Category
1	Archaic Items
1/2	BioTech items
2	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
1	Sorce Items

Requirements: Must be effective in both ranged and melee weapons. Weapon choices should be based on terror (no simple swords or laser rifles).

Night spawn may be the most terrifying of all sub classes. They intentionally use the most fowl looking weapons available and they use them in the most grotesque - horrifying manner. It is often their intent to terrify opponents even more than slay them. After all, once dead, you can't torment an opponent.

Night spawn are highly adept at stealth and maneuverability in order to appear and vanish like vile ghosts. They prefer to attack with ranged weapons as the "uncertainty of attack" is more terrifying than a known assault. But, they also like to stalk prey and then appear for brief instances in order to terrify, before withdrawing into the shadows.

Though Night Spawn are primarily ranged in nature, they consider a perfect kill to be one where they stalk their prey, terrify it nearly to death, then finish the assault by appearing in a horrid flash and disemboweling the victim with a sudden, vehement melee strike.

Poisons, acid, barbs, and anything that can cause torment are readily adapted and used.

Some literally feel that this sub-class are "spawn."

Weapons

Atk C/Dmg C for Night Spawn	
Sorce	
N/A	All
Martial Forms	
4,6	Natural
3,4	MA
Archaic Melee	
6,8	Ba-Sonk, Kray, Drac-Maul
10,12	Hook-Pa, Ka Jung, Ra-oot, Ta-oon
2,3	The Rest
Archaic & Tech Hurled	
6,8	Manta, Ta-oon
3,4	Drac-Maul
2,3	The Rest
Archaic Ranged	
10,12	All
Tech Melee	
10,12	Warrior Claws, Bolt Sword
2,3	The Rest
Tech Ranged	
10,12	L & M Disk, Fang, Lob, Screamer, Shotgun, Tharg
1,2	The Rest
Cyber	
8,10	Cyber Blades, Cyber Claws, QA Claw
8,10	QA Razor Ball, QA Saw, Stem jaw, Tail Spikes
1,2	The Rest
BioTech	
10,12	L & M
6,8	H
The Rest	
1,2	All

Armor

Def C/AR C for Night Spawn	
Martial Form	
6,6	Natural
4,4	MA
Archaic, Partial	
10,10	L & M
2,2	F
BioTech	
10,10	L
10,10	M
1,1	H
The Rest	
0,0	All

Professions

C - Night Spawn Professions	
Associations	
1	Dha
12	Freelancer
8	Ranger
Ship Officer	
8	Astrogation Officer
10	Captain
6	Communications Officer
2	Engineering Officer
4	Helm Officer
6	Medical Officer
8	Science officer
4	Tactical Officer
4	Tech Officer
Open	
2	Team Link
Weird	
12	Undead
2	Demolitions

Feats

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	8	6	8	12	8	6	10		12

- 1Acrobatics
- 1Aiming Bonus
- 1Night Spawn: Smell of Blood
- 1 Night Spawn: Spawn's Cloak of Darkness
- 1Sorce – Radiate Fear
- 1Stealth
- 1Tracking
- 2Code Red

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	10	6	6	6	8	8	10		12

- 1Forensics
- 1Lie
- 1Lore: Poison
- 2 Meta Luck
- 2 Scanners
- 3 Sleight of Hand

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Cloak	10	6	4	12	10	8	8		12

- 1 Night Spawn: Spawn's Tendrils
- 2 Night Spawn: Spawn's Cloak of Ribbons
- 3 Night Spawn: Spawn's Ribbon Gauss
- 4 Night Spawn: Spawn's Cloak of the Bat

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Stealth	10	8	6	8	12	6	10		12

- 1Attribute Buff: Dexterity
- 1Concealment
- 1Disguise
- 1Move Silently
- 1One with Nature: any suitable hunting environment
- 2Acrobatic Stealth
- 3Shadow Walk
- 4Shadow Rise

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Terror	8	6	10	12	12	8	8		12

- 1Dominate
- 1Hobble
- 1Impale
- 1Interrogate
- 1Lore: Fear
- 1Lore: Torture
- 2Bio-Warrior Black Chrysalis
- 2Bio-Warrior Grey Chrysalis
- 2Bone Breaker
- 2Poison Use: G
- 2Shanask Mind Whisper
- 2Shanask Radiate Fear
- 3Sorce – Choke
- 4Psionic – Puppet

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Hunter's Gate	10	10	6	8	6	10	12		12

- 1Balance
- 1Climbing
- 1Falling
- 1Swimming
- 2Charge of Speed
- 2Dart
- 2Enhanced Jump
- 2Expert Runner
- 2Sprinter
- 2Swiftness
- 3Wind Walker Gust of Wind

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Ranged Terror	12	6	6	10	8	12	10		12

- 1Attribute Buff: Awareness
- 1Long Range
- 1Specific Opponent
- 2Attack pool
- 2Disarming Shot
- 2Quick Draw
- 2Sharp Shooter
- 2Snap Shot
- 3Sniper
- 3Sniper Precision

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Melee Finishing Move	8	12	10	12	6	6	8		12

- Nish Master: Atk
- 1- Shield Bash
- 1- Throw Weapon
- 2- Move Attack Move
- 2- Running Diving Lunge
- 2- Tactical Analysis
- 2- Tight Quarters
- 4- Dual Wield

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Melee Finishing Move	8	12	8	10	6	8	12		12

- 1Attribute Buff: Nish
- 1Attribute Buff: Speed Burst
- 1Stunning Blow
- 2Disarm
- 2Keep Down
- 2Knock Back
- 2Knock Down
- 2Parry
- 2Trip
- 2Weapons Display
- 3Alien Physiology
- 3Riposte
- 3Shatter Weapon

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Survival	8	12	12	12	8	4	8		12

- 1Fast Healing
- 1First Aid
- 1Resist Fear
- 1Resist Pain
- 1Survival
- 1Tough vs Blunt
- 1Tough vs Edged
- 2Resist Poison
- 3Feign Death
- 3High Death Threshold
- 3Slow Drain

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Combat Skills	8	12	10	10	6	6	12		12

- 1Defense Vs Body
- 1Defense Vs Melee
- 1Repair Armor
- 1Repair Weapon
- 2Save Nish
- 2Taunt
- 2Vault Away
- 3Same Nish

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Vigilance	10	8	6	12	8	12	10		12

- 1Detect Lie
- 1Direction Sense
- 1Enhanced Hearing
- 1Enhanced Sight
- 1Light Sleeper
- 2Danger Sense
- 2Detect Traps
- 2Starlight Vision
- 2Vital Sense
- 3Infravision
- 3Remove Traps
- 4Sorce – Undead Sight

Night Spawn - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mental Talents	10	4	6	10	3	12	8		12

- 1Empathy
- 1No Emotions: when desired
- 2Psionic – Haze
- 3Psionic – Hallucination

Ranger

Attributes R							
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Ranger C
Core
8
10
10
12
8
6
Sciences
6
8
6
Resistances
10
8
4
6
Combat Stats
8
8
8

Ranger	
Enc	B
MR	B

Jumps	
Vert	C
Broad	B
Dive	B
Long	A

Ranger Starting Credits	3000+300*Level

Ranger - ETax Points
30 + 2*level

Ranger ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
1	Cyber Items
1	Tech Items
2	Psionic Items
1	Psychosomatic Items
2	Sorce Items

The class Ranger is not to be confused with the group known as Rangers.

Rangers specialize in remote, solo, border patrol utilizing stealth, tracking, survival among other skills. They favor swords, especially bio blades, and bows as these weapons are self sufficient (you can make arrows and bioblades repair themselves). They dabble a little in all three power forms and have a slight bent towards the bio classes.

Rangers are the ultimate border patrol warriors. Specializing in the stealth and utilizing nature as an ally. Often loaners or "men" of great secrets, rangers are seldom seen – or at least no one lives to tell about the encounter.

The ranger class has limited combat feats, however, they have significant abilities to summon and tame combat worthy pets.

Weapons

Atk C/Dmg C for Ranger	
Sorce	
N/A	All
Martial Forms	
6,6	Natural
3,3	MA
Archaic Melee	
10,12	L & M
3,3	H
Archaic & Tech Hurled	
10,10	L & M
2,2	H
Archaic Ranged	
10,10	All
Tech Melee	
10,10	Bolt Sword, Combat Knife, Warrior Claws
1,1	The Rest
Tech Ranged	
8,8	Bow-Tech, Tharg Pistol
1,1	The Rest
Cyber	
10,10	L & M Melee
1,1	The Rest
BioTech	
10,10	L & M Melee
1,1	The Rest
The Rest	
1,1	All

Armor

Def C/AR C for Ranger	
Martial Form	
8,8	Natural
3,3	MA
Archaic, Partial	
10,10	L & M
6,6	H
Archaic, Full	
8,8	L & M
4,4	H
Tech, Full	
10,10	All
Tech, Power Suit	
10,10	Scout, Trooper
0,0	The Rest
BioTech	
10,10	Leaf
10,10	M
0,0	The Rest
Cyber	
10,10	L & M
6,6	H
The Rest	
0,0	All

Professions

C - Ranger Professions	
Associations	
2	Dha
12	Freelancer
12	Ranger
Ship Officer	
8	Astrogation Officer
6	Captain
4	Communications Officer
3	Engineering Officer
6	Helm Officer
4	Medical Officer
4	Science officer
3	Tactical Officer
4	Tech Officer
Open	
4	Team Link
Weird	
6	Undead
1	Demolitions

Feats

Ranger - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	10	8	8	12	6	10	12		12

- 1Detect Traps
- 1Ranger: Dismiss Beast
- 1 Ranger: summon Beast
- 1Lore: Animals
- 1Lore: Plants
- 1Move Silently
- 1One with nature: Any non-urban, can take multiple times
- 1Survival
- 1Tracking

Ranger - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Scout/Tracker	10	6	6	12	8	10	12		12

- 1Attribute Buff: Awareness
- 1Concealment
- 1Danger Sense
- 1Direction Sense
- 1Enhanced Hearing
- 1Enhanced Sight
- 1Light Sleeper
- 1Swimming
- 2Attribute Buff: Speed Burst
- 2Cartography
- 2Climbing
- 2Dart
- 2Expert Runner
- 2Psychosomatics - Super Hearing
- 2Psychosomatics - Super Vision
- 2Remove Traps
- 2Sprinter
- 2Starlight Vision
- 2Swiftness
- 3Psionics - Sentient Scan
- 3Psychosomatics - Hearing Boost
- 3Psychosomatics - Vision Boost
- 4Sorce - Detect Foe

Ranger - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Woodsman	8	8	8	12	6	10	12		12

- 1Common Sense
- 1Enhanced Touch
- 1Talent
- 2Ambidexterity
- 2Antidote
- 2Bio-Gunner Impression
- 2Enhanced Smell
- 2Falling
- 2Hibernation
- 2Repair Equipment Item
- 2Trade
- 2Tunnel
- 2Vaccination
- 3Bio-Gunner Leaf Lingo
- 3Enhance Taste
- 3Paralysis antidote

Ranger - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Tame the Beast	10	12	8	6	N/A	8	8		12

- 2 Ranger: Beast Heal
- 2 Ranger: One Form

Ranger - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Combat Skills	8	10	10	10	6	6	12		12

- 1Defense Vs Body
- 1Explosvies: G-Bolt Tip
- 1Nish Swap
- 1Parry
- 1Repair Armor
- 1Repair Weapon
- 1Save Nish
- 1Snap Shot
- 1Specific Opponent
- 2Aiming Bonus
- 2Alien Physiology
- 2Defense vs Melee
- 2Disarming Shot
- 2Long Range
- 2Poison Use: O-archaic only
- 2Tactical Analysis
- 2Taunt
- 3Defense vs Hurled
- 3Dual Wield
- 3Throw Weapon

Ranger - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Stay Alive	6	12	12	12	6	6	8		12

- 1Extra Luck
- 1Fast Healing
- 1First Aid
- 1Remain Conscious
- 1Resist Cold
- 1Resist Heat
- 1Tough vs Edged
- 2Critical Killer
- 2Fein death
- 2High unconsciousness threshold
- 2Resist Disease
- 2Resist Poison
- 3Double Luck
- 3Psychosomatics - Vitalize

Shadow Thief

Attributes R								Shadow Thief C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	6
Speed Burst	6	8	4	8	6	10	12	10
Dexterity	8	4	6	8	8	12	10	12
Awareness	6	4	4	12	6	10	10	12
Charisma	12	4	6	4	10	12	8	12
Lore	10	6	6	6	12	8	6	8
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	10
Bio	4	6	6	12	6	4	4	6
Cyber	8	1	12	1	3	4	6	4
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	6
Will Power	8	12	10	8	12	8	10	6
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	6
Nish	8	4	4	6	8	12	10	12
Luck	12	6	6	6	12	10	8	12

Shadow Thief			Jumps	
Enc	D		Vert	B
MR	B		Broad	B
			Dive	B
			Long	A

Shadow Thief Starting Credits	2500+250*Level

Shadow Thief - ETax Points	
15 + 1*level	

Shadow Thief ETax	
Mult	Item Category
1	Archaic Items
2	BioTech items
2	Cyber Items
1	Tech Items
1/2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Requirements: Shadow thieves should focus on back stabs when possible, otherwise they will fire distance weapons or use their quirky little mind powers to be as annoying as possible. Weapon use will preferably incorporate poison as much as possible. HOWEVER, a shadow thief, even if well equipped, will avoid direct melee combat if at all possible. They simply aren't comfortable with it. They would rather sneak around the back of a robot and try and sabotage it than melee attack it head on.

Shadow thieves are a step beyond master thief. Whether they are after jewels, data, or memories, they can rob you blind and you'll never know it. Even if you should know it, you won't.

Using their formidable mental talents to read and manipulate minds, combined with their skills in stealth, counter security, and thievery, Shadow thieves are among the most successful and feared thieves in Guild Space.

As pseudo assassins, Shadow thieves prefer small bladed weapons – with liberal amounts of poison if possible.

In combat, shadow thieves have a nasty way of appearing behind you with a back stab that seems to turn a little knife into a two handed sword. Though not at all fond of loud weapons, they will use tangler, smoke, gas, and even the loud flash bang grenades.

Weapons

Atk C/Dmg C for Shadow Thief	
Sorce	
N/A	All
Martial Forms	
6,3	Natural
8,4	MA
Archaic Melee	
12,10	Dagger, Hook-Pa, Ka Jung, Ra-oot
8,6	Sword
2,1	The Rest
Archaic and Tech Hurled	
12,10	Dagger, Ra-oot, Shirrac
8,6	Combat Kinife, Manta
2,1	The Rest
Archaic Ranged	
12,10	L
10,8	M & H
Tech Melee	
10,8	Combat Knife
8,6	Bolt Sword, Warrior Claws
1,1	The Rest
Tech Ranged	
10,6	L Disk, Laser, Screamer, Tharg
8,8	Fang Rifle
1,0	The Rest
BioTech	
10,8	L Melee
8,6	Spike Beetle, Vine Spear
1,0	The Rest
The Rest	
1,0	All

Armor

Def C/AR C for Shadow Thief	
Martial Form	
12,6	Natural
12,8	MA
Archaic, Partial	
12,10	L
10,8	M
3,1	H
Archaic, Full	
12,10	L
10,6	M
1,0	H
Archaic, Shields	
12,8	L
1,0	M & H
Tech, Full	
12,10	All
BioTech	
12,8	L
10,8	M
1,0	H
The Rest	
1,0	All

Professions

C - Shadow Thief Professions	
Associations	
6	Dha
12	Freelancer
10	Ranger
Ship Officer	
10	Astrogation Officer
8	Captain
12	Communications Officer
1	Engineering Officer
4	Helm Officer
2	Medical Officer
2	Science officer
1	Tactical Officer
10	Tech Officer
Open	
3	Team Link
Weird	
8	Undead
1	Demolitions

Feats

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Breaking and Enter	12	4	4	8	12	10	8		12

- 1Climbing
- 1Concealment
- 1Counter Security
- 1Move Silently
- 1Stealth
- 2Explosives: Y-Plastic/Putty Only
- 2Hacking
- 2Psychosomatics – Shape Shift
- 2Scanners
- 2Shadow Rise
- 2Shadow Walk
- 2Sorce – Door Hand
- 3Psychosomatics – Molecular Diffusion
- 3Sorce – Ghost Gate
- 4Sorce – Sunder Door

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Dirty Fighting	10	12	8	8	4	10	12		12

- 1Shadow Thief: Back Stab
- 1Move Attack Move
- 1Nish Master: Atk
- 1Parry
- 1Poison Use: B
- 1Quick Draw
- 1Snap Shot
- 1Tight Quarters
- 1Trip
- 2Disarm
- 2Disarming Shot
- 2Keep Down
- 2Repost
- 2Stunning Blow
- 2Tactical Analysis
- 3Impale
- 3Psionics – Mind Freeze

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Sensory Alert	10	8	6	12	8	12	10		12

- 1Attribute Buff: Awareness
- 1Danger Sense
- 1Detect Lie
- 1Detect Traps
- 1Enhanced Hearing
- 1Remove Traps
- 2Direction Sense
- 2Enhanced Touch
- 2Psionics – Read Surface Thoughts
- 3Improved Field of Vision
- 3Infravision
- 3Starlight Vision
- 3Vital Sense

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Public Image	12	4	4	3	8	12	8		12

- 1Attribute Buff: Charisma
- 1Beauty
- 1Disguise
- 1Etiquette
- 1Fast Talk
- 1Social Status
- 2No Emotions
- 2Wealthy

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Cat Burglar	10	10	4	6	6	12	10		12

- 1Acrobatic Stealth
- 1Acrobatics
- 1Ambidexterity
- 1Attribute Buff: Dexterity
- 1Balance
- 1Dart
- 1Expert Runner
- 1Falling
- 1Sprinter
- 1Swiftness
- 2Enhanced Jump
- 2Wind Walker Gentle Breeze
- 2Wind Walker Up Thrust
- 3Wind Walker run
- 3Wind Walker Standing Reed

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Money Money Money	10	6	4	6	12	12	10		12

- 1Catch Object
- 1Gambling
- 1 Shadow Thief: True Thief
- 1Lore: appraisal
- 1Lore: wealthy/Nobel houses
- 1Sleight of Hand
- 1Theft
- 2Shadow Hand
- 3Sorce – Mass Mutation
- 3Sorce – Shrink

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defensive Talents	8	12	12	12	4	6	8		12

- 1Feign Death
- 1Kick Up
- 1Nish Master: Def
- 1Resist Poison
- 2Defense Vs Hurled
- 2Defensive Tumble
- 2Remain Conscious
- 2Resist Mind Control
- 2Resist Psionics
- 2Vault Away
- 3Antidote
- 3Psionics – Hallucination
- 3Resist Fear
- 3Resist Pain

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Support Skills	12	4	8	6	10	12	10		12

- 1Language
- 1Lie
- 1Light Sleeper
- 1Swimming
- 1Talent
- 2Interrogate
- 2Weapon's Display
- 2Zero Gravity
- 3Pilot Small Craft

Shadow Thief - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Luck & Nish	12	8	6	4	12	10	8		12

- 1Attribute Buff: Luck
- 1Attribute Buff: Nish
- 1Critical Killer
- 1Extra Luck
- 1Same Nish
- 1Save Nish

Siado

Attributes R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Siado C
Core
6
12
10
10
8
6
Sciences
8
6
4
Resistances
6
8
12
12
Combat Stats
6
12
12

Siado		Jumps	
Enc	D	Vert	A
MR	A	Broad	A
		Dive	A
		Long	A

Siado Starting Credits	2500+250*Level

Siado - ETax Points
15 + 1*level

Siado ETax	
Mult	Item Category
1	Archaic Items
1	BioTech items
2	Cyber Items
1	Tech Items
1/2	Psionic Items
1	Psychosomatic Items
2	Sorce Items

The Siado are a well known but guarded sect of heroes. They are well known and well liked. Nearly every civilized being has heard of the Siado, but only a few have ever actually seen one – that they know of.

Siado are a fanatically benevolent group who has decided to take it upon themselves to fix that which is wrong in the galaxy. They focus on political shifts, coos, uprisings, etc. and try to make sure these events unfold in a manner favorable to the general populace, for their ward is the average man, woman, or child. But, often, their efforts lead them far astray from the capital buildings of the many planets they aid, and into the underworld, back woods, secret hideouts, etc.

The Siado's primary goal is, "Protect those without power from those who chose to use it wrongfully."

The Siado uses light techno weapons in conjunction with telekinetic powers to create a powerful high speed warrior. Siado are very loyal to their cause at the moment, whatever that may be. Siado are investigators, one man enforcers, often sent on long complex journeys by themselves or just one other. They are the guardians of the weak. For all of these reasons and more, Siado have focused and honed their combat skills upon defensive talents, more than nearly any class. They are not overly tough if hit, but their ability to avoid being hit is very impressive. Couple this with their supernatural abilities to manipulate the objects around them, and a few mental tricks, makes Siado a most formidable opponent.

Siado are also decent with pistol and other small ranged weapons. Their accuracy is impressive.

In combat, Siado will dance around the battle field, championing the weak (using taunt to take over their opponent) and then tying up the opponent until a more powerfully offensive ally can come finish the job.

Weapons

Atk C/Dmg C for Siado	
Sorce	
10,8	Sorce Saber
8,4	Sorce Hurled
Martial Forms	
12,6	Natural
12,6	MA
Archaic Melee	
10,6	Ka Jung
3,2	The Rest
Archaic & Tech Hurled	
10,8	Manta, Shirrac
3,2	The Rest
Tech Melee	
12,12	Laser Blade, Sonic Sword
2,1	The Rest
Tech Ranged	
10,8	L
1,0	M & H
BioTech	
10,8	L Melee
1,0	The Rest
The Rest	
1,0	All

Armor

Def C/AR C for Siado	
Martial Form	
12,4	Natural
12,10	MA
Archaic, Partial	
8,6	L
4,2	M
1,0	H
Archaic, Full	
8,6	L
0,0	M & H
Tech, Full	
8,6	All
Tech, Force Field	
10,8	L
4,3	M
1,1	H
BioTech	
6,4	M
1,0	The Rest
Cyber	
8,4	L
1,0	M & H
The Rest	
1,0	All

Professions

C - Siado Professions	
Associations	
8	Dha
8	Freelancer
10	Ranger
Ship Officer	
8	Astrogation Officer
6	Captain
6	Communications Officer
4	Engineering Officer
12	Helm Officer
4	Medical Officer
3	Science officer
6	Tactical Officer
8	Tech Officer
Open	
10	Team Link
Weird	
1	Undead
4	Demolitions

Feats

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	12	8	6	4	8	12	10	12

- 1Lore: Political Structure
- 1Taunt
- 1 Siado: Jump Boost
- 1Enhanced Jump
- 1Acrobatics
- 1Siado: Parry Perfect
- 1 Siado: Power Block
- 1Danger Sense
- 1Psionics – Return

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Eclectic	12	4	10	3	10	10	10	12

- 1Laser burn Through
- 2Blaster Crack Master
- 2Computer Operation
- 2Sorce – Choke

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Mind Force	8	4	10	10	8	12	8	12

- 1Psionics – Disk of Strength
- 2Psionics – Disk of Force
- 2Psionics – Shield of Mind and Mater
- 3Psionics – Shield of Absorption
- 4Psionics – Dome of Force
- 4Psionics – Pillar of Strength

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Telekinetics	8	4	8	10	8	12	8	12

- 1Psionics – Jerk
- 1Psionics – Landing
- 1Psionics – Shove
- 1Sorce – Door Hand
- 2Psionics – Hurl
- 2Psionics – Move Object
- 2Psionics – Toss
- 3Psionics – Detonate
- 4Psionics Levitate Self
- 4Sorce – Sunder Door

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Mental Talents	10	6	10	12	8	10	10	12

- 1Direction Sense
- 1Fast Talk
- 1Feign Death
- 1Find Friend
- 1Remain Conscious
- 1Resist Mind Control
- 2Detect State of Mind
- 2Empathy
- 2Psionics – Trip
- 2Resist Psionics
- 2Telepathy, Basic
- 3Psionics – Suggestion

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Master of Defense	12	8	12	6	10	10	10	12

- 1Block Ranged
- 1Defense Vs Body
- 1Defense Vs Hurled
- 1Defense vs melee
- 1Explosives: O-Smoke, Flash Bang, Tangler Grenades Only
- 1Nish Master: Def
- 1Parry
- 1Weapons Display
- 2Critical Killer
- 2Defense Vs Ranged
- 2Defensive Tumble
- 2Sorce – Adhere
- 2Vault Away
- 4Sorce – Immortal Stance

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Quick Action	6	8	4	6	6	12	12	12

- 1Attribute Buff – Speed Burst
- 1Catch Object
- 1Expert Runner
- 1Falling
- 1Psychosomatics – Speed
- 1Quick Draw
- 1Sprinter
- 1Swiftness
- 2Acrobatic Vault
- 2Catch Ranged
- 2Charge of Speed
- 2Dart
- 2Kick Up
- 2Running Diving Lunge

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Combat Tactics	8	8	8	8	6	10	12	12

- 1Aiming Bonus
- 1Disarming Shot
- 1Move Attack Move
- 1Specific Opponent
- 1Tactical Analysis
- 1Tight Quarters
- 2Attack pool
- 2Disarm
- 2Keep Down
- 2Riposte
- 2Sharp Shooter
- 2Zero Gravity
- 3Coordinated Attack
- 3Dual Wield

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
The Socialite	12	4	6	4	10	12	8	12

- 1Lore: Befriend Locals
- 2Attribute Buff – Charisma
- 2Beauty
- 2Etiquette
- 2Master and Apprentice
- 2Social Status
- 3Fame
- 3Leadership

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Subtlety	8	8	6	4	12	12	10	12

- 1Attribute Buff - Nish
- 1Balance
- 1Concealment
- 1Move Silently
- 2Acrobatic Stealth
- 2Ambidexterity
- 2Climbing
- 2Counter Security
- 2Detect Traps
- 2Light Sleeper
- 3Enhanced Sight
- 3Remove Traps

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Luck & Nish	12	8	6	4	12	10	8		12

- 1Doubling Luck
- 1Save Nish
- 2Luck Sustain
- 2Same Nish
- 3Extra Luck
- 3Nish Swap

Siado - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Survival	8	12	12	12	8	4	8		12

- 1First Aid
- 1Repair Armor
- 1Repair Weapon
- 2Code Red
- 2Survival
- 2Zero Gravity
- 3Swimming
- 3Tracking

Slayer

Attributes R								Slayer C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	4
Speed Burst	6	8	4	8	6	10	12	6
Dexterity	8	4	6	8	8	12	10	10
Awareness	6	4	4	12	6	10	10	6
Charisma	12	4	6	4	10	12	8	10
Lore	10	6	6	6	12	8	6	12
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	6
Bio	4	6	6	12	6	4	4	2
Cyber	8	1	12	1	3	4	6	2
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	4
Will Power	8	12	10	8	12	8	10	6
Arcane	10	10	10	8	12	4	8	12
Energy	6	8	12	10	4	4	6	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	3
Nish	8	4	4	6	8	12	10	6
Luck	12	6	6	6	12	10	8	12

Slayer			Jumps	
Enc	D		Vert	D
MR	C		Broad	D
			Dive	E
			Long	D

Slayer Starting Credits	2000+200*Level

Slayer - ETax Points
15 + 1*level

Slayer ETax	
Mult	Item Category
1	Archaic Items
2	BioTech items
2	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
1/2	Sorce Items

Requirements: May only use Light classed archaic melee and light classed ranged weapons as well as natural.

When a slayer walks down the gang plank of a space station, there is a tingle that runs up the spine of everyone watching. They don't know why, they can just sense that, "Here Lies Power." What they don't know is that one of the most powerful destructive forces they will ever meet has just walked by.

Slayers are the combat mages of the Sorce. They specialize in powers that wreck damage upon the enemies while protecting themselves.

Slayers can produce fantastic forms of attack and defense along with equally amazing "special effects."

However, their natural combat abilities are very limited. They only use small archaic melee weapons and small ranged weapons as backups, or for use when their Meta powers are fully tapped.

But, when their Meta is up and the rolls are hot, slayers can lay waist like no other sub-class.

Their role is that of ranged special forces. They take on the opponents or situations that no-one else can. They orchestrate support of other offensive efforts in their party. Their unique abilities drop them into a very dynamic and unique role. Just never forget, in close combat, a slayer is at their very weakest and most vulnerable.

Slayers can manipulate powers, luck, and meta like no other.

Weapons

Atk C/Dmg C for Slayer	
Sorce	
6,8	All
Martial Forms	
4,3	Natural
4,3	MA
Archaic & Tech Melee	
6,6	L
0,0	The Rest
Archaic & Tech Hurled	
6,6	Shirrac
1,1	Manta
Archaic & Tech Ranged	
6,4	L
0,0	The Rest
BioTech	
6,4	Barg Tooth, Bioblade young
0,0	The Rest
The Rest	
0,0	All

Armor

Def C/AR C for Slayer	
Martial Form	
6,4	Natural
3,2	MA
Archaic, Partial	
6,4	L
4,3	M
3,2	The Rest
BioTech	
4,4	Spider
0,0	The Rest
The Rest	
0,0	All

Professions

C - Slayer Professions	
Associations	
10	Dha
12	Freelancer
8	Ranger
Ship Officer	
6	Astrogation Officer
10	Captain
4	Communications Officer
1	Engineering Officer
3	Helm Officer
2	Medical Officer
4	Science officer
1	Tactical Officer
4	Tech Officer
Open	
6	Team Link
Weird	
10	Undead
1	Demolitions

Feats

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	10	4	8	4	12	6	8		12

- 1Doubling Luck
- 1Slayer: Combat Buff
- 1 Slayer: Mega Power Up
- 1 Slayer: Slayer
- 1Lore: Sorce
- 1Sorce - Bolt
- 1Sorce - Clone
- 1Sorce - Healing
- 1Sorce - Sorce Shield

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	10	10	8	12	8	8	12		12

- 1Attribute Buff: Arcane
- 1Damage Pool: Sorce Only
- 1Specific Opponent
- 2Starlight Vision
- 3Infravision

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Heals and Buffs	8	4	8	6	12	6	8		12

- 2Balance, Life
- 2Sorce - Life Balance
- 2Stims: makes as a Sorce imbued potion
- 3 Slayer: Mega: Combat Buff
- 3Sanctify
- 4Restore Meta

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Movement	12	6	4	6	12	10	10		12

- 1Concealment
- 1Move Silently
- 1Sorce - Blink
- 1Sorce - Door hand
- 2Sorce - Displace
- 2Sorce - Sunder Door
- 2Wind Walker Gentle Breeze
- 3Shadow Rise
- 3Shadow Walk
- 3Sorce - Ghost Gate

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Offensive Sorce	12	6	10	8	12	6	8		12

- 1 Slayer: Multi Cast
- 1Sorce - Choke
- 1Sorce - Crimson Aurora of Leech
- 1Sorce - Energy Blast
- 1Sorce - Nova
- 1Sorce - Radiate Fear
- 1Sorce - Shockblast
- 2Sorce - Crit Box Detection
- 2Sorce - Crit Box Killer
- 2Sorce - Death Ray
- 2Sorce - Life Drain
- 2Sorce - Onyx Aura of Death
- 2Sorce - Vampiric Touch
- 3 Slayer: Mega Assault

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Survival	10	8	10	8	12	6	8		12

- 1Critical Killer
- 1First Aid
- 1Resist Sorce
- 1Sorce - Adhere
- 1Sorce - Double Death
- 1Sorce - Solar Shield
- 2Resist Mind Control
- 2Resist Psionics
- 2Sorce - Clone Hop
- 2Sorce - Immortal Stance

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Support Powers	10	6	8	10	6	12	8		12

- 1Psionic – Blow
- 1Psionic - Return
- 1Shanask Radiate Fear
- 1Sorce - Detect Foe
- 1Telepathy, Basic
- 2 Slayer: Mega: I need Power
- 2Psionic – Detonate
- 2Psionic – Jerk

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Talents	12	6	4	6	8	10	6		12

- 1Dominate
- 1Etiquette
- 1Gambling
- 1General Knowledge
- 1Social Status
- 1Vengeance
- 1Watch your Back
- 2Antidote, Power
- 3Lend Ability
- 3Meta Lend

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Luck & Nish	12	8	6	4	12	10	8		12

- 1Attribute Buff: Luck
- 1Luck Sustain
- 1Meta Luck
- 1Save Nish
- 2Double Luck
- 2Extra Luck
- 2Same Nish
- 2Super Nish

Slayer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Slayer's Mind	10	4	4	6	12	10	6		12

- 1Attribute Buff: Lore
- 1Common Sense
- 1Lore: Ancient Powers

Sniper

Attributes R							
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Sniper C	
Core	
	6
	10
	12
	12
	8
	6
Sciences	
	10
	8
	6
Resistances	
	6
	6
	6
	8
Combat Stats	
	6
	10
	10

Sniper	
Enc	C
MR	B

Jumps	
Vert	B
Broad	C
Dive	B
Long	C

Sniper Starting Credits	3000+300*Level

Sniper - ETax Points	
30 + 2*level	

Sniper ETax	
Mult	Item Category
2	Archaic Items
2	BioTech items
2	Cyber Items
1/2	Tech Items
2	Psionic Items
2	Psychosomatic Items
2	Sorce Items

Snipers specialize in rifle class weapons and the art of long range and/or hidden attack. Snipers are skilled at securing good vantage points to perform their work.

Off all the sub-classes, the snipers single attack can be the most powerful and most deadly. One sniper can take out an entire camp, given time and enough ammo.

Weapons

Atk C/Dmg C for Sniper	
Sorce	
N/A	All
Martial Forms	
6,4	Natural
3,2	MA
Archaic Melee	
6,4	L
2,1	M & H
Archaic & Tech Hurled	
8,4	Manta
1,1	The Rest
Archaic Ranged	
12,8	All
Tech Melee	
8,6	Combat Knife
6,4	L Other
1,0	The Rest
Tech Ranged	
12,12	Rifles - Disk, Fang, Pulse Laser
12,8	Riles - The Rest
8,4	Cannons - Pulse Laser, Disk
8,6	Pistoles - Disk, Pulse Laser, Screamer, Tharg
6,4	Pistoles - The Rest
2,1	The Rest
Cyber	
10,6	Micro-Laser
1,0	The Rest
BioTech	
6,4	L Melee
8,6	Spiner
1,0	The Rest
The Rest	
1,0	All

Armor

Def C/AR C for Sniper	
Martial Form	
6,4	Natural
6,3	MA
Archaic, Full	
10,8	L
0,0	M & H
Tech, Full	
10,8	All
Tech, Power Suit	
10,8	L
0,0	M & H
BioTech	
12,10	Leaf
10,8	M
1,0	The Rest
The Rest	
0,0	All

Professions

C - Sniper Professions	
Associations	
12	Dha
8	Freelancer
10	Ranger
Ship Officer	
8	Astrogation Officer
6	Captain
4	Communications Officer
4	Engineering Officer
8	Helm Officer
4	Medical Officer
6	Science officer
4	Tactical Officer
6	Tech Officer
Open	
10	Team Link
Weird	
1	Undead
1	Demolitions

Feats

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	12	4	8	12	8	10	10		12

- 1Climbing
- 1Fast Talk
- 1First Aid
- 1Sniper: One Shot Kills
- 1Long Range
- 1Scanners
- 1Sniper
- 1Sniper Precision
- 1Stealth

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	12	6	8	10	8	12	10		12

- 1Attribute Buff: Dexterity
- 1Repair Weapon
- 1Save Nish
- 2ComTech
- 2Same Nish
- 2Vital Sense
- 3Counter Security

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Find Target	10	8	6	12	8	12	10		12

- 1Attribute Buff: Awareness
- 1Direction Sense
- 1Enhanced Hearing
- 1Enhanced Sight
- 1Starlight Vision
- 2Cartography
- 2Improved Field of Vision
- 2Infravision
- 2Psychosomatic – Super Hearing
- 2Psychosomatic – Super Vision
- 2Tracking
- 3Enhanced Smell
- 3Psychosomatic – Hearing Boost
- 3Psychosomatic – Vision Boost
- 3Sorce - Detect Foe

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Stealth	8	6	4	6	10	12	10		12

- 1Concealment
- 1Dart
- 1Disguise
- 1 Sniper: Camouflage
- 1Move Silently
- 2Acrobatic Stealth
- 4Psionic Hallucination

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Find Perch	10	8	4	10	8	12	10		12

- 1Balance
- 1Falling
- 3Psionic – Landing
- 3Shadow Rise
- 4Psionic - Levitate Self

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Master	12	6	4	8	10	10	8		12

- 1Doubling Luck
- 1 Sniper: Penetration
- 1 Sniper: Take Your Time
- 2Critical Killer
- 2Extra Luck
- 2 Sniper: Sniper Burst
- 2Luck Sustain
- 2Super Nish
- 3Sorce – Crit Box Detection
- 4Sorce – Crit Box Killer

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Snipe Shot	10	4	8	12	8	10	12		12

- 1Aiming Bonus
- 1Armor Penetration
- 1Attack Pool
- 1Lore: Sniper
- 1Nish Master: Atk
- 1Sharp Shooter
- 2Damage Pool

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Combat Beyond Snipe	12	4	8	10	8	8	10		12

- 1Disarming Shot
- 1Laser Focused Beam
- 1Specific Opponent
- 2Coordinated Attack
- 2Gunner, fixed
- 2Laser Burn Through
- 2Quick Draw
- 2Snap Shot
- 2Tactical Analysis
- 3Anti Vehicle
- 3Blaster Crack Master
- 3Blaster Earth Shower
- 3Blaster Land Mine

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Mobility	10	6	6	6	4	10	12		12

- 1Drive Vehicle
- 1Expert Runner
- 1Swiftness
- 2Swimming

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Avoid Capture	10	8	8	10	8	10	12		12

- 1Survival
- 2Danger Sense
- 2Detect Traps
- 2Explosives: G-Smoke, Y-Flash Bang Grenades Only
- 2Feign Death
- 2Remove Traps

Sniper - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Avoid Capture	8	10	12	12	4	6	8		12

- 1Defense vs Ranged
- 1Light Sleeper
- 1Repair Armor
- 2Remain Conscious
- 2Tough vs Energy
- 2Tough vs Projectile
- 3Low Death Frequency

Warlock

Attributes R								Warlock C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	3
Speed Burst	6	8	4	8	6	10	12	6
Dexterity	8	4	6	8	8	12	10	10
Awareness	6	4	4	12	6	10	10	6
Charisma	12	4	6	4	10	12	8	8
Lore	10	6	6	6	12	8	6	12
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	6
Bio	4	6	6	12	6	4	4	4
Cyber	8	1	12	1	3	4	6	3
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	3
Will Power	8	12	10	8	12	8	10	6
Arcane	10	10	10	8	12	4	8	12
Energy	6	8	12	10	4	4	6	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	3
Nish	8	4	4	6	8	12	10	6
Luck	12	6	6	6	12	10	8	12

Warlock		Jumps	
Enc	E	Vert	D
MR	C	Broad	D
		Dive	E
		Long	D

Warlock Starting Credits	2000+200*Level

Warlock - ETax Points	
10 + 1*level	

Warlock ETax	
Mult	Item Category
1	Archaic Items
2	BioTech items
2	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
1/2	Sorce Items

Of all who roam the dark reaches of Guild Space, none carry the significance nor power as the Warlock. We alone understand the true nature of the *Sorce* — the ultimate power of the universe — and we alone are willing and able to wield its might.

Sorcists use many odd feats in combat which break the normal rules of physics and laws of the universe. Some of their attacks always hit, others always do damage. Though they are not as combat effective as a warrior class, their unique assaults often make up for this difference.

The training rituals of the Warlock Chapter are sacred and closely guarded. No outsider has ever learned even the smallest secret of the Warlock lore — or, if they have, no one dares speak of it.

Seldom relying on steel blade or energy beam, we of the Warlock Chapter use the arcane powers of the *Sorce*

to wreak super-natural havoc upon our foes. May none stand in the way of the Warlocks!

Warlocks, like Mensi, are a support class. Alone, their lack of armor and Vitality make them quite vulnerable and their inability to carry on a decent melee combat makes them an easy target to many. However, what they lack in survivability, they make up for in raw unadulterated power. The Sorce is an unlimited power with a wild and wide range of ever growing feats.

Sorce, is short for sorcery and is, indeed, the magic in the Guild Space setting.

In combat, Warlocks fill a variety of roles from healer to crowd control to damage and then there's all those odd weird abilities like walking through walls and such.

If you want vast raw power wrapped up in a frail frame, this is your class. A warlock can do more with his pinky than most characters can with both hands!

Weapons

Atk C/Dmg C for Warlock	
Sorce	
6,8	All
Martial Forms	
4,3	Natural
4,3	MA
Archaic & Tech Melee	
6,6	L
0,0	The Rest
Archaic & Tech Hurled	
6,6	Shirrac
1,1	Manta
Archaic & Tech Ranged	
6,4	L
0,0	The Rest
BioTech	
6,4	Barg Tooth, Bioblade young
0,0	The Rest
The Rest	
0,0	All

Armor

Def C/AR C for Warlock	
Martial Form	
6,4	Natural
3,2	MA
Archaic, Partial	
6,4	L
4,3	M
3,2	The Rest
BioTech	
4,4	Spider
0,0	The Rest
The Rest	
0,0	All

Professions

C - Warlock Professions	
Associations	
12	Dha
8	Freelancer
8	Ranger
Ship Officer	
10	Astrogation Officer
8	Captain
6	Communications Officer
1	Engineering Officer
4	Helm Officer
3	Medical Officer
10	Science officer
1	Tactical Officer
4	Tech Officer
Open	
8	Team Link
Weird	
8	Undead
0	Demolitions

Feats

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	10	4	10	6	12	8	6	12

- 1 Warlock: Mega: Power Up
- 1 Warlock: Sorce Pulse
- 1Lore: Ancient Powers
- 1Lore: Sorce
- 1Sorce - Bolt
- 1Sorce - Door Hand
- 1Sorce - Glow Globe
- 1Sorce - Healing
- 1Sorce - Solar Shield

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Slayer	10	4	12	6	12	6	8	12

- 1Shanask radiate Fear
- 1Sorce - Choke
- 1Sorce - Crimson Aura of Leech
- 1Sorce - Life Drain
- 1Sorce - Radiate Fear
- 2Psionics - Detonate
- 2Sorce - Energy Blast
- 2Sorce - Nova
- 2Sorce - Shockblast
- 2Sorce - Vampiric Touch
- 3Sorce - Death Ray
- 3Sorce - Onyx Aura of Death
- 4Sorce - Crit Box Killer

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Savior	12	4	8	6	8	8	6		12

- 1Sorce - Life Balance
- 2Sorce - Holy Aura
- 2Sorce - Sacrifice
- 3Antidote, Power
- 3Meta lend
- 3Sorce - Heal All
- 4Restore Meta
- 4Sanctify

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Assist	12	4	8	4	12	10	6		12

- 1Bio-Warrior Grey Chrysalis
- 1 Warlock: Imbue Blade
- 1Skill assist
- 1Sorce - Imbue with Starlight Vision
- 1Sorce - Spot Light
- 2Bio-Warrior Black Chrysalis
- 2Bio-Warrior Pale Chrysalis
- 3Lend Ability
- 4Bio-Warrior Shadow Chrysalis

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Not as it Appears	12	3	6	6	12	10	6		12

- 1Sorce - Clone
- 1Sorce - Mass Mutation
- 1Sorce - Shrink
- 2Sorce - Change Temperature, Freeze
- 2Sorce - Change Temperature, melt
- 2Sorce - Ghost Gate
- 2Sorce - Summon Stone Block
- 3Life Freeze
- 3Sorce - Clone Hop
- 3Sorce - Sunder Door

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Give Me Power	10	4	10	6	12	8	8		12

- 1Double Luck
- 2Critical Killer
- 2 Warlock: Mega: I need Power
- 2Meta Luck
- 3Doubling Luck

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Defender	10	4	12	8	10	6	8		12

- 1Resist Sorce
- 1Sorce - Crit Box Detection
- 1Sorce - Detect Foe
- 2Danger Sense
- 2Light Sleeper
- 2Sorce - Adhere
- 2Sorce - Double Death
- 2Sorce - Sorce Shield
- 2Sorce - Undead Sight
- 4Sorce - Immortal Stance
- 4Sorce - Teleport Self

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Like a Shadow	10	4	6	6	12	12	8		12

- 1Move Silently
- 1Sorce - Blink
- 2Concealment
- 2Shadow Walk
- 2Sleight of hand
- 2Sorce - Displace
- 2Sorce - Undead Stealth
- 3Shadow Rise
- 4Sorce - Ghost Walk
- 4Sorce - Teleport Self

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Wise Worldly Wizard	12	4	6	3	12	12	8		12

- 1Attribute Buff: Lore
- 1Common Sense
- 1Etiquette
- 1General Knowledge
- 1Language
- 1Social Status
- 1Sorce - Binding Word
- 1Talent

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Let There be Light	10	4	6	6	10	12	8		12

- 1Sorce - Light Switch
- 1Sorce - Sun Burst
- 2Infravision

Warlock - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Nish	10	8	6	6	10	12	12		12

- 1Save Nish
- 3Super Nish

Warrior

Attributes R								Warrior C
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Core
Stength	6	10	10	12	4	4	8	12
Speed Burst	6	8	4	8	6	10	12	8
Dexterity	8	4	6	8	8	12	10	6
Awareness	6	4	4	12	6	10	10	8
Charisma	12	4	6	4	10	12	8	4
Lore	10	6	6	6	12	8	6	4
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Sciences
Tech	12	2	10	1	8	10	10	10
Bio	4	6	6	12	6	4	4	4
Cyber	8	1	12	1	3	4	6	4
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Resistances
Fortitude	6	10	10	12	4	4	8	12
Will Power	8	12	10	8	12	8	10	8
Arcane	10	10	10	8	12	4	8	6
Energy	6	8	12	10	4	4	6	8
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	Combat Stats
Vitality	6	12	12	12	4	4	8	12
Nish	8	4	4	6	8	12	10	8
Luck	12	6	6	6	12	10	8	6

Warrior		Jumps	
Enc	B	Vert	D
MR	C	Broad	C
		Dive	B
		Long	B

Warrior Starting Credits	3000+300*Level

	Warrior - ETax Points
	30 + 2*level

Warrior ETax	
Mult	Item Category
1/2	Archaic Items
1	BioTech items
1	Cyber Items
1/2	Tech Items
2	Psionic Items
1	Psychosomatic Items
2	Sorce Items

Warrior – the name says it all. The bravest of them all, the mighty Warrior. We are masters of melee weapons and combat. To excel at the art of melee, we study the ancient ways of the medieval knight, the uncouth forms of the gladiator, and the modern techniques war.

Highly resistant to damage and able to dish out the pain, warriors are the most combat survivable class in the game. A warrior can tank, a warrior can pound, and a warrior keeps on coming. Often the largest of their race, these muscle bound weapon masters are feared for their pure size and skilled brutality. Once an opponent is within weapon's reach of a warrior, there is usually one less opponent in the world.

If you cannot stare your opponent in the eyes, if you quail at the sight of blood, if pain is not an old friend,

then cower before us, for this is our way. We are the Mighty!

Weapons

Atk C/Dmg C for Warrior	
Sorce	
N/A	All
Martial Forms	
8,12	Natural
6,10	MA
Archaic Melee	
6,10	L
12,12	M
10,10	H
Archaic Ranged	
4,8	L
8,8	M
Tech Melee	
6,10	L
12,12	M
10,10	H
Tech Hurled	
4,8	L
10,10	M
8,8	H
Tech Ranged	
4,6	L
0,0	M & H
Cyber	
8,10	L & M Melee
3,4	H Melee
0,0	The Rest
BioTech	
6,6	L Bioblades
10,10	M Bioblades
8,8	H Bioblades
0,0	The Rest
The Rest	
0,0	All

Armor

Def C/AR C for Warrior	
Martial Form	
8,12	Natural
4,8	MA
Archaic, Partial	
8,8	L
12,12	M
10,10	H
Archaic, Full	
8,8	L
12,12	M
10,10	H
Archaic, Shields	
8,8	L
10,10	M
6,6	H
Tech, Sheilds	
10,10	All
Tech, Full	
8,8	All
Tech, Force Field	
8,8	All
BioTech	
4,4	L
8,8	M
4,4	H
Cyber	
6,6	L
8,8	M
6,6	H
The Rest	
0,0	All

Professions

C - Warrior Professions	
Associations	
10	Dha
10	Freelancer
10	Ranger
Ship Officer	
4	Astrogation Officer
8	Captain
4	Communications Officer
10	Engineering Officer
6	Helm Officer
3	Medical Officer
3	Science officer
8	Tactical Officer
6	Tech Officer
Open	
10	Team Link
Weird	
8	Undead
4	Demolitions

Feats

Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Key	8	12	10	10	4	6	10		12

- 1Battle Hardened
- 1Charge of Force
- 1Warrior: Body Stance
- 1Warrior: Defensive Stance
- 1Warrior: Free Bee
- 1Warrior: Slayer's Stance
- 1Lore: Combat Strategies
- 1Lore: Melee weapons
- 1Tactical Analysis

Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Eclectic	12	10	10	10	8	8	12		12

- 1Repair Armor
- 1Repair Weapon
- 1Save Nish
- 1Shield wall
- 2Expert Runner
- 2Shield lend

Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Hammer Time	8	12	12	12	4	6	10		12

- 1Armor Penetration
- 1Damage Pool
- 1Strong Attack
- 1Stunning Blow
- 2Attack Pool
- 2Bone Breaker
- 2Charge of Recklessness
- 2Knock Back
- 2Knock Down
- 2Shatter weapon
- 2Shield bash
- 2Structural Damage
- 3Dual Wield
- 3Quake
- 4Split floor

Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
combat Finesse	12	10	8	6	8	12	12		12

- 1Charge of Speed
- 1Defense Vs Body
- 1Defense vs Melee
- 1Parry
- 1Specific Opponent
- 1Taunt
- 1Tight Grip
- 1Tight Quarters
- 1Weapons Display
- 2Defense vs Hurled
- 2Nish Master: Atk
- 2Poison Use: Y-Archaic weapons only
- 3Grenades: O

Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Powers of War	10	12	8	6	N/A	4	8		12

- 1Extra Luck
- 1Psychosomatics - Vitalize
- 2Danger Sense
- 2Psychosomatics - Rough Skin
- 3Warrior: Regenerative Stance
- 3Luck Sustain
- 3Psychosomatics - Regeneration
- 3Psychosomatics - Tough Skin
- 4Berserk
- 4Psychosomatics - Body Heal
- 4Psychosomatics - Iron Skin

Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Battle Hardened	8	12	12	12	N/A	4	8		12

- 1Attribute Buff: Fortitude
- 1Attribute Buff: Vitality
- 1Auto Coagulation
- 1Fast Healing
- 1First Aid
- 1Low Death Frequency
- 1Remain Conscious
- 1Resist Pain
- 1Tough vs Blunt
- 1Tough vs Edged
- 2Fein death
- 2High Death Threshold
- 2High unconsciousness threshold
- 2Light Sleeper
- 2Resist Fear
- 2Slow Drain
- 2Vitality Pool
- 3Code Red
- 3Survival

Warrior - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Brute	6	12	10	12	4	4	8		12

- 1Attribute Buff: Strength
- 1Body Beautiful
- 1Bulk Up

- 1Strength Feats
- 2Carry More
- 2Dominate

Wraith

Attributes R							
Core	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Stength	6	10	10	12	4	4	8
Speed Burst	6	8	4	8	6	10	12
Dexterity	8	4	6	8	8	12	10
Awareness	6	4	4	12	6	10	10
Charisma	12	4	6	4	10	12	8
Lore	10	6	6	6	12	8	6
Sciences	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	2	10	1	8	10	10
Bio	4	6	6	12	6	4	4
Cyber	8	1	12	1	3	4	6
Resistances	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Fortitude	6	10	10	12	4	4	8
Will Power	8	12	10	8	12	8	10
Arcane	10	10	10	8	12	4	8
Energy	6	8	12	10	4	4	6
Combat Stats	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Vitality	6	12	12	12	4	4	8
Nish	8	4	4	6	8	12	10
Luck	12	6	6	6	12	10	8

Wraith C
Core
6
12
10
10
10
8
Sciences
8
4
4
Resistances
6
8
6
6
Combat Stats
6
12
8

Wraith	
Enc	C
MR	C

Jumps	
Vert	C
Broad	C
Dive	B
Long	C

Wraith Starting Credits	2000+200*Level

Wraith - ETax Points
15 + 1*level

Wraith ETax	
Mult	Item Category
1	Archaic Items
1	BioTech items
2	Cyber Items
1	Tech Items
2	Psionic Items
2	Psychosomatic Items
1/2	Sorce Items

Wraiths are assassins, the up-close version of a sniper. However, far more terrifying than a typical assassin, wraiths employ many special powers, particularly Sorce related powers.

But, one of their most deadly powers, is their ability to look and appear like an upstanding citizen, happy, charismatic, clean shaven, etc. This is their public personality and they are very good at it. But, under the hood lies the wraith, dark, sinister, floating like a ghost in their mind. This is the true self.

Wraiths attack by stealth and disapprove of most ranged weapons.

In combat, wraiths prefer to avoid direct confrontation, rather, they use their personality or powers to secretly approach their target, then, quietly, and efficiently, eliminate it. Wraiths, as the name implies are very tied to the concept of undead and have a constant fascination with death, the undead, etc. but this is never hinted at in their jolly upbeat public personification.

Wraiths are masterful at poison use.

Weapons

Atk C/Dmg C for Wraith	
Sorce	
12,10	Sorce Saber
6,4	The Rest
Martial Forms	
8,4	Natural
4,3	MA
Archaic Melee	
12,10	L
4,2	M & H
Archaic Ranged	
10,8	All
Tech Melee	
10,8	Warrior Claws, Laser Blade, Combat Knife
4,2	The Rest
Tech Hurled	
10,8	L
2,1	M & H
BioTech	
12,8	L All Types
8,6	Vine Spear, Bioblade Adolescent,
1,1	The Rest
The Rest	
1,0	All

Armor

Def C/AR C for Wraith	
Martial Form	
10,4	Natural
8,3	MA
Archaic, Full	
12,8	L
3,1	M & H
Archaic, Partial	
12,8	L
8,4	M
3,1	H
Tech, Full	
12,8	All
BioTech	
10,6	M
2,1	L & H
The Rest	
1,0	All

Professions

C - Wraith Professions	
Associations	
6	Dha
12	Freelancer
8	Ranger
Ship Officer	
8	Astrogation Officer
6	Captain
6	Communications Officer
1	Engineering Officer
4	Helm Officer
6	Medical Officer
8	Science officer
2	Tactical Officer
4	Tech Officer
Open	
6	Team Link
Weird	
8	Undead
1	Demolitions

Feats

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Key	10	8	8	8	8	10	12	12

- 1Damage Pool
- 1Doubling Luck
- 1Fast Talk
- 1Feign Death
- 1Wraith: Assassin's Stealth
- 1Wraith: Assassination
- 1Stealth

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Eclectic	8	10	12	12	10	6	8	12

- 1Alien Physiology
- 1Dominate
- 1Interrogate
- 1Parry
- 1Repair Armor
- 1Repair Weapon
- 2Attribute Buff: Arcane

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Trickery	12	4	4	4	10	12	8	12

- 1Attribute: Charisma
- 1Beauty
- 1Ettiquite
- 1Lie
- 1Social Status

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Stalk Victim	10	6	8	6	12	8	8	12

- 1Concealment
- 1Disguise
- 1Move Silently
- 2Cloak
- 2Sorce – Blink
- 2Sorce – Door Hand
- 2Sorce – Undead Stealth
- 3Shadow Walk
- 3Sorce – Displace
- 3Sorce – Ghost Gate
- 3Wind Walker Run
- 4Shadow Rise
- 4Sorce – Ghost Walk
- 4Sorce – Sunder Door
- 4Sorce – Teleport Self
- 4Wind Walker Standing Reed

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
The Thief	10	4	6	4	12	8	8	12

- 1Attribute Buff: Dexterity
- 1Balance
- 1Counter Security
- 1Detect Traps
- 1Sleight of Hand
- 2Remove Traps
- 2Shadow hand
- 2Theft
- 3Shanask Dimensional Storage
- 3Shanask Storage Cloak

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	C
Pro Life	10	8	8	8	12	6	6	12

- 1First Aid
- 2Lend Life
- 3Life Over Death
- 4Sanctify

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Death & Beyond	10	6	10	6	12	8	8		12

- 1Forensics
- 1Lore: Undead
- 1Sorce – Life Balance
- 2Bio-Warrior Grey Chrysalis
- 2Bio-Warrior Vamperize
- 2Sorce – Crimson Aura of Leech
- 2Sorce – Life Drain
- 2Sorce – Onyx Aura of Death
- 2Sorce – Undead sight
- 2Sorce – Vampiric Touch
- 2Vital Sense
- 3Wraith: Undead
- 3Sorce – Death Ray
- 3Sorce – Double Death

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Sensory Network	10	8	6	12	10	12	10		12

- 1Danger Sense
- 1Enhanced Hearing
- 1Enhanced Sight
- 2Direction Sense
- 3Starlight Vision
- 4Infravision

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Survivalist	8	10	12	12	8	6	8		12

- 1Light Sleeper
- 1Resist Poison
- 2Antidote
- 2Critical Killer
- 2Resist Fear
- 2Tough vs Blunt
- 2Tough vs Edged
- 3Resist Sorce

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Never Die	8	12	12	12	N/A	4	8		12

- 1Defense Vs Body
- 1Defense Vs melee
- 1High Death Threshold
- 2Code Red
- 3Life Freeze
- 3Low Death Frequency

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Fatal Blow	6	12	12	12	6	6	8		12

- 1Attack Pool
- 1Wraith: Back Stab
- 1Lore: Poison
- 1Poison Use: B
- 2Armor Penetration
- 2Bone Breaker
- 2Strong Attack

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Combat Tricks	8	8	6	6	4	10	12		12

- 1Disarm
- 1Nish Master: Atk
- 1Quick Draw
- 1Specific Opponent
- 1Stunning Blow
- 1Tight Quarters
- 1Weapons Display
- 2Dual Wield
- 2Impale
- 2Keep Down
- 2Move Attack Move
- 2Riposte
- 2Tactical Analysis
- 2Taunt

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Agility	8	10	6	8	6	10	12		12

- 1Ambidexterity
- 1Expert Runner
- 1Sprinter
- 1Swiftness

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Powers	10	4	8	6	12	6	8		12

- 2Sorce – Binding Word
- 2Sorce – Choke
- 2Sorce – Clone
- 2Sorce - Crit Box Detection
- 3Shanask Radiate Fear
- 3Shanask Trackless Float
- 3Sorce – Clone Hop
- 3Sorce - Crit Box Killer
- 3Sorce – Radiate Fear
- 4Shanask Mind Whisper
- 4Shanask Walk on Water

Wraith - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M		C
Luck & Nish	12	8	6	4	12	10	8		12

- 1Luck Sustain
- 1Save Nish
- 2Extra Luck
- 2Nish Master: Def
- 2Nish Swap
- 2Same Nish
- 3Super Nish

Even Page – left blank for duplexing

Player's Manuel
Booklet #2

Race

By Blake Mobley

Production

Game Design: Blake Mobley

All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

Master Playtesters: Phillip Bagga, Steve Maybury, Blake Mobley, Steve Tobin, Charlie Bill Vincent, Dave Webb

Regular Playtesters: Chris Aitken, Damon Bailey, Will Grady, Carlin Daggett, Jake Hardy, Tim Kitchens, James (JR) Lantz, Chris Mullins, Jim Neff, Trevor Nielsen, Jeff Overton, Mike Tobin, Kyle Vaughn, Lihao Yang

Notable Playtesters: Mike Bergenheier, Zack Davis, Ivan Medlin,

Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

B/W Art: Could include one or more of: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson

Special Thanks

From Blake Mobley to:
- ❍ Renay for allowing me to play late into the night for these many years and for supporting my dream.
- ❍ Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

Copyright Information

Living Game

As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change throughout the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

To download or buy other booklets and products:

www.mentalwinds.com

Introduction

Each character will be defined by a race such as Anthropos (human-like), Shanask (a ghost-like race), etc. This rules booklet covers the statistical side of the races for use in character creation. For a more historical example of each race, see the GM – GuildSpace booklet.

RACE INTRODUCTIONS

- Anthropos – modern day humans with enhanced senses, skilled with technology and tech power armor and weapons
- Calemora – medieval race of stocky martial arts humans, no emotions, adept at psychosomatics, good medieval warriors
- Draca – brutal lizard-man race, lovers of cybernetics
- Kryll – gross, insectoid race with a hard carapace that uses biotechnology, excellent bio-gunners and bio-warriors.
- Shanask – mysterious ghost like race that exists in a cloak, powerful users of the Sorce
- Zin-Shee Female – feline race, athletic and adept at Psionics
- Zin-Shee Male – ferocious feline race very athletic, acrobatic, and skilled at martial arts and melee combat

RULES

For each race you will find a representative picture of the race and the following stats to be recorded on the Back character sheet.

Age: The age of a character at generation. You may pick an older result than rolled.

Max Age: The average range of the race's life span, measured in years. If your character should ever become very old, you must make a FR roll versus number of years past your Max Age on each of your character's birthdays. Failure indicates that your character will die from old age some time that year.

Sex: Male, female or other.

Height: The height of the character. You may pick a shorter height than rolled if realistic.

Weight: The weight of the character. You may pick a lighter weight than rolled if realistic.

Other: Some races will have another dimension such as width or length.

Eyes: The character's eye color.

Hair: The color of the character's hair (or fur, scales, etc.).

Diet: What type of food is consumed, and how often.

Sleep: How often sleep is required.

Vision: Type of vision and field of view

Racial Weapons: These weapons receive a +2 bonus to both Atk and Dmg or a +3 bonus to just Atk or just Dmg. These weapons are recorded on your Back character sheet.

MR, Enc, Jumps: MR, Enc, and Jumps are rated, like a school assignment, from A to E, A being the best. This grade is determined by your character's class.

R+C: All racial feats have an R of 12. The C is GM set, based upon your class.

Feats: The listed feats are all the options provided as a benefit of selecting the race. Note: Free Feats MUST all be take, the good and the bad. And if there is a Key Feat kit, it must be learned before any feat of any other kit (except for Free, of course).

Races

Anthropos

D. Hughes © 93
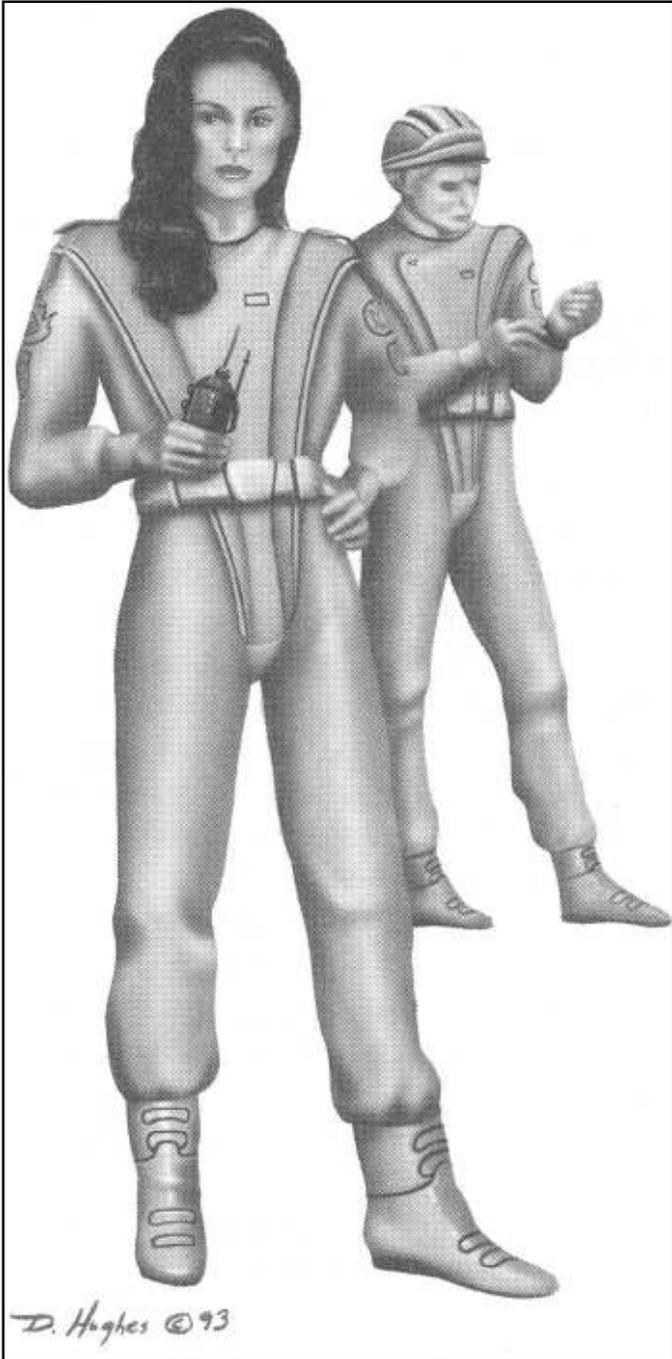
Anthropos	
Age	d16+15 or older
Max Age	d12+100
Sex	M or F
Height	5' 6" + d12" or shorter
Other	-
Weight	(d12*10)+150 or lighter
Eyes	Any human
Hair	Any human
Diet	Omnivore 3/day
Sleep	8hrs/day
Vision	visible color 180

Anthropos Racial Weapons
Combat Knife
Force Gauntlet
Plasma Sword
Blaster Pistol
Blaster Carbine
Turbo Plaz

Anthropos Enc					
A	13	20	26	33	39	46
B	11	17	22	28	33	39
C	10	15	20	25	30	35
D	9	14	18	23	27	32
E	7	11	14	18	21	25

Anthropos MR					
A	13	10	8	5	3	1
B	11	9	7	4	2	1
C	9	7	5	4	2	1
D	7	6	4	3	1	1
E	5	4	3	2	1	1

Anthropos Jumps	A	B	C	D	E
Vert.	20	15	10	5	0
Broad	20	15	10	5	0
Dive	30	26	23	19	15
Long	20	15	10	5	0

RC: Feats below have an R of 12 and a C set by GM.

Anthropos, Free

- 1Language: Common and Anthropos

Anthropos Key

None

Anthropos Eclectic

- 1Save Nish

- 1Talent
- 2Trade
- 3Same Nish
- 4Nish Swap

Anthropos Tech

- 1Computer Operation
- 1Lore X: Tech +RC5
- 2Bridge Officer
- 2Drive Vehicle
- 2Hacking

Anthropos Sly

- 1Lie
- 2Detect Lie
- 2Fast Talk
- 3Disguise
- 3Sleight of Hand

Anthropos Luck

- 1Meta Luck
- 2Doubling Luck
- 3Extra Luck
- 4Critical Killer
- 4Luck Sustain

Anthropos Leadership

- 1Skill Assist
- 2Find Friend
- 3Leadership

Anthropos Fame

- 1Beauty
- 1Ettiquite
- 1Fame
- 1Social Status
- 1Wealthy

Calemora

Calemora	
Age	d16+30 or older
Max Age	d30+200
Sex	M
Height	5' + d16" or shorter
Other	width: 3' 4" + d12" or narrower
Weight	(d20*10)+250 or lighter
Eyes	Drk Brown or Black
Hair	Drk Brown or Black
Diet	Herbivore 4x/day no drink
Sleep	4hrs meditation/day
Vision	infrared monochrome 180

Calemora Racial Weapons
Axe
Ba-Shonk
Hook-Pa
Ka Jung
Kray
Ra-oot
Sword
Ta-oon

Calemora Racial Armor
Calemora Chain
Calemora Plate
MA

Calemora Enc						
A	15	23	30	38	45	53
B	13	20	26	33	39	46
C	12	18	24	30	36	42
D	11	17	22	28	33	39
E	9	14	18	23	27	32

Calemora MR						
A	12	10	7	5	2	1
B	10	8	6	4	2	1
C	9	7	5	4	2	1
D	8	6	5	3	2	1
E	6	5	4	2	1	1

Calemora Jumps					
	A	B	C	D	E
Vert.	30	25	20	15	10
Broad	25	21	18	14	10
Dive	40	36	33	29	25
Long	25	21	18	14	10

RC: Feats below have an R of 12 and a C set by GM.

Calemora FREE

- 1Language: Common and Calemoran
- 1No Emotions RC8V
- 1Resist Fear RC6V

Calemora Key

- 1Lore: Dessert

- 1Resist Heat
- 1Resist Pain +RC10
- 1Language: Catongi
- 1Strength Feats
- 1Defense Vs Body
- 1Remain Conscious

Calemora Eclectic

- 1Enhanced Hearing
- 1Language: Zin-Shee
- 2Danger Sense
- 2Enhanced Jump
- 2Interrogate

Calemora Agility

- 1Acrobatics
- 1Ambidexterity
- 2Accrobatic Vault
- 3Block Ranged

Calemora Strength

- 1Body Beautiful
- 1Bulk Up
- 1Carry More
- 1Tight Grip
- 2Charge of Force
- 2Strong Attack
- 2Structural Damage

Calemora Tenacity

- 1Fast Healing
- 1High Unconscious Threshold
- 1One with Nature: Dessert +RC5
- 1Survival
- 1Tough vs Blunt*
- 2Defense Vs Melee
- 2Vitality Pool**

Calemora Weaponry

- 1Specific Opponent: Zin-Shee +RC3
- 1Tight Quarters
- 2Tactical Analysis
- 2Throw Weapon
- 2Weapons Display

Draca

Draca	
Age	d12+10 or older
Max Age	d12+120
Sex	M or F
Height	6' + d12" or shorter
Other	-
Weight	(d12*10)+250 or lighter
Eyes	Brown,Grn,Yell
Hair	None, grn-brn hide
Diet	Carnivore 2x/day
Sleep	8hrs/day
Vision	visible mono 270

Draca Racial Weapons
Bolt Sword
Drac-Maul
Manta
Scythe-Cannon
QA Razor Ball
Cyber Fist
Cyber Claws

Draca Racial Armor
M or H Cyber
Heater Shield

Draca Enc					
A	14	21	28	35	42	49
B	12	18	24	30	36	42
C	11	17	22	28	33	39
D	10	15	20	25	30	35
E	8	12	16	20	24	28

Draca MR					
A	12	10	7	5	2	1
B	10	8	6	4	2	1
C	9	7	5	4	2	1
D	8	6	5	3	2	1
E	6	5	4	2	1	1

Draca Jumps	A	B	C	D	E
Vert.	10	8	5	3	0
Broad	15	11	8	4	0
Dive	30	26	23	19	15
Long	15	11	8	4	0

RC: Feats below have an R of 12 and a C set by GM.

Draca FREE

- 1Language: Draca and Common

Draca Key

- 1Auto Coagulation
- 1Berserk
- 1Regeneration
- 1Hibernation
- 1Resist Heat

Draca Eclectic

- 1Lore: Cyber
- 1Lore: Swamp
- 2Language: Katha
- 2Lie
- 2Repair Cyber
- 3Strength Feats

Draca Regeneration

- 1Fast Healing

- 2High Death Threshold
- 2Slow Drain
- 3Low Death Frequency

Draca Mentality

- 2Dominate
- 2Fein Death
- 3Life Freeze

Draca Toughness

- 1Defense Vs Body
- 1Resist Disease
- 1Resist Poison
- 1Tough vs Blunt
- 1Tough vs Edged
- 2Crush Resistant
- 2Defense vs Melee

Draca Combat Skills

- 2Charge of Recklessness
- 2Taunt**
- 2Tight Grip
- 2Tight Quarters
- 4Tactical Analysis

Draca Survival

- 1One with nature: Jungle +RC5
- 1One with nature: Swamp +RC5
- 1Survival
- 2Strong Stomach
- 2Tunnel

Kryll

Kryll	
Age	d2+5 or older
Max Age	d12+40
Sex	None
Height	4' + d12" or shorter
Other	Len: 5' + d20" or shorter
Weight	(d20*10)+300 or lighter
Eyes	yellow,red,green
Hair	none-yell/grn/brwn carapace
Diet	omnivore frequently
Sleep	Never
Vision	visible color & starlight 360

Kryll Tail is poisonous: causing RC5 Dmg for 2 rounds

Kryll Racial Weapons
Belly Gun
Bioblade Adolescent
Bioblade Adult
Bioblade Ancient
Bioblade Young
Egg Spitter

Kryll Racial Armor
Natural
BioTech Leaf
BioTech Spider
BioTech Carapace

Kryll Enc						
A	16	24	32	40	48	56
B	14	21	28	35	42	49
C	13	20	26	33	39	46
D	12	18	24	30	36	42
E	10	15	20	25	30	35

Kryll MR						
A	12	10	7	5	2	1
B	10	8	6	4	2	1
C	8	6	5	3	2	1
D	7	6	4	3	1	1
E	6	5	4	2	1	1

Kryll Jumps					
	A	B	C	D	E
Vert.	5	4	3	1	0
Broad	30	25	20	15	10
Dive	N/A	N/A	N/A	N/A	N/A
Long	30	25	20	15	10

RC: Feats below have an R of 12 and a C set by GM.

Kryll FREE

- 1Language: Common and Kryll
- 1Strong Stomach RC3V

Kryll, Key

- 1Lore: Biotech
- 1Crush Resistant
- 1Resist Disease +10RC
- 1Resist Poison +10RC
- 1Balance +20RC
- 1Climbing
- 1High Death Threshold
- 1Enhanced Smell +20RC
- 1First Aid

Kryll Eclectic

- 1One with Nature: Hive
- 2Taunt

Kryll Resistance

- 1Falling
- 1Resist Fear
- 2Resist Mind Control

Kryll Dexterity

- 1Ambidexterity
- 1Tight Quarters
- 2Dual Wield

- 2Expert Runner
- 2Kryll Spider Climb
- 2Swiftness
- 3Move Attack Move

Kryll Strength

- 1Carry more
- 1Strength Feats
- 1Tight Grip
- 1Tunnel
- 2Knock Back
- 3Charge of Recklessness

Kryll Mentality

- 1Feign Death
- 1Hibernation
- 2Danger Sense
- 2Dominate
- 3Interrogate

Kryll Toughness

- 1Tough vs Blunt
- 1Tough vs Edged
- 1Tough vs Energy
- 2Vitality Pool
- 4Low Death Frequency

Kryll Senses

- 1Direction Sense
- 1Enhanced Sight
- 2Detect Traps
- 2Tracking

Shanask

Shanask	
Age	Unknown
Max Age	Unknown
Sex	Unknown
Height	6'6" always
Other	-
Weight	or lighter
Eyes	red points of light
Hair	none-black robes
Diet	None
Sleep	Never
Vision	Visible monochrome 90

Shanask Racial Weapons
Blaster Pistol
Hand X-Bow
Sorce Saber

Shanask Racial Armor
Natural

Shanask Enc					
A	10	15	20	25	30	35
B	8	12	16	20	24	28
C	7	11	14	18	21	25
D	6	9	12	15	18	21
E	4	6	8	10	12	14

Shanask MR					
A	12	10	7	5	2	1
B	10	8	6	4	2	1
C	8	6	5	3	2	1
D	6	5	4	2	1	1
E	4	3	2	2	1	1

Shanask Jumps					
	A	B	C	D	E
Vert.	N/A	N/A	N/A	N/A	N/A
Broad	N/A	N/A	N/A	N/A	N/A
Dive	N/A	N/A	N/A	N/A	N/A
Long	N/A	N/A	N/A	N/A	N/A

RC: Feats below have an R of 12 and a C set by GM.

Shanask FREE

- **1Language – Any:** Common and Shanask
- **1[Rule] No Lungs:** Shanask do not breath
- **1No Emotions: RC5V**
- **1[Rule] Fresh Wounds Only:** All wounds remain Fresh. If old or critical wounds are acquired, they are recorded as fresh instead. The player should cross off the old and critical wound boxes on their character sheet.
- **1HANDICAP: Limited Healing**
- **1[Rule] No Blood**: Immune to bleeding to death rules. They never "bleed".
- **1[Rule] Can't Fall Over**: Shanask can't fall over. They can sit, stumble and bounce around, but they will NEVER fall over – it is a Sorce thing.

- **1[Rule] Inseparable Robe:** The Shanask and their robe are inseparable. It is IMPOSSIBLE to remove a Shanask robe. It is also impossible to see the face, hands, feet, or any part of a Shanask except the robe and their two glowing red eyes. No light source can penetrate the hood to a face, if one even exists.
- **1HANDICAP: Bad Runner** with **Add:** a normal run may be made @R
- **1[Rule] No sense of taste:** No evidence of a mouth.
- **1[Rule] No sense of smell:** no evidence of a nose.
- **1[Rule] Can't Touch Sentience:** May never touch nor be touched by a sentient being other than on their cloak. The Sorce won't allow it.
- **1[Rule] Death is Permanent**: If a death check is failed, the Shanask vanishes into vapor and is permanently killed.
- **1[Rule] Ghost Speech**: Shanask talk by emitting a low ghostly whisper that emanates from their hood. Sound analysis indicates that this is not speech produced from lungs and a mouth, but something else. [Rule]
- 1Resist Disease RC20S
- 1Resist Fear RC20S
- 1Resist pain RC20V
- 1Resist Poison RC20S

Shanask, Key

- 1Shanask Radiate Fear
- 1Shanask Mind Whisper
- 1Shanaks Dimensional Storage
- 1Shanask Storage Cloak
- 1Resist Cold RC20V
- 1Resist Mind Control RC20V
- 1Reisst Psionics RC3V
- 1Balance RC3V and then only stagger aside, not fall
- 1Common Sense
- 1General Knowledge
- 1Detect Lie
- 1Resist Sorce

Shanask Eclectic

- 1Zero Gravity
- 3Starlight Vision at just 2AP
- 3Vital Sense

Shanask The Mystery

- 1Shanask Trackless Float
- 2Shanask Walk on Water
- 3Shanask Space Walk
- 3Shanask Submerge

Shanask Resistance

- 1High Death Threshold
- 1Resist Heat
- 2Low Death Frequency

Shanask The Ghost

- 1Concealment RC6V
- 1Move Silently RC3V
- 2Stealth RC3V
- 3Sleight of hand

Shanask The Ancient

- 1Ettiquite
- 1Language: all PC Races
- 2Fame
- 2Language: many ancient tongues +RC5
- 2Social Status
- 3Lore: many ancient things

Shanask The Personality

- 1Fast Talk
- 1Lie
- 2Dominate
- 2Interrogate
- 3Leadershihp

Shanask Luck

- 1Meta Luck
- 2Critical Killer
- 2Double Luck
- 4Meta Lend

Zin-Shee Female
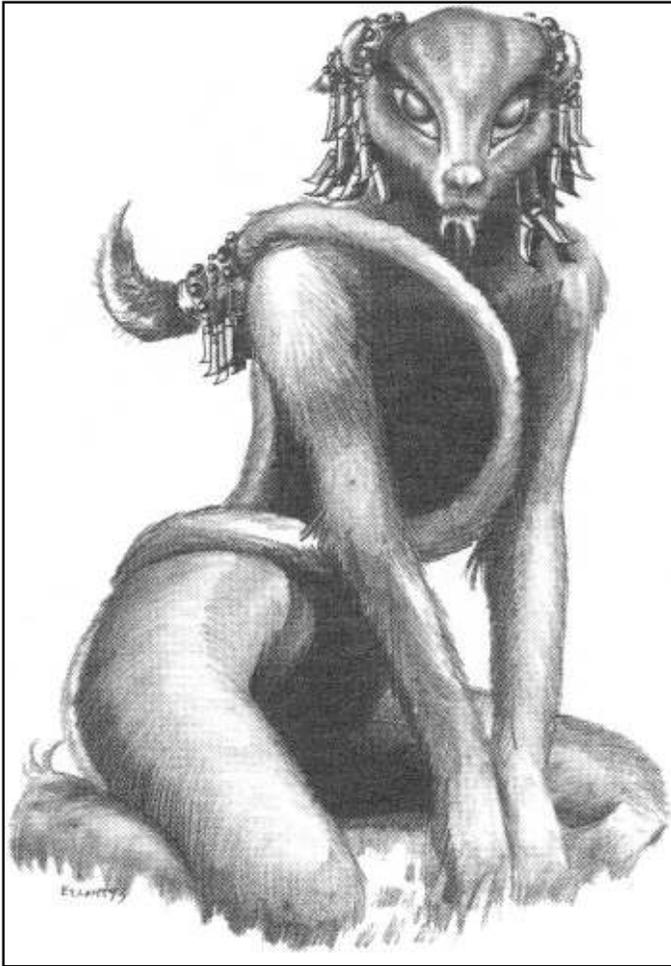
Zin-Shee Female	
Age	d12+15 or older
Max Age	d16+90
Sex	F
Height	5' + d12" or shorter
Other	-
Weight	(12*10)+100 or lighter
Eyes	green, yellow, brown, gold
Hair	Cat-like variety of colors and patterns
Diet	Carnivore, daily
Sleep	Frequent Naps
Vision	Visible, color & starlight 180

Zin-Shee Racial Weapons
Fang-Rifle
Pulse Laser Pistol
Pulse Laser Carbine
Screamer
Shirrac
Warrior Claws
Laser Blade
Cross Bow
Hand Cross Bow

Zin-Shee Female Racial Armor
L Archaic Partial
Tech Force Field

Zin-shee Female Enc						
A	11	17	22	28	33	39
B	9	14	18	23	27	32
C	8	12	16	20	24	28
D	7	11	14	18	21	25
E	5	8	10	13	15	18

Zin-shee Female MR						
A	15	12	9	6	3	2
B	13	10	8	5	3	1
C	11	9	7	4	2	1
D	8	6	5	3	2	1
E	5	4	3	2	1	1

Zin-shee Female Jumps					
	A	B	C	D	E
Vert.	50	43	35	28	20
Broad	40	35	30	25	20
Dive	50	46	43	39	35
Long	40	35	30	25	20

RC: Feats below have an R of 12 and a C set by GM.

Zin-Shee Female FREE

- **1Language: Zin-Shee and Common**
- **1Starlight Vision**

Zin-Shee Female, Key

- **1Save Nish**
- **1Empathy**
- **1Resist Psionics**
- **1Light Sleeper**
- **1Beauty**

Zin-Shee Female Eclectic

- **1Specific Opponent: Calemora**
- **2Quick Draw**

Zin-Shee Female Psi

- **1Detect Lie**

- **1Lie**
- **1Resist Mind Control**
- **1Taunt**
- **2Danger Sense**
- **2Fast Talk***
- **2Gambeling**
- **2Strong Will**
- **3Interrogate**

Zin-Shee Female Cat

- **1Acrobatics**
- **1Balance**
- **1Dart**
- **1Enhanced Hearing**
- **1Enhanced Sight**
- **1Expert Runner**
- **1Falling**
- **1Move Silently**
- **1Swiftness**
- **2Stealth**
- **2Vault Away**

Zin-Shee Female Socialite

- **1Entrancing Dance**
- **1Ettiquite**
- **1Talent**
- **1Trade**
- **2Fame**
- **2Language: Calemoran**
- **3Wealthy**

Zin-Shee Male

Zin-Shee Male	
Age	d12+15 or older
Max Age	d16+90
Sex	M
Height	5' 6" + d12" or shorter
Other	-
Weight	(d12*10)+150 or lighter
Eyes	green, yellow, brown, gold
Hair	Cat-like variety of colors and patterns
Diet	Carnivore, daily
Sleep	Frequent Naps
Vision	Visible, color & starlight 180

Zin-Shee Racial Weapons
Fang-Rifle
Pulse Laser Pistol
Pulse Laser Carbine
Screamer
Shirrac
Warrior Claws
Laser Blade
Cross Bow
Hand Cross Bow

Zin-Shee Male Racial Armor
M Archaic Partial
Tech Shields

Zin-Shee Male Enc					
A	14	21	28	35	42	49
B	12	18	24	30	36	42
C	11	17	22	28	33	39
D	10	15	20	25	30	35
E	8	12	16	20	24	28

Zin-Shee Male MR					
A	16	13	10	6	3	2
B	14	11	8	6	3	1
C	12	10	7	5	2	1
D	9	7	5	4	2	1
E	6	5	4	2	1	1

Zin-Shee Male Jumps					
	A	B	C	D	E
Vert.	60	53	45	38	30
Broad	50	45	40	35	30
Dive	60	56	53	49	45
Long	50	45	40	35	30

RC: Feats below have an R of 12 and a C set by GM.

Zin-Shee Male FREE

- **1Language – Any:** Common and Zin-Shee
- **1Starlight Vision**

Zin-Shee Male, Key

- **1Acrobatics**
- **1Balance**
- **1Enhanced Jump**

Zin-Shee Male Eclectic

- **1Climbing**
- **2Dominate**
- **2Language: Calemora**
- **3Tunnel**

Zin-Shee Male Cat Reflexes

- **1Ambidexterity**
- **1Charge of Speed**
- **1Dart**
- **1Expert Runner**
- **1Falling**
- **1Sprinter**
- **2Acrobatic Vault**
- **2Catch Object**
- **2Kick Up**
- **2Running Diving Lunge**
- **3Block Ranged**

Zin-Shee Male War Cat

- **1Same Nish**
- **1Tight Quarters**
- **2Defense vs Body**
- **2Taunt**

- **2Tough vs Blunt**
- **2Weapons Display**
- **3Attack Pool**
- **3Tactical Analysis**
- **4Berserk**

Zin-Shee Male Cat Alertness

- **1Danger Sense**
- **1Enhanced Hearing**
- **1Move Silently**
- **2Detect Traps**
- **2Tracking**

Personality & Background

History

When creating a character's history consider the important topics below. It can often be a lot of fun to scratch out a few notes, then write it all down permanently in a notebook. Some players even like to keep a character log in which they will write the highlights of each adventure. In any event, if you answer all or most of the questions below, you will have formed a good history for your character.

- **Home town**: name, location, climate, customs, prejudices
- **Town size/nature**: big city, small city, town, farming community, loan farm, nomadic, orphan, beggar
- **Family**: where did they come from, what are their values, what is the family or clan name?
- **Parents**: are they alive, dead, divorced, who were they, what did they do, where are they
- **Siblings**: do you have any, were you the first, middle, or last child, what are their names, what do they do
- **Pets**: did you have any, what kind, names, where are they
- **Childhood**: What was your child hood like? moved lots, stable, abusive home, loving home
- **Experiences**: What significant experiences have you had? training, travel, childhood adventures
- **Skill Acquisition**: How did you acquire your current skills? - as a student, through work, as an apprentice, due to race, environment
- **Why are you adventuring**: fame, fortune, escape, power, knowledge, banishment, thrill seeker
- **How did your group meet**? Relatives, lovers, friends, old acquaintances, chance encounter, trained together, joined for a quest

Socially

- **Allies**: siblings, parents, relatives, leaders, nobleman, trader, mage, artisan, hermit, shop keeper, teacher/trainer, certain town, a certain race,
- **Enemies**: (see allies)
- **Standing**: royal blood, noble blood, upper class, middle class, lower class, beggar
- **city/country**: city slicker, street wise, country, hick

Personality

Determine you character's personality. It is all too easy to play a flat character. One that is greedy when there is gold around, noble when in company of the king, kind to the children, a back stabber of the wealthy, etc. There is no body or substance to such a character. They simply choose the most advantageous personality to fit the situation. You want to play your character with a certain personality in mind. This will make it more enjoyable for both you and your fellow players. Consider these points.

- **Nature**: saintly, nice, indifferent, mean, spiteful, evil
- **Socializing**: likes crowds, indifferent, reserved, solitary
- **Mood**: joyful, happy, pleasant, typical, serious, stern, glum, grumpy
- **Ethics**: honorable, good, typical, shady, dishonorable
- **Ego**: arrogant, thinks highly of oneself, typical, low self esteem
- **Daring**: brave, bold, typical, cautious, cowardly
- Activity: work-a-holic, active, typical, laid back, lazy, slacker
- **Concern**: philanthropic, caring, concerned, indifferent, uncaring, hatred
- **Trust**: blind, trusting, typical, cautious, distrustful,
- **Group role**: leader, advisor, worker, administrator, follower, planner, thinker
- **Team Player**: sacrificial, devoted, committed, typical, non-committal, works alone
- **Authority**: law abiding, ordinary, mischievous, outlaw
- **Tidiness**: perfectionist, organized, typical, sloppy, slovenly
- **Money**: hoarding, greedy, typical thrifty, monastic
- **Phobias**: height, water, small places, dark, spiders, rats, bats, insects, dirt, crowds, boats, flying, giants, wolves, dragons, magic
- **Habits**: chew nails, drum fingers, spit, smoke, chew, drink, mumble, hum, fart, cuss, gamble, twirl hair, chew hair
- **Mannerisms**: temper, vanity, impatient,

Appearance

Consider your character's appearance carefully. You should have a good mental picture of your character. When writing down their description or verbally relating it, you may consider using some of the following:

Body

- **hair** - color, length, style, cleanliness, Mohawk, top knot, pony tail, braded, flowing, bald, balding
- **face hair** - sideburns, mustache, goatee, beard, length, bushy eyebrows, color, mustache waxing, five-o-clock shadow, clean shaven
- **teeth** - white, dirty, gold tooth, missing, black, jagged, extended canine, crooked, strait
- **head adornment** - ear rings, ear bands, nose rings, beard bands
- **eyes** - color, depth, narrow, squinting, happy, wide, big, little
- **Skin** - color, moles, warts, birth marks, acne, pits, tattoos, scars, acid burns, fire burns, body piercing, hairy arms, hairy chest, hairy back, leathery, weather worn, stubble, soft, smooth, freckles
- **build**: muscley, 6 pack, sinewy, fat, paunchy, skinny, tall, short, wide shoulders, stooped, hunch backed, strait
- **hands** - rings, finger nail coloring, finger nail length
- **oddities**: fingers or toes missing, ear missing or split, eye patch, wooden leg, hooked hand, limp

Clothing

- **Style**: armor, cloak, robe, cape, shirt and pants, skirt, toga, loin cloth, sparse, sexy, Roman, harness
- **head gear** - hat, helmet, crown, corset, hood, color, style
- **material**: leather, steel, gold, silver, iron, wood, fur (mink, fox, wolf, bear, lion, beaver, muskrat), burlap, cloth
- **jewelry**: arm bands, wrist bands, bracelets, earrings, nose rings, body piercing, rings, broaches, necklaces, chokers, forehead stud, gold chains, broaches, color, material, design (dragons head, gems, ornate, costume)
- **accessories**: scarf, handkerchief, shawl, jacket, coat, outer cloak, hood, belts, sash, suspenders,
- **Feet**: high boots, low boots, elf boots, fur boots, steel toed, moccasins, sandals, Greek sandals, shoes, wooden shoes, buckles, laces, spurs, bare, snow boots
- **weapons** - location, type, size
- **containers** - back pack, bags, purse, belt pouch
- **large items** - rope

Hobbies: Here is a list of some hobbies to give you ideas.

Painting, wood carving, sculpting, poetry, writing, diary, leaf collecting, insect collecting, bird watching, horse ridding, target shooting, wood working, leather tooling, candles, jewelry, heritage, history, family tree, geography, geology, trees, plants, animals, pets, dog training, horse training, falconry, hunting, fishing, jogging, lifting weights, rock throwing, boating, canoeing, sailing, swimming, cliff diving, storytelling, spelunking, mountain climbing, gambling, card games, inventing, astrology, astronomy, monster lore, magic lore, reading, languages, horse breading, singing, humming, whistling, musical instrument, body building, eating, cooking, knitting, quilts, tapestries, statues, religion, social clubs, parties, dancing, courting, romance, promiscuity, seal collecting, maps, documents, news, current events, politics, nobility, heraldry, magic, mathematics, science, herbs, gardening

Career Background: Here is a list of careers/backgrounds to give you ideas:

farmer, rancher, war clan, noble, court servant, lackey, merchant, shop keeper, inventor, artist, hired sword, guard, tavern owner, banker, carpenter, mason, engineer, teacher, beggar, thief, nomadic, gypsy, orphan, hermit, prisoner, trader, sailor, bartender, musician, sage, author, peasant, surf, student, government official, lackey, bar maid, cook, lumber jack, saw mill, flour mill, black smith, hunter, trapper, tanner, rich kid, assistant (to any), leather worker, glass blower, librarian, printer, rug weaver, seamstress, Sheppard, herald, craftsman, laborer, journalist, athlete, judge, jailor, teamster, cow hand, farm hand, butcher, baker, candle stick maker, minor, brick layer, healer, surgeon, doctor, lawyer, priest, dock master, dock worker, tailor, boot maker, horse shoeer, peddler, rogue, outlaw, assassin, hooker, madam, factory worker, cottage industry, homesteader, house wife, drunk, servant, professor.

Character Journal

This is an optional rule, but one which adds a lot of depth to a character.

A character journal is a log book in which you keep a detailed character sketch; specifics on skills and enhancements, etc.; record information about your character's personality, history, and family; and record journal entries after each gaming night.

Some of the common journal entries are discussed below.

- BACKGROUND: Your first entry should be entitled "Background." Take some time to create and write down background information: family, past occupations, etc.
- PERSONALITY: You should create a personality sketch — a written description of your character's personality.
- ADVENTURING HISTORY: After each gaming night, make a journal entry briefly detailing the highlights of the adventure from your character's

point of view. This will help you to build up your character's history. (And later in your real life, you will find reading your journal entries takes you back to a warm time filled with fond memories).

- EXPAND: Feel free to record any other information you want into your character's journal: maps; sketches of acquaintances; etc.

Even Page – Blank for easy duplexing

*Player's Manuel
Booklet #3*

Professions

By Blake Mobley

Production

Game Design: Blake Mobley

All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

Master Playtesters: Phillip Bagga, Steve Maybury, Blake Mobley, Steve Tobin, Charlie Bill Vincent, Dave Webb

Regular Playtesters: Chris Aitken, Damon Bailey, Will Grady, Carlin Daggett, Jake Hardy, Tim Kitchens, James (JR) Lantz, Chris Mullins, Jim Neff, Trevor Nielsen, Jeff Overton, Mike Tobin, Kyle Vaughn, Lihao Yang

Notable Playtesters: Mike Bergenheier, Zack Davis, Ivan Medlin,

Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

B/W Art: Could include one or more of: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson

Special Thanks

From Blake Mobley to:
❍ Renay for allowing me to play late into the night for these many years and for supporting my dream.
❍ Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

Copyright Information

Living Game
   As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change throughout the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

To download or buy other booklets and products:

www.mentalwinds.com

Associations

Every character must select an association. Not choosing one would be the equivalent of picking Freelancer. An association is the "group" to which the character belongs.

Dha

Dha is a top secret, special forces, military base in created by the GUILD. If you belong to Dha, you are an enlisted military personnel. You will have structure, support, and potential access to the best equipment possible. You will never be without a mission or quest.

But, you will be on salary, your salvage rights will be greatly curtailed, and you must do what you are told.

Feats

Dha - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
All	12	6	6	10	12	8	10

Reduced Kit - (1AP) Each
- 1Attribute Buff: Fortitude
- 1Attribute Buff: Will Power
- 1First Ship Position at 2AP (not 5)
- 1Team Link at 2 (not 5)

Dha Kit
- 2Comtech
- 2Drive Vehicle
- 3Fire Turret Weapon
- 1First Aid
- 2Scanners
- 1Vehicle Gunner
- 2Beauty
- 2Tactical Analysis
- 2Zero Gravity

INCOME AND SALVAGE

- Income is per mission basis and is paid by Dha, typically 1000cr plus 250cr per Rank for a normal mission.
- All salvage/loot must be turned over to Dha for evaluation. Most money will be kept by Dha. Most normal items the character may keep. Artifacts are on a case by case basis. Sometimes they will take a powerful artifact and give the character a lesser one that is more useful to the character's class. Ships, vehicles, etc. are almost always retained by Dha. However, if the player found them, Dha officials are often more willing to allow their use in the future – but this is always entirely up to Dha.
- +1000 credits starting money
- Can lease to own equipment, with GM approval, for 12 payments of 1/10th the item cost. Only 1 lease at a time.

- Most disposables (clothes, lost items, ammo, grenades, missiles, etc. - if use is reasonable) will be replaced by Dha for free. However, they have a constant auditing process – this can NEVER be abused.
- All items are professionally repaired, polished, or replaced after each new mission. So maintenance cost is waved anytime the character physically enters a Dha resupply facility. Otherwise it is at 50%.
- Ships/vehicles and other special items are often loaned upon request.
- All options to revive the character are fully explored. And, if this fails, all funeral expenses are paid for.

STARTING ARTIFACT

Dha will start with 1 major artifact.

Freelancer

Describing freelancers is simple – you owe allegiance to no one! You get no financial or equipment breaks, but anything you find or "take" is yours.

Feats

Freelancer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
All	12	10	10	4	12	10	10

Reduced Kit – (1AP) Each
- 1Attribute Buff: Charisma
- 1Attribute Buff: Vitality
- 1Common Sense
- 1Trade
- 1Talent

Freelancer Kit
- 1Concealment
- 2Detect Lie
- 2Drive Vehicle
- 1Fast Talk
- 2Lie
- 2Pilot Small Craft
- 1Thievery
- 1Extra Luck
- 1Gambling
- 2Language – Any
- 2Quick Draw

INCOME AND SALVAGE

- Freelancers can keep anything and everything. They owe elegance to no one.
- Only Freelancers may own ships, hold land, set-up businesses, etc. without constraint.

STARTING ARTIFACT

Freelancers will roll d6
- 1-2 = no artifact
- 3-4 = lesser artifact
- 5-6 = major artifact

Ranger

Rangers are a nearly fanatical group of beings – mostly Zin-Shee and Anthropos, though any are welcome. They patrol an area of space between the Zin-Shee Matriarchy and Aerolk Space and are involved in a heated military situation in that region.

Rangers follow their primary leader, The One. Without question and with devote loyalty.

Belonging to Rangers is half way between Dha and Freelancer. It is a military/devotion organization with its own armada, but the ships are not half as good as Dha's.

Rangers can request the use of ships and ranger equipment and requests "may" be granted or may not. Rangers are asked to run missions at times, and may roam around freely at times. But their goal is always to serve the interests of The One.

Feats

Ranger - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
All	12	8	6	4	6	8	12

Reduced Kit – (1AP) Each
- 1Attribute Buff: Speed Burst
- 1Attribute Buff: Awareness
- 1Attribute Buff: Nish
- 1Attribute Buff: Luck
- 1Shirrac
- 1Concealment
- 1First Ship Position at 4AP (not 5)
- 1Team Link at 3 (not 5)

Ranger Kit
- 2Common Sense
- 2Counter Security
- 1Danger Sense
- 2Fast Talk
- 2Stealth
- 2Talent
- 2Double Luck
- 1Enhanced Hearing
- 1Language – Any
- 3Starlight, Full
- 2Tight Quarters

INCOME AND SALVAGE

- Rangers are not paid. They are given free food, shelter, clothing, and training, but all else they must purchase.
- All maintenance cost is reduced by 25% (multiply Total Maintenance by .75).
- To support the ranger fleet and the organization at large. At LEAST half of all income is donated back to the rangers. Due to their nearly fanatical loyalty. This is almost never breached.
- Rangers are free to keep most salvage. Exceptions are ships, vehicles and other large items – all rangers will turn this over to their organization. It would be shameful to keep such things. Artifacts are a complex issue. Though it is MOST "honorable" to turn over all artifacts to their superiors, rangers are allowed to keep one artifact per rank to a maximum of 3. Possessing 4 or more is again, a great dishonor unless the ranger's superiors have wished it so.
- Due to the fanatical donations, Rangers will, at times, be given an artifact from the ranger's store. Especially if there is evident need.
- If a ranger has a strong need, they may request a ship, vehicle, or other large item. However, only the minim required should be so requested and only if the need is great.
- Burials are very dignified, very honored if the body is returned. However, no special efforts are made to recover ranger's bodies. Dying in the dark, unsung, and forgotten is the accepted way of the ranger.

STARTING ARTIFACT

Rangers start with 1 lesser artifact.

Ship Officer Professions

SHIP POSITION INTRODUCTIONS

- Astrogation/Navigation – Need to get somewhere? We navigate worm holes, activate jump engines, provide combat bonuses, and more.
- Captain – give orders to crew, jack of all trades
- Communications – talk with aliens, negotiate rites of passage, scramble enemy comm.
- Engineer – repair ship hull, route power to shields and weapons - you make it, we fix it
- Helmsman – pilot a starship! Fire forward guns! Dodge enemy fire!
- Medical Officer – with the skill and the right med-bay, I can bring the dead back to life! I can analyze alien anatomy to provide combat benefits to my crew.
- Scientist – Run sensors and scanners, answer the big questions, perform analysis.
- Tactical – weapons experts, combat analysts. Where's the turret!
- Tech – the technology wizard who is an expert at all the little gadgets and gizmos on ships and vehicles such as transporter, shields, tractor beam, etc.

Astrogation/Nav Officer

Astrogation/Navigation – Need to get somewhere? We navigate worm holes, activate jump engines, provide combat bonuses, and more.

Astrogation Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	10	4	6	8	12	10	6

- **1Astrogation**
- **1Lore: Names of World and Space Ports**
- **1Lore: Space lanes and pathways**
- **1Navigation**

Astrogation Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	10	4	6	8	12	10	8

- **1Attribute Buff: Lore**
- **1General Knowledge**
- **1Skill Assist**
- **2Detect Traps**

Astrogation Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Cartography	8	8	6	8	12	8	10

- **1Cartography**
- **1Direction Sense**

Astrogation Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Pilot	12	4	6	4	8	10	12

- **1Attribute Buff: Dexterity**
- **1Bridge Officer**
- **1Drive Vehicle**
- **1Pilot Small Craft**
- **2Pilot Starship**

Astrogation Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Aux Ship Skills	12	3	8	1	8	8	8

- **1Computer Operation**
- **1Scanners**
- **1Sensors**
- **2Repair System: Computer and Nav**
- **2Zero Gravity**

Captain

Captain – give orders to crew, jack of all trades

Captain - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	10	4	8	6	12	10	8

- 1Bridge Officer
- 1Coach
- 1Leadership
- 1Skill Assist
- 2Orders

Captain - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	8	6	4	8	8	12	12

- 1Attribute Buff: Luck
- 1Balance
- 1Common Sense
- 1Save Nish
- 2Find Friend
- 2Nish Swap
- 2Same Nish

Captain - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
The Leader	12	4	3	4	10	10	8

- 1Attribute Buff: Charisma
- 1Beauty
- 1Master And Apprentice
- 3Lend Ability
- 3Meta Lend

Captain - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Socialite	12	4	6	4	10	12	8

- 1Ettiquite
- 1Fame
- 1Fast Talk
- 1Lore: Contacts
- 1Social Status
- 2Empathy
- 2Wealthy

Captain - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Skills	10	6	12	6	8	4	10

- 1Dominate
- 1Drive Vehicle
- 1Interrogate
- 1Pilot Small Craft
- 2Team Cant
- 2Zerio Gravity

Communications Officer

Communications – talk with aliens, negotiate rites of passage, scramble enemy comm.

Communications Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	10	4	6	4	12	12	6

- 1ComTech
- 1Fast Talk
- 1Lore: Comm and security equipment
- 1Lore: Languages and Races
- 2Linguist

Communications Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	12	3	6	3	8	10	10

- 1General Knowledge
- 2Bridge Officer
- 2Zero Gravity

Communications Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Master Linguist	10	4	3	3	8	12	6

- 1Attribute Buff: Cha
- 1Beauty
- 1Language: Any (may be take over and over)
- 1Lie
- 2Detect Lie
- 2Empathy

Communications Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Technical	12	3	8	2	6	8	8

- 1Computer Operation
- 1ECM/ECCM
- 2Counter Security
- 2Repair System: Comm and Computer
- 2Scanners
- 2Sensors
- 3Hacking
- 3Operate Transporter
- 3Transporter

Communications Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Side Effects	8	12	6	12	8	8	10

- 1Danger Sense
- 1Enhanced Hearing
- 1Ettiquite
- 2Light Sleeper
- 2No Emotions (can turn on and off as desired)
- 2Resist Fear
- 2Resist Mind Control
- 3Taunt
- 4Telepathy, Basic

Engineering Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Operations	12	3	8	2	6	8	8

Engineer Officer

Engineer – repair ship hull, route power to shields and weapons - you make it, we fix it

Engineering Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	12	3	8	1	4	6	8

- **1Damage Control**
- **1Lore: Ships**
- **1Lore: Vehicles**
- **1Repair Armor**
- **1Repair ATM**
- **1Repair Equipment**
- **1Repair Hull**
- **1Repair Systems (all)**
- **1Repair Weapon**

Engineering Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	6	10	8	12	6	6	10

- **1Bulk Up**
- **1Structural Damage**
- **2Anti Vehicle**
- **2Detect Traps**
- **2Enhanced Hearing**

Engineering Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tinkerer	12	3	12	1	3	4	8

- **2Lore: ATMs**
- **2Repair Cyber**

Engineering Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Essentials	8	12	8	12	6	10	12

- **1Attribute Buff: Strength**
- **1Balance**
- **1Carry More**
- **1Direction Sense**
- **1Enhanced Touch**
- **1Strength Feats**
- **1Tight Grip**
- **1Zero Gravity**
- **2Ambidexterity**
- **2Climbing**
- **2Falling**
- **2Resist Pain**

- **1Bridge Officer**
- **1Cloak**
- **1Operate Transporter**
- **1Raise Shields**
- **1Tractor/Repulsor Beam**
- **1Transporter**
- **2Drive Vehicle**
- **2Red Line**
- **2Shield Configuration**
- **3Gunner, Battery**

Helm Officer

Helmsman – pilot a starship! Fire forward guns! Dodge enemy fire!

Helm Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	12	3	6	6	8	12	12

- **1 Drive Vehicle**
- **1 Pilot Small Craft**
- **1 Pilot Starship**

Helm Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	10	4	6	8	12	12	10

- **1 Lore: Ship Type/Class**
- **2 Lore: Space at large**
- **2 Zero Gravity**

Helm Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Top Gun	12	4	10	8	6	8	10

- **1 Gunner, Fixed**
- **2 Combat Maneuvers**

Helm Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
System Control	12	3	8	2	6	8	8

- **1 Cloak**
- **1 Raise Shields**
- **2 Bridge Officer**
- **2 Computer Operation**
- **2 Lore: Engines**
- **2 Repair System: Helm**

Helm Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Awareness	6	8	4	12	10	12	10

- **1 Attribute Buff: Awareness**
- **1 Direction Sense**
- **1 Enhanced Sight**
- **2 Danger Sense**
- **2 Starlight Vision**
- **3 Infravision**

Helm Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Agility	8	6	4	8	10	12	12

- **1 Ambidexterity**
- **1 Attribute Buff: Dexterity**
- **1 Attribute Buff: Speed Burst**
- **1 Save Nish**
- **2 Attribute Buff: Nish**
- **2 Nish Master: Def**
- **2 Same Nish**

Medic Officer

Medical Officer – with the skill and the right med-bay, I can bring the dead back to life! I can analyze alien anatomy to provide combat benefits to my crew.

Medical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	10	6	10	12	4	6	6

- 1First Aid
- 1First Aid, Combat
- 1General Knowledge
- 1Lore: Medical
- 1Lore: Other Races
- 1Medtech

Medical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
The Savior	10	6	10	12	4	6	6

- 2Paralysis Antidote
- 2Plastic Surgery
- 2Vital Sense
- 3Revive
- 4Brain Surgery
- 4Field Aide Shield

Medical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Medical Science	10	6	12	12	4	6	6

- 1Attribute Buff: Lore
- 1Forensics
- 2Alien Physiology
- 2Antidote
- 2Vacination
- 3Stims

Medical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Social Benefits	12	6	4	4	10	12	8

- 1Bed Side Manner
- 1Common Sense
- 1Ettiquite
- 1Social Status
- 2Wealthy
- 3Interrogate
- 4Linguist

Medical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Adaptive Perks	8	10	12	10	6	6	10

- 1Attribute Buff: Dexterity
- 1Balance
- 1Enhanced Touch
- 1Resist Disease
- 1Zero Gravity
- 2Auto Coagulation
- 2Enhanced Smell
- 2Resist Poison
- 3Find Friend

Medical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Tech	12	3	8	2	6	8	8

- 1Computer Operation
- 2Operate Transporter
- 2Repair System: Med Lab
- 2Transporter
- 3Bridge Officer

Scientist Officer

Scientist – Run sensors and scanners, answer the big questions, perform analysis.

Science Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	12	3	8	2	6	8	8

- 1Computer Operation
- 1General Knowledge
- 1Lore: Any field of science (may take over and over)
- 1Scanners
- 1Sensors

Science Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	10	10	8	12	10	12	12

- 2Attribute Buff: Dexterity
- 2Zero Gravity

Science Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Organic Chemistry	10	6	12	12	4	6	6

- 2Alien Physiology
- 2Antidote
- 2Forensics
- 2Paralysis Antidote
- 2Stims

Science Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Technology	12	3	8	2	6	8	8

- 1Bridge Officer
- 1Tractor/Repulsor Beam
- 2Cloak
- 2Operate Transporter
- 2Repair System: Science Station
- 2Shield Configuration
- 2Transporter
- 3ComTech

Science Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Brilliant Mind	10	3	4	6	12	6	4

- 1Attribute Buff: Lore
- 1Common Sense
- 4Antidote, Power
- 4Sanctify

Tactical Officer

Tactical – weapons experts, combat analysts. Where's the turret!

Tactical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Key	12	2	10	4	4	6	8

- 1Cloak
- 1First Aid
- 1Gunner, Battery
- 1Gunner, Fixed
- 1Gunner, Turret
- 1Lore: Ship weapons and defenses
- 1Lore: Ship weapons and defenses
- 1Raise Shields

Tactical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	10	8	6	10	8	12	10

- 1Same Nish
- 2Enhanced Sight

Tactical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Blow 'em Away	10	4	12	3	4	4	8

- 1Damage Pool (ship/Vehicle Only)
- 1Structural Damage
- 2Anti Vehicle
- 2Armor Penetration
- 2Heavy Mega Blast
- 2System Critical

Tactical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Genius	12	3	8	3	6	6	10

- 1Attack Pool (ship/Vehicle Only)
- 1Tactical Analysis
- 2Long Range
- 2Nish Master: Atk (Ship/Vehicle Only)
- 2Tactical Gunnery
- 2Tactical Weapon
- 3Tactical Weapons Array

Tactical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Warrior	8	12	12	12	4	4	8

- 1Danger Sense
- 2Attribute Buff: Vitality
- 2Feign Death
- 3Battle Hardened

Tactical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Support Services	12	3	10	2	6	8	8

- 1Shield Configuration
- 2Bridge Officer
- 2Operate Transporter
- 2Reapair System: Tactical
- 2Repair Weapon
- 2Tractor/Repulsor Beam

Tactical Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Skills	10	8	6	10	10	12	10

- 1Balance
- 1Zero Gravity
- 2Counter Security
- 2Detect Traps
- 2Remove Traps

Tech Officer

Tech – the technology wizard who is an expert at all the little gadgets and gizmos on ships and vehicles such as transporter, shields, tractor beam, etc.

Tech Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Eclectic	12	4	10	8	6	8	10

- **1Attribute Buff: Dexterity**
- **2Drive Vehicle**
- **2General Knowledge**
- **2Pilot Small Craft**
- **2Talent**

Tech Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Ship Systems	12	3	8	2	6	8	8

- **1Bridge Officer**
- **1Cloak**
- **1Operate Transporter**
- **1Tractor/Repulsor Beam**
- **1Transporter**
- **2Raise Shields**
- **2Scanners**
- **2Sensors**
- **2Sheild Configuration**
- **3Gunner, Battery**
- **4Red Line**

Tech Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Security	12	3	6	2	8	10	10

- **1Computer Operation**
- **1Counter Security**
- **2ComTech**
- **2ECM/ECCM**
- **2Hacking**

Tech Officer - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Repair	12	4	10	2	6	6	8

- **1Lore: Technology**
- **2Repair ATM**
- **2Repair Equipment Item**
- **2Repair System: All**

Open Profession List

Team Link

Team Link - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Combat	12	8	8	10	4	6	10

- **1Cover Fire**
- **1Vengence**
- **1Watch Your Back**
- **2Nish Swap**
- **3Coordinated Attack**
- **3Tactical Team**

Team Link - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Assist	12	6	6	8	12	8	6

- **1Lend Life**
- **1Lend Will**
- **1Master And Apprentice**
- **2Mental Support**
- **3Lend Ability**
- **3Meta Lend**
- **4Restore Meta**

Team Link - R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M
Telepathy	8	3	3	10	6	12	8

- **1Detect State of Mind**
- **1Team Can't**
- **1Telepathy, Basic**
- **1Vital Sense**
- **2Find Friend**
- **2Teleparthic Sound**
- **3Telepathic Picture**
- **4Telepathic Scene**

Even Page – left blank for duplexing

*Player's Manuel
Booklet #4*

Feats

By Blake Mobley

Production

Game Design: Blake Mobley

All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

Master Playtesters: Phillip Bagga, Steve Maybury, Blake Mobley, Steve Tobin, Charlie Bill Vincent, Dave Webb

Regular Playtesters: Chris Aitken, Damon Bailey, Will Grady, Carlin Daggett, Jake Hardy, Tim Kitchens, James (JR) Lantz, Chris Mullins, Jim Neff, Trevor Nielsen, Jeff Overton, Mike Tobin, Kyle Vaughn, Lihao Yang

Notable Playtesters: Mike Bergenheier, Zack Davis, Ivan Medlin,

Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

B/W Art: Could include one or more of: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson

Special Thanks

From Blake Mobley to:
❍ Renay for allowing me to play late into the night for these many years and for supporting my dream.
❍ Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

Copyright Information

Living Game

As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change throughout the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

To download or buy other booklets and products:

www.mentalwinds.com

Tables

Table: RC+ and RCB

Be sure to find the correct rank in the five tables below.

RCx Rank 0

D	d, B	+,#	RC
D1	d1	1	1
D2	d2	2	2
		3	3
D4	d4	4	4
		5	5
D6	d6	6	6
		7	7
D8	d8	8	8
		9	9
D10	d10	10	10
		11	11
D12	d12	12	12
		13	13
D10,4		14	14
		15	15
D16	d16	16	16
		17	17
D10,8		18	18
		19	19
D20	d20	20	20
		21	21
D10,12		22	22
		23	23
D20,4		24	24
		25	25
D20,6		26	26
		27	27
D20,8		28	28
		29	29
D30	d30	30	30

RCx Rank 1

D	d, B	+,#	RC
D1	d1	1	1
D2	d2	2	2
		3	3
D4	d4	4	4
		5	5
D6	d6	6	6
D8	d8	8	7
		9	8
D10	d10	10	9
		11	10
D12	d12	12	11
D10,4		14	12
		15	13
D16	d16	16	14
		17	15
D10,8		18	16
		19	17
D20	d20	20	18
D10,12		22	19
		23	20
D20,4		24	21
		25	22
D20,6		26	23
D20,8		28	24
		29	25
D30	d30	30	26
		31	27
D20,12		32	28
		33	29
D30,4		34	30

RCx Rank 2

D	d, B	+,#	RC
D1	d1	1	1
D2	d2	2	2
		3	3
D4	d4	4	4
D6	d6	6	5
		7	6
D8	d8	8	7
		9	8
D10	d10	10	9
D12	d12	12	10
D10,4		13	11
		14	12
D16	d16	16	13
D10,8		18	14
		19	15
D20	d20	20	16
D10,12		22	17
		23	18
D20,4		24	19
D20,6		26	20
		27	21
D20,8		28	22
D30	d30	30	23
		31	24
D20,12		32	25
D30,4		34	26
		35	27
D30,6		36	28
D30,8		38	29
		39	30

RCx Rank 3

D	d, B	+,#	RC
D1	d1	1	1
D2	d2	2	2
D4	d4	4	3
		5	4
D6	d6	6	5
D8	d8	8	6
D10	d10	10	7
		11	8
D12	d12	12	9
D10,4		14	10
D16	d16	16	11
		17	12
D10,8		18	13
D20	d20	20	14
D10,12		22	15
		23	16
D20,4		24	17
D20,6		26	18
		28	19
D20,8		29	20
D30	d30	30	21
D20,12		32	22
		33	23
D30,4		34	24
D30,6		36	25
D30,8		38	26
		39	27
D30,10	d4V	40	28
D30,12		42	29
		43	30

RCx Rank 4

D	d, B	+,#	RC
D1	d1	1	1
D2	d2	3	2
D4	d4	4	3
D6	d6	6	4
D8	d8	8	5
		9	6
D10	d10	10	7
D12	d12	12	8
D10,4		14	9
D16	d16	16	10
		17	11
D10,8		18	12
D20	d20	20	13
D10,12		22	14
D20,4		24	15
		25	16
D20,6		26	17
D20,8		28	18
D30	d30	30	19
D20,12		32	20
D30,4		34	21
		35	22
D30,6		36	23
D30,8		38	24
D30,10	d4V	40	25
D30,12		42	26
		43	27
		44	28
D30,16		46	29
		47	30

RCx Rank 5

D	d, B	+,#	RC
D1	d1	1	1
D2	d2	3	2
D4	d4	4	3
D6	d6	6	4
D8	d8	8	5
D10	d10	10	6
D12	d12	12	7
D10,4		14	8
		15	9
D16	d16	16	10
D10,8		18	11
D20	d20	20	12
D10,12		22	13
D20,4		24	14
D20,6		26	15
D20,8		28	16
D30	d30	30	17
		31	18
D20,12		32	19
D30,4		34	20
D30,6		36	21
D30,8		38	22
D30,10	d4V	40	23
D30,12		42	24
		44	25
D30,16		46	26
		47	27
		48	28
D30,20		50	29
		51	30

Feats Summary

Below is an alphabetical listing of feats. The three powers, Psionics, Psychosomatics, and Sorce, are grouped together here, but not in the actual Feat List further on, where they are injected into the alphabetical listing.

Most of these feats are only available to characters who have them listed in their Race, Class, or Professions. However, there are some open feats, which are open to anyone. Open feats will be indicated by having information in the green, "Rank, R+C" column. The first number is the rank (two times rank is AP cost if not of that rank), and the R+C is the suggested R+C for the GM. The GM will alter this accordingly before the player records it.

Rank, R+C	A	Description
	Accrobatic Stealth	Stealth like acrobatic move
	Accrobatic Vault	flip over opponent/object without penalty during move
5, 6+6	Acrobatics	Acrobatics
	Aiming Bonus	At Nish 0, get a luck on your Atk roll
	Alien Physiology	By examining a corpse, gain Dmg bonus for party
5, 6+6	Ambidexterity	Can use both hands equally, doesn't allow dual weaponry
	Anti Vehicle	Personal weapons cause enhanced Dmg to Vehicles
	Antidote	Fabricate doses of antivenom for poison
	Antidote, Power	Fabricate doses of antidote to a power - Sorce, Psionics, etc
	Armor Penetration	Each attack also destroys part of opponent's armor
	Assault Mech: Breach	Cause Dbl structural Dmg, Stacks with 1 other feat
	Assault Mech: Crowd Control	Versus newly revealed targets, gain two A actions
	Assault Mech: Mega: Destructo	Fire heavy weapon vs structes 4 times faster than normal
	Astrogation	Naviagte through space to desired destination
	Attack Pool	A small pool that can be added to Dmg rolls when needed
	Attribute Buff	A +buff to a specific attribute
	Auto Coagulation	Chance to automatically stop bleeding

Rank, R+C	B	Description
4, 8+8	Balance	Buff to balance checks
	Balance, Life	Average the Vitality of two beings
	Battle Hardened	Reduces all damage received
	Beast Master: Beastly Fury	dBuff 5 to Atk/Dmg with natural weapons
	Beast Master: Dismiss Pet	Summoned pet can vanish into ghst walk like state
	Beast Master: Mega Beast	Psychosomatic Form is double sized & +Buff 10 Dmg/Str/Vit
	Beast Master: Star Light Now	Free starlight is gained
	Beast Master: Summon Animal	Can summon mid sized animal as pet and lesser combatant
	Beast Master: Summon Critter	Can summon a small pet
	Beauty	Buff to Cha rolls influenced by beauty
	Bed Side Manner	Buff to Cha rolls due to familiarity with life forms
	Berserk	Crazed state of enhanced combat but poor judgement
	Bio-Gunner Fertile Touch	Make a plant grow very fast
	Bio-Gunner Impression	See what a plant has seen
	Bio-Gunner Leaf Lingo	Question a plant for information
	Bio-Gunner Revitalize Plant	Instantly return a plant to a healthy state
	Bio-Gunner Seed of Life	Plant a seed and instantly get a tall plant
	Bio-Warrior Black Chrysalis	Imbeu weapon so that a strike causes more wounding Dmg
	Bio-Warrior Blade of Life	Can use melee weapon for "touch" feats
	Bio-Warrior Dark Arc	A ranged attack of power with low attack and good Dmg
	Bio-Warrior Grey Chrysalis	Imbeu weapon so that a strike ages the victim
	Bio-Warrior Neutralize Life Effect	Remove life force effect, and can stop bleeding
	Bio-Warrior Pale Chrysalis	Imbeu weapon so a strike reduces phsycial/mental stats
	Bio-Warrior Shadow Chrysalis	Imbeu weapon so a bolt of power can be shot from it
	Bio-Warrior Vampirize	Sucks opponent's Vit and heals the caster by same
	Blade: Back Stab	Dbl Atk/Dmg for S or M sized blade if back attack unsuspected
	Blade: Blades Advantage	on d6 a 6 doubles Atk/Dmg for that strike - stacks.
	Blade: Death Blow	Any dbl-die roll of 16 is treated as if 32
	Blade: Mega – Blade Double Buff	Can stack nearly any two feats/Buffs or 1 round
	Blade: Mega – Doppler Shift	Upgrades Atk/Dmb blade used Meta by one color.
	Blade: Pour Your Heart Out	Add damage to a blow by converting Vit to Dmg.
	Blaster Crack Master	Structural damage to cracked targets via blaster weapons
	Blaster Earth Shower	Grenade like effect when blaster shot into earth
	Blaster Land Mine	Toss target into the air with blaster weapon shot
	Block Ranged	Block ranged attacks with melee or MA
	Body Beautiful	Gain a charisma buff if muscle mass would help
	Bone Breaker	Break opponent's bones but reduces damage
	Brain Surgery	Remove negative mental effects
4, 8+8	Bridge Officer	Provides improved results for most ship rolls
	Bulk Up	Improves body size and weight - mostly roleplaying effect

Rank, R+C	C	Description
	Carry More	Reduces MR to Enc categories
4, 8+8	Cartography	Map expert and always making map of current adventure
	Catch Object	Buff to catching non-weapon objects
	Catch Ranged	Catch hurled weapons
	Catong Dragon: Dragon Blur	Can attack at twice the rate of Kick/punch Buff
	Catong Dragon: Dragon's Tail	Powerful Ripost
	Charge of Force	Charge that increases melee damage
	Charge of Recklessness	Knocks down and/or shoves opponents aside
	Charge of Speed	Increases MR while still allowing an attack
	Charge of the Acrobat	Acrobatic charge that improves melee Atk and Dmg
4, 8+8	Climbing	Ability to climb difficult walls/slopes
4, 8+8	Cloak	Operate a ship cloaking device
	Coach	Captain can buff another's ship roll
	Code Red	Can luck a failed death check one more time
	Combat Maneuvers	Reduces Dmg taken by the ship/vehicle
	Common Sense	Can be rolled to check the foolishness of a decission
4, 8+8	Computer Operation	Skilled at computer operation
	ComTech	Communication devices and skills expert
4, 8+8	Concealment	Hide without moving to avoid detection
	Coordinated Attack	Two allies may use best Atk and best Dmg between them
4, 8+8	Counter Security	Defeat security from old locks to modern electronic doors
	Cover Fire	Pin down an opponent so allies can move about
	Critical Killer	Turns a critical roll into a normal roll
	Crush Resistant	Tough versus being crushed
	Cyber Warrior: Mega: Slaughter	Once wound a target, all futher Feats are 1 meta less
	Cyber Warrior: Savagery	If wound taget, damage taken to character is at 1/2 for 1 rnd

Rank, R+C	D	Description
	Damage Control	Repair ship/vehicle damage
	Damage Pool	A small pool that can be added to Dmg rolls as needed
	Danger Sense	6th sense to warn when danger is near
4, 8+8	Dart	Dart from one spot to another without being seen
	Death Stalker: Claiming Rights	Allow other players to join in on a yet unwounded target
	Death Stalker: Placing the Dark Mark	Core rules for placing the Dark Mark
	Death Stalker: Power of the Mark	Allows Mastery for the MANY benefits of a Dark Mark
5, 6+6	Defense Vs Body	Buff to Def versus natural body attack forms
5, 6+6	Defense vs Hurled	Buff to def versus hurled attacks
5, 6+6	Defense vs Melee	Buff to Def versus Melee attacks
5, 6+6	Defense vs Ranged	Buff to Def versus Ranged attacks
	Defensive Tumble	Use acrobatics to enhance defense
	Destron: Double Beat	If Atk/Dmg w/ melee succeeds, may make 2nd w/ same rolls
	Destron: Mega: Holy Phoenix	Cha vs Neg Vit, to be super resurrected
	Destron: Re-Beat	May luck a missed Attack with a heavy melee weapon only
5, 6+6	Detect Lie	Detect if target is lying
	Detect State of Mind	Check to see if team member's mental state is sound
4, 8+8	Detect Traps	Buff to Awa for detecting traps
4, 8+8	Direction Sense	Skill roll to determine direction
4, 8+8	Disarm	Skill is Def roll to block all damage, then Str vs Str to disarm
	Disarming Shot	Ranged Atk vs best of (Def or Str) vs 1 handed L/M weapon
4, 8+8	Disguise	Skill vs Awa and requires props such as disguise kit
	Dominate	Skill vs WP to force target into an action, Dif based on action
	Double Luck	Spend Meta to use a luck box a second time
	Doubling Luck	Spend Meta before a roll to double its result
4, 8+8	Drive Vehicle	May drive all common ground vehicles, roll only in odd cases
	Dual Weild	May use two, one handed weapons at once for Meta

Rank, R+C	E	Description
	ECM/ECCM	Skill to jamb and hack comm and guidance systems
	Empathy	Skill vs WP to sense mood
	Enhance Taste	Buff to Taste (Awa) rolls
	Enhanced Hearing	Buff to Hearing (Awa) rolls
	Enhanced Jump	Adds squares or feet to all jumps
	Enhanced Sight	Buff to Vision (Awa) rolls
	Enhanced Smell	Buff to Smell (Awa) rolls
	Enhanced Touch	Buff to touch (Awa) rolls
	Entrancing dance	Skill vs WP to distract and mezmerize onlookers
4, 8+8	Ettiquite	Skill roll to function in a "high society" or royal manner
	Expert Runner	Non combat running gains 4MR
	Explosives: B-Bolt Tips	Allows skilled use of Bolt Tips
	Explosives: B-Demolitions	Allows skilled use of Demolitions
	Explosives: B-Grenades	Allows skilled use of Grenades
	Explosives: B-Micro Grenades	Allows skilled use of Micro-Grenades
	Explosives: B-Mines	Allows Skilled use of Mines
	Extra Luck	May luck a roll a second time for Meta, but not a 3rd time

Rank, R+C	F	Description
	Falling	Skill roll reduces feet of a fall
	Fame	Character is famous - largely roleplaying effect, but +Cha too
	Fast Healing	All natural healing benefits are doubled.
	Fast Talk	Skill vs WP to persuade another to your point of view
	Fein death	Sk vs Awa to appear dead
	Field aide shield	Medic creates a shield during healing over patient and self
	Find Friend	Skill to fined team member within 20sq
4, 8+8	First Aid	Minor healing and stops bleeding
	First aid, combat	Upgrades severity of wounds: critical to old, old to fresh
4, 8+8	Forensics	Skill to dtermine time, method, and details of death

Rank, R+C	G	Description
4, 8+8	Gambeling	Buff for gambeling rolls
	General Knowledge	Buff to most Lore rolls and Skill roll to know unusual things
	Ghost: Mega – Return me	Return to 0 vit from any negative Vit if not dead
	Ghost: Mega – Truly a Ghost	If dead, can return via the Undead Kit
	Goliath: Mega Blow	May use the weapon's Dmg as both Atk and Dmg rolls
	Goliath: Physical Only	All non-physical Dmg is reduced by +Buff5 always
5, 6+6	Gunner, Battery	Used as Atk roll with battery weapons: missiles, rockets, etc.
5, 6+6	Gunner, Fixed	Used as Atk roll with fixed weapon: forward, rear, etc.
5, 6+6	Gunner, Turret	Used as Atk roll with turret weapons

Rank, R+C	H	Description
5, 6+6	Hacking	Skill to Hack into tech systems: computers, locks, shields, etc.
	Healing Aura	Heals all within 1sq at each round's end
	Heavy mega blast	Heavy Ranged, Full Action, for double damage
	Hibernation	Can survive for a long time on little food/water/air
	High Death Threshold	Buff to death check rolls
	High Guard: Advanced Climbing	Meta for climbing feats is 1 color cheaper, Red are free
	High Guard: High Advantage	If out of reach of traget then Atk and Def dBuff 5, for free
	High Guard: Sky Home	Zero penalty for being in odd position/location to all Feats
	High Guard: Swing Advantage	If swing attack then Atk/ and Def gain dBuff 10
	High unconsciousness threshold	Unconscious checks start at -2 Vit not 0 Vit
	Hobble	MA punch must beat Def and Dex. Target MR is now 1

Rank, R+C	I	Description
	Impale	Once hit with piercing weapon, Sk vs Dif to impale to wall
	Improved Field of Vision	Increase field of vision by 90 degrees
	Infravision	Can see heat and infra-red
	Interrogate	Skill vs WP to scare/trick answers from victims

Rank, R+C	J	Description

Rank, R+C	K	Description
	Keep down	MA kick vs Dex to keep an opponent prone
	Kick Up	Spring from prone to standing as incidental action
	Knock Back	Damage roll determines: dmg & if and how far knocked back
	Knock Down	Damage roll determines: dmg, and if target knocked down
	Kryll spider climb	Kryll climb at 1/2 MR without roll on typical surface, else roll

Rank, R+C	L	Description
3, 10+10	Language	Learn 1 or more languages
	Laser burn through	Non-combat burn holes through structures with laser
	Laser focused beam	Laser weapons can hit multiple targets in a row
	Leadership	Buff to party rolls, and large roleplaying effect
	Lend Ability	Can lend, for 1 roll, nearly any ability to a team member
	Lend Life	Use your Vit to heal Fresh or even super charge Vit of another
	Lend Will	Can lend SK/10 to team member's WP roll.
	Lie	Skill roll to avoid being caught in a lie
	Life Freeze	Near death simulation, Skill vs rnds to return alive
	Life over death	Make FR vs -Vit to save another, failure places you at -10Vit
	Light Sleeper	Buff to wake up and a skill to aware from unusual events
	Linguist	Skill roll to rapidly learn another language
	Long Range	Doubles weapon range for 1 type of ranged weapon
4, 8+8	Lore X	A buffed Sk vs Diff for a particular use of lore: tech, biology,...
	Low Death Frequency	Death checks only on rounds 1,3,5,7 etc.
	Luck Sustain	May use luck box to double a result after the roll is made

Rank, R+C	M	Description
	MA flying side kick	Allows for a 2sq move then kick
	MA Leaping Split Kick	Kick to both sides, normal Atk/Dmg, chance for more bonuses
	MA Lunging side kick	If Dmg results, a Skill roll is made to try and knock target back
	MA roundhouse	Full action kick with Buffed damage
	Marine: Burst	Burst (x1x1 or x3) dmg is doubled
	Marine: Carbine Master	All cabines are automatically mastered, so just 1AP per Buff
	Marine: Marine's Will	If vit below half, once per battle may heal self by Vit roll
	Marine: Mega: Marine Legend	Roll Luck and add to Atk/Dmg and heals character, 2 Regains
	Marine: The Marine Bonus	Gain +Buff 5 to: carbine Atk/Dmg, suit Def/AR, Nish, Resist...
	Master And Apprentice	Can permamantly give AP to a lower level team member
	Medtech	Heals Fresh SK, Old Sk/2, Critical DK/10 + poison/disease
	Mental Support	Lends a Buff to team member vs dominate, posses, etc.
	Meta lend	Can spend a Meta to send team member Meta 1 color less
	Meta Luck	May use G meta as a luck box
	Move Attack move	For L/M weapons allows an Atk in middle of a normal move
5, 6+6	Move Silently	Buffed SK at 1/2MR to not be heard

Rank, R+C	N	Description
	Navigation	Plot planetary surface courses as SK vs Diff
	Night Spawn: Smell of Blood	Atk rolls vs wounded opponent are doubled
	Night Spawn: Spawn's Cloak of Darkness	spider/scropion armor can add dBuff 10 to conceal/stealth
	Night Spawn: Spawn's Cloak of Ribbons	Tendrils can move 2d4sq/rnd vertical and reach 3sq
	Night Spawn: Spawn's Cloak of the Bat	Cloak can perform MR 4 flying
	Night Spawn: Spawn's Ribbon Gauze	Unlimited falling at 12sq a round
	Night Spawn: Spawn's Tendrils	Move # items = Rank of RC 3V pounds
	Nish Master: Atk	Gain an attack Buff if you have Nish
	Nish Master: Def	Gain a Defense Buff if you have Nish
	Nish Swap	May trade Nish rolls with another willing team member
	No Emotions	Buff to control emotions, feelings, supress mood

Rank, R+C	O	Description
	One with nature: (X)	For a particular terrain/climate, gain Str/SB/Dex/Awa Buff
5, 6+6	Operate Transporter	Skill vs Diff to perform difficult transports
	Orders	Can give an extra instant A or M action as a requested event

Rank, R+C	P	Description
	Paralysis antidote	Make SK vs Diff antidote to Paralysis
	Parry	Use weapon Atk+Buff as Def
5, 6+6	Pilot Small Craft	Pilot 1 or 2 person craft and fire forward guns
	Pilot Starship	Sub-light starship piloting, can try to move further, turn more
	Plastic Surgery	SK vs Dif to fix bones, missing hands, deformities, etc.
	Poison Use: "X"	Skilled at using poison of a certain Meta or less
	Python Wrap	Punch vs Prone target then SK to immobilize with wrap

Rank, R+C	Psionics	Description
	Psionics - Blast	Attack that launches opponents upwards
	Psionics - Blow	Attack that knocks back opponents
	Psionics - Bowling	Ball of force that knocks multiple opponents down
	Psionics - Detonate	Blast of structural damage
	Psionics - Disk of Force	Shield versus physical damage
	Psionics - Disk of Strength	Disk to push or hold
	Psionics - Dome of Force	Static dome of protection vs most types of Dmg
	Psionics - Dormant Engery	Attaches to victim, if they are hit, it can stun them
	Psionics - Encase	Immobilize a target
	Psionics - Hallucination	Create a mental illusion
	Psionics - Haze	Cuts target's stats in half
	Psionics - Hold	Mentally paralyzes a target
	Psionics - Hurl	Mentally throw hurled weapons
	Psionics - Jerk	Throw an item in a random and violent direction
	Psionics - Landing	Reduce falling distance
	Psionics - Levitate Other	Levitates another target
	Psionics - Levitate Self	Levitates caster
	Psionics - Memory Wipe	Wipe the last 1 to 10 minutes of memory from target
	Psionics - Mind Freeze	Mental paralysis
	Psionics - Mind Meld	Mental Link and Interrogation
	Psionics - Mind Probe	Deep mental Interrogation
	Psionics - Mind Storm	Attacks Lore, no armor
	Psionics - Move Object	Telekenetically move objets around
	Psionics - My Mind to Your Mind	Share your life experience with another
	Psionics - Pillar of Strength	Create a powerful pillar of force to hold things up
	Psionics - Psionic Pulse	1 in 6 chance thant any psionic feat is free Meta
	Psionics - Puppet	Take over another and run them as you wish
	Psionics - Read Surface Thoughts	Read thoughts
	Psionics - Rend	Skip most armor and rip opponent appart telekinetically
	Psionics - Return	Returns a hurled weapon to your hand
	Psionics - Rip Skill	Instantly learn a skill from the target
	Psionics - Scan Mind	Scan a mind for an answer to a question
	Psionics - Send Skill	Share your skill with another
	Psionics - Sentient Scan	Sense nearby life, number and direction
	Psionics - Sheild of Absorprtion	Protects versus any form of damage
	Psionics - Sheild of Mind and Mater	Protects versus physical and mental attacks
	Psionics - Shove	Shove target backwards
	Psionics - Slam	Slam an airborn target to the ground
	Psionics - Suggestion	Demand a certain action from the target
	Psionics - Telepathy	Send thoughts to another across a distance
	Psionics - Toss	Controlled throwing of an object
	Psionics - Trip	Mentally shuts down legs so victim trips
	Psionics - Truth Sense	Detect a lie
	Psionics - Your Mind to My Mind	Snatch a life experience from another

Rank, R+C	Psychosomatics	Description
	Psychosomatics - Body Heal	Heals your own light wounds
	Psychosomatics - Death Blow	Chance to kill a freshly wounded opponent
	Psychosomatics - Electric Palm	IF wounding Dmg or hit metal AR then adds flat Dmg
	Psychosomatics - Form Skark (Snake)	Gain access to many Snake like abilities
	Psychosomatics - Form, Gonga (Toad)	Gain access to many toad like abilities
	Psychosomatics - Form, Grey One (Wolf)	Gain access to many wolf like abilities
	Psychosomatics - Form, Shero (Puma)	Gain access to many Puma (Cat) like abilities
	Psychosomatics - Form, Tunka (Lizard)	Gain access to many Lizard like abilities
	Psychosomatics - Form, Urka (Bear)	Gain access to many bear like abilities
	Psychosomatics - Hearing Boost	Boosts hearing rolls while bound
	Psychosomatics - Iron Skin	Gain greater AR buff while bound
	Psychosomatics - Jump	Doubles jumping distance while bound
	Psychosomatics - Molecular Diffusion	Pass through solid objects or melee attacks
	Psychosomatics - Oxygenate	Hold breath for extended periods
	Psychosomatics - Power Punch	Enhances Dmg of punch/kick while bound
	Psychosomatics - Regeneration	Heals fresh wounds at the end of each round
	Psychosomatics - Resist All	Buffs FR, Arc, Ene for 6rnds
	Psychosomatics - Resist Cold	Buff vs cold while bound
	Psychosomatics - Resist Heat	Buff vs heat while bound
	Psychosomatics - Rough Skin	Gain Lesser AR Buff while bound
	Psychosomatics - Shape Shift	Alter appearance, even form
	Psychosomatics - Speed	Faster MR while bound
	Psychosomatics - Strength Surge	One roll strength buff
	Psychosomatics - Strengthen	Buff to strength while bound
	Psychosomatics - Stun	If wound, then SK vs FR to stun for 4 rounds
	Psychosomatics - Super Hearing	Huge buff to hearing (Awa) for 1 rnd
	Psychosomatics - Super Vision	Huge buff to vision (Awa) for 1 rnd
	Psychosomatics - Tough Skin	Gain mid level AR buff while bound
	Psychosomatics - Vision Boost	Gain vision buff (Awa) while bound
	Psychosomatics - Vitalize	Creates a pool of Vit to take initial Dmg for character

Rank, R+C	Q	Description
	Quake	Heavy Blunt needed to knock down those within 1sq radius
	Quick Draw	Draw a weapon as one action type faster (F to A, A to M, etc.)

Rank, R+C	R	Description
4, 8+8	Raise Shields	Skill to raise/use shields in tough situations
	Ranger: Beast Heal	dBuff 5 roll to heal any basic animal
	Ranger: One Form	May pick 1 (only 1) psychosomatic form to learn
	Ranger: Summon Beast	Summon a powerful melee animal as a pet
	Red line	Adds extra energy if D16 method otherwise buff to 1 system
	Regeneration	Heals SK/10 fresh after combat, remainder stays fresh
	Regenerative Stance	F action heals SK/10 fresh, remainder stays fresh
	Remain Conscious	Buff to unconsciousness checks
5, 6+6	Remove Traps	Skill to remove personal traps: pits, poison needels, etc.
5, 6+6	Repair Armor	Skill to repair armor and recudes maintenance by roll
5, 6+6	Repair ATM	Skill to repair ATM and reduce their maintenance
	Repair Cyber	Skill to repair cybernetcis and reduce cyber maintenance
5, 6+6	Repair Equipment Item	Skill to operate, repair, reduce maintenance of equipment
	Repair Hull	SK/10 repair hull and reduce ship/vehicle maint cost
5, 6+6	Repair System	Skill to repair all ship systems (except hull) and maint
5, 6+6	Repair Weapon	Skill repairs personal weapons and reduces maintenance cost
	Resist Cold	Buff when rolling versus cold
	Resist Disease	Buff when rolling versus Disease
	Resist Fear	Buff when rolling versus fear
	Resist Heat	Buff when roling versus heat
	Resist Mind Control	Buff when resisting any form of mind control
	Resist Pain	Buff when resisting pain
	Resist Poison	Buff when resisting Poison
	Resist Psionics	Buff when resisting psionics
	Resist Sorce	Buff when resisting Sorce
	Restore meta	Allows another player an instant Meta Regain roll
	Revive	May recessitate another after they fail a death check Sk vs Vit
	Riposte	After a parry or shield defense, get free attack, Nish required
	Running Diving Lunge	Can run, dive for 2sq, then roll up for melee attack

Rank, R+C	S	Description
	Same Nish	Repat last rounds Nish roll, once per roll
	Sanctify	Skill to remove negative power effects (sorce, psionics, etc.)
	Save Nish	If use no Nish this round, next rounds Nish will beat all
5, 6+6	Scanners	Skill to operate scanners and break through jambs
5, 6+6	Sensors	Skill to activate and configure sensors for detection
	Shadow Hand	Can palm an item and transfer it to the shadow realm
	Shadow Rise	Can shadow wisp up a verticale surface for Sk/10 +buff feet
	Shadow Thief: Back Stab	Dbl Atk/Dmg for S melee back attack if unknown
	Shadow Thief: True Thief	All "thief stealing" roles gain dBuff 5
	Shadow Walk	Can travel as a shadow for x5 to hide, if noticed, pop out
	Shanask Dimensional Storage	Dimensional storage of 2Enc
	Shanask mind whisper	Sight based communicate, nearly 100% successful and secure
	Shanask radiate Fear	Radiate discomfort within 1sq, non-combat
	Shanask space walk	Can move as if invisible floors and stairs exist in vaccume
	Shanask Storage Cloak	Cloak holds 1Enc at RC20S security
	Shanask submerge	Can enter/move in liqued as if in a normal environment
	Shanask Trackless Float	Buff to not leave tracks during movement
	Shanask walk on water	Move on any liquid at normal MR
	Sharp Shooter	Can ignore all cover pernalties when shooting a target
	Shatter weapon	Shiled or large weapon parry defense can break weapon
	Shield bash	Can use Def/AR as Atk/Dmg as shield bash
	Shield Configuration	A cluster of sheild enhacements: raise, repair, modulate, etc.
	Shield lend	Can protect target in adjacent squares
	Shield wall	Can use M action to roll shield as SKx2
	Siado: Jump Boost	Doubles any 1 other jump feat or jump roll
	Siado: Parry Perfect	dBuff 10 to parry with power blade
	Siado: Power Block	Power blade can make Atk vs opponent Atk to block ranged
	Skill assist	If both have same skill can help them as non-doubled roll
	Slayer: Combat Buff	Dbl die of 8 turns to 16 for Atk/Dmg/Def/AR/Nish
	Slayer: Multi Cast	If just sorce used, get two A actions instead of M and A
	Slayer: Mega: Assault	All team get immediate free A action if Atk opponent
	Slayer: Mega: Combat Buff	Whole party gets dbl die 8 is 16 for Atk/Dmg/Def/AR/Nish
	Slayer: Mega: I need Power	For Sroce combat feats gain: 1B, 1G, 2Y, 2O, 3R extra Meta
	Slayer: Mega: Power Up	10 rounds, all Meta used for sorce feats increase to next color
	Slayer: Slayer	+Buff 5 on all sorce damage roles as bound
4, 8+8	Sleight of hand	Can palm items so they appear to vanish
	Slow Drain	Bleeding occurs every other round
	Snap Shot	M action ranged shot at Atk/2 and no buffs/feats
	Sniper	Base skill required for all Snipe feats
	Sniper Precision	Head shot for Dmgx2
	Sniper: Camouflage	doubles steal/conceal if spend d4 rnds using local fana
	Sniper: One Shot Kills	If F round spent, Atk/Dmg gain +Buff 5, staks with 1 feat
	Sniper: Penetration	SK roll for inches of penetration of wall/etc. during snipe
	Sniper: Snipe Burst	Can luck the entire Atk/Dmg if the snipe doesn't kill
	Sniper: Take Your Time	If spend 2, 3, 4 rounds Snipe Atk/Dmg is x2/x4/x8
4, 8+8	Social Status	Character is a social elite, mostly roleplaying, and Cha Buff
4, 8+8	Specific Opponent	Buff to Atk/Dmg versus specific opponent (e.g. Katha)
	Split floor	H Melee, create a crack in the floor for 4sq, can trap target
	Sprinter	Sk/10 added to run for a max of MRx2
	Starlight Vision	Can see in candelite, but normal light is painful
	Stealth	The skill to move silently and unseen
	Stims	Can Make potions that give Sk/2 buff to an attribute
	Strength Feats	Can gain large buff to specific area: bend bards, dead lift, etc.
	Strong Attack	Melee Dmg buff due to pure strength
	Strong Stomach	Resistant to eating poison, disease, etc., buff for extreme roll
	Strong Will	Buff to conscious checks and other "stay awake" rolls
	Structural Damage	Buff to Dmg versus structures: buildings, walls, etc.
	Stunning Blow	Sk vs FR with approprite weapon to stun = most stats halved
	Super Nish	May change your Nish to match highest party Nish up to 100
	Suppressive fire	w/ Multi-shot weapon, supress 2Sqs, if move = Sk/2 attack
4, 8+8	Survival	Multi-purpose skill for living in hostile/foreign environments
	Swiftness	+2 to MR
4, 8+8	Swimming	Allows swim past dog paddle and SK vs Diff for hard swims
	System Critical	If Hull Dmg results, SK rolled for possible system failures

Rank, R+C	Sorce	Description
	Sorce - Adhere	Become like a stone statue versus physical effects
	Sorce - Binding Word	Binds a promise
	Sorce - Blink	Short teleport instead of walk
	Sorce - Bolt	Basic ranged attack
	Sorce - Change Temperature, Freeze	Lower temperature in an area
	Sorce - Change Temperature, melt	Raise temperature in an area
	Sorce - Choke	Choke's victim
	Sorce - Clone	Makes a false duplicate of caster
	Sorce - Clone Hop	Swaps place with clone
	Sorce - Crimson Aura of Leech	Low Dmg AOE life drain
	Sorce - Crit Box Detection	Detects crit box in target
	Sorce - Crit Box Killer	Tries to eliminate a crit box
	Sorce - Death Ray	One roll to kill target
	Sorce - Detect Foe	Detect number and direction of nearby life forms
	Sorce - Displace	Short range teleport - even through walls
	Sorce - Door Hand	Opens door/portal/chest/etc.
	Sorce - Double Death	A 2nd chance at a death check
	Sorce - Energy Blast	Primary ranged attack
	Sorce - Ghost Gate	Create a hole in a wall
	Sorce - Ghost Walk	Walk around in another dimension - like a ghost
	Sorce - Glow Globe	Creates a radius of light
	Sorce - Heal All	An all or none attempt to heal
	Sorce - Healing	Mainstay healing
	Sorce - Holy Aura	AOE healing
	Sorce - Imbue with Starlight Vision	Target gains temporary starlight vision
	Sorce - Immortal Stance	Become like a steel statue versus physical
	Sorce - Life Balance	Add target's Vit, then distribute back as desired
	Sorce - Life Drain	No armor drain of Vit, permanently
	Sorce - Light Switch	Activate lights and fires
	Sorce - Mass Mutation	Reduce/Increase the weight of objects
	Sorce - Nova	AOE dognught burst of light damage
	Sorce - Onyx Aura of Death	AOE with low chance to slay victims each round
	Sorce - Radiate Fear	AOE of fear surrounds caster
	Sorce - Sacrifice	Harm yourself to heal others, low heal but powerful
	Sorce - Shockblast	AOE that automatically hits for low damage
	Sorce - Shrink	Shrinks an item
	Sorce - Solar Shield	Blinding light makes it hard to Atk caster
	Sorce - Sorce Shield	Sorce shield that repels damage
	Sorce - Spot Light	Create a "Holy Aura" like effect - mostly for show
	Sorce - Summon Stone Block	Create a large block of granite
	Sorce - Sun Burst	Fires a brilliant flare that lights up an area for awhile
	Sorce - Sunder Door	Forcefully rips a door from its hinges
	Sorce - Teleport Self	Teleport to another location
	Sorce - Undead Sight	See life/death
	Sorce - Undead Stealth	Use for stealth rolls
	Sorce - Unholy fire	Bizzard loocking +Buff 5 to Str and melee Dmg
	Sorce - Vamiric Touch	Leech Vit from target to heal self

Rank, R+C	T	Description
5, 6+6	Tactical Analysis	Allows Atk rolls that miss to stack until you hit "sorta"
	Tactical gunnery	Ship/Vehicle guns gain SK/10 more damage
	Tactical spin	Can rotate opponent's facing Sk/10 45 degree turns
	Tactical team	A team acts as 1 for purposes of tactical analysis for 1 round
	Tactical Weapon	Can fire nearly any weapon from tactical station
	Tactical Weapons Array	Can fire 2 ship/vehicle weapons as one at tactical station
3, 10+10	Talent	A talent such as singing, cooking, dancing, etc.
	Taunt	SK vs Diff causes an opponent to attack you vs another target
4, 8+8	Team Cant	A secret languange amongst the party, nearly silent
	Telepathic Picture	Can send a single still image to another team member
	Telepathic Scene	Can let party see what you see a short time
	Telepathic sound	Can let party hear what you hear for a short time
	Telepathy, Basic	Can send 1 word to a single party member
4, 8+8	Theft	SK to take items without getting caught
	Throw Weapon	Can throw melee weapon/shields up to 4sq
	Tight Grip	Buff to Str when holding onto things
	Tight Quarters	Can fight in tight places without penalty
	Tough vs Blunt	Buff to AR vs blunt weapons
	Tough vs Edged	Buff to AR vs edged weapons
	Tough vs Energy	Buff to AR vs energy weapons
	Tough vs Projectile	Buff to AR vs projectile weapons (bullets, disks, etc.)
4, 8+8	Tracking	Skill to track animals or beings
5, 6+6	Tractor/Repulsor Beam	Skill for using tractor/repulsor beam
3, 10+10	Trade	Know a trade: carpentry, masonry, teacher, wleder, etc.
5, 6+6	Transporter	Skill to use transporter, even under difficult situations
	Trip	Skill to trip opponent as they move near you
	Tunnel	Clawed races can tunnel SK/10 feet a round

Rank, R+C	U	Description

Rank, R+C	V	Description
	Vacination	Can create vaccination of SKx2 quality if use lab on disease
	Vault away	SK vs Atk to break melee in a vault
	Vengence	Team gains combat buff if a member falls unconscious
	Vital Sense	SK vs Diff to sense vitality of others
	Vitality Pool	Can create a pool of Vit that takes damage before real Vit

Rank, R+C	W	Description
	Warlock: Imbue Blade	Can place any bio-warrior chrysalis buffs on another's blade
	Warlock: Mega: I need Power	For sorce feats creates 1B, 2G, 2Y, 2O, 3R extra Meta
	Warlock: Mega: Power Up	All Meta used for Sorce feats act as if one color higher
	Warlock: Sorce Pulse	Any sorce feat Meta use may be free 1 in 6 chance
	Warrior: Body Stance	Gain +Buff 5 to Str, SB, Dex, Vit and Vitality Max
	Warrior: Defensive Stance	Gain +Buff 5 to Def and AR - only once stance used at a time
	Warrior: Free Bee	Each melee weapon/armor gains a free Buff as if mastered
	Warrior: Regenerative Stance	Doubles resistance, healing, death, unconscious, bleeding
	Warrior: Slayer's Stance	Gain +Buff 5 to melee Atk/Dmg
4, 8+8	Watch Your Back	Can instantly warn a team member of impending back atk
	Wealthy	All normal income, including loot, is doubled
	Weapons Display	SK vs WP to put fear into opponent
	Wind walker gentle breeze	Can be lowered to ground by a gentle breeze
	Wind walker gust of wind	Can move as a burst, nearly instant, gust of wind
	Wind walker run	Can run up the air as if invisible stairs
	Wind walker standing reed	If Wind Walk run, can stand on a bending reed, etc.
	Wind walker up thrust	If Wind Walk run, can then stand in mid air
	Wraith: Assassin's Stealth	Each melee weapon/armor gains a free Buff as if mastered
	Wraith: Assassination	dBuff 10 to stealth/conceal/Move S if to assassinate
	Wraith: Back Stab	S/M blade gain double Atk/Dmg if unknown
	Wraith: Mega – Undead	If die, can use to become undead but no Blue Meta use

Rank, R+C	X	Description

Rank, R+C	Y	Description

Rank, R+C	Z	Description
4, 8+8	Zero Gravity	SK to funtion in zero gravity without penalty

Meta

META COST NOTATION

Meta comes in Red (R), Orange (O), Yellow (Y), Green (G), and Blue (B). But typically they will be listed as R, O, Y, G, B.

Meta Cost is used to demine which Meta color is needed to power the feat. Meta Cost is always preceded by an "@" such as @O or @R/O/Y. Here are some notations and their meaning.

- @Y – the ability costs a Yellow Meta, simple!
- @=Y – used for a mastery element. This means that the base Meta cost of the feat is replaced with this cost. So if the Feat were @R and the mastery element were @=Y, then just a Yellow would be spent to cover both the mastery element and the base.
- @bindR - means it is a bound Red Meta (see below)
- @~ – the meta cost is zero. This is NOT noted as @0 (zero) because this is very hard to distinguish from @O.
- @R/O/Y/G/B – This notation will always be preceded by a number of effects equal to the number of Meta Colors. For example "the range is 6/8/10/12/14 @R/O/Y/G/B." This means that range of 6 would cost a Red Meta, a range of 8 would be Orange, and range 10 would be Yellow, etc.
- @Omega – this is an unusually powerful Feta (probably a Mega or Omega) an uses up a luck box, not Meta. The Luck box may not be partially or fully used. And using it will make it unavailable for any other partial or full use.
- @Mega – same as @Omega – uses a luck box
- @Omega2 – uses two luck boxes
- @B,B – a rare example of a feat requiring more than one Meta. In this case it requires two Blue Meta.
- @B2 – same as @B,B = two Blue Meta

NORMALIZE

During Nish, Meta will be both used and gained. It is possible to build up a large amount of Meta during Nish in one or more colors. It is also possible to drain most or all of one or more colors. Normalization returns this imbalance to a more "normal" situation.

The GM will call for "Normalized Meta" sometime after an intense situation (such as after a Nish event ends). Typically normalization occurs 15 minutes after.

One normalized, another normalization shouldn't be called unless the players rest for 4 or more hours. Why is

this a consideration? Because players may elect to use Meta outside of Nish to power their non-Nish feats.

Here are the steps to normalize meta.

- Meta outside the boxes is erased. However, if some of the boxes are used, meta outside may fill them on a 1 for 1 basis.
- Shuffle all meta remaining to the far left boxes so that any unused (if any at all) are in the right most boxes.
- If any boxes noted as [.] are without Meta, then they are filled.
- Basically: Excess Meta (beyond the box total) flows away after combat but Meta also flows back into the character guaranteeing that the boxes noted as [.] will have Meta in them.
- EXCEPTION (see below): Any bound boxes, remain bound until the binding is supposed to end. And it does not fill with Meta, even if it is on a [.] box.

BOUND

Some feats need more Meta commitment that a single box. They need to siphon off all future regain rolls of that color. This is called binding a color and is denoted as @BindsR if red is bound.

First Binding: When a color is first bound, the word "Bound" is written to the right of any slashes and any notes as to when the binding ends. Usually there is no note, meaning that the binding ends with the next Normalization. Until the binding lifts, any regain roll that indicates that color is lost to the binding (no Meta is gained).

Additional Bindings: A color may be bound multiple times as follows. The first step is to change the Bound Ends condition to the longer of the existing or new binding. So if the first binding is for 6 rounds and a new binding if until Normalization, then it is changed to read "Bound until Normalization."

Otherwise, additional bindings of an already bound color are simply treated like any other Meta use, they use a Meta box. Either way, once a color is bound, it will dwindle away as it is used by normal or bound purposes.

© and t: Binding has no impact on t or ©. A critical roll on a bound color will erase all Meta of that color and a roll of t will add one to every color, even bound colors.

Binding Notation

Here are the ways that bindings are noted within feats and how to interpret them.

- @BindsR – this binds a Red Meta
- Binds@R – this binds a Red Meta, same as above
- Binds@R/Y – this is a mod that binds a Red with the first option and a Yellow with the second.

Powers

Sorce

Sorce is a mysterious power used by the Shanask (and, it is rumored, certain selected members of other races). No one can say where the power comes from, or exactly what it is — *Sorce* seems to violate all the known laws of physics and defy all attempts at analysis or testing.

The only thing which can be determined about a Sorcist is a rough estimate of ability based on *Sorce* color. Unfortunately, this is not always a good gauge, as both the lowest and highest levels of *Sorce* power are black, and a Sorcist may always use skills at a lesser color than his or her own. See the table below for a list of *Sorce* Rank and colors.

Oddly enough, Shanask are able to see "Sorce color" even though they are otherwise colorblind.

Rank	Color	Description
1	Black	Glossy Black
2	Magenta	Vivid Purplish Red
3	Crimson	Deep Red
4	Vermillion	Fiery Reddish Orange
5	Amber	Glowing Orange
6	Emerald	Brilliant Deep Green
7	Azure	Flaming Light Blue
8	Mauve	Deep Reddish Purple
9	Violet	Radiant Deep Purple
10	Bronze	Metalic Brown
11	Gold	Rich Shining Yellow
12	Silver	Gleaming Silver
13	Ivory	Bright White
14+	Black	Jet Black

Psychosomatics

FORMS

A number of psychosomatic feats are called forms because the psychosomatic changes "form" to look somewhat like an animal. These feats will begin with the word "Form," and have several special rules attached to them.

Forms "mostly" use bound Meta. A meta is first bound to transform, then there are many mods which may be activated at any time. Most of these are also bound, so the psychosomatic may keep adding on more

and more of the feat's mods making the character more and more powerful.

Psionics

Psionics is the power of the mind to read thoughts, create force fields, etc. Zin-Shee Females are the undisputed masters of Psionics, but a number of other races are pretty good at it too.

Feat List

A--
Acrobatic Stealth

Can flip, roll, and cartwheel from one location to another (across a doorway, across a hallway, etc.) in a manner that is very hard to hear or see. Make a skill roll vs opponent's Awa [M,I,Self] @~
*** Mastery ***
    MER: Yes

Acrobatic Vault

Can vault in the middle of
 a move, you can vault (a flip over an opponent or object) up to feet tall equal to RC+15 [during M,I,Self] @R
*** Mastery ***
    MER: Yes

Acrobatics

Acrobatics is the ability to do jumps, flips, tumbles, feats of balance, etc. [M,I,Self] @~
*** Mastery ***
    MER: Yes

Aiming Bonus

Must wait until Nish 0 to Atk, but get an automatic luck on the Atk roll at a single target. The target may move during this time, but may never go out of sight, or this benefit is lost. Works on ranged weapons only. [A,1 rnd,Self] @~
*** Mastery ***
    MER: Yes
    Mod: Tactical Analysis – if miss the missed amount can become a buff to next round's roll if same weapon, same target. @O

Alien Physiology

If the character can examine an alien corpse for 30 minutes with proper medical equipment, they can learn about the target's physiological weak spots and vital points.

If shared with others in person while displaying the corpse, it provides a damage bonus of SK/10 (one roll, applies to all on lookers, no more rolls allowed for this alien type) [30 min,1 player day, communication] @~
*** Mastery ***
    MER: Yes NO – no meaning

Ambidexterity

This enhancement allows an individual to use both hands equally well. This means that such activities as writing, throwing, eating, attacking, etc. can be done easily with either hand. While this enhancement allows individuals to use a weapon in either hand, it does not allow the individual to make two attacks in a round. @~
    MER: No
    Mod: Hand Dance – with one weapon, the character may constantly swap hands to confuse the enemy providing a RCB RC 10 to Atk @O

Anti Vehicle

Personal weapons gain double damage versus vehicles. Applies only when personal type weapons are used vs vehicles (i.e., only weapons which an individual carries). [A,I,Self] @~
*** Mastery ***
    MER: Yes
    Mod: If Heavy weapons are used, damage can be x3/x4/x5/x6/x7 @R/O/Y/G/B

Antidote

If a poison is analyzed in a lab, the character can concoct an antidote equal to their Skill as a die roll (don't roll until actually used). In 30 minutes, 4 doses can be fabricated. [30min,Perm,Touch] @bindR
*** Mastery ***
    MER: NO – as the antidote is bottled and handed out. Not a direct skill roll.

Antidote, Power

Antidote: Can make an antidote to one power (source, Psionics, psychosomatic) equal to their Skill Die Type. One dose can be fabricated per 10 minutes. Note, the difficulty of some spells are extremely high, as medical science was not designed to overcome them. [10min,Perm,Touch] @bindR
*** Mastery ***
    MER: NO – as the antidote is bottled and handed out. Not a direct skill roll.

Armor Penetration

Enhancement: The non-doubling die result of the weapon's Damage roll is the amount of armor destroyed. So a Die roll of 8D resulting in 6 on the d8 and 2 on the doubling die would result in 6 points of Armor penetration and 12 (6x2) damage to finish penetrating armor (if any) and cause damage. Characters with the *armor penetration* enhancement have studied the

weak points of armor, and how their particular weapon may be used to best effect. [A,I,Self] @O
*** Mastery ***
   MER: No
   Mod: The actual non-doubled die type is used so a d8 would always penetrate 8 points worth @#Y

Assault Mech: Breach

A heavy ranged weapon or explosive may cause double damage versus a structure AND this effect stacks with one other damage feat. [A,I,Self] @O
*** Mastery ***
   Mod: Breach is x4 @G

Assault Mech: Crowd Control

Immediately after a structure is destroyed or a door opened that reveals enemy targets (this must all be true), the Assault Mech may attack newly revealed enemy targets twice as a full action. [F,2rnds,Self] @Y

Assault Mech: Mega: Destructo

Can improve the fire rate of a heavy ranged or explosive weapon by 4 versus structural targets only or double any other rate of fire (works on heavy ranged and explosive only). [F,4d4 rounds,Self] @Mega

Astrogation

Astrogation is the ability to plot the best, fastest and safest course through space. With Astrogation *a character is able to determine* safe landing spots, orbital trajectories, etc., and use the skill to assist the helmsman.

Astrogation routines are assigned a Dif number by the GM. Simple procedures, such as plotting a course from planet to planet in the same system, require no skill rolls, Interstellar travel and exploration of unknown territory is more difficult. [varies,I,Self] @~
*** Mastery ***
   MER: Yes

Attack Pool

Have a pool of RC10 for use to turn a miss into a hit. For example if the character rolls an Atk of 6 and needs a 10, they may spend 4 points from the Atk pool and hit. Only one Atk pool may be created per battle. [M,Until gone or battle ends,Self] @bindR
*** Mastery ***
   MER: Yes (Pool Size)
   Mod: Action is P @O

Attribute Buff

Provides a RC+ RC 10 to an attribute roll. If there is more than one attribute to be listed under this feat, each must be learned separately as a Endorsement @1AP. [I,1vd6,Self] @R
*** Mastery ***
   MER: Yes

Auto Coagulation

The character's blood aggressively stops bleeding. As a result their bodies have adapted so that on a 1 in 8 each round bleeding to death will stop on its own. [I,1rnd,Self] @R
*** Mastery ***
   MER: NO – no meaning
Mod: Will stop on 1in6/1in4/1in3 chance @#O/Y/G

B--

Balance

Provides RC+ RC10 to balance checks [I,1vd6,Self] @~
*** Mastery ***
   MER: Yes

Balance life

Balance the life force between two willing individuals (average of both) [A,Perm,6sq] @R
*** Mastery ***
   MER: NO
Mod: Action is M @Y
Mod: Range is 12/24sq @R/O
Mod: Can average life of 2/3/4/5/6 targets @R/O/Y/G/B

Battle hardened

Some characters can absorb more damage than most others. Due to this, damage received is always reduced by RC 5 points (similar to having RC 5 armor that can stack). [I,1 combat,Self] @bindsR
*** Mastery ***
   MER: Yes

Beast Master: Beastly Fury

This feat allows the beast master to increase Atk and Dmg with Natural weapons only (punch, kick, bite, etc.) by RCB 5. This will only work when no other bonuses are in play. [A,Combat,Self] @BindR
   *** Mastery ***
   Mod: RCB is 10 @BindY

Mod: RCB 20 @Bind B

Beast Master: Dismiss Pet

Any summoned animal will run around a corner or into the bushes, if possible, to hide the truth that it can ghost walk and follow the beast master within 4sq. [I,until resummoned,4sq] @~

*** **Mastery** ***

Mod: A dismissed pet can appear on its own accord if it feels its presence is needed. This is up to the GM @~

Beast Master: Mega Beast

When in Form, may grow to twice normal size causing RC+ 10 Dmg and Str, and instantly activating a RC+ 10 vitality cushion (kind of like a pool, but takes Dmg first and cannot be healed in any way). [P,Battle,Self] @BindsG

Beast Master: Star Light Now

Starlight is gained for free. [rule] @~

Beast Master: Summon Animal

A medium sized animal can be summoned, as an assistant in combat. Each type of animal is an endorsement (1AP) and they are:

- attack dog (RC10/8/10)
- panther (RC12/6/10)
- badger (RC6/8/10 Vit and Resistances RC14)
- rattle snake (RC4/4/10 Poison does D10/D6 at end of 1st and 2nd rounds).

These pets are designed to augment the Beast Master during combat. They tend to die fairly quickly, but they will reappear in the shorter of 30 minutes or next combat. The animal will come to the beast master out of a ghost walk state and serve him faithfully as a very highly trained attack pet that understands verbal commands, a host of hand signals, and even an occasional mental suggestion.

Note at most, the beast master may have 1 critter and 1 animal summoned. [P,Bound,4sq] @BindsY

*** **Mastery** ***

Mod: Can Summon up to 3 total Animals during combat, but all but one will automatically dismiss at the end of combat. All animals must be the exact same type. @BindsY for each one

Mod: for a single animal can provide a RCB 6 to all combat rolls for 1 battle @BindsY

Beast Master: Summon Critter

A small animal pet will come to the beast master out of a ghost walk state and serve him faithfully as a very highly trained pet that understands verbal commands, a host of hand signals, and even an

occasional mental suggestion. Main difference between the animals is their form of travel and their size. If killed the critter will reappear in d6 hours.

Note at most, the beast master may have 1 critter and 1 animal summoned. The possible critters are limited to the following, each is considered an endorsement (takes 1AP to learn the) other than the first.

- Robin (flight), (RC12/3/8 Atk 3)
- ferret (climber and small hole) (RC10,6,10 Atk 3, Climb 12 Def10)
- Marmoset (great climber) (RC8/4/12 Atk4, Climb 20)
- garter snake (small holes and swim), (4/4/8 Slither 6)
- cock roach (very tiny) (RC1/1/6 MR4)
- trout (can swim) (RC10,2,10, Atk 4)

[P,Bound,4sq] @BindsO

*** **Mastery** ***

Mod: The beast master can see what the critter sees @BindsR

Mod: Can sense everything the critter senses (sight, hearing, smell, taste, tough, etc.) @BindsO

Mod: Transform, can change shape to match that of your pet including their stats and abilities but none of your own. @B

Mod: Can transfer your damage to your pet at a 1:1 ratio. @~

Beauty

RCB of RC10 to rolls of beauty when trying to persuade others to do your bidding. Of course, the target must find your character attractive or the roll is much more difficult.

Beauty is a hard-to-define quality. Often it is a combination of personal charm, sultry behavior, and charisma, in addition to simple physical attractiveness. Standards of beauty vary from species to species, and even culture to culture within the same race. [Rule] @~

*** **Mastery** ***

MER: Yes

Bed side manner

Charisma bonuses: When dealing with so many different types of patients you can now work better with nearly any life form. Improve the Charisma by a RCB RC10 [I,contact,Self] @~

*** **Mastery** ***

MER: Yes

Berserk

Berserk is not an enhancement to be taken lightly, since when used, it puts the individual in a primal state of mind, and can result in the deaths of close friends or

innocent bystanders. A *berserk* individual may only move and attack. Such characters cannot converse or think rationally while in combat. All Atk and Dmg Buffs are available to the character, but no other feats or buffs may be used including defense and armor buffs and enhancements. The character may only attack with melee weapons.

The advantage of going berserk are: RC+ 5 to Vitality, one additional free melee attack allowed per round, MR is improved by RC+ 5.

A *berserk* individual must immediately attack and continue attacking in the following order: 1 – closest attacker, 2 – closest enemy. If none are available, the *berserk* character must make must make a 3^6 roll each round or attack the nearest being (friendly or neutral). Success means that the berserk state has ended.

The character can also try to break out of berserk state by using Will Power to beat 50 - 5 times the number of rounds in berserk state.
 [M,spec,Self] @O
*** **Mastery** ***
    MER: NO – it would be too generic, see below.
    Mod: Action to become berserk is P @ O
    Mod: All resistances gain an RC+ RC10
    Mod: If SK vs breakout wins, the player may choose an opponent and not follow the default sequence laid out above for 1 round [Rule] @R
    Mod: Any single combat Feat may be accessed per round @O
    Mod: Regeneration: Can only remove wounds received that round, no others at a RCB RC10. Remaining wounds remain Fresh. @R

Bio-gunner fertile touch

By touching a plant the character can encourage it to grow up SK/2 feet. [M,I,touch] @R
*** **Mastery** ***
    MER: Yes
    Mod: Action is P/I @O/Y
    Mod: Grow can be encouraged in a particular fashion (as long as it is naturally possible) @O

bio-gunner impression

By touching and feeling a flat plant such as a leaf, the character can summon forth the image that the leaf witnessed at a given time. Thus the bio gunner would choose a time such as "two hours ago" or "10 minutes" then touch the plant and the image would flash into the bio gunner's mind with orientation exactly as the flat surface would have been. Plant impressions fade with time. An hour is not too hard, a day or two is hard, and a week or more is very difficult [F,I,Touch] @~
    *** **Mastery** ***
    MER: Yes
    Mod: Action is A/M @O/Y

    Mod: Image is photographic and can be examined in detail at any point. @O
    Mod: Scene – can see a 1min/10min/30min/1hr/10hr   @R/O/Y/G/B scene rather than a still picture.
    Mod: Scene is photographic and can be examined in detail at any point @Y
    Mod: May request a picture or scene as SK vs Dif such as "last bipeds to pass here" or "the ship that lit nearby." @Y

Bio-gunner leaf lingo

Plants can't actually talk. But, their life essence is part of all life essence. By tapping into this essence, a very rudimentary form of communication can exist. Questions must focus upon experiences, events and the presence of life. You could ask, "Has any vehicles passed this place today" This would be a medium difficulty question. "Have any bipeds passed this place today" This would be much easier as bipeds are life. "What is 1+1?" would be nearly impossible as it is a mathematical abstraction of nature, not nature itself. Colors are also next to impossible as colors are a manifestation of our brains interpreting wave lengths.

Asking a single question disrupts the life essence of all plants in the area. This "resets" the plant essence so that it will only know of things from that point on – effectively erasing all past memory. There is room for a lot of roleplaying and GM adlibbing here.

A SK vs Diff is made for the answer. [F,I,Touch] @R
*** **Mastery** ***
    MER: Yes
    Mod: Action is A/M @O/Y

Bio-gunner revitalize plant

The bio-gunner can cause plants that are still alive to brighten and shine as if they were well watered and nourished as a SK vs Dif (small house plants have a near zero difficulty). Among other things, this can look very impressive. This ability can be used once every now and then without Meta. But, if used close together, it requires @R [M,1rnd to brighten,touch] @~
*** **Mastery** ***
    MER: Yes
    Mod: Action is P/I @O/Y
    Mod: Will revive S/M/L dead plants if SK roll meets GM Dif @#O/Y/G
    Mod: A living plant can be repaired if SK roll meets GM Dif S/M/L plant @#O/Y/G. Even a tree sawed in two can be rejoined if the roll is high enough.

Bio-gunner seed of life

If a seed is held for one round then placed in suitable soil, it will sprout to life and grow to a size in feet equal to a roll of SK/2. No real destructive force is allowed but, besides its mere presence, the plant can offer cover if it were a bush, a way to climb out of a pit, etc. Once created, other abilities may be used on the plant. [F,1rnd,touch] @O

    *** Mastery ***
    MER: Yes
    Mod: Structural Dmg of Skill roll times x1/x2/x3/x4 can occur from roots or from pant top if it is solid (like a tree) @R/O/Y/G

Bio-warrior Black Chrysalis

Imbues a living melee weapon with a black chrysalis of anti-life power. Any strike with the weapon that causes damage allows the chrysalis' power to be released. It enters the wounded area, robbing it and the nearby area of life. Looks like rapid decay. This doubles the amount of wounding damage the weapon blow causes. Once used, the imbuement is gone. [M, 1hit, touch] @O

*** Mastery ***
    MER: NO – no meaning
    Mod: triples damage @Y, Quadruples @G

Bio-warrior Blade of Life

Allows the bio-warrior to extend his life force down any common melee weapon so that the weapon is considered "flesh" for all flesh or touch related abilities. Works even on metal, plastic, etc. based weapons.[I,binding, Self] @bindR

*** Mastery ***
    MER: NO – no meaning

Bio-warrior Dark Arc

Dark arc creates a ranged attack for the bio-warrior that is a black arc of life draining energy. Attack is at SK/2. If hit then SK is rolled VS FR with any extra causing damage to the victim. [Atk,I,4Sq] @~

*** Mastery ***
    MER: Yes
    Mod: Range is 6/8sq @O/Y

Bio-warrior Grey Chrysalis

Imbues a living melee weapon with a grey chrysalis of anti-life power. Any strike with the weapon that touches flesh (not armor) will allow the grey energy to be released. Damage is not required as long as living flesh is touched. If SK vs FR wins, the target ages equal

to a new SK roll in years. If the victim enters "old age" all stats will be halved. If they enter venerable, all stats are 1/10th. If aged past the natural age maximum, the victim will die. Once used, the imbuement is gone. [A, 1 hit, touch] @R

*** Mastery ***
    MER: Yes

Bio-warrior Neutralize Life Effect

Any one life force effect per round may be removed by touch ask SK vs Diff.

This feat can also stop bleeding to death if SK beats negative vitality (not negative vitality x5). [M, I, Touch] @~

*** Mastery ***
    MER: yes
    Mod: Action P/I @O/Y

Bio-warrior Pale Chrysalis

Weapon is imbued with a feeble pinkish chrysalis. If a bio warrior touches an opponent either lightly or through such means as a punch or kick, they may drain the targets energy causing a reduction in the targets physical and mental stats (all Core attributes) if SK vs Fortitude wins. The touching contact must be life to life. Hitting armor and causing no damage does not count. However, hitting them through clothing or on the skin not causing damage will work. The amount drained is SK/10. Usable once per round. [A,Perm, touch] @R

*** Mastery ***
    MER: Yes
    Mod: Works up to 2/3 times a round @Y/G
    Mod: War curse – can be used to drain combat stats also (Atk, Dmg, Def, AR, Nish) @Y

Bio-warrior Shadow Chrysalis

The character may imbue a melee weapon with a dark shadow enhancement. The chrysalis of power will remain on the weapon until used or dismissed. At any time, it may be fired from the weapon at an opponent for SK Attack and SK Damage. [M, until used, 12sq] @bindR

*** Mastery ***
    MER: Yes
    Mod: May place up to 3 shadow chrysalis by binding a red Meta for each one.

Bio-warrior Vampirize

If a bio warrior touches an opponent either lightly or through such means as a punch or kick, they may suck life force from the target and add it to themselves. The touching contact must be flesh to flesh contact. So touching a pig will work, touching a bear will fail, but

raking fingers into their fur will work. And, wounding damage via punch, kick, bite, will nearly always work.

The amount drained is SK/10 and can heal Fresh Wounds. Usable once per round. [M,Perm,touch] @R

*** Mastery ***

    MER: Yes

    Mod: Can heal old @#Y, critical @#G wounds equal to drain

    Mod: up Action P @O

    Mod: Can limit high rolls (for use on friendly target to help you heal, or for such purposes as torture or capture) @~

Blade: Back Stab

A Small or Medium classed blade stabbed into the back of an unsuspecting opponent gains double attack and damage [A,I,Self] @~

    *** Mastery ***

    Mod: Damage is triple @+O

    Mod Damage is x4 @+G

Blade: Blades Advantage

On blade attack rolls, a d6 is rolled and a result of 6 doubles attack and damage for that strike. Stacks. (Rule) @BindsO

    *** Mastery ***

    Mod: Can roll a d4, with 4 doubling Atk/Dmg @+Y

Blade: Death Blow

Any Atk or Dmg roll in which a 16 appears on the doubling die, will be doubled. So a roll of 96 (which was generated from a 16 on the doubling die) will actually double to 192. Stacks. (Rule) @BindsR

Blade: Mega – Blade Double Buff

Nearly any two beneficial effects (from feats or buffs) may be stacked for one round, unless over ruled by the GM. So a multi attack with extra damage may both be used, etc. [Rule] @Mega

    *** Mastery ***

    Mod: Can stack 3 feats/buffs @=Mega2

Blade: Mega – Doppler Shift

All Meta Colors for Atk/Dmg blade effects are increased by one color for 10 rounds. So a Red Meta, for example, can do what an Orange could normally do. (I,10rnds,Self) @Mega

Blade: Pour Your Heart Out

May increase your damage by any amount that you are willing to immediately take as Fresh wounds, but not below -10 Vit. This is stackable damage. (I,I,Self) @~

    *** Mastery ***

Mod: The damage rate is 2 to 1Vit @+O
Mod: The damage rate is 3 to 1Vit @+Y
Mod: The damage rate is 4 to 1Vit @+G
Mod: The damage rate is 5 to 1Vit @+B

Blaster Crack Master

Small cracks from one millimeter to ½ inch are ideal for blaster energy destruction. Many doors (latches, hinges) have such cracks as do windows, brick structures, older walls, etc. The damage caused to such cracked structures doubled. Works on structures only. [A,I,Self] @~

*** Mastery ***

    MER: No

    Mod: Damage is x3/x4/x5 @Y/G/B

Blaster earth shower

A properly calibrated shot into porous ground such as earth can cause a sizeable upward explosion showering debris and spooking the one being shot at. A Dmg SK/2 roll is made and the result is the height of the debris shower and if the same Dmg SK/2 result beats the target's WP, the target is stunned for d3 rounds. [A,1rnd,1sq radius] @~

*** Mastery ***

    MER: Use weapon's damage Buffs

    Mod: Action is M @O

    Mod: Radius of 1sq/2sq @O/Y

Blaster Land Mine

Similar to Earth Shower, Land Mine does not throw up much debris, but it is placed under a leg and can cause the target to flip into the air. If Atk Skill vs Def succeeds, then the blast lands under the target's feet. If Dmg SKx10 is greater than the target's weight, the explosion tosses them Dmg SK feet into air and the same distance horizontally in a random direction. If this Dmg SK roll is more than two times their Dex, they land prone and stunned for d3 rounds. Falling Dmg is always calculated. [A,I,Self] @~

*** Mastery ***

    MER: No

    Mod: Weight allowed is Dmg times 20/30/40/50/60 @R/O/Y/G/B

    Mod: Effects 1x2/2x2/2x3 @O/Y/G

Block Ranged

This enhancement is effective against hurled weapons (not shot or fired) such as spears, throwing axes, rocks, etc. The character must be armed with a melee weapon or martial arts punch to use *block ranged*.

Characters with this enhancement who are attacked are allowed to make an Atk roll vs the opponent's Atk. If

the roll succeeds, the weapon is blocked, knocked aside, and does no damage. Otherwise a normal Def/AR roll is allowed. [I,1vd6,Self] @O

*** **Mastery** ***

   MER: No (Just Use Weapon Atk Buffs)

   Mod: Works on mechanically fired weapons such as arrows, blow darts etc. @#Y

   Mod: Works on high speed physical such as spiner, egg spitter, bullets, grenades, etc. @#G

   Mod: Works on all ranged weapons, even lasers, blasters, etc. @#B

Body Beautiful

Category: Strength

Through body sculpting and fitness, a RC+ RC10 to Cha is allowed anytime muscles and fitness would be an asset. [I,1 day, Self] @~

*** **Mastery** ***

   MER: Yes

Bone breaker

Requires the use of MA, natural, or a Medium or Heavy blunt or cutting melee weapon.

If the target is hit a bone may be broken, this is useful for disabling a target, terrorizing a target, impressing/scaring onlookers, etc. Damage is rolled and this single roll is used for several purposes: 1) SK/2 is the amount of damage caused 2) to be break a bone, SKx10 must beat the target's weight, 3) SK/10 indicates which bones the character may choose to break. The player may choose any one of the choices allowed [A,I,Self] @~

0 = Rib (Painful, MR drops by 1)

1 = Radius or Ulna (That hand is not functional)

2 **=** humorous or shoulder (that arm is not functional)

3 = Shin (that leg is nearly useless, MR is ½)

Femur (that leg is useless, MR 1)

4 = Spine (Dmg vs FR to paralyze for d16 rounds)

Mod: If bone breaks the pain caused d4 round of ½ stats @O

5 = Skull (Dmg Vs FR to kill)

*** **Mastery** ***

   MER: NO – Use Atk/Dmg Buffs

   Mod: No damage: Some or all damage from the blow may be retracted @~

   Mod: Bone Flail: may choose 2/3 @Y/G bones to break from those allowed. If the same bone is rolled more than once, break it on the other side of body the body, if applicable. Otherwise, break the same bone twice)

Brain Surgery

Removes all negative mental effects as SK vs difficulty. Must be in a medical bay or station or have a surgery capable field kit. [1hr,I,2sq] @~

*** **Mastery** ***

   MER: Yes

Mod: Action is 30/20/10min @Y/G/B

Bridge officer

Category: Bridge Officer

Nearly anytime a bridge officer needs to make a general skill roll for a "common" ship function such as sensors, scanners, computer, pilot, forward guns, turret, etc. they roll the appropriate general skill like anyone else. HOWEVER if there is no officer to fill the role (no tactical for guns, no pilot to fly, no officer with sensor or scanner skills, etc.) then a character with bridge officer is allowed to roll the general skill with a RCB of 5RC.

This does not apply to specialized or odd skills – definition of which is left up to the GM. [Rule] @~

*** **Mastery** ***

   MER: NO – no meaning

   Mod: Captains – captains taking this feat ALWAYS get the Buff when making general ship skill roles, even if a character/ATM is there to fill the role. @~

Bulk Up

Improve your body size and weight (for appearance/fluff purposes only). Each of the following costs 1AP and will add 20 Lbs of muscle and thus weight. You will look like (high school champ, state Cham, US Champ, Olympic Champ, World Champ, Superhero) Also allows access to the feat: Attribute Buff (Strength) [Rule] @1 AP each

*** **Mastery** ***

   MER: No

C--

Carry More

MR is calculated as 1 category better than encumbrance would indicate. [I,bind,Self] @bindR

*** **Mastery** ***

   MER: NO – no meaning

   Mod: At 2/3/4 categories better @#bindO/bindY/bindG

Cartography

The character is an expert at reading and understanding maps from common to highly unusual.

Also, the character is always considered to be making a map of the their current environment if any recording device is available to them from paper and pencil to computer. Don't waste player time doing this, if the character needs to refer to its map simply have the GM show the player the game map of previously explored areas, if possible, or create a quick re-draw of the area.

Finally, cartography characters may buy the Direction Sense feat at half the normal AP cost and are immediately eligible for that feat. [Rule] @~
*** Mastery ***
   MER: Yes

Catch Object

Characters with this enhancement receive an RC+ RC10 to catch objects, but not weapon's such as a hurled dagger. [I,1rnd,Self] @~
*** Mastery ***
   MER: Yes

Catch Ranged

This enhancement works only against hurled weapons spears, rocks, etc.

A character with this enhancement may roll Speed Burst or MA punch in place of Defense when attacked by a hurled weapon. If the roll succeeds, the weapon is caught and causes no damage. Otherwise, the weapon hits and an armor roll (no defense) is allowed. [I,1rnd,Self] @R
*** Mastery ***
   MER: Yes
   Mod: Can catch mechanically propelled weapons such as arrows, darts etc. @#O
   Mod: Can catch any physical ranged weapon such as spiner, grenades, etc. @#Y

Catong Dragon: Dragon Blur

The character can attack at twice the rate of any punch or kick's Meta Enhanced Roll [A,I,Self] @Y
   *** Mastery ***
   Mod: At 3 times the rate @B

Catong Dragon: Dragon's Tail

If struck by a melee or body weapon, an immediate kick or punch (no buffs) is allowed. The Atk and Dmg are rolled with just a doubling die, the other die is considered always maxed. (Note in this way an opponent strike the Catong Dragon 3 or 4 times in a round or with multiple attacks, can die) [I,I,Self] @R
   *** Mastery ***
   Mod: The damage is doubled @G
   Mod: Both attack and damage are doubled @B

Charge of Force

This charge helps to magnify a melee weapon's damage. To be a charge, at least 6 squares (or Max MR) of strait movement must occur toward the opponent with an attack action remaining. If the charge is from falling/jumping – the distance need only be 10 feet. Damage is multiplied by 2. [A,I,Self] @Y
*** Mastery ***
   MER: NO – no meaning
   Mod: Damage is multiplied by 3 @#B but requires a loud battle cry to work.

Charge of Recklessness

A reckless charge is designed to disrupt an enemy line, or break through such a line. It is a chaotic charge with weapon held high, then a dazzling wild swing or two as the character bowls into the enemies. To be a charge, at least 6 squares (or Max MR) of strait movement must occur toward the opponent.

This charge causes no damage. This skill is rolled versus opponent's strength. Success indicates that the opponent is shoved aside or falls over or leaps out of the way (GM will determine based upon the roll and the opponent's stats).

The area effected is 2sq wide and up to two opponents [A,I,Self] @R
*** Mastery ***
   MER: Yes
   Mod: Effects up to 3/4 opponents @R/O
   Mod: Effects a 3sq wide swath @#Y

Charge of Speed

This charge allows the character to move one and a half normal MR and still engage in a Melee attack. [M,I,Self] @R
*** Mastery ***
   MER: NO – no meaning
   Mod: May Move at MR times 2/3 @#Y/B and still melee attack

Charge of the acrobat

Must use a movement of at least 6sq (or Max MR) in a straight line ending in one of the following acrobatic routines (diving summer salt, vault, horizontal air roll, or hand spring) then immediately attack with any melee weapon. Gains both Atk and Dmg buff of RCB RC10 [F,I,Self] @R
   *** Mastery ***
   MER: Yes

Climbing

This skill enables the character to climb sheer or precarious surfaces which would normally be too difficult to climb.

The GM should assess a difficulty rating for the surface being climbed. If a *climbing* roll exceeds this number, then the surface has been climbed. Failure indicates a fall. [varies,1 clmb,Self] @~

*** Mastery ***
MER: Yes

Mod: Extreme climb: allows a character double/triple/quadruple their rolls if climbing speed is reduced to half @O/Y/B

Mod: Slip: An immediate re-roll (like luck) is allowed if a character slips @G

Cloak

Cloak allows a character to operate a cloaking device. Without this skill activating a cloaking device is a general Tech roll.

Under normal conditions, individuals skilled at *cloak* need not make a die roll to activate it. Only in special circumstances will the GM assess a Dif. [M,I,Self] @~

*** Mastery ***
MER: Yes
Mod: Can repair at SK/10 @~

Coach

By coaching/assisting an officer and using your knowledge and skills, can impact success of another's "common" ship or vehicle skill roll. Add SK/10 roll to their roll result. [A,1rnd,Communication] @~

*** Mastery ***
MER: Yes
Mod: Action is M/P @R/O

Code Red

If a death check fails, the character may use this enhancement as a luck for the roll. [I, I, Self] @Y

*** Mastery ***
MER: NO – no meaning
Mod: Can use this enhancement even if a normal luck is used on the same roll. @#B

Combat maneuvers

This character is a master at driving vehicles and piloting space craft in combat situations.

Through great driving/piloting the character can reduce Damage taken by one enemy attack by SK/10. [M,1 atk,Self] @~

*** Mastery ***

MER: Yes NO – no meaning

Mod: Can force a craft to turn 45 degrees sharper than rated @R

Mod: Can coax SK/10 extra squares of movement out of the craft but never more than double MR @R

Common Sense

If the party is doing something "foolish," you may ask for those with common sense to make a roll and inform them of their folly if they roll high enough. A player may choose to invoke common sense if the party is taking a course of action that seems questionable. GMs, be careful to not allow this skill to become a general crutch for decisions. [varies,I,Self] @~

*** Mastery ***
MER: Yes

Computer Operation

This skill allows a character to operate most computers. It also allows a character to track down programming errors, glitches, etc., and to fix them.

Normal computer operations do not require a skill roll. When attempting any unusual or difficult actions with a computer, the GM should assign a Dif and have the player make a roll to determine success. [varies,I,Self] @~

*** Mastery ***
MER: Yes

Mod: Repair computers at SK/10 @~

End: Indicates study in these computer areas resulting in RC+ RC5 when rolling: security hacking/locking, virus/anti-virus, control systems (elevators, water, sewer), surveillance systems, etc. @1AP each

Comtech

Comtechs are skilled with the use communications devices including intra-ship, inter-ship, vehicle, personal comm units, etc. They may open and close communications and maintain communication links under difficult circumstances.

Ordinary opening and closing comm links, exchanging information, and receiving data, require no roll. Under difficult conditions such as interference, in the midst of battle, while being jammed by enemy ships, etc. a roll is required.

If communications are being jammed, a roll must be made to break through before any additional communications function may be used.

A roll can be made to try to extend range, hack through interference, use alien comm. Systems, etc. [varies,I,Self] @~

*** Mastery ***

MER: Yes

Concealment

Allows the character to hid in cover from foliage, behind a wall, next to some boxes or an old auto, to the mask of darkness. This skill allows the character to "appear invisible." To all but the most trained eye. Any movement and concealment is broken. *Concealment* is rolled vs potential onlooker's Awa but only if they are actively searching or are likely to notice the character. Roll is at RCB RC5. [M,while hidding,Self] @~

*** Mastery ***
   MER: Yes at +RC5
   Mod: Action is P/I @R/O
   Mod: Camouflage – the character is skilled at using camouflage (face paint, gloves, mask, hat, strapping on twigs and small plants to mask themselves even more. Takes a d4 rounds to camouflage but it doubles all concealment rolls.
   Mod: If camouflaged and prone or flat against a wall, the character can slowly crawl and remain concealed as long as they do not come within 10 squares of an opponent. MR 2/4/6/8 @R/O/Y/G

Coordinated Attack

If two team members attack the same opponent, they may choose to BOTH use this feat. They pick the better of the two attack die and the better of the two damage die, then both players use those numbers for one attack each, this round. [F,1 Attack each,weapon] @G for both players.

Counter Security

"Hack door locks passwords etc. This skill enables a character to break through most forms of security devices and measures. This includes picking old world locks, jury rigging electronic doors, breaking security codes, and otherwise gaining entry to areas. [A,I,Self] @~

*** Mastery ***
   MER: Yes
   Mod: Action is M @O

Cover fire

Use requires a missile weapon. The character may choose to supply cover fire for the remainder of the round. If an opponent under cover fire attacks with a ranged (not melee) weapon, then cover fire benefits apply.

Note, cover fire will NOT hit the opponent. Rather it will distract the opponent allowing any team member attacked by it to add the Cover fire Dmg to their defense as a RC+. Thus if the besieged player rolls a 12 defense

and the cover fire player had rolled a 20, then the defense is considered 32 [F,1rnd,weapon] @O

*** Mastery ***
   MER: No – already a buff itself

Critical Killer

Turns a critical roll into a normal (non-critical) roll after the entire roll is done. [I,I,Self] @G

*** Mastery ***
   MER: NO – no meaning

Crush resistant

The character is very tough against crushing damage RC+ RC6 buff to AR to resist crushing damage. Stacks with other buffs. [I/1rnd/Self] @~
   *** Mastery ***
   MER: Yes
   Mod: Buff is 12/16/20/24/28 @R/O/Y/G/B
   Mod: Duration is 2/4/8/16 rnds @R/O/Y/G
   Mod: This feat's buffs may be applied to Str for the purpose of extracting oneself from a crushing situation such as a collapsed passageway. Stacks with other buffs. @R

Cyber Warrior: Mega: Slaughter

One an opponent is wounded by the cyber warrior, any future feats used to harm the opponent are at one Meta Color cheaper (minimum of Red). [I,Battle,Self] @Mega

Cyber Warrior: Savagery

If a cyber warrior wounds a target with a melee weapon in any round, they may cut any damage done by that opponent to themselves in half for the rest of that round. Due to their savage nature, the cyber warrior will focus on their damage dealt and ignore, at a psychosomatic level, the damage that opponent does back [I,rest of rnd,Self] @R

D--

Damage Control

This skill enables characters to prevent system failure on board vehicles and ships which have taken critical damage. The roll result is the tenths of ship damage repaired. So a roll of 12 would repair 1.2 ship damage. [F-A,1vd6,ship] @~
*** Mastery ***
   MER: Yes
   Mod: Action is A @O

Damage Pool

"Have a pool of RC10 for use to add damage. For example if the character rolls a Dmg of 6 and needs a Dmg of 10 to slay the opponent, they may spend 4 points from the Dmg pool. Or, if the Dmg roll of 6 needs to be an 8 in order to cause wounding damage, then 2 points of the Dmg pool may be used. Only one Dmg pool may be created per battle. [M,Until gone or battle ends,Self] binds @R

*** **Mastery** ***
   MER: Yes (pool size)
   Mod: Action is P binds @+1 to create pool

Danger Sense

Can sense danger. [M,I,Self] @~

*** **Mastery** ***
   MER: Yes
   Mod: Action is P @O

Dart

Dart is the ability to dash from one concealed area to another without being seen. It is useful for crossing a guarded hallway from one side to the next. Or for dashing from the side of a space port to your ship.

Movement must start and end in a hidden place (useful for darting between columns or across an opening). A full Run action is allowed and this skill is rolled versus Awa to prevent being noticed. Conditions may adjust the difficulty such as lighting, distance from the onlookers, etc. [F,I, self] @~

*** **Mastery** ***
   MER: Yes

Death Stalker: Claiming Rights

If, on your Nish, you announce that you will place the Dark Mark on a target, and you ask "Who claims rights to this victim" Anyone who said "I do" or some similar phrase may join in even "after" the Dark Mark has been placed, without consequence to them. This isn't a cart blanch solution, the ally must truly intend to help attack (not a "maybe" but a "most likely"). Otherwise the Dark Mark will instantly place them at -10Vit. The players will fully understand this – so explain it to them. GM, you govern this. This is a Full action taking up the entire round. [F,perm,Self] @~

Death Stalker: Placing the Dark Mark

To attack a living sentient opponent (animals, ATMs, etc. are except) a Dark Mark must be placed upon the opponent. This is an absolute requirement that may NEVER be bent. If the Death Stalker attacks and hits an illegal target without a Dark Mark upon it (such as an animal that actually is sentient), time will freeze while the Death Stalker is given a choice: 1) form a blood pact and lose your next Move action, or your blow will fail as if the opponent were completely impervious.

Placing the dark mark is known as a blood pact (a mental act that takes a move action) a dark mark of the Death Stalker's choosing (symbol of their choice – but always the same symbol) will appear on the target's left shoulder.

Besides it's warning and terror, the mark has the ability to warn ally's that the target is claimed by a Death Stalker and that they may not attack it. Any help from an ally versus the target including damage, restraint, etc. (healing and buffs do not count) will cause the ally to immediately be placed at -10 Vit.

However, Death stalkers may help fight an opponent that has one or more allies already fighting it. The Dark Mark is instantly placed, but those already in combat (even if they haven't caused damage due to misses, etc.) are safe from the Dark Mark. However, if another joins the combat after the Dark Mark is placed, the warning will go out to them and if they persist, -10Vit will be inflicted.

As a death stalker, you may need to join battles late, especially versus tough opponents or you will greatly reduce your party's effectiveness. GM if the Death Stalker isn't playing honorably and respectful, (i.e., trying to not get in the way of other character's combat), by the honor code of the Death Stalker, you should strip them of this sub-class after the 3rd infraction.

Once a Dark Mark is placed, the following effects/rules exist.

The More beautiful or charismatic, the more horrible the Death Stalker appears to their Mark. Effects of beauty/Charisma are reversed.

GM, this sub-class should only be played by a mature player. [M,while target lives,Any] @~

Death Stalker: Power of the Mark

Once the Dark Mark is placed, and ONLY if placed on a target without rights by others (i.e., the Death Stalker is fighting alone), then various dark mark benefits may be activated to help the Death Stalker "punish" their victim and survive.

Note: So, with all these rules and negatives, why be a Death Stalker? Because of this feat. The feat does nothing, just rules, but the Mods are golden. [Rule] @~

*** **Mastery** ***
Mod: May luck either one Attack or one Damage roll per round @O

Mod: Any meta cost to improve attack or damage may be purchased at one Meta color less @R

Mod: Any wounding damage to mark may be reduced (for purposes of fear, terror, and to prolong the target's demise) @~

Mod: You can whisper short phrases that will emanate from the dark mark as long as you can see the target @R

Mod: Tactical Analysis is automatic and free until the target dies @Binds Y

Mod: For the rest of Nish combat, any damage done by the target to the death stalker is reduced by RCB 8 @BindsR

Mod: For the rest of Nish combat, any damage reduced by the RCB 8 above is reflected back upon the target – no armor roll allowed. @BindsR

Mod: Any blow that would kill target may be reduced and considered a maiming blow (either one arm is no longer functional or a leg is severely damaged cutting movement rate to the lesser of half or MR4).

Mod: Can speak the mark's language but not understand it @BindsO

Mod: Can speak and understand the mark's language @BindsG

Mod: If wounding damage result to mark, a dominate roll is made immediately. Success and mark cowers in fear the remainder of the round. @R

Mod: If you die as a result of your target, you may roll RCB 20 vs target's FR to instantly slay them and return yourself to Vit-10 (bleeding and death check required at once). @~

Defense vs Body

This enhancement increases a character's Def versus Body Attacks by RC+ of 5RC. [P,combat,Self] @R
*** **Mastery** ***
    MER: Yes at +1RC

Defense vs Hurled

This enhancement increases a character's Def vs Hurled by RC+ of 1RC. [P,combat,Self] @R
*** **Mastery** ***
    MER: Yes at +1RC

Defense vs Melee

This enhancement grants a character's defense vs melee by +1. [P,combat,Self] @R
*** **Mastery** ***
    MER: Yes at +1RC

Defense vs Ranged

This enhancement increases a character's Def vs Ranged by +1. [P,combat,Self] @R
*** **Mastery** ***
    MER: Yes at +1RC

Defensive tumble

Can perform a rapid handstand to feet, to handstand move that that covers one and a half normal MR and

adds dRC15 bonus to Defense during the movement. (breaking melee combat rules still apply). [M,I,Self] @R
*** **Mastery** ***
    MER: Yes
    Mod: Action is P @O

Destron: Double Beat

After a successful Attack and Damage with a heavy melee weapon, can instantly create a second Atk/Dmg using the same exact rolls (not t or c effects however) [I,I,Self] @G

Destron Mega: Holy Phoenix

If the character dies, may spend an Mega and roll a Cha versus the character's negative Vitality times 2. Success and a holy beam of light strikes the Destron, repairing their heavy suit armor (only), standing it up, and returning them to full health inside the armor, and if unbroken and within 100 feet, returning a sword-like weapon and a physical shield to their two hands. [F,Perm,Self] @Mega

Destron: Re-Beat

If a miss occurs (so a failed Attack roll) with a heavy melee weapon, may "luck" the roll with this feat. As always, only 1 luck per roll allowed. [I,I,Self] @Y

Detect Lie

This skill allows a character to determine whether an individual is telling the truth. Note that, as this is an intuitive skill, the PC will only have a "gut feeling" whether the individual is telling the truth or not

Lie detection is rolled vs the subject's Cha. If the roll succeeds, then the character has a good idea whether the subject is lying or not. Note, however, that if the roll fails, the GM may (at his or her discretion) misinform the player as to whether the subject is being entirely truthful. [M,1rnd,Self] @~
*** **Mastery** ***
    MER: Yes

Detect State of Mind

You can detect altered mental status of a team member out of this list as SK vs Dif (conscious/unconscious, stunned or paralyzed). [M,I,6sq] @~
Mod: Action is P @O
Mod: Range 12/24sq @O/Y

Detect Traps

Increases a character's Awa vs finding traps by RCB of d4. [F,I,Self] @~

*** Mastery ***

   MER: Yes at +4RC
   Mod: Action is A/M @O/Y

Direction Sense

   Can roll to determine direction. [M,I,Self] @~

*** Mastery ***

   MER: Yes
   Mod: Action is P @O

Disarm

   "Must use this skill in place of defense to lock blades (failure indicates you are hit). If successful it is Str vs Str to disarm (failure simply means the blow was successfully blocked but not disarmed). Note *disarm* may also be taken for the *martial arts punch* skill even though it isn't a weapon. [I,I,Self] @O

*** Mastery ***

   MER: Yes

Disarming shot

Requirements: Works only L or M sized ranged weapons.
   Can fire to disarm an opponent if they are holding a one handed weapons. Atk Roll vs best of Def or Str [A, I, Self] @~

*** Mastery ***

   MER: NO – no meaning

Disguise

   Need Disguise kit or natural garb and supplies
   Characters with *disguise* can make themselves look different, hiding their own appearance.
   This skill requires the use of props: makeup, clothing, brushes, even dirt helps. One of the best props is a fully-equipped disguise kit.
   Disguise attempts are usually rolled vs the Awa of any individual observing the disguised character. Anyone who is extremely familiar with the individual whom the character is impersonating should receive bonuses, while those unfamiliar with the subject may receive penalties to their Awa. [varies,I,Self] @~

*** Mastery ***

   MER: Yes

Dominate

   Scare others into doing as you wish - actions not words. This skill enables PCs to force NPCs to do their bidding through sheer Will Power (fear in most cases). When attempting to *dominate* the PC rolls their skill vs the opponent's WP. If the roll succeeds, the NPC is compelled to follow the PC's instructions. Note: the more unusual the action, the harder it will be to force them to do it (i.e., the GM should assess penalties). Dominating opponents into killing themselves, for example, is nearly impossible.
   Not
e: for the sake of player relations, this skill should never be used upon a fellow PC. [varies,I,Self] @~

*** Mastery ***

   MER: Yes

Double Luck

   Double Luck lets a character spend a luck box twice in a gaming session. A character with six luck boxes would actually be able to spend twelve during a given session if they used this ability four times (one for each luck box). [I,1luck roll,Self] @G

*** Mastery ***

   MER: NO – no meaning

Doubling Luck

   Can use a luck box before the roll to double the results. The roll may be lucked in a typical manner as well (keeping the doubling luck effect) [I,I,Self] @G

*** Mastery ***

   MER: NO – no meaning

Drive Vehicle

   This skill allows a character to drive any planetary vehicle, except for craft purely designed for flying. This includes transports, armored vehicles, hyper bikes, etc. Normal driving requires no skill roll. Alien vehicles may be driven, but a skill roll would be required to figure out how to operate the systems.
   Driving in rugged terrain, engaging in a high speed chase, high winds, severe storms, and other extreme situations require a skill roll.
   One of the most common rolls for Drive Vehicle is for defensive rolls. [varies,I,Self] @~

*** Mastery ***

   MER: Yes

Dual Wield

   This is one of several ways to wield a weapon in each hand, attacking with both in one round. Weapons from pistols to daggers may be used. Both weapons must be of the same type – either both melee or both ranged.
   Dual wield allows two ONE handed weapons to be fired at the same opponent. Neither will suffer any penalty other than the fact that no other buffs/skills may stack with dual wield. [F,1rnd,Self] @O or binds @1,2

*** Mastery ***

MER: NO – no meaning

Mod: The weapons may attack two separate opponents @R or binds @R (must craft one way or the other)

Mod: Action is A @O or binds @ 2 (must craft one way or the other)

Mod: Action is A for battle binds @ 2

Mod: The weapons, non-multiple attack, Meta Enhanced Rolls may be used for @O or binds @Y (must craft one way or the other)

E--

ECM/ECCM

Electronic counter measures and electronic counter counter measures is the art of jamming signal (such as communications) and of hacking through such jamb.

With the necessary equipment, the character can create a jamming field. If it is larger than the target's ability to defeat such a field, then their communications will be jammed. In reverse, if the character's equipment is being jammed, this skill may be rolled in an attempt to break through such a jamb.

Besides simple communications, ECM/ECCM can be used to jam enemy missiles, torpedoes, etc IF they are being remotely controlled. The same is true of any remotely controlled drone, plane, ship, ATM, vehicle, etc. [A,4d4 rnds,Self] @~
*** Mastery ***
MER: Yes NO – no meaning

Empathy

This skill borders upon the Psionic realm. *Empathy* allows characters to sense others' moods — sad, angry, happy, depressed, etc. Characters with this enhancement make a skill roll vs the opponent's WP to determine their emotional state or mood. A red-faced, screaming Anthropos probably does not even require a roll to determine whether he is angry, while a reserved and quiet Calemora, who is well-trained in suppressing his emotions, would be very difficult . [varies,10min,Self] @~
*** Mastery ***
MER: Yes

Enhance Taste

RC+ of RC4 to taste. [I,1 day, Self] @~
*** Mastery ***
MER: Yes at +4RC

Enhanced Hearing

RC+ of RC4 to hearing [I,10hr,Self] @~

*** Mastery ***
MER: Yes at +4RC

Enhanced Jump

Adds 1sq to broad/long/dives and 5feet to your vertical jump. [I,I,Self] @R
*** Mastery ***
MER: Yes – but rarely used
Mod: Adds 2/3/4/5/6sq to broad/long/dives @R/O/Y/G/B
Mod: Adds 8/12/16/20/24 feet to vertical jump @R/O/Y/G/B

Enhanced Sight

RC+ of RC4 to vision. [I,10hr,Self] @~
*** Mastery ***
MER: Yes at +4RC

Enhanced Smell

RC+ of RC4 to smell. [I,1 day, Self] @~
*** Mastery ***
MER: Yes at +4RC

Enhanced Touch

RC+ of RC4 to touch. [I,1 day, Self] @~
*** Mastery ***
MER: Yes at +4RC
Mod: Buff is +4/6/8/10/12 @R/O/Y/G/B

Entrancing dance

When the character dances it is a site to be hold. Which is exactly what the character wants. This excellent distraction will cause bystanders to pay less attention to other events, effectively distracting watchers at a SK vs WP roll. The difficulty of the roll may be modified due to how appealing the character is to the target(s). For example, dancing in front of Shanask will likely not distract them very much. [F, I, close sight] @~
*** Mastery ***
MER: Yes

Etiquette

Those with this skill are able to pass themselves off in style at formal occasions. Etiquette covers everything from knowing appropriate dress, to understanding with of the seven spoons to use during the second soup course. Etiquette allows the character to speak in a more noble or royal form using appropriate verbiage as well as manners. A skill roll is required only if the character's performance is under strain or scrutiny. [Skill] @~
*** Mastery ***
MER: Yes

Expert Runner

Running (non combat) gains 4 MR [I,1hr,Self] @~

*** Mastery ***

MER: Yes – but little meaning

Mod: MR increased by 8/12/16/20/24 MR @R/O/Y/G/B

Explosives: B-Missile

Explosives: B-Bolt Tips

Explosives: B-Demolitions

Explosives: B-Grenades

Explosives: B-Micro Grenades

Explosives: B-Mines

This feat comes in many flavors such as "Explosive – O-Grenades" or "Explosives – Y-Missiles" or "Explosives – R-Grenades, Y-Missiles, B-Plastics". The letter in front of the explosive type is the maximum Meta that may be used without penalty (see below for penalty). So, Explosives – Y-Grenades, means that Grenades may be used of Meta Red, Orange, or Yellow, but NOT of Green or Blue.

In any event, this feat allows the character to operate the indicated explosives without penalty. They are trained and skilled at their use. E-Tax is also lowered to ½. However, if the explosive isn't SPECIFICALLY mentioned, then it is considered Untrained.

Untrained: If not trained, the result of the damage doubling die is a bit different than normal, basically © and 1^s are all considered critical failures. If no doubling die is rolled for a particular explosive, a special roll is made for the purpose of this rule.

Knowing the Explosives – "X" feat means the character has a license, stored on their Identi card, that allows them to purchase explosives from venders. Otherwise, characters are forced to deal with the black market and other "suspect" sources.

Thrown or fired explosives (grenades, missiles, rockets, etc.) still require a weapon and/or skill to launch. Also, due to their damage potential, most explosives require Meta to use, but the type is listed with the explosive in the Weapon's booklet. Explosives are also very expensive in ETax. [Var,Var,Var] @Sk

*** Mastery ***

MER: Yes

Extra Luck

Allows you to luck a roll that was already lucked once (but only once). A 2nd luck box is not expended. [I,I,Self] @G

*** Mastery ***

MER: NO – no meaning

F--

Falling

Falling skill allows a character to fall a number of feet equal to his skill roll without damage. If the fall exceeds the roll, the falling distance in feet is reduced by the amount rolled. In any event the typical AR check is still allowed. [I,1 fall,Self] @~

*** Mastery ***

MER: Yes

Fame

Characters with this enhancement are celebrities of some sort. The player and GM should work together to determine the exact nature of the fame — characters may be holovid stars, singers, authors, politicians, military heroes, etc. The advantages of this enhancement include enhanced RC+ RC4 to Cha rolls when dealing with anyone who knows of the character, favored treatment from officials, and an overall tendency for others to be friendly and helpful.

The disadvantage of fame is that the character may be noticed wherever he or she goes, and will have a hard time going on covert missions without a good disguise or cover. Famous individuals also attract sycophants and fans who have a tendency to make their lives miserable. [I,1 event,Self] @~

*** Mastery ***

MER: Yes at +4RC

Fast Healing

All Natural Healing benefits are doubled.. [I,12hrs,Self] @~

*** Mastery ***

MER: NO – no meaning

Mod: Multiplied by 3/4/5 @O/Y/G

Fast Talk

Persuade another to your point of view. Using a combination of charm, persuasion, and an ability to argue in a rapid fashion ranging from near anger to sultriness, characters can often talk others into things they normally wouldn't do. It may be used while

bartering with a merchant, while attempting to get past officious guards, when dealing with troublesome planetary officials, etc. Skill vs opponent's WP (with GM mods due to reasonableness of request)

Fast talk rolls are made against an opponent's Cha. Outrageous or patently obvious falsehoods may result in penalties. [I,1 roll,Self] @~

*** Mastery ***
    MER: Yes

Fein death

This is the art of pretending to fall over dead. Not only does it require a good actor, it also requires the talent to control breathing and heart activity to help appear dead. SK vs Awa to succeed. [P,any,Self] @~

*** Mastery ***
    MER: Yes

Field aide shield

Create an energy shield to protect while healing in combat. The medic creates an invisible shield that will protect him and one patient while they are performing a medical treatment including casting any healing spell. Shield can stop RC15 cumulative damage before failure. Any attack out of the shield will break it. [I,while healing,Self] @O

*** Mastery ***
    MER: Yes

Find Friend

The character is able to discern the direction and distance of any other team member within 20sq distance from them as a SK roll [M,Perm,20sq] @R

    *** Mastery ***
    MER: Yes
    Mod: Action is P @O
    Mod: Distance is 100sq/1mile/5miles/10miles/100miles @R/O/Y/G/B

First Aid

Heals RC4 points of Fresh Wounds *First aid* allows a character to heal damage to an injured individual. It may also be used once every eight hours without penalty (i.e., at full rating) if the patient has been under the *first aid's* care.

This skill may also be used to stop Vitality drain. The character administering *first aid* makes a normal skill roll. If the roll exceeds the amount of critical damage, the vitality drain stops immediately.

All other simple *first aid* tasks may be accomplished such as bandaging wounds, setting simple fractures, CPR, etc. [varies,I,Self] @R

*** Mastery ***
    MER: **NO** – no meaning
    Mod: Heals RC6/8/10/12 @R/O/Y/G

First aid, combat

Move wounds to the previous best type: critical to old, old to fresh. Select a type of wound, then roll SK to see how many are moved. [A,I,Touch] @~

    *** Mastery ***
    MER: Yes
    Mod: Action is M/P @R/Y

Forensics

Ascertain cause, time, type and more about death of biological specimen than others as an open skill roll [F,Perm,Touch] @~

    *** Mastery ***
    MER: Yes

G--

Gambling

Gambling allows a character to have better odds than others when playing games of chance. Thus a RCB of RC4 is gained. [varies,1 gambling session,Self] @~

*** Mastery ***
    MER: Yes at +4

General Knowledge

This skill represents broad knowledge and understanding. The skill can be used if the player wishes to determine if his character knows something. Also, if everyone is allowed to make a Lore roll on a knowledge based subject, this character should make the roll at d4 buff. [varies,I,Self] @~

*** Mastery ***
    MER: Yes

Ghost: Mega – Return me

Places the character at 0 Vit with body mended enough to be functional and fight. Will not work if character is dead. [I,Perm,Self] Mega

Ghost: Mega – Truly a Ghost

If the character should die, the player may bring the character back alive (using the Undead Kit) if they have and can fire off this mega. The negatives are the same as dual classing – no green or blue Metas may be used to gained in any way. They are always converted to Yellow. [d4 hours, Perm, Self] Mega

Goliath: Mega Blow

May roll a weapon's damage for both the Atk and Dmg roll. [A,I,Self] @Y

Goliath: Physical Only

Any form of damage (yes, only damage) that is not from a physical blow is reduced by RC+ 5. Non physical includes anything that isn't: melee weapons, hurled objects, projectiles, falling, or similar. [Rule] @Rule

*** Mastery ***

Mod: RC+10/15/20/25/30 for one roll at R/O/Y/G/B

Gunner, Battery

Endorsements: Ship, Vehicle, Fortification. The first is free with the feat, the other two are 2AP each.

Battery gunners may shoot all types of batteries (torpedoes, missiles, rockets, grenade launchers) in any area of endorsement.

A gunner's RC is used to Modify the Ship, vehicle, or fortification's Attack RC. [gun's attack,guns rate,Self] @~

*** Mastery ***

MER: NO – no meaning

Mod: Improve the resulting Attack Die type by +1d/2d/3d @Y/G/B for one round.

Gunner, Fixed

Endorsements: Ship, Vehicle, Fortification. The first is free with the feat, the other two are 2AP each.

Fixed gunners may shoot all types of fixed guns (typically forward or rear guns) in any area of endorsement.

A gunner's RC is used to Modify the Ship, vehicle, or fortification's Attack RC. [gun's attack,guns rate,Self] @~

*** Mastery ***

MER: NO – no meaning

Mod: Improve the resulting Attack Die type by +1d/2d/3d @Y/G/B for one round.

Gunner, Turret

Endorsements: Ship, Vehicle, Fortification. The first is free with the feat, the other two are 2AP each.

This skill allows the character to skillfully use turret style weapon in any endorsed area.

A gunner's RC is used to Modify the Ship, vehicle, or fortification's Attack RC. [gun's attack,guns rate,Self] @~

*** Mastery ***

MER: NO – no meaning

Mod: Improve the resulting Attack Die type by +1d/2d/3d @Y/G/B for one round.

H--

Hacking

This devious skill is designed to hack or break into other technical systems such as computers, locks, ship shield codes, etc. Each hackable area is an Endorsement (see below). To hack, a character needs to be at a logical hackable interface or have a computer or hacking unity interfaced with the desired system. Ships and Vehicles can often be hacked through their own comm. System. Hacking is typically a SK vs difficulty roll. [A,1rnd,Electronic Range] @~

*** Mastery ***

MER: Yes

End: Shield Hack (Can raise/lower shields), Weapon Hack (Can take 1 weapon off line), Engine Hack (slows MR by SK/10), Comm Hack (hear private/encoded communications), Nav Hack (Can turn ship/vehicle), Security Hack (Unlock electronic doors/gates/etc.)

Healing Aura

Heals everyone within 1sq at the end of each round by SK/10 fresh wounds, all wounds stay fresh, [M,1rnd,1sq radius] @~

Mod: Radius is 2/3/4 sq @R/O/Y

Mod: Action is M/P @R/O

Mod: Duration is 2/4/6 rounds @Y/G/B

*** Mastery ***

MER: Yes

Heavy mega blast

This feat only works with heavy ranged weapons. It uses a Full action this round, and a full action next round, but does fire on next rounds Nish. During this time, the character is charging the weapon, overloading its power cells for an extra big blast causing x2 Damage [two F,I,Self] @~

*** Mastery ***

MER: NO – no meaning

Mod: If a single opponent is visible, targeted and tracked the entire time, the attack is also doubled @O

Mod: Mega blast Damage is x3/x4 @Y/G

Hibernation

This is the ability to slow all body systems to a near standstill. If they find themselves in a situation where there is little food, water and even air the character can

Mod: Improve the resulting Attack Die type by +1d/2d/3d @Y/G/B for one round.

use this mode to survive longer. They can survive for SK/10 days without any noticeable use of food or water and their breathing slows so they use SK/2 times less air than normal. As long as they do nothing but rest. [F, spec, self] @~

*** Mastery ***
   MER: Yes

High Death Threshold

Death checks gain a RC+ of RC1 (max RC+ is 8, no higher – ever!) [I,while Vit -10 or worse,Self] @~
*** Mastery ***
   MER: Yes at +1RC (max RC+ is 8, no higher – ever!)

High Guard: Advanced Climbing

All meta of the Kryll Spider Climb feat are reduced by 1 color, making Red Meta free.

Can climb any surface/item with handles (ladder, robe, climbing wall, most trees) at normal MR as if you were walking up them (or running up them if F action is used) [rule] @~
   *** Mastery ***
   Mod: Any climbing, even upside down, is at normal MR for the duration of the situation @BindsO

High Guard: High Advantage

If the attack comes from a location out of reach of the opponent (higher than they could reach if they stood below the character) then Atk and Def gain a RCB 5. This nice benefit should not be abused. If it is a grey situation rule against it. [Rule] @~
   *** Mastery ***
   Mod: For 1 round the Buff is RCB 10 @O
   Mod: For 1 round the Buff is RCB 20 @G

High Guard: Sky Home

Zero penalty to ANY ability for being in an unusual, but stationary location, if under their own control (e.g. no penalty for being on walls, ropes, hanging upside down from a ledge, etc.) However rope swinging or other movement still ensures the standard ½ roll penalty. [Rule] @~
   *** Mastery ***
   Mod: Zero penalty to any ability for being in an unusual moving location such as a swinging rope, mid jump, etc for 1 situation (e.g., combat) @BindsY

High Guard: Swing Advantage

If the attack comes as the character swings past a target (such as on a rope) then Atk and Def gain a RCB 10 . This nice benefit should not be abused. If it is a grey situation rule against it. [I,1rnd,Self] @R
   *** Mastery ***

Mod: For 1 round the Buff is RCB 20 @Y

High unconsciousness threshold

The character doesn't make Unconsciousness checks until Vit reaches –2. [I,I,Self] Binds @R until Vit = 0
*** Mastery ***
   MER: NO – no meaning
   Mod: No check until Vit of -4/-6/-8/-10 Binds @O/Y/G/B

Hobble

Hobbling is a vicious MA technique. Certain sects of Martial artists carry a small collection of specialized wire or plastic hobbles. To use this skill, first a MA speed Punch Atk must succeed. Then, if this skill beats the target's Dex, the target is successfully hobbled. Hobbled opponent's MR is reduced to MR 1. Any faster and they will fall over. And their defense is cut in half. Hobble strength is SKx2. [A,I,1sq] @~
*** Mastery ***
   MER: Yes
   Mod: Action is M @O
   Mod: Can hobble 2 opponents in a round @Y
   Mod: The hobbles can be made tighter @Y, so that the target's MR is 0 and their defense is 1/10th normal.

I--

Impale

Characters with an appropriate weapon such as most hurled weapons, bows, a sword a spear, etc., may use this enhancement to effectively pin an opponent against a wall or other solid obstruction.

The target must be close to a suitable obstruction — wood, organic material, dirt, soft rock, etc. The character must have made a successful attack. Then, instead of making a damage roll, this skill is rolled. If it beats the GM's difficulty (based on the armor, type of weapon, distance to obstruction, obstruction material), then the opponent is pinned at a strength equal to the weapon's Damage (not this skill). [I,combat,Self] @~
*** Mastery ***
   MER: Yes

Improved Field of Vision

Characters with this enhancement may increase their field of vision. Those races which begin with a 90-degree field of vision are increased to 180 degrees, those with 180 are increased to 270, and those with 270 are increased to a full 360. [Rule] @7AP
*** Mastery ***
   MER: NO – no meaning

Infravision

Allows vision by sensing heat or infra-red light. [Rule] @10 AP
*** Mastery ***
    MER: NO – no meaning

Interrogate

Scare/trick others into telling you what you want. *Interrogate* allows a character to extract information from an individual through selective use of psychology, threats, etc.

This skill need not involve actual violence (indeed, violence is often counterproductive). *Interrogate* rolls are made against the subject's WP. If the skill succeeds, the subject has given information which normally would have been secret.

Typically, the player asks the GM a question which his character is trying to ascertain the answer to, then the roll is made. [varies,I,Self] @~
*** Mastery ***
    MER: Yes

J--

K--

Keep down

With lightening fast kicks, you can keep a prone opponent on the ground by kicking their arms/legs out from underneath them as they try to stand. Or by simply kicking the over as they try to get up. To succeed your MA Kick skill is rolled and must beat the opponent's Dex. [M,I,1sq] @R
*** Mastery ***
    MER: NO – no meaning
    Mod: By stretch kicking, MA flying monkey moves, etc. the range is extended to 2/3sq @O/Y without movement use/loss and without breaking combat.
    Mod: Can affect 2/3/4/5 @R/O/Y/G opponents

Kick Up

Can hand spring from prone to standing as an incidental action [I,I,Self] @R
Mod: Can do this @~

Knock Back

Knockback requires the use of a Medium or Heavy blunt weapon, a kick, or any Martial arts attack.

If the opponent is hit Damage is rolled and this single roll is used for several purposes: 1) SK/10 is the amount of damage caused (rarely gets through armor) 2) to be effected by the following, SKx10 must beat the target's weight, 3) SK/10 is also the number of squares the opponent is knocked back. 4) If SK beats the target's Dex they fall down. [A,I,Self] @~
*** Mastery ***
    MER: NO – Use Atk/Dmg Buffs
    Mod: Action is M @O
    Mod: Knocks back if SK*20/30/40 @R/O/Y beats target's weight
    Mod: Damage caused is SK/2 @Y

Knock Down

Knockdown requires the use of a Medium or Heavy blunt/chopping/or cutting weapon, a kick, or any Martial arts attack that is suitable to trip a target or knock them down with force of blow.

If the opponent is hit, Damage is rolled and this single roll is used for several purposes: 1) SK/10 is the amount of damage caused (rarely gets through armor) 2) to be effected by the following, SKx20 must beat the target's weight, 3) If SK beats the target's Str for heavy or Dex for tripping weapons, the target falls down. [A,I,1sq] @~
*** Mastery ***
    MER: NO – Use Atk/Dmg Buffs
    Mod: Action is M @O
    Mod: Knocks back if SK*40/60/80 @R/O/Y beats target's weight
    Mod: MA only: by using a form of acrobatics combined with a type of MA trip wire, the character can affect 2/3/4/5 opponents @R/O/Y/G

Kryll spider climb

Kryll can climb walls with spider like ability. The ends of their legs have a series of Velcro-like hooks ranging in size from fishhook to microscopic. This allows the Kryll to climb a normal vertical (not smooth like steel, glass, or polished rock) at half movement rate without typical need for a roll. [M,2rnds,self] @~
    Mod: Can also travel horizontally @R
    Mod: MR is full @O
    Mod: A sticky residue can be excreted from glands in the end of the Krill's feet allowing it to form many small suction
cups for climbing on smooth surfaces such as glass, metal, etc. @Y
Mod: Can crawl on ceiling as well @Y

L--

Language

This enhancement may be taken multiple times. Each language is purchased with an additional 1 or 2AP. [Rule] @~ and AP as below

Lang.	AP
Arthirian	1
Calemora	1
Catongi*	2
Dracan	1
Guild Speak	1
Imperial	2
Kathan	2
Kryll	2
Pheromonal**	2
Skull Cant***	2
Zin-Shee	1

* Catongi is the non-verbal language of the Calemora.
** Pheromonal is a form of communication by scent, used primarily by the Kryll.
***Lingua fraca of the Combine, Dark Alliance, and other pirates, criminals, etc.
*** Mastery ***
  MER: Yes

Laser burn through

This feat is for laser weapons only. This is a non-combat skill often used to see into rooms or through doors, to open holes in hulls or containers, etc. By fine tuning a laser weapon, the Laser Master is able to burn through SK/2 inches of burnable or easily meltable material such as plastic or Wood, SK/5 of hard to melt substance such as metal, and SK/10 inches of very hard to melt material such as ceramic or rock. [F,I,1sq] @~
*** Mastery ***
  MER: Yes
  Mod: Action is A @O
  Mod: Burn Through Multi Shot: Can make 2/3 rolls for burn distance instead of just one @O/Y

Laser focused beam

This feat is for laser weapons only. By focusing the beam, the shot can be made to pass through one or more victims assuming the original attack roll would hit the other targets.

If the first target is killed, any damage beyond the exact amount needed to kill target 1, then hits target 2 (if the original Atk roll was good enough). This continues on until the next target's Def was too high or no more damage exists. [A,P,Self] @O
*** Mastery ***

MER: NO – no meaning

Leadership

As a leader, the character gains an RC3 RCB to rolls in which the character represents the entire party. Such as a party wide luck roll, a charisma roll when speaking for the party, etc.

Other's will naturally address the leader when speaking to the entire group.

This is a roleplaying effect to a large degree. Generally it is fun to play up the role of leader by both the leader themselves and all the other players. If you leader says "we go left" then you should generally agree unless you REALLY think that is a bad decision. When group decisions are made, players should direct their input to the leader, not try to make the group decision themselves. And leaders, pick up the roll and run with it!

Finally, a party may have only one designated leader and it is the character with the highest leadership die type. Or, if no leadership die, then the highest charisma die type. Ties are rolled off. [Rule] @~
*** Mastery ***
  MER: Yes

Lend Ability

One team member may lend one of their abilities (feats, mastery, power) to another team member for one use. This will require full concentration on the lenders part. The lender must spend their normal meta for the power and the recipient must also spend the normal meta [longer of F or ability, 1use,8sq] @above
  Mod: Range 12/16/20/24/28 @R/O/Y/G/B

Lend Life

By touching another, the character can let some of his life flow into another. This drains life force as fresh wounds and heals fresh wounds of another. The rate per round is SK/10. Any remaining wounds remain fresh.

Can heal above the target's max vitality – giving them a vitality pool. But the lender must remain wounded in an amount equal to the pool – these points can't be healed until the target's pool is used up or canceled. [M, Perm; Touch] Binds @R per target (multiple rolls may be made for a single @R binding)
*** Mastery ***
  MER: Yes
  Mod: Action is P/I @O/Y
  Mod: Can lend old wounds to heal old wounds Binds @O, Can lend critical wounds to heal critical binds @G.

Lend Will

You can lend a SK/10 buff to team member's WP checks [I,I,12sq sight] @R
*** Mastery ***
MER: Yes

Lie

Skill roll to avoid being caught in a lie. [varies,1 conversation,Self] @~
*** Mastery ***
MER: Yes

Life Freeze

Character Feigns Death *Life freeze* allows a character to go into a form of hibernation, and slow all of the body's natural functions to almost a complete stop. The character may do this voluntarily at any point, and need not roll to succeed. However, the difficulty to return from life freeze is equal to the number of rounds in the life freeze state. Only 3 rolls are allowed before the character will be "left for dead – and then die". It is SK vs number of rounds for others to notice that life freeze isn't death. [I,indefinite,Self] @~
*** Mastery ***
MER: Yes

Mod: If it is used when the character is critically wounded, no Vit drain occurs. @R

Life over death

If a team member dies another member of the team may exert their own life energy in an attempt to "jump start" them back alive. The character makes a FR check vs the death check of their ally. Success returns the dead character to life and stops any bleeding – but negative vitality is not healed. BUT – failure immediately places the helpful character's Vitality at -10. Must be done within SK minutes of death. [F,Perm,Touch] @Y
*** Mastery ***
MER: Yes

Light Sleeper

Awaken from unusual events if desired. RCB 12 to rolls for waking up. [I,12hrs,Self] @~
*** Mastery ***
MER: Yes

Linguist

After a successful linguist skill roll to understand a language, that language becomes roughly usable by the linguist, another success will allow the linguist to speak the language well, but with a strong accent. A third success means that the character knows the language and can write it down as a fluent skill. HOWEVER, failure stops this sequence. Rolls must occur at least half an hour of player time apart while the player studies the language orally or via technology.

Repeated bad rolls may be interpreted, by the GM, as a sign the character can't learn/understand the language. [Rule] @~
*** Mastery ***
MER: Yes

Long Range

This enhancement should only be used if the GM is also using the optional ranged weapon rules. Doubles weapon range for 1 type of ranged weapon [I,combat,Self] @O
*** Mastery ***
MER: NO – no meaning
Mod: Triples @Y

Lore X

This skill replaces Lore in a particular category such as tech items, creatures, biology, etc. The skill enjoys a RC+ 10RC and is SK vs Diff. If the role is science based like Lore X Tech. Then the best or Lore RC or Tech RC may be used to modify this skill [I,I,Self] @~
*** Mastery ***
MER: Yes

Low Death Frequency

The character is very resistant to dying. Though death check rolls start on the first round like any other character. They are then made only every other round. [I,Self] @~
Mod: After each roll, this Mod may be used to extend the time: check every 3rnds @G, 4rnds @B

Luck Sustain

May use a luck box AFTER a roll to double the result This enhancement enables a character to spend a luck box after rolling the dice, to double a result. A D12 roll resulting in 40 would therefore be doubled for a result of 80. Doesn't stack with any other luck use including normal luck. [I,I,Self] @O
*** Mastery ***
MER: NO – no meaning
Mod: Stacks with normal luck use @Y

M--

MA flying side kick

A flying side kick is designed to create a small extra movement action as part of an attack. The character may make a two sq move and then attack as a single attack action. Good for closing that few extra squares, making small moves between multiple attacks, etc. [A,I,1sq] @R

*** Mastery ***

    MER: NO – no meaning

    Mod: Move can be 3/4/5 sq @R/O/Y

MA Leaping Split Kick

Can leap into the air and side kick to both sides at once, attacking one opponent on either side of the character. This is a normal Atk/Dmg but the attack is a power up. This mean that if one opponent is slain a 5RC buff is realized for the next MA kick in this combat and if both opponents are slain, a 10RC buff is realized. Stackable.[A,I,1sq] @Y

*** Mastery ***

    MER: Yes

    Mod: as long as MA kicks continue to slay opponents in one hit, the buff continues @R each time.

MA Lunging side kick

A lunging side kick is designed to knock an opponent back at full damage. The Atk is made with normal Dmg. But, if the attack hits, regardless of damage, this skill is rolled and the GM will determine the knock back effect if any. Some rough guidelines are: SKx10 must exceed target's weight, SK must beat target's strength. SK/10 is number of squares knocked back. If SK beat's target's Dex, they fall over. [A,I,1sq] @O

*** Mastery ***

    MER: Yes

    Mod: Instead of the knock back roll, a SK roll may be made rolled, and if it beats the best both AR and FR, the kick has hit the target's diaphragm and knocked the wind out of them for d6 rounds, causing all stats to be halved. @O

Ma roundhouse

The roundhouse kick is designed to cause greater damage and range but is a slow kick to perform. The damage is RCB RC5 [F,I,2sq] @~

*** Mastery ***

    MER: NO – no meaning

    Mod: Can hit 2/3/4 in range opponents in one kick @O/Y/G

    Mod: Action is A @Y

Mod: Knock Down may immediately be used on a successful hit for @R as an incidental action.

Marine: Burst

When a carbine bust on one or more opponents is made such as x1x1 or x3, all damage is doubled [A,I,Self] @O

*** Mastery ***

    Mod: Attack and Damage is doubled @G

    Mod: Damage is Tripled @G

Marine: Carbine Master

The character is automatically mastered at any carbine weapon as it is learned. Thus, for just 1AP each, mastery options may be taken. [Rule] @Rule

Marine: Marine's Will

If a marine's health is below half, once per battle, they may summon their will and heal themselves equal to a Vitality Roll. [M,I,Self] @~

Marine: Mega: Marine Legend

Must be used as an opponent is attacked. It will allow a Luck roll to be made that is added to the attack's Atk and Dmg and also heals the marine's Vit by an equal amount. And provides for two free Meta regain rolls. Doesn't stack with other Local feats, but does stack, one time – one roll only, with a burst attack such as x1x1x1 or x2, etc. [I,I,Self] @Mega

Marine: The Marine Bonus

Gain a RC+ 5 to any of these areas: Carbines Atk/Dmg, Power Suit Armor Def/AR, Nish, All Resistance rolls, Strength. Use this feat liberally. Not stackable with any other feat at all. [I,I,Self] @R

Master And Apprentice

Team members may permanently give their experiences (Adventure Points) to fellow members. May only give to lower level characters at the rate of 1AP for 1AP. [M,Perm,Any] @~

*** Mastery ***

    MER: No

Medtech

MedTech is a medical skill which enables characters to heal serious wounds, set complex fractures, etc.. *MedTechs* may heal damage to characters once after each combat in which the patient received damage. They may also make a roll to heal wounds of a patient who has been under their care for an eight hour period.

Fresh wounds are healed as a normal roll. Old wounds are healed at ½SK a roll and Critical at SK/10.

Curing such afflictions as disease, and poison are rolled at SK/10. [A,I,Touch] @~

*** **Mastery** ***
    MER: Yes
    Mod: Action is M @O

Mental Support

Provides a dRC15 buff to a team member who is dominated, possessed or has their mind taken over. [A,I,6sq] @R
    *** **Mastery** ***
    MER: Yes
    Mod: Action is M @ O
    Mod: Range 12sq @Y

Meta lend

Can spend a Meta to send a team member a meta of one color less (such as spend an orange to give a red) [I,Perm,6sq] @Selected Color
    *** **Mastery** ***
    MER: No
    Mod: Range 12/24/1 Mile/100 Miles/Any @R/O/Y/G/B

Meta Luck

May use Meta as a luck box. [I,I,Self] @G
*** **Mastery** ***
    MER: NO – no meaning

Move Attack move

Requirements: Works only for L or M class weapons.

Normally, characters must take their move action strictly before or after their attack action. This enhancement allows characters to move part of their MR, make an attack, and then move the remainder. This does not grant any extra actions, or any bonuses beyond the ability to "split move" in this fashion. [F,I,Self] @O
*** **Mastery** ***
    MER: NO – no meaning
    Mod: The Action is A @O
    Mod: The action is M @G allowing another Attack

Move Silently

Move silently is the art of moving across nearly any surface without making a sound. This has no impact upon being seen, just being quiet. Movement is at half but any roll to avoid detection uses this skill at RC+ RC8. [M,I,Self] @~
*** **Mastery** ***
    MER: Yes

    Mod: Movement is at full MR @R

N--

Navigation

This skill governs the ability to plot planet surface courses. *Navigation* difficulty is based upon a character's familiarity with the planet in question, and the ruggedness of terrain. *Navigation* on a character's home world, for example, might be Dif 3, while plotting a course on an unknown, highly hostile world could be as high as Dif 20.

Typically used to get from point A to B, to avoid hazards. A good navigation roll will eliminate the need for most Drive Vehicle rolls. [varies,I,Self] @~
*** **Mastery** ***
    MER: Yes
    Mod: Add a tenth/half @R/Y your roll to the driver if you help them as an A/M @~/O action. @O

Night Spawn: Smell of Blood

Attack rolls versus a wounded opponent are doubled [A,I,Self] @O

Night Spawn: Spawn's Cloak of Darkness

With spider or scorpion armor, the armor can be trained to assist in camouflaging the user, adding RCB 10 to any concealment or stealth roll [I,while hidden,Self] @R
    *** **Mastery** ***
    Mod: RCB of 20 @=O
    Mod: RCB of 3V @=Y

Night Spawn: Spawn's Cloak of Ribbons

The insects can form ribbon like tendrils that can lift/lower the Night Spawn up to 2d4sq per round. The tendrils can reach up to 3sq away to secure a "hand" hold. [M,1rnd,Self] @R
    *** **Mastery** ***
    Mod: Ribbons can hold onto surface equal to the character's climbing skill @=O

Night Spawn: Spawn's Cloak of the Bat

Can slowly flap its tendrils for MR 4 flight [M,8 rounds,Self] @Y
    *** **Mastery** ***
    Mod: MR of 8 @=G

Night Spawn: Spawn's Ribbon Gauze

Ribbons can form a wild tangle that allows for unlimited falling distance at 12sq a round [M,Fall Duration,Self] @=Y

*** Mastery ***

Mod: Action is I @+R

Mod: Can glide at a 1 to 1 rate of falling to gliding @=G

Night Spawn: Spawn's Tendrils

Can form ribbon like tendrils that can grab/hold/move up to one item per rank for RC 3V pounds [I,I,3Sq] @~

Nish Master: Atk

Can add RC+ RC1to your Atk if you have Nish [A,1rnd,Self] @R

*** Mastery ***

MER: Yes at +1RC

Nish Master: Def

Can add RC+ RC1 to your Def if you have Nish [I,1rnd,Self] @R

*** Mastery ***

MER: Yes at +1RC

Nish Swap

May trade your Nish roll with another willing team member. [I,1rnd,Self] @R

No Emotions

This gives a character a RC+ RC3 roll to control emotions, feelings, or suppress moods. Characters with this enhancement also show little or no outward sign of their true emotional state. [I,12hrs,Self] @~

*** Mastery ***

MER: Yes at +3RC

O--

One with nature: (X)

Some characters are attuned to a certain type of climate and terrain. In their "home" turf, they gain the following Buffs: RC+ RC2 to Str, SB, Dex, and Awa.

The exact type of terrain/climate must be specified such as Jungle, Dessert, forest, swamp, tundra, etc. Urban, city, etc. are not normally allowed as they are not a form of "nature." The meta cost is high, so it isn't trivial to activate, but the duration lasts until the character leaves the environment. [I,while in climate/terrain, Self] @B

*** Mastery ***

MER: NO – no meaning

Mod: For 5 rounds the buff is RC3/4/5/6/7 @R/O/Y/G/B

Operate Transporter

This skill gives a character the ability to operate any type of transporter. Under ordinary conditions, no rolls are needed to use a transporter. Under difficult conditions — in combat, trying to use a transporter at greater than its ordinary range or capacity, etc. — the GM should assign a Dif rating, and have the player make a skill roll.

Difficult transports are a two roll process: one roll to establish a transporter lock, and a second to actually make the transport. A failed lock prevents transport. A failed transport causes damage to the individual transported equal to the amount of the failure. [varies,I,Self] @~

*** Mastery ***

MER: Yes

Orders

Characters with this enhancement are allowed to give orders on their Nish (as an Atk action). The order must be directed at another character or NPC. This individual may choose to follow or not follow the order (either way, the ordering character's Atk action is used).

If the individual ignores the order nothing happens. If accepted, the order must be followed to the best of the individual's ability. This allows the individual to immediately perform an Atk or Move action (but not both). This is an extra action and does not take away from the individual's normal Nish. Moreover the action is taken immediately (regardless of the individual's actual Nish).

Note, even with the use of an order, an individual/ship/vehicle may not move farther than would be allowed normally. Also an individual may not be ordered more than once per round, even if ordered by a different commander. [A,I,Communication] @Y

*** Mastery ***

MER: NO – no meaning

Mod: Full order – gives an entire Nish not just an Atk or Move action @G

Mod: Action to give orders: M/P @O/Y

P--

Paralysis antidote

Can make an antidote to paralysis at as SK vs Dif, must have medical equipment available [10min,Perm,Touch] @~
   *** Mastery ***
   MER: Yes
   Mod: Action is 5/1 minutes @R/O

Parry

May use Melee weapon or MA punch to Block other Melee/Body attacks. Use your weapon's Atk at a RCB 5 as your defense. Success equals a good parry, failure means you are hit – roll a armor. Very useful for heavy armored characters or to keep attacks that require "touch only" from touching you. Lasts while you are fighting one opponent [I,per opponent,Self] @R
*** Mastery ***
   MER: Yes at +5RC
   Mod: If defense roll is "t" then make SK vs WP or terrify opponent with your abilities. (They will try to switch targets or even run depending upon roll) @~

Pilot Small Craft

This skill enables the user to pilot small, one- or two-person air- and spacecraft, including military fighters, bombers and civilian craft. If such craft is armed, the pilot can also fire forward-firing weapons as a related roll.

PCs with this skill must roll to take off and land (Dif varies according to conditions, generally 5-10), but do not need to roll more than this under ordinary flying conditions. In combat, a pilot does not need to roll to make ordinary turns and maneuvers. A pilot may, however, use this skill to exceed a craft's normal abilities.

 PCs with this skill may attempt to move greater than a fighter or shuttle's normal movement allowance, reduce the tactical cost of a turn or move, etc. Each of these maneuvers must be described by the player, and the GM must assign a Dif based on the maneuver's complexity.

When a pilot fails a check for landing, takeoff, wormhole navigation, etc. The typical result is damage to the ship equal the amount of the failure (i.e. a roll of 8 vs a Dif 10 would result in 2 points of ship damage). [varies,I,Self] @~
*** Mastery ***
   MER: Yes

Pilot Starship

These pilots are skilled in flying starships at sub light speeds. This is a complex and dangerous job, for it often involves negotiating hazardous areas of space such as asteroid fields, flying into wormholes and evading enemy fire.

The GM must assign a Dif number to each piloting maneuver which is attempted. Take off and landing are relatively simple in smaller craft (Dif 1-5), and grow more difficult in larger vessels (landing a super dreadnaught — assuming such a huge ship is even equipped for such a maneuver — would be Dif 100+). Flying through a wormhole requires matching the ship's rotation to that of the wormhole, Dif 5 in a small ship, Dif 10-30 in a larger one. Evasive action against enemy vessels, and exceeding a ship's normal operating limitations (see *pilot small craft* above), has similar Dif ratings as such maneuvers in a fighter or other small vessel.

PCs with this skill may attempt to move greater than a ship's normal movement allowance, reduce the tactical cost of a turn or move, etc. Each of these maneuvers must be described by the player, and the GM must assign a Dif based on the maneuver's complexity.

When a pilot fails a check for landing, takeoff, wormhole navigation, etc. The typical result is damage to the ship equal the amount of the failure (i.e. a roll of 8 vs a Dif 10 would result in two points of ship damage). [varies,I,Self] @~
*** Mastery ***
   MER: Yes

Plastic Surgery

Removes all negative physical deformities such as broken bones, missing hands, as SK vs Difficulty. Must be in a medical bay or station, or have a surgery capable field kit. [1hr,I,Touch] @~
*** Mastery ***
   MER: Yes
   Mod: Action 30/20/10 min @Y/G/B

Poison Use: "X"

This feat comes in many flavors such as "Poison Use: O" or "Poison Use: G-Archaic Weapons Only". The letter following the "Use:" is the maximum Meta that may be used without penalty (see below for penalty). So, Poison Use: Y, means that poison may be used of Meta Red, Orange, or Yellow, but NOT of Green or Blue.

In any event, this feat allows the character to utilize the indicated poisons without penalty. They are trained and skilled at their use. E-Tax is also lowered to ½.

However, if the poison isn't SPECIFICALLY included, then it is considered Untrained.

Untrained: If not trained, the result of the doubling die is a bit different than normal, basically © and 1s are all considered critical failures. If no doubling die is rolled for a particular poison use, a special roll is made for the purpose of this rule.

This feat does several important things. First, it provides the character with an official certificate of transport for transporting poisons. Secondly, it provides them with a more hidden credential that is recognized by most assassin, thieves, and black market guilds for the purpose of purchasing poisons. [Var,Var,Var] @Sk

*** Mastery ***
MER: Yes

P—PSIONICS

Psionics - Blast

Blast is a rapid summoning of Psionic force power beneath a target, then an explosive release of that power, launching the victim upwards. Any resulting damage if from typical falling rules, although, if a ceiling or other structure is above, some damage will result from the upward and falling impact (but the total will be just as if no ceiling existed and falling rules were used). Atk is SKx2 vs SB to launch the target (the x2 bonus is a result of then surprise attack). Dmg is made as SK vs target's weight/10, the result of which is the number of squares (5' each) the victim is tossed into the air. Landing prone or standing is up to GM discretion (maybe a 2nd roll will be solicited). [A,I,10sq] @Y

Psionics - Blow

Blow creates a fist-shaped mass of kinetic energy approximately 18" across, which then strikes any target in range. Attack is equal to SK. If hit the target, Roll another SK check versus the target's weight/10. The result is the amount of damage and feet the target is knocked away from the psionicist. Landing prone or standing is up to GM discretion (maybe a 2nd roll will be solicited). So, blast is very useful on light targets and nearly useless versus heavy opponents. [A,I,10sq] @R

*** Mastery ***
MER: Yes
Mod: Range 14/18/22/26sq @R/O/Y/G

Psionics - Bowling

Bowling creates a gauze like wad of energy 5 feet in diameter in front of the psionicist. It is then sent away at rapid speed. It is a suppressor field designed to knock down anything it touches. Use SK Vs Str to knock down targets. Those who fall, will fall backwards one square. It will go for 8 straight squares starting directly in front of the caster or until it, falls, hits a wall/etc., knocks over 3 targets maximum, or fails to knock over a target. [A,I,8sq or see above] @R

*** Mastery ***
MER: Yes
Mod: Size is 10' (two squares) @R
Mod: max of 4/5 opponents @Y/G
Mod: Start – can start the ball at 4/6/8/10/12sq distance from caster @R/O/Y/G/B
Mod: Action is M @O

Psionics - Detonate

By spreading arms wide and summoning a huge 3ft ball of force energy, the psionicist can channel a powerful energy ball into a wall or column or other stationary structure. This is non-combat oriented. It will cause SKx5 Dmg to structures only. [F,I,8sq] @R

*** Mastery ***
MER: Yes
Mod: Action is A/M @O/G
Mod: Range is 12/16/20/24sq @R/O/Y/G

Psionics - Disk of Force

The psionicist can create a three foot diameter disk of force three feet in front of them that can repel physical damage. The character may use this skill as a Defense Roll rather than physically defend Success means that the disk provides a RCB 4V AR to the character's regular armor, failure means the character is hit (no defense) and must roll just their regular armor. [I,Binds, Self] @BindO

*** Mastery ***
MER: Yes
Mod: Can also repel energy @Y
Mod: Can repel powers (Sorce, Psionics, etc.) @B
Mod: Disk Radius - disk diameter is 4/5/6/8/10 feet which provides a RC+ of RC5/10/15/20/25 @bindsR/bindsO/bindsY/bindsG/bindsB .
Mod: Project Disk - may protect another target within 12sq instead of protecting yourself for a round @~

Psionics - Disk of Strength

Creates a disk of diameter 1' to 3' (psionicist may alter diameter at will) that can hold or push things at Str of SKx2. [A,1rnd,12sq] @R

*** Mastery ***
MER: Yes
Mod: Range 16/20/24sq @R/O/Y
Mod: Duration 2/4/6/8/10/12 rnds @R/O/Y/G/B
Mod: Action is M/I @O/G

Mod: Shore & Support: The disk may be left in place (e.g. holding up a ceiling, an item in the air, an invisible bridge, holding a door open or close, etc.) but no motion or intelligence is allowed, any of these by @bindR. This may be done for as long as desired while bound and multiple disks can be so used by additional bindings.

Psionics - Dome of Force

Envelopes caster in a dome of power that protects versus physical and energy damage, but not any other types of damage. There is no Def Roll as Dmg will always hit the dome. Once the dome is breached, it will fail. The dome will be able to absorb damage equal to one initial skill roll. This roll should be made by the GM, so the player doesn't know the actual result, other than a general (Weak, Medium, or Strong) description by the GM. Once created, the dome is static (can't move), if the caster chooses to move, they must drop their dome of force. [M,bound,Self] @bindsO

> ***** Mastery *****
> **MER:** Yes
> **Mod:** Can move up to 1/2/3/4/5/6MR for one round @R/O/Y/G/B
> **Mod:** Protects versus Mental @bindsO
> **Mod:** Can attack out for one round with ranged energy weapons @R, or ranged physical weapons @Y

Psionics - Dormant Energy

SKx2 vs Def to hit an opponent with Dormant Energy. The energy, unobtrusively clings to the victim and lies dormant. It is set to trigger once the victim sustains a blow either from a weapon's hit or falling. Then, SK vs WP or victim is stunned for d4 rounds. [M,d4rnds once triggered,8sq] @R

> ***** Mastery *****
> **MER:** Yes
> **Mod:** Duration is d6/d8rnds @O/Y
> **Mod:** Range 12/16/20sq @R/Y/B
> **Mod:** Action is P@O
> **Mod:** Victim is Paralyzed permanently if SK beasts FR @B

Psionics - Encase

Encase allows the psionicist to create an invisible wall of psychic energy, which can surround and restrain an opponent. In order to succeed, the psionicist must roll his or her *skill* vs the target's Strength.

Encased victims are immobilized. They may take no action other than attempting to break the wall. The wall is immune to all other attacks and may be broken only by the victim. [A,1rnd,6sq] @R

> ***** Mastery *****
> **MER:** Yes
> **Mod:** Duration 2/3/4/5/6 rnds @R/O/Y/G/B

Mod: Range 8/10/12/14/16 @R/O/Y/G/B
Mod: 2 targets at once @O

Psionics - Hallucination

Using this enhancement, the psionicist causes an individual to see an image that is not really there. The psionicist must roll *skill* vs the targets' WP+Dif in order to succeed. Dif depends on how extreme or game impacting the vision is.

The images created must be described to the GM, who then determines the effects. [A,1rnd,12sq] @O

> ***** Mastery *****
> **MER:** Yes
> **Mod:** Duration 2/3/4/5/6 rnds @R/O/Y/G/B
> **Mod:** Range 14/16/18 @R/O/Y

Psionics - Haze

Haze creates an eerie, psychic fog in the mind of a victim. Victims are unable to see or think clearly — all of the target's *skill*s, attacks, etc., are reduced to half normal for the duration of the haze.

The haze exists only in the victim's mind, and is not visible to others. To succeed, the psionicist must roll *skill* vs the target's WP. [A,2rnd,8sq] @R

> ***** Mastery *****
> **MER:** Yes
> **Mod:** Range 10/12/14/16/18 @R/O/Y/G/B
> **Mod:** Duration 3/4/5/6/7 rnds @R/O/Y/G/B

Psionics - Hold

SK vs target's WP to enter into their mind and create a neural block in their motor skill pathways, effectively paralyzing them. [A,1rnds,8sq] @~

> ***** Mastery *****
> **MER:** Yes
> **Mod:** Duration is 2/3/4/5/6 rnds @R/O/Y/G/B
> **Mod:** Number of opponents is 2/3 @Y/G

Psionics - Hurl

This enhancement lets the psionicist throw hurled weapons with the force of their mind. Such weapons must be within 3sq. The weapon will Atk and Dmg as if thrown by hand but with a SK/10 RC+ to both [A,I,3sq] @R

> ***** Mastery *****
> **MER:** Yes
> **Mod:** Range of 4/5/6/7/8sq @R/O/Y/G/B
> **Mod:** Can throw 2/3 weapons @Y/G

Psionics - Jerk

This enhancement will seize an object, even if it is held or restrained, and violently throw it through the air in a random direction (determined by rolling a d12).

If used against an opponent's item, Sk vs the opponent's Str is required to successfully wrench the object free and throw it.

The psionicist cannot control the object's flight once it has been thrown. The thrown item continues through the air in a straight line SK feet. Anyone hit will take Dmg equal to the total #of sq traveled. [A,I,8sq] @R

*** Mastery ***
MER: Yes
Mod: Range is 12/16/20sq @R/O/Y
Mod: Action M @O

Psionics - Landing

Landing creates a cushion of mental force which will slow a fall and absorb damage.

Falling damage is reduced by SK+10 feet. If there is any falling damage left, the normal falling rules still apply (i.e., an AR check is still allowed). [I,fall,Self] @~

*** Mastery ***
MER: Yes
Mod: Can place landing on a friendly target within 20/50/100/200/500 feet @R/O/Y/G/B
Mod: Can stop an additional 10/20/40/80/160 feet @R/O/Y/G/B
Mod: Multiple can do up to 2/3/4/5/6 individuals within range @R/O/Y/G/B
Mod: Can arrest the fall half way down and return targets to the top @Y. Useful for falls into pits or other dangerous places.

Psionics - Levitate Other

This creates a disk of psionic energy which can lift up to SKx20 Lbs or less SK+10 feet a round.

If used against an enemy, SK vs SB must succeed, otherwise he simply hops to the side of the disk. At any later time the victim may, of course, jump off, but would suffer normal falling damage. [A,1rnd,6sq] @R

Mod: Action M @O
Mod: Duration of 2/4/6/8/10rnds @R/O/Y/G/B
Mod: Range is up to 8/10/12/14/16sq @R/O/Y/G/B

Psionics - Levitate Self

This power creates a Psionic disk beneath the user, which may lift the psionicist and anything carried. As with *levitate others*, the disk will move up or down (only) SK+10 feet a round. [M,1rnd,Self] @R

*** Mastery ***
MER: Yes
Mod: Action P @O
Mod: Duration of 2/4/6/8/10rnds @R/O/Y/G/B
Mod: Hold – Can hold at a given height for 1/2/4/8/16 rounds @R/O/Y/G/B
Mod: Drift – Can add horizontal movement at 1/2/3/4/5MR @R/O/Y/G/B

Psionics – Memory Wipe

Wipes the target's memory of all events for the past 1 to 10 minutes – psionicist's choice. If target is unwilling requires a SK vs WP. Target must be stationary, either held or willingly. [A,Perm,Touch] @R

*** Mastery ***
Mod: Can erase up to 30min/1hr/1day/1week @O/Y/G/B
Mod: Range is 2/8/16sq @R/Y/B

Psionics - mind freeze

Requirements: A successful Mind Meld must be in place

Once a meld is initiated, the psionicist can cause the target to freeze as if paralyzed. As a skill vs WP. [A,4 rnds, Touch] @~

*** Mastery ***
MER: Yes
Mod: Action is M/P @O/Y
Mod: Duration is 6/8 rnds @O/Y

Psionics - Mind Meld

To meld the melder must have their fingers upon the target's skull. Then A conduit between minds is then formed and 1 question may be asked and get an honest answer if SK vs WP succeeds. During the meld the victim may not physically break free unless they win WP vs SK. A number of feats require a successful mind meld. [F,1rnd,Touch] @~

*** Mastery ***
MER: Yes
Mod: Action is A @R
Requirements: A Successful Mind Meld must be in place A/M @2/4
Mod: Can ask 2/3/4 questions per round @R/O/Y
Mod: Duration is 2/3/4/5/6 rounds @R/O/Y/G/B

Psionics - Mind Probe

This grueling enhancement allows a psionicist to probe into a subject's inner thoughts and long term memory. The player should inform the GM what information their character is probing for. Then a *skill* check is made vs the subject's WP. Success indicates that the information is uncovered (assuming the subject actually knows the information). [F,1 probe,Touch] @R

*** Mastery ***
>**MER:** Yes
>**Mod:** Action is A/M @2/4
>**Mod:** Range 1/2/3sq @R/O/Y

Psionics - Mind Storm

Mind Storm is a mental attack that ignores defense and most armor. The attack fries the intellectual center of the victim's brain, trying to turn them into a vegetable. There is an initial attack roll using this skill to get past the victim's Will Power. If successful, SK is rolled as damage to Lore. When Lore reaches 0 the victim is a stone cold vegetable. [A,I,6sq] @Y

>***** Mastery *****
>**MER:** Yes
>**Mod:** Range 10/12/14/16sq @O/Y/G/B

Psionics - Move Object

Psionicist can motion toward an item, then swing it to another location. This is a non-combat event, and won't work on the unwilling. MR of item is 4 with a max weight of SKx10.

This is especially useful for moving dangerous items such as bombs, red-hot metal, etc. [M,1rnd,12sq] @R

*** Mastery ***
>**MER:** Yes
>**Mod:** Speed of 8/12/16/20/24 MR @R/O/Y/G/B
>**Mod:** Range of 15/20/25/30/35sq @R/O/Y/G/B
>**Mod:** Duration is 2/3/4/5/6 rnds @R/O/Y/G/B
>**Mod:** Unwilling target requires SK vs Energy @G

Psionics - My Mind to Your Mind

Requirements: A Successful Mind Meld must be in place
You can share 5 minutes of life experience with the target. They will see everything you saw. [A, Perm, Touch] @R

>***** Mastery *****
>**MER:** No
>**Mod:** Share 10min/1hr/6hr/12hr/1day
>@R/O/Y/G/B
>**Mod:** Action is M/P @O/Y
>**Mod:** Add sound @O, Add all senses @Y

Psionics - Pillar of Strength

With this powerful feat, the Sorcist summons forth a sturdy pillar of force (actually a field). It is static (can't move) and is about a foot and a half in diameter. This pillar of strength is very strong SKx5 and is immune from toppling unless the floor significantly changes orientation. The pillar has a 3'x3' plate of force on its top and bottom for stability. Finally, it can be made as short as desired and up to SK+10' high. It binds a Red Meta,

so multiple pillar's of strength may be created by one psionicist. [M,bound,6sq] @bindsR

*** Mastery ***
>**MER:** Yes
>Mega: By spending an AP, the pillar is permanent
>**Mod:** 2/3/4 pillars may be created at once, for a single @bindR for an additional @Y/G/B,
>**Mod:** Horizontal: The pillar may be placed horizontally to shore up walls, a ship and a rock, etc.@~
>**Mod:** The pillar can stretch and shrink up to 150% and 50% of its size to allow for movement, as a buffer (ship and shore), etc. @~

Psionics - Psionic Pulse

Any Meta used for a Psionic feat has a 1 in 6 change to be free. After the feat is used and all effects are over, simply roll a d6 and on a 6, the feat's Meta is returned. ONLY works on Feats, not mods, and only on Psionic Feats. [Rule] @Rule

Psionics - Puppet

The character is able to take over another being. Only the most obvious skills/knowledge is available (such as how to fight). Puppet is typically used to take over an opponent and use it to fight those around it. The character has supplanted most of the victim's mind, so there is very little left, only basic things may be done (attack, move, use hands and feet, etc.) SK vs WP each round to maintain control, if it breaks, the puppet will be furious at the caster and likely go out of its way to attack it. [F,SK vs WP,8sq] @O

>***** Mastery *****
>**MER:** Yes
>**Mod:** Action A @O
>**Mod:** Maintain all of victim's special attacks such as Powers, Poison, breath, etc. @O
>**Mod:** Mask – when puppet breaks, a SK vs WP is made to mask the fact the caster was responsible (so puppet doesn't attack them) @O
>**Mod:** Range: 10/12/14/16/18 @R/O/Y/G/B

Psionics - Read Surface Thoughts

This enhancement allows the psionicist to read the thoughts of another individual. The psionicist can only read the thoughts that are on the targets mind at that moment, and cannot see deep memories, thoughts that are being actively suppressed, etc. In other words, it reads what the subject is currently thinking. Needs Sk vs WP to read unwilling targets. [A,2rnds,1sq] @R

>**Mod:** Action is M/P @2/4
>**Mod:** Duration 4/6/8/10/12rnds @R/O/Y/G/B
>**Mod:** Range 2/4/8/10/12sq @R/O/Y/G/B

Psionics - Rend

This enhancement allows a psionicist to telekinetically rip an object or opponent apart, bypassing armor and attacking an individual directly. It hits if Sk beats Energy. Once hit, no further Atk rolls are need each round, if maintained, just Dmg. It causes SK/2 Dmg vs natural armor only. [A,1rnd,6sq] @O

*** **Mastery** ***
   MER: Yes
   Mod: Range is 8/10/12/14/16 sq @R/O/Y/G/B

Psionics - Return

This enhancement causes an item the psionicist recently threw or *hurled* to leap back into his or her hand. Catching the item is guaranteed, moreover it can be caught in any position desired (such as ready to throw) [I,I,12sq] @~

*** **Mastery** ***
   MER: No
   Mod: Range 16/20/24/28/32sq @R/O/Y/G/B
   Mod: If weapon was just thrown at an opponent, then for @O, can go use Hurl (if known) to Atk them on the way back.
   Mod: If the item is stuck the return can pull at SKx2/x3/x4/x5/x6 @R/O/Y/G/B

Psionics - Rip Skill

Requirements: A Successful Mind Meld must be in place
   While melded a non-power skill can be ripped from the target and pulled into the melder, such as move silently, or the punch codes to a facility. Unwilling requires a Skill vs WP. The skill is temporary lasting 10 minutes. Only 1 skill per target may be ripped, other skills simply overwrite the previous. A skill must be "picked" and if it doesn't exist then the meta are wasted [F,5 min,Touch] @R

*** **Mastery** ***
   MER: Yes
   Mod: Can rip 2/3/4/5 skills @O/Y/G/B
   Mod: Action A/M @O/Y
   Mod: Duration 20/30/40/50/60 minutes @R/O/Y/G/B
   Mod: Can rip a power if you are already a user of that power @R

Psionics - Scan mind

Like a ship scanner, a question is asked by the Mind Walker, and then a Skill vs WP is made to see if the answer can be found. On each successive scan, the difficulty doubles (it is hard to pick a mind apart time after time as the reading creates ripples in the mind – like trying to watch the features of your face as you drop pebbles into the water below you). Failure results in the victim knowing it was being scanned. [A,Perm,3sq] @O

*** **Mastery** ***
   MER: Yes
   Mod: Action M @O
   Mod: Can ask 2/3/4 questions without penalty @O/Y/G
   Mod: Range is 4/5/6/7/8sq @R/O/Y/G/B

Psionics - Send Skill

Requirements: A Successful Mind Meld must be in place
   While melded a non-power ability can be sent from the melder into their target, such as move silently. Unwilling requires a Skill vs WP. The skill is temporary, lasting 10 minutes. Only 1 skill per target may be transferred, other skills simply overwrite the previous. [F,10min,Touch] @R
   Mod: Can send 2/3/4/5 skills @O/Y/G/B
   Mod: Action A/M @O/Y
   Mod: Duration 20/30/40/50/60 minutes @R/O/Y/G/B
   Mod: Can send a power if the recipient is already a user of that power @R

Psionics - Sentient Scan

Can sense sentient life. To sense life, it need not be visible but the Psionicist must be able to walk directly to the life form. So sensing in bushes, or around corners or those hiding behind crates are all possible. Sensing those on the other side of a door or in a sealed power suit are much more difficult. Only sentient (intelligent) life can be detected as a SK vs GM Diff. Direction and Number are known on a successful roll. [M,I,12sq] @~

*** **Mastery** ***
   MER: Yes
Mod: Range is 16/20/24 sq @R/O/Y
   Mod: Can determine "general" intent as Friendly/Neutral/Hostile if SK beats WP + GM Diff.
   End: Penetration: Removes about half the difficulty of penetrating doors, suits, and other lesser obstructions. @1AP

Psionics - Shield of Absorption

This enhancement creates a barrier of mental energy which protects the psionicist's body, by absorbing the next 5 Dmg that isn't dodged. [M,3rnds,Self] @R

*** **Mastery** ***
   MER: No
   Mod: Absorbs the next 10/15/20/25/30 Dmg @R/O/Y/G/B
   Mod: Action P @R
   Mod: Duration 4/5/6/7/8rnds @R/O/Y/G/B

Psionics - Shield of Mind and Mater

Creates a half shell shield in front of the caster that protects against physical and Mental attacks only (not energy). Protection is a RC+ to AR and WP of RCB RC10. [M,bind,Self] @bindR

*** Mastery ***
MER: No

Psionics - Shove

Using this enhancement, a psionicist forces an object or opponent backwards with sheer force of mind. The psionicist must roll *skill* vs the target's Str in order to succeed. If successful, the enemy is shoved directly away from the psionicist SK feet. Opponents shoved in this manner take damage for every square shoved if they strike an object in the course of their flight.

This enhancement is very useful for pushing opponent's into pits, over cliffs, etc. [A,I,6sq] @R

*** Mastery ***
MER: Yes
Mod: Action is M @O
Mod: Range 8/10/12/16/18 sq @R/O/Y/G/B

Psionics - Slam

Must be used on an item in the air such as a bird, jet-pack flyer, falling rock (or Toss victim). Slam requires SK vs Energy then (also, if target can resist falling, such as a bird, also need SK vs Str). Slam, slaps target to the ground, adding SK feet of additional falling damage. [A,I,12sq] @R

*** Mastery ***
MER: Yes
Mod: Move action @O
Mod: Range 14/16/18/20/22sq @R/O/Y/G/B

Psionics - Suggestion

The player must write down a specific suggestion the character knows (such as "go to sleep"). Without mastery, this is the only suggestion that can be used. Then the suggestion may be sent into a victim's mind. This requires a SK vs WP to link in and a SK vs Diff to implant. Failure and the victim knows it was being suggested. If implanted, the victim will do as suggested. Suggestions must be short and to the point. More extreme suggestions will add Difficulty to the roll (such as "jump off the cliff.") [A,I,6sq] @O

*** Mastery ***
MER: Yes
Mod: Range is 8/10/12/14/16 @R/O/Y/G/B
Mod: Additional suggestions - 1 AP each – here is a list of common suggestions: Hold (can't move), sleep (fall asleep), Attack Allie (Atk friendly), Jump (Leap

off cliff, balcony, etc.), protect (will protect the caster), hand over treasure (will hand over any nearby treasure). Suggestions must be approved by the GM before writing them down.

Psionics - Telepathy

This allows the psionicist to send thoughts to another individual within 10sq. If the other doesn't speak the psionicist's language or is alien a SK vs Diff must be rolled. [M,1rnds,10sq] @R

Mod: Duration is 2/4/6/8/10rnds @R/O/Y/G/B
Mod: Action is I @O
Mod: Range of 12/14/16/18/20sq @R/O/Y/G/B
Mod: Broad cast to 2/4/6/8/10 targets @R/O/Y/G/B
Neo: Can send to well known friends (i.e., the party) [I,always,20sq] @FREE

Psionics - Toss

Grab a target up to SKx20 lbs and throw it in any direction for SK feet. A SK vs Energy must succeed vs unwilling targets. [A, I, 8sq] @R

*** Mastery ***
MER: Yes
Mod: Range 10/12/14/16/20 sq @R/O/Y/G/B
Mod: Action is M @Y
Mod: Can throw them at another target (falling damage is divided between both and the Atk is SK/2. [A,I,throw distance] @O

Psionics - trip

No force is involved, rather the psionicist enters a victim's head and tries to short out their muscular control. If SK beats WP the target will fall down and be unable to perform any significant motor action for the remainder of the round (but they could still speak, etc. The power of this, is that it is a move action. [M,1 rnd,8sq] @~

*** Mastery ***
MER: Yes
Mod: Range of 10/12/16/20/24sq @R/O/Y/G/B

Psionics - Truth Sense

Can detect the truth of a statement (just true false, not why) as SKx2 vs Cha (or GM set Difficulty) [I,I,6sq sight] @~

*** Mastery ***
MER: Yes
Mod: A follow up SK roll vs GM Diff can tell you what part is a lie @R, and even what the truth is @G.

Psionics - Your Mind to My Mind

Requirements: A Successful Mind Meld must be in place

You can snatch a 5 minute life experience from the target, seeing everything they saw. This requires Skill vs WP roll if the target is unwilling [A, Perm, Touch] @R

*** Mastery ***
MER: Yes
Mod: Can snatch a 10min/1hr/6hr/12hr/1day life experience @R/O/Y/G/B
Mod: Action is M/P @O/Y
Mod: Add sound @O, Add all senses @Y

P—POST PSIONICS

P--PSYCHOSOMATICS

Psychosomatics - Body Heal

Body heal allows Psychosomaticists to heal RCB RC10
Light wounds. To use this power, the Psychosomaticist concentrates upon the wounded area, sending self-healing impulses. The enhancement then automatically heals the Dmg. [M,I,Self] @O
*** Mastery ***
MER: No
Mod: heals RCB RC15/20/25/3V/4V @R/O/Y/G/B

Psychosomatics - Death Blow

This enhancement enables the user to focus mental energy through a physical blow. The energy is then channeled into the target, crushing tissue, causing massive damage, and resulting in death.

Death blow can be activated after the Psychosomaticist has caused wounding damage, but in which the target does not die. The Psychosomaticist then makes a *skill* roll against the victim's FR. If the roll succeeds, the target is dead. [A,I,Self] @R
*** Mastery ***
MER: Yes

Psychosomatics - Electric palm

This power allows the Psychosomaticist to charge a hand with an electric field. The field will last until canceled or released upon a victim. Only one charge may be active at any time.

When wounding Dmg occurs or a hit on conductive substance such as metal armor, the charge is released (along with any normal punching damage). The charge will Deliver a flat RC15 Dmg. [M,until sued,Self] @R
*** Mastery ***

MER: No
Mod: Dmg is RC20/3V/4V @Y/G/B

Psychosomatics - Form, Gonga (Toad)

In Gonga, the toad, form, the psychosomaticist's upper legs will swell, their body hair will reside and their skin will become clammy to the touch. They will tend to walk in a slight crouch. None of these changes are dramatic or will cause problems with typical clothing/armor. Other than roleplaying effects,

Gonga form doesn't really do anything. However, below are a number of bound duration special effects that can be turned on or "added" at any time during Gonga form as an incidental action. Also, at any time any of them may be "upgraded" to a higher binding, freeing up the lesser binding. [A,binds,Self] @bindsO
*** Mastery ***
MER: No
Mod: Action is M @O
Mod: Gonga Speed - are very fast in a short burst providing the Gonga Psychosomatic with a RCB RC10/15/20/25 @bindsR/O/Y/G
Mod: Leap: Any vertical or horizontal leap is made at RCB RC10/25/20/25 @bindsR/O/Y/G
Swimming: Gonga can swim at a their land MR x1/x2/x3/x4 @bindsR/O/Y/G.
Gonga Kick: The kicking force of a Gonga is great. Any kick gains a Dmg RCB of RC5/10/15/20/25 @bindsR/O/Y/G/B.
Mod: Hold Breath: Gonga can hold their breath for an extended period, x2/x4/x8/x16/x32 times longer than normal @bindsR/O/Y/G/B
Mod: Gonga Run: In a full move or run, the Gonga intermixes hops with movement and gains +2/4/8/12/16 sq each round @bindsR/O/Y/G/B.

Psychosomatics - Form, Grey One (Wolf)

Can shape change into a bipedal grey wolf similar to a werewolf in appearance. Clothing and items worn may fall off, cause discomfort, or constrict the character during transformation. The GM will have to govern this. For example, a very strong chest harness may cause chest restriction resulting in death due to suffocation. Mutant's face elongates and fills with teeth like a wolf, his ears and eyes also transform. His body sprouts hair and his nails lengthen, harden and become razor sharp, and his muscles alter. His shoulders also hunch forward. A Gray One is not easy to reason with and has a semi-animal drive. Only enhancements from this kit may be used while the Gray One is in Wolf form. They use natural or MA def and armor. They desire nothing but blood (useless vs robots). Those in environmentally sealed suits and robots will be spared unless they Atk the Grey One – as neither seems to be a food item. Once

all are dead grey one will feed on the blood and meat for d6 rounds, then transform back. Dropping out of form takes a full round and character is exhausted for the following rnd. Only victory and feeding or death can end this state. If bothered by neutral or friendly beings, A WP check must be made vs GM Dif or Grey One will Atk them. If bothered again, difficulty is 2 times as bad, etc. Grey ones will Atk in this order 1 – closest who is attacking grey one, 2 – closest living opponent. Lore and Cha are ½ normal. The grey one attacks with two claw attacks of with Atk RC25 and Dmg of RC12 or a bite with Atk RC14 and Dmg of RC14 [A,binds, Self] @Y

> ***** Mastery *****
> **MER:** No
> **Mod:** Action is M @O
> **Mod:** Enhanced Bite: The Grey one can attack with a rabid bit that also leaves a non-coagulation bacteria that causes any wounding damage to also occur on the next 1/2/3/4/5 rounds @bindsR/O/Y/G/B unless save FR vs Sk. If the bite's continued damage should kill the victim, the Grey One may move on to another target, considering this one dead.
> **Mod:** Lope: The Grey one has a loping gate that can take it farther than normal MR 2/4/6/8/10 @bindsR/O/Y/G/B
> **Mod:** Wolf Stats: Str, Dex, and Awa all gain a RCB RC5/10/15/20/25 @bindsR/O/Y/G/B
> **Mod:** Regeneration: At the end of every round a die of RC4/6/8/10/12 @R/O/Y/G/B is rolled and that much fresh wounds are healed. Remainder stays Fresh
> **Mod:** Rapid Heal: In addition to regeneration, any wound is immediately healed by RC 2/4/6/8/10 @R/O/Y/G/B as it is taken
> **Mod:** No Unconscious: The grey one cannot fall unconscious, starting next round. @BindsG
> **Mod:** Howl: A piercing howl can be used that causes foes within 2 sq to be stricken with fear if SK beats WP. Those stricken have their move and defense cut in half for 2 rounds. Otherwise, they can still attack and fight. May use up to once a round as a Move action @Y
> Growl: A grey one can attack with a guttural growl that can paralyze a foe reducing their Defense to zero (auto hit) if they fail a SK vs WP @Y.

Psychosomatics - Form, Shero (Puma)

Shero Form: In Shero, Puma, form, the psychosomaticist's body hair will thicken while scalp hair shrinks. The muscles will become more smooth and fluid in shape. Ears will gain tufts of hair and teeth will narrow and sharpen slightly. None of these changes are dramatic or will cause problems with typical clothing/armor. Must enter the Shero state before most

of the enhancements below can be used. [A,binds,Self] @O

> **Mod:** Action is M @O
> **Mod:** MR bonus is 5/7/9/11/13 @bindsR/O/Y/G/B
> **Mod:** Leap: Any horizontal leap a distance of 2/4/6/8/10/12 squares @bindsR/O/Y/G/B
> **Mod:** Shero Beauty: Shero can gain a Charisma RCB or RC5/10/15/20/25 @bindsR/O/Y/G/B
> **Mod:** Shero Strike: Shero strike speed (Atk) is very quick giving them a RCB of RC4/8/12/16/20 @bindsR/O/Y/G/B with hands or small (one handed) melee weapons
> **Mod:** Stealth: The Shero can move quietly and without being seen if in shadows or cover with a RCB to any stealth related roll of RC10/20/3V/4V/5V @bindsR/O/Y/G/B
> **Mod:** Shero Hearing: Shero can gain a RC+ to any awareness roll that involves hearing at RC5/10/15/20/25 @bindsR/O/Y/G/B
> **Mod:** Starlight Vision: Shero can see in the faintest light as if in full daylight @BindsO
> **Mod:** Save Nish: Can keep last rounds Nish (no c or t effects). Can only do this once per Nish result, then must wait until next roll. @bindsO

Psychosomatics - Form, Skarc (Snake)

Skarc Form: The snake form, the psychosomaticist's pupils will change to snake form and their tongue will split at the end. None of these changes are dramatic or will cause problems with typical clothing/armor. Must enter the Skarc form before most of the enhancements below can be used. [A,binds,Self] @bindsO

> **Mod:** Action is M @O
> **Mod:** Skarc Nish: Skarc are very fast to react providing the Skarc Psychosomatic with a RCB of RC5/10/15/20/25 to Nish @bindsR/O/Y/G/B
> **Mod:** Snake Strike: In Skarc form the psychosomaticist's limbs will stretch and lengthen allowing melee attacks to be made at +1/2/3 sq @bindsR/O/Y. Limb strength is not weakened, in fact they grow more python like. Such limb stretches are quick events like a snake striking.
> **Mod:** Resist Poison: Any poison save is made at RC+ RC10/20/3V/4V/5V @R/O/Y/G/B
> **Mod:** Resist Heat: Any heat save is made at RCB RC 4/8/12/16/20 @bindsR/O/Y/G/B
> **Mod:** Snake Skin: The Skarc's body will rapidly coat with scales in waves. This provides RC+ RC2/4/6/8/10 AR @bindsR/O/Y/G/B
> **Mod:** Infrared Vision: Can see 10/15/20/25/30 squares in infrared @bindsR/O/Y/G/B

Psychosomatics - Form, Tunka (Lizard)

Description: In Tunka, Lizard, form, the psychosomaticist's body hair will shrink away, the spine will ridge up, the tongue will split and the ears will reduce. None of these changes are dramatic or will cause problems with typical clothing/armor. Must enter the Tunka state before most of the enhancements below can be used. [A,bound,Self] @bindsO

Mod: Action is M @O

Mod: Regeneration: Regeneration heals d4 points of fresh wounds at the end of each round. Only fresh damage received that round can be healed and all remaining damage stays fresh. [P,form,Self] @R

Mod: Regenerates RCB RC5/10/15/20/25 fresh wounds at the end of each round, fresh wounds remain fresh. @bindsR/O/Y/G/B

> **Mod:** Chameleon: The Tunka can alter their body color to appear more like the surroundings. This allows SK to be rolled vs Awa to go unseen if the Tunka isn't moving, even in full daylight at SKx1/x2/x3/x4/x5 @bindsR/O/Y/G/B
> **Mod:** Chameleon Move: Can also Move at MR 2/4/6/8/10 while chameleoned @bindsR/O/Y/G/B
> **Mod:** Lizard Hide: The Tunka's body will rapidly cover with thick scaly hide. This provides RC+ to AR of RC2/4/8/10/12 @bindsR/O/Y/G/B
> **Mod:** Resist Heat: Any heat save is made at RCB RC 4/8/12/16/20 @bindsR/O/Y/G/B

Psychosomatics - Form, Urka (Bear)

Description: In Urka, the bear, form, the psychosomatic will swell in size slightly particularly the arms and chest. The mouth will become a bit more carnivore shaped. Body hear will thicken a bit and head hear will shorten. None of these changes are dramatic or will cause problems with typical clothing/armor. Must enter the Urka state before most of the enhancements below can be used. [A,binds,Self] @bindsO

> **Mod:** Action is M @O
> **Mod:** Urka Strength: are very strong and powerful creatures providing the Urka Psychosomatic with a +d6 Str bonus. [P,form,Self] @FREE
> **Mod:** Buff is d8/d10/d12/d16/d20 @R/O/Y/G/B
> **Mod:** Resistant to Death: Gain a +1/2/3/4/5 to death checks @bindsR/O/Y/G/B/6/7
> **Mod:** Vitalize: Creates a pool of Vitality of size 5/10/15/20/25 that will take damage before any goes to the actual character @BindsR/O/Y/G/B. Can only be done once per battle.
> **Mod:** Resist Stun/Paralysis: Any stun or paralysis save is made at RCB RC5/10/15/20/25 @bindsR/O/Y/G/B

Mod: Maul: Any punch gains the power of Urka which is RC+ RC2/4/6/8/10 @bindsR/O/Y/G/B

Mod: Bear Hug: Any roll to hold an opponent either as a restraint or to cause damage gains a RCB RC4/8/12/16/20 to Dmg or Str @bindsR/O/Y/G/B

Mod: Resist Cold: Any cold save is made at RCB RC 4/8/12/16/20 @bindsR/O/Y/G/B

Mod: Urka Hardiness: Gain a Fortitude RCB ofRC5/10/15/20/25 @bindsR/O/Y/G/B

Mod: Urka Nose: Gain a bonus of RC+ RC4/8/12/16/20 for any Awareness check involving smell @BindsR/O/Y/G/B

Mod: Bite: The Urka R2 can attack with a vice like bite instead of its claws Atk RC14 Dmg is RC14@bindsO

Mod: Once an opponent is bit, the Urka may clamp down and not let go (auto hit each round, just roll Dmg). Victim can try to Str vs Str to break free, but another Dmg is still rolled. In this state all Urka's defense rolls are halved. @BindsO

Mod: Roar: A R1 Urka can issue a powerful roar that may paralyze those in a 45 degree cone directly in front of the Urka outward for 2 squares in the direction the Urka is facing/traveling. A WP vs Skill is rolled and failure halves their movement rate for 2 rounds. This is a Move action that may be done at most, once a round. @BindsO

Mod: Urka Stubbornness: Gain a Will Power RCB ofRC5/10/15/20/25 @bindsR/O/Y/G/B

Mod: Swat: The Urka R2 can attack with a wide powerful swing instead of its claws. Does the same Atk/Dmg as one claw but my strike 2/3/4 adjacent opponents @O/Y/G

Mod: Urka Ears: Gain a RCB of RC5/10/15/20/25 @bindsR/O/Y/G/B

Mod: Starlight Vision: Can see in the dark as if normal daylight as long as there is even the slightest bit of light @bindsO

Mod: Paralyze/Stun Immunity: Resistant to Paralysis/Stun like effects with a RC+ of RC5/10/15/20/25 @bindsR/O/Y/G/B

Psychosomatics - Hearing Boost

This discipline makes the Psychosomaticist's skin more sensitive to vibrations in the air, greatly enhancing hearing to RC+ RC15 [P,binds,Self] @bindsR

*** Mastery ***

    MER: No

Mod: Boost is RC+ RC20/30/4V/5V @=bindsO/Y/G/B

Psychosomatics - Iron Skin

Psychosomaticists may use this enhancement to temporarily transform their flesh into iron-hard, near-

impenetrable tissue. This cannot be used in conjunction with *rough* or *tough* skin, and is considered gone if the user is rendered unconscious. Provides RCB to AR of RC3V [P,binds,Self] @bindsG

*** Mastery ***
    MER: No
    Mod: AR RCB is 6V @BindsB

Psychosomatics - Jump

This enhancement gives the Psychosomaticist greatly enhanced jumping and leaping abilities. The effect is to multiply jumps by 2 [M,binds,Self] @bindsO

    *** Mastery ***
    MER: No
    Mod: Multiply jumps by 3/4/5/6/7 @bindsR/O/Y/G/B.

Psychosomatics - Molecular Diffusion

This highly sophisticated discipline allows users to align the very molecules of their body in such a way as to pass through solid objects without harm.

Psychosomaticists may pass directly through any solid object, living or non living, in their path. This power may be used to walk through walls, get behind opponents, etc. Once through, the Psychosomaticist instantly reverts to their normal solid state. Thus, this enhancement may only be used to pass through one item at a time.

If a psychosomatic with this enhancement states that they are activating it **before** making a Defense roll, then the attack misses as it passes right through them (effective on physical weapons only, not on energy weapons). Of course, the character must have Nish. Works on one weapon, one strike only per use. [I,I,Self] @O

*** Mastery ***
    MER: No
    Mod: To "diffuse" for a the rest of a round, with no movement (i.e., be immune to physical Atks) @O
    Mod: Move through 2/4/8/16/32 feet of material @R/O/Y/G/B. (Most man sized opponents are less than 2 feet thick so a Red will work).

Psychosomatics - Oxygenate

Oxygenate allows Psychosomaticists to absorb oxygen from their body tissue. When used, the oxygen will sustain the user, eliminating any need for breathing, for 30min.

This effects of this enhancement are in addition to the normal amount of time a character can go without air without making a suffocation check. [P,30min,Self] @R

*** Mastery ***

MER: No
Mod: Hold breath 1/2/3/4/5 hours @R/O/Y/G/B

Psychosomatics - Power punch

Power punch allows a Psychosomaticist to increase muscle strength, momentarily enhancing the damage of any punching or kicking blow by RC+ RC4. The enhancement may be activated after the blow hits, but before damage is rolled. [A,binds,Self] @bindsR

*** Mastery ***
    MER: No
Mod: RC+ is RC 8/12/16/20/24 @bindsR/O/Y/G/B

Psychosomatics - Regeneration

Heals SK/10 each round of fresh wounds received that round only. [I,6rnds,Self] @R

*** Mastery ***
    MER: Yes
    Mod: Regenerates SK/5,SK/2 for one round @O/Y, then back to SK/10 unless more Meta is used.

Psychosomatics - Resist All

Physiological attunement that provides the following RCB RC10 to FR, Arc, Ene. [P,6rnds,Self] @R

    *** Mastery ***
    MER: No
    Mod: Buff is RC15/RC20/RC25 @R/O/Y

Psychosomatics - Resist Cold

Individuals with this enhancement are able to mentally strengthen their body's tissues to minimize the effects of cold.

When using this discipline, users receive a RC+ RC10 to cold resistance. [P,binds,Self] @bindsR

*** Mastery ***
    MER: No
    Mod: RC+ is RC15/20/25/3V/4V @bindsR/O/Y/G/B

Psychosomatics - Resist Heat

Individuals with this enhancement are able to mentally strengthen their body's tissues to minimize the effects of heat.

When using this discipline, users receive a RC+ RC10 to heat resistance. [P,binds,Self] @bindsR

*** Mastery ***
    MER: No
    Mod: RC+ is RC15/20/25/3V/4V @bindsR/O/Y/G/B

Psychosomatics - Rough Skin

This discipline transforms the user's skin into a rough outer covering.

Tough skin gives Psychosomaticists RCB 10 to AR (regardless of armor worn). *Cannot be used in conjunction with *tough skin* or *iron skin*, and is considered gone if the user is rendered unconscious. [P,binds,Self] @bindsO

Mod: Buff is 15/20/25 @bindsY/G/B

Psychosomatics - Shape Shift

This feat allows a Mutak to alter their appearance in coloration and hair style with immense capability into another animal or being's form.. No modification to the Mutak's actual mass occurs. However, hair may be grown (even 6' long hair of any color and any pattern. Teeth may change, eye color, pigmentation, shape of ears, nose, hands, feet, etc. The psychosomatic may transform into a large dog, a snake, etc. But again, mass remains the same. The creature must be a known animal or race or a highly believable one. NO SPECIAL abilities of the new shape are gained. In dog form, the psychosomatic will bite just as well as they do in normal form. As a large bird, they will also fly just as well as they fly normally. Etcetera. [A,binds,Self] @bindsR
Mod: As a flying form, flight is allowed at normal MR @bindsG

Mod: As a swimming form (such as a large fish), swimming and under water breathing are allowed at normal MR @bindsG

Mod: As a burrowing form such a large mole, burrowing at ½ MR is allowed @bindsG

Psychosomatics - Speed

Speed gives a Psychosomaticist the ability to accelerate muscle movement and reaction time, increasing movement rate by 2 [M,binds,Self] @bindsR
*** Mastery ***
MER: No
Mod: MR increased by 6/10/14/18/22 @bindsR/O/Y/G/B

Psychosomatics - Strength Surge

Strength surge is much like *strengthen* in that muscle efficiency is increased. Also, biochemical stimulants are released to enhance muscle strength.

Strength surge gives the user RC+ RC10 to strength for any one action (i.e. one roll). This enhancement may not be used in conjunction with *strengthen.* [P,1 roll,Self] @R

*** Mastery ***

MER: No
Mod: RC+ is RC15/20/25/3V/4V @R/O/Y/G/B

Psychosomatics - Strengthen

Users of this discipline increase the efficiency of communication between the brain and musculature, allowing muscles to react more efficiently.

Strengthen increases the user's strength by RCB RC10. This enhancement may not be used in conjunction with *strength surge*. M,binds,Self] @bindsR
*** Mastery ***
MER: No
Mod: RCB of RC15/20/25/30/4V @bindsR/O/Y/G/B

Psychosomatics - Stun

When using *stun,* the Psychosomaticist's mind focuses the power of an attack on the pressure point of the target's body. When the target is hit, the power instantly flows through the Psychosomaticist and into the victim. This enhancement may be used after an attack hits, but before damage is rolled.

If the attack scores damage, SK vs FR or the target is stunned and unable to take any action for 4 rounds. [A,4rnds,Touch] @~
*** Mastery ***
MER: Yes
Mod: Duration of Stun is 8/12/16/20/24 rnds @R/O/Y/G/B
Mod: Can perform stun if opponent hit but no Dmg if SK beats best AR+FR @R.

Psychosomatics - Super Hearing

This enhancement increases a Psychosomaticist's hearing, granting a RCB RC3V bonus to a character's hearing based Awa roll. It may not be used in conjunction with *hearing boost.* [I,1rnd,Self] @R
*** Mastery ***
MER: No
Mod: Duration is 2/3/4/5/6 rounds @R/O/Y/G/B
Mod: RCB is RC4V/6V/8V/10V/12V @R/O/Y/G/B

Psychosomatics - Super Vision

Super vision enhances and improves optical efficiency, granting the user a RCB RC3V buff to a character's vision based Awa rolls. It may not be used in conjunction with *vision boost.* [I,1rnd,Self] @R
*** Mastery ***
MER: No
Mod: Duration is 2/3/4/5/6 rounds @R/O/Y/G/B
Mod: RCB is RC4V/6V/8V/10V/12V @R/O/Y/G/B

Psychosomatics - Tough Skin

This discipline transforms the user's skin into a tough, rocky sheath, even more resistant to damage than *rough skin*.

Tough skin gives Psychosomaticists RCB 20 to AR (regardless of armor worn). *Tough skin* cannot be used in conjunction with *rough skin* or *iron skin*, and is considered gone if the user is rendered unconscious. [P,binds,Self] @bindsY

Mod: Buff is RC3V/4V @bindsG/B

Psychosomatics - Vision Boost

This discipline makes the Psychosomaticist more sensitive to light, greatly enhancing vision to RC+ RC15 [P,binds,Self] @bindsR

*** Mastery ***

MER: No

Mod: Boost is RC+ RC20/30/4V/5V @=bindsO/Y/G/B

Psychosomatics - Vitalize

Using this enhancement, Psychosomaticists may temporarily create a vitality pool of size RC10. All damage is absorbed by the pool until exhausted then damage is applied to the character's normal vitality.

This power may only be used once per battle. The additional Vit points must be the first ones lost in combat. [M,1Combat or exhausted,Self] @bindsR

*** Mastery ***

MER: No

Mod: Action is P @R

Mod: Pool size is RC15/20/25/3V @=bindsO/Y/G/B

P—POST PSYCHOSOMATICS

Python Wrap

Requirements: MA Speed Punch

Some martial art sects carry a wide stretchy material that is roughly reminiscent of snake skin. When stretch wrapped, the nearly unbreakable Python Wrap bonds to itself. Some martial artists are skilled enough to rapidly wrap up a prone opponent like a mummy, rendering them totally helpless.

To use this skill the target must be prone. Then a MA Speed punch Atk must hit the prone target (the typical adjustment for prone targets should apply). If hit this skill is rolled and used for several things. 1) Skx10 must beat the opponent's weight 2) SK must beat the opponent's SB as they try to get away. If these succeed, the target is successfully wrapped up as a mummy. The

wrap's Str rating is SKx2. Virtually no movement is allowed. Breathing is difficult but not to a game impacting state. [A,I, 1sq] @R

*** Mastery ***

MER: Yes

Mod: Action is M @O

Mod: Weight limit is SK x20/x30/x40 @O/Y/G

Mod: Can wrap the mouth, resulting in suffocation rules @R

Q--

Quake

Quake requires the use of a Heavy blunt weapon.

Damage is rolled and this single roll is used for several purposes: 1) to be effected by the following, SKx10 must beat the target's weight, 2) If SK beats the target's Dex, they fall down. A radius of 1sq is affected. [A,I,Self] @~

*** Mastery ***

MER: NO – Use Dmg Buffs

Mod: Action is M @O

Mod: Radius is 2 @O

Quick Draw

Can draw weapon as one action type faster (F to A or M to P, etc.) [above,I,Self] @R

*** Mastery ***

MER: NO – no meaning

Mod: Two action types faster @O

R--

Raise Shields

This skill simply allows an individual to operate a ship or vehicle's shields. Repair to shields may be made as Sk/2 rolls.

Raising shields under normal conditions does not require a skill roll for someone with this skill. Doing so in battle, while being buffeted by hostile space conditions, or if the shields have been damaged may require a roll vs a Dif set by the GM. [varies,I,Self] @~

*** Mastery ***

MER: Yes

Mod: Add a RC+ of RC1/2/3/4/5 @R/O/Y/G/B to the shields themselves [F,4rnds,Ship]

Ranger: Beast Heal

Can heal any basic animal, including your beasts RCB 5 (roll it) [A,Perm,20sq] @R

Ranger: Dismiss Beast

Any summoned beast will run around a corner or into the bushes, if possible, to hide the truth that it can ghost walk and follow the beast master within 4sq. [I,until resummoned,4sq] @~

*** Mastery ***

Mod: A dismissed beast can appear on its own accord if it feels its presence is needed and the character has the necessary yellow, green or blue meta. This is up to the GM (for example the character is unconscious and being attacked etc.) @~

Ranger: One Form

One, just one, of the psychosomatic forms may be learned. [Rule] @Rule

Ranger: Summon Beast

A powerful animal can be summoned, for company and to serve as a combat companion. Each type of animal is an endorsement (1AP) and they are:

- Kodiak Bear (RC 12/25/12)
- Mountain Lion (RC 25/12/14 MR 20)
- Boar (RC 15/15/12 Vit 30)
- Python (RC 10/18/12 can swim and climb at normal MR)
- Raptor (6' tall) (RC 20/18/12)
- Shark (RC 12/18/12 can swim)
- Eagle (RC 16/12/14 MR 24, can fly)

These beasts are designed to augment the Ranger during combat. If they die, they will be ready for resummons, fully healed in d10 rounds. (But a new Yellow, Green or Blue Meta has to have been regained in order to summon them – see below)

When they return, the beast will come to the ranger out of a ghost walk state and serve him faithfully as a very highly trained attack pet that understands verbal commands, a host of hand signals, and even an occasional mental suggestion.

Note at most, the ranger may have 1 beast summoned at a time.

[P,Bound,4sq] @Binds all yellow, green and blue boxes, requires at least 1 yellow, green or blue meta be owned at the time

*** Mastery ***

Mod: Can Summon a 2nd identical beast for 5 rounds @Mega

Red line

By coaxing every little bit of power and performance out of a ship or vehicle's engines and red-lining all the safety indicators, this character can produce more power than normal.

If the station approach to the game is being used, this will produce d2 more energy per D16 die.

Otherwise, the effects are to provide a RCB RC5 to any one ship system for the round, such as a turret, sensors, scanners, etc. If the engines themselves are the target (for faster movement), the player rolls and increases movement by SK/10 sq – max of doubling movement) [A,1rnd,Self] @~

*** Mastery ***

    MER: Yes

Regeneration

Heals one tenth of a roll after combat of Fresh wounds, remainder stays fresh. This allows a character to regenerate wounds. This may only be done once after each combat, and only if the character was wounded. [I,I,Self] @~

*** Mastery ***

    MER: Yes

    Mod: Can regenerate at the end of each round binds @O

    Mod: Regenerates full roll at the end of combat @G at the end of a round @B

    Mod: Will regenerate fresh and/or old wounds bind @Y

Regenerative Stance

By spending a full action in a gathered kneeling position, a regeneration roll of SK/10 may be made versus fresh wounds, regardless of source or when received. This may be done over and over – meta allowing. Only fresh wounds are effected and remainder stay fresh [F,I,Self] @O each roll.

*** Mastery ***

    MER: Yes

    Mod: Old wounds may be so healed with @O meta

Remain Conscious

Gives RC+ RC4 to unconsciousness checks. [I,until Vit = 0 or higher,Self] @R

*** Mastery ***

    MER: Yes

Remove Traps

Removes traps. [F,I,Self] @~

*** Mastery ***

    MER: Yes

    Mod: Action is A @O

Repair Armor

Repair armor allows a character to fix personal armor such as flak jacket, marine armor, Destron armor, shields, etc. Common repairs include fixing damage, power armor short circuits, etc. Ship and vehicle armor

may only be repaired with the *repair hull* skill below. This skill does not apply to cyber armor. So a specific repair need may be attempted as a skill roll vs GM set difficulty.

Also, at the end of the game session when maintenance is calculated, the player may make a roll and reduce armor maintenance by the amount rolled. [30 minutes,I,Self] @~

*** **Mastery** ***
    MER: Yes

Repair ATM

Repair ATM is the skill of repairing *ATM* such as drones, androids, walkers and all similar guild robots.

Also, at the end of the game session when maintenance is calculated, the player may make a roll and reduce ATM maintenance by the amount rolled. [30 minutes,Perm,Touch] @~

*** **Mastery** ***
    MER: Yes

Repair Cyber

Repair all forms of cybernetics.

Also, at the end of the game session when maintenance is calculated, the player may make a roll and reduce Cyber maintenance by the amount rolled. [30 Minutes,Perm,Touch] @~

*** **Mastery** ***
    MER: Yes

Repair Equipment Item

This skill represents the ability to operate, analyze, and *repair* equipment items.

The GM should assign a Dif number to a given task, repair, etc. If the skill roll exceeds this number, the task is accomplished.

Also, at the end of the game session when maintenance is calculated, the player may make a roll and reduce equipment maintenance by the amount rolled. [30 Minutes,Perm,Touch] @~

*** **Mastery** ***
    MER: Yes

Repair Hull

This skill allows characters to repair general damage to a ship or vehicle by repairing SK/10 hull points. This skill includes repairing doors, cargo bays and outer armor. This skill does not, however, allow a character to fix ship systems. The amount repaired is equal to one tenth of the roll.

Also, at the end of the game session when maintenance is calculated, the player may make a roll and reduce ship maintenance by the amount rolled up to

½ the total maintenance (since the hull is only part of the maintenance cost). [F,2rnds,ship] @~

*** **Mastery** ***
    MER: Yes
    Mod: Action is A @O

Repair System

This skill enables a character to make repairs on any ship or vehicle system.

Also, at the end of the game session when maintenance is calculated, the player may make a roll and reduce ship maintenance by the amount rolled up to ½ the total maintenance (since systems are only part of the maintenance cost).
[varies,Perm,Touch] @~

*** **Mastery** ***
    MER: Yes

Repair Weapon

Repair weapon allows a character to fix personal weapons such as swords, pistols, cannons, etc. Common repairs include fixing jams, short circuits, power pack malfunctions, etc. This skill does not apply to cybernetics, ship, or vehicle weapons.

The difficulty of a given repair is determined by the GM, based upon how badly the weapon is damaged — a weapon that jams may be a Dif 5, were a weapon that was broken apart may be a Dif 20 or higher.

Also, at the end of the game session when maintenance is calculated, the player may make a roll and reduce weapon maintenance by the amount rolled. [varies,Perm,Touch] @~

*** **Mastery** ***
    MER: Yes

Resist Cold

Adds RC+ RC6 skill for resisting cold [I,6hrs,Self] @~

*** **Mastery** ***
    MER: Yes at +6RC

Resist Disease

Adds RC+ RC6 skill for resisting disease[I,1hr,Self] @~

*** **Mastery** ***
    MER: Yes at +6RC

Resist Fear

Adds RCB of RC6 to fear checks. [I,12hrs,Self] @~

*** **Mastery** ***
    MER: Yes at +6

Resist Heat

Category: Resist Heat

Adds RC+ RC6 skill for resisting heat [I,6hrs,Self] @~

*** Mastery ***

MER: Yes at +6RC

Mod: AR rolls vs heat/plasma are made at RC+ RC1/2/3/4/5 @R/O/Y/G/B for the 6hr duration.

Resist Mind Control

This gives a character a RC+ RC6 skill for resisting any form of mind control including *Psionics*, *Sorce*, drugs, poisons, etc. Note: the effect must be mind controlling or affecting. [I,4hrs,Self] @~

*** Mastery ***

MER: Yes at +6RC

Resist Pain

Adds RC+ RC6 skill for resisting pain [I,1hr,Self] @~

*** Mastery ***

MER: Yes at +6RC

Resist Poison

Adds RC+ RC6 skill for resisting rolls [I,1hr,Self] @~

*** Mastery ***

MER: Yes at +6RC

Resist Psionics

RC+ RC4 skill for resisting Psionics. [I,combat or situation,Self] @~

*** Mastery ***

MER: Yes at +4RC

Resist Sorce

RC+ RC4 skill for resisting Sorce. [I,combat or situation,Self] @~

*** Mastery ***

MER: Yes at +4RC

Restore meta

Restores meta to a player – allows them an instant regain roll. [A,Perm,Touch] @Y

Mod: Allows them 2/3 regain rolls @O/Y

Mod: Effects 2/3 targets in range @O/Y

Mod: Action is M @O

Mod: Can give away any 1 of your Meta @R

Mod: Range is 4/8sq @R/O

Revive

After someone has failed a death check, this master medic can attempt to resuscitate them by rolling SK vs their negative vitality. Every round past death this skill roll is 1 harder. So a target at -12 that has been dead for 3 rounds would be Dif 15. If fail, NO other attempts may be made.[F,Perm,Touch] @~

*** Mastery ***

MER: Yes

Riposte

If a Parry (see above) or Shield Defense succeeds in stopping ALL Dmg, an immediate Atk back known as a Riposte is allowed if the Character has Nish (with a shield the repost can be made as a shield Bash (if known) or with the main hand weapon, if one is wielded. Note, though Nish is required, a riposte attack does not count as an Initiative action (i.e., it is a free attack). This may be done once a round. [P,I,Self] @O

*** Mastery ***

MER: NO – has no meaning

Mod: Can do it 2 then 3 times a round @Y then @G

Running Diving Lunge

Can run (as a full move), perform a diving summersault for +2sq then roll up to a melee attack. [F,I,Self] @~

*** Mastery ***

MER: Yes – on melee attack die

Mod: Can increase the Run by 4/6/8/10/12sq @R/O/Y/G/B but not more than 3x MR

S--

Same Nish

Keep last rounds Nish (only once then must roll again) This allows a character to keep last round's Initiative roll if it was better than this round's roll. However, this may only occur over one round. If last round's initiative was already a *same Nish* (i.e., not a rolled Nish), then you must keep your actual roll. No t or c effects are saved, just the number. [I,1rnd,Self] @O

*** Mastery ***

MER: NO – no meaning

Mod: Can add RC+ RC10/20/4V/6V/8V @R/O/Y/G/B to last rounds Nish.

Sanctify

Removes negative power (Sorce, Psionics, etc.) effects with a SK roll vs Diff [F,I,Touch] @Y
*** **Mastery** ***
MER: Yes
Mod: Action is A/M @O/Y

Save Nish

"If don't use Nish this round
 automatically win Nish next round. Basically, if you use no part of your Nish, next round your Nish roll is 1 better than anyone else's Nish both friend and foe. [I,1rnd,Self] @O
*** **Mastery** ***
 MER: NO – no meaning
 Mod: If you have an unused Move action, it alone (nothing else) may be used any time next round, even before your actual Nish. @R
 Mod: If you have an unused Atk action, it alone (nothing else) may be used any time next round, even before your actual Nish. @R

Scanners

This skill allows an individual to operate all types of scanners.

Any use of scanners requires a skill roll. The difficulty will be set by the GM.

If scanners are being jammed, two rolls must be made. The first vs the jamming Dif, the second to actually perform the scan (assuming the first succeeded). [varies,I,Self] @~
*** **Mastery** ***
 MER: Yes

Sensors

This skill enables a character to use all types of sensors.

Sensor, rolls are not made at first, Rather, the GM will have the player make sensor rolls when the parameters of the sensor setting (i.e., what they are supposed to detect) have occurred. Sense sensor rolls are passive they are always made at SK/2.

Experienced GMs will occasionally have the player make a roll even though the conditions don't exist to maintain player uncertainty.

If sensors are being jammed, a roll must be made to break through the jam before any additional use of the sensors is allowed. [varies,I,Self] @~
*** **Mastery** ***
 MER: Yes

Shadow Hand

Requirements: Kit
The successfully palmed object (in one's hand and hidden from other's) actually vanishes into the shadow realm (another dimension). Can be recalled at will. Can store up to 1 item per rank in this manner. Item must have encumbrance of 1 or less. [P,Perm,Touch] @R
 *** **Mastery** ***
 MER: No
 Mod: Can store an additional 1/2/3/4/5 items @+1AP/+2AP/+3AP/+4AP/+5AP
 Mod: Can store a 1/2 encumbrance item @Y/B
 Mod: Can store a 3 or 4 encumbrance item @bindY/bindB

Shadow Rise

Can turn into a shadow wisp for a brief second and ascend vertical surfaces up to SK/10 plus RC15 feet, if unobserved. This is a very rapid process taking only a few seconds.[M,I,self] @~
 *** **Mastery** ***
 MER: Yes on RC15 feet
 Mod: Can do if even if observed @O
 Mod: Action is P @R

Shadow Thief: Back Stab

A Small classed melee blade stabbed into the back of an unsuspecting opponent gains double attack and damage [A,I,Self] @~
 *** **Mastery** ***
 Mod: Damage is triple @+O
 Mod Damage is x4 @+G

Shadow Thief: True Thief

Any rolls to pick pockets, palm items, or steal things gain a RCB 5 bonus [I,I,Self] @~
 *** **Mastery** ***
 Mod: RCB 10 @O

Shadow Walk

If in shadows and not seen, the shadow thief may become a shadow ghost and travel anywhere shadows lie. Vertical travel is limited to thief's actual vertical abilities (including jumping). While Shadow Walking, silence is absolute and rolls for avoiding detection are at x5. If noticed (such as attacking, or most other actions) the shadow thief will be forced out of shadow form, back to normal. [M,until leave/detected,Self] @Y
 *** **Mastery** ***

MER: No

Mod: Action is P @R

Mod: Can pop out, make a ranged attack and pop back into shadow form without being noticed if in a semi-hidden location at half Skill vs Awa or Full Skill vs Awa @Y/B

Shanask Dimensional Storage

Requirements: Shanask Storage Cloak

Allows a certain amount of encumbrance to be placed into a dimensional rift in such a manner that it creates no Encumbrance effect on movement. The item(s) must first be placed into the cloak via the feat Shanask Storage Cloak.

This storage is not part of the Shanask's cloak but an opening into another dimension. This starts at up to 2 encumbrance of item(s) that can be so shifted. Meta cost is used to shift each item into dimensional storage, but retrieval is free [M,I,self] @R per item

*** **Mastery** ***

    MER: **NO** – no meaning

    Mod: Action is P/I @O/Y

    Mod: For each AP spent the storage amount increases by 2 to a maximum of 10.

Shanask radiate Fear

Characters who take this discipline always radiates discomfort within 1sq. If a Skill vs WP wins, allies will sense the discomfort but can waive it off, others will try to move out of the radius if they can, or they will sit with a sense of foreboding as discomfort oozes from the character. Discomfort has little impact on combat. [I,Perm,1sq] @~

*** **Mastery** ***

    MER: Yes

    Mod: Range is 2/3/4/5/6sq @R/O/Y/G/B

    Mod: The character is able to ramp up the radiation of discomfort to full out fear. This requires a skill roll versus the opponent's WP or opponents will try to remove themselves from the radius, they will also try to select any other viable opponent to fight if one is readily available. @O

    Mod: Terror**:** Skill vs WP or the victim will do anything humanly possible to extract themselves from the. Attacking the character is out of the question unless cornered. [A,2rnds,6sq] @Y

    Mod: Any of these effects may be focused on a single target (no radius) up to 8/10/12/14sq @R/O/Y/G.

Shanask space walk

The Shanask can move up and down in a vacuum as if invisible stairs existed then horizontally as if invisible floors existed. [M,1 set of stairs,self] @Y

*** **Mastery** ***

    MER: **NO** – no meaning

Shanask Storage Cloak

The cloak can hold 1 encumbrance. Shape and size aren't important just encumbrance and it must be something the Shanask can hold in its "hand" and placed next to the cloak. The encumbrance still applies to the character, it is simply shifted from outside the Shanask (such as in a backpack) to within the dark folds. Such items may be retrieved from any part of the main cloak (not the arms or hood). And stored items have a physical security of RC20S @~

*** **Mastery** ***

    MER: **NO** – no meaning

    Mod: Can store 2/4/8/16/32 encumbrance @R/O/Y/G/B but the encumbrance is still normal and slows movement accordingly.

Shanask submerge

The Shanask is able to enter liquid such as water and move about on the bottom as if they were in a normal atmospheric environment. [M,10rnds,self] @R

*** **Mastery** ***

    MER: **NO** – no meaning

    Mod: Duration is 10min/1hr/10hr/1day @R/O/Y/G

    Mod: A one inch air bubble surrounds the Shanask so their robe and worn items don't get wet. @R

    Mod: The Shanask can move up and down in liquid as if invisible stairs existed then horizontally as if invisible floors existed. Each creation of an "invisible stair" is @O

Shanask Trackless Float

The Shanask floats a millimeter above the floor (all parts of their robe) generating a nearly trackless passing gaining RC+ RC15 to any roll against being tracked. [rule] @~

*** **Mastery** ***

    MER: Yes

Shanask walk on water

The Shanask can float and move on any liquid at normal movement rate or any substance as solid as water such as snow, mud, etc. [Rule] @~

*** **Mastery** ***

    MER: **NO** – no meaning

Shanask mind whisper

The character is are able to communicate through a unique ability that appears to be telepathy but is purely Sorce related. If the target can been seen, the character can "whisper" into their mind even through force fields, space, glass, etc. This is completely undetectable to everyone else. And a roll should be required only in the most extreme case. [I,1 conversation,12sq] @~

*** Mastery ***

MER: Yes

Mod: Whisper 2/4/6/8/10 targets at once @R/O/Y/G/B

Mod: Can make skill roll to whisper into any other language @~

Mod: Range is 16/20/24/28/32sq

Sharp Shooter

Negates all cover. Characters with this enhancement may shoot at opponents who are hiding behind cover if *any* portion of their bodies is visible. *Sharp shooters* may shoot at such opponents with no penalty, negating any bonuses which the opponent may have gotten for being behind cover. [I,1 opponent, Self] @R

*** Mastery ***

MER: NO – no meaning

Shatter weapon

Requirements: A shield defense, or a parry defense where the character's weapon is of a larger size than the opponent's weapon.

The defense/parry must be successful. If so, roll the AR/Dmg again and if it beats the opponent's Dmg, the weapon is shattered. @R

*** Mastery ***

MER: NO – no meaning

Shield bash

Can use your shield's Def/AR rolls as Atk/Dmg in a shield bash. [A,I,1sq] @~

*** Mastery ***

MER: NO – no meaning
Mod: Action is M @Y

Shield Configuration

On many ships, anyone can raise the shields if their station has shield control. However, at times a roll may be required to get the shields up in a difficult situation or maintain shield integrity or repair shield emitters. This skill can be used for such advanced shield configurations. This skill is broken down into a number of Endorsements (see below), each with their own rules. [see below] @See Below

*** Mastery ***

MER: No

End: Common Use: Raising shields in a difficult situation, and other common uses [M,Perm,Instrument] @~ @~AP

End: Repair Shields [A,Perm,Instrument] @~/10

End: More Power: Adds +RC5 to the shields [A,6rnds,Instrument] @~

End: Modulate Shields: Must target one type of damage such as blaster, laser, ion, explosive. This doubles the benefit of the "More Power" endorsement for that type [A,6rnds,Instrument] @~

Shield lend

Can use your shield to protect a target in any adjacent square except directly in front of you. [P,I,1Sq] @R

*** Mastery ***

MER: NO – no meaning

Mod: May perform this maneuver 2/3 times a round @O then @Y

Shield wall

Requirements: M or L class shields

If you have Nish, you can use a Movement action to make one shield AR roll at the shield's AR SKx2. This allows for an Atk action to strike and an enhanced AR roll with the shield if no movement is made. [M,1rnd,Self] @~

Mod: SK*3/4 @Y/G

*** Mastery ***

MER: NO – no meaning
Mod: May use before Nish @O

Siado: Jump Boost

Can double the effect of any one other jump feat or jump roll. [I,I,Self] @R

*** Mastery ***

Mod: jump effect is x3 or x4 @O/G

Siado: Parry Perfect

With a power blade, can parry at RCB 10. [I,Bound,Self] @BoundR

*** Mastery ***

Mod: Can parry at RCB 15/20/25/3V for the rest of the binding @BindsO/Y/G/B

Siado: Power Block

This enhancement is effective against all ranged weapons, even beam weapons.

Characters with this enhancement who are attacked are allowed to make an Atk roll vs the opponent's Atk. If the roll succeeds, the attack is blocked or knocked aside, and does no damage. Otherwise a normal Def/AR roll is allowed. [I,Bound,Self] @BindsR

*** Mastery ***
MER: No (Just Use Weapon Atk Buffs)
Mod: For duration of the bind gain a RC+ 5/10/20/3V @BindsO/Y/G/B

Skill assist

If an ally is making a skill check and you are helping, you may roll a non-doubled skill check and add it to their result. This is not stackable with other skill assist rolls [F,I,1sq] @R

*** Mastery ***
MER: Yes
Mod: Action is A/M @O/Y

Slayer: Combat Buff

Buff a character so that any doubling die roll of 8 is turned into a 16. The Buff may apply to any of these attributes (Atk, Dmg, Def, AR, Nish). This can be done for as many attributes as desired and as many characters as desired, but each attribute per each character requires a binding. [M, Bound, 12sq] @BindsR each attribute, per each character.

*** Mastery ***
Mod: Can bind 2/3/4/5 attributes to the same character @=BindsO/=BindsY/=BindsG/=BindsB

Slayer: Multi Cast

If nothing but the Sorce is done, the round can be treated as if it had two attack actions. [F,1rnd,Self] @G

Slayer: Mega: Assault

All team members may make an immediate attack action, if it is used to attack a target. This does not use any part of their Nish. [M,1rnd,20sq] @Mega

Slayer: Mega: Combat Buff

Buffs, so doubling die rolls of 8 are treated as 16, all party members within 20sq with all five combat buff attributes (Atk, Dmg, Def, AR, Nish) for 10 rounds. [F,10rnds,20sq] @Mega

Slayer: Mega: I need Power

This Mega creates an "extra" set of Meta for use in combat Sorce feats only. It is 1B, 1G, 2Y, 2O, 3R. This should be recorded separately and has no impact on the rest of your meta at all. It cannot be regained in any way. [I,1 battle,Self] @Mega

Slayer: Mega: Power Up

All Meta, for Sorce feats within this class are improved by one color, so a Red Meta becomes an Orange Meta. [I,10rnds,Self] @Mega

Slayer: Slayer

All Sorce damage roles gain a RC+ 5 [I,Bound,Self] @BindsO

*** Mastery ***
Mod: RC+ 10 @+BindsG

Sleight of hand

Can make palmed items (items in the palm) to appear to vanish and/or reappear as if by magic. Item is actually rolled around hand to be unseen, or dropped into sleeve, or use a distraction to drop into a pocket, etc. Skill vs Awa.[M,I,Touch] @~

*** Mastery ***
MER: Yes

Slow Drain

Bleeding occurs every other round. [I,Until Vit 0 or better,Self] @R

*** Mastery ***
MER: **NO** – no meaning
Mod: Bleeding stopped if a FR check vs negative Vit (not Negative Vit x5) succeeds. @O

Snap shot

This is an instant non-aimed shot, highly inaccurate. A snap shot is made at Atk SK/2 with NO buffs/feats of any kind allowed [M, I, Self] @Y

*** Mastery ***
MER: Yes NO – no meaning
Mod: Action is P @O
Mod: Attack is made at SK (not SK/2) but still with NO buffs/feats @Y (Snipers: this Add is @~ but a Full action)
Mod: Dual Snap – Can perform a second basic snap shot on the SAME target on Nish 0 if still alive @B

Sniper

Snipers are adept at using cover to hide, setting up a sniper area, then, via careful aim, quietly firing at targets

with enhanced chance for kill. Sniping requires four things:

1 – Weapon must be rifle class

2 – Weapon must have a rest (tripod, etc.) or sniper must be sitting or prone

3 – Sniper's location may not be perfectly known by target (must be concealed, stealthed, behind bushes, etc.)

4 – Attack is always a full action (no movement allowed that round)

If these four points are not met, no sniper feats or benefits may be used that round. If they are met, it qualifies as a "Snipe" attack.

In other words, sniper shots requires that the weapon be a rifle. That the attack is unknown (in other words the target does not know the sniper's location). They may know direction, even a rough idea of location or a perfect guess, but they can't actually "know" where the sniper is. The sniper's rifle must be supported such as a tripod, on the branch of a tree, or the sniper must be in the prone or sitting position, using arms as a rest. In other words, the sniper's rifle must be held very still and steady – standing off hand or kneeling without some support will not work. To maintain this advantage snipers almost always want a muzzle flash dampener and/or silencer. Otherwise, one snipe shot and you are discovered.

The benefits of a sniper shot are: SKx2 Atk [F,1rnd,Self] @~

*** Mastery ***

    MER: NO – no meaning

    Mod: Action is A @Y

    Mod: Stacks with default non-multi shot buffs binds @O or binds @R,O (craft one or the other)

    Mod: Damage is x2 @O

Sniper Precision

Snipers can aim for a target's head, ignoring body armor unless a helmet exists. Only stacks with Meta Enhanced Rolls. No other buff/feat may be used with Sniper precision.

Result: any wounding damage is doubled due to the head's vulnerability and armor is only rolled if a helmet or head protection exists. Including significant natural armor like chitin. [F,I,Self] @O

*** Mastery ***

    MER: NO – no meaning

    Mod: Armor chink. Works identically and allows a sniper to aim for those small gaps in armor (at least fist sized). Armor chink can't be used versus suit armor. @~

Sniper: Camouflage

If d4 rounds are spent using native fauna, the sniper can magnify any stealth or concealment roll by a factor of 2. [d4rnds,Perm,Self] @~

Sniper: One Shot Kills

If the snipped shot takes a full round (an F action) then the Atk and Dmg gain a RC+ 5 that stacks with one other feat [F,I,Self] @R

    *** Mastery ***

      Mod: RC+ 10 @O

      Mod: RC+ 20Y

Sniper: Penetration

This is a skill roll to fire through obstructions such as walls, carts, etc. at a sniped target. In general the roll is the number of inches penetrated of standard domestic wall or wooden cart. Concrete walls would half or quarter this roll. The skill is designed to ignore the obstruction, allowing the shot to penetrate it without reducing damage. [I,I,Self] @SK

Sniper: Snipe Burst

If the first sniped shot does not kill the target, the entire roll (Atk and Dmg) may be lucked as a second shot, where this feat is the luck (no luck box used). [I,I,Self] @Y

    *** Mastery ***

      Mod: A 3rd shot may be made (luck the roll a 2nd time) @+G

Sniper: Take Your Time

If the snipped shot uses a F action to aim on the first round, then fired on round 2, the Atk and Dmg are both doubled. If the duration is F,F,A (attacking on the 3rd round's Nish), the Atk/Dmg are x4, and if F,F,F,A, then the Atk/Dmg are x8. [varies, I,Self] @~

Social Status

A character with *social status* is considered a member of the "upper crust," and receives various bonuses accordingly. Usually, this means that the character can move in high-class social circles without difficulty, and can deal with upper class individuals without penalties.

This enhancement is also more important to some races than others. The Zin-Shee, for example, with their emphasis on nobility, royalty, etc., find social status very significant. A Zin-Shee with this enhancement is a titled noble — a duke, baron, count, knight, etc., as are members of other races with hierarchical social orders. Often Cha RC+ RC4 are made. [I,situation,Self] @R

*** Mastery ***

    MER: Yes at +4RC

S--SORCE

Sorce - Adhere

When using this enhancement, a Sorcist becomes physically welded to a selected surface. Toppling or moving the Sorcist is nearly impossible. While in this state, the Sorcist rolls Skill+5 vs any form of physical Effect or Dmg (although they are not allowed to defend and are thus automatically hit). If damage does get through, a normal AR check is still allowed. If damage is actually taken, the enhancement is broken. [M,5rnds,Self] @R

*** Mastery ***
MER: Yes
Mod: Action is P/I @R/O
Mod: Duration is 10/15/20/25/30rnds @R/O/Y/G/B

Sorce - Binding word

This binds another individual to an agreement with the Sorcist. This may be a promise, a task, a quest, a secret, etc. The bound individual must freely accept the binding or it will not work.

If at any time the bound individual breaks the agreement, roll SK against the bound individual's Vit. If the Sorcist succeeds, the victim will crumble into dust. [I,Perm,10Sq] @R
*** Mastery ***
MER: Yes (must be spend at time of binding)

Sorce - Blink

Short range teleport to a visible location. Blink will not work through windows, keyholes, etc. Basically, the Sorcist would have to be able to walk to the destination for it to be eligible. [M,I,8sq] @R
*** Mastery ***
MER: No
Mod: Blink up to 12/16/20/24/28sq @R/O/Y/G/B
Mod: Action is P @O

Sorce - Bolt

This is a basic bolt of destructive Sorce power fired from one hand. Attack is equal to the skill and it causes RCB RC10 Dmg. [A,I,8sq] @~
*** Mastery ***
MER: Yes, once for Atk and again for Dmg – so two sets
Mod: Range: 10/12/14/16/18 @R/O/Y/G/B

Sorce - Change Temperature, Freeze

Change Temperature - Freeze: Lowers the temperature of a 2sq cube area by SK degrees. GMs may

limit results to 50 degree steps per casting for game balance.

At 20 below: Those not in winter gear suffer d2 Dmg a round. Most liquids freeze. At 70 below: Those not in winter gear suffer d6 Dmg a round. And those not in Winter but Not Arctic gear suffer d4 Dmg a round. And nearly all liquids freeze. At 130 below: Those in normal gear suffer d8 Dmg a round, those in winder suffer d6, and those in arctic suffer d4 a round. All liquids freeze and powered items will fail each round 1vd6. Plant life dies 1vd6. Once failed they will not work again until warmed. [A,2rnds,10sq] @R
*** Mastery ***
MER: Yes
Mod: Action is M @O
Mod: Duration is 12/14/16/18/20 rnds @R/O/Y/G/B
Mod: Area is 4/6/8/10/12 sq cube @R/O/Y/G/B
Mod: Range is 12/14/16/18/20sq @R/O/Y/G/B

Sorce - Change Temperature, melt

Change Temperature – Melt: Raises the temperature of a 2 sq cube area by SK degrees. GMs may limit results to 50 degree steps per casting for game balance.

At 150 degrees: Those not in sealed environments or special heat resistant clothing will pass out from heat stroke if D10 beats their fortitude. AT 200 degrees: Those not specially protected suffer d6 Dmg a round. And will pass out to heat stroke if D20 beats their fortitude. [A,2rnds,10sq] @R
*** Mastery ***
MER: Yes
Mod: Action is M @O
Mod: Area is 4/6/8/10/12 sq cube @R/O/Y/G/B
Mod: Range is 12/14/16/18/20sq @R/O/Y/G/B

Sorce - Choke

Sorcists using this enhancement can create a *Sorce*-based blockage in the target's windpipe. It does not, of course, work on creatures which do not breathe. A SK vs Sorce is made as an Atk, then, if the Sorcist's *skill* roll exceeds the victim's FR, the victim is incapacitated and cannot speak, but for a whisper, or take any action other than movement of one square per round. [A,2rnd,8sq] @R
*** Mastery ***
MER: Yes
Mod: Duration is 3/4/5/6/7 rnds @R/O/Y/G/B
Mod: Range 10/12/14/16/18 @R/O/Y/G/B

Sorce - Clone

A duplicate materializes in an adjacent square. The clone will mimic all actions of the character, except movement. The clone is completely non-real and acts only as a

distraction. It cannot be harmed and is believable at SK vs WP. [M,4rnds,6sq] @R

*** Mastery ***
   MER: No
   Mod: Lasts for 6/8/10/12/14 Rnds @R/O/Y/G/B
   Mod: Range 8/10/12/14/16sq @R/O/Y/G/B
   Mod: Walk – can move the clone as if it were the character (same MR) @R
   Mod: Sight – can see from clone's eyes @~
   Mod: Can hear from clone's ears @~
   Mod: Attack – can perform any attack from the clone instead of from the caster @R

Sorce - Clone Hop

Requirements: Clone
   With a clone up, the character can swap which one is the clone and which the caster [F,Perm,12Sq] @Y

*** Mastery ***
   MER: No
   Mod: Range 16/20/24/28/32sq @R/O/Y/G/B
   Mod: Action is A/M/P @O/Y/G

Sorce - Crimson Aura of Leech

This is a sinister aura that slowly sucks the life out of nearby enemies. A SK vs Arcane is rolled versus enemies within 1sq. Those who fail suffer SK/10 Damage. [I,1rnd,1sq radius] @R

   *** Mastery ***
   MER: Yes
   Mod: Duration 2/3 rounds @O/Y
   Mod: Radius is 2/3/4/5/6sq @R/O/Y/G/B

Sorce - Crit Box Detection

The character may detect if an opponent has a crit box, and if so, how many as SK vs GM Difficulty. [A,I,8sq] @R

   *** Mastery ***
   MER: yes
   Mod: Action is M @O

Sorce - Crit Box Killer

By firing this spell off, the character envelops a being with a crit box in powerful magic. When the being goes to use its crit box, a SK vs GM Diff is rolled in an attempt to kill the crit box. This difficulty should be at least as hard as the target's best statistic and may well be nearly impossible depending upon how important the crit box is to the GM's story line. [A,1 combat,12sq] @O

*** Mastery ***
   MER: Yes
   Mod: Range is 14/16/18/20/22 @R/O/Y/G/B

Sorce - Death Ray

This power shoots a ray of pure *Sorce* energy, engulfing and draining a victim's life energy. If a *skill* roll exceeds the victim's Def plus Vit, the victim dies and crumbles to dust, life energies completely annihilated. This enhancement works only on living targets. [A,I,10sq] @Y

*** Mastery ***
   MER: Yes
   Mod: Range 10/12/14/16/18 sq @R/O/Y/G/B

Sorce - Detect foe

Detection: Searches for living entities within range and returns a false or positive result. It can ignore known life forms (such as the party or known NPCs) if desired. Requires a Sk versus GM Difficulty. Will provide the number of entities and their direction. [M,1rnd,8sq radius] @R
   *** Mastery ***
   MER: Yes
   Mod: Action is P/I @R/O
   Mod: Radius searched is 8/10/12/14/16sq @R/O/Y/G/B
   Mod: tell friendly/neutral/hostile @R
   Mod: tell race including mechanical @O
   Mod: Identify combat Str (such as 10/4) @Y

Sorce - Displace

Displace causes its user to vanish and reappear some distance away. The Sorcist may select the direction and distance of the displacement up to a maximum of 6sq. The Sorcist does not move over the intervening distance, but simply disappears from one spot then appears in the other.
   Displacing through walls or into areas which the Sorcist can't view is dangerous as the Sorcist may end up displaced into a solid object. [A,I,6sq] @O
   *** Mastery ***
   MER: No
   Mod: Action is M/P @O/Y
   Mod: Range of 8/10/12/16/20sq @R/O/Y/G/B
   Mod: Can displace up to 2/3/4/5/6 others within 2sq @R/O/Y/G/B

Sorce - Door Hand

Instantly opens any door, portal, chest, drawer that could normally be opened by the caster. More difficulty "doors" are opened with a Str equal to SKx2 [M,I,6sq] @~
   *** Mastery ***
   MER: Yes
   End: Action is P @1AP
   Mod: Range is 8/10/12/16/20 sq @R/O/Y/G/B

Mod: Can pick locks/security at SK/SKx2 @O/G
Mod: Str is SKx5/x10 @Y/G

Sorce - double death

If the character fails a death check and should "die." They simply fall over (Shanask become non-corporeal) and appear dead. However, in 4 rounds a second death check is allowed. During the interim, no bleeding will occur. [I,4 rnds,self] @Y
*** Mastery ***
    MER: Yes
    Mod: Works in 3/2/1 round @O/Y/G

Sorce - Energy Blast

This is the big daddy to Bolt. Energy blast allows a Sorcist to fire a bolt of blaster-like Sorce energy from his hand. Atk and Dmg are both at SK, but separate rolls. The blast completely bypasses *Sorce shields*. [A,I,8sq] @Y
*** Mastery ***
    MER: Yes –for Atk and for Dmg separately
    Mod: Range is 10/12/14/16/18 @R/O/Y/G/B
    Mod: Shoot 2/3/4 @Y/G/B (no stacking!)
    Mod: Super shot: same roll used for both Atk and Dmg @Y

Sorce - Ghost Gate

Temporarily transfers a section of wall, door, etc. into another dimension. It will appear thin and nearly transparent. Matter and energy can then pass through it – except for laser or light based energy. The side of the gate is typically 6' in diameter and as deep as the target "wall". Difficulty is set by the GM. Typically a foot thick gate of normal wall is pretty easy and difficulty climbs from there. [F,3rnds,4sq] @Y
    *** Mastery ***
    MER: Yes
    Mod: Action is A/M/P @O/Y/G
    Mod: Lasts for 6/12/24/48 rounds @O/Y/G/B
    Mod: Range is 4/6/8/10/12sq @R/O/Y/G/B
    Mod: Window – the area is in all ways as it was, EXCEPT that it can be seen through in both directions/one direction @~/O

Sorce - Ghost Walk

Sorcists use this power to become completely insubstantial. A *ghost walking* Sorcist grows dim and transparent, actually occupying another dimension. The Sorcist may then walk through walls, doors, other living things, etc.

Ghost walkers are only affected by (and can only be affected by) others in the *ghost walk* dimension. The only exception is that those in either dimension can see objects in the other although everything looks faint and hazy. Objects carried by the Sorcist also become insubstantial, and remain that way until the Sorcist returns to this dimension. Ghost walkers can't see, hear, feel, smell, or taste things in the other dimension.

Ghost walkers must remain within an area having a radius (in squares) equal to 4. Sorcists who go beyond this limit instantly become solid again and the enhancement ends. [F,2rnds,Self] @Y
*** Mastery ***
    MER: No
    Mod: Action is A/M @O/Y
Mod: Duration is 4/6/8/10/12 rnds @R/O/Y/G/B
    Mod: Range of walking is 6/8/12/16/20sq @R/O/Y/G/B
    Mod: Can still hear @O
Mod: Group – can take 1/2/3/4 others with you if they are within 1sq and willing. @O/Y/G/B

Sorce - Glow Globe

Glow globe creates a soft, white light source which illuminates a radius of 8sq. Each hour the radius shrinks by two squares until gone. The globe is a sphere the size of a marble. It can be attached to any willing target (unwilling require a successful touch Atk). [M,spec,6sq] @~
*** Mastery ***
    MER: No
    Mod: Action is P/I @O/Y
    Mod: Range 8/12/16/20/24sq @R/O/Y/G/B
    Mod: Radius 12/16/20/24/28sq @R/O/Y/G/B
    Mod: Stealth – those outside of the radius will see not light or light source. But within the sphere the light is normal. @R

Sorce - Heal All

Heal all will cure all of the damage that an individual has if the Sorcist succeeds at SK vs all Dmg. If no Dmg is healed, another attempt is made at double difficulty, then x4, etc. until the victim receives more damage. This power may only be used on living subjects, including the Sorcist. [A,Perm,Touch] @Y
    *** Mastery ***
MER: Yes
Mod: Action M @O
Mod: Range is 1/2/4/5/6sq @R/O/Y/G/B

Sorce - Healing

This enhancement will heal a number of Fresh Wounds equal to SK. *Healing* can only be used on living subjects, including the Sorcist. [A,Perm,Touch] @Y
*** Mastery ***
    MER: Yes
    Mod: Action is M @O
    Mod: Range is 1/2/4/8/16sq @R/O/Y/G/B

Mod: Can heal Old wounds @O, Critical wounds @G

Mod: Wounds not healed don't slide a type worse @O

Sorce - Holy aura

The character may produce a slight glow, noticeable only at night or in the dark. This generates SK/10 generative healing for wounds received THAT round only. [I,4rnds,Self] @R

*** Mastery ***
MER: Yes
Mod: Duration is 6/8/10/12/14 rnds @R/O/Y/G/B
Mod: Can extend to all

Sorce - Imbue with Starlight Vision

Temporarily imbues the target with starlight vision. The target can see as if in full daylight with the light of only 1 star. [M,bound,4sq] @binds O

*** Mastery ***
MER: No
Mod: Action is P @O
Mod: Ember: Can create a tiny ember of light upon any surface touched (such as your own shoulder or weapon). The ember will be about as bright as a single computer LED, but is adequate to completely light up a stadium for one with Star Light Vision. @~

Sorce - Immortal Stance

This allows Sorcists, and the surface immediately beneath their feet, to become immovable and nearly invulnerable to physical and energy damage.

The user becomes rigid and bonds to any contacted surface. Toppling or moving the Sorcist is nearly impossible— even if the surface is torn away or destroyed, a Sorcist will remain standing on a small fragment of the surface, possibly floating in midair if the ground beneath was destroyed. The bond is at SKx20 for Str or AR.

If any damage is taken a normal AR roll is still allowed. If damage results, the enhancement is broken. [M,1min,Self] @G

*** Mastery ***
MER: Yes
Mod: Duration is 2/4/8/16/32minutes @R/O/Y/G/B
Mod: Action is P @O

Sorce - Life Balance

Life balance allows a Sorcist to distribute damage between two living beings. The total amount of damage

from both beings is added together. The Sorcist then distributes the total as desired (i.e., all to one none to the other, half and half, etc.).

A Sorcist must make a successful punch attack to touch any unwilling subject. Subjects are not allowed an armor roll, not even for Natural Armor. [A,Perm,Touch] @R

*** Mastery ***
MER: No
Mod: Range with friendly only 2/3/4/5/6sq @R/O/Y/G/B

Sorce - Life Drain

This allows the Sorcist to drain Vitality. Thin beams emerge from a Sorcist's fingers when using this enhancement. An attack roll is then made based on the Sorcist's *skill*. If the roll hits, SK/5 maximum Vitality points are permanently drained from the victim. No armor rolls are allowed, not even for Natural Armor. This attack has no effect on non-living targets, such as androids.

Due to the devastating effects of this enhancement, GMs should not allow one player character to use it upon another. [A,I,8sq] @R

*** Mastery ***
MER: Yes
Mod: Range 10/12/14/16/18 @R/O/Y/G/B

Sorce - Light Switch

As the caster walks down a hall or street, all light sources within range will turn on, if desired, including candles, torches, lanterns, incandescent bulbs, florescent tubes, etc. that the light bringer can see. Lights sources that are protected by security won't be effected. [P,10 rounds,4sq] @R

*** Mastery ***
MER: No
Mod: Range is 6/8/10/12/14sq @R/O/Y/G/B
Mod: Duration is 2/4/6/8/10 minutes @R/O/Y/G/B

Sorce - Mass Mutation

Can reduce or increase the weight of an object by SK roll in pounds. Reduction is to a minimum of 1Lb. Unwilling targets require a Sk vs Arcane. Can be cast over and over on the same target. [A,10min,6sq] @R

*** Mastery ***
MER: Yes
Mod: Action is M @O
End: Weightless: can reduce weight to 0 – weightless and into the negatives at which point it will float like a helium balloon. @1AP

Mod: lasts for 20min/30min/1hr/2hr/4hr @R/O/Y/G/B
Mod: Range: 6/8/10/12/14sq @R/O/Y/G/B

Sorce - Nova

Creates a doughnut of light around the caster that bursts into a nova and streaks outward. Causes severe burns to those in the blast. Opponents may jump or dive toward safety. One SK roll is made, if it beats victim's Energy then they will take one tenth that roll as damage. Nova damages all, friend or foe, in blast area. Nova is light so if there is cover, such as an equal or larger sized being protecting a target, then it isn't affected. [A,I,1sq radius] @R

*** Mastery ***
MER: Yes
Mod: Radius is 2/3sq @O/Y
Mod: White Light – will only harm enemies @O
Mod: Can fire nova from a friendly target within 1/2/4/6/8sq @R/O/Y/G/B (warning you may be in radius).

Sorce - Onyx Aura of Death

This is a powerful undead aura that tries to slay victims within 1sq radius. Every round, Sk/10 vs enemy Arcane is made and success slays the target(s). Though the chance is low, it is an AOE (area of effect) and continues to fire each round for a good amount of time. [A,6rnds,1sq radius] @O

*** Mastery ***
MER: Yes
Mod: Action is M @O
Mod: Range is 2/3/4 sq radius @Y/G/B
Mod: Aura lasts for 10/12/14/16/18 rounds @R/O/Y/G/B

Sorce - Radiate Fear

This enhancement causes fear in a radius of 1sq. The fear has a strength equal to the Sorcist's *skill* rating vs WP.

Those who fail will avoid the fear radius if possible, but, if trapped or attacked, they will fight back. [A,2rnds,1sq radius] @R
*** Mastery ***
MER: Yes
Mod: Action is M @O
Mod: Duration is 4/6/8/10/12 rnds @R/O/Y/G/B
Mod: Radius is 2/3/4/5 @O/Y/G/B

Sorce - Sacrifice

By wounding some friendly target, including yourself with a "blessed" dagger. You can heal all within 1sq by the same amount as the Dmg just caused.

Thus 4 damage becomes 4 healing "per" each within 1 sq. The damage caused is beyond critical, actually lowering the victim's max vitality for the amount, for 1 game day (i.e. not recoverable for that game session). After one day the damage becomes critical damage and max vitality returns to normal. The healing works on all wound types, and can heal Shanask and Undead. [A,I,1] @~
*** Mastery ***
MER: No
Mod: Can heal Sacrificial wounds at the rate of one per @O

Sorce - Shockblast

This enhancement electrifies the Sorcist's body. The Sorcist need not touch the target; all targets within one square radius may be attacked. Attacks with this enhancement automatically hit (a dodge roll is allowed), those hit suffer damage equal to Sk/10, no armor unless it is very resistant to electricity. [A,I,1sq radius] @O
*** Mastery ***
MER: Yes
Mod: Radius of 2/3/4/5sq @O/Y/G/B

Sorce - shrink

Can shrink an item by SK inches to a minimum of 1 inch. Item's weight will remain the same at any size. Unwilling targets require a touch Atk and a Sk vs Arcane [A,10rnds,4sq] @R

*** Mastery ***
MER: Yes
Mod: Action is M/P @O/Y

Sorce - solar shield

Category: Environmental
The caster and area immediately around glow so brightly that it is nearly impossible to look at for more than a few seconds. This proves the caster with an RC+ RC10 to Def versus any opponent who must look at the caster (without protection) in order to attack. [P,4rnd,Self] @O

*** Mastery ***
MER: No
Mod: Duration is 6/8/10/12/14 rnds @R/O/Y/G/B

Sorce - Sorce Shield

This shield encases the Sorcist in a chrysalis that repels SK/10 Dmg from each Atk (just treat the result of the SK/10 roll as an armor buff) . [M,4rnds,Self] @R
*** Mastery ***

MER: Yes
Mod: Action P @O
Mod: Duration 6/8/10/12/14 rnds @R/O/Y/G/B

Sorce - Spot Light

Can activate a spot like effect creating a 5 foot diameter disk of light upon the floor and lighting you from head to toe on all sides, no shadows. Useful for showing off, looking important or possibly powerful, for reading or detailed tech work, etc. There is no actual "light source", no way to create a shadow within the light. It will, of course, follow you wherever you go [P, 1 minute or 10rnds,Self] @~

     *** Mastery ***
     MER: No
     Mod: 2/4/8/16/32 minutes @R/O/Y/G/B
     Mod: Can place the spot light upon another willing host within 2/6/10/14/18sq @R/O/Y/G/B. Unwilling require a SK vs Arcane.

Sorce - Summon Stone Block

The caster is able to summon forth a four foot cube block of granite or any smaller size desired. The block must be placed on a horizontal surface – most opponents would not qualify. This skill is useful for holding things up, creating a plug, etc. [A,binds,4Sq] @bindsR
*** Mastery ***
     MER: No
     Mod: Action is M @R
     Mod: Size can be a cube in feet of 6/8/10/12 @=bindsR/O/Y/G/B

Sorce - Sun Burst

A marble sized globe of light spirals rapidly upward like a flair to 50 feet then explodes into a brilliant incandescent light. Everything within 50 sq radius is fully lit for 1 minute (10 rounds). Shadows may exist due to the low altitude but the light is brilliant, equal to full daylight, as if a small sun burst into existence overhead. [A,10rnds,50feet upwards] @R

     *** Mastery ***
     MER: No
     Mod: Action is M @O
     Mod: Duration is 2/4/8/16/32 minutes @R/O/Y/G/B

Sorce - Sunder Door

Can rip a door from its hinges either toward the character or burst it away (no intentional Dmg may be caused either way to opponents) with a Str of SKx5 [A,I,6sq] @O
     *** Mastery ***

MER: Yes
Mod: Str of SKx10/SKx20 @Y/B
Mod: range 8/10/12/16/18 @R/O/Y/G/B
Mod: and crunch door like a wad of paper (just for the fun of it) @R

Sorce - Teleport Self

This allows a Sorcist to teleport instantly to another location. The Sorcists selects the new location and describes it to the GM, who then determines the Difficulty based upon distance, familiarity, current events (teleporting out of a critical situation is harder), etc. [F,I,1mile] @B
*** Mastery ***
     MER: Yes
     Mod: Action is A/M @O/Y
     Mod: Range 10miles/50 miles/orbit or 100 miles/1000 miles/anywhere on planet or orbit @R/O/Y/G/B
     Mod: Take 1 other if touched and willing @G

Sorce - Undead Sight

Category: Environmental
Requirements: Kit
Can now see by undead sight in which life and death create vision traces upon objects. This is "similar" to infravision but is based upon life and death instead of heat and cold. With Undead sight, the character may now sense life in any being without rolling. However, if the life is masked, a roll is required. [I,Perm,Self] @~
*** Mastery ***
     MER: Yes

Sorce - Undead Stealth

The character may roll this skill for stealth rolls. [I,while stealthed,self] @~
*** Mastery ***
     MER: Yes
friendly targets within 1/2/3/4sq @O/Y/G/B

Sorce - Unholy fire

May cause the target's rib bones and skull to burst into unholy crimson/cyan flames that enhance strength and melee damage by RC+ 5 [M,6rnds,Touch] @R
     *** Mastery ***
     MER: No
     Mod: Action is P/I @O/Y
     Mod: Can target 2/3 @=O/Y
     Mod: Duration is 8/10/12/14/16 rnds @R/O/Y/G/B
     Mod: Range is 1/2/4/5/6sq @R/O/Y/G/B

Sorce - Vampiric Touch

Category: Offensive

This power allows Sorcists to drain victims' Vit away and add it to their own. The result is that the victim takes damage and the Sorcist is healed an equal amount.

The Sorcist need only touch a victim in order to perform this enhancement. If the victim is unwilling, the Sorcist must roll his touch Atk. The amount of Dmg caused is equal to SK/10. *Vampiric touch* ignores armor, but does not affect non-living beings. [A,I,Touch] @R

*** Mastery ***
   MER: Yes

S—POST SORCE

Specific Opponent

"Must pick a specific opponent (race, animal, clan, etc.) for each AP spent. Many adventurers throughout known space have "favorite" opponents — races or species which they are particularly skilled at fighting. Characters who wish to use this enhancement should pick a race or species as their specific opponent — Anthropos, Draca, Katha, Horak, etc. All attacks and damages against that particular race are RC+ RC1.

Unlike most other enhancements, *specific opponent* may be selected any number of times (but for a different race each time), with the GM's permission. [I,battle,Self] @R

*** Mastery ***
   MER: Yes at +1RC

Split floor

Must use a heavy blunt weapon. Can slam into crack-able floor up to rock/wood/tile strength and cause a crack to open and close as it ripples toward opponent for 4sq. If they fail a Dex versus your Dmg skill, they will get their feet/lets caught in the crack and become stuck until Str vs Dmg out [A,P,Self] @R
   Mod: Crack is 6/8sq long @O/Y
   Mod: Can effect steel floors @G
   Mod: Deep Chasm: the chasm is SK/2 feet in height. Falling damage may occur and exit may be difficult @G

Sprinter

A sprinter can add one tenth of their Skill roll to any run movement (The full action Move-Move). A sprint, at most, double normal running movement. Any roll past that is wasted or up to GM interpretation. So a character with MR 6 would normally run 12. But if the sprint roll were 32, they would actually move 15 (as one tenth of 32 is 3). [F,1rnd,Self] @~

*** Mastery ***
   MER: Yes

   Mod: Flat bonus of +1/2/4/8/16 @R/O/Y/G/B above and beyond any result above with no double run speed limit.

Starlight Vision

Individuals with this enhancement can see without penalty in low-light. But normal light is excruciatingly bright. [Rule] @8AP

*** Mastery ***
   MER: NO – no meaning
   Mod: Normal light has no negative effects @G AP

Stealth

Stealth is the ability to become undetectable to both sight and sound. The character can move across surfaces without making a sound and slide amongst shadows and terrain undetectable to all but the most prying eye.

Stealth is typically rolled vs others' Awa, and may be modified by terrain, lighting, etc. [I,1rnd,Self] @~

*** Mastery ***
   MER: Yes

Stims

If in a medical lab, the character can concoct stimulants at SK/2 as a RCB. It takes 1hr to manufacture each vial of stim with 4 doses that can be taken at any later date and will last for 6 rounds. Each vial bind a red Meta, if unbound, the vial becomes useless. Each Stim type is an Endorsement costing 2AP each (see below). A Stim target receives dRC5 bonus to the endorsed ability [1hr per vial,bound or used,Touch] @boundR

*** Mastery ***
   MER: Yes
   End: Every separate attribute in Core, Resistance, Science, Combat (not weapons/armor) @2AP each (so Strength @2AP, Dexterity @2AP, etc.)
   End: Hyper Stim - doubles MR

Strength Feats

The character has worked their massive muscles and trained to gain additional (stackable) bonuses of dRC15 on certain common feats of strength (see endorsed areas below). [1 roll,1 roll,self] @O

*** Mastery ***
   MER: Yes
   End: Bend Bars, Dead Lift, Wrestle, Burst Door, Rope Climbing

Strong Attack

Due to pure strength, you can improve the amount of melee weapon damage as +RC5 buff. This is stackable [A,1rnd,Self] @R

*** Mastery ***
MER: Yes
Mod: Duration is 2/3/4/5/6 rnds @R/O/Y/G/B

Strong Stomach

A character with this skill is able to eat almost any food item (not battery acid, etc.) and not get ill including poison and disease. Rolls are only required versus particularly volatile food such as those laced with disease or poison. A RC+ RC6 roll is made to avoid getting ill or vomiting. [I,2hrs,Self] @~
*** Mastery ***
    MER: Yes at +6RC

Strong Will

A character with this skill is allowed a RC+ RC6 roll to stay conscious as a result of critical damage, suffocation, poison, and other effects which require a WP roll to "stay awake." [I,2hrs,Self] @R
*** Mastery ***
    MER: Yes at +6RC

Structural Damage

Personal Weapons cause RC+ RC6 Dmg versus structures Characters with this skill specialize in doing damage to buildings, walls, etc. In effect, such individuals have an inherent understanding of a structure's weak points and are able to attack them with enhanced effectiveness. Note: this enhancement may not be used against ships, vehicles, or automatons. [I,10 minutes,Self] @R
*** Mastery ***
    MER: Yes at +6RC
    End: (Pillars/supports, walls, doors/gates, bridges/catwalks, Ceiling/Cave-in) @2AP each
    Mod: If endorsed AND weapon is Heavy may cause x2/x3/x4/x5 damage @R/O/Y/G

Stunning Blow

This skill is usable only after wounding Dmg occurs, with a weapon suitable for knocking out an opponent (such as nearly any blunt melee weapon).

SK vs FR indicates the opponent is stunned for d4 rounds.

Stunned opponent's stats are all halved including MR, Atk, Dmg, Etc. If successfully stunned again, stats are at ¼, and if stunned a third time, the opponent is effectively paralyzed. [Atk,d4 rnds,Weapon] binds @R per stunned opponent (repeated stuns on the same opponent do not add bindings)
*** Mastery ***

MER: Yes
Mod: Duration is d8/d12 rounds @O/Y
Mod: No Dmg – may opt to cause less or even no Dmg (useful for non-lethal combat) @~
End: A stunning blow can be used to disrupt the targets ability to attack, Move, or Cast. Each of these endorsements must be taken separately @1AP. After a successful stun, the skill is rolled versus FR for Atk or Move and vs WP for casting. Success means that area may not be used until the stun ends. Only one endorsement may be applied per stun, but one target could be stunned over and over to add endorsements. Endorsement use is @R each

Super Nish

After all Nishes have been rolled, the character may change their Nish to match the highest team Nish rolled. No c, t, effect transfers and No Nish over 100 may be used. [I,1rnd,Self] @Y
*** Mastery ***
    MER: No
    Mod: Can accept Nishes to 500/1000 @"G/B"

Suppressive fire

Not all ranged weapons qualify for this kit. The weapon must be capable of firing multiple times in a burst. Most carbines can do this as can other weapons such as a turbo plas.

If so the character can lay down a suppressive fire in a 1x2 square area that helps prevent enemies from moving and firing.

Initially all the player does is indicate the 1x2 grid on the board (no rolling) and have the character perform constant suppressive fire on the area (a F action). Anyone moving more than one square at a time or attacking with any weapon ranged, hurled, or melee is automatically attacked at SK/2 Atk roll for full Dmg IF the character has Nish. Enemies moving/attacking with a faster Nish will suffer no suppressive fire consequences. [F,1rnd,Self] @~
*** Mastery ***
    MER: NO – no meaning
    Mod: Grid is 2x2/2x3/3x3/3x4/4x4 @R/O/Y/G/B
    Mod: Spray - this is an active attack to hit enemies in an area. All within the are attacked at a Atk SK/2 Dmg SK/2. Binds @2. Atk SK/2 full damage binds @Y

Survival

Survival allows characters to live in extremely hostile environments (although such conditions as normal surface pressure and breathable atmosphere must still be present). Characters with this skill can live in many situations and places where a normal individual could

not. They know what kinds of plants and animals are edible, how to find or build shelter, how to obtain drinkable water, etc.

The player should determine exactly what task a PC with *survival* skill is attempting during play. The GM then determines a Dif number based upon how unusual or challenging the task is. Finding water in a desert would have a Dif rating of 20-30, while finding food on a rich, fertile planet would be much easier, Dif 5. [varies,I,Self] @~

*** Mastery ***
     MER: Yes

Swiftness

Can move quite quickly for short bursts improving MR by 2 squares [I, 2rnds, Self] @R
     Mod: Improve movement by 4/6/8 sq @R/O/Y
     Mod: Lasts for 4/8/12 rnds @R/O/Y

Swimming

Without this skill characters must make a check in order to just dog paddle (MR 1). Failure indicates drowning.

This skill enables a character to swim under normal conditions without a skill check. Skill rolls are required only if hazardous conditions exist. Swimming while the tide is coming in or going out might be Dif 5, while swimming through rapids could be as high as 20 or more.

Swimmer's MR is equal to half their normal MR plus one tenth of their skill rating. [varies,I,Self] @~

*** Mastery ***
     MER: Yes

System Critical

If the character attacks a ship or vehicle and causes hull damage, this skill is rolled to see if any extra system damage results such as failed helm, engine, science lab, comm, transporter, turret, forward guns, etc. The difficulty is an open roll that the GM will interpret. [A,I,Self] @Y SK

*** Mastery ***
     MER: Yes

T--

Tactical Analysis

This is a special enhancement used in combat. A character using tactical analysis is trained to observe an opponent's maneuvers, fighting style, movement, etc., while they fight.

On any miss, @R is spent and the miss becomes a RC+ on the next Atk with same weapon and same opponent. If the next Atk also misses, another @R may be spent to store the total of the two previous misses, etc. But, once the *tactical analysis* bonus is used (a hit occurs), it is lost. And must start again. [I,spec,Self] @O..@R..@R see above

*** Mastery ***
     MER: NO – no meaning
     Mod: @O may keep the bonus if an attack hits but no Dmg or special effect occurs to the target.

Tactical gunnery

The tactically skilled character is an expert at combat gunnery and options.

One endorsed type of weapon may be fired for SK/10 more damage. [A,1rnd,Self] @~

*** Mastery ***
     MER: Yes
     End: Blaster, pulse laser, ion, etc. @1AP each
     Mod: Can stack the results round after round as the weapon powers up until a damaging hit occurs @R each additional round
     Mod: Or the SK/10 may be used to improve range (but not Dmg) @~
     Mod: Can be both range and Dmg @Y

Tactical spin

This is a combat tactical skill designed to rotate and opponent to a more favorable facing. A mock melee attack must be made (uses an attack action but will not hit for damage as it is a feint designed to confuse the enemy). Then, if this SK roll beats the target's Awa, the player may turn the target miniature a number of 45 degree turns equal to SK/10. The player chooses which direction the turns are made. So a SK/10 result of 2 would allow two 45 degree turns (or 90 degrees). A SK/10 result of 4 allows for a full 180 degree turn. Any result higher than 4 has no meaning. [P,I,1sq] @R SK

*** Mastery ***
     MER: Yes
     Mod: If the opponent is turned more than 90 degrees, most opponents have broken melee so you get a free attack (no Mods/buffs/etc allowed) @O
     Mod: If more than 90 degrees melee is broken so there is no penalty for breaking melee and moving away, even if opponent has Nish. @R
     Mod: If more than 90 degrees little chance of getting hit by friendly fire. @~
     Mod: Can affect 2/3/4 opponents @O/Y/G if simultaneously engaging you in melee

Tactical team

This is tactical analysis for one or mare allies that lasts for just 1 round. When allies attack the same target they learn from each other's misses until a hit is scored or the round ends. Each miss by anyone with tactical team is added to previous rolls that round until a hit is rolled or the round ends. So if character A missed with a 10, character B attacks with a +10buff. If they also missed rolling a 5 or 15 total, then character A manages a final attack that round, he would have a +15 buff. Only other Tactical Team character's may benefit and only if they each spend an @R [I,1 opponent,Self and 1 other] @R
Mod: Works on separate near identical opponents, such as two mBari warriors. @R

Tactical Weapon

The tactical officer can fire nearly any weapon on the ship from the tactical station as if sitting at the weapon. It costs meta to pull off this type of remote firing [F,1rnd, in Ship]. @O
*** **Mastery** ***
MER: No
Mod: Action is A @O
Mod: May use a ships Primary Turret as a Tactical station @R

Tactical Weapons Array

If at the tactical station, the tactical officer can create a logical array of 2 ship weapon systems such as two turrets or forward guns and a turret, or both forward guns (if there are two separate forward gun systems). This allows the tactical officer to synchronize aiming and fire both sets of weapons himself with one roll. [F,I,Self] @G
Mod: Can make an array of 3 weapons @B
Mod: Action is A @O
Mod: May use a ships Primary Turret as a Tactical station @O

Talent

"pick 1:
Singing
cooking
artist
poetry
dancing
etc."
[varies,I,Self] @~ @AP 3
*** **Mastery** ***
MER: Yes

Taunt

The character, through gestures, remarks and pure body language can enrages opponents and cause them to attack the character rather than other targets. If all targets are equal, taunting an opponent to choose you is pretty easy – may not even need to roll. But taunting an opponent away from the Shanask that just obliterated the opponent's mate will be a lot harder. Taunt difficulty is GM set and based on the opponent's WP. [A, P, vocal Rng]@~
*** **Mastery** ***
MER: Yes
Mod: Action is M/P @O/Y
Mod: Can taunt 2/3 opponents at once @O/Y

Team Cant

Any ally with Team Can't has learned to use sign language, body language, grunts/sneezes/etc and a near 6th sense to converse. This is a nearly silent and very difficult to decipher language. Moreover, it is hard to detect: SK vs Awa. [P,1rnd,10sq Visible] @~
*** **Mastery** ***
MER: Yes
Mod: Compressed Cant: Can crunch communications down in a 5 words to 1 ratio if both characters spend @O, and 10 to 1 @Y
Mod: Totally Silent: both characters must spend @R

Telepathic Picture

Character may send a single still image to the mind of other another ally. Pictures must be of something the member is currently seeing (F,Perm,10sq] @R
Mod: Action is A/M @R/O
Mod: Range 20/40/80/160/320sq @R/O/Y/G/B

Telepathic Scene

Characters may allow their fellow team members to see what they are seeing for 1 round or 15 seconds if out of Nish. [M,1rnd or 15sec,10sq] @O
Mod: Action is P @O
Mod: Range 20/30/40/50/60 sq @R/O/Y/G/B
Mod: Time 2/4/6/8/10 rounds or 30sec/1min/2min/3min/5min/10min if out of Nish @R/O/Y/G/B

Telepathic sound

Characters may allow their fellow team members to hear what they are hearing for 1 round or 15 seconds if out of Nish. [M,1rnd or 15sec,10sq] @R
Mod: Action is P @O
Mod: Range 20/30/40/50/60 sq @R/O/Y/G/B

Mod: Time 2/4/6/8/10 rounds or 30sec/1min/2min/3min/5min/10min if out of Nish @R/O/Y/G/B

Telepathy, Basic

May send 1 word to a single ally. This is a mental word and is silent [P,I,12sq sight] @R
*** Mastery ***
MER: No
Mod: May send message to 2/3/4/5/6 allies at a time @R/O/Y/G/B
Mod: May send 2/3 words @O/Y

Theft

Theft is a general skill involving taking objects without being detected. This could involve pick pocketing, palming items, etc.

The *theft* skill is rolled vs onlooker's Awa. The roll may be adjusted as circumstances dictate — if the item is a small credit chip and the nearest onlooker is 50 feet away, the difficulty may be easy. [varies,I,Self] @~
*** Mastery ***
MER: Yes

Throw Weapon

This enhancement enables a character to throw melee weapons or shields (if shield bash is known) which normally cannot be thrown, such as swords, clubs, krays, etc.

Range is 4sq for thrown melee weapons. Thrown weapons have normal Atk/Dmg. [A,I,Self] @R
*** Mastery ***
MER: NO – no meaning

Tight Grip

This gives a character a RC+ RC6 Strength check when rolling to hold on to anything. [I,6hrs,Self] @R
*** Mastery ***
MER: Yes

Tight Quarters

Many battles take place in the narrow corridors of starships, in the maze-like canyons of distant worlds and the cramped tunnels of alien life forms. The *tight quarters* enhancement enables characters to fight in such surroundings without penalty, usually without a skill roll unless they are VERY tight. @~
*** Mastery ***
MER: Yes

Tough vs Blunt

RC+ RC1 AR vs blunt weapons such as maces, hammers, clubs, etc [I,combat,Self] @~
*** Mastery ***
MER: Yes at +1RC

Tough vs Edged

RC+ RC1 AR vs edged weapons such as swords, daggers, krays, etc [I,combat,Self] @~
*** Mastery ***
MER: Yes at +1RC

Tough vs Energy

Characters with this enhancement may add RC+ RC1 to their AR rolls against energy weapons [I,combat,Self] @~
*** Mastery ***
MER: Yes at +1RC

Tough vs Projectile

This enhancement allows characters to make RC+ RC1 AR rolls vs projectile weapons such as renders, disk weapons, bows, scythe cannon, shirrac, etc. [I,combat,Self] @~
*** Mastery ***
MER: Yes at +1RC

Tracking

Tracking allows a character to follow another individual or an animal by observing tracks, disturbances in the vegetation, odors, etc.

Tracking may be used in any environment, under any circumstances, but poor conditions will provide penalties. On snow or other soft ground, tracks will be easy to follow (Dif 1-5), while on hard-packed dirt or in rocky terrain, a trail will be much harder to detect (Dif 20-30). The amount of time since the tracker's quarry passed adds to difficulty as well (typically doubling the Dif every hour). [varies,I,Self] @~
*** Mastery ***
MER: Yes

Tractor/Repulsor Beam

This skill allows an individual to use a tractor or Repulsor beam on a ship or vehicle. [varies,I,Self] @~
*** Mastery ***
MER: Yes
End: Repair Tractor/Repulsor: Can repair at SK/10 [A,Perm,Instrument] @~

Trade

"Pick 1:
Carpentry
 Masonry
 Teacher
 Business
 Welder
 etc."
 [varies,I,Self] @~ @AP 3
*** Mastery ***
 MER: Yes

Transporter

This skill gives a character the ability to operate any type of transporter. Under ordinary conditions, no rolls are needed to use a transporter. Under difficult conditions — in combat, trying to use a transporter at greater than its ordinary range or capacity, etc. — the GM should assign a Dif rating, and have the player make a skill roll.

Difficult transports are a two roll process: one roll to establish a transporter lock, and a second to actually make the transport. A failed lock prevents transport. A failed transport causes damage to the individual transported equal to the amount of the failure. [varies,I,Self] @~
*** Mastery ***
 MER: Yes
 End: Repair Transporter: Can repair at SK/10 [A,Perm,Instrument] @~
 Mod: Mod: Simultaneous transport of up to 2/4/6/8/10 individuals without any increase in difficulty @R/O/Y/G/B

Trip

Requirements: MA kick
When an opponent moves (is walking/running) and comes within 1sq of you, you may try to trip them. Roll your MA attack and if it hits the opponent, then Dmg is rolled and this one roll is used for several things: 1) The SKx20 must exceed the target's weight. 2) SK must beat the target's Dex. If both are true, the target falls over prone. [M,I,1sq] @R
*** Mastery ***
 MER: NO – no meaning
 Mod: Action is P @O
 Mod: Can trip if target passes within 2/3 sq @R/O
 Mod: By using a leg sweep, the character can use this feat as the character moves past (middle of movement) an opponent, even if the opponent is stationary. @Y

Tunnel

The character can burrow into nearly any surface which is not beyond their claw's capabilities. This is a skill and is not suitable for races other than Draca, Kryll, and Zin-Shee. They can tunnel SK/10 feet around. [F,until stop digging,self] @~
*** Mastery ***
 MER: Yes

U--

V--

Vaccination

If a the virus/bacteria of a disease is analyzed in a lab, the character can concoct an vaccination equal to their SKx2. One dose can be fabricated per 10 minutes. [10min,Perm,Touch] @~
*** Mastery ***
 MER: NO – as the antidote is bottled and handed out. Not a direct skill roll.

Vault away

A vault can be made to break melee combat as SK vs opponent's Attack [I,I,Self] @~
*** Mastery ***
 MER: Yes

Vengeance

If a team member falls unconscious from damage, the rest of the team will gain dRC5 to all combat related rolls as they fight valiantly to protect/avenge their ally. If someone is responsible for the unconscious state and still alive, the bonus persists when that individual is later fought. [I,While unconscious,Self] @R
 *** Mastery ***
 MER: No
 Mod: Death – for death, the buff is dRC10 @O

Vital Sense

Can sense the vitality of those within range as SK vs Diff. [M,1rnd,4sq] @~
 *** Mastery ***
 MER: Yes
 Mod: Action is P/I @O/Y
 Mod: Range 6/8/10/12/14 sq @R/O/Y/G/B

Vitality Pool

Have a pool of size RC 4 Vitality that will take damage before any goes to the actual character. Once the

pool is dropped or damage has depleted it, all damage in the pool vanishes. Only one Vitality pool may be created per battle. [I,Until depleted or battle ends,Self] Binds @O

*** Mastery ***
    MER: NO – No meaning
    Mod: Pool size is RC 6/8/16/26 Binds @+1/+2/+4/+8

W--

Warlock: Imbue Blade

Can place any of the Bio-Warrior Chrysalis powers on another as if their blade where your blade. [Same,Same,Touch] @Same

    *** Mastery ***
Mod: Range is 2/4/8/16/32 sq @R/O/Y//B
Mod: Can affect 2/3/4 targets at once @Y/G/B

Warlock: Mega: I need Power

This Mega creates an "extra" set of Meta for use with Sorce feats only. It is 1B, 1G, 2Y, 2O, 3R. This should be recorded separately and has no impact on the rest of your meta at all. It cannot be regained in any way. [I,1 battle,Self] @Mega

Warlock: Mega: Power Up

All Meta used for Sorce Feats acts as if it were one color higher (no effect on Blue). (I,10rnds,Self) @Mega

Warlock: Sorce Pulse

Any Meta used for a Sorce feat has a 1 in 6 change to be free. After the feat is used and all effects are over, simply roll a d6 and on a 6, the feat's Meta is returned. ONLY works on Feats, not mods, and only on Sorce Feats. [Rule] @Rule

Warrior: Body Stance

Gain RC+ 5 to all physical attribute rolls (Str, SB, Dex, Vit, and RC+ 5 to Vitality Max) (only one stance may be active at a time) [A,Bound,Self] @BindsY
    Mod: RC+ 10 @BindsG

Warrior: Defensive Stance

Gain RC+ 5 to all Def and AR rolls (only one stance may be active at a time) [A,Bound,Self] @BindsY

Warrior: Free Bee

one mastery mod is learned for free with each melee weapon and with each armor. So, for 2AP, the weapon/armor is learned and one mastery mod or buff, etc. may be written down. For any more to be learned

the weapon/armor must be mastered for the normal 4AP. [Rule] @Rule

Warrior: Regenerative Stance

All resistance rolls are doubled, all healing effects and bonuses to death checks, consciousness, bleeding, etc. are doubled including slap packs, first aide, etc. Basically if it keeps the character alive (except for armor) the roll or effect is doubled. (only one stance may be active at a time) [A,Bound,Self] @BindsY

Warrior: Slayer's Stance

Gain RC+ 5 to all melee weapon Atk and Dmg rolls (only one stance may be active at a time) [A,Bound,Self] @BindsY

Watch Your Back

You are able to warn a team member who is going to be attacked from behind. The warning is a combination of verbal, body motion, and 6th sense (difficult to block). This prevents any attack from behind bonuses. [P,I,8sq] @R

    *** Mastery ***
    MER: No
    Mod: Range 16 @O
    Mod: Can warn ahead of Nish @O

Wealthy

This character is rich. The source of the wealth is up to the player and the GM, but in game terms the effects are that the character receives double normal starting credits. Also, all credits gained from adventuring are doubled (the other half represents stocks, bonds, inheritance, allowances, etc.) @B AP

*** Mastery ***
    MER: NO – no meaning
    Mod: Exceptionally wealthy – every new level the character gains 500cr and a bonus 1000cr at Rank. @B more AP

Weapons Display

This enhancement allows the character to demonstrate his or her mastery of a given weapon (each weapon requires 1AP to learn), displaying trick shooting, flourishes, etc., in an attempt to overawe opponents.

A *weapons display* requires an Atk action. The player then rolls his SK vs opponent's WP. If successful the opponents are all afraid of the character and will attempt to avoid him in combat (although they are still free to attack his allies). If the character is the only valid target, they will attack. [A,combat,10sq visible] @~

*** Mastery ***

MER: Yes

Mod: Range 12/14/16/18/20sq @R/O/Y/G/B

Mod: Atk versus a fearful opponent are made with RC+ RC1/2/3/4/5 buff @R/O/Y/G/B

Mod: Fearful opponents will not come within 1/2/3sq @O/Y/G of you unless they break the SK vs WP

Wind walker gentle breeze

After a jump or fall the character can summon a gentle breeze to meet the character and gently lower them to the ground, though it be not even close to strong enough. Distance fallen is reduced by SK feet [I,fall, Self] @R

*** Mastery ***

MER: Yes

Mod: Reduces fall by SK*2/3/4/5/6 feet @R/O/Y/G/B

Wind walker gust of wind

The character can burst from one location to another at the speed of a powerful wind gust. During the near instant movement the character will be seen as a blurred sheet of wind with streaks of color behind. A few aspects such as face, hands, and maybe a weapon will be noticeable, leaving a smear of color in the gust, almost ghost like. A poof of air force will be created at both the starting and ending points, but not enough to matter. Wind Gust replaces the character's Move action entirely and moves for normal MR, just very, very fast. The character is actually physically moving from start to end, in their normal form, but nearly instantaneously. This is mostly a roleplaying effect without Adds. [M, 1rnd, Self] @R

*** Mastery ***

MER: NO – no meaning

Mod: Movement Rate buff of +1/2/4/8/12 sq @R/O/Y/G/B

Mod: Action is P @O

Mod: Duration is 2/4/8 rnds @R/O/Y

Mod: Non Corporeal: During Wind Gust, only the character's face and hands are corporeal, the rest is vaporous. Allowing them to move through/past applicable items. @R

Wind walker run

You can run up the air with fast footwork. Uses a Full action and allows a climb or descent rate of 1ft up/down per 1 sq forward in a straight line. So if 6sq are moved forward, the character can end up as much as six feet up or down in the air. Note, when the movement is over, falling rules apply unless the duration has is still running. [F,1rnd,self] @R

*** Mastery ***

MER: NO – no meaning

Mod: Duration is 2/4/6/8/10 rnds @R/O/Y/G/B

Mod: Action is A/M @O/Y

Mod: Can climb at a faster rate. For every square forward move up 2/3/4/5 feet @R/O/Y/G

Wind walker standing reed

Allows the Wind Walker to perch themselves upon any item that is as strong as a bending reed in the wind, such as tree limbs or a thin lip of a roof. The item will bend and sway, but no balance check is required. The item must have been reached by Wind Walker Run. [I,10rnds or until move, Self] @R

*** Mastery ***

MER: Yes NO – no meaning

Wind walker up thrust

Wind Walker Run up/down to a point in the air (can't fall or jump). Then, the character can stop and be supported by a gentle up thrust of wind beneath their feet. By using this skill, next round the character may again use Wind Walker Run to continue an ascent/descent through the air or even change directions. [I,1rnd,Self] @R

*** Mastery ***

MER: Yes for Add

Mod: Duration is 2/4/6/8/10 rnds @R/O/Y/G/B

Mod: By summoning a more powerful up thrust the character an actually move SK/10 feet up or down as if riding an invisible elevator of wind @R

Wraith: Assassin's Stealth

When performing stealth, concealment, or move silently in order to assassinate a target, the rolls gain a RCB 10 versus the target only. [I,stealth,Self] @BindsR

*** Mastery ***

Mod: RCB of 20 @+BindsY

Wraith: Assassination

If any attack is the first upon a target and the attack wasn't expected (from behind, stealth, invisible, opponent blind, didn't consider character an enemy), the attack is treated as a Back Stab. [A,I,Self] @~

Wraith: Back Stab

A Small or Medium classed blade stabbed into the back of an unsuspecting opponent gains double attack and damage [A,I,Self] @~

*** Mastery ***

Mod: Damage is triple @+O

Mod Damage is x4 @+G

Wraith: Mega – Undead

If the character should die, the player may bring the character back alive (using the Undead Kit) if they have and can fire off this mega. The negatives are the same as dual classing – no green or blue Metas may be used or gained in any way. They are always converted to Yellow. [d4 hours, Perm, Self] @Mega

X--

Y--

Z--

Zero Gravity

Can operate without penalty in zero gravity. Those not familiar with the new, three-dimensional environment of zero-gravity are at a serious disadvantage when it comes to combat. Specialists in this form of fighting have trained to deal with the unusual conditions and physics of low-g surroundings, and may fight without penalty. Usually no skill roll is required.[I,combat,Self] @~

*** Mastery ***

MER: Yes

Handicaps

Handicap	Points	Description
Absent-Minded	3	Must roll to remember things
Bad Balance	3	-10RC penalty to balance
Bad Defense Body	7	-10RC penalty def vs body weapons
Bad Defense vs Hurled	5	-10RC penalty def vs hurled weapons
Bad Defense vs Melee	7	-10RC penalty def vs melee weapons
Bad Defense vs Ranged	7	-10RC penalty def vs ranged weapons
Bad Jumper	3	Half all jumps
Bad Runner	3	Run 1 1/2 MR not 2 MR
Boor	2	-10RC to Cha and act boring
Clumsy	3	-10RC pen to catch and Dex check when handling fragile things
Color Blind	1	Can't see in color at all
Deep Sleeper	2	Sleep through nearly anything and -10RC penalty to wake up
Fast Drain	5	Character bleeds 2 points every round instead of one
Fearful	3	Make fear checks at -10RC
Flirtatious	3	WP vs attrative's Cha or must flirt
Frail	9	Suffer a -5RC penalty to Vitality
Glass Jaw	7	When wounded, WP vs total Dmg or stunned for 1 round
Low Cold Tolerance	3	-10RC versus cold and -1r armor vs cold
Low Death Threshold	9	Death checks start at -5 instead of -10
Low Heat Tolerance	3	-10RC versus heat and -1r armor vs heat
Low poison tolerance	5	-10RC versus poison
Night blindness	3	Blind in low light conditions
Pacifist	5	Won't attack unless them or their allies have been attacked first
Poor Hearing	3	-10RC penalty
Poor Smell	1	-10RC penalty
Poor Taste	1	-10RC penalty
Poor Touch	1	-10RC penalty
Poor Vision	3	-10RC penalty
Poverty	5	All income is cut in half
Short Temper	3	Short tempered and GM may call for a WP check for temper
Slovenly	2	Character is a slob - should be played up
Slow	4	Move the next lower MR than Enc indicates
Slow Healer	4	Natural healing rolls take 4hrs instead of 2hrs
Slow Reaction	5	Can't reroll 16s on doubling die for Nish
Slow Luck Restore	7	Must roll for # of luck boxes regained each game session
Thick-Headed	5	Lore -10RC and stubborn and blunt headed
Tunnel Vision	5	Reduces the angle of sight allowed for vision
Unattractive	3	-10RC to Cha when beauty is relevant
Unhealthy	3	-10RC versus disease
Unlucky	5	Have 1/2 the luck boxes of everyone else.
Very Unlucky	9	Character has 1 luck box plus those gained through advancement
Vulnerable vs Blunt Wpns	4	-5RC to AR versus blunt weapons
Vulnerable vs Edged Wpns	4	-5RC to AR versus edged weapons
Vulnerable vs Energy Wpns	4	-5RC to AR versus energy weapons
Vulnerable vs Proj. Wpns	4	-5RC to AR versus projectile weapons
Weak Grip	3	-10RC on Str to hold onto things
Weak Will	5	-10RC on WP to remain conscious

Handicap Points	+AP each Rank
1-2	1
3-4	2
5-9	3
10-14	4
15-19	5
20 - 29	6
30-39	7
40-49	8
50-99	9
100+	10

Handicap Rules

Handicaps are selected at character creation. The Points of all chosen handicaps is added and look up on the second table above to see how many AP are gained at creation and each new Rank.

Handicaps may be bought off and removed for an AP cost of two times all AP benefits.

Some handicaps are inappropriate for some races. Compiling a detailed table of races and their allowed handicaps would be time consuming and take away from the GM's ability to fine tune the rules to suit his campaign. Thus, before taking any handicap, consult your GM to determine if the handicap may be taken for your character's race.

Lowest Penalty: The lowest a penalty may take an attribute or ability is 1. In this fashion, you will still roll the doubling die and, with luck, can still get very large results from time to time. This follows the general concept of MetaScape that nearly anything is possible.

Handicap List

Absent-minded

Characters with this handicap must make Int rolls to remember important items, names, dates, places, appointments, etc. The Dif is anywhere from 1r to 6r depending on the situation.

Bad Balance

Characters with this handicap must roll at a -3r penalty for all acts which require good balance.

Bad Defense vs Body

Characters with this handicap take a -3r Def penalty vs body weapons.

Bad Defense vs Hurled

This handicap inflicts a -3r penalty on all Def rolls vs hurled weapons.

Bad Defense vs Melee

Characters with this handicap take a -3r Def penalty vs melee weapons.

Bad Defense vs Ranged

Characters with this handicap have a -3r penalty on Def rolls vs ranged weapons.

Bad Jumper

A character with this handicap makes all jumps at ½ the indicated roll.

Bad Runner

A character with this handicap can only run 1 and a half MR instead of two times MR like others.

Boor

The character is socially obnoxious, and annoying. Individuals with this handicap must take a -3r penalty to Cha in all social settings in which being a boor would be a disadvantage. players should roleplay the character in a suitably boorish manner.

Clumsy

This handicap requires that a character roll a Dex check when handling something fragile or in attempts to catch things. All such checks are made at a -3r penalty.

Color Blind

This handicap indicates that a character cannot see colors at all. It may only be taken by members of races who see in color.

Deep Sleeper

A *deep sleeper* will sleep through virtually anything, and suffers a -3c penalty when attempting to wake up, even in the face of loud noise, attack, etc.

Fast Drain

Characters with *fast drain* lose Vit faster than others. Characters with this handicap who take critical Dmg receive **two** points of Dmg per round, instead of one.

Fearful

Fearful characters make fear checks at -3r.

Flirtatious

The character has a hard time resisting members of the opposite sex. As much as anything, flirtatiousness is an opportunity for good roleplaying.

If a *flirtatious* PC encounters an attractive and appealing member of the opposite gender (of the same or similar race), he or she must make a WP check vs Cha or be forced to make romantic overtures. The nature of these overtures is up to the player — they need not be overt or graphic, but must be made nonetheless. Races

with minimal emotions or different biologies such Kryll, Shanask and Calemora are not really appropriate for this handicap, but as always, the GM may decide otherwise.

Frail

Frail characters have a Vit maximum which is -1r below their actual Vit. A Rank 3 frail character with a 12 vitality would, therefore, have only 9 Vitality points, instead of 12. The character may still use his or her normal Vit for all other rolls, however.

Glass Jaw

Each time a character with a *glass jaw* is wounded from a physical blow, he or she must make a WP roll vs the total number of wounds. If the roll fails, the character is stunned for one round (i.e., they lose next round's Initiative).

Limited healing

ONLY heal from regeneration, natural healing, and Sorce spells.

Low Cold Tolerance

Characters with this handicap must make all rolls against cold at -3r. Armor rolls vs cold damage are made at -1r.

Low Death Threshold

Characters with *low death thresholds* begin making death checks at five points of critical Dmg, rather than the normal 10.

Low Heat Tolerance

Characters with this handicap must make all rolls against heat at -3r. Armor rolls vs heat and plasma Dmg are at -1r.

Low Poison Tolerance

Characters with this handicap take a -3r penalty on all rolls to resist poison.

Night Blindness

Characters with this handicap treat low-light conditions as total darkness, and function as if completely blind.

MOODY

Sudden and rapid mood changes are to be expected – this is a roleplaying effect

Pacifist

Pacifists will not normally fight unless they are personally attacked, or one of their allies has actually been hit.

Poor Senses

Characters with this handicap should cut their awareness RC in half. [Rule]

Poor Hearing

This skill replaces all hearing rolls. The skill's RC is ½ the character's Awareness RC. [I,I,Self] @~

Poor Smell

This skill replaces all smelling rolls. The skill's RC is ½ the character's Awareness RC. [I,I,Self] @~

Poor Taste

This skill replaces all taste rolls. The skill's RC is ½ the character's Awareness RC. [I,I,Self] @~

Poor Touch

This skill replaces all Touch rolls. The skill's RC is ½ the character's Awareness RC. [I,I,Self] @~

Poor Vision

This skill replaces all vision rolls. The skill's RC is ½ the character's Awareness RC. [I,I,Self] @~

Poverty

The character is poor, or is badly in debt. Poor characters receive only half their starting credits, and earn mission allowance at one rank below their actual rank. Rank two characters receive pay as if they were rank one, rank three would take pay at rank two, etc. (Rank zero characters still receive normal allowance, however).

If the character becomes poor after generation, then half of the character's funds are immediately deducted, and future allowance penalties are as described above.

Short Temper

Characters with this handicap have a tendency to hit first and ask questions later. If confronted with a situation which the character considers insulting or threatening, the character has a 2v6 chance "blow up," throwing things, yelling, and possibly even starting a

fight. Again, this handicap has excellent roleplaying applications.

Slovenly

The character is, in short, a slob. His or her living conditions and personal habits leave a great deal to be desired. Again, the player should expand upon this handicap, and roleplay for maximum effectiveness.

Slow

A character with this handicap always moves at the next lower MR as indicated on the back of the character sheet.

Slow Healer

The normal amount of time 2hrs is doubled to 4 hrs for *slow healers.*

Slow Reaction

Characters with this handicap can't reroll 16s on the doubling die for Nish rolls.

Slow L:uck Restore

At the beginning of each gaming session, a character with this handicap must make roll a die equal to the number of luck boxes. This is the number they get back (not all of them as is the normal rule).

Thick-Headed

Characters with this handicap are basically slow to notice things, plodding in their thought patterns, stubborn, and unlikely to change their course unless confronted with obvious disaster.

Thick-headedness is another opportunity for good roleplaying, as well. Players may decide that a *thick-headed* character will miss an obvious point, or come to exactly the wrong conclusions given circumstances. Such good roleplaying should, of course, be rewarded by the GM. [Rule]

Tunnel Vision

Characters with this handicap have their field of vision reduced. A member of a race which normally has a 360-degree field of vision is reduced to 270 degrees; 270 is reduced to 180; and 180 is reduced to 90. Races (such as the Shanask) which normally have a 90-degree field of vision may not take this handicap.

Unattractive

Like *beauty*, unattractiveness is a difficult concept to define. Often, unattractiveness is a result of "ugly" personalities, bad habits, etc. In game terms, this disadvantage causes a character to take a -3r penalty on Cha rolls in which physical appearance might be a factor (when dealing with aliens, for example, ugliness is entirely relative, and unlikely to affect Cha).

Unhealthy

Unhealthy characters catch illnesses more easily than other characters. All FR rolls to resist disease are made at -3r.

Unlucky

Unlucky characters must blacken out half their luck boxes – effectively they have half the boxes of everyone else.

Very Unlucky

A character with this handicap has one luck box plus those gained through advancement.

Vulnerable vs Blunt Weapons

Individuals with this handicap make AR rolls vs blunt weapons at -2r.

Vulnerable vs Edged Weapons

Individuals with this handicap make AR rolls vs edged weapons at -2r.

Vulnerable vs Energy Weapons

Characters with this handicap must make AR rolls vs energy or plasma weapons at -2r.

Vulnerable vs Projectile Weapons

Characters with this handicap must make AR rolls vs projectile weapons at -2r.

Weak Grip

This character must take a -1c penalty when rolling to hold onto things that would normally require a Str check.

Weak will

-10RC on WP for consciousness checks.

Player's Manuel
Booklet #5

Weapons

By Blake Mobley

Production

Game Design: Blake Mobley

All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

Master Playtesters: Phillip Bagga, Steve Maybury, Blake Mobley, Steve Tobin, Charlie Bill Vincent, Dave Webb

Regular Playtesters: Chris Aitken, Damon Bailey, Will Grady, Carlin Daggett, Jake Hardy, Tim Kitchens, James (JR) Lantz, Chris Mullins, Jim Neff, Trevor Nielsen, Jeff Overton, Mike Tobin, Kyle Vaughn, Lihao Yang

Notable Playtesters: Mike Bergenheier, Zack Davis, Ivan Medlin,

Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

B/W Art: Could include one or more of: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson

Special Thanks

From Blake Mobley to:
❍ Renay for allowing me to play late into the night for these many years and for supporting my dream.
❍ Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

Copyright Information

Living Game

As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change throughout the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

To download or buy other booklets and products:

www.mentalwinds.com

Tables

Weapon Types

LMH: The first column indicates the weapon's size as L = Light, M = Medium, and H = Heavy.

Stealth: PLAGHE (Poor, Low, Average, Good, High, Extreme) rating for stealthy weapon use. P= very loud, L = loud, A = typical combat, G = somewhat quiet, H = very quiet, E = nearly silent.

Poison Doses: The number of poison doses required to properly coat the weapon so that it is viable for one use as a poison delivery platform. In other words, its takes a lot more poison to coat a sword than it does a blow dart. The effect is exactly the same, one just takes a lot more poison, thus more expensive, thus it takes more ETax of poison. Using less than the indicated number of doses is equivalent to using no poison at all. Using more than the indicated number will have no added benefits.

Sorce Weapons		Stealth	Poison Doses
L	Implosion Ball	A	N/A
L	Sorce Crystal	L	N/A
M	Sorce Saber	H	N/A
Natural Weapons		**Stealth**	**Poison Doses**
L	Bite	H	N/A
L	Claw	H	N/A
M	Grabs/Holds/Throw	A/H/L	N/A
M	Kick	A	N/A
M	Punch	A	N/A
M	Tail	A	N/A
L	Throw Object	A	N/A
L	Touch	E	N/A
Martial Arts		**Stealth**	**Poison Doses**
M	Grabs/Holds/Throw	H/E/L	N/A
M	Kicks - variety	G	N/A
H	Kick - Round House	A	N/A
M	Power Punch	A	N/A
L	Speed Punch	G	N/A

ARCHAIC

Archaic Melee		Stealth	Poison Doses
M	Axe	A	3
H	Ba-Sonk	L	2
M	Club/Mace	L	N/A
L	Dagger	H	1
H	Drac-Maul	L	4
L	Hook-Pa	G	1/2
L	Ka Jung	H	1
H	Kray	L	5
L	Ra-oot	G	2
M	Spear	A	3
M	Sword	A	4
M	Ta-oon	L	3
Archaic Hurled		**Stealth**	**Poison Doses**
M	Axe	A	3
L	Dagger	H	1
H	Drac-Maul	L	4
L	Ra-oot	G	2
M	Spear	A	3
M	Ta-oon	L	3
Archaic Ranged		**Stealth**	**Poison Doses**
L	Blow Gun	E	1/2
M	Bow	G	1
M	Cross Bow	G	1
L	Hand-X-Bow	H	1/2

TECH

Tech Melee		Stealth	Poison Doses
M	Bolt Sword	A	4
L	Combat Knife	G	3
L	Force Gauntlet	L	N/A
L	Laser Blade	H	N/A
H	Plasma Sword	G	N/A
M	Sonic Sword	L	N/A
L	Warrior Claws	H	3
Tech Hurled		**Stealth**	**Poison Doses**
L	Combat Knife	G	3
M	Manta	G	3
L	Shirrac	H	1

Tech Ranged		Stealth	Poison Doses
H	Blaster Cannon	P	N/A
M	Blaster Carbine	L	N/A
L	Blaster Pistol	A	N/A
M	Blaster Rifle	L	N/A
L	Blaster Sheath	A	N/A
M	Bow-Tech	G	N/A
H	Disk Cannon	P	N/A
H	Disk Macrocannon	P	N/A
L	Disk Pistol	A	N/A
M	Disk Rifle	L	N/A
M	Fang Rifle	E	N/A
M	Grenade Launcher UB	A	N/A
H	Hydro Flamer	L	N/A
H	Lob Cannon	L	N/A
M	Lob Carbine	A	N/A
L	Lob Pistol	G	N/A
M	Lob Rifle	A	N/A
H	Microgrenade Launcher	L	N/A
M	Missile Launcher	L	N/A
H	Pulse Laser Cannon	A	N/A
M	Pulse Laser Carbine	G	N/A
L	Pulse Laser Pistol	H	N/A
M	Pulse Laser Rifle	H	N/A
H	Quad Launcher	P	N/A
H	Render	L	N/A
L	Screamer	L	N/A
H	Scythe-Cannon	P	N/A
M	Shotgun, Sawed Off	P	N/A
H	Sonic Disrupter	P	N/A
H	Tharg Cannon	P	N/A
M	Tharg Carbine	A	N/A
L	Tharg Pistol	A	N/A
M	Tharg Rifle	L	N/A
H	Turbo-Plaz	P	N/A

CYBER

Cyber Weapons		Stealth	Poison Doses
L	Cyber Blades	H	2
M	Cyber Claws	H	3
M	Cyber Fist	A	N/A
L	Micro-Laser	H	N/A
H	QA Auto Cannon	L	N/A
M	QA Claw	H	3
H	QA Flamer	L	N/A
M	QA Razor Ball	L	3
H	QA Saw	P	5
L	Stem Jaw	H	N/A
L	Tail Spikes	A	3

BIOTECH

BioTech Weapons		Stealth	Poison Doses
L	Barg Tooth (knife)	H	1
M	Beetle Bomb	L	N/A
H	Belly Gun	A	N/A
M	Bioblade Adolescent	G	3
H	Bioblade Adult	A	4
H	Bioblade Ancient	L	5
L	Bioblade young	G	2
H	Bio Baster	A	N/A
M	Death Eggs	H	N/A
M	Egg Spitter	G	N/A
H	Scorpion Tail	G	1
L	Spike Beetle	H	N/A
L	Spiner	E	N/A
L	Sponge Ball	H	N/A
H	Tentacle Glove	G	3
M	Vine Spear	A	3
M	Web Slinger	G	N/A

Weapons A-B

Weapon	Type	LMH	R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	*	Range	Draw	Cr	Maint	ETax	Enc
Axe	Archaic, Melee	M	Atk	12	12	8	8	8	8	12	0.5			x2	x1x1	x3,x1x2	
			Dmg	8	12	12	12	8	8	12	0.5	1/1	M	75	80	4	2
Axe	Archaic, Hurled	M	Atk	12	12	8	8	8	8	12	0.5				x2	x1x1	
			Dmg	8	12	12	12	8	8	12	0.5	3/8	M	75	80	4	2
Ba-Sonk	Archaic, Melee	H	Atk	8	12	8	8	8	8	12	0.43			x2		x3,x1x1	
			Dmg	8	12	12	8	3	3	12	0.8	1/1	M	120	40	2	2
Bio Barg Tooth (knife)	BioTech, Melee	L	Atk	12	12	8	12	12	12	12	1		x2,x1x1	x3,x1x2	x4,x1x1x1	x2	
			Dmg	12	12	12	12	8	12	12	0.38	0/1	P	45	0	2	1
Bio Beetle Bomb	BioTech, Hurled	M	Atk	12	8	8	12	12	12	12	0.4					x2	
			Dmg	12	12	12	12	8	12	12	RC18x Dmg	3/8	P	200	Buy	8	1
Bio Belly Gun	BioTech, Ranged	H	Atk	12	3	8	12	8	8	8	0.38					x2	
			Dmg	8	8	8	12	3	3	8	1	3/16	A	550	75	10	4
Bioblade Adolescent	BioTech, Melee	M	Atk	12	12	8	12	8	12	12	0.8			x2,x1x1		1x2	
			Dmg	8	12	12	12	8	8	12	0.43	1/1	M	300	0	2	2
Bioblade Adult	BioTech, Melee	H	Atk	8	8	8	12	8	12	12	0.48			x2	x1x1	x3,x1x2	
			Dmg	8	12	12	12	8	3	12	0.6	1/2	A	600	0	4	4
Bioblade Ancient	BioTech, Melee	H	Atk	8	8	8	12	3	8	8	0.38				x2	x1x1	
			Dmg	8	12	12	12	3	3	8	1	1/2	A	1200	0	6	4
Bioblade young	BioTech, Melee	L	Atk	12	8	8	12	8	12	12	1		x2,x1x1		x3,x1x2	x1x1x1	
			Dmg	8	12	12	12	8	8	12	0.38	0/1	P	150	0	2	1
Bio Baster	BioTech, Ranged	H	Atk	8	3	3	12	3	3	8	0.5					x2	
			Dmg	8	8	8	12	3	3	8	0.4	2/8	M	600	90	8	3
Bio Death Eggs	BioTech, Hurled	M	Atk	12	8	8	12	12	12	12	0.48				x2	x1x1	
			Dmg	8	12	12	12	8	12	12	RC10/rnd	3/8	P	50	Buy	2ea	1
Bio Egg Spitter	BioTech, Ranged	M	Atk	12	3	8	12	8	8	8	0.5			x2	x1x1		
			Dmg	12	8	8	12	3	3	8	0.5	1/12	P	500	75	6	2
Bio Scorpion Tail	BioTech, Melee	H	Atk	8	3	8	12	12	8	8	0.43				x1x1	x2	
			Dmg	3	3	8	12	N/A	3	8	0.8	1/2	A	800	25	10	4
Bio Spike Beetle	BioTech, Hurled	L	Atk	12	8	8	12	12	12	12	0.43				x2,x1x1	1x2	
			Dmg	12	12	12	12	8	12	12	0.8	3/8	P	85	Buy	2 per 3	1
Bio Spiner	BioTech, Ranged	L	Atk	12	3	8	12	8	8	8	0.9	x2,x1x1		x3,x1x1x1			
			Dmg	8	8	8	12	3	8	8	0.4	1/12	P	400	30	4	2
Bio Sponge Ball	BioTech, Hurled	L	Atk	12	8	8	12	12	12	12	0.43					x2	
			Dmg	12	12	12	12	8	12	12	RC20 Str	3/8	P	65	Buy	2ea	1
Bio Tentacle Glove	BioTech, Melee	H	Atk	12	8	8	12	3	8	8	0.5					x2	
			Dmg	8	12	12	12	3	3	8	RC20 Str &	0/1	P	600	0	8	1
Bio Vine Spear	BioTech, Hurled	M	Atk	12	8	8	12	8	12	12	0.8				x2	x1x1	
			Dmg	12	12	12	12	8	12	12	.4 Dmg RC18	3/10	M	500	0	8	2
Bio Web Slinger	BioTech, Ranged	M	Atk	12	3	8	12	8	8	8	0.7					x2	
			Dmg	8	8	8	12	3	8	8	RC20 Str	1/12	P	1200	20	6	2
Bite	Natural, Melee	L	Atk	8	8	8	12	N/A	12	12	0.43				x2	x2	
			Dmg	3	8	12	12	N/A	8	12	0.33	0/1	I	0	0	0	0
Blaster Cannon	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.38					x2	
			Dmg	12	3	12	3	3	3	12	1	3/16	A	900	750	10	4
Blaster Carbine	Tech, Ranged	M	Atk	12	8	8	3	8	12	12	0.7			x2,x1x1	x1x2	x3,x1x1x1	
			Dmg	12	8	12	3	8	8	12	0.45	1/12	P	375	450	6	2
Blaster Pistol	Tech, Ranged	L	Atk	12	8	8	3	12	12	12	1		x2,x1x1	x2,x1x1	x2,x1x1	1x1	
			Dmg	12	3	8	3	8	12	12	0.38	2/10	P	250	300	4	1
Blaster Rifle	Tech, Ranged	M	Atk	12	3	8	3	8	12	12	0.43					x2,x1x1	
			Dmg	12	3	8	3	8	8	12	0.8	4/20	A	600	600	8	3
Blaster Sheath	Tech, Ranged	L	Atk	12	8	8	3	12	12	12	1		x2,x1x1	x2,x1x1	x3,x1x1	1x1	
			Dmg	12	8	8	3	8	12	12	0.38	2/10	P	300	300	4	1
Blow Gun	Archaic, Ranged	L	Atk	12	8	8	8	12	12	12	1			x2	x1x1	x3,x1x2	
			Dmg	12	12	12	8	N/A	12	12	0.38	2/10	P	30	10	2	1
Bolt Sword	Tech, Melee	M	Atk	12	8	12	8	8	8	12	0.5			x2	x1x1	x3,x1x2	
			Dmg	12	8	12	3	8	3	12	0.5	1/1	M	300	60 + 50/Bolt	4	2
Bow	Archaic, Ranged	M	Atk	12	12	8	3	8	12	12	0.5			x2	x1x1	x3,x1x2	
			Dmg	12	12	8	8	8	8	12	0.5	1/12	P	120	45	4	2
Bow-Tech	Tech, Ranged	M	Atk	12	8	8	3	8	12	12	0.7	x2	x1x1	x3	x1x1x1,x1x2		
			Dmg	12	8	12	3	12	8	12	0.45	1/12	P	250	100	4	2

Weapons C-K

Weapon	Type	LMH	R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	*	Range	Draw	Cr	Maint	ETax	Enc
Claw	Natural, Melee	L	Atk	N/A	N/A	8	8	N/A	12	12	0.6			x2	x3,x1x1,	x1x2	
			Dmg	N/A	N/A	12	8	N/A	3	12	0.4	0/1	I	0	0	0	0
Club/Mace	Archaic, Melee	M	Atk	8	12	12	12	8	8	12	0.5			x2,x1x1		x3,x1x2	
			Dmg	12	12	12	12	8	3	12	0.5	1/1	M	15	80	4	2
Combat Knife	Tech, Melee	L	Atk	12	8	8	8	12	12	12	0.8		x2	x1x1		1x2	
			Dmg	12	12	12	8	8	8	12	0.43	0/1	P	750	50	2	1
Combat Knife	Tech, Hurled	L	Atk	12	8	8	8	12	12	12	0.8				x2	x1x1	
			Dmg	12	12	12	8	8	8	12	0.43	3/8	P	750	50	2	1
Cross Bow	Archaic, Ranged	M	Atk	12	8	8	3	12	12	12	0.8			x2	x1x1		
			Dmg	12	12	12	8	8	8	12	0.43	1/12	P	250	55	4	2
Cyber Blades	Cyber, Melee	L	Atk	12	8	12	3	12	12	12	0.9			x2,x1x1		1x2	
			Dmg	8	8	12	3	N/A	3	12	0.4	2/10	P	165	20	2	0.5
Cyber Claws	Cyber, Melee	M	Atk	12	8	12	3	12	12	12	0.8			x2,x1x1	x1x2	x3,x1x1x1	
			Dmg	8	8	12	8	N/A	8	12	0.43	0/1	P	270	20	2	1
Cyber Fist	Cyber, Melee	M	Atk	12	8	12	3	12	12	12	0.8			x2,x1x1	x3,x1x2	x1x1x1	
			Dmg	8	12	12	3	N/A	3	12	0.43	0/1	P	900	20	2	1
Cyber Micro-Laser	Cyber, Ranged	L	Atk	12	3	12	3	12	12	8	1			x2	x1x1	x3	
			Dmg	12	3	12	3	N/A	12	8	0.38	2/10	P	450	150	2	1
Cyber QA Auto Cannon	Cyber, Ranged	H	Atk	12	3	12	3	12	8	12	0.43			x1x1	x2	x1x1x1,x1x2	
			Dmg	8	3	12	3	N/A	3	12	0.8	3/16	A	875	375	10	4
Cyber QA Claw	Cyber, Melee	M	Atk	12	8	12	3	12	12	12	0.6			x2,x1x1		x3,x1x2	
			Dmg	8	8	12	3	N/A	8	12	0.48	1/1	M	500	40	4	2
Cyber QA Flamer	Cyber, Ranged	H	Atk	12	8	12	3	12	12	12	0.48			x1x1	x2	x3,x1x1x1	
			Dmg	12	8	12	3	N/A	3	12	0.6	1/12	P	425	425	10	2
Cyber QA Razor Ball	Cyber, Melee	M	Atk	12	8	12	3	12	12	12	0.43		x2	x1x1		x3,x1x2	
			Dmg	8	8	12	3	N/A	3	12	0.9	1/1	M	800	90	6	2
Cyber QA Saw	Cyber, Melee	H	Atk	8	8	12	3	12	8	12	0.4			x2	x3,x1x1	x1x2	
			Dmg	8	3	12	3	N/A	3	12	0.85	1/2	A	325	90	6	4
Cyber Stem Jaw	Cyber, Melee	L	Atk	8	8	12	12	12	12	12	0.8					x2	
			Dmg	8	8	12	12	N/A	8	12	0.43	0/1	P	560	20	2	1
Cyber Tail Spikes	Cyber, Melee	L	Atk	12	12	12	8	12	12	12	0.8			x1x1	x2	x1x1x1	
			Dmg	N/A	N/A	12	3	N/A	3	12	0.43	1/1	M	450	20	2	2
Dagger	Archaic, Melee	L	Atk	12	12	8	8	12	12	12	1		x2,x1x1	x3,x1x2	x4,x1x1x1	x2	
			Dmg	12	12	12	12	8	8	12	0.38	0/1	P	50	40	2	1
Dagger	Archaic, Hurled	L	Atk	12	12	8	8	12	12	12	1			x2	x1x1	x1x2	
			Dmg	12	12	12	12	8	8	12	0.38	3/8	P	50	40	2	1
Disk Cannon	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.38					x2,x1x1	
			Dmg	12	3	12	3	3	3	12	1	3/16	A	900	750	10	4
Disk Macrocannon	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.38				x2,x1x1	x1x1x1,x1x2	
			Dmg	12	3	12	3	3	3	12	1	3/16	A	1200	750	10	4
Disk Pistol	Tech, Ranged	L	Atk	12	8	8	3	12	12	12	0.8			x2,x1x1		x3,x1x2	
			Dmg	12	3	8	3	8	12	12	0.43	2/10	P	225	300	4	1
Disk Rifle	Tech, Ranged	M	Atk	12	3	8	3	8	12	12	0.43				x2	x1x1	
			Dmg	12	3	8	3	8	8	12	0.8	4/20	A	350	600	8	3
Drac-Maul	Archaic, Melee	H	Atk	8	12	12	8	3	8	12	0.38				x2	x1x1	
			Dmg	8	12	12	12	3	3	12	1	1/2	A	215	70	6	4
Drac-Maul	Archaic, Hurled	H	Atk	8	12	12	8	3	8	12	0.38						
			Dmg	8	12	12	12	3	3	12	1	3/6	A	215	70	6	4
Fang Rifle	Tech, Ranged	M	Atk	12	3	8	3	8	12	12	0.5				x2	x2,x1x1	
			Dmg	12	3	8	3	8	8	12	0.5	4/20	A	350	600	8	3
Force Gauntlet	Tech, Melee	L	Atk	12	3	12	3	3	8	12	0.7			x2	x1x1		
			Dmg	12	8	12	3	3	3	12	0.45	0/1	P	300	30	2	1
Grab/Hold/Throw	Natural, Melee	M	Atk	12	12	8	8	8	12	8	0.35			x2		x1x1	
			Dmg	8	12	12	12	8	3	8	0.45	0/1	I	0	0	0	0
Grenade Launcher UB	Tech, Ranged	M	Atk	12	3	8	3	8	8	8	0.43					x2,x1x1	
			Dmg	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1/12	P	350	750	10	2
Hand-X-Bow	Archaic, Ranged	L	Atk	12	8	8	3	12	12	12	1			x2,x1x1			
			Dmg	12	12	12	3	12	12	12	0.38	2/10	P	150	30	2	1
Hook-Pa	Archaic, Melee	L	Atk	8	12	8	8	8	12	12	1		x2,x1x1	x1x2	x3,x1x1x1	x2	
			Dmg	8	12	12	8	3	8	12	0.38	0/1	P	120	40	2	1
Hydro Flamer	Tech, Ranged	H	Atk	12	3	12	3	3	8	12	0.43			x1x1	x2,x1x1x1		
			Dmg	12	3	12	3	3	3	12	0.8	3/16	A	375	425	10	4
Implosion Ball	Sorce, Hurled	L	Atk	12	8	8	3	12	12	12	1					x2	
			Dmg	12	8	12	8	12	8	12	0.38	3/8	P	75	Buy	2 per 3	1
Ka Jung	Archaic, Melee	L	Atk	12	12	8	8	8	12	12	1			x2,x1x1	x3,x1x2	1x2	
			Dmg	8	12	12	8	3	3	12	0.38	0/1	P	125	25	2	1
Kick	Natural, Melee	M	Atk	8	8	3	12	N/A	12	12	0.4			x2	x3,x1x1		
			Dmg	8	12	12	3	N/A	3	12	0.5	0/1	I	0	0	0	0
Kray	Archaic, Melee	H	Atk	8	12	12	8	3	8	8	0.38				x2	x1x1	
			Dmg	8	12	12	12	3	3	8	1	1/2	A	350	120	6	4

Weapons L-S

Weapon	Type	LMH	R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	*	Range	Draw	Cr	Maint	ETax	Enc
Laser Blade	Tech, Melee	L	Atk	12	8	8	3	12	12	12	1		x2	x3,x1x1	x1x2	x4,x1x1x1	
			Dmg	12	3	8	3	8	12	12	0.38	0/1	P	300	40	2	1
Lob Cannon	Tech, Ranged	H	Atk	12	3	8	3	8	8	12	0.38					x2	
			Dmg	12	3	12	3	3	3	12	RC20 Str	3/16	A	600	750	10	4
Lob Carbine	Tech, Ranged	M	Atk	12	8	8	3	8	12	12	0.7			x2	x1x1	x1x2	
			Dmg	12	8	12	3	8	8	12	RC10 Str	1/12	P	200	450	6	2
Lob Pistol	Tech, Ranged	L	Atk	12	8	8	3	12	12	12	1			x2	x1x1		
			Dmg	12	3	8	3	8	12	12	RC5 Str	2/10	P	175	300	4	1
Lob Rifle	Tech, Ranged	M	Atk	12	3	8	3	8	12	12	0.7				x2	x1x1	
			Dmg	12	3	8	3	8	8	12	RC15 Str	4/20	A	400	600	8	3
MA Grab/Hold/Throw	MA, Melee	M	Atk	12	12	8	8	8	12	12	0.45			x2		x1x1	
			Dmg	8	12	12	12	8	3	12	0.7	0/1	I	0	0	0	0
MA Kicks - variety	MA, Melee	M	Atk	12	8	3	12	0	12	12	0.48		x2	x1x1	x3,x1x2	x4,x1x1x1	
			Dmg	8	12	12	3	N/A	8	12	0.6	0/1	I	0	0	0	0
MA Kick - Round House	MA, Melee	H	Atk	12	8	3	12	12	12	12	0.4				x1x1	x1x1x1	
			Dmg	8	12	12	N/A	N/A	3	12	0.9	0/1	I	0	0	0	0
MA Power Punch	MA, Melee	M	Atk	12	12	8	8	12	8	12	0.6			x2	x1x1	x3,x1x2	
			Dmg	8	12	12	8	N/A	3	12	0.48	0/1	I	0	0	0	0
MA Speed Punch	MA, Melee	L	Atk	12	8	8	8	12	12	12	0.9	x2,x1x1	x3,x1x2	x4,x1x1x1	x5,x2x2,x1x1x2	1x1x1x1	
			Dmg	8	12	8	3	N/A	3	12	0.4	0/1	I	0	0	0	0
Manta	Tech, Hurled	M	Atk	12	12	12	8	8	8	12	0.5				x2,	x1x1	
			Dmg	8	12	12	8	8	3	12	0.5	3/10	P	250	50	4	1
Microgrenade Launcher	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.38						
			Dmg	12	3	12	3	3	3	12	RC20 Dmg	3/16	A	850	900	12	4
Missile Launcher	Tech, Ranged	M	Atk	12	3	8	3	8	8	8	0.38					x2	
			Dmg	12	3	12	3	3	3	8	RC20x Dmg	3/16	A	425	500	14	4
Plasma Sword	Tech, Melee	H	Atk	12	8	8	3	12	12	12	0.43				x2,x1x1		
			Dmg	12	3	12	3	8	12	12	0.8	0/1	P	425	120	6	1
Pulse Laser Cannon	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.43				x2,x1x1		
			Dmg	12	3	12	3	3	3	12	0.8	3/16	A	850	750	10	4
Pulse Laser Carbine	Tech, Ranged	M	Atk	12	8	8	3	8	12	12	0.9			x2,x1x1		1x2	
			Dmg	12	8	12	3	8	8	12	0.4	1/12	P	325	450	6	2
Pulse Laser Pistol	Tech, Ranged	L	Atk	12	8	8	3	12	12	12	1	x2,x1x1		x3,x1x2,x1x1x1	x4,x1x1x1x1		
			Dmg	12	3	8	3	8	12	12	0.38	2/10	P	200	300	4	1
Pulse Laser Rifle	Tech, Ranged	M	Atk	12	3	8	3	8	12	12	0.5				x2,x1x1		
			Dmg	12	3	8	3	8	8	12	0.5	4/20	A	500	600	8	3
Punch	Natural, Melee	M	Atk	12	12	8	8	N/A	12	12	0.5			x2,x1x1	x2,x1x2	x3,x1x1x1	
			Dmg	8	12	12	3	N/A	3	12	0.45	0/1	I	0	0	0	0
Quad Launcher	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.38						
			Dmg	12	3	12	3	3	3	12	RC26x Dmg	3/16	A	1500	1200	14	4
Ra-oot	Archaic, Melee	L	Atk	12	12	8	8	8	12	12	1		x2	x1x1	x1x2	x3,x1x1x1	
			Dmg	8	12	12	12	8	8	12	0.38	0/1	P	70	40	2	1
Ra-oot	Archaic, Hurled	L	Atk	12	12	8	8	8	12	12	1		x2	x1x1	x1x2	x3,x1x1x1	
			Dmg	8	12	12	12	8	8	12	0.38	3/8	P	70	40	2	1
Render	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.43				x2	x1x1	
			Dmg	12	3	12	3	3	3	12	0.8	3/16	A	550	750	10	4
Screamer	Tech, Ranged	L	Atk	12	8	8	3	12	12	12	0.7			x2	x1x1	x3,x1x2	
			Dmg	12	3	8	3	8	12	12	0.45	2/10	P	250	75	4	1
Scythe-Cannon	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.38				x2	x1x1	
			Dmg	12	3	12	3	3	3	12	1	3/16	A	800	750	10	4
Shirrac	Archaic, Hurled	L	Atk	12	12	8	8	12	12	12	1				x2,x1x1	x1x2	
			Dmg	12	8	8	8	8	12	12	0.38	2/10	P	145	10	1	0.5
Shotgun, Sawed Off	Tech, Ranged	M	Atk	12	3	8	3	8	8	8	0.8						
			Dmg	12	3	8	1	3	3	8	0.38	1/5	P	200	95	8	2
Sonic Disrupter	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.43					x2	
			Dmg	12	3	12	3	3	3	12	0.8	1/12	P	950	325	10	2
Sonic Sword	Tech, Melee	M	Atk	12	8	8	3	12	12	12	0.5		x2	x1x1	x3,x1x2,x1x1x1		
			Dmg	12	3	8	3	8	12	12	0.5	0/1	P	325	60	4	1
Sorce Crystal	Sorce, Hurled	L	Atk	12	8	8	3	12	12	12	1					x2,x1x1	
			Dmg	12	8	8	12	8	12	12	0.38	2/10	P	50	R	1 per 2	0.5
Sorce Saber	Sorce, Melee	M	Atk	12	8	8	3	12	12	8	1			x2,x1x1		x3,x1x2	
			Dmg	12	3	12	3	12	8	8	0.38	0/1	P	400	40	2	1
Spear	Archaic, Melee	M	Atk	12	12	8	12	8	8	12	0.5				x2	x1x1	
			Dmg	8	12	12	12	3	8	12	0.5	1/1	M	55	80	4	2
Spear	Archaic, Hurled	M	Atk	12	12	8	12	8	8	12	0.5					x2,x1x1	
			Dmg	8	12	12	12	3	8	12	0.5	3/8	M	55	80	4	2
Sword	Archaic, Melee	M	Atk	12	12	8	8	8	8	12	0.5			x2,x1x1		x3,x1x2	
			Dmg	8	12	12	12	8	8	12	0.5	1/1	M	120	80	4	2

Weapons T-Z												R	O	Y	G	B	
Weapon	Type	LMH	R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	*	Range	Draw	Cr	Maint	ETax	Enc
Ta-oon	Archaic, Melee	M	Atk	12	8	8	8	8	8	12	0.5					x2,x1x1	
			Dmg	8	12	12	12	8	8	12	0.5	1/2	A	90	80	4	4
Ta-oon	Archaic, Hurled	M	Atk	12	8	8	8	8	8	12	0.5					x2,x1x1	
			Dmg	8	12	12	12	8	8	12	0.5	3/8	A	90	80	4	4
Tail	Natural, Melee	M	Atk	N/A	N/A	8	8	N/A	12	12	0.4				x2,x1x1		
			Dmg	N/A	N/A	8	3	N/A	1	12	0.45	0/1	I	0	0	0	0
Tharg Cannon	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.43					x2	
			Dmg	12	3	12	3	3	3	12	RC20 Str	3/16	A	600	500	10	4
Tharg Carbine	Tech, Ranged	M	Atk	12	8	8	3	8	12	12	0.9			x2	x1x1	x3,x1x2	
			Dmg	12	8	12	3	8	8	12	RC10 Str	1/12	P	200	300	6	2
Tharg Pistol	Tech, Ranged	L	Atk	12	8	8	3	12	12	12	1			x2	x1x1	x3,x1x2	
			Dmg	12	3	8	3	8	12	12	RC5 Str	2/10	P	175	200	4	1
Tharg Rifle	Tech, Ranged	M	Atk	12	3	8	3	8	12	12	0.5					x2,x1x1	
			Dmg	12	3	8	3	8	8	12	RC15 Str	4/20	A	400	400	8	3
Throw Object	Natural, Melee	L	Atk	12	12	8	12	12	12	12	0.6			x2	x1x1		
			Dmg	3	8	8	3	3	3	12	0.3	0/1	I	0	0	0	0
Touch	Natural, Melee	L	Atk	12	12	8	12	12	12	12	0.6		x2,x1x1		x3,x1x1x1	x4,x1x1x1x1	
			Dmg	1	1	1	1	1	1	12	N/A	0/1	I	0	0	0	0
Turbo-Plaz	Tech, Ranged	H	Atk	12	3	8	3	3	8	12	0.38				x2,x1x1	x1x1x1	
			Dmg	12	3	12	3	3	3	12	1	3/16	A	1250	750	10	4
Warrior Claws	Tech, Melee	L	Atk	12	12	8	8	8	12	12	0.7		x2,	x1x1,	x3,x1x2,		
			Dmg	8	12	12	8	8	8	12	0.45	0/1	P	120	40	2	1

Weapon Mastery

Mastering at a weapon costs 5 AP for the first mastery element, like any other mastery. Each additional element costs 1AP, like all other masteries.

Weapon Mastery Element s come in four flavors:
- MER
- Muti Attack – as listed in the table above (x2, x1x1x1, etc.)
- And Zones.
- Individual weapon Mastery listed in the table below. These masteries must be listed under the specific weapon in the description section below, in order to be learned for that weapon.

MER

Use Standard MER rules.

MULTI ATTACK

These are found on the large alphabetical table of weapon above. The format is x#. A x2 means two attacks on one opponent. A x1x1 means one attack on two opponents, these two effects are not interchangeable. A x2 can't attack two opponents and a x1x1 can't attack just 1 opponent twice. Each entry is a mastery element and they may all be taken for 1AP each. Thus, it is possible of have a x2,x1x1 on the same Meta color. The player then has the option of picking one of the other each time.

ZONES

Your GM can explain Zones to you. Basically your weapon's listed range is Zone 1. Closer than minimum range is Zone 0, and Zone 2, Zone 3, etc. are multiples of that range. Attacking outside of zone 1 will increase the target's Defense difficulty. However, you can gain Zone elements. This is equivalent to special training to make long (or point blank) attacks without penalty.

Most weapons quality for Zone elements as follows:
Melee
- Zone 0 @Y (doesn't apply if the weapons minimum is already 0)
- Zone 2 and up are not options

Hurled
- Zone 0 not a mastery option
- Zone 2/3 @O/G

Ranged
- Zone 0 not a mastery option
- Zone 2/3/4/5/6 @R/O/Y/G/B

Once owned, Meta may be used to power a weapon's known zone to eliminate the normal penalties associated with attacking into that zone. A zone will ONLY work for that weapon and for that specific zone. Of course, multiple zones may be learned if available.

INDIVIDUAL WEAPON MASTERIES

The following tables list a number of individual weapon masteries. Each weapon below, will indicate which of these individual masteries may be learned for it.

MER Stack: This column indicates whether the individual weapon mastery stacks with that weapon's MER.

Mastery A to E		
Mastery Element	**Description**	**MER Stack**
Aimed Shot	If, from Nish to the end of the round a single target is held in the sites fore the entire time, the Atk roll is doubled. @O	Y
Armor Avoidance	If opponent's armor is any besides power suit or full (including partial and cyber) or tower shield, then there is a 50% chance (4^6) that armor is avoided and all damage is versus Natural Armor @R.	Y
Armor Puncture	If wounding Dmg results, then the roll is normal. But if Dmg is tool low to cause wounds, then double the Dmg and if this exceeds the opponent's armor, the armor has been punctured for a single point of wounding Dmg - regardless of the numbers. Useful for poison delivery. @~	Y
Armor Sunder	The non-doubling die roll of the Dmg roll destroys that much armor. @R	Y
Armor Sunder, Brittle	The non-doubling die roll of the Dmg roll destroys that much armor if the armor is brittle (metal, ceramic, carapace, etc.) @R	Y
Assassin's Move	If the weapon is placed within an inch of a target and then activated, it is an automatic hit. Just roll damage. @R	N
Back Stab Eligible	Eligible for use with backstab feats - learned separately. @Rule	N/A
Body Spike	Upon command of a master, the creature will stab with its central body spike. There is no Def roll for this, just Dmg versus AR. @O	N
Bolt Firing	Can fire the bolt out of a bolt sword using the weapon's Atk/Dmg @~	Y
Boomerang	Can make an Attack on a second target on the return trip if a target lies along the path @Y	Y
Break Arm	Once Atk is successful and wounding Dmg results Break Arm if Str beats Str @O	N/A
Break Leg	Once Atk is successful and wounding Dmg resultsBreak Leg if Str beats Str @Y	N/A
Break Neck	Once Atk is successful and wounding Dmg results Break Neck if Str beats Str = dead @G	N/A
Climbing	Can be used to assist in dirt, rock, ice, and wood climbing or similar structures. Provide a dBuff6/12 to climbing @~/R	N/A
Disarm	Can use Attack roll vs opponent's best of SB or Str to disarm @~	Y
Disarm & Attack	(Must know Disarm) Can make a combination of two swings: a disarm and an attack as a Full action @Y	Y
Disease	Unsavory bacteria can cause a disease that causes non-dbl Dmg next round. Can only be taken by Kryll and Draca unless the player can convince the GM that the character has a filthy, diseased mouth. @O	N/A
Execute	A powerful blow using both hands to raise the weapon over one's head and power swing it at the opponent. This is identical to breaking melee (free opponent attack if they have Nish) but causes double wounding damage. If any wound is caused, there is a 4^4 chance that the opponent dies. @O	Y

Mastery F to M		
Mastery Element	**Description**	**MER Stack**
Fall Arrest	(The weapon must already be in the character's hands).The weapon can be driven into an object or shoved against a slope to reduce falling damage by RDC 10/20 feet @O/G	N/A
Fall Prevention	(The weapon must already be in the character's hands.) The weapon can be swung up to the lip of a pit or ledge when a fall begins in an attempt to hook onto it and stop the fall. This is an Atk SK vs Difficulty @~	Y
Flammable	Material hit by the weapon will burn for one to three rounds depending upon flammability as set by the GM (full metal armor = 1 rnd, Flesh or cloth base armor = 3 rnds) Damage will be a non-doubled Dmg roll each round. @O (once, not per round)	N
Full Attack	Can make two attacks as a Full Action. @R	Y
Gag, Sweet	Those within 1 sq must make WP versus weapon's Dmg or begin retching and gagging for the remainder of this round (loose their Nish or any remaining Nish actions). @O	N
Hand and a Half	If both hands are used, non-doubled Dmg die may be rerolled as if lucked (just the non-doubled die). @R	Y
Hold and Attack	Once held, the wielder may attack the victim with any one handed, Range 0, weapon and double the Atk roll. @R This can Stack with Body Spike @=G	N
Hold, Sleeper	Target falls asleep for d6 rounds if Str beats FR. @O	N/A
Hold, Strong	Can double your Str roll for holding @R	N/A
Knock Back	A blow can knock back an opponent rather than wound them. The success of Dmg vs Str = number of feet knocked back. A second Dmg vs Dex may be made to also knock them over. @~	Y
Knock Back, Mega	Requires Knock Back. Half/Normal damage also results @O/G	Y
Melee Hurl Average	Can hurl the weapon at the same Atk/Dmg for a range of 3/4 @Y	N
Melee Hurl Good	Can hurl the weapon at the same Atk/Dmg for a range of 3/5 @Y	N
Melee Hurl Low	Can hurl the weapon at the same Atk/Dmg for a range of 3/3 @Y	N
MER Binding	By binding a meta color, the weapon may make all Atk or Dmg rolls with that color's MER for the remainder of the battle. The bound MER may ONLY effect Atk or Dmg, not both.	N
Missiles x2	Can fire a group of two missiles of the same type at one or two targets @Y/G	N
Missiles x4	Can fire a group of four missiles of the same type at one two or four targets @B	N
More Power @B	An @=B may be used to double the strength.	N/A
More Power @Y	An @=Y may be used to double the Damage	N
Needler Training	(All damage below is pure wounding damage, no armor) If a needler causes wounding damage, the needle will burrow beneath the flesh and head for the victim's heart. This causes RCd4 additional Dmg each round unless cut out (causing RCD 4 Dmg). Medtechs can remove a needler, for no damage, on a roll equal to the number of rounds the needler has been Burrowing. If any normal burrowing damage roll is the maximum on that die (e.g., a 4 on a d4, 6 on a d6), the needler has reached the victim's heart and begins making RCD 4 damage rolls each round. And, unskilled extraction will now cause RCD 12 Dmg.	N/A
NV Shield	Can use the weapon as an NV shield for one round of type 5/10/20 @R/O/Y regular attacks may still be made	N/A

Mastery O to Z

Mastery Element	Description	MER Stack
Overload	The weapon can be set on overload. It will explode in d4 rounds at a 1/1 range for double normal Dmg. @~	N
Overload Mega	The weapon can be set on overload. It will explode in d4 rounds at a 1/1 range for normal Dmg x4. @~	N
Point Blank Shot	From the weapon's minimum range to range 5, Atk is doubled due to short range firing @O	N
Poison	(Usable by Draca and Kryll Only) The bite injects RCD2/4/6/8 paralysis poison @O/Y/G/B or RCD2/4/6 death poison @Y/G/B.	N/A
Puncture Organ	If wounding damage results, there is a 4^4 chance that an organ was punctured, trippling the wounding damage just rolled. @R	Y
Quick Draw	If the character saves their entire Nish (Full action) the entire round, they may fire the weapon on the next round, at any time, even before their Nish or in the middle of a move action. They still get their normal M and A actions as well. @~	Y
Shred	The non-doubled Dmg die is rolled next round as additional bleeding. @R	N/A
Soft Tissue Dmg	Damage versus light/thin armor (Natural, MA, and Light Partials) is doubled unless the target's Natural armor is particularly good (such as chitenous, thick hide, etc.) @O	N
Spray	Can sweep a 3sq wide area, hitting nearest viable target per game board row (3 max) for half/full damage @O/B	Y
Strangle	When this weapon hits its target, it immediately transforms into a sinuous, rope-like strand which will attempt to loop around and strangle its victim. This strangling attack is made at the weapon's Atk rating. If successful it will use its Dmg vs the victim's FR in an attempt to strangle the victim. If successful the victim begins suffocating. Victims may attempt to break free each round (Str check vs the weapon's Dmg). @~	N/A
Structural Damage	Adds dBuff8/12/16 to blows against such targets as doors and walls @R/O/Y	Y
Structural Damage Cumulative	The weapon can be held in contact with hard structures and damage rolls are cumulative until the structure is overcome. However, each round the force of the explosion that will be felt by the user builds from D5/D10/D15/D20… And when the structure explodes, this damage is released upon the wielder, making it very dangerous to destroy really strong structures. @~	N/A
Structural Damage, Soft	When used against wood or "cutable" substances, adds dBuff12/16/20 to structural damge such as versus wooden doors and walls @R/O/Y	
Stun	If the Dmg roll causes wounds AND beats the target's FR, then there is a 4^4 chance that the opponent is stunned for d6 rounds. Decision to Stun may be made AFTER the Dmg roll is large enough, but before the 4^4 roll. @R	Y
Super Charge	If, from Nish to the end of the round a single opponent is targeted while the weapon builds up its power, the Dmg roll is doubled. @O	Y
Tazer	If the Dmg roll causes wounds AND beats the target's FR, the target is stunned for d6 rounds. The Decision to taze is made before the Dmg roll is made (so spend the Meta), but if no wounding Dmg is caused, the taze doesn't fire and is still available for future attempts. @R	Y
Throw Expert	Adds d4/d8 squares @R/O	N/A
Trip	Can use Attack roll vs SB to trip an opponent @~	Y
Trip & Attack	(Must know Trip) Can make a combination of two swings: a trip and an attack as a Full action (note a prone opponent is easier to hit) @Y	Y
Wild Swing	Hits all targets within 1sq at 1/2 Atk and 1/2 Dmg. @O	Y

Natural Weapons

BITE

Any species with a mouth may attempt a bite. In most cases, this is not an effective attack, but can be used in desperation.

*** Mastery ***
- Disease
- Poison
- Soft Tissue Dmg

CLAW

Use of clawed fingers can create a very formidable weapon among some races.

*** Mastery ***
- Climbing
- Shred
- Soft Tissue Dmg

GRABS * HOLDS * THROW

This simply represents an individual's ability to grab or tackle an opponent. Players must specify what effect a grab maneuver is intended to have, and the GM should ad-lib the results. Once grabbed, the opponent may be held (restrained) or thrown. Only throwing will result in damage to the opponent.

*** Mastery ***
- Break Arm
- Break Leg
- Hold, Sleeper
- Hold, Strong
- Throw Expert

KICK

Kick may only be used by races that have feet and legs suitable for kicking. Kicks can be used for other things besides attacks, such as kicking down doors or breaking items.

*** Mastery ***
- Knock Back
- Trip

PUNCH

A blow delivered by the fist or open hand is considered a punch.

*** Mastery ***

- Stun

TAIL

Use of a tail to attack. Usually not that effective and only available to races with tails.

*** Mastery ***
- Break Leg
- Trip
- Trip & Attack

THROW OBJECT

This is the universal skill to throw small objects such as rocks, bottles, etc. in an attempt to harm. It is also used to throw grenades, Sorce crystals, implosion balls, and various bio items.

This skill does not include hurled weapons listed on the weapons table above.

*** Mastery ***
- Throw Expert

TOUCH

At times, simply touching an opponent is necessary, particularly for special effects and powers. This is the combat skill to touch an unwilling opponent.

Martial Art Weapons

The martial arts attack forms are just like the natural ones above and have the same mastery options. However, their attack and damage results are a bit better than natural weapons and there are a number of feats in the Feats Booklet for MA (martial arts) weapons.

GRABS/HOLDS/THROW

*** Mastery ***
- Break Arm
- Break Leg
- Break Neck
- Disarm
- Hold & Attack
- Hold, Sleeper
- Hold, Strong
- Soft Tissue Dmg
- Throw Expert
- Trip

KICKS – VARIETY

*** Mastery ***
- Break Leg
- Knock Back
- Knock Back, Mega
- Soft Tissue Dmg
- Stun
- Trip
- Trip & Attack

KICK – ROUND HOUSE

*** Mastery ***
- Armor Sunder
- Break Neck
- Knock Back
- Knock Back, Mega
- More Power @Y
- Soft Tissue Dmg
- Stun
- Wild Swing

POWER PUNCH

*** Mastery ***
- Armor Avoidance
- Break Arm
- Knock Back
- Puncture Organ
- Soft Tissue Dmg
- Stun

SPEED PUNCH

*** Mastery ***
- Armor Avoidance
- Disarm
- Disarm & Attack
- Full Attack
- Soft Tissue Dmg

Archaic Weapons

AXE
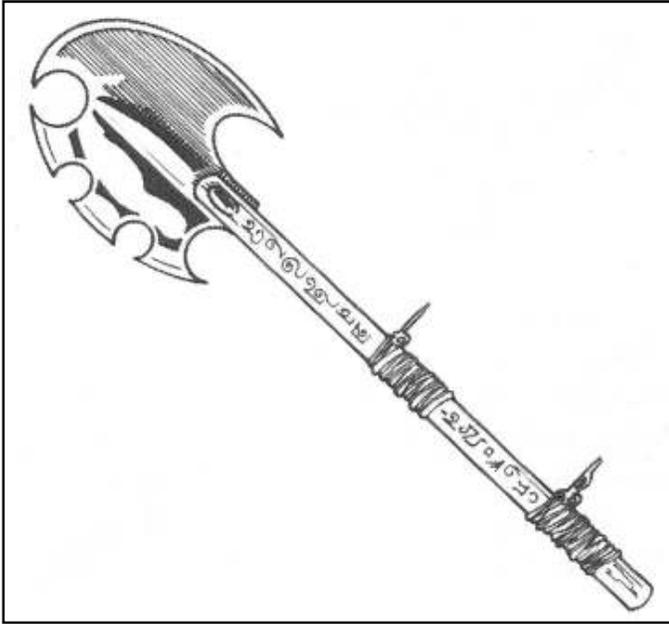
Most battle-axes are based on a model developed by the Calemora — a large, double-headed, two handed weapon mounted on a three to four-foot shaft.

*** Mastery ***
- Armor Puncture
- Armor Sunder
- Execute
- Fall Prevention
- Hand and a Half
- Structural Damage, Soft
- Wild Swing

BA-SONK

This two-handed pole weapon may be used to wound an opponent like all weapons. But, with mastery, it can also be used to trip or disarm. The user must select the desired outcome before making the attack.

*** Mastery ***
- Armor Puncture
- Climbing
- Disarm
- Disarm & Attack
- Fall Arrest
- Fall Prevention
- Melee Hurl Low
- Puncture Organ
- Trip
- Trip & Attack

BLOW GUN
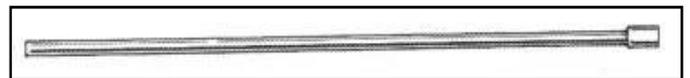
A blowgun is perhaps the simplest missile weapon short of a thrown rock. Blowguns are found throughout Known Space, especially on low-tech worlds. A blowgun is a long hollow tube used to shoot a small dart. Most darts are far too small to cause any significant damage, but when coated with poison they make effective stealth weapons.

*** Mastery ***

- Aimed Shot
- Armor Avoidance
- Armor Puncture
- Puncture Organ
- Soft Tissue Dmg

BOW
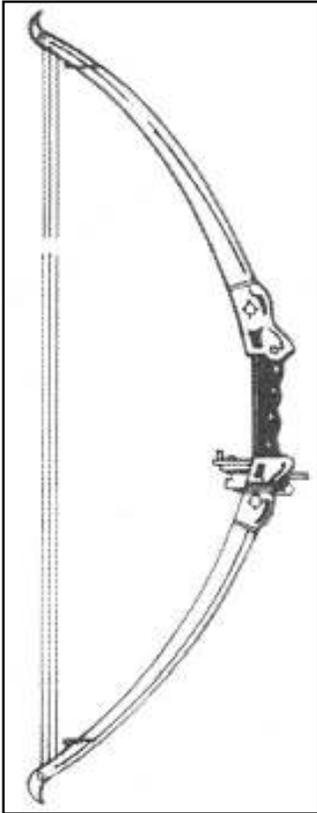
The standard bow may still be found on primitive worlds, or in the hands of sportsmen and covert operatives throughout Known Space. This model is approximately 4 feet unstrung, and has a pull of 40 pounds.

Poison tipped arrows are a very effective stealth weapon, and other special ammo tips may be used.

*** Mastery ***
- Aimed Shot
- Armor Avoidance
- Armor Puncture
- Puncture Organ
- Soft Tissue Dmg

CLUB * MACE

The club may be the earliest weapon in GuildSpace. The mace is simply an outgrowth of the primitive club, and is still found in the military orders of Calemora, and other warrior cultures. The modern club is a shaft of plasteel with a weighted head. Clubs and maces may optionally be used two handed.

*** Mastery ***
- Armor Sunder
- Break Arm
- Break Leg
- Hand and a Half
- Knock Back
- Knock Back, Mega
- Melee Hurl Average
- Stun

CROSS BOW
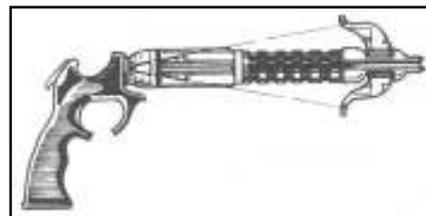
Modern crossbows are crafted from plasteel, with duralloy beams, capable of shooting with far more force than the familiar medieval weapon. All modern crossbows are equipped with 20 capacity boltstores (see tech bow above) and auto-draw strings allowing a bolt to be fired every round.

*** Mastery ***
- Aimed Shot
- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Puncture Organ
- Soft Tissue Dmg

DAGGER
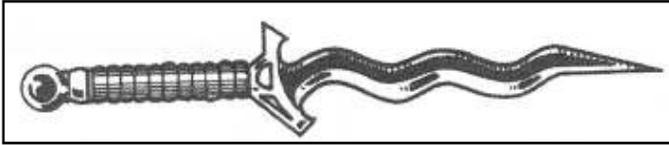
Daggers were best known on ancient Url as the weapon of choice for thieves and assassins. Today, they are still favored in some circles for their conceivability and efficiency in killing (especially when poison enhanced).

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Back Stab Eligible
- Puncture Organ
- Soft Tissue Dmg

DRAC-MAUL

A drac-maul is one of the Draca's favorite two handed weapons. Nearly seven feet long from point to point, the maul resembles a multi-barbed and -bladed spear, with numerous extra edges and flanges used for cutting and tearing opponents.

The Draca favor manufacturing drac-mauls in the ancient style. The steel of the main blades, for example, is folded over 1000 times during manufacture, giving the weapon incredible strength and razor-sharp edges.

*** Mastery ***
- Armor Puncture

- Disarm
- Execute
- Puncture Organ
- Shred
- Trip
- Wild Swing

HAND-X-BOW
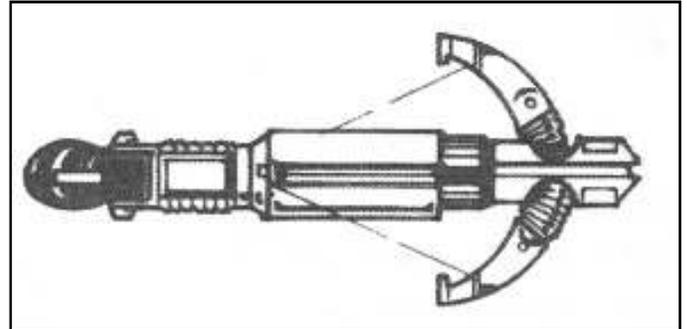
This weapon is a small crossbow with a pistol grip. It shoots small metal darts with considerable force. Darts may be treated with poison, or used with the arrow special tips. The weapon comes with an auto-draw string.

For an additional 50 cr this weapon may be fitted with a 25 dart dartstore (see tech bow). Bolts in the dartstore may not be poison treated nor have special tips.

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Puncture Organ
- Quick Draw
- Soft Tissue Dmg

HOOK-PA

This fearsome melee weapon features a knobby ball with a long, beak-like metal spike. The beak may contain up to ten doses of any poison. If poison is used, the victim suffers poison affects if any wounding damage results.

*** Mastery ***

- Armor Avoidance
- Armor Puncture
- Back Stab Eligible
- Soft Tissue Dmg
- Stun

KA JUNG
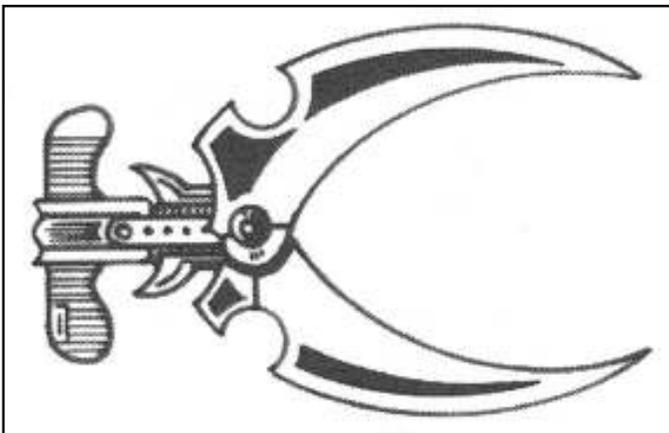
This exotic-looking weapon has several strange features, and so is somewhat unusual as a Calemoran weapon.

The ka jung is made out of a metal which is mined from the Ka flats on the planet Calemor. This special metal naturally stores solar energy and releases it through a powerful shock when properly struck.

When fashioned into a weapon the metal blades store the energy, which is released if the user depresses a hidden stud. If a master (must take as a mastery element) releases the energy, the opponent must survive a stunning charge, similar to a tazer.

Each blade may release the stun once, and if both are set to function simultaneously the stun is at D6r. The two blades are detachable so that they may be placed in the sun. A blade must be recharged for at least one-half hour in full sunlight in order for the stun feature to be used again.

*** Mastery ***

- Armor Puncture
- Back Stab Eligible
- Melee Hurl Average
- Puncture Organ
- Shred
- Tazer

KRAY
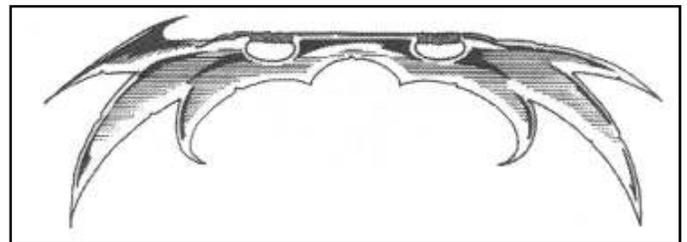
The kray is a fearsome two handed crescent of metal, bristling with extra points and edges. It has, more than any other weapon, come to symbolize the Calemora themselves.

The various blades and flanges of the kray have a variety of uses, and there are many schools of kray combat in the various Calemoran Catongs. The blades may be used to hook or slice opponents, and an entire school of combat involves the non-fatal use of the kray simply to pin and restrain the opponent. In general, however, the kray is a deadly weapon of close combat.

If used one handed a -3r Atk and Dmg penalty applies.

*** Mastery ***

- Armor Puncture
- Armor Sunder
- Execute
- Fall Arrest
- Fall Prevention
- Melee Hurl Low
- Puncture Organ
- Shred
- Structural Damage, Soft
- Wild Swing

RA-OOT
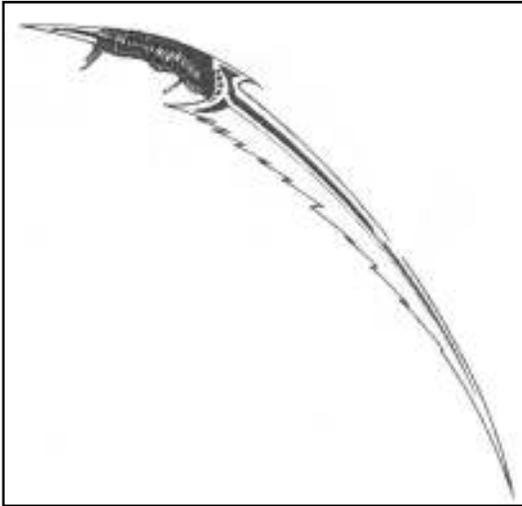
This is a Calemoran equivalent to a dagger. A ra-oot is a long bladed weapon with one sharp edge and one jagged. In the hands of an expert, this weapon can inflict appalling damage. A version of this weapon is also popular with the Draca.

*** Mastery ***

- Armor Avoidance
- Armor Puncture
- Back Stab Eligible
- Disarm
- Puncture Organ
- Shred
- Soft Tissue Dmg

SPEAR

The spear has changed little since its original use by primitive races of Known Space. Today, spears have durable plasteel shafts and duralloy heads, and are virtually unbreakable. Such spears are a popular trade item for low-tech worlds, and are still used in hunting and even combat.

*** Mastery ***

- Armor Avoidance
- Armor Puncture
- Disarm
- Execute
- Hand and a Half
- Puncture Organ

SWORD
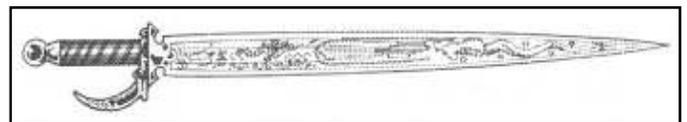
The information on weapon table above is for a standard sword with a blade length of approximately three feet. These weapons have been used by militant orders throughout the galaxy, and are still used by many to this day. Swords are often used in such situations as ship-boarding, where ranged or explosive weapons might cause undue damage.

*** Mastery ***

- Melee Hurl Average
- At the GM's discretion, most "melee" based spear or axe mastery element may be used with the sword as the sword can be used to chop or to stab like an axe or spear. These cost 2AP per mastery element rather than the typical 1AP, unless they are already known under axe or spear, in which case they are only 1AP like normal.

TA-OON

A ta-oon is a five-foot pole with three spring loaded talons at one end. A rope or a cord may be attached to the weapon so that it can be retrieved after throwing.

The weapon may be used like a common spear. However, if the shaft is twisted, the talons widen and are spring set. When a ta-oon hits after being so set, the talons spring together. The victim may then be "reeled in" like some hapless fish. If unwilling a Str contest between attacker and victim must be made. If the weaker Str exceeds the amount of damage, the ta-oon slips out inflicting half again as much damage.

This is another Calemoran weapon which has been adopted by the Draca.

*** Mastery ***

- Armor Avoidance
- Armor Puncture
- Climbing
- Disarm
- Fall Prevention
- Hand and a Half
- Hold & Attack
- Shred
- Soft Tissue Dmg

WARRIOR CLAWS
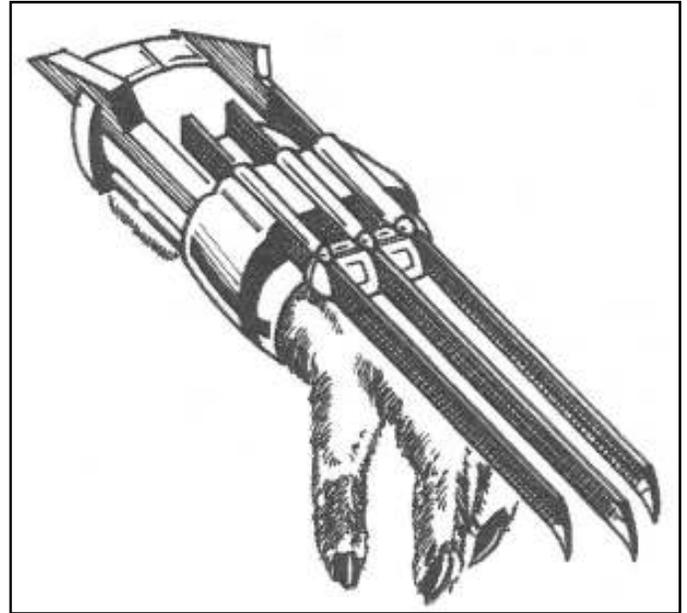
Warrior claws are comprised of three metal blades attached to a users hand and wrist with a plasteel harness/forearm sheath, and extend out between the fingers. The claws may be retracted into the sheath at will, allowing the user unhampered action.

The claws may be extended instantly, and do considerable damage in close combat.

*** Mastery ***

- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Climbing
- Disarm
- Disarm & Attack
- Fall Arrest
- Puncture Organ
- Shred
- Soft Tissue Dmg

Tech Weapons

BLASTER CANNON
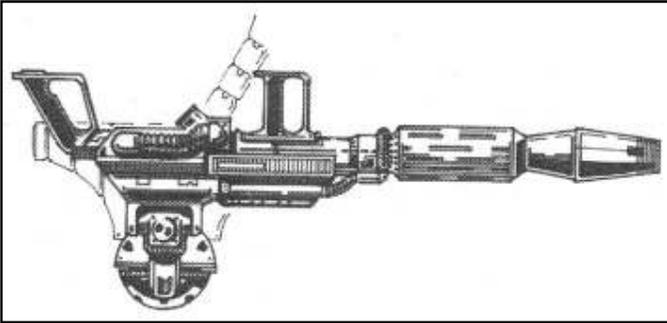
Blaster cannons are heavy, auto-firing weapons which are normally hung from a shoulder strap and fired from the hip.

*** Mastery ***
- Armor Sunder
- Assassin's Move
- Overload Mega
- Shred
- Structural Damage
- Super Charge

BLASTER CARBINE
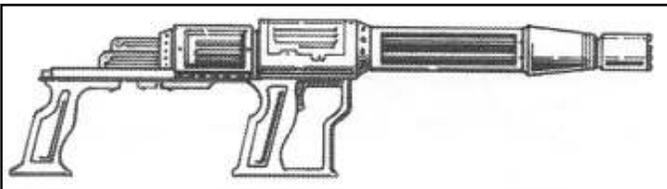
Blaster carbines are somewhat more massive and harder to shoot than blaster pistols, but cause more damage and are popular throughout Known Space, especially with pirates, raiders and Special Forces units.

*** Mastery ***
- Armor Sunder
- Assassin's Move
- Overload
- Point Blank Shot
- Shred
- Spray

BLASTER PISTOL
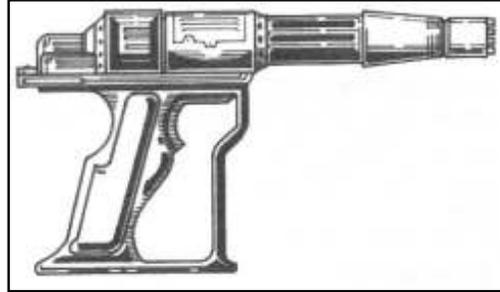
Blaster pistols are typically carried by military officers, police and starship crew. They are small and relatively easy to conceal.

*** Mastery ***
- Assassin's Move
- Overload
- Quick Draw
- Shred
- Soft Tissue Dmg
- Spray

BLASTER RIFLE
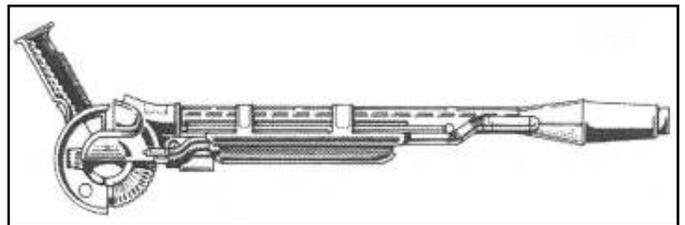
These weapons require two hands to fire; however, the trigger grip may be rotated for underhanded or over handed fire. Blaster rifles emit an energy charge which is much larger and more ovoid than smaller blaster weapons. Blaster rifles are standard infantry armament throughout Known Space.

*** Mastery ***
- Aimed Shot
- Armor Avoidance
- Armor Sunder
- Assassin's Move
- Overload Mega
- Shred
- Structural Damage

BLASTER SHEATH

This is a combination weapon that can fire like a blaster pistol or stab like a uni-blade version of the warrior claw.

BOLT SWORD

To the casual observer, this weapon resembles an ordinary sword. Many Draca opponents have died believing the same thing.

In reality, the hilt of this weapon contains a firing mechanism. A master (must take as a mastery element) can shoot a single, javelin-like bolt out of the sword's tip using a mini-mass driver. The bolt is normally stored within the sword's blade. Once fired, the bolt must be reloaded before it may be used again. Reloading a bolt is a full action.

Note, the sword blade is not affected by the bolt's presence or absence. Thus, it may always function as a sword.

The bolt's attack and Dmg are the same as the sword's.

*** Mastery ***
- Bolt Firing
- Melee Hurl Average
- At the GM's discretion, most "melee" based spear or axe mastery element may be used with the sword as the sword can be used to chop or to stab like an axe or spear. These cost 2AP per mastery element rather than the typical 1AP, unless they are already known under axe or spear, in which case they are only 1AP like normal.

BOW-TECH
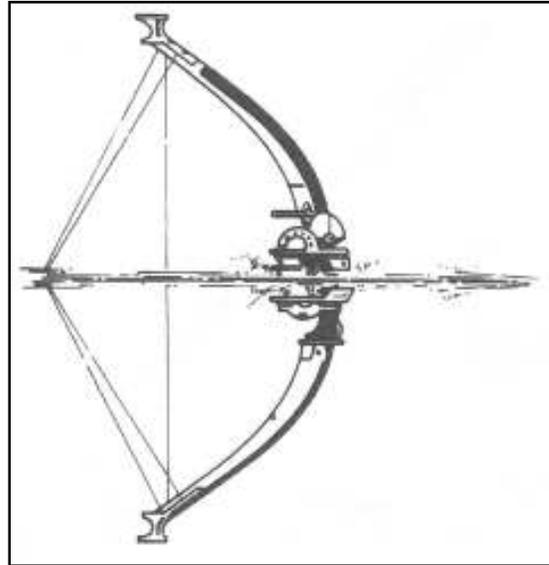
This is not an ordinary bow. An arrow storing device is built into the hand grip which functions a lot like palmstores.

When the bow is drawn back to a proper arch, the arrow store activates and an arrow materializes pre-notched and ready to shoot. This allows two normal arrows to be shot per round as a full action (complex arrows such as explosive tipped, take longer to materialize and may only be fired once per round). A tech bow can store up to 50 arrows, and up to five varieties may be selected.

*** Mastery ***
- Aimed Shot
- Armor Avoidance
- Armor Puncture
- Full Attack
- Puncture Organ
- Soft Tissue Dmg

COMBAT KNIFE
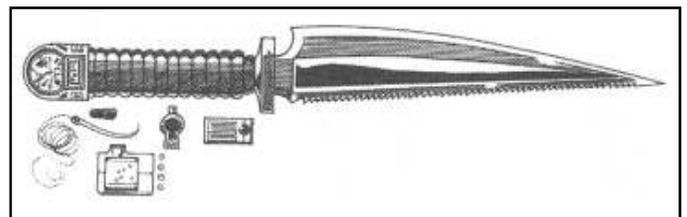
This weapon is one of the ultimate survival devices, and a triumph of Anthropos design. A combat knife has an eight-inch blade and six-inch grip. The blade is edged along one side and serrated along the other. The grip includes a digital compass which readjusts itself for the gravitational field of individual planets, and can also be set to give galactic coordinates in space.

Inside the grip is a 50 foot spool of Ultrafilament line, one genesis capsule, one vial of death poison, two nutritabs and a small distress transponder. When activated, the transponder sends out a signal beacon to anyone within communicator or scanner range.

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Back Stab Eligible
- Puncture Organ
- Soft Tissue Dmg

DISK CANNON
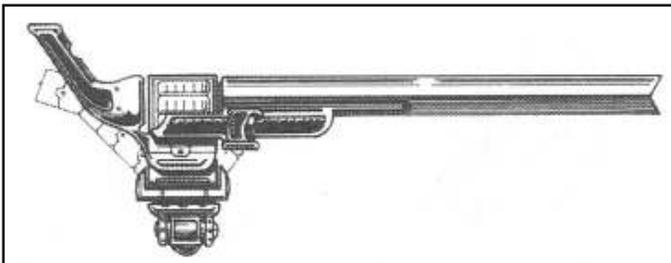
A deadly weapon in trained hands, the disk cannon is difficult to handle do to its massive recoil. It is equipped with a hip-mounted firing arm, which helps keep the weapon steady. If not used, a RC+-5 attack penalty results (hard point mounting negates this penalty).

*** Mastery ***
- Armor Puncture
- Armor Sunder
- Assassin's Move
- Shred
- Soft Tissue Dmg
- Structural Damage, Soft

DISK MACROCANON
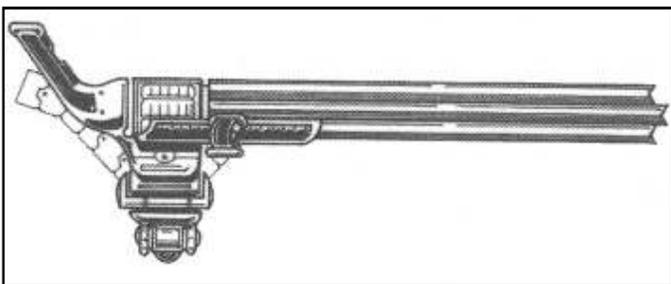
The disk macrocannon is similar to the cannon, save that it features four individual barrels, which fire simultaneously, inflicting massive damage on the target. The macrocannon likewise has a firing arm and suffers a RC+-10 attack penalty if not used (hard point mounting negates this penalty).

*** Mastery ***
- Armor Puncture

- Armor Sunder
- Assassin's Move
- Knock Back
- Point Blank Shot
- Shred
- Soft Tissue Dmg
- Spray
- Structural Damage, Soft

DISK PISTOL
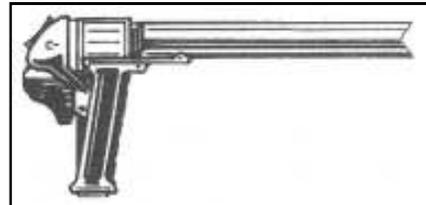
This standard imperial side-arm is quite small and easily concealed. Its only drawback is that it is quite noisy when fired, making a harsh sound as metal scrapes on metal.

DISK RIFLE
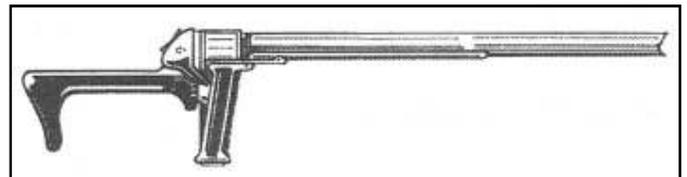
Most imperial soldiers are armed with this weapon (although a few use more primitive devices). It is a full three feet long, and shoots a more massive disk than the disk pistol. A folding shoulder stock is built into this weapon. If not used all shots suffer a RC+-8 penalty to hit (hard point mounting also negates this penalty).

*** Mastery ***
- Aimed Shot
- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Disarm
- Shred
- Soft Tissue Dmg
- Structural Damage, Soft

FANG RIFLE
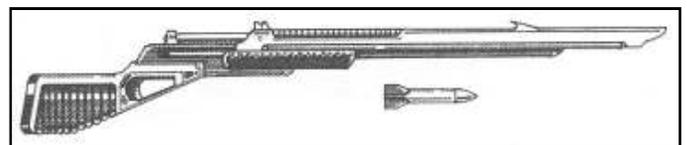
This is a slender, long barreled weapon which fires small homing projectiles (similar to, but less destructive

than seeker missiles) which can shoot around corners, over obstacles, etc. The fang-rifle negates all defense modifiers for partial cover.

*** Mastery ***

- Aimed Shot
- Armor Avoidance
- Assassin's Move
- Shred

FORCE GAUNTLET
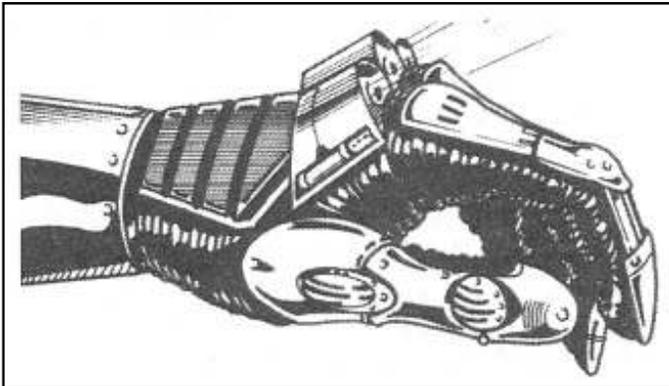
Force Gauntlets are flexible metal gloves with built in repulsor fields. When the gauntlet strikes a target, the field adds force to the blow.

*** Mastery ***

- Armor Sunder, Brittle
- Knock Back
- Knock Back, Mega
- Overload
- Soft Tissue Dmg
- Structural Damage
- Stun

GRENADE LAUNCHER UNDER BARREL
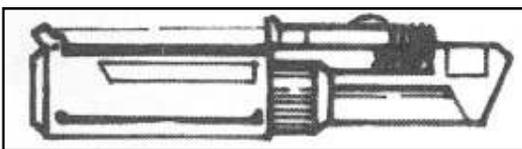
This weapon (also known as a "thumper") is a tube which fits beneath the barrel of a normal carbine (or larger) sized weapon. A second trigger is installed on the weapon for grenade firing. The launcher can hold up to five grenades. Reloading the launcher is a full action.

*** Mastery ***

- None

HYDRO FLAMER
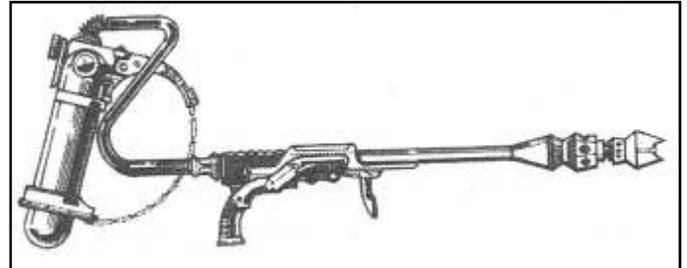
A hydro flamer shoots a thin stream of liquid. When depressurized (i.e., when shot) the liquid bursts into flame. The fuel contains its own oxidizing agent, so the weapon will function even in space. Flamers cause full damage to the first target hit, half damage to the second target, etc. Ammunition comes in the form of small bottles of compressed liquid.

*** Mastery ***

- Armor Avoidance
- Flammable
- Point Blank Shot
- Soft Tissue Dmg

LASER BLADE

This sword utilizes an interference grid to project a narrow, contained laser beam of variable length, from 0 to three feet. Laser blades can cut through virtually anything given a bit of time. Their cohesive light structure is dispersed by energy fields force fields or other energy based defenses, and their damage is halved when attacking through such defenses.

*** Mastery ***

- Assassin's Move
- Full Attack
- Melee Hurl Good
- MER Binding
- Overload Mega
- Puncture Organ
- Wild Swing

LOB CANNON

Lob weapons fire a purple blob of energy that detonates once it hits a horizontal surface. It then launches items into the air, where they will suffer falling damage. Even if they impact a surface, such as a ceiling, and fall back down, the damage will be the same as some will be caused from the ceiling impact, the rest from falling back to the floor.

*** Mastery ***
- Break Leg
- Overload Mega
- Structural Damage
- Super Charge

LOB CARBINE

Lob weapons fire a purple blob of energy that detonates once it hits a horizontal surface. It then launches items into the air, where they will suffer falling damage. Even if they impact a surface, such as a ceiling, and fall back down, the damage will be the same as some will be caused from the ceiling impact, the rest from falling back to the floor.

*** Mastery ***
- Overload
- Point Blank Shot
- Spray
- Stun

LOB PISTOL

Lob weapons fire a purple blob of energy that detonates once it hits a horizontal surface. It then launches items into the air, where they will suffer falling damage. Even if they impact a surface, such as a ceiling, and fall back down, the damage will be the same as some will be caused from the ceiling impact, the rest from falling back to the floor.

*** Mastery ***
- Overload
- Point Blank Shot
- Quick Draw

LOB RIFLE

Lob weapons fire a purple blob of energy that detonates once it hits a horizontal surface. It then launches items into the air, where they will suffer falling damage. Even if they impact a surface, such as a ceiling, and fall back down, the damage will be the same as some will be caused from the ceiling impact, the rest from falling back to the floor.

*** Mastery ***
- Aimed Shot
- Break Leg
- Overload Mega
- Structural Damage
- Stun

MANTA
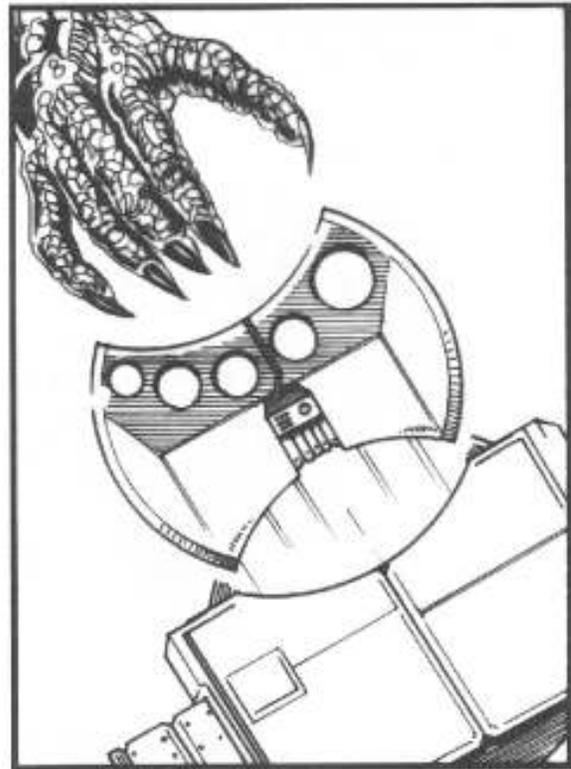
This weapon is a high-tech, Draca version of the boomerang. The device is gripped through finger holes in the center, and may be thrown like a discus. A built-in homing device and anti-grav unit automatically returns the manta to the user's holster once it comes to a complete stop (i.e., hits its target or stops sliding after a miss).

Mantas are usually worn at the hip in quick-draw holster-pouches, and may be readied, thrown and retrieved in one round.

*** Mastery ***
- Armor Sunder

- Boomerang
- Climbing
- Disarm
- Fall Arrest
- Shred
- Throw Expert

MICROGRENADE LAUNCHER
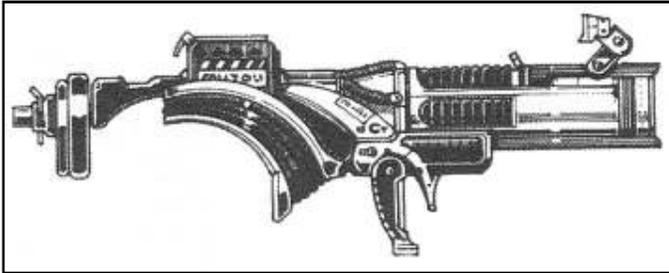
Don't be mislead by the prefix "micro," this weapon is a large, shoulder-mounted device. It can fire a variety of microgrenades.

A microgrenade is a high tech version of a standard grenade. They contain a special switch which is activated when the microgrenade exits the launcher's barrel. Unless set, a microgrenade will not explode. It is impossible to set a microgrenade by hand, thus they may only be used with a launcher. Microgrenades are smaller than regular grenades.

The microgrenade launcher contains four magazines, each of which can hold up to 12 grenades, for a total of 48 rounds. Each magazine may hold a different type of grenade, and they may be freely selected by the user.

MISSILE LAUNCHER
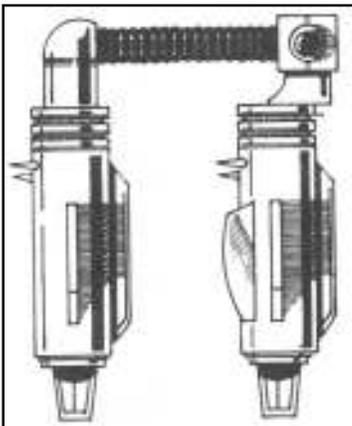
When initially purchased, a missile launcher is equipped with two standard anti-personnel missiles of Meta R. The weapon will fire any type Meta R or Meta O missile, but these must be purchased separately. The main benefit of using a missile launcher is that it puts up

a small force field to protect the user's hand during missile launch.

*** Mastery ***
- Missiles x2

PLASMA SWORD
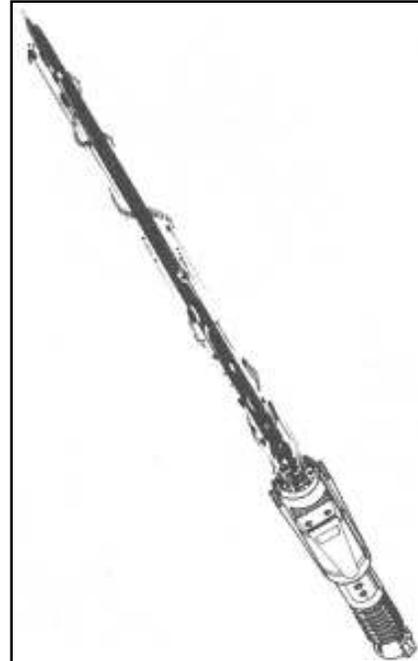
This sword creates a three-foot long magnetized field to contain a rod of superheated plasma. The plasma will sear anything which contacts it.

When powered down, the sword resembles a simple grip, approximately eight inches long. It is powered either by a plasma precipitator pack, or by small plasma capsules which contain the raw material for the sword's blade. Each capsule is about four inches in length, and supplies enough energy for one normal gaming session.

Given time, they can cut through nearly any substance other than rock or ceramic. They also easily light flammables on fire.

*** Mastery ***
- Assassin's Move
- Flammable
- Full Attack
- Melee Hurl Good
- Overload
- Puncture Organ
- Wild Swing

PULSE LASER CANNON
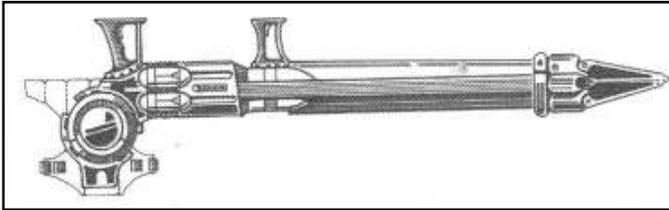
This heavy weapon has taken pulse technology to its limit. Emitting a noticeable pop as the air molecules are super heated, pulse cannons are not a stealthy weapon and their size usually dictates hip-fired or hard point firing. A pulse laser cannon can inflict great amounts of damage.

*** Mastery ***
- Armor Puncture
- Assassin's Move
- Overload Mega
- Puncture Organ
- Super Charge

PULSE LASER CARBINE

A heavier and more effective version of the pulse pistol, the pulse carbine is particularly popular with the Zin-Shee. Its relatively compact size and low noise output makes it perfect for scouts and other individuals who need to move fast and pack some firepower.

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Overload
- Point Blank Shot
- Puncture Organ
- Spray

PULSE LASER PISTOL
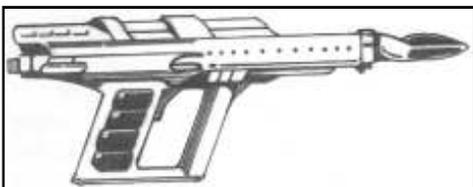
Small, compact and deadly, pulse pistols are relatively quiet (although the excitation of air molecules from the beam's passage makes a soft "pop" sound), pulse pistols are excellent weapons for covert operatives and assassins. Legitimate uses include officers' side-arms and weapons for security guards.

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Overload
- Puncture Organ
- Quick Draw

PULSE LASER RIFLE
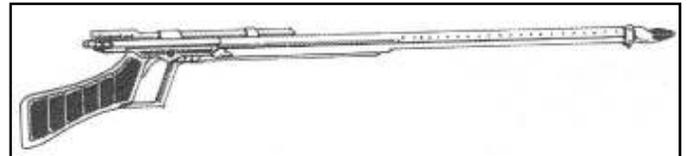
Pulse rifles are issued to veteran or elite units, and are commonly carried by The Guides and similar formations. A pulse laser rifle is a relatively quiet weapon and popular among the sniper profession. It is popular with the Anthropos and is coming into common use among the Zin-Shee as well. The most reliable pulse rifles are made by the Arthirians, who are now selling them throughout GuildSpace.

*** Mastery ***
- Aimed Shot
- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Overload Mega
- Puncture Organ

QUAD LAUNCHER
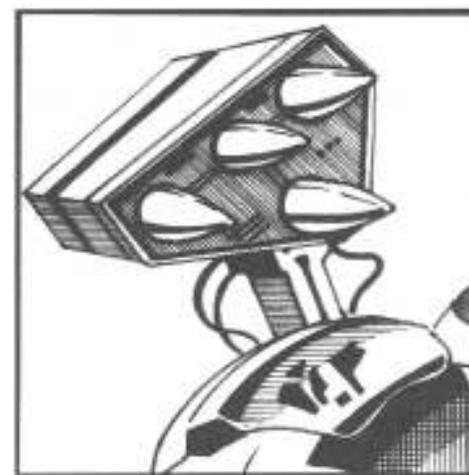
A Quad launcher is a shoulder mounted weapon (requiring a hard point) which holds four missiles of any type.

*** Mastery ***
- Missiles x2

- Missiles x4

RENDER
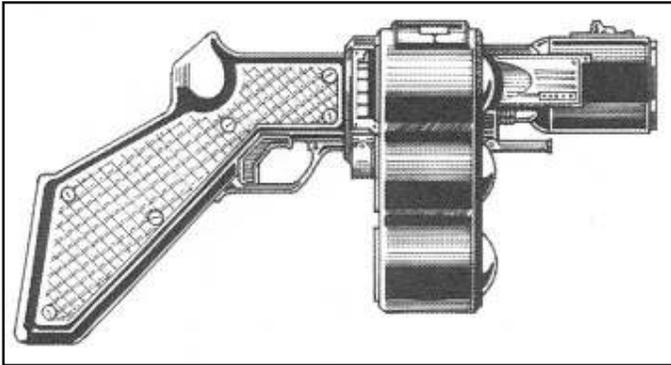
This heavy assault weapon shoots locally exploding metal slugs (i.e., do not use explosion rules). It is a bulky weapon somewhat like a large machine gun.

*** Mastery ***

- Armor Sunder
- Knock Back
- Knock Back, Mega
- Point Blank Shot
- Shred
- Spray
- Stun

SCREAMER
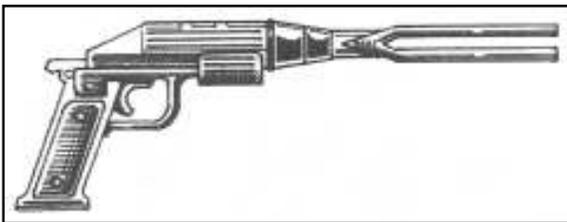
This small hand weapon utilizes sound waves, much like the bulkier sonic disrupter. The pitch and frequency stuns opponents, rendering them unconscious. Attack rolls are made normally. However, damage is rolled vs opponent's For (instead of AR). If the roll exceeds the opponent's For then the opponent falls unconscious for d6 rounds. Beings which do not hear or are wearing helmets or other protective head gear are given bonuses to their FR as per GM discretion, however, the sonic waves can still paralyze even if a being has no sense of hearing.

Targets over 300 pounds should be given greater and greater difficulty bonuses by the GM.

*** Mastery ***

- Armor Avoidance
- Assassin's Move
- Overload
- Quick Draw

SCYTHE-CANNON
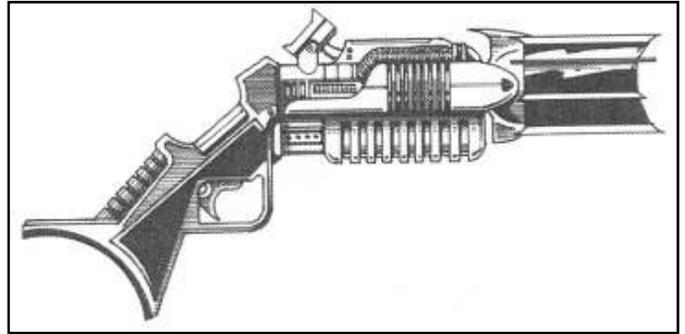
A relative of the imperial disk weapons, this two-handed weapon shoots spinning crescents of metal. Draca enjoy using this weapon due to the shredding damage which it inflicts. The scythe-cannon is a durable, bulky weapon which may also be used as a club in melee (club feat must be taken).

*** Mastery ***

- Armor Puncture
- Armor Sunder
- Assassin's Move
- Shred
- Soft Tissue Dmg
- Structural Damage, Soft

SHIRRAC
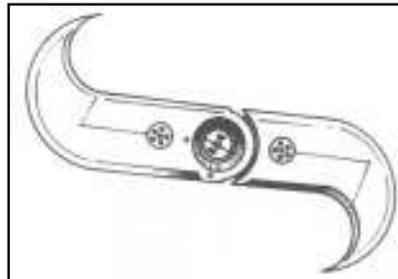
A shirrac is a small S-shaped weapon that, can be folded into an L-shape for easy storage.

Once a shirrac strikes or misses a target, its anti-grav field generator traces its flight path exactly back to the user, allowing it to be caught easily. A shirrac may normally be drawn, thrown and retrieved all as a single Atk action.

*** Mastery ***

- Aimed Shot
- Armor Avoidance
- Armor Puncture
- Boomerang
- Quick Draw
- Soft Tissue Dmg
- Throw Expert

SHOTGUN, SAWED OFF

The old shot gun has made a recent resurgence as a good "alien busting" weapon. It can rip through soft tissue like nothing else. However, versus harder armor types the small shot pellets tend to just bounce off like tossing a bunch of BBs at the target.

*** Mastery ***
- Armor Avoidance
- Assassin's Move
- Knock Back
- Knock Back, Mega
- Point Blank Shot
- Shred
- Soft Tissue Dmg
- Structural Damage, Soft

SONIC DISRUPTER
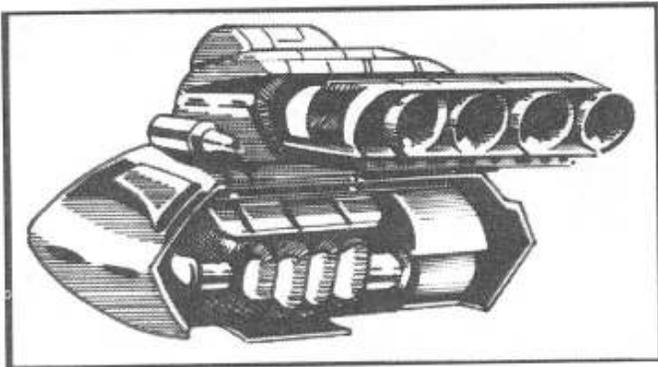
A sonic disrupter sets up atomic-level vibrations in solid objects, which causes molecular bonds to break down and matter to literally shake apart. The device was designed for use against fortifications (walls, doors, bulk heads, etc.) and terrain obstacles (trees, boulders, etc.) but is gaining popularity with the Guild marines for use against heavily armored opponents, and light vehicles.

The denser the object, the greater the damage (GM' discretion). Boulders and solid steel walls often result in damage as high as ten times the roll. When used against rigid armor, damage matches the opponent's AR rating. Thus, if the opponent is wearing D16 armor, the disrupter causes D16 damage.

Against less dense or rigid armor, the weapon only causes half as much damage as their armor rating.

Each time the disrupter exceeds the armor value of a target, it permanently reduces the armor value by 25% (Natural Armor is exempt from this rule).

*** Mastery ***
- Overload Mega

SONIC SWORD

This sword resembles a small hand grip when not in use. When activated, however, the three prongs in the base create a vibrating field of air molecules, approximately three feet long. Sonic swords cause damage by disrupting the molecular structure of those objects they hit.

If sonic blades are used in space or under water, they will detonate for RCD20 explosive (0/1 radius) damage.

With mastery, these weapons may also be used to break walls or doors and other rigid stationary objects — the user places the blade in contact with the object and it inflicts cumulative damage each round until the obstacle is destroyed. The only drawback is that the object will explode causing explosive damage to all who are near.

*** Mastery ***
- Armor Sunder, Brittle
- Assassin's Move
- Knock Back
- Melee Hurl Good
- Overload Mega
- Structural Damage Cumulative
- Wild Swing

THARG CANNON

Tharg weapons fire an energy wad capable of hurling objects away from the shooter a number of feet equal to the Dmg vs Strength success.

*** Mastery ***
- Break Arm
- Break Leg
- Disarm

- Overload Mega
- Structural Damage
- Super Charge
- Stun
- Trip

THARG CARBINE

Tharg weapons fire an energy wad capable of hurling objects away from the shooter a number of feet equal to the Dmg vs Strength success.
*** Mastery ***
- Disarm
- Overload
- Point Blank Shot
- Spray
- Stun

THARG PISTOL

Tharg weapons fire an energy wad capable of hurling objects away from the shooter a number of feet equal to the Dmg vs Strength success.
*** Mastery ***
- Disarm
- Overload
- Quick Draw
- Stun

THARG RIFLE

Tharg weapons fire an energy wad capable of hurling objects away from the shooter a number of feet equal to the Dmg vs Strength success.
*** Mastery ***
- Aimed Shot
- Break Arm
- Disarm
- Overload Mega
- Structural Damage
- Stun
- Trip

TURBO-PLAZ
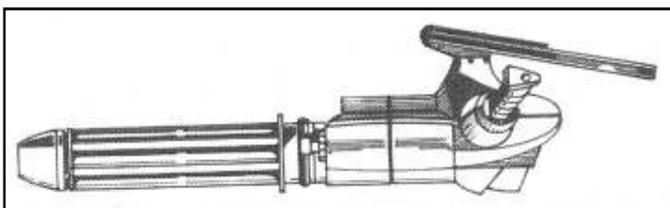
When fired, this weapon's six barrels rotate rapidly, each one spitting out a mass of white-hot plasma. Each barrel becomes superheated, but is instantly cooled by a liquid nitrogen jacket. A plasma precipitator pack comes with the weapon . A connecting insulated tube is located near the rear of the weapon, and extends to the precipitator pack. The pack may also be used to power a plasma sword, or other plasma weapons.

A turbo plaz makes a constant humming or whining sound when activated, which is clearly audible to anyone nearby. In addition, a turbo plaz must be activated one full round before use (in order for the barrels to reach optimal rotation and for the coolant to begin circulating). If shot before a round has passed, any damage result over 40 will burn out the barrels.
*** Mastery ***
- Armor Sunder
- Assassin's Move
- Flammable
- Overload
- Point Blank Shot
- Shred
- Spray
- Structural Damage

Biotech Weapons

Biotech weapons, armor, and equipment can have interesting traits, like the pets that they are. See the table in the Bio section of the Equipment Manual.

BARG TOOTH (KNIFE)

BEETLE BOMB

These Biotech items resemble multi-legged beetles with large gas-filled sacs immediately beneath their wing-cases. When directed, beetle bombs (often called bomber beetles or just bombers) will scurry (MR 8), into an area and release their air sacs in an explosion of noxious gas. The effects function like a gas grenade. Victims who fail are incapacitated, choking and retching for d8 rounds.

Once their raid is complete, beetles will attempt to scamper back to the safety of their host. It takes a full day for the bomber to regenerate its gas sac. Beetle bombs are able to fulfill moderately complex phenomenal orders, such as: "Wait at this door. When it opens, enter and bomb the occupants, then run down this hallway."
*** Mastery ***
- Throw Expert

BELLY GUN
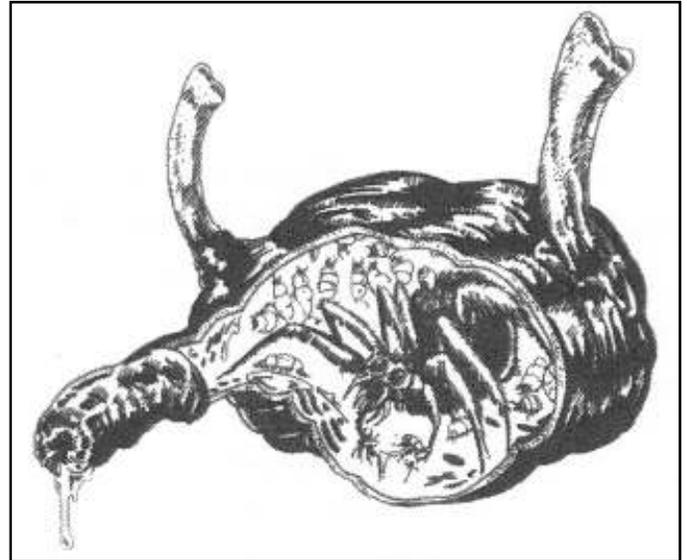
A belly gun is actually torn from a strange knotted plant. They are formed when the garga beetles infest certain Kryllian trees. The beetle infestation attracts the belly spiders, who spin a cocoon between two branches leaving a small hollow entrance. Special secretions around the entrance attract the garaga beetles who foolishly scramble into the spiders den. Here, the spider stings the beetles and stores them away as food.

From time to time the spider will clear out its layer by spewing out its waste and beetle parts in a deadly burst of slimy filth. The spider's waste material is extremely caustic (i.e., acidic) and the beetle parts are very hard and spiny.

When properly stimulated, the spider will defensively extrude a glob of this horrid material which will sear flesh and scar metal.

The liquid nature of the discharge can avoid some types of armor (see below).
*** Mastery ***
- Armor Avoidance

BIOBLADES
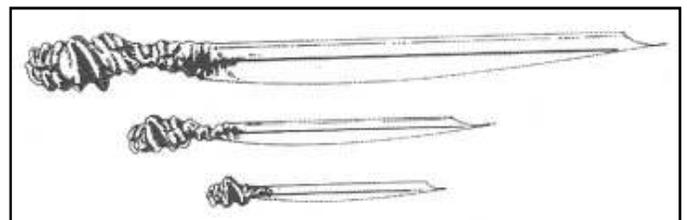
These are living melee weapons which are grown to specific users, and gain combat abilities as they mature. They are normally grown deep within the recesses of the Kryll hive. If a bioblade is ever broken or damaged in

combat, it will grow back at a rate of one inch per day. Bioblades need not be sharpened, but must be fed.

BARG TOOTH

A small knife – like bio blade.
*** **Mastery** ***
- Armor Avoidance
- Armor Puncture
- Back Stab Eligible
- Puncture Organ
- Soft Tissue Dmg

BIOBLADE ADOLESCENT

Adolescent bioblades are 11-21 years old and vary from two to four feet in length.
*** **Mastery** ***
- Melee Hurl Average
- At the GM's discretion, most "melee" based spear or axe mastery element may be used with the sword as the sword can be used to chop or to stab like an axe or spear. These cost 2AP per mastery element rather than the typical 1AP, unless they are already known under axe or spear, in which case they are only 1AP like normal.

BIOBLADE ADULT

Adult bioblades are heavy and awkward to use. These swords are anywhere from 22-100 years old, and range from four to seven feet in length.
*** **Mastery** ***
- Melee Hurl Average
- At the GM's discretion, most "melee" based spear or axe mastery element may be used with the sword as the sword can be used to chop or to stab like an axe or spear. These cost 2AP per mastery element rather than the typical 1AP, unless they are already known under axe or spear, in which case they are only 1AP like normal.

BIOBLADE ANCIENT

There are rumors of ancient bioblades that are up to 50 feet long and over 1,000 years old, but none have ever been found to date. Some say that they were used by a giant race of aliens long ago.
*** **Mastery** ***
- Armor Sunder

- Execute
- Melee Hurl Low
- Structural Damage, Soft
- Wild Swing
- At the GM's discretion, most "melee" based axe mastery element may be used with the sword as the sword can be used to chop. These cost 2AP per mastery element rather than the typical 1AP, unless they are already known under axe, in which case they are only 1AP like normal.

BIOBLADE YOUNG

Young bioblades are up to ten years old, and range from six inches to two feet in length.
*** **Mastery** ***
- Armor Avoidance
- Armor Puncture
- Back Stab Eligible
- Puncture Organ
- Soft Tissue Dmg

BIO BASTER

A Bio Baister is a 4 foot long thin resin tube complete with ridges and bumps attached to a large sack. When squeezed, the sac contracts and squirts out a stream of highly flammable slime. Just as the stream ends the creature will ignite the stream. The effects are a thin stream of flame jetting from the Bio Baister to the target which is engulfed in flame.
*** **Mastery** ***
- Armor Avoidance
- Flammable
- Point Blank Shot
- Soft Tissue Dmg
- Spray

DEATH EGGS

This deadly ammo may be shot from egg spitters, or simply thrown. Each death egg contains a small crustacean called a bormaul. Normally tough and leathery, death eggs grow fragile when thrown, and break upon impact. When they hit, no damage results (often lulling opponent's into a false sense of security).

After impact, the bormaul searches out the nearest non-Kryll life form. Once on a victim, the bormaul will squeeze or chew beneath armor and begin feasting on the next round. Bormaul ratings are RCD 10/5 and they are small and tough enough to negate most forms of armor. These creatures are completely mindless and will continue to attack until killed.

EGG SPITTER
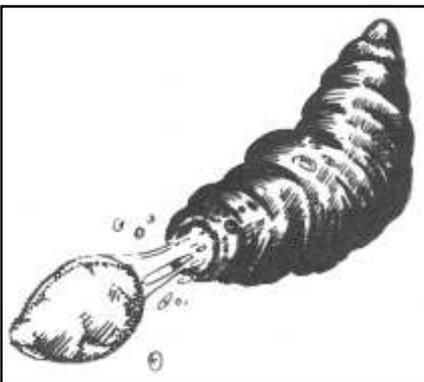
This organism acts as both a biological filter, removing impurities, poisons and waste products from its host's body, and as a weapon, for it can launch the resulting biochemical compounds at an enemy. The biochemicals are stored in soft egg sacks, one egg is manufactured per hour. The effects of an egg spitter hit are disgusting, and potentially deadly, for the chemicals are caustic and very dangerous.

The spitter may hold up to 10 of these "eggs," and can fling them at enemies with considerable force.

Egg spitters may also fire death eggs (if they are placed within them). Death eggs are larger and take up two egg slots. The user may select either type of egg if both are contained in the egg spitter.

*** Mastery ***
- Quick Draw
- Spray

SCORPION TAIL
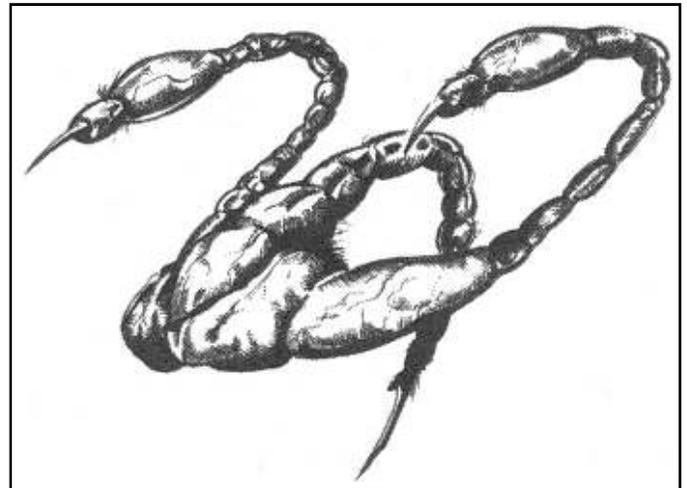
A scorpion tail is a large muscular weapon that sits on the abdomen of the user and has three stinger-tipped tails. The tails may attack an opponent in front, on the sides, or behind the host (but only one opponent may be attacked per round).

Stingers may absorb poisons and may hold up to ten doses per stinger.

Natural paralysis type poison sacs may be added to the stinger at an additional cost 5 times that poison's Cr Cost below. The quality can be R to Y Meta and the ETax is increased by two times the indicated amount. They manufacture paralysis poison at the rate of one dose every 5 rounds.

*** Mastery ***
- Armor Puncture
- Back Stab Eligible
- Puncture Organ

SPIKE BEETLE - GRENADE

These small squat beetles are a little over an inch in diameter. The listed price will purchase ten beetles, and a small sac of black puffball seeds. Spike beetles enjoy a symbiotic relationship with puffball plants in which the beetles eat the plant's leaves. In return, spike beetles valiantly guard the plant's fragile fallen seeds.

To use, the sac of seeds is tossed over an area no larger than nine individual squares. The beetles will immediately shuffle off the host and set up watch over the area. Anyone entering will have to deal with the beetles. In place of wings, spike beetles have two long thorn-like spikes tipped with a mild paralytic poison. When any being enters the area, the beetles race out placing their bodies beneath the victim's feet (rating RCD 12/6). The RCD12 is versus Dex, not Defense. Those wounded must make a Fortitude check vs the RCD 12 poison or be slowed to MR 1 for the next hour.

Most beings will take one step per square through the spike beetles and will be able to double their Dex rolls versus the crafty little beetles.

Fortunately for the beetles, their shells are tough enough to support 500 lbs, keeping them from being crushed.

*** Mastery ***
- Throw Expert

SPINER
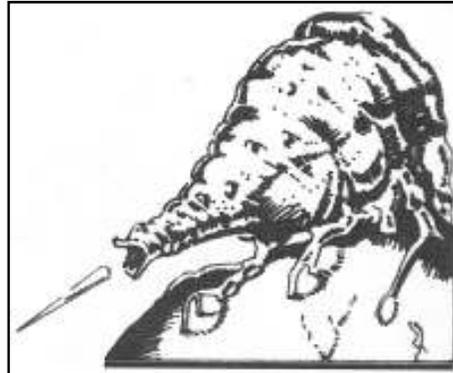
A spiner is a small, cone-shaped creature which affixes itself to any desired spot on its user's body. Upon command, the creature will spit out tiny, razor-sharp creatures called needlers.

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Needler Training
- Point Blank Shot
- Spray

SPONGE BALL
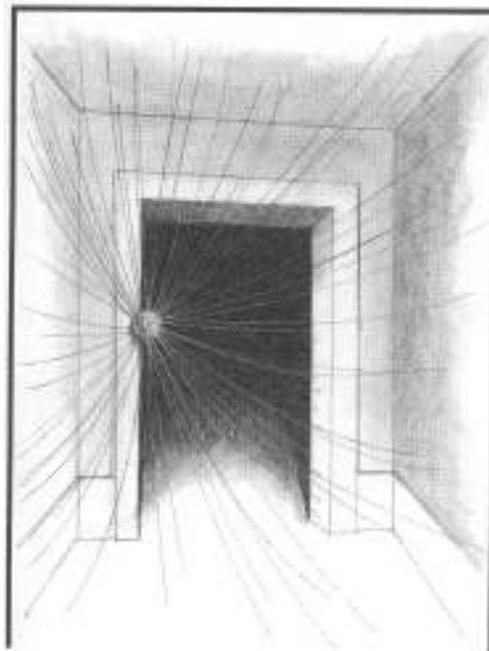
Sponge ball is actually a Kryllian sporting event among free willed Kryll, but Kryllian Soldiers recently discovered that sponge balls make great defensive weapons.

A sponge ball, as the name indicates, looks like a six-inch diameter sponge. Sponge balls may be tossed or rolled. When tossed, the sponge ball explodes if it hits

something; when rolled, the sponge ball waits until it comes to a stop to explode.

When a sponge ball explodes, hundreds of streamers of sticky web-like slime squirt out in all directions up to two squares away. Those streamers contacting surfaces instantly adhere and become rigid, but remain sticky (much like a spider web).

In all other ways, sponge balls function like tangler grenades, including the Meta Types, Maint., Cr. ETax, etc.

*** Mastery ***
- Throw Expert

TENTACLE GLOVE
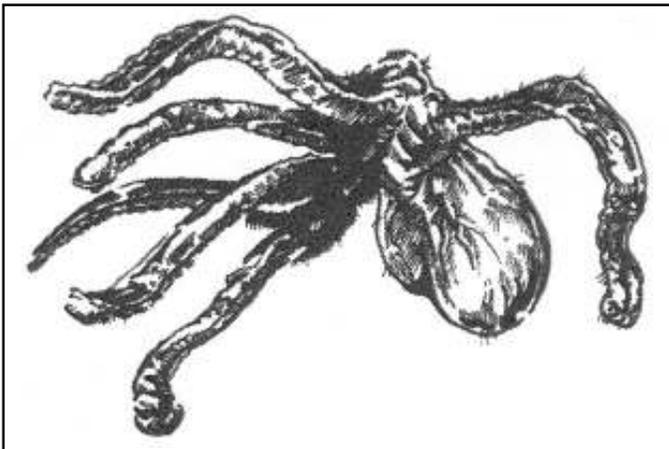
This squid like animal slips over the user's hand (or hand-like appendage), and constricts its wet inner muscles around the user's forearm.

When used the creature's tentacles flail out up to two squares away and wrap around any object which the user wishes. Opponents and unwilling targets require a successful attack roll.

The victim must roll their Str in order to break free.

A tentacle glove will adapt its own Strength to match that of its user so that it will not harm its user. It can also use tentacles to support itself on the floor, walls, columns, etc. So that its full Str is used. The wielder's strength is almost never used during these rolls. This adaptation takes about a week.

*** Mastery ***
- Armor Puncture
- Body Spike
- Climbing
- Disarm
- Fall Arrest
- Fall Prevention
- Hold and Attack
- Hold, Strong
- Puncture Organ

VINE SPEAR
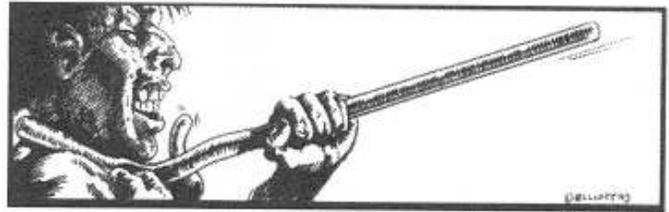
To an outside observer, this weapon would resemble a poorly carved wooden spear. However, in the hands of a master, they would be gravely mistaken.

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Disarm
- Execute
- Hand and a Half
- Puncture Organ
- Strangle

WEB SLINGER
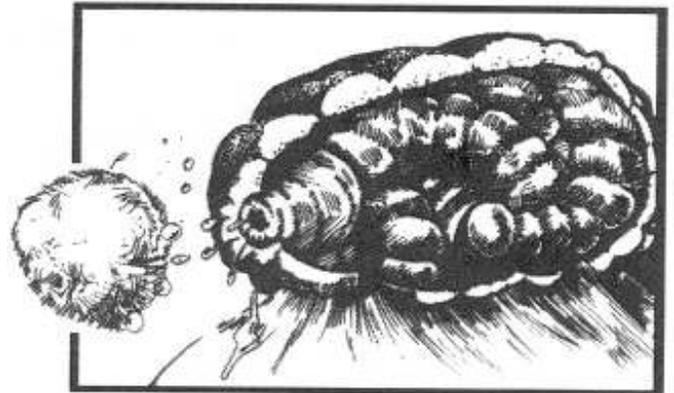
This creature is a long worm, which forms a cocoon-like home on its host's body. Upon command, the slinger flings out a ball of sticky, web like material.

If the attack succeeds, the web mass has hit and will burst into a shower of long, gluey runners which spread out across the victim (effects one target only). The web mass has a strong sickening sweet smell which is known to gag many victims in the hands of a master.

The entire experience is a horrible sensation like being dipped in a vat of honey covered strings.

The web's Str is RCD 20. Victims who don't break free are immobilized in a white cocoon of sticky web-like strands and may not move, although they may attempt to break free each round thereafter.

A victim may be cut free by allies if RC# 20 points of damage is caused to the web. Webs are not affected by

blunt damage weapons, however acid causes double
Dmg to the web.

*** Mastery ***

- Armor Avoidance
- Gag, Sweet
- Quick Draw

Cybernetic Weapons

CYBER BLADES

Cyber-blades are semi-circular blades that are partially implanted in the patient's shoulder or leg. The blades are made of an ultra-light alloy, and are equipped with a tracking system (much like a targeting computer).

When the user issues a mental command, a blade will fly out to strike a designated opponent. After use, the blade may be retrieved and reattached.

Due to their harsh look, cyber-blades are perhaps the most common cyber implant among the Draca and often, many will be implanted into a single patient.

*** Mastery ***
- Armor Puncture
- Quick Draw
- Shred
- Soft Tissue Dmg
- Spray

CYBER CLAWS
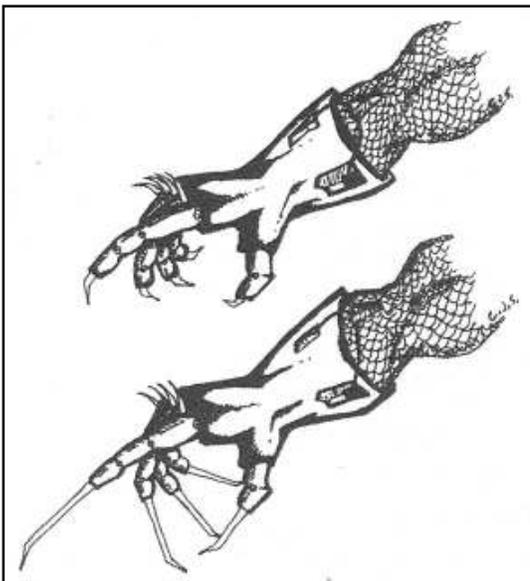
These are cybernetic implants similar to Zin-Shee warrior claws, save that they extend from the fingers, rather than from the back of the hand.

*** Mastery ***
- Armor Avoidance
- Assassin's Move
- Climbing
- Disarm
- Fall Arrest
- Puncture Organ
- Shred
- Soft Tissue Dmg

CYBER FIST
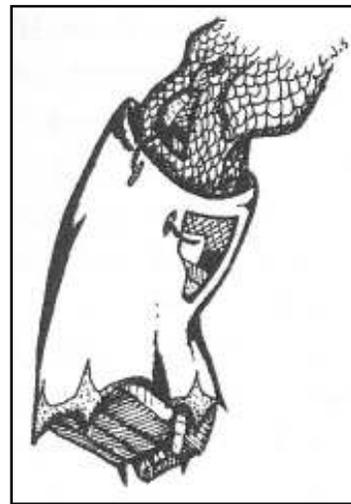
This massive appendage is designed to do maximum punch damage. During the operation, the patient's forearm is removed and the cyber fist is attached in its place.

The fist has an outer weighted sheath which can be mentally commanded to slide down and over the user's knuckles. This sheath contains several sturdy spikes to aid in the blow.

It is a horrible thing when a cyber lord activates their cyber-fist. Opponents have come to dread the sound of the sheath as it slides forward.

The fist's fingers are equipped with joint locks and power joints (double any grip type Str roll).

*** Mastery ***
- Armor Avoidance
- Break Arm
- Knock Back
- Soft Tissue Dmg
- Structural Damage
- Stun

MICRO-LASER
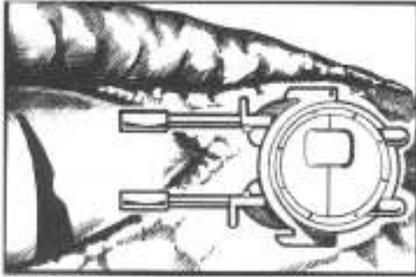
This laser is implanted in the patient's head next to an eye. The laser follows all of the user's eye movements (using targeting computer technology), and is highly accurate. When used against close stationary items (i.e., to cut) the two barrels slide together forming one beam with a cutting ability equal to five times damage at the rate of one foot per round up to six inches deep per pass. In this form, the micro-laser may not function as a weapon.

*** Mastery ***
- Armor Avoidance
- Armor Puncture
- Assassin's Move
- Point Blank Shot
- Puncture Organ
- Quick Draw

QUICK ATTACH WEAPONS

All of the following are used with (and require) the quick attach couplink. It takes one movement action to attach or detach an item, and a full round to complete switch items.

QA AUTO CANNON
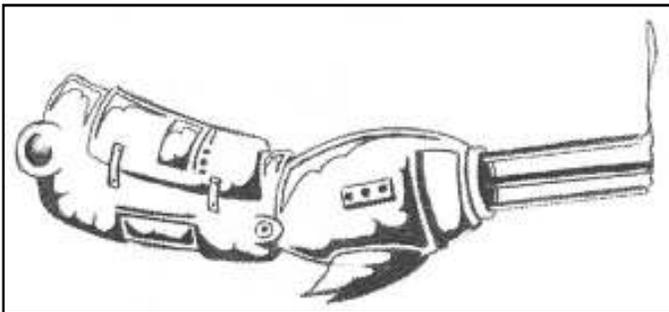
An auto cannon functions a lot like a machine gun. It fires explosive tipped, gravitronically-projected shells.

*** Mastery ***
- Armor Avoidance
- Armor Sunder
- Assassin's Move
- Point Blank Shot
- Shred

- Soft Tissue Dmg
- Spray
- Structural Damage, Soft

QA CLAW

The claw is very useful for crushing opponents, ripping or tearing, and holding potentially dangerous items.

The claw is equipped with power joints (doubles Str results when gripping) and is equipped with finger joint locks. It is constructed out of a titanium alloy and can withstand a great amount of force, heat, or damage (RCD 5V).

*** Mastery ***
- Armor Puncture
- Armor Sunder
- Climbing
- Disarm
- Disarm & Attack
- Fall Arrest
- Shred
- Soft Tissue Dmg
- Structural Damage, Soft

QA FLAMER
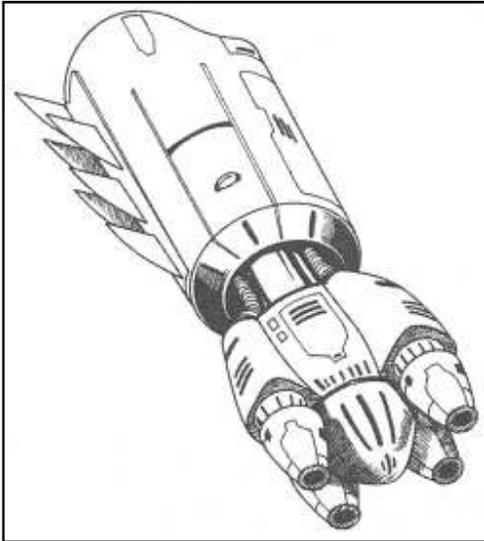
The QA flamer shoots a stream of flammable liquid just like a hydro. The QA flamer has enough liquid to fire 25 times before needing a refill. If put on low burn (for non weapon use such as starting fires, use as a torch, etc.), one shot lasts for a half hour.

*** Mastery ***

- Armor Avoidance
- Flammable
- Point Blank Shot
- Soft Tissue Dmg
- Spray

QA RAZOR BALL
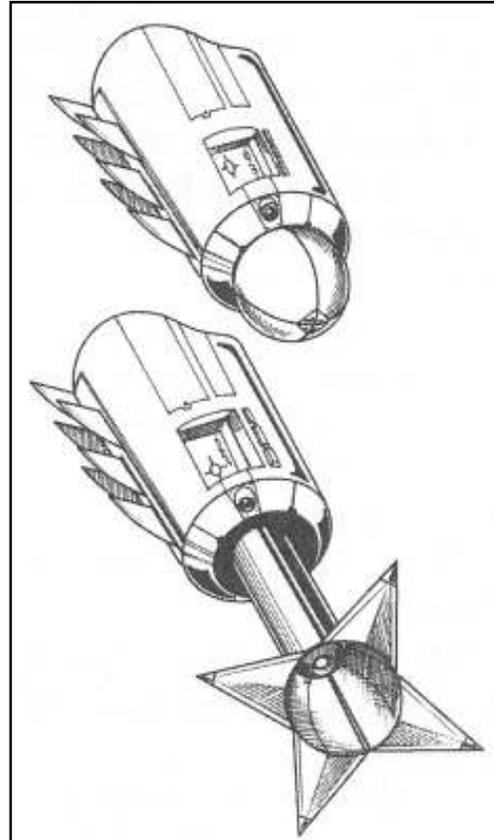
A razor ball is a four-inch diameter steel ball mounted onto the end of a shaft that is able to telescope out two feet. When activated, the ball begins to rotate slowly, and the end cap extends becoming contact sensitive.

When it hits something, an inner solenoid causes the ball to slam forward, while rotation suddenly increases. At this instant, the four plates covering the ball's surface rotate back and down causing the ball to take on a shingled razor appearance, resulting in gruesome blender-like damage.

*** Mastery ***

- Armor Avoidance
- Shred
- Soft Tissue Dmg

QA SAW
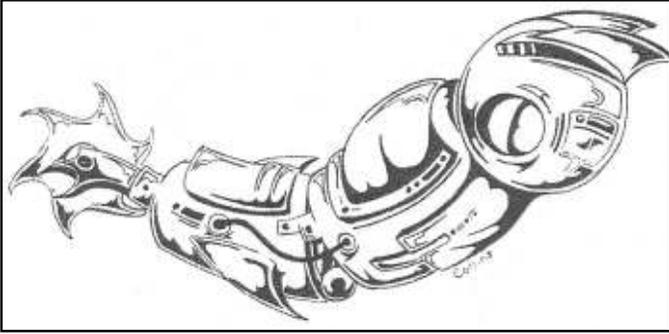
    A rotating buzz-saw blade mounted at the end of a quick-attach forearm, the cyber-saw can do massive damage.

*** Mastery ***

- Armor Sunder
- Shred
- Soft Tissue Dmg
- Structural Damage, Soft

STEM JAW
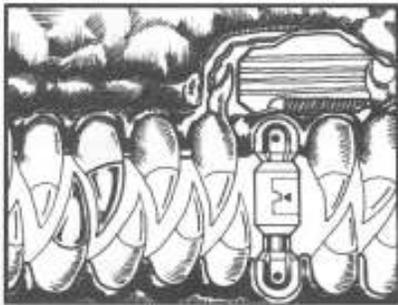
    During this operation two hydraulic units are set into the jaw on each side.

    The teeth are capped with plasteel to prevent fracturing as the hydraulics clamp down. The jaw is also reinforced with titanium wires to ensure that it will hold when biting into its victim.

    Two teeth on top and bottom of each side of the mouth are replaced with pure titanium and set into the jaw as further insurance against fracture.

*** Mastery ***

- Armor Avoidance
- Soft Tissue Dmg

TAIL SPIKES
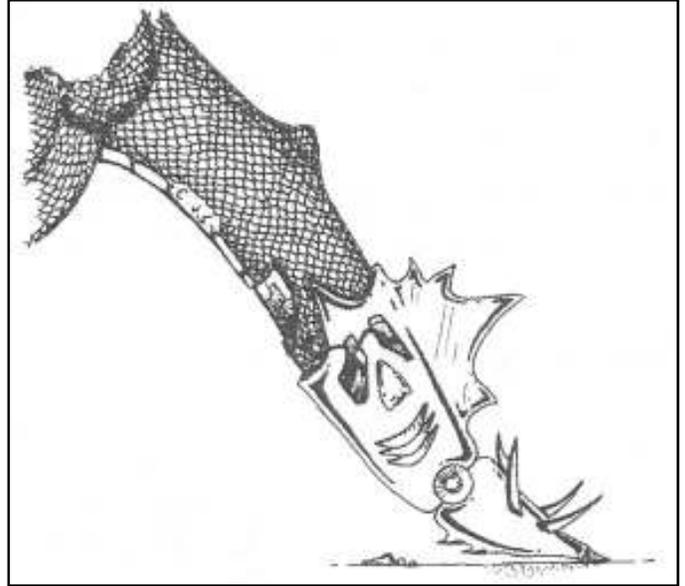
    Most Draca have their tails removed at birth. However, a few rogues (and even some of the clans) believe in keeping their tails. And, these individuals can benefit from the tail spike implant.

    Other races may only take this implant if they already have tails and a tail attack.

    During this operation the tip of the tail is removed and the stump is plated. A power hinge connects the tip to the plated section and the entire process is equipped with spikes.

*** Mastery ***

- Break Leg
- Shred
- Trip
- Trip & Attack

Sorce Weapons

IMPLOSION BALL
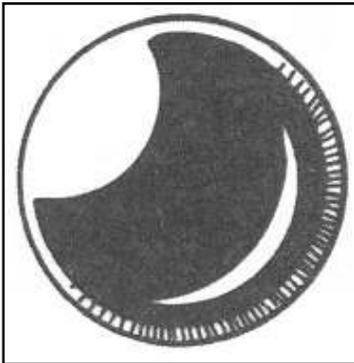
This is really a specialized grenade for Sorcists only. Please use the throw skill and grenades rules to govern its use.

This item is a hollow sphere approximately the size of a cherry. Implosion balls are thought to originate in another Scape, but as usual, the Shanask aren't talking.

A Sorcist must spend a Yellow Meta point to activate the ball. They may then throw it at an individual or object. The ball breaks apart upon impact, and implodes upon itself in a wash of *Sorce* color, apparently opening up a dimensional or temporal rift in the fabric of the Scape.

The Sorcist must then make a Damage roll. The damage roll vs the Strength of anyone within one square of the point of impact. If the check is successful, the victims are sucked into the implosion and vanish forever. Where the victims go, and what happens to them is not known.

*** **Mastery** ***
- More Power @B
- Throw Expert

SORCE CRYSTAL
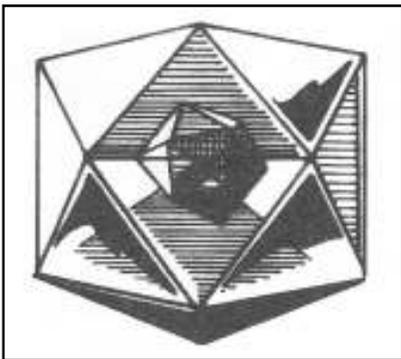
This is really a specialized grenade for Sorcists only. Please use the throw skill and grenades rules to govern its use.

Sorce crystals look like clear, multi-faceted gems with a hollow center. They are about the size of a small grenade.

Sorcists may activate these crystals by expending an Orange Meta. Once activated the crystal's center pulsates with the user's *Sorce* color.

Sorce crystals remain energized for up to one round, and may be thrown during this time.

Crystals inflict explosive damage, range 1/1.

*** **Mastery** ***
- More Power @Y
- Throw Expert

SORCE SABER
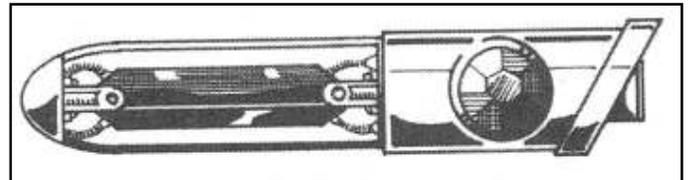
A Sorce saber is a foot-long black cylinder, with a deep red gem stone set in one end. The cylinder is semi-opaque, containing a solid core of pure black. The red stone seems to be the focus point, from which a blade of up to five feet may be extended, coruscating in the user's Sorce color.

A Sorcist who obtains a Sorce saber must power up and imprint the weapon by spending one Mega point for the game session. The weapon is being imprinted for 1 week of game time — the weapon cannot be used until this time has passed.

No one, not even another Sorcists, may use a Sorce saber after it has been imprinted by its owner.

Activating a Sorce saber can only be done by someone with at least one known Sorce Feat.

*** **Mastery** ***
- Assassin's Move
- Disarm
- Disarm & Attack
- Melee Hurl Good
- MER Binding
- NV Shield
- Puncture Organ
- Structural Damage Cumulative
- Wild Swing

Poison

Chocking

RC	Meta	Cr	Maint	ETax	Enc
5	R	5	Buy	1	*
10	R	10	Buy	2	*
15	O	15	Buy	3	*
20	O	25	Buy	4	*
25	Y	35	Buy	5	*
3V	Y	45	Buy	6	*
4V	G	55	Buy	8	*
5V	G	65	Buy	9	*
6V	B	75	Buy	10	*

Types: Ingested & Gas Grenade

Roll vs WP, unable to breath for a # of rounds equal to success.

Corrosive

RC	Meta	Cr	Maint	ETax	Enc
d4	R	5	Buy	0.2	*
d6	O	10	Buy	0.6	*
d8	O	15	Buy	1	*
d10	Y	20	Buy	2	*
d12	Y	40	Buy	4	*
d16	G	60	Buy	6	*
d20	G	80	Buy	8	*
d30	B	100	Buy	10	*

Types: Weapon, Gas Grenade, & Contact (double Cr and Etax)

Causes additional damage equal to the die listed under RC, then 1/2 on round 2, then 1/4 on round 3, then the damage ends.

Death

RC	Meta	Cr	Maint	ETax	Enc
5	R	50	Buy	2	*
10	O	75	Buy	2	*
15	Y	100	Buy	4	*
20	G	150	Buy	6	*
25	G	200	Buy	8	*
3V	B	250	Buy	10	*
4V	B	300	Buy	14	*

Types: Ingested, Weapon, Gas Grenade, Contact (double Cr & ETax)

Roll vs FR or die.

Knockout

RC	Meta	Cr	Maint	ETax	Enc
5	R	5	Buy	0.5	*
10	R	10	Buy	1	*
15	O	15	Buy	1	*
20	O	25	Buy	2	*
25	Y	35	Buy	2	*
3V	Y	45	Buy	3	*
4V	G	55	Buy	4	*
5V	G	65	Buy	5	*
6V	B	75	Buy	6	*

Types: Ingested, Weapon, & Gas Grenade

Roll vs WP, unconscious for a # of rounds equal to success.

Laughing

RC	Meta	Cr	Maint	ETax	Enc
5	R	5	Buy	0.5	*
10	R	10	Buy	1	*
15	R	15	Buy	1	*
20	O	20	Buy	2	*
25	O	25	Buy	2	*
3V	Y	30	Buy	3	*
4V	Y	35	Buy	3	*
5V	G	40	Buy	4	*
6V	G	45	Buy	5	*

Types: Ingested, Weapon, & Gas Grenade

Roll vs WP, laughing for a # of rounds equal to success. Can only move 1sq/rnd, no other actions.

Paralysis

RC	Meta	Cr	Maint	ETax	Enc
5	R	5	Buy	0.5	*
10	R	10	Buy	1	*
15	O	15	Buy	1	*
20	O	25	Buy	2	*
25	Y	35	Buy	2	*
3V	Y	45	Buy	3	*
4V	G	55	Buy	4	*
5V	G	65	Buy	5	*
6V	B	75	Buy	6	*

Types: Ingested, Weapon, & Gas Grenade

Roll vs FR, or paralized for a # of rounds equal to success.

Sleep

RC	Meta	Cr	Maint	ETax	Enc
5	R	5	Buy	0.5	*
10	R	10	Buy	1	*
15	R	15	Buy	1	*
20	O	20	Buy	2	*
25	O	25	Buy	2	*
3V	O	30	Buy	3	*
4V	Y	35	Buy	3	*
5V	Y	40	Buy	4	*
6V	G	45	Buy	5	*

Types: Ingested, Weapon, & Gas Grenade

Roll vs WP, or fall asleep for a # of hours equal to success.

POISONS

Poison Use Feat: The feat, "Poison Use" does several important things. First, it provides the character with an official certificate of transport for transporting poisons. Secondly, it provides them with a more hidden credential that is recognized by most assassin, thieves, and black market guilds for the purpose of purchasing poisons.

Also, "Poison Use" feat allows poison rolls to be made normally. Without it the character is untrained – see below.

Poison Meta: Poison Feats will list a Meta. This is the highest type of poison that the character may use safely (as trained). Poison Meta types above that must be used as "untrained" (see below).

Doses: All poisons are sold in vials of 6 doses. Please refer to the Weapon's table at the beginning of this booklet to find out how many doses of poison, each weapon requires to be effective.

Weapon Use: Poisons will wear off a weapon after three hits without causing any wounds or after the first wounding hit, whichever occurs first.

Untrained: If not trained, the result of the doubling die is a bit different than normal, basically © and 1ˢ are all considered critical failures. If no doubling die is required as an Attack or use for a particular poison, a special separate DD is rolled to see if a 1 or © comes up, indicating a critical.

Antidotes: Antidotes are known for most poisons and cost six times the price of the poison, per vial (6 doses). So antidotes are six times more expensive. When administered, antidotes allow a second resistance check with a RCB equal to the indicated poison's RC.. Even without antidotes, a successful *first aid* or *medic* roll will prevent the effects of most poison.

CHOKING POISON

This poison, made from Calemoran milc-ti root, causes the victim's throat to constrict, preventing air flow.

Victims must roll WP vs the poison's rating (see above for specifics on rating), or be unable to breath for a number of rounds equal to the failed roll. During this time, most NPCs will be unable to do anything besides gasping for air.

CORROSIVE POISON
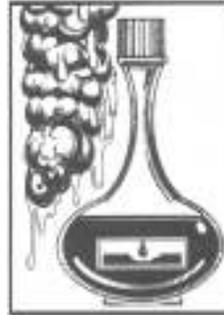
This poison is a thick green liquid made from Kryllian larvae sacks after they hatch.

No antidote is known for this poison, and Kryll are immune to its effects.

DEATH POISON

The sea zimil of Guild home is the source of this deadly poison. Victims must roll FR vs the poison's rating, or, in effect, experience a heart attack and die.

The antidote must be administered within 10 rounds after the heart attack, or the death is permanent. *First aid* rolls may be made each round vs the total number of rounds to prevent death. A successful *medtech* roll will prevent death.

The only known antidote for this poison is made from the kicta fungus of Kalos II.

KNOCKOUT POISON

The origin of this poison is not shrouded in mystery. It is a slightly modified version of a common medical anesthesia.

Victims of this poison must roll WP vs the poison's rating or pass out for a number of rounds equal to the failure.

LAUGHING POISON

This poison is a clear liquid that stimulates the brain's pleasure centers, causing victims who fail a WP roll vs the poison's rating to laugh uncontrollably for a number of rounds equal to the failure. During this time, victims may take no actions other than moving one square per round. Furthermore, the victim must make a FR check each round vs the number of rounds laughed or become exhausted and pass out.

The antidote is a concentrated depressant that will stop the effects.

PARALYSIS POISON

This potent paralysis compound is extracted from the male Calemoran joc-tun serpent. The poison attacks the victim's central nervous system, requiring a FR roll vs the poison's rating. Failure indicates that the victim is paralyzed for a number of rounds equal to the failure. Victims can see, hear and think, but cannot move at all.

The antidote is extracted from the female joc-tun.

SLEEP POISON

The most efficient known sleep compound is made from the Setchie plant of Arth. Victims must make a WP roll vs the poison's rating or sleep for a number of hours equal to the failure. Races which do not normally sleep receive a buff as determined by the GM or are totally immune. Sleeping victims may be awakened normally, but only by another individual.

Explosives

Bolt Tips

Local Explode

Radius	RC	Meta	Cr	Maint	ETax	Enc	
0	5	R	10	Buy	0.2	*	
0	10	R	20	Buy	0.2	*	
0	15	O	30	Buy	0.5	*	Replaces Arrow Damage
0	20	O	40	Buy	1	*	
0	25	Y	50	Buy	2	*	
0	3V	G	75	Buy	4	0.5	
0	4V	B	100	Buy	6	0.5	

Exploding

Radius	RC	Meta	Cr	Maint	ETax	Enc	
0/1	5	R	30	Buy	0.5	*	
0/1	10	R	40	Buy	0.5	*	
0/1	15	O	50	Buy	1	*	Replaces Arrow Damage
0/1	20	O	75	Buy	2	*	
0/1	25	Y	100	Buy	4	*	
0/1	3V	G	125	Buy	6	0.5	
0/1	4V	B	150	Buy	8	0.5	

Spinning

Radius	RC	Meta	Cr	Maint	ETax	Enc	
0	0	~	20	Buy	1	*	Little Extra Dmg and Wounding Dmg = Dif to Remove
0	+Buff 2	~	40	Buy	2	0.5	
0	+Buff 5	R	60	Buy	3	0.5	
0	+Buff 10	R	80	Buy	4	1	

Armor Piercing

Radius	RC	Meta	Cr	Maint	ETax	Enc	
0	d4	~	10	Buy	0.5	*	
0	d6	~	20	Buy	0.5	*	
0	d8	R	40	Buy	1	*	RC is a die that is rolled and armor is reduced by that amount. Reusable.
0	d10	R	60	Buy	2	*	
0	d12	R	80	Buy	3	*	
0	d16	Y	100	Buy	4	0.5	
0	d20	G	125	Buy	5	0.5	
0	d30	B	150	Buy	6	0.5	

Grappel

Radius	RC	Meta	Cr	Maint	ETax	Enc	
0	10	~	10	Buy	1	1	
0	15	~	20	Buy	1	1	
0	20	~	40	Buy	1	2	
0	25	~	60	Buy	2	2	RC is damage and strength of hold. Reusable.
0	3V	~	80	Buy	2	3	
0	4V	~	100	Buy	2	3	
0	5V	~	125	Buy	3	3	
0	6V	~	150	Buy	3	4	

Demolitions

Rope

Length	RC	Meta	Cr	Maint	ETax	Enc	
20 ft	10	R	40	Buy	2	0.5	Used to cut columns and blow doors, etc. Supports must be looped entirely, doors/windows must be framed entirely, canb e combined as multiple longer rope but Dmg is the same and uses multiple Meta.
20 ft	20	O	80	Buy	4	0.5	
20 ft	3V	Y	120	Buy	6	1	
20 ft	6V	G	200	Buy	8	1	

Plastic/Putty

Radius	RC	Meta	Cr	Maint	ETax	Enc	
1 to 6 inch	10	~	20	Buy	0.5	*	Designed to blow small but deep holes. To blow locks, latches, etc.
1 to 6 inch	20	R	40	Buy	1	*	
1 to 6 inch	3V	O	60	Buy	2	0.5	
1 to 6 inch	6V	Y	80	Buy	4	0.5	

Bomb

Radius	RC	Meta	Cr	Maint	ETax	Enc	
2/2/2	20	G	750	Buy	16	1	Destroy a large area
3/3/3	4V	G	1000	Buy	18	1	
4/4/4	6V	B	1250	Buy	22	2	
5/5/5	8V	B	1500	Buy	26	2	

Grenades

Explosive

Radius	RC	Meta	Cr	Maint	ETax	Enc	
1/1/1	5	O	20	Buy	0.4	0.5	
1/1/1	10	O	40	Buy	1	0.5	
1/1/1	15	Y	60	Buy	2	0.5	
1/1/1	20	Y	80	Buy	4	0.5	Explosive Dmg
1/1/1	25	G	100	Buy	6	0.5	
1/1/1	3V	G	125	Buy	8	1	
1/1/1	4V	B	150	Buy	12	1	
1/1/1	5V	B	200	Buy	16	1	
1/1/1	6V	B	250	Buy	20	1	

Flash-Bang

Radius	RC	Meta	Cr	Maint	ETax	Enc	
2/2/2	5	R	5	Buy	0.2	0.5	
2/2/2	10	R	10	Buy	0.6	0.5	
2/2/2	15	R	15	Buy	1	0.5	
2/2/2	20	O	20	Buy	2	0.5	
2/2/2	25	O	25	Buy	4	0.5	vs FR or deaf/blind for d8 rounds
2/2/2	3V	O	30	Buy	6	0.5	
2/2/2	4V	G	35	Buy	8	1	
2/2/2	5V	G	40	Buy	10	1	
2/2/2	6V	G	45	Buy	12	1	

Gas

Radius	RC	Meta	Cr	Maint	ETax	Enc	
2/2	poison	+Y	x2	Buy	x2	0.5	Gas grenades distribute one of the gas poinsons from the poison section. An extra Yellow Meta must be used, the credits and Etax are doubled, and the Enc is .5

Incendiary

Radius	RC	Meta	Cr	Maint	ETax	Enc	
1/1/1	4	O	20	Buy	0.4	0.5	
1/1/1	8	O	40	Buy	1	0.5	
1/1/1	12	Y	60	Buy	2	0.5	Full damage on 1st round, then half on 2nd, even if leave radius. Suit armor gain double armor.
1/1/1	16	Y	80	Buy	4	0.5	
1/1/1	20	Y	100	Buy	6	1	
1/1/1	24	G	125	Buy	8	1	
1/1/1	3V	B	150	Buy	12	1	

Shock

Radius	RC	Meta	Cr	Maint	ETax	Enc	
2/2	5	R	10	Buy	0.4	0.5	
2/2	10	R	20	Buy	1	0.5	
2/2	15	R	30	Buy	2	0.5	
2/2	20	Y	40	Buy	4	0.5	
2/2	25	Y	50	Buy	6	0.5	vs FR of fall unconscious
2/2	3V	Y	60	Buy	8	0.5	
2/2	4V	Y	70	Buy	10	1	
2/2	5V	G	80	Buy	12	1	
2/2	6V	G	90	Buy	14	1	

Smoke

Radius	RC	Meta	Cr	Maint	ETax	Enc	
3/3	5	R	5	Buy	0.2	0.5	
3/3	10	R	10	Buy	0.4	0.5	
3/3	15	R	15	Buy	1	0.5	
3/3	20	R	20	Buy	2	0.5	vs Awa or can't see through nor out of - disipates in 4+d4 rounds
3/3	25	O	25	Buy	3	0.5	
3/3	3V	O	30	Buy	4	0.5	
3/3	4V	O	35	Buy	5	0.5	
3/3	5V	Y	40	Buy	6	1	
3/3	6V	Y	45	Buy	7	1	

Tangler

Radius	RC	Meta	Cr	Maint	ETax	Enc	
4	5	R	5	Buy	0.2	0.5	
4	10	R	10	Buy	0.6	0.5	
4	15	R	15	Buy	1	0.5	
4	20	O	20	Buy	2	0.5	vs Str or can't move, swung weapons may get stuck
4	25	O	25	Buy	4	0.5	
4	3V	O	30	Buy	6	0.5	
4	4V	Y	35	Buy	8	1	
4	5V	Y	40	Buy	10	1	
4	6V	Y	45	Buy	12	1	

Micro Grenades

Explosive	Radius	RC	Meta	Cr	Maint	ETax	Enc	
	0/1	5	R	10	Buy	0.5	*	
	0/1	10	R	20	Buy	0.5	*	
	0/1	15	O	30	Buy	1	*	Requires Micro Grenade Launching Weapon
	0/1	20	O	40	Buy	2	*	
	0/1	25	Y	50	Buy	4	*	
	0/1	3V	Y	75	Buy	6	0.5	
	0/1	4V	G	100	Buy	8	0.5	
	0/1	5V	G	125	Buy	10	0.5	
	0/1	6V	B	150	Buy	12	0.5	

Mines

Personel	Radius	RC	Meta	Cr	Maint	ETax	Enc	
	0/1	5	BindsR	20	Buy	0.4	0.5	
	0/1	10	BindsR	40	Buy	1	0.5	
	0/1	15	BindsR	60	Buy	2	0.5	
	0/1	20	BindsO	80	Buy	4	0.5	Explodes when step in Square
	0/1	25	BindsO	100	Buy	6	0.5	
	0/1	3V	BindsY	125	Buy	8	1	
	0/1	4V	BindsY	150	Buy	12	1	
	0/1	5V	BindsY	200	Buy	16	1	
	0/1	6V	BindsG	250	Buy	20	1	

Anti-Tank	Radius	RC		Cr	Maint	ETax	Enc	
	1	3V	BindsY	200	Buy	6	1	
	1	4V	BindsY	300	Buy	8	1	
	1	5V	BindsY	400	Buy	10	2	
	1	10V	BindsG	500	Buy	12	2	Personel Rarely Trip these, too small a target
	1	15V	BindsG	600	Buy	14	2	
	1	20V	BindsB	700	Buy	16	3	
	1	25V	BindsB	800	Buy	18	3	

Tangler	Radius	RC	Meta	Cr	Maint	ETax	Enc	
	1	5	BindsR	10	Buy	0.5	0.5	
	1	10	BindsR	20	Buy	0.5	0.5	
	1	15	BindsR	40	Buy	1	0.5	
	1	20	BindsO	60	Buy	2	0.5	Tangles when step in Square
	1	25	BindsO	80	Buy	4	0.5	
	2	3V	BindsO	100	Buy	6	1	
	2	4V	BindsG	125	Buy	8	1	
	2	5V	BindsG	150	Buy	10	1	
	2	6V	BindsB	200	Buy	12	1	

Missiles

Assassin

Radius	RC	Meta	Cr	Maint	ETax	Enc	Def RC	MR	Fel Rnds	
0	5	O	40	Buy	1	1	20	20	3	
0	10	O	60	Buy	2	1	20	20	3	
0	15	Y	80	Buy	3	2	18	20	3	
0	20	Y	100	Buy	4	2	18	20	4	Lie and wait missiles, programmed
0	25	G	125	Buy	6	2	16	20	4	to an event
0	3V	G	150	Buy	8	3	16	20	5	
0	4V	B	175	Buy	10	3	14	20	5	
0	5V	B	250	Buy	12	3	12	20	6	
0	6V	B	300	Buy	14	4	10	20	6	

Anti-Personel

Radius	RC		Cr	Maint	ETax	Enc	Def	MR	Fuel	
0	5	R	40	Buy	1	1	20	20	4	
0	10	R	60	Buy	2	1	20	20	4	
0	15	R	80	Buy	3	2	18	20	5	
0	20	O	100	Buy	4	2	18	20	5	
0	25	O	125	Buy	6	2	16	20	6	Can navigate in a 3sq cooridoor
0	3V	G	150	Buy	8	3	16	20	6	toward target
0	4V	G	175	Buy	10	3	14	20	7	
0	5V	B	250	Buy	12	3	12	20	7	
0	6V	B	300	Buy	14	4	10	20	8	

Anti-Tank

Radius	RC		Cr	Maint	ETax	Enc	Def	MR	Fuel	
1	3V	O	200	Buy	6	2	12	10	3	
1	4V	Y	300	Buy	8	3	12	10	3	
1	5V	Y	400	Buy	10	4	10	10	3	Personel suffer 1/10 Dmg, also
1	10V	G	500	Buy	12	5	10	10	3	works on walls, etc.
1	15V	G	600	Buy	14	5	10	10	4	
1	20V	B	700	Buy	16	6	8	10	4	
1	25V	B	800	Buy	18	6	8	10	4	

Seeker

Radius	RC		Cr	Maint	ETax	Enc	Def	MR	Fuel	
0	5	O	80	Buy	1	1	20	20	3	
0	10	O	120	Buy	2	1	20	20	3	
0	15	Y	160	Buy	3	2	18	20	3	
0	20	Y	200	Buy	4	2	18	20	3	
0	25	G	258	Buy	6	2	16	20	3	Contines to dive bomb same target
0	3V	G	300	Buy	8	3	16	20	3	unlit hit or no fuel
0	4V	B	350	Buy	10	3	14	20	3	
0	5V	B	500	Buy	12	3	12	20	3	
0	6V	B	600	Buy	14	4	10	20	3	

Hunter

Radius	RC		Cr	Maint	ETax	Enc	Def	MR	Fuel	
0	5	O	80	Buy	1	1	20	1-10	2	
0	10	O	120	Buy	2	1	20	1-10	3	
0	15	Y	160	Buy	3	2	18	1-10	4	Can hunt for a target until found or
0	20	Y	200	Buy	4	2	18	1-10	5	fuel runs out. MR can vary each
0	25	G	258	Buy	6	2	16	1-10	6	round.
0	3V	G	300	Buy	8	3	16	1-10	7	
0	4V	B	350	Buy	10	3	14	1-10	8	
0	5V	B	500	Buy	12	3	12	1-10	9	
0	6V	B	600	Buy	14	4	10	1-10	10	

Snap shot

Radius	RC		Cr	Maint	ETax	Enc	Def	MR	Fuel	
3	10	R	200	Buy	6	2	30	50	20	
3	15	O	300	Buy	8	3	30	50	30	
4	20	Y	400	Buy	10	4	30	50	40	
4	25	Y	500	Buy	12	5	30	50	50	Long range - take a picture then
5	3V	G	600	Buy	14	5	25	50	60	later fire at picture
5	4V	G	700	Buy	16	6	25	50	70	
6	5V	B	800	Buy	18	6	25	50	80	
6	6V	B	900	Buy	20	7	20	50	90	
6	7V	B	1000	Buy	22	7	20	50	100	

Explosive Rules

Explosives includes a whole range of weapons including:

- Grenades
- Missiles
- Rockets
- Plastics
- Mines

Meta: Nearly all explosives have a Meta cost associated with their use that is tied to the specific explosive, not the Explosives – "X" feat. You find this Meta cost in the tables above.

To use explosives without penalty, the character must have the Explosive – "X" feat. Read up on the feat in the Feat's Booklet. Most explosives may be used by anyone, even without the Explosives – "X" feat, but at great risk.

Untrained: Untrained: If not trained, the result of the damage doubling die is a bit different than normal, basically © and 1^s are all considered critical failures. If no doubling die is rolled for a particular explosive, a special roll is made for the purpose of this rule.

Explosives are also often governed by license, and without a proper Explosives – "X" feat, no such license exists.

EXPLOSION RINGS

Many explosives explode in rings of reducing damage. The inner ring is full damage. Damage halves as it moves out each ring. So the 1st ring is full Dmg, the 2nd ring is at half damage, the 3rd is at ¼ Dmg, etc.

The rings can be of varying size and number. If an explosive causes full, half, quarter damage across rings of 1 sq each it would be noted as 1/1/1. That is three rings, each of 1sq size. But, if the damage rings widen as they spread outward so full damage was a 1sq ring, half damage was a 2sq wide ring, and ¼ was a 3sq wide ring, it would be noted as 1/2/3.

The center square, or target square is considered ground zero and labeled as "0". Thus if a grenade did full damage to the target square and then half to the ring of adjacent squares, it would be noted 0/1.

ATTACK ROLL

Attack Roll: In order to attack with a grenade or other explosive, the GM must set a difficulty to hit a square on the board or target (note, a grenade is never thrown AT an opponent, but at its square – or any other

square.) Then the attack roll is made. Success indicates that the grenade hits the intended square and all in the blast radius may attempt to jump/dive for cover. Failure means the grenade still goes off, but not at the intended square. Instead, it lands a number of squares away equal to the failure in a d12 direction (d12 = directions of the clock).

AVOIDING EXPLOSIONS

AOE Jumping: Characters and NPCs avoid explosions by first opting to dive or jump out of the way. This is called AOE jumping (area of effect jumping). Then, if still caught in the blast area, they are allowed an armor roll (no defense roll is allowed – hard to dodge blast particles).

NPCs jump/dive by having the GM roll a D16 die where 1 = average jump/dive (some good some bad), 2 = normal success, 4 = good jump/dive, 8 = excellent, and 16 = super jump/dive. Of course © and t have their usual interpretations.

Grenades

EXPLOSIVE

This grenade will explode and throw metal fragments and concussion Dmg.

FLASH-BANG

This grenade explodes in a burst of light and sound. Flash-bang damage does not inflict wounds, but if the damage roll (which functions like any exploding weapon) exceeds opponents' FR, opponents will be deafened and blinded for d8 rounds. At GMs discretion, this figure may be rolled for all effected or one at a time. The roll may be made by the GM in secret to add suspense, realism, and allow GM tweaking of the result if needed.

GAS

There are many types of gas that can be used in these grenades. The strength of the gas is rolled and reduced just like exploding damage. Typical gas grenades cause cumulative damage per round, while targets remain in the gas. The gas may disperse early depending upon the area, wind, etc. (GM's discretion).

INCENDIARY

This grenade is filled with phosphorous that burns at 1000° Celsius. It will explode and cause regular damage to anything that is burnable or susceptible to heat. The next round it will continue to burn and shower the surrounding area with white-hot material for half damage. During this time, flammable items which take damage should be considered on fire. Note, most fully enclosed tech suit armor, most sealed androids, etc. may double their AR roll.

SHOCK

These grenades explode sending out a massive sonic shock wave. Like flash-bangs, shock grenades do not inflict wounds. However, damage is rolled like any exploding weapon and if the roll exceeds opponents' WP, the opponents are knocked unconscious for a number of rounds equal to the grenade's d(Rank). Thus a 6r grenade will unconscious for d6 rounds. At GMs discretion, this figure may be rolled for all effected or one at a time. The roll may be made by the GM in secret to add suspense, realism, and allow GM tweaking of the result if needed.

SMOKE

This grenade will release colored smoke. It causes no wounds, but damage is still rolled as per the exploding rules. The difficulty of seeing through the smoke is equal to the "damage result" for each square. Dissipates in 4+d4 rounds.

TANGLER

These grenades spew out tendrils of sticky resin. They cause no wounds, but damage is still rolled as per the exploding rules. The Strength of the resin in any particular square equals the "damage" result for that square. Tangles do not go away with time. They must be overcome with strength or damage. Warning, most physical attacks will require a Str check to see if the striking item gets stuck. Most ranged weapons will have their damages against the tangler, greatly reduced. Firing a laser into a tangler mass will have negligible impact. Blaster energy will cause full damage however. Tharg and Lob weapons cause double damage to the tangler. Most tanglers are fire retardant but susceptible to acid.

Normal and Microgrenades

Normal: Normal-sized infantry grenades, may be thrown or fired from an under barrel launcher.

When a normal grenade is thrown, use the character's *throw* attack. When shot from a weapon, the appropriate weapon's attack must be used.

Microgrenades: There is another entire type of grenade known as the microgrenade. This kind of grenade has an arming mechanism that requires the use of specialized equipment to fire them. They MUST be fired from such devices as a Microgrenade Launcher.

Microgrenades may be shot at squares (as per normal hurled grenades). In such cases the normal Grenade attack rules apply (i.e., GM sets a Dif, Roll success of rails, on a failure misses target sq by degree of failure in d12 direction). However, they can also be fired at an individual. In this case, the individual gets a normal defense and if succeeds, they dodge the micro-grenade which explodes d12 squares past them.

Demolitions Rules

Demolitions includes controlled explosive putty, rope, bombs, and other non-moving explosive items. Some old-world, but still popular, examples are: dynamite, C4, etc. Most Plastics are highly advanced using the very latest materials and technology. They are still called Plastics, a hangover from ancient history.

So, why doesn't everyone run around with explosives? They are expensive, they are hard to get without proper credentials, they are regulated by law officials, and because you can get your head, arm, and left foot blown off.

Types

Mines

Mines are generally placed on the ground and set to trigger when the desired target passes by.

equal to the damage. Otherwise, removal results in an additional damage roll being made (ignoring armor).

Bolts

Bolt Rules
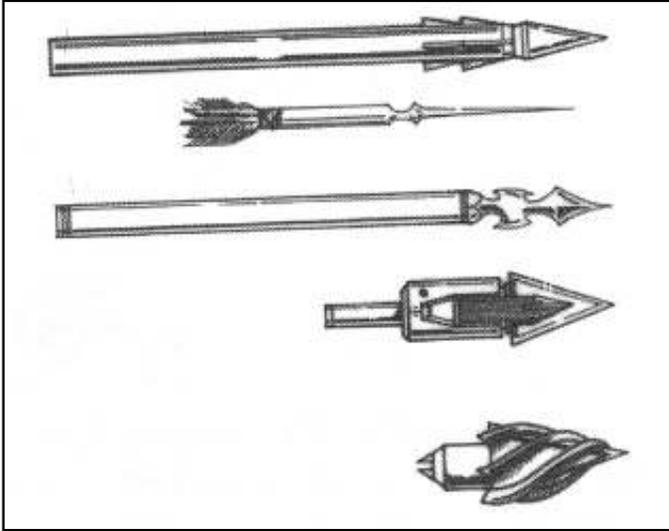
Arrows and cross bow bolts may be fitted with the tips in this section.

Bolt List

LOCALLY EXPLODING TIP

Locally exploding tips creates a local (close proximity) explosion which increases damage but does not impact other squares or targets. When firing locally exploding tips, specific targets are shot at with the typical Atk/Def system being used for resolution. Firing these tips takes Meta not Mega.

EXPLODING

Exploding tips are nearly identical to strapping a micro grenade on the end of your weapon and firing it. There is the advantage that they travel further than hand thrown grenades and often with better accuracy (weapon Atk instead of thrown Atk.

SPINNING

Spinning tips have small tightly wound springs in them that will release when the tip hits something. This causes the tip to spin rapidly, drilling into the victim and becoming lodged. The damage is increased only slightly, however, removal requires a first aid or MedTech roll

Missiles

Missile Rules

Why use a missile instead of a grenade? There are many advantages and some disadvantages to using missiles.

Advantages
- Missiles can contain limited AI to make decisions, correct course, dodge attacks, etc.
- Missiles can fly over and around terrain and obstacles, some can even turn corners, or hover and wait.
- Missiles can have a much longer range than any throw item.
- Missiles come in more powerful, vehicle class, models.

Disadvantages
- Missiles cost a lot
- Missiles can be shot down
- Missiles require special devices to launch them – throwing a missile is pointless as it won't even arm. Missiles do not have standard data ports and are designed to be programmed only from their special launchers.
- Missiles are more bulky, more obvious, and harder to hide

Explosion Rules: Due to their speed, penetration, and design, missiles do not have reducing radius blasts. There is only one blast radius and it is all at full damage. There is no half or quarter damage radius after that. Thus, missiles normally have radiuses of 0, 1, 2, 3, 4, 5, or 6.

Movement: Most missiles have a movement rate of 10 or MR10. Normally this is the MR on the first round after being fired. Then on round 2, the MR is added again (to 20 in our example), on round 3 it is added again (for 30 in our example). This goes on for five rounds (10,20,30,40,50). Which means a typical missile's range is 150sq. If it hasn't impacted a target, the missile's propellant is exhausted and it falls harmlessly to the ground or (at the user's discretion at launch time) explodes. If the user didn't set the explode/fail option for propellant end, the default is to drop harmlessly to the ground.

In summary, a missile's movement rate is compounded each round for five rounds. Then it either fails or explodes depending upon programming at launch time (if the user forgets to set this, it will fail).

Shot Down: A missile may be shot at or even swung at during its movement. Its Def is equal to its Atk rating and any hit will destroy a missile, no damage roll is required.

Missile List

ASSASSIN MISSILE

These missiles are small, self-contained ramjet engines which need not be fired from a standard launcher. However, they can be placed in such launchers for programming, then fired at a zero force level to lay in wait.

They may be given designated targets just like seeker missiles, but are programmed to lie "dormant" and attack a specified target if it comes near. While lying dormant, they use no propellant. Assassin missiles may be given simple orders such as "attack the first person coming through this door," "attack the first non-Anthropos who passes this location," or "wait here for one hour, then fly to the end of the corridor and explode."

To assist in the hunter's turns, it has a max speed of 20.

ANTI-PERSONEL MISSILE

These missiles are basically flying grenades. Their biggest advantage is their longer range and nav system that allows them to navigate in a 3sq wide corridor toward their target.

ANTI-TANK MISSILE

These missiles do vehicle class damage. As such, any personnel level being in the target area, will suffer only personnel level Dmg (1/10, to prevent game busting effects).

Though designated Anti-Tank, they work equally well on structures such as security fences and towers, doors, walls, cars, etc.

SEEKER MISSILE

Seeker missiles contain small homing devices which will track and detonate on its designated target. Once fired, a seeker missile will continue to "track" its target. If it misses, it tries again the following round. A seeker missile will continue trying to hit its target until it succeeds or runs out of fuel.

The missile has a 90 degree field of "vision," and may only attack a target "in sight." If a target hides or moves out of the missile's arc, the missile will move to where it last saw the target and will then begin rotating in a full circle each round "looking" for its target until found or it runs out of fuel. However, on normal attack, if it misses, it will speed past the target in a gentle arc so that the targets last location is within its 90 degree field. Of course, only one attack per round may be made.

HUNTER MISSILE

An improved version of the seeker, the hunter has a built in AI (artificial intelligence) routine and will automatically hunt for a target (even if it can't see it), negating any cover bonuses, etc. Hunter missiles will intelligently search for targets which they can't "see." In addition, they may be programmed to hunt any specific type of target (such as "hunt any Imperial soldiers," or "hunt all Horaks."), and they will search for such a target and will lock onto and attack the first viable target encountered.

SNAP SHOT

This is a long range missile. Operation requires two steps. First, the missile must be loaded into a launcher and fired at a target within 10sq. This merely takes a snap shot of the area and fires off a micro homing beacon. The beacon need not hit the target. It just needs to be in the vicinity of the snapshot image. Then, later, the missile may be fired up to one mile away. It will pick up speed then maintain that cruising speed until it gets to the homing beacon, at which time it will refer to the snapshot with the crosshairs of the launcher being the desired point of impact. Then – boom!

If the snapshot changes noticeably, the missile will abort. So, targeting a moving item or an NPC will almost always fail. This is intended more for structural damage or to attack a location at a later time when targets may be in the area.

*Player's Manuel
Booklet #6*

Armor

By Blake Mobley

Production

Game Design: Blake Mobley

All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

Master Playtesters: Phillip Bagga, Steve Maybury, Blake Mobley, Steve Tobin, Charlie Bill Vincent, Dave Webb

Regular Playtesters: Chris Aitken, Damon Bailey, Will Grady, Carlin Daggett, Jake Hardy, Tim Kitchens, James (JR) Lantz, Chris Mullins, Jim Neff, Trevor Nielsen, Jeff Overton, Mike Tobin, Kyle Vaughn, Lihao Yang

Notable Playtesters: Mike Bergenheier, Zack Davis, Ivan Medlin,

Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

B/W Art: Could include one or more of: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson

Special Thanks

From Blake Mobley to:
❑ Renay for allowing me to play late into the night for these many years and for supporting my dream.
❑ Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

Copyright Information

Living Game

As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change throughout the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

To download or buy other booklets and products:

www.mentalwinds.com

Tables

Armor Types and Specials

Natural & MA Armor	
L	Natural Armor
L	Martial Arts Armor

ARCHAIC

Archaic Partial Combinations	
L	Partial Minimal (1-6)
L	Partial Light (7-12)
M	Partial Medium (13-24)
H	Partial Heavy (25-48)
H	Partial Full (49+)

Archaic Partial Pieces	Val
Breastplate (Chest Only)	16
Breastplate (Full Torso)	20
Chain, Full Torso	16
Greave (Lower leg)	3 ea
Greave (upper leg)	4 ea
Helmet (cap)	2 ea
Helmet (Full)	4 ea
Helmet (Open Faced)	3 ea
Vambrace (Lower arm)	3 ea
Vambrace (Upper arm)	3 ea

Archaic Full	
M	Calemora Chain
H	Calemora Plate

Archaic Shields	
L	Buckler
M	Heater
H	Tower

Tech Shields	
M	Power Shield

Shields can function like armor or as an active block (lowers Def, increases AR)

Sheild Blocks	Armor is Like	LMH	Def +Buff	AR dBuff
Buckler	Buckler	L	-4	d4
Studed	Buckler	L	-6	d6
Spiked	Buckler	L	-8	d8
Round	Heater	M	-10	d10
Heater	Heater	M	-12	d12
Spiked	Heater	M	-16	d16
Tower	Tower	H	-20	d20
Fortress	Tower	H	-30	d30

Note: a negative number +Buff is a penalty as you subtract from the roll result

TECH INCLUDES TECH SHIELDS ABOVE

Tech Force Field		Nish +Buff	Vitality Bonus
L	NV Force Field Type 2	-2	2
L	NV Force field Type 5	-5	5
M	NV Force field Type 10	-10	10
M	NV Force field Type 15	-15	15
H	NV Force field Type 20	-20	20
H	NV Force field Type 30	-30	30

Tech Full	
L	Flak

Tech Power Suit	
L	Space Suit
L	Scout
M	Trooper
M	Marine
M	Assault
H	Expedition
H	Destron
H	Power Frame

BIOTECH

oTech	
L	Bio Leaf
L	Bio Pod
M	Bio Spider
M	Bio Enhanced Spider
M	Bio Scorpion
H	Bio Husk
H	Bio Carapace

CYBER

Cyber Cominations		Vit Increase	Lbs
L	Cyber Minimal (1-5)	2	5
L	Cyber Light (6-10)	4	10
M	Cyber Medium (11-20)	6	20
H	Cyber Heavy (21-40)	8	40
H	Cyber Full (40+)	10	80

Cyber Units	Val
Facial	2 ea
Facial w/ spikes	2 ea
Forearm	3 ea
Forearm w/ spikes	3 ea
Head	3
Head w/ spikes	3
Knee	1 ea
Knee w/ spikes	1 ea
Shin	3 ea
Shin w/ spikes	3 ea
Thigh	4 ea
Thigh w/ spikes	4 ea
Torso	20
Torso w/ spikes	20
Upper Arm	3 ea
Upper Arm w/ spikes	3 ea

Spiked Cyber works like a permanent shiled buff:

Spiked Armor Val	Def +Buff	AR dBuff
1-5	-6	d4
6-10	-8	d6
11-20	-12	d8
21-40	-16	d10
40+	-20	d12

Note: a negative number +Buff is a penalty as you subtract from the roll result

Armor RC and Stats

A-M	Type	LMH	R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	*		Speed	Don	Cr	Maint	Etax	Enc
Assault	Tech, Power Suit	M	Def	12	4	12	4	2	4	4	0.43							
			AR	12	4	12	4	2	4	4	0.8		70	4rnd	1300	1200	16	5
Bio Carapace	BioTech	H	Def	2	4	4	12	N/A	2	2	0.38							
			AR	2	4	4	12	N/A	2	2	1		50	A	900	45	14	8
Bio Enhanced Spider	BioTech	M	Def	4	12	4	12	4	4	12	0.5							
			AR	4	12	4	12	4	4	12	0.5		80	M	600	30	8	6
Bio Husk	BioTech	H	Def	2	4	4	12	N/A	2	4	0.43							
			AR	2	4	4	12	N/A	2	4	0.8		60	A	900	40	12	8
Bio Leaf	BioTech	L	Def	4	12	4	12	4	12	12	1							
			AR	4	12	4	12	4	12	12	0.38		100	P	300	10	2	4
Bio Pod	BioTech	L	Def	4	4	4	12	N/A	2	12	0.9							
			AR	4	4	4	12	N/A	2	12	0.4		80	P	300	20	4	4
Bio Scorpion	BioTech	M	Def	4	12	4	12	4	2	12	0.48							
			AR	4	12	4	12	4	2	12	0.6		80	M	600	35	10	6
Bio Spider	BioTech	M	Def	4	12	4	12	4	12	12	0.7							
			AR	4	12	4	12	4	12	12	0.45		90	M	600	25	6	6
Buckler	Archaic, Shield	L	Def	12	12	12	12	4	12	12	0.8							
			AR	12	12	12	12	4	12	12	0.43		100	P	30	80	4	1
Calemora Chain	Archaic, Full	M	Def	4	12	12	4	2	2	4	0.5							
			AR	4	12	12	4	2	2	4	0.5		70	A	600	120	8	7
Calemora Plate	Archaic, Full	H	Def	4	12	12	4	2	2	4	0.38							
			AR	4	12	12	4	2	2	4	1		50	F	250	180	12	4
Cyber Minimal (1-5 Value)	Cybernetic	L	Def	12	12	12	4	N/A	12	12	1							
			AR	12	12	12	4	N/A	12	12	0.38		90	N/A	250	90	2	N/A
Cyber Light (6-10 Value)	Cybernetic	L	Def	12	12	12	4	N/A	4	12	0.8							
			AR	12	12	12	4	N/A	8	8	0.43		80	N/A	500	180	4	N/A
Cyber Medium (11-20 Value)	Cybernetic	M	Def	12	12	12	2	N/A	4	4	0.6							
			AR	12	12	12	2	N/A	4	4	0.48		70	N/A	1000	270	6	N/A
Cyber Heavy (21-40 Value)	Cybernetic	H	Def	12	4	12	2	N/A	2	4	0.45							
			AR	12	4	12	2	N/A	2	4	0.7		60	N/A	2000	450	10	N/A
Cyber Full (40+ Value)	Cybernetic	H	Def	4	4	12	2	N/A	2	4	0.38							
			AR	4	4	12	2	N/A	2	4	1		50	N/A	3000	540	12	N/A
Destron	Tech, Power Suit	H	Def	12	12	12	12	2	2	4	0.38							
			AR	12	12	12	12	2	2	4	1		50	6rnd	2000	1500	20	8
Expedition	Tech, Power Suit	H	Def	12	12	12	12	2	2	4	0.4							
			AR	12	12	12	12	2	2	4	0.9		60	6rnd	1900	1350	18	8
Flak	Tech, Full	L	Def	12	4	4	2	2	4	12	0.9							
			AR	12	4	4	2	2	4	12	0.4		90	M	300	80	4	5
Heater	Archaic, Shield	M	Def	4	12	12	12	2	2	12	0.6							
			AR	4	12	12	12	2	2	12	0.48		80	P	65	120	6	3
Marine	Tech, Power Suit	M	Def	12	4	12	4	2	4	12	0.5							
			AR	12	4	12	4	2	4	12	0.5		70	4rnd	1200	750	10	5
Martial Arts Armor	MA	L	Def	4	12	8	6	4	12	12	1							
			AR	4	12	10	12	4	6	12	0.38		100	N/A	0	0	0	0

N-Z	Type	LMH	R	Ant	Cal	Dra	Kry	Sha	ZS-F	ZS-M	*	Speed	Don	Cr	Maint	Etax	Enc
Natural Armor	Natural	L	Def	2	2	12	12	4	4	4	0.9						
			AR	2	2	12	12	4	4	4	0.33	100	N/A	0	0	0	0
NV Force Field Type 2	Tech, Force Field	L	Def	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A						
			AR	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	90	P	200	50	.5/chrg	*
NV Force Field Type 5	Tech, Force Field	L	Def	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A						
			AR	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	80	P	500	75	1/chrg	0.5
NV Force Field Type 10	Tech, Force Field	M	Def	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A						
			AR	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	70	P	1000	100	2/chrg	1
NV Force Field Type 15	Tech, Force Field	M	Def	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A						
			AR	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	60	P	1500	150	3/chrg	2
NV Force Field Type 20	Tech, Force Field	H	Def	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A						
			AR	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	50	P	2000	200	4/chrg	3
NV Force Field Type 30	Tech, Force Field	H	Def	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A						
			AR	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	40	P	3000	250	5/chrg	4
Partial Minimal (1-6 Value)	Archaic, Partial	L	Def	12	12	12	12	2	12	12	1						
			AR	12	12	12	12	2	12	12	0.38	100	P	200	60	2	2
Partial Light (7-12 Value)	Archaic, Partial	L	Def	12	12	12	12	2	4	12	0.9						
			AR	12	12	12	12	2	4	12	0.4	90	M	400	120	4	3
Partial Medium	Archaic, Partial	M	Def	12	12	12	4	2	4	12	0.7						
			AR	8	12	12	8	2	2	8	0.45	80	A	800	180	6	4
Partial Heavy (25-48 Value)	Archaic, Partial	H	Def	4	12	12	4	2	2	4	0.48						
			AR	4	12	12	4	2	2	4	0.6	70	F	1200	240	8	5
Partial Full (49+ Value)	Archaic, Partial	H	Def	4	12	12	4	2	2	4	0.43						
			AR	4	12	12	4	2	2	4	0.8	60	2rnd	1600	300	10	6
Power Frame	Tech, Power Suit	H	Def	12	12	12	4	2	2	4	0.43						
			AR	12	12	12	4	2	2	4	0.8	40	6rnd	3000	3000	40	12
Power Shield	Tech, Shield	M	Def	12	4	12	2	2	4	12	0.6						
			AR	4	12	12	12	2	2	12	0.48	90	P	465	240	8	3
Scout	Tech, Power Suit	L	Def	12	4	4	4	2	12	12	0.9						
			AR	12	4	4	4	2	12	12	0.4	90	2rnd	450	450	6	4
Space Suit	Tech, Power Suit	L	Def	12	4	4	2	4	12	12	1						
			AR	12	4	4	2	4	12	12	0.38	90	2rnd	350	150	2	4
Tower	Shields	H	Def	2	12	12	12	2	2	4	0.4						
			AR	2	12	12	12	2	2	4	0.9	50	M	180	200	10	5
Trooper	Tech, Power Suit	M	Def	12	4	4	4	2	4	12	0.7						
			AR	12	4	4	4	2	4	12	0.45	80	2rnd	500	600	8	4

Individual Mastery Elements

Mastery Element	Description	MER Stack
Dodge	Def roll is doubled versus large two handed weapons @O	Y
Guardians	The instects also bite any unauthorized individual who attempts to touch the host or the host's items. They are RCD 4/2. @~	N/A
Impale	Spikes and sharp edges give RC+6 to GTH's hold damage @~	Y
Resist Acid	AR roll is doubled versus acidic attack forms @R	Y
Resist AOE	AR roll is doubled versus physical AOE damage such as grenades, explosions, fire, etc. Does not impact gas, spore, or other fine intrusive attacks. @O	Y
Resist Blades	AR roll is doubled versus blades such as axes, swords, knives. But not versus spear, sword stab, or other punctrre attacks. @O	Y
Resist Blunt	AR roll is doubled versus blunt weapons such as club, falling, etc. but not bullets or other small blunt attacks @O	Y
Resist Mini	AR roll is doubled versus small physical attacks such as shot from a shot gun, needler, explosive grenade, blow dart, hand cross bow, but not for anything larger than a hand cross bow dart such as a bolt or arrow. @O	Y
Resist Plasma	AR roll is doubled versus plasma such as a turbo plaz or plazma sword or other temperature related damage such as fire, hydro flamer, lava, incendiary grenades, etc. @O	Y
Thick Heavy	There is a chance that at attack hits a very thick part of the armor, doubling the AR roll. This is a 4^4 chance @~	Y
Thick Light	There is a chance that at attack hits a very thick part of the armor, doubling the AR roll. This is a 8^8 chance @~	Y
Thick Medium	There is a chance that at attack hits a very thick part of the armor, doubling the AR roll. This is a 6^6 chance @~	Y

Martial Forms

NATURAL

Natural armor is the character's unarmored form (skin, fur, carapace, etc.).

*** Mastery ***
- Dodge

MARTIAL ARTS

Martial arts is simply a highly trained and refined version of Natural armor.

*** Mastery ***
- Dodge

Archaic

Archaic Full

CALEMORA CHAIN

The Calemora have elevated armory to a fine art, and while their suits of chain mail are created using no high-tech procedures, their protection and aesthetics are amazing.

This armor consists of large, interlocked metal rings (so large, in fact, that other cultures might almost refer to this armor as "ring-mail"). Chain protects against most physical attacks while at the same time leaving enough openings so that a Calemora can still "hear" with his skin.

Individual rings are hand-crafted, inscribed with tiny images of monsters and abstract designs.

Like Calemoran plate, suits of Calemoran ring armor are works of art — each is unique and has a long detailed history. The price listed above is only for Calemora. Collectors throughout the Guild have been known to pay three times this price for a suit of Calemoran chain or plate, but it would be a serious breach of the Code of the Dragon for a Calemora to sell his armor.

*** Mastery ***
- Resist Blades

CALEMORA PLATE
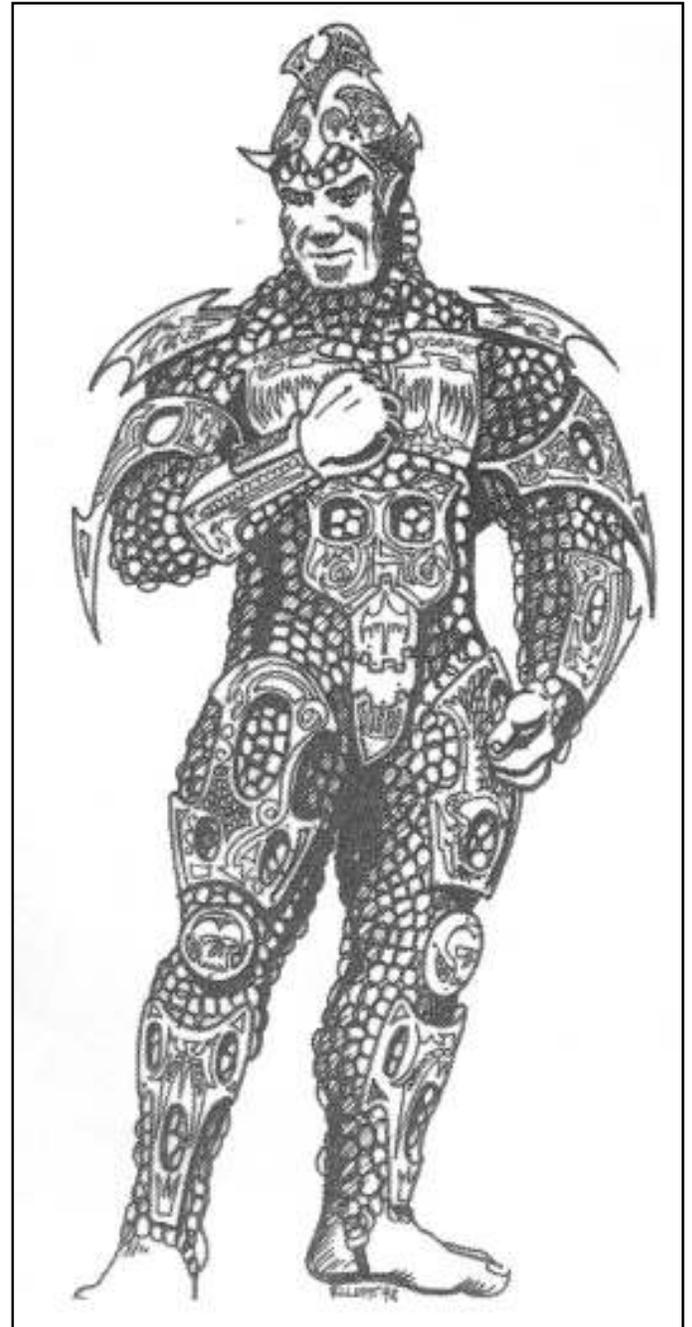
Calemoran plate is relatively rare due to its restrictive qualities, but is still worn by Calemora in ceremonial combats, or when extra protection is needed. Like Calemoran chain, suits of Calemoran plate are works of art — each is unique and has a long, detailed history.

Suits typically include small patches of Calemora chain here and there to aid in hearing, but even then plate places severe restrictions on Calemoran senses Awa rolls for hearing are halved) and catongi communication is almost impossible.

*** Mastery ***
- Impale
- Thick Medium

Archaic Partial

*** Mastery ***
- Thick Light (for light partial armor)
- Dodge (for light partial armor)
- Thick Medium (for medium partial armor)
- Thick Heavy (for heavy partial armor)

BREASTPLATE (CHEST ONLY)

This is a standard non-technological metal breastplate, sometimes worn even by the warriors of the House of Dha.

GREAVE (LOWER LEG)
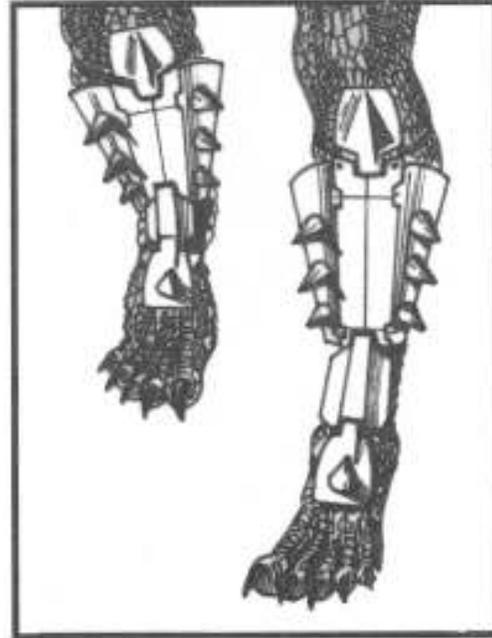
Greaves protect the shins and knees. They are most commonly crafted of metal strips and leather, and padded to reduce shock, like vambraces.

HELMETS
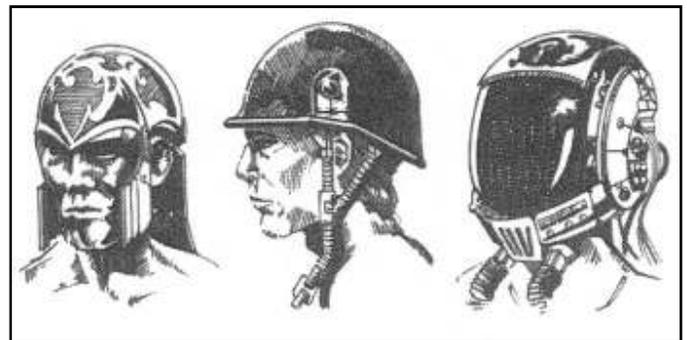
Helmets come in a variety of styles and shapes, depending on the race using them. Calemora and Draca still use helmets, sometimes with other archaic armor types.

VAMBRACE (LOWER ARM)

Vambraces consist of thin strips of metal on a leather or cloth backing, intended to protect the arms. They are usually padded to further reduce damage.

Archaic Shields

Archaic shields remain popular among lower tech worlds, and have even found a place with the warriors of the House of Dha.

Mechanics: Shields may be used to block attacks in the 90 degrees from directly in front of the character to strait out the shield side. In board terms this is the square in front of the character, the square on the shield-side diagonal, and the shield sided square. Shields create a bonus to the character's armor.

Shields can function like armor (see above), they can also be used as an active block (lowers Def, increases AR), or both.

BUCKLER
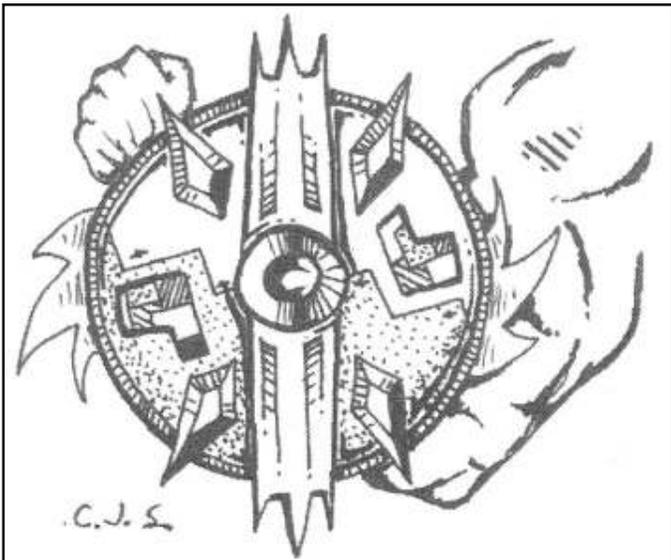
A small shield intended for quick use and defense, a buckler provides minimal encumbrance and can easily be carried anywhere.

*** Mastery ***

- Thick Light (if used as full armor and not Def/AR trade)
- Dodge (if used as full armor and not Def/AR trade)

HEATER
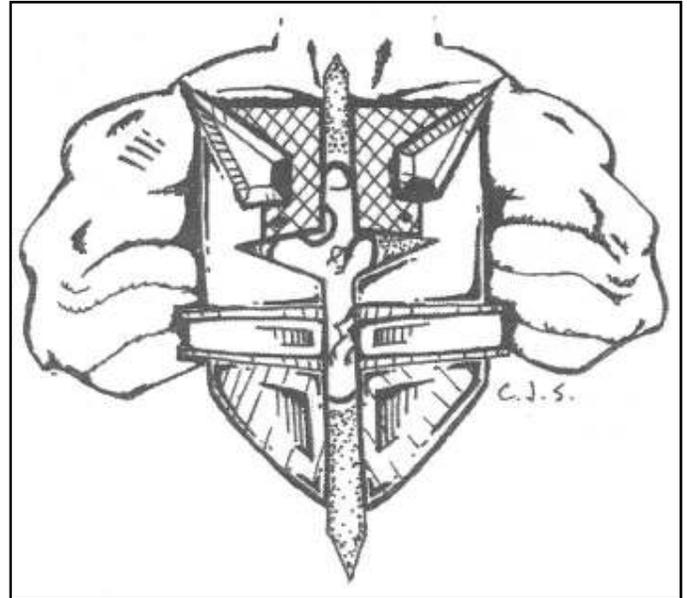
This is a large, roughly triangular shield, most commonly associated with knights and other archaic troop types. It is relatively large, and provides a moderate amount of protection.

*** Mastery ***

- Thick Medium (if used as full armor and not Def/AR trade)

TOWER
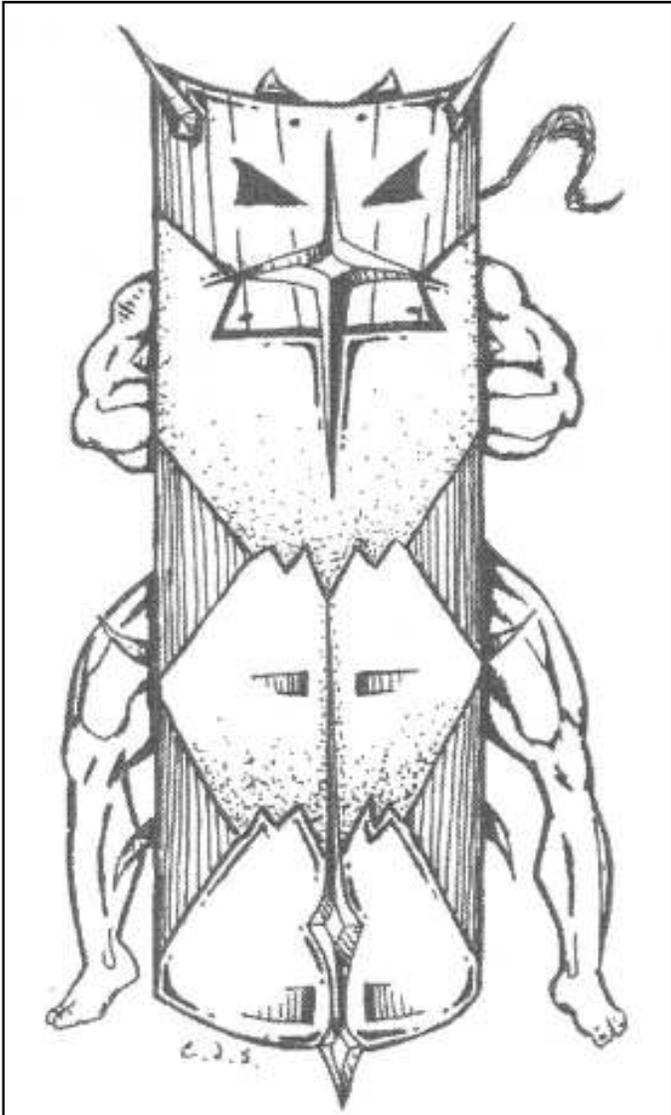
Large, bulky and clumsy, tower shields are rarely if ever carried by modern military forces. On low-tech worlds, and in past history, tower shields were used to form shield walls and to provide protection against enemy archery.

*** Mastery ***

- Thick Heavy (if used as full armor and not Def/AR trade)

Tech

Tech Full

FLAK

"Flak" is a generic term for infantry body armor, consisting of metal, ceramic or plastic plates sewn into a vest and pants. Flak is commonly used by infantry, raiders, and those who cannot afford better.

*** Mastery ***

- Resist Mini
- Dodge

Tech Force Fields
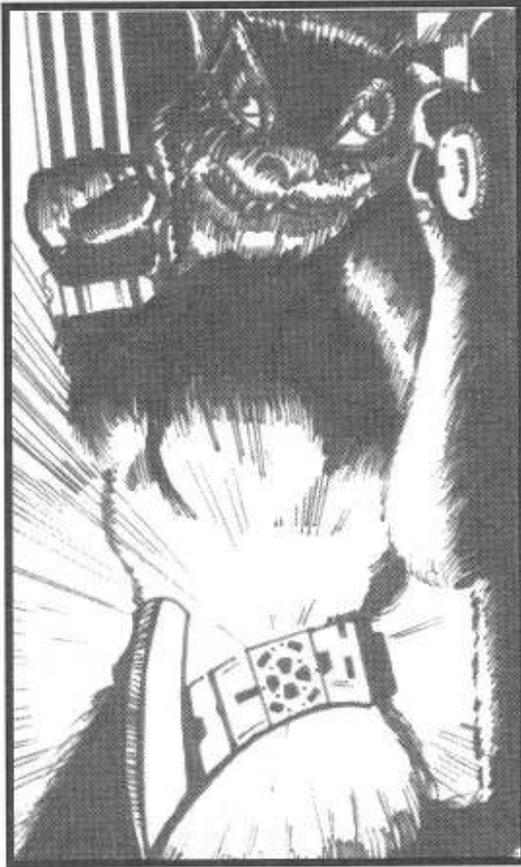
Only One: Only one shield or force field may be used at a time. Trying to combine them typically results in damage to one or both and possible burns or explosive damage to the user.

Variety: There are many different kinds of force fields and shields. The difference between the two is that a force field will "filter" damage while a shield "blocks" damage. At times, the terms are incorrectly used in everyday life.

Default Rules: Unless noted in the specific shield/field entry, all shields/fields obey the following rules:

NV FORCE FIELD

This force field sacrifices reaction (Nish) to generate a field that can absorb damage (effectively a Vitality boost).

Tech Power Suit

This group of armor "tech full armor" is known by many other names ranging from powered armor to suit armor.

Power Armor Enhancements

Half the suit's ETax value comes as built in power armor enhancements. The player may choose as they wish. The Maint, ETax, and encumbrance of these items is considered part of the base suit and are not added to the character.

For a full list of Power Armor Enhancements, turn to the end of this booklet.

ASSAULT

This is a heavier version of marine armor, often used during hazardous duties such as direct assault or ship boarding. Assault armor is often constructed with heat resistant plates bound into ridged sections.

*** Mastery ***

- Resist AOE
- Resist Blunt
- Resist Plasma

DESTRON
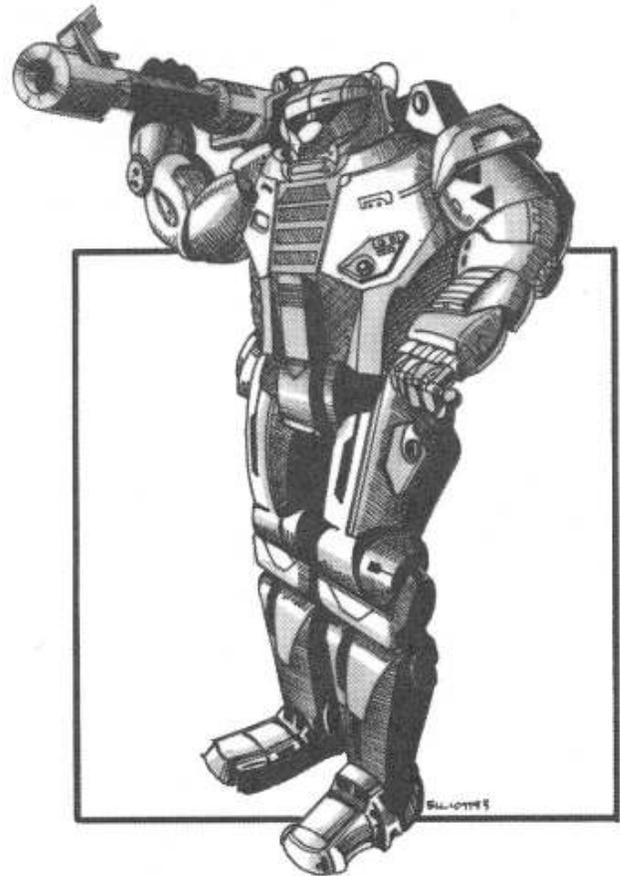
Heavily armored, power assisted, and armed to the teeth, the Destron warrior is a walking engine of destruction, easily capable of shrugging off attacks from even the deadliest heavy weapon. Destron armor is often constructed with heat resistant plates bound into ridged sections.

*** Mastery ***

- Resist AOE
- Resist Blunt
- Resist Plasma

EXPEDITION

Heavier than trooper armor, expedition armor is typically worn by infantrymen who expect to face heavy firepower or dogged resistance. Door gunners on transports often wear this style of armor.

*** Mastery ***

- Resist AOE
- Resist Blunt

MARINE
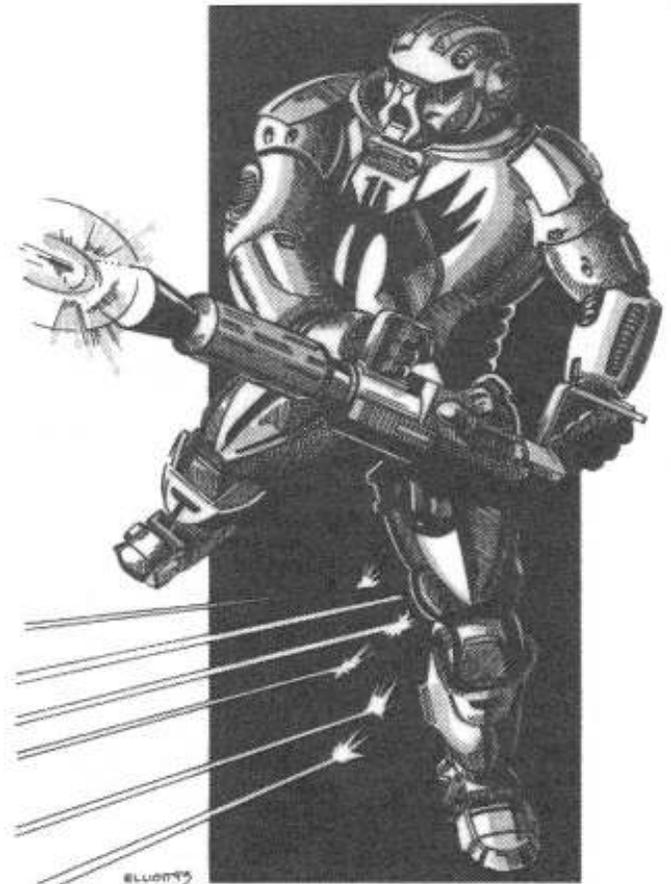
This heavy, well-defended armor is known throughout the Guild, and is the standard protection for the legendary GuildSpace marines.

*** Mastery ***

- Resist AOE
- Resist Blunt

POWER FRAME
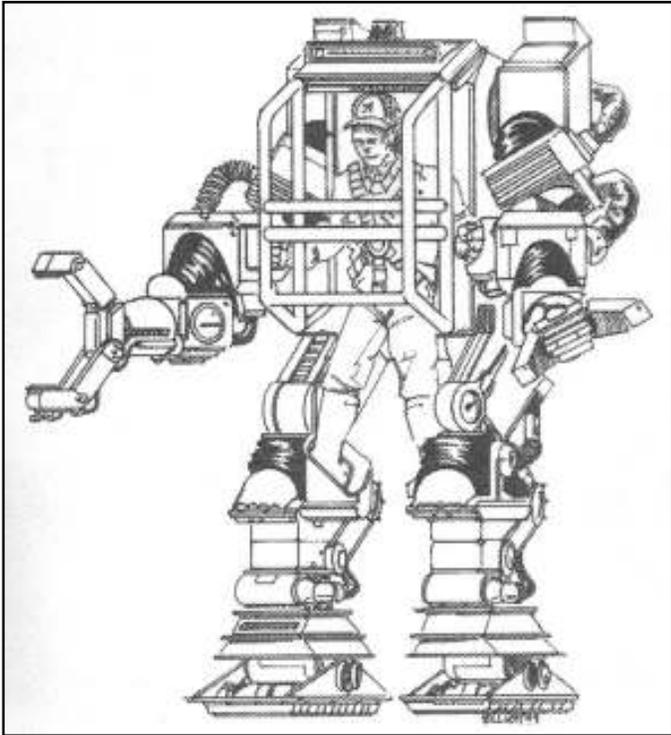
A power frame is a military version of the power lifters commonly used to load cargo and move heavy objects. It resembles an oversized humanoid framework, with large mechanical claws and a partially-armored roll cage to protect its driver. It enhances Strength as RCB4V.

*** Mastery ***

- Thick Heavy

SCOUT
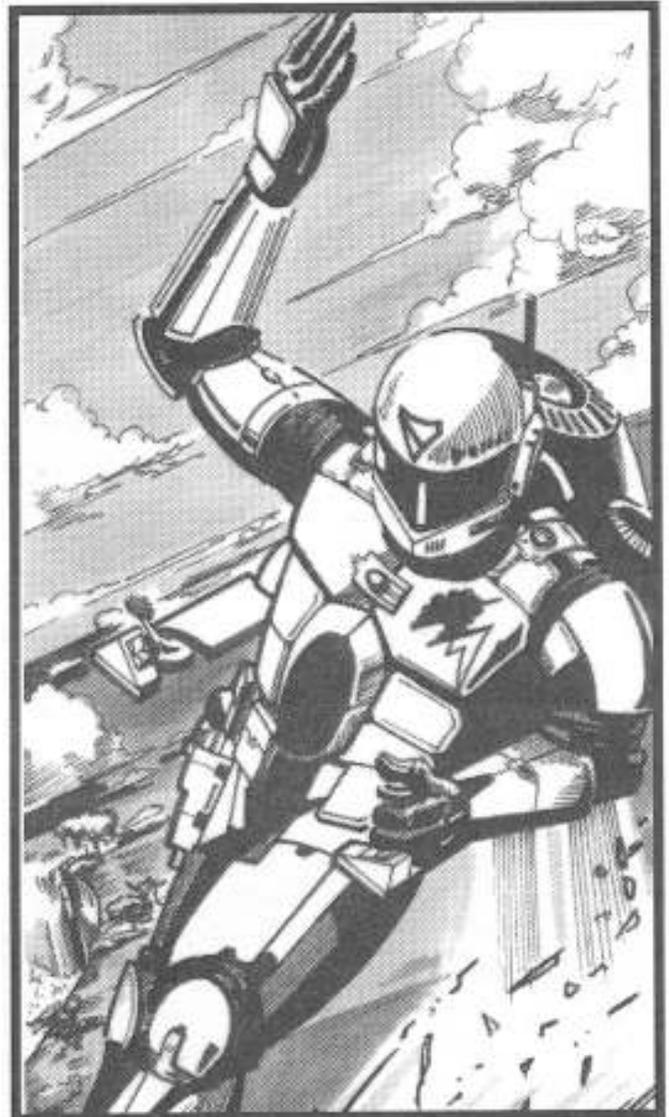
Scout armor is a lightweight suit of plasteel affixed to a durable body suit. Scout armor is constructed with a personal stealth net which increases any stealth or concealment type rolls by RCB8. If the wearer has no stealth skills it will act as Stealth at RCD8.

*** Mastery ***

- Resist AOE

SPACE SUIT
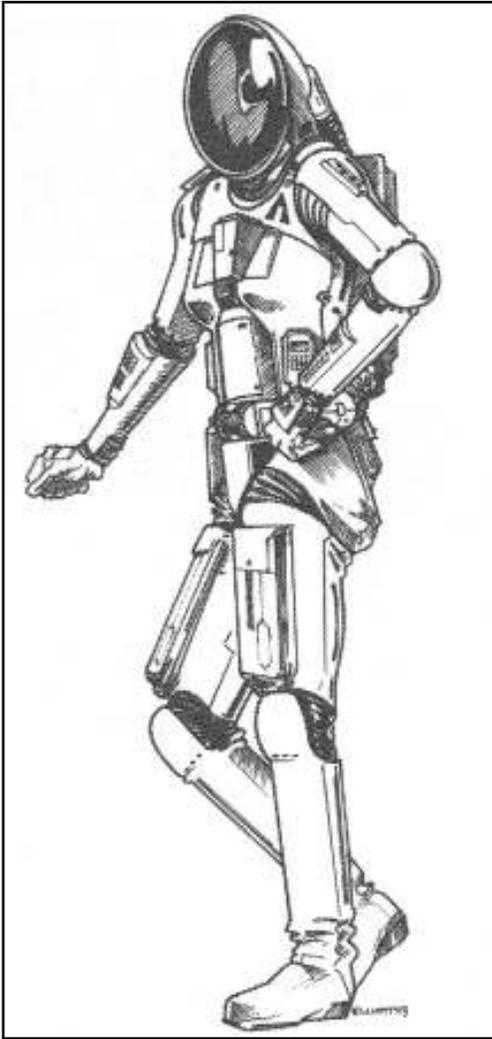
Space suits are very compact and efficient. These suits are completely space worthy, but are of minimal use in combat.

*** Mastery ***

- Resist AOE

TROOPER
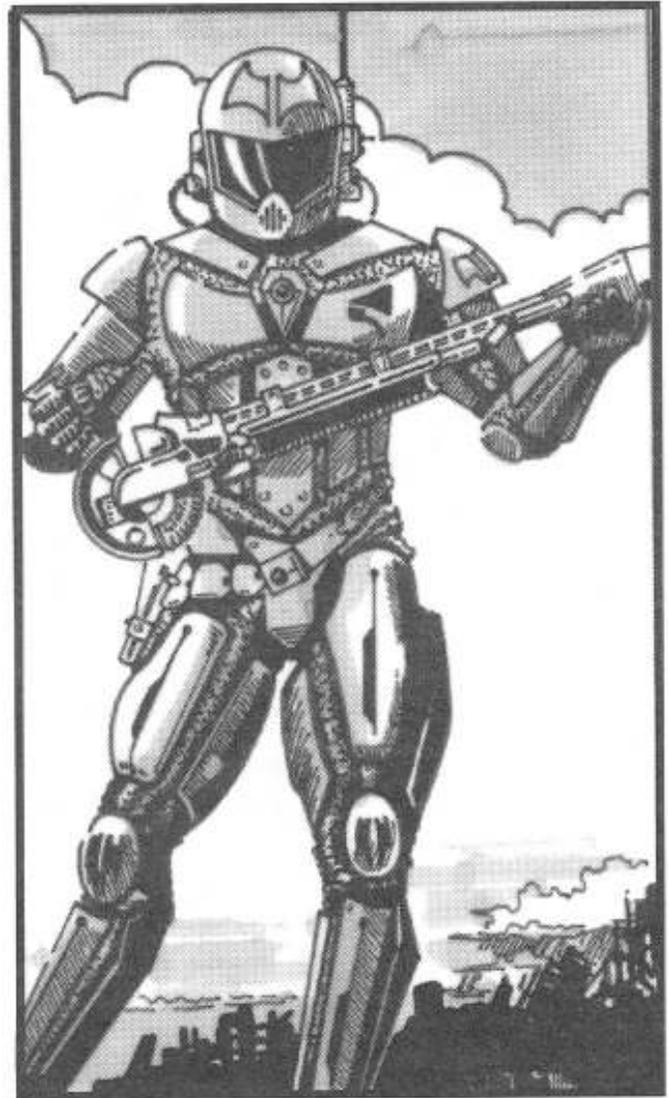
This is the standard personal armor used by infantry throughout Known Space. Consisting of plasteel plates over a micro mesh body suit, trooper armor also includes a full-head helmet.

*** Mastery ***

- Resist AOE
- Resist Blunt

Tech Shields

POWER SHIELD
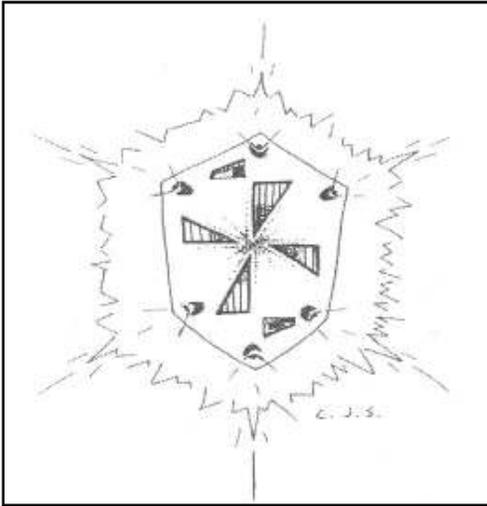
The power shield features an UltraLock assembly which allows it to be attached to its user's arm. A charged ionic field surrounding the shield disperses charges from energy weapons, while a micro-repulsor field diverts or reduces the energy of kinetic attacks.

BioTech Armor

Biotech weapons, armor, and equipment can have interesting traits, like the pets that they are. See the table in the Bio section of the Equipment Manual.

CARAPACE
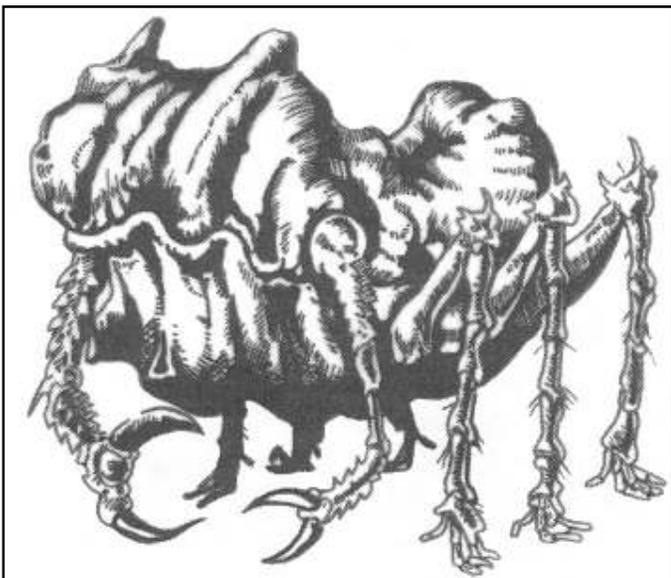
The most effective bio-armor is a living shell, with tendons and mantles all along its length, to open it like a clam shell, then close it snugly around its user. It is heavy, but its protection rivals even that of the Guild Marines. The armor seals itself air tight and filters outside air in creating a breathable environment. The front of carapace armor is clear so that sight is not blocked.

By special order (and trade of especially valuable items), the Kryll can be persuaded to create a carapace in the form of a non-Kryll species.

*** **Mastery** ***
- Resist Acid
- Resist AOE

ENHANCED SPIDER

Enhanced Spider armor is another form of spider armor where a more advanced "armored warrior" spider is used. The suit increases armor at the sacrifice of defense.

*** **Mastery** ***
- Guardians
- Resist Blades

HUSK
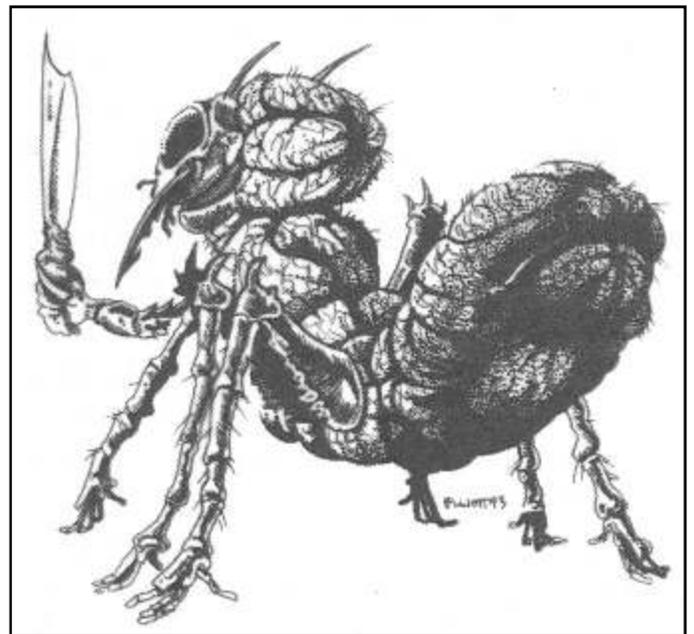
Similar to pod armor, husk armor is made from the dried-out husks of a genetically engineered seed vessels. After the seeds fall, the remaining brownish husk is the size of an adult Kryll warrior (although, like pod armor, husks may be "tailored" to fit other species).

*** **Mastery** ***
- Resist AOE
- Resist Blunt

LEAF
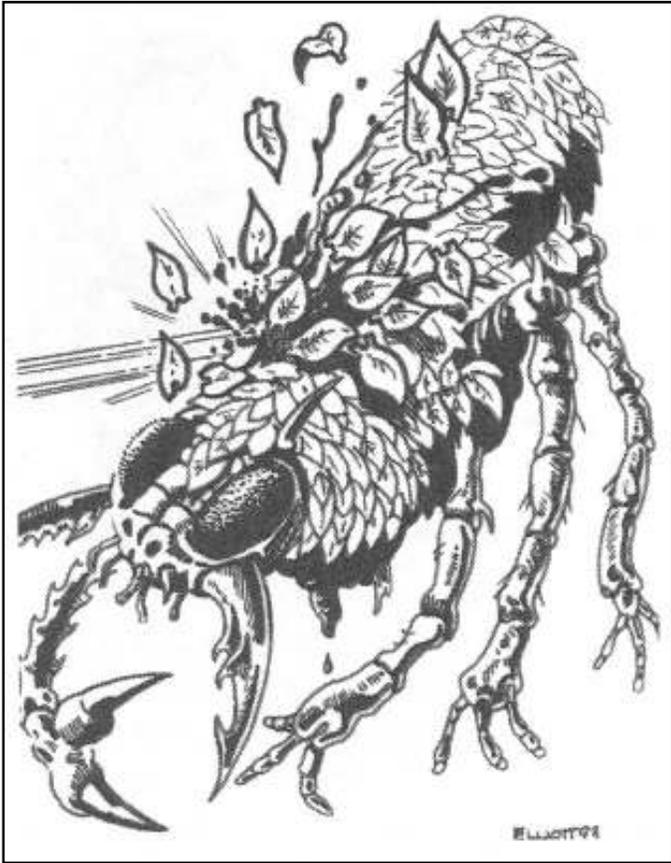
Leaf armor is a sort of symbiotic vine, which grows upon the host's body (although it must be watered occasionally). The vine produces layers of tough, shingle-like leaves which absorb damage and fall away as they are hit. A single plant easily produces enough leaves to last during an adventure, and grows them back in a matter of days.

*** Mastery ***

- Resist Mini
- Dodge

POD

These enormous seed-pods are grown to the size of a normal Kryll warrior (although they may also be grown to the size of other races such as the Calemora, as well). The listed cost is for the plant which produces the pods, rather than the pods themselves, for once picked a pod will wither and become useless as armor after one adventure (i.e., about 2-4 weeks). Pod armor plant always have at least one pod available for harvest.

*** Mastery ***

- Resist AOE
- Resist Blunt

SCORPION

Just like spider armor but uses scorpions instead of spiders.

*** Mastery ***

- Guardians
- Resist Blades

SPIDER
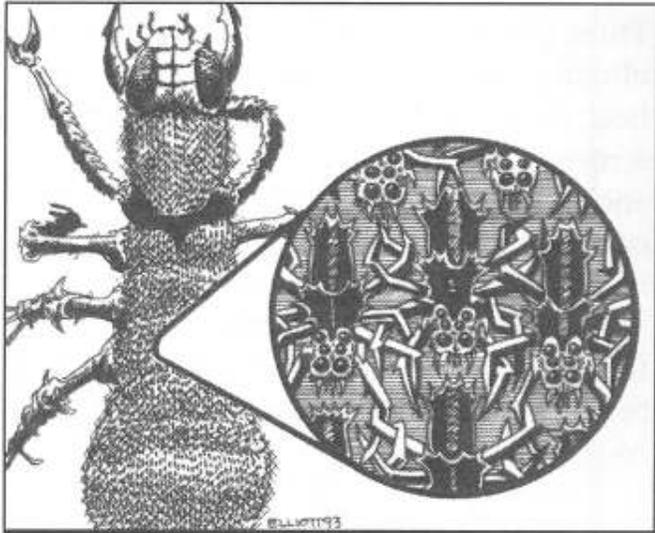
This is without doubt the most bizarre form of Kryll armor, one which even the most stable Anthropos might be hard-pressed to use.

Spider armor, as its name implies, consists of thousands of tiny arachnids which swarm over their owner's body, interlocking their thorny legs, and acting as a sort of living chain mail, covering every exposed surface.

When shot at, some spiders are inevitably destroyed. At this time, the semi-sentient arachnids quickly slither across the host's body to cover any gaps. And once again the host will have a nice, undamaged suit of living armor protecting them.

Spider armor acts like a cargo net, holding the host's items in place.

*** Mastery ***

- Guardians
- Resist Blades

Cybernetic Armor

The following items are considered permanent when implanted, although they may be removed or replaced through surgical procedures if the user desires.

*** Mastery ***

- Thick Light (for light partial armor)
- Dodge (for light partial armor)
- Thick Medium (for medium partial armor)
- Thick Heavy (for heavy partial armor)

FACIAL HALF
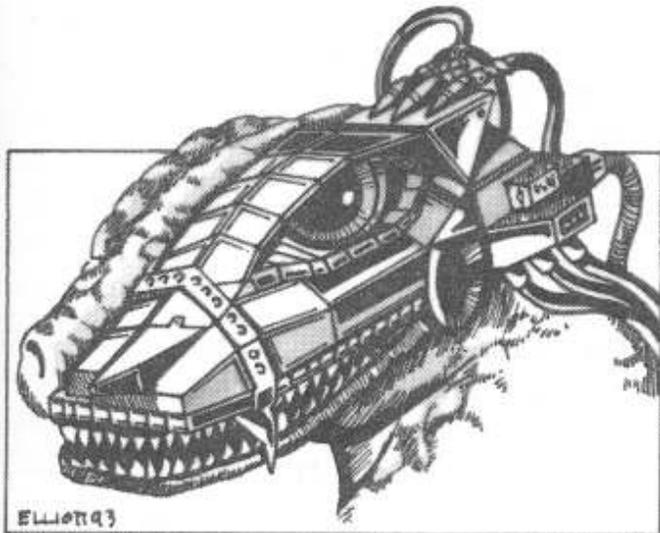
Often used in conjunction with other modifications, such as cyber-eyes, partial facial armor is considered to cover half the face in gleaming metallic armor, often inscribed with tribal runes, savage images, or crafted to resemble the image of a legendary monster.

THIGH
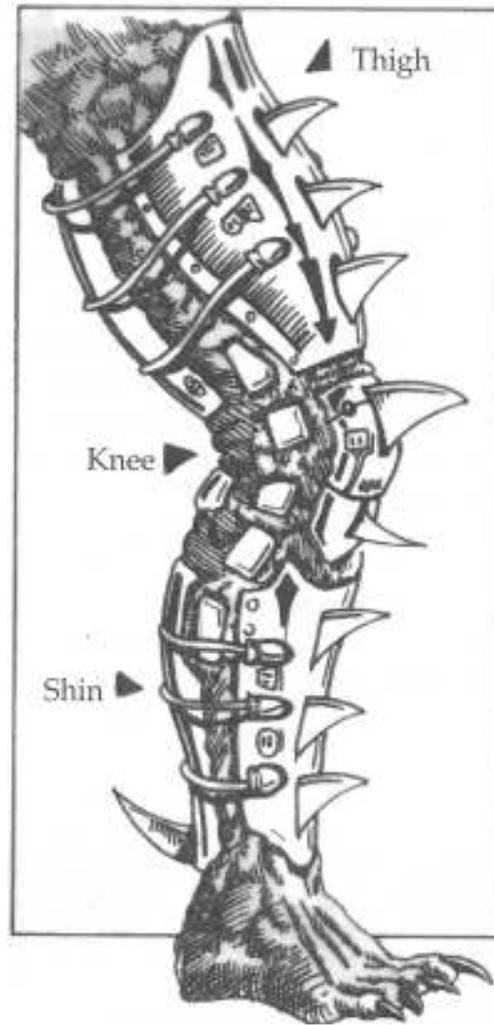
This armor covers one thigh.

TORSO
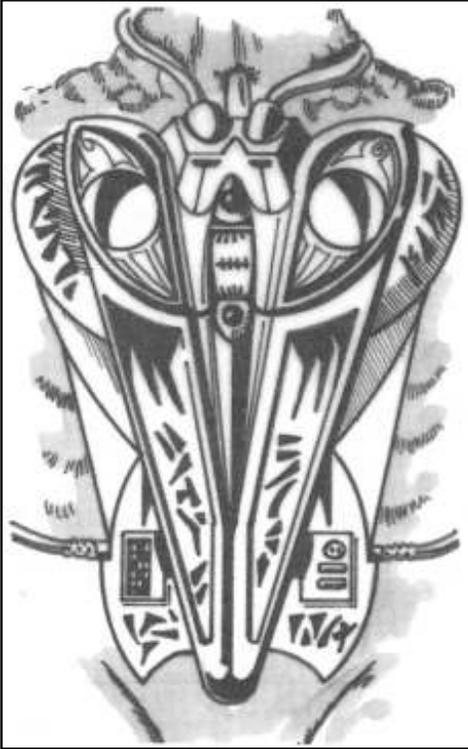
This plating can be purchased to cover either the entire chest or the entire back of the wearer.

UPPER ARM
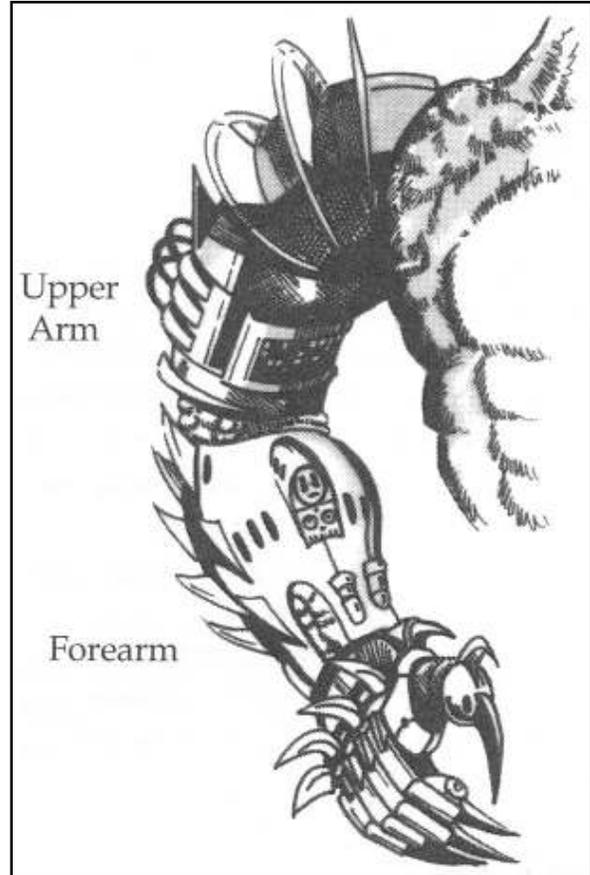
Forearm cyber armor is considered to cover one forearm.

Upper arm cyber armor covers all of one upper arm.

Power Armor Enhancements

POWER ARMOR ENHANCEMENTS

Powered armor or tech suit armor are highly adaptable to technological enhancements such as hard points, internal environment, motion compensators, etc.

Suite Enhancements

Upgrades	Buff	RC	Cr	Maint	ETax	Enc.	Description
Compensators	+.1 to %MR	10	300	50	8	-	Raises %MR up to a max of 1
	+.2	10	500	100	16	-	-
	+.3	10	1000	150	32	-	-
	+.4	10	2000	200	64	-	-
	+.5	10	3000	250	128	-	-
Flood Lights	-	10	200	5	4	0.5	Super bright, 90 degree 100sq long light
Genjector	-	10	250	5	12	0.1	Activates a Genesis Capsule first Nish after a setting
Hard Points							Mount weapons on the armor for firing
External	-	10	150	10	10	0	External Mount
Internal	-	10	400	25	16	0	Internal weapon storage or mount
Rail Mount	-	10	280	20	14	0	Rail Mount so weapon tracks up/down shoulder and back, etc.
Swing Arm	-	10	800	50	16	3	Arm and counter balance for great mobility
Hud - Target Lock		5	200	10	4	-	Once acquire target (after 1st shot) gain this Atk buff starting next round
		10	400	12	8	-	Same opponent, same weapon
		15	800	14	16	-	-
		20	1600	16	32	-	-
		25	3200	18	64	-	-
		3V	6400	20	128	-	-
Internal Environment	-	10	950	40	10	1	Thermal and moisture control 100 below to 150 above (F)
		15	1100	45	10	1	
		20	1250	50	10	1	
Jet Pack	MR 2	10	2200	200	30	1	Can fly at MRx
	MR 4	10	2800	300	40	2	
	MR 8	10	3600	400	50	2	
	MR 12	10	4800	500	60	3	
	MR 16	10	6200	600	70	3	
Joint Locks		10	100	10	8	0.5	+6Adv to static (non-motion) strength
		20	200	20	16	0.5	-
		3V	400	40	32	1	-
		4V	800	80	64	1	-
		5V	1600	160	128	2	-
Jump Boots	d4 ft	10	250	20	8	0.5	-
	d8	10	500	40	16	0.5	-
	d12	10	1000	60	24	0.5	-
	d16	10	2000	80	32	0.5	-
	d20	10	4000	100	40	0.5	-
Nutrijector	-	10	200	5	8	0.5	Store weeks food and water in helmet
Sealed	-	10	450	25	10	2	Space worthy with 24hrs air
	-	15	650	35	10	2	
	-	20	850	45	10	2	
Slap-o-Matic	-	10	300	5	10	0.1	Allows external activation of up to 3 slap packs
Strength Enhancers		10	200	5	12	1	-
		15	400	10	16	1	-
		20	800	20	20	1	-
		3V	1500	40	24	2	-
		4V	3000	80	32	2	-
		5V	6000	160	40	2	-
Targeting Computer	-	10	350	25	8	0.1	Can fire hard point weapons while user uses hands
Ultralock Boots		10	1600	75	24	-	Boots lock to surface - can hang upside down, walk on wall if joint locks
		20	2000	150	32	-	Buff is for being knocked over or balance rolls
		3V	2600	225	40	0.5	MR is at half
		4V	3200	300	48	0.5	-

Enhancement Rules

Just as character enhancements improve or add to some aspect of a character, armor enhancements improve or add to some aspect of armor.

Free Enhancements: Power suit armor can be equipped free (free Credits and Free ETax) with enhancements up to half the armor's cost and half its ETax (whichever runs out first). This must be done right away or the opportunity ends.

ADAPTATION KITS

Adaptation Kit: Many of the items listed in the equipment section can be adapted and built into armor. The character doesn't buy the listed item, instead they purchase an item adaptation kit. For example, the UltraLock boot enhancement adaptation kit is not a pair of boots. Instead, the kit includes two UltraLock pads and a sophisticated switching mechanism so that the user can activate and deactivate the UltraLock feature through special foot movements.

When the kit is installed, plans are followed and the bottom of the armor's existing foot gear is cut out (with a tech wand) and the UltraLock pads are installed. Then the switching mechanism is installed and linked to the pads.

Adaptation Kit Credits: Because adaptation kits are more rare than the real item and come with specialized plans and odd components, they are 50% more expensive than the real item, if installed.

A characters with the *armor repair* skill can attempt installation themselves in which case the enhancement adaptation kit may be purchased without the 50% markup. The difficulty of installation is equal to the Tech level times Rank. However, failure indicates that the adaptation kit is ruined.

Adaptation Kit Encumbrance: Enhancement adaptation kits which replace existing parts of armor add no significant amount of weight or encumbrance to the suit of armor (e.g., the UltraLock boot kit adds no extra encumbrance as it simply replaces the bottom of the existing armor's boot with UltraLock pads). Other kits add 1/2 their normal item encumbrance.

Activation: Unless stated otherwise, all adaptation enhancements are activated by audio and optical control. Menus are displayed on the inside of the user's helmet. Selection may be made orally or by optical selection.

Enhancement List

The entries below detail the non-kit enhancements available for armor.

COMPENSATORS

Price: The three prices are for L, M, or H armor. Compensators are a series of micro servos, hydraulics, and other mechanisms which eliminate all of an armor's fundamental encumbrance. Armor enhancement encumbrance and other carried item encumbrance still applies.

In other words, compensators provide power assisted movement — as the individual moves, micro sensors built into the armor detects pressure on the inside walls of the armor and helps the user move the armor in that direction.

The down side of compensators, is that a MR limit applies. Heavy armor compensators have a MR limit of 6. Medium armor compensators have a MR limit of 8, and light armor compensators have a MR limit of 10. Of course, if the wearer has a slower MR than the compensators, then he must use his own MR.

FLOOD LIGHTS

Flood lights provide a much brighter light than illuminators. When activated, a 90 degree swath up to 100 squares long is fully illuminated.

GENJECTOR

Gen-injectors can be built into helmets or suit armor. When activated, the device will automatically inject a genesis capsule down the user's throat. It may be activated by the user, another individual, or patched into a biometer and injected on the first Nish AFTER the user's wounds exceed a preset level (determined by the player). The device holds three genesis capsules. If the unit is linked to a biometer, the biometer will only inject one capsule per 24 hours, unless manually overridden.

HARD POINT, EXTERNAL

Price: The first external hard point costs 100cr, the next is 200cr, the third is 300cr, etc. As more are added, the complexity of routing power and control wires increases as does the challenge of finding adequate space.

Number: (L=2, M=3, H=4) Armor can only have so many external hard points. L = 2, M = 3, H = 4. More can be purchased but the next one is at double the normal price, then triple, x4, x5, etc. And this is on top of the already escalating price listed above.

External hard points are special zones on armor which allow a weapon to be mounted and fired remotely. Hard points contain a universal mounting plate, power cables (for routing to a power pack if one exists), aiming servos, and targeting controls (for connection to a targeting computer).

To properly use a hard point, a targeting computer is required. Otherwise, the hard point only serves to carry the weapon around.

When a weapon is purchased for hard point mounting, the user must decide if the weapon will be detachable (for personal use) or permanent. The price and encumbrance for detachable weapons is the same as that listed in *EM, tech weapons* section. If a weapon is purchased for hard point use only, the weapon is considered an enhancement adaptation kit and all kit rules apply (150% cost but half Enc). Kit mounted weapons are more compact and may look considerably different from their non-kit cousins.

Common hard point locations are: the shoulders, the thighs, and the backs of the forearms. GM approval must be obtained before a weapon may be mounted in these locations (some weapons are too large to be placed on the forearm). Other locations may also be used with GM approval (very small weapons may be mounted on the helmet, for example).

HARD POINT, INTERNAL

Price: The first internal hard point costs 200cr, the next is 400cr, the third is 600cr, etc. As more are added, the complexity of routing power and control wires increases as does the challenge of finding adequate space. Internal hard points are more expensive in general as sections of armor must open and servos must extend and ready weapons. It is a more complex mount, but a much more subtle one too.

Number: (L=1, M=2, H=3) Armor can only have so many internal hard points. L = 1, M = 2, H = 3. More can be purchased but the next one is at double the normal price, then triple, x4, x5, etc. And this is on top of the already escalating price listed above.

An internal hard point stores the weapon beneath the armor's surface (or in a protective armored sheath). When the weapon is to be used, the armor panels slide back and the weapon is extended for use.

Smaller weapons are required. Detachable weapons must be physically small while kit weapons (modified for the armor) can be of a larger type since the kit modification can shrink them some. Thus a detachable

pistol, power hilt weapon, etc. could be built into the armor. Basically detachable internal hardpoint are like internal storage areas for weapons.

Kit internal weapons could include slightly larger weapons such as carbines, as the butt, handle, grip, and sites are all removed.

All other rules for external hard points apply.

INTERNAL ENVIRONMENT

This enhancement should only be purchased if the armor is sealed. Internal environment provides thermal and moisture regulation of the wearer's environment (including waste removal).

Internal environment is stable between 100 degrees below zero and 150 degrees above (Fahrenheit).

JOINT LOCKS

Joint locks allow the user to lock any joint in the armor. The joint will not move and does not require user strength to maintain the lock. Thus, a user could pick up a heavy weapon, lock his elbow, shoulder, and hand joints, and carry the weapon around "at the ready" without fatigue.

Many other uses for joint locks exist..

Joint locks provide a +6r to Strength if appropriate. Note, this cannot be used for lifting, only for static strength such as holding things, trying to prevent being crushed, etc.

NUTRIJECTOR

This device is mounted in the helmet surrounding the chin. It can hold up to seven nutritabs (purchased separately), and can toss them into the user's mouth upon command. A compartment for compressing water is also installed with a tube leading up to the user's mouth. This compartment may store up to a week's water supply.

SEALED

When armor is sealed, the internal compartment becomes environmentally separated from the exterior. This means that it is air tight and space worthy. Sealed armor comes with a built in compressor containing a 24 hour air supply which auto-fills upon command.

Sealed armor allows the user to select internal or external air. When internal air is being used, speech and sound are processed through verbal and audio synthesizers. This creates a computerized tint to the user's voice. However, incoming sound replication is

nearly perfect, thus, the user suffers no adverse effects to hearing based Awareness checks.

Most joints are connected with a flexible plasteel compound overlaid with protective armor plating and sealed with UltraLock technology. Unsealing a joint is a complete action. Thus, removing or donning sealed armor takes several rounds.

SLAP-O-MATIC

This useful device may be mounted anywhere on the inside of the armor. A recessed red button will be installed on the exterior of the armor opposite of the slap-o-matic. Each slap-o-matic can store up to three slap packs (purchased separately). When the red button is rotated and depressed, one slap pack with be "slapped" onto the user.

STRENGTH ENHANCERS

Price: The three prices are for L, M and H armor. The strength enhancement is a network of servos, hydraulics, and other equipment placed around most of the armor's joints. The armor is then reinforced and special contact sensors are installed. When the user begins to push hard on the inside of the armor (i.e., they exert their own Strength), the enhancers come on line, activating the servos, etc. providing additional force.

The net effect is that light armor strength enhancements provide the user with +1d to all Str rolls while wearing the armor, medium enhancements provide +2d, and heavy enhancements provide +3d.

TARGETING COMPUTER

This enhancement is used in conjunction with hard points. One targeting computer can operate all hardpoints located on one suit of armor. A ranged weapon must be mounted on a hard point and patched into the targeting computer. The computer is then able to display a targeting grid near the user's eyes (on the inside of the helmet's visor). The computer controls the hard point's servos (for aiming and firing) based upon the user's eye movements (i.e., it optically tracks the user's sight and provides an optically selected menu).

The user may use their own skill when making attacks, or they may allow the computer to use its internal program (10L base attack skill, no damage adjustment). Either way, an attack still requires user concentration (an Atk action), even though the user doesn't have to use their hands.

Targeting computers are frequently used to fire quad-launchers and other auxiliary weapons and to

allow weapon fire while the user's hands are busy (climbing, carrying items, etc.).

Player's Manuel
Booklet #7

Equipment

By Blake Mobley

Production

Game Design: Blake Mobley

All of the following playtesters are personal friends, many are 'old' friends who have played with me for years and years.

Master Playtesters: Phillip Bagga, Steve Maybury, Blake Mobley, Steve Tobin, Charlie Bill Vincent, Dave Webb

Regular Playtesters: Chris Aitken, Damon Bailey, Will Grady, Carlin Daggett, Jake Hardy, Tim Kitchens, James (JR) Lantz, Chris Mullins, Jim Neff, Trevor Nielsen, Jeff Overton, Mike Tobin, Kyle Vaughn, Lihao Yang

Notable Playtesters: Mike Bergenheier, Zack Davis, Ivan Medlin,

Artwork has been provided by a number of talented artists. Their works move around so frequently in this "living game" that I only feel it appropriate to mention them all in each booklet.

B/W Art: Could include one or more of: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson

Special Thanks

From Blake Mobley to:
❍ Renay for allowing me to play late into the night for these many years and for supporting my dream.
❍ Phillip Bagga, Steve Tobin, and Dave Webb for their many deep conversations into the recess of RPG design and playability. Phillip for "keeping it real" and his watchfulness for the "fun" of gaming. Steve as a great sounding board for prototype concepts and services as a master GM. Dave for his unique ability to break bad rule systems and for his long time inspiration as a fellow game designer. You three have helped me more than you know.

Copyright Information

Living Game
As a living game, you will find some odd differences from most systems. There will be editing anomalies everywhere. With over 650 pages, when a small rule is tweaked, it is often difficult to make the appropriate change throughout the entire set of booklets. Thus, you will run into typos, contradictions, etc. We are currently working too minimize these as our top priority. This is a "living game." It breathes, grows, mutates, and changes. But, at this point, it is mostly being edited for clarity and consistency and expanded upon (adding more skills, equipment, powers, etc. to the already large list).

To download or buy other booklets and products:

www.mentalwinds.com

Equipment

Suggested Basic Equipment

Pick and choose among the following for a good initial set of equipment. Note that many of the groups below are multiple options that do the same thing.

Item	Suggestons	Cr	Maint	ETax	#	Enc
Suggested Basic Equipment						
Identi Card	A Must - it is credit card, drivers licnese, etc. all in one	25	0	0 =	1	*
Communicator	Nearly a Must, All Dha and Rangers Must carry	250	3	4 =	1	*
Backpack	Lower tech characters should take a backpack over a tech pack	30	5	0 =	1	2
Tech Pack	High tech characters should take a Tech Pack over a backpack	100	10	2 =	1	2
Ultralock Utility Belt	Very high tech characters can consider this storage device	375	10	8 =	1	1/2
Slime mold	"Back Pack" for BioTech classes	160	0	4 =	1	1
Nutripress	Good for All to take who need "food and water"	65	5	2 =	1	1/2
Feeder	Food and Water creature for BioTech Classes	300	0	2 =	1	2
Ultrafilament Line	Good for Tech minded who need a "rope"	100	2	2 =	1	1/2
Grapple Gun	More advanced "rope" with optional wench	150	8	4 =	1	2
Living Rope	BioTech intelligent rope	300	0	2 =	1	2
Lift Pods	BioTech version of Grapple Gun	150	0	4 =	1	3
Illuminator	High tech spot light	40	2	0 =	1	*
Firegnat Colony	Flash light for BioTech Classes	120	5	0 =	1	1
Glow Egg	Another BioTech Flash Light	20	Buy	0 =	1	*
Slap Pack	The most common healing device in the game - good for militarily minded	50	Buy	1 =	1	1/2
Saliva Mites	Healing for BioTech classes	50	Buy	1 =	1	1/2
Platelets	Advanced Bandage for BioTech classes	50	Buy	2 =	1	1
Artifact - Genesis Capsule	Super advanced healing pill	1000	Buy	4 =	1	*
Class Weapon	Gain 1 Class weapon for actual use for Free (0 Credits)	Var	Var	Var =	1	Var
Class Armor	Gain 1 Class armor for actual use for Free (0 Credits)	Var	Var	Var =	1	Var
Cybernetic Implants	Cybernetic based classes need to consider these	Var	Var	Var =	1	Var
Power Armor Enhancements	Suit armor wearers need to consider these	Var	Var	Var =	1	Var

Tech Equipment

EQUIPMENT – BACKPACK
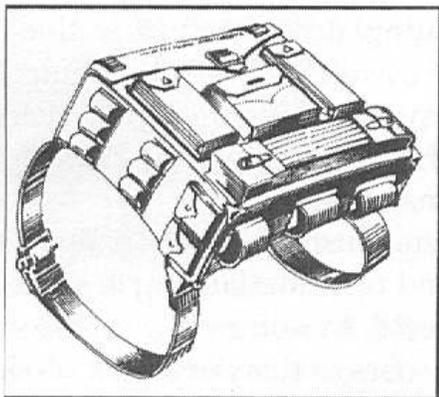
Item or Option	Cr	Maint	ETax	Enc
Backpack	30	5	0	2

This is the standard carrying device for explorers, adventurers, etc. It may be made of leather or synthetic material (although Calemora prefer leather). Backpacks can normally hold items of up to 10 Enc., and have various pockets and compartments for easy access.

BIOMETER
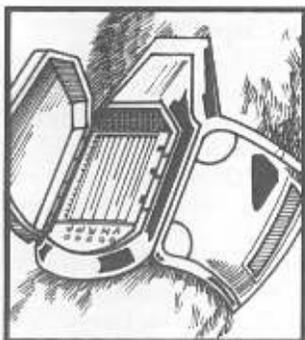
Item or Option	Cr	Maint	ETax	Enc
Biometer, SX10	100	8	4	1/2

A biometer is a band that may be put on an arm, leg, tail or other appendage, and displays the wearer's vital signs such as Vitality, wounds, heart rate, respiration, etc. Biometers also monitor internal conditions, and have a chance to determine if an individual is poisoned or carries any kind of biological or chemical substance or organism at the indicated RCD10. (basically it can constantly scans for poison, disease, chemicals/toxins)

Once detected, the biometer will either emit warning beeps, begin flashing, or both (depending upon what setting the user left the biometer on).

Model: Biometer, SX16	200	8	8	1/2

RCD16 scan. This more advanced model can also be set on assist mode for RCB16.

Model: Biometer Mock II, SX30	450	8	16	1/2

The Mock II is a medical bay level biometer and can scan at RCD20 or RCB20.

COMMUNICATOR - COMM1
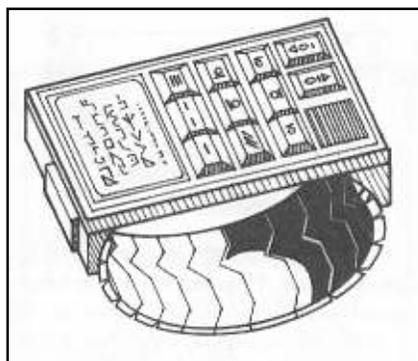
Item or Option	Cr	Maint	ETax	Enc
Communicator, Comm1	250	3	4	*

The Company Comm1 unit is the standard communication device throughout Known Space. The unit includes a small output screen, video input, alphanumeric keypad, internal antenna, speaker/microphone, and a reactive band which wraps around and firmly holds onto anything upon which it is placed.

The Comm1 has a range of approximately 200 miles, and is capable of communicating with space vessels in low orbit. The unit's E/M dial is able to scan most of the electro-magnetic spectrum and up to 16 channels may be preprogrammed.

A Comm1 can break through interference at RCD10 or RCB10.

Comm1s contain a security protocol with encoding/decoding algorithms, making secure transmissions possible, provided the receiving unit contains the same algorithm. Security is at RCD20.

Communication may be in one of three modes — text, audio, or audio-visual.

The most flexible feature of the Comm1 is its transceiver settings. Through frequency banding, a Comm1 may be set to "Open" or "Selective" channel. "Open" channel means that communications may be sent to or received from anyone using the channel.

"Selective" channel allows the user to communicate with a specified group of individuals.

Finally, the built-in microcomputer allows verbal operation of all functions.

Model: Communicator, Comm2	400	3	6	*

Grossly missing on the Comm1 was a watch function. This has been remedied on the Comm2 model and the unit's transceiver has been upgraded to RCD16 or RCB16.

Model: Communicator, CommT	1000	4	12	*

The CommT is a custom made unit by techno junkies – thus the price. It packs a wapping RCD30 or RCB30!

Upgrade: Military Range	+1000	+0	+4	+*

Military Range. These chips are not easy to find (thus the price) but when inserted, the Comm1 or Comm2 range jumps from 200 miles to 50,000 miles – covering all but the largest planets.

COMPRESSOR
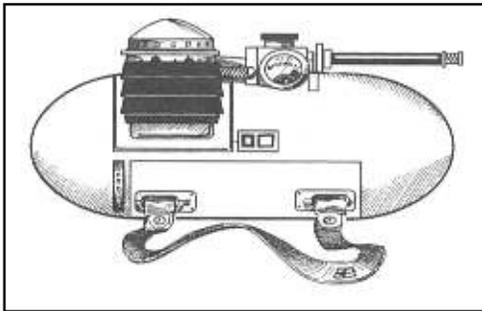
Item or Option	Cr	Maint	ETax	Enc
Compressor	75	8	2	1/2

This device stores air (or any gas). It may be set on auto fill, so that it sucks in air from the surrounding atmosphere, and stores it for later use.

These high tech compressors are much smaller than previous models, and they include a handy shoulder strap for carrying convenience. They also include special anti-grav hardware to offset the additional weight of the compressed air. Thus, the compressor always weighs the same.

When full, compressors store gas sufficient to completely fill a 10x10x10 foot area. Thus, when used in conjunction with the force shield generator, a compressor will allow its user to breath uninhibited, even in extremely hostile conditions (such as in a vacuum, poison atmosphere, or under water).

A single compressor can maintain breathable atmosphere for a maximum of 24 hours.

CRAWLER, PERSONAL
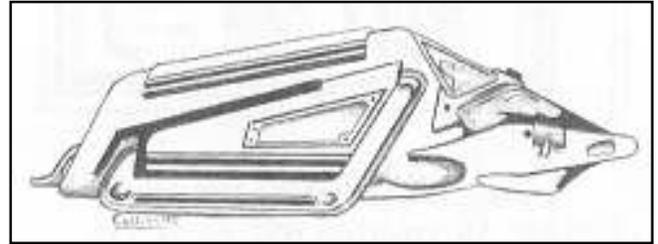
Item or Option	Cr	Maint	ETax	Enc
Crawler, Personal	300	100	4	N/A

A personal crawler is a small, tracked unit intended to carry equipment, possessions, scientific samples, etc.

Crawlers have an environmentally sealed compartment protected by a security lock which prevents unauthorized access.

A crawler also has antigrav generators which enable it to easily carry large loads. Dimensional transducers create interior dimensions greater than their external dimension. A personal crawler has a 5' by 5' by 5' interior and can carry up to 50 encumbrance. It has stats of RCD 8/4 and has no offensive capabilities.

Model: Crawler, Expedition	700	110	8	N/A

The Crawler, Expedition has a 10x10x10 foot interior and can haul up to 100 encumbrance.

Upgrade: Turret	+400	+125	+4	N/A

Mini Turret – mounts a small180 degree forward facing mini turret with a single blaster cannon. The range is 3/12 and it is an RCD 4/8 weapon. It can fire once every 10 rounds, then recharge for the next shot.

DISGUISE KIT
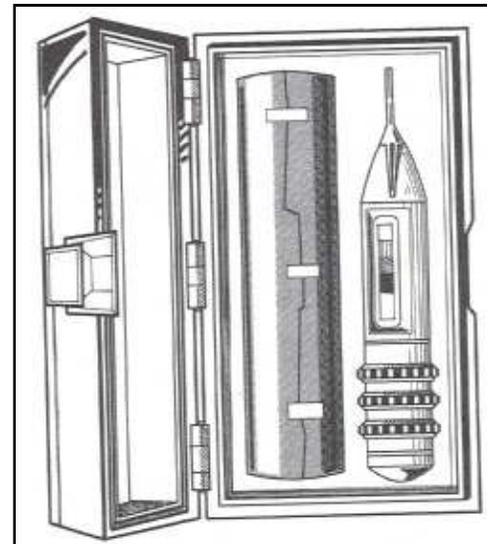
Item or Option	Cr	Maint	ETax	Enc
Disguise Kit	75	10	2	1/2

A disguise kit contains cosmetics, plastiskin, bio-colorizer with biodyes to change hair and eye color,

molecular injectors to change the size and shape of features, etc.

Biodyes are used to change the color of any living tissue, including chitin, scales, fur, etc. Plastiskin may be molded to add or change external features, while molecular injectors actually alter existing tissue. All of these substances are stable for only 12 hours, after which they begin to break down.

A disguise kit may be used stand alone at a roll of RCD10, or RCB12 to any existing disguise ability.

Model: Master's Kit	150	10	4	1/2

A master's kit is RCD20 or RCB20.

Upgrade: Extended Use	+100	+15	+2	*

Extended Use allows the products to last for 24 hours.

ENERGY FLOW MONITOR
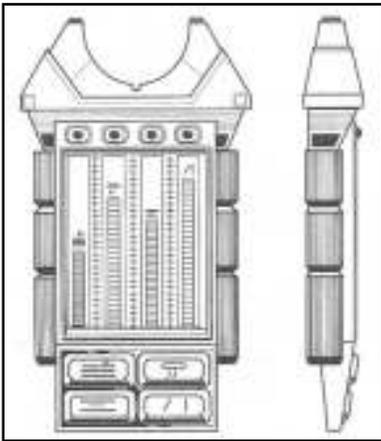
Item or Option	Cr	Maint	ETax	Enc
Energy Flow Monitor	175	5	1	1/2

This device will monitor the flow of energy in an item (drones, weapons, vehicles, ships, etc.) and determine if it is normal. But, the main use of an energy flow monitor is to siphon energy off of an item.

It can siphon and store a large amount of energy and then inject that energy into another item at RCD10 (unskilled) or RCB10 (skilled).

Range is 1 foot for siphon and transfer of energy.

If a monitor is attached to a device's power port, the transfer rate (either way) is instantaneous.

Siphoned power, used on weapons and equipment should reduce maintenance cost by one roll. Can be used on multiple targets but doesn't stack with other energy flow monitor rolls.

Model: Took Kit, Pro	300	5	2	1/2

Pro model is RCD20 or RCB20.

Upgrade: Disrupter module	+250	+0	+4	+*

Disrupter module. If a touch attack is made, the energy flow monitor can be used to short out powered items such as ATMs, consoles, computers, etc. The effects are identical to ion damage. The attack is the touch attack and damage is the RCDx from above.

FIRST AID KIT
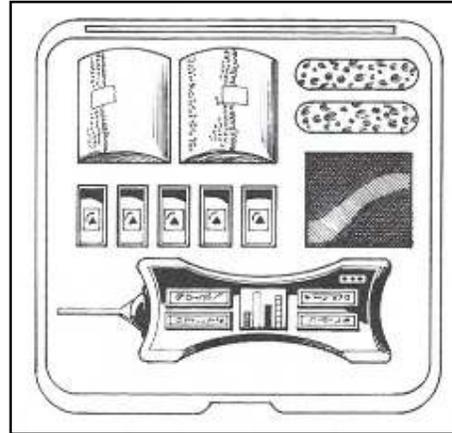
Item or Option	Cr	Maint	ETax	Enc
First Aid Kit	125	10	1	1/2

A typical kit is approximately 5"x8", and contains various useful medical items such as bandages, anesthetics, laser cauterizers, mediskin (patches of artificial skin which can stop bleeding and protect burned areas), temp-packs (small sacks which can produce heat or cold), stimulants, sedative injectors, etc.

The kit can be used to improve most medical rolls such as first aide or medtech by RCB4. For the non skilled the kit will provide RCD4 first aide (fresh wound healing and rolls versus negative Vit to stop bleeding).

Model: First Aid Kit Trauma	300	18	2	1/2

A trauma kit includes more advanced components and is RCD6 or RCB6.

GRAPPLE GUN
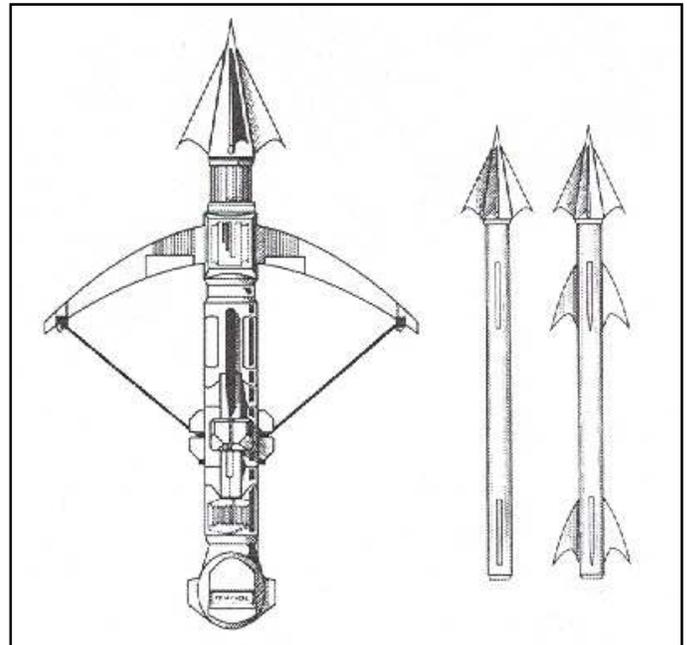
Item or Option	Cr	Maint	ETax	Enc
Grapple Gun	150	8	4	2

This item resembles a crossbow, but is designed to shoot a flanged grappling device. It can be fired using general skills or even no skill if the target is simple. But, for advanced targets grapple gun must be learned as a separate weapon's feat. All stats will be identical to cross bow, except that it will do full damage to structures and half to all other targets. Each point of damage can support 100Lbs of weight.

Upgrade: Spool & winch	+175	+8	+2	+1/2

A spool and winch can be added capable of winching up to 1000 pounds at a MR of 10.

HACKER

Item or Option	Cr	Maint	ETax	Enc
Hacker	175	5	4	1/2

A hacker is a small unit with a screen and keyboard that can be attached to any security device. It is used to break through security systems, find access codes, override computer safeguards, etc. The device has an RCD8 or RCB8 rating.

Model: Hacker 1600	320	5	6	1/2

The hacker 1600 has an RCD16 or RCB16 rating.

HANDCOMP

Item or Option	Cr	Maint	ETax	Enc
Handcomp	200	3	2	1/2

The computers of Guild Space are generally quite small, easily fitting into an Anthropos' hand. A handcomp comes with a holographically-projected keyboard, holoscreen, full up- and down link capabilities, and near-unlimited information storage capacity (based on magnetomic memory systems utilizing a phased crystalline array). Handcomps typically process information and run programs at an RCD10 or RCB10 rating.

Model: Sysdyne Handcomp	500	4	8	1/2

The Sysdyne 2020 has an RCD20 or RCB20 and it contains an AI with intelligence of RCD8.

HOLOGUISE
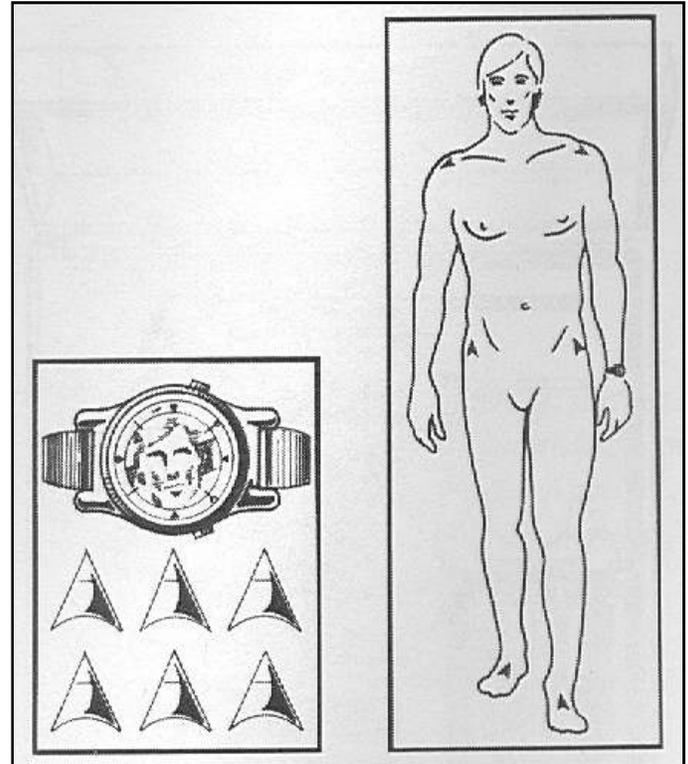
Item or Option	Cr	Maint	ETax	Enc
Hologuise	300	50	4	1/2

A hologuise is a personal projection device which masquerades as a wristwatch. However, it can create a prerecorded holographic image around the user. The image is very accurate RCD12 or RCB12 versus Awa on all attempts to detect the disguise. The image moves as the user moves thanks to an advanced processor and a number of sophisticated motion sensors which are placed upon the user's extremities. Up to two images may be stored in the hologuise at any given time.

Model: Holo Ghost	750	75	8	1/2

The holo ghost is an improved model with RCD30 or RCB30 stats. It is very expensive.

Supplies: Stock Image	+50	+0	+0	+0

Stock images – images of various common beings that can be purchased.

HOLO-IMAGER

Item or Option	Cr	Maint	ETax	Enc
Holo-Imager	325	50	6	1/2

A holo-imager creates a duplicate image of the wearer. This image may be projected up to 10 squares away and mimics the user's actions (often confusing enemies and foiling attempts to shoot or fight).

When activated, the player should select another miniature to represent the image and move both on their Nish.

If an attack hits the image (it has no Def) it will simply pass right through the image. Any attacker who notices this will then know that it is not the real thing.

HOLO-SCANNER
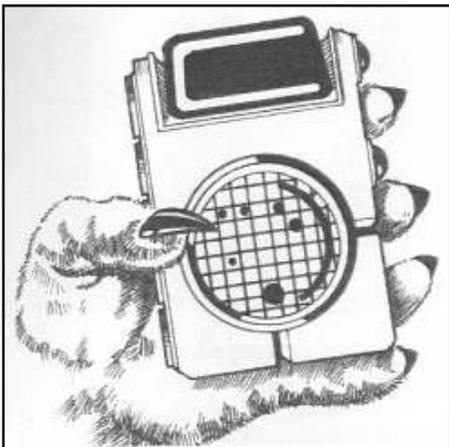
Item or Option	Cr	Maint	ETax	Enc
Holo-Scanner	350	5	2	*

A holo-scanner records an individual's holographic image. While holoimages are the standard Guild Space version of modern photography, holo-scanner's can provide the advanced images required by hologuise units.

Subjects must be scanned from within 10 feet. The scan must include front, back and side angles of the subject. Up to 10 images may be stored in the holo-scanner. These images may be transferred to and from a hologuise.

IDENTI CARD
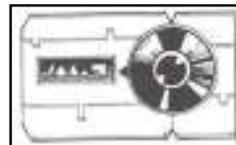
Item or Option	Cr	Maint	ETax	Enc
Identi Card	25	0	0	*

A credit card is a micro thin card with a digital readout and an optical transaction disk bonded to its surface. Credit cards are the standard medium of transaction and currency storage in GuildSpace. Normal credit cards have an RCD20 security rating.

Upgrade: Safe-T Crack	+100	+0	+0	+0

Safe-T Crack identicards use the enhanced Safe-T encryption which provides RCD4V security.

Upgrade: BioMetrics	+150	+0	+0	+0

Biometrics can be added so the card won't work unless it is being held by the owner or the owner has authorized open use. Any attempt to break into the card otherwise, will require two security breaches versus the card's rating.

ILLUMINATOR
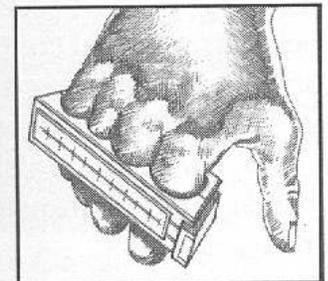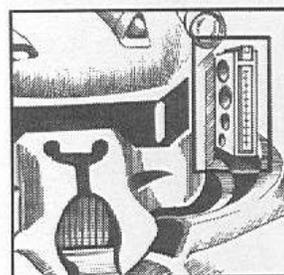
Item or Option	Cr	Maint	ETax	Enc
Illuminator	40	2	0	*

Illuminators provide a 90 degree cone of light out to 20 squares. They also have an infrared toggle which allows them to shine light in the infrared spectrum, visible spectrum, or both.

They are easily carried and are equipped with an UltraLock pad so they may be mounted on any surface (such as a helmet).

Model: Ultra Bright	110	4	1	*

The ultrabright model can shine up to 80sq at full brightness.

Upgrade: Wide Light	+200	+2	+1	+0

Wide Light is a pricey upgrade that produces 180 degree light.

LASER CUTTER
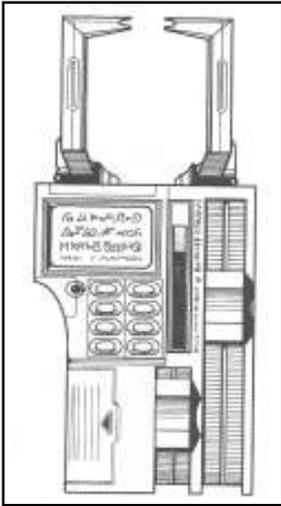
Item or Option	Cr	Maint	ETax	Enc
Laser Cutter	150	5	2	*

Laser cutters are designed to cut very hard material very precisely. Their cutting ability is rated at RCD12 or RCB12, however, they can only cut something which can be placed between their cutting jaws (which can extend to 6 inches wide and 6 inches deep). They can also be programmed to auto-cut a specific pattern or engrave an item. Laser cutters can also sever live power cables while cauterizing the ends (preventing power leakage).

Generally, laser cutters are used to cut through power cables, and construct small replacement parts. For example, a laser cutter can be programmed to cut out a bolt or washer from a plate of metal. Artists use laser cutters to make engraved belt buckles, honor badges, etc. (They are also useful for cutting through old fashion cell bars.)

Model: Yag Laser Cutter	350	7	4	*

The Yag Laser Cutter has an RCD20 or RCB20 rating.

MACROVISOR

Item or Option	Cr	Maint	ETax	Enc
Macrovisor	225	5	2	1/2

Macrovisors auto-tint to provide glare resistance versus bright light, even cutting torches or direct sun at RCD10. They also optimize vision giving an RCB8 to vision based Awareness rolls. Their image enhancers can zoom out to 100:1 (in other words, an object 100 feet away will appear to be one foot away when using image enhancement).

This unit may be secured to the user's head using UltraLock pads placed near the temples (keeping user's hands free).

Upgrade: HUD	+105	+1	+0	+0

A HUD upgrade provides provide digital readouts of distance, light conditions, etc. And allows the unit to be focused and features used via retinal movements (hands free).

Upgrade: Military HUD	+300	+1	+2	+0

Military HUD – provides targeting information that produces a RC+2 on ranged weapon aimed shots. This stacks with other bonuses, but the shot must come on Nish 0.

Upgrade: Infrared Filter	+250	+2	+4	+0

Infrared filter – the user an see in infrared spectrum.

Upgrade Starlight Enhancer	+250	+2	+4	+0

Starlight enhancer – the user can see in extremely dim light.

Upgrade: Starlamp	+25	+0	+0	+0

Starlamp – a small diod that produces light sufficient for starlight.

MESS KIT

Item or Option	Cr	Maint	ETax	Enc
Mess Kit	35	50	2	*

A Guild mess kit is far more than a simple collection of plates and eating utensils. Dimensionally compressed, the kit occupies a one-inch cube, and may be expanded by depressing a button on top. The mess kit contains three tech-plates (which sterilize, cook and cut your food), an UltraLock eating utensil, and three thermal cups.

The plates and cups are equipped with miniaturized atomic heating and cooling elements, to keep food and drink warm or cool.

Supply: Merchant's Meal (21)	500	Buy	+0	+1/2

Merchant's Meal – this is a good quality meal (food and drink) that is packed into a dimensional space. Up to 21 meals (3 per day) may be so stored and they come in lots of 21. They are quite expensive due to the compression technology and the pre-preperation.

Supply: Executive's Meal (21)	1100	Buy	+0	+1/2

The executive's meal is of very high quality and thus, price.

MINIFLARE GUN

Item or Option	Cr	Maint	ETax	Enc
Miniflare gun	45	5	2	1

This small gun contains ten signal flares, each one of which may be set to produce a special effect during their 1000 foot flight such as screamer, pin wheel, burst, even simple symbols may be programmed in. Flares may be set to illuminate (in which case they will light up all surroundings within a number of feet equal to their height), to leave a tracer (a long, glowing path from the point at which the flare was fired, which lasts for several minutes), or to whistle loudly. Each flare may only have one special effect.

To shoot at specific targets will require taking the flare gun as a feat. It will have identical stats to a hand crossbow.

Supply: Flares (qnty 10)	+25	Buy	+0	1

Flares – ten flares may be purchased at a time. The color may be selected at time of purchase between: red, orange, yellow, green, or blue.

NUTRIPRESS
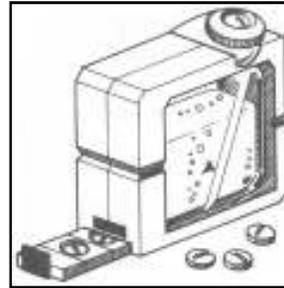
Item or Option	Cr	Maint	ETax	Enc
Nutripress	65	5	2	1/2

This is the modern military equivalent to the old "sea rations."

The nutripress is a device which dispenses special tabs comprised of food broken down into its component elements, producing small units called nutritabs. Each nutritab supplies adequate nutrition for an entire day. A nutripress can hold 30 pre-pressed nutritabs while the center of the nutripress uses dimensional technology to store up to a month's worth of water.

Compared to Mess kits, this food is terrible, but it is very small, cheaper, and lasts longer.

Supply: 30 Nutritabs	+30	Buy	+0	+0

30 day's nutritabs.

Upgrade: Water Filter	+80	+2	+1	+0

A water filtration system can be purchased for the Nutripress. This will allow the unit to be dipped into any water source and filter out dangerous organisms and toxins at RCD16.

OXYGENATOR

Item or Option	Cr	Maint	ETax	Enc
Oxygenator	65	10	2	1

An oxygenator is a light mask with a six-inch long canister, which holds an hour of compressed air. The canister can be set on auto-fill when not being used.

Item or Option	Cr	Maint	ETax	Enc
Supply: Canister	+15	Buy	+1	+1/2

Additional canisters.

Item or Option	Cr	Maint	ETax	Enc
Supply: Titanium Canister	175	Buy	+4	+1/2

Titanium canisters can hold 8 hours air but cost considerably more.

PERSONAL SCANNER
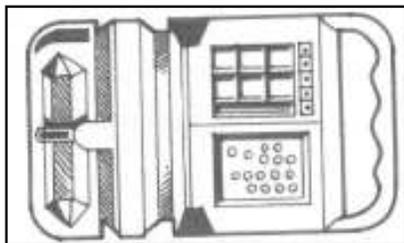
Item or Option	Cr	Maint	ETax	Enc
Personal Scanner	375	10	8	1/2

A personal scanner is a hand-held with a 10 square range.

The unit has a holo-projected screen for visual output and interaction. It also has a small alphanumeric keypad used for programming.

When operated the user can scan at RCD18 or RCB8.

Item or Option	Cr	Maint	ETax	Enc
Model: Deep Scan	800	12	14	1/2

The Deep Scan has an RCD16 or RCB16 rating.

POD, PERSONAL HOVER
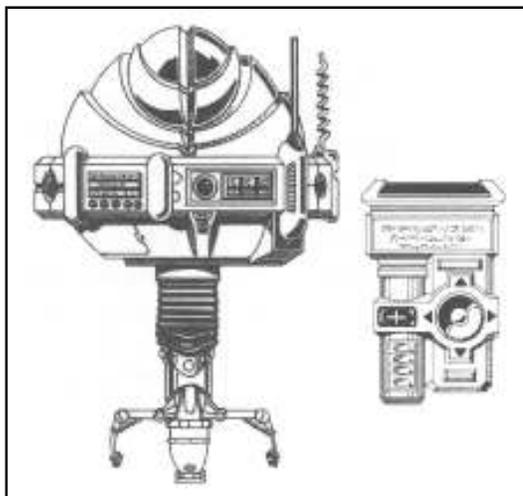
Item or Option	Cr	Maint	ETax	Enc
Personal Hover Pod	850	100	4	8

This small drone may be verbally ordered to hover, move in a set pattern, or follow its owner. The drone can rise to an altitude of 50 feet. They are equipped with the same functions as an A-V recorder and a handcomp, and

may be upgraded similarly. A hover pod can carry up to 5 Enc. of equipment. Its arm can lift anything up to this encumbrance which is not actively resisting. Its unencumbered MR is 10, but its MR is 6 if it is carrying any payload at all. In combat pods have an RCD4 rating for defensive purposes only.

Item or Option	Cr	Maint	ETax	Enc
Upgrade: Remote	+120	+5	+2	+1/2

A remote may be purchased. The pod may be operated remotely up to 200 squares away, and A-V functions may be transmitted to the remote.

RECORDERS

These devices will record information in a variety of ways which can be played back at a later point in time.

Recorders are equipped with anti-grav units enabling them to hover wherever left. They can also be set to follow their user (MR 12). When in this mode they will hover just behind the users right shoulder about two feet up.

By being attached to a handcomp (or other computer), a simple flight routine can be programmed into them (for example, wait where released then fly down the left corridor, turn right and hide out near the ceiling).

AUDIO RECORDER

Item or Option	Cr	Maint	ETax	Enc
Recorder, Audio	50	3	0	1/2

This device records all sound. It can record up to 10 days of sound, and may be set to filter out certain frequencies in order to reduce background noise.

Item or Option	Cr	Maint	ETax	Enc
Upgrade: Memory	+100	+0	+0	+0

Memory upgrade allows for 100 days of recording.

AV RECORDER

Item or Option	Cr	Maint	ETax	Enc
Recorder, A-V	150	8	2	1/2

This recorder is a silver sphere that records all audio and visual stimulus in a full 360 degree area for 5 days.

Item or Option	Cr	Maint	ETax	Enc
Upgrade: Memory	+250	+0	+2	+0

Memory upgrade allows for 50 days of recording.

UP-LINK CHIP
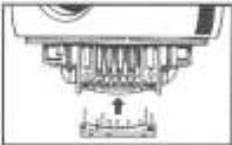
Item or Option	Cr	Maint	ETax	Enc
Uplink Chip	50	3	2	*

This device is a small computer chip that is placed inside either of the above recorders, allowing the user to receive transmissions up to 100 miles away (or from low orbit) across a comm1 or similar device.

Item or Option	Cr	Maint	ETax	Enc
Upgrade: Military Chip	+400	+2	+2	+0

A military grade chip can be used for up to 50,000 mile range.

SLAP PACK

Item or Option	Cr	Maint	ETax	Enc
Slap Pack	50	Buy	1	1/2

When slapped upon a wound, a slap pack's two gel compounds combine to form a fast acting healing salve, which causes any wounded tissue to immediately begin regeneration. Each pack works only once, and almost instantaneously heals RCD10 points of fresh wounds.

Item or Option	Cr			
Model: Slap Pack E20	250	Buy	4	1/2

The Enhanced 20 slap pack, heals RCD20 points of fresh wounds.

SURVIVAL BAG

Item or Option	Cr	Maint	ETax	Enc
Survival Bag	175	10	2	2

The survival bag is a one-person sleeping bag which may be used to withstand extreme climatic conditions. A built-in stasis field and heating/cooling network keep the user warm in temperatures as low as 200 below zero and keep the user relatively cool up to 300 degrees (Fahrenheit).

The bag comes equipped with a 24 hour air supply which can auto-fill when the bag is placed in a breathable environment.

An internal compartment stores a day's supply of water which the user may drink through a special nipple attachment found near the user's head.

SURVIVAL SHIELD GENERATOR

Item or Option	Cr	Maint	ETax	Enc
Survival Shield Generator	450	50	4	1

Survival shields generators can produce a 10x10x10 foot cube of energy around them. Survival shields are completely air tight. The shield prevents physical motion (by air, beings, rocks, etc.) with a Str of RCD30. These shields do not block energy and powers (such as *Sorce* and *Psionics)*. The generator takes a full action to set up and activate.

Shields protect against temperature extremes down to 200 below zero and up to 300 (Fahrenheit) and can withstand the pressures of space. Compressors are commonly used to fill shields with breathable air. When filled with air, users can function normally for 24 hours.

SURVIVAL TENT
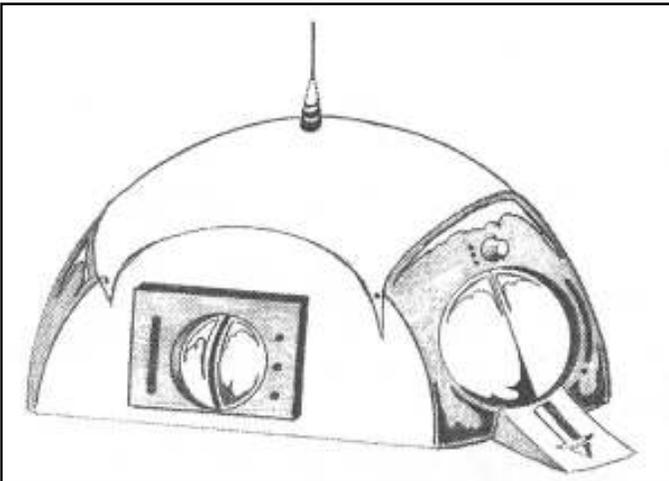
Item or Option	Cr	Maint	ETax	Enc
Survival Tent	350	25	4	4

A survival tent is the ultimate portable shelter. Sealed with an UltraLock airlock, a survival tent contains enough compressed air and nutrients to sustain up to three occupants for 7 days. Internal dimensional stabilizers provide a comfortable 10 foot square living area complete with hover cots and a small table. The tent has an outside dimension of 3 feet square (and when deactivated and rolled up, the tent is about the size of an individual's forearm). The tent's environment is stable against temperatures from 300 below zero to 400 above (Fahrenheit). A 100 mile range emergency transponder is built into the tent. An UltraLock bottom enables the tent to be attached to nearly any surface.

TARGETER
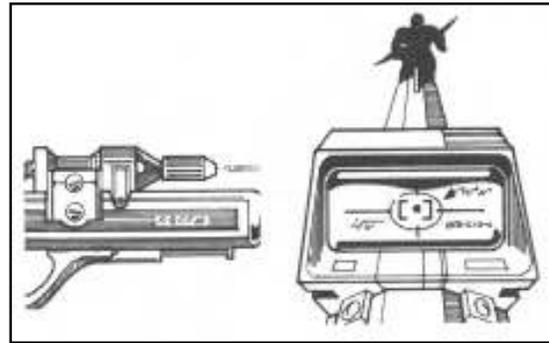
Item or Option	Cr	Maint	ETax	Enc
Targeter	350	15	6	1/2

Targeters are small units which give ranged shot weapons (only) a RC+2 to hit and doubles the weapon's range if it is shot on Nish 0. The attack bonus will stack with anything that isn't an enhanced sight item (such as macro viser).

The targeter is a cylindrical unit attached to a weapon, which sends out a thin bright laser beam for easy identification of the weapon's impact point.

When activated, targeters also provide a magnified view of the target complete with elevation, range, and size readouts.

TECH PACK
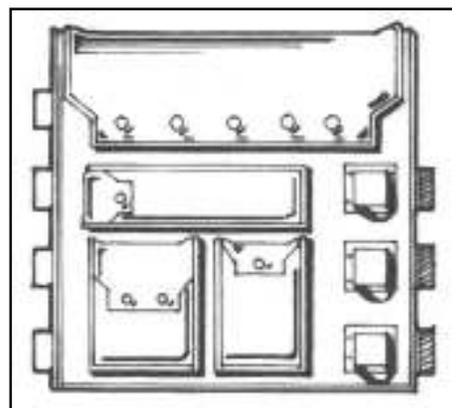
Item or Option	Cr	Maint	ETax	Enc
Tech Pack	100	10	2	2

A tech pack is a durable plasteel backpack with an internal dimensional condenser. The pack attaches to the user's back via two UltraLock strips. The pack itself is only about one foot square and six inches deep.

However, it can hold items as if it were 4'x3', and has a capacity of 15 Enc.

TECH WAND
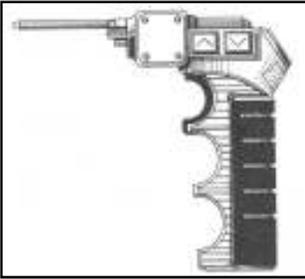
Item or Option	Cr	Maint	ETax	Enc
Tech Wand	250	15	6	1/2

This hand held pistol-like device combines the functions of a cutting torch and welder with a fantastic RCD12 or RCB12 rating. Tech wands can easily cut through steel doors and walls (and even bulk heads given enough time) up to six inches thick.

Model: Tech Wand Mega Cut	600	30	10	1/2

Mega Cut – can cut up to 2 feet thick at RCD20 or RCB20.

TURBO PACK

Item or Option	Cr	Maint	ETax	Enc
Turbo Pack	750	250	20	8

A turbo pack is worn on the back and utilizes turbofans and a minijet propulsion system for atmospheric flight. Due to its reliance on air, it is useless in space.

A pair of retractable arms complete with joysticks provide maneuvering control.

When activated, the pack can lift its user and any carried items up to 100 feet per round and allows for a horizontal MR of 24.

These packs are equipped with Q-cells and capacitors. The pack can operate for up to fifteen minutes before running out of power. The Q-cell recharges the pack's power at the rate of 1 minute of flight time every 10 minutes.

UNIVERSAL TRANSLATOR

Item or Option	Cr	Maint	ETax	Enc
Universal Translator	275	10	4	1/2

Universal translators are able to bridge the gap between two spoken languages. It interprets one language into another. Most look like a flat candy-cane with speaker/mic and camera on the outside of the curve. It is held in one hand much like a microphone would be held.

This is a basic universal translator which combines an image processor for adapting to body language, a custom programmed AI for language interpretation, and an advanced audio processor for picking up spoken language. It comes with an auditory dampener that is pretty good at dampening or masking out the spoken words of each party. In this way, both sides only hear their own native language without the background noise of the other's language.

To work properly, the universal translator must be very familiar with one language by either hearing it spoken for several days, or by downloading the program off a language chip. If a language is downloaded, the universal translator is effectively a perfect translator. Otherwise, to translate a new language, it must "listen" to the language for several minutes. Most languages will begin to work, but the GM may choose to have a roll to see how well the translator is working. The basic universal translator functions at a RCD12 level.

Model: Translator R9000	500	10	6	1/2

R9000 translater is an AI upgrade to RCD20.

Upgrade: Language Chip	+100	+0	+0	+0

Language chips may be purchased at select stores.

ULTRAFILAMENT LINE

Item or Option	Cr	Maint	ETax	Enc
Ultrafilament Line	100	2	2	1/2

Ultrafilament line comes in contained spools of 100 feet. Ultrafilament is very thin, very light, and virtually unbreakable RCD30. Despite its thinness, Ultrafilament line is made with an ionic bonding surface, which allows

users to climb without difficulty. On top of this, the end is sensitized with UltraLock technology, enabling the line to be affixed to nearly any item without the need for tying. The UltraLock can be controlled from the spool container at the other end.

UltraLock technology was developed by The Company. It utilizes a patented micro-range tractor beam system which can lock onto physical items as determined by a selective AI program (i.e., it knows when to lock on and when to let go). This technology has nearly replaced the magnometric technology of the past, because UltraLock can attach itself to nearly any material (not just metals).

ULTRA LOCK BOOTS

Item or Option	Cr	Maint	ETax	Enc
Ultralock Boots	1200	40	14	2

Ultralock technology utilizes very short range tractor beams (within a about 8 nanometers). Anything within that range is tractored in against the ultra lock surface and then held there with an amazingly strong bond. As cool as this is, the real benefit is the AI built into nearly every Ultralock device. It comes close to being able to read your mind. It knows when to release and item and when to hold and item.

Applied to a pair of ridged boots (a lot like ski boots) the AI has been tweaked so that it locks as a foot is being set down and releases when it is being lifted off a surface. The programming for this is very difficult, especially added that it will work on the floor, on a wall, upside down, in zero-G, under water, etc.

End result, the boots will bond at a Str of RCD4V to anything walked on, if activated. This helps immensely with balance rolls (RCB4V), etc. Now, walking up walls has an added difficulty, the boots might stick but most characters will simply bend at the knees and be hanging down the wall. To walk up a wall requires a Str(25) check for a typical character. This can be reduced if ridged armor is worn or joint locks of some kind are used, etc. Walking on ceilings is, however, pretty easy with these boots.

The Ultralock technology will extend up to a full inch if the surface is covered in a slippery material like oil or mud. The lock will reach through it to the underlying material if within 1 inch.

When active, MR is at ½ normal.

ULTRA LOCK UTILITY BELT

Item or Option	Cr	Maint	ETax	Enc
Ultralock Utility Belt	375	10	8	1/2

This utility harness attaches items to it via Ultralock technology. It can hold up to 12 enc of items.

The built in AI (artificial intelligence) routine is very good at determining when an item is being pulled off by the user as opposed to being tugged on through normal wear (i.e., caught on a chair, brushed by swinging arms, etc.).

A built in security routine allows the user to program in up to 10 other authorized individuals. Otherwise, items must be wrenched off the belt versus its strength of RCD20

WIRELOCKS
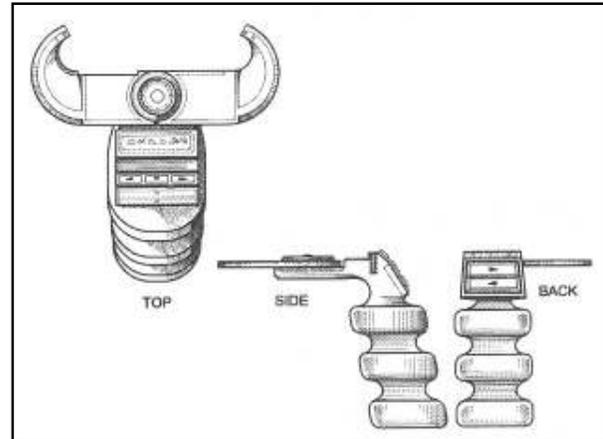
Item or Option	Cr	Maint	ETax	Enc
Wirelocks	200	15	4	1/2

These sophisticated wire cutters/splicers will automatically strip wires, pull them together, splice and coat the splice with insulating material. However, their name and main function does not do them justice.

Wirelocks actually use a molecular drill and bonding field controlled by a sophisticated program. This allows them to "weld" nearly any two substances together.

They can repair cloth, tears in armor, etc. For example, if two pieces of cloth are laid side by side, the wirelocks will probe both pieces of material to determine their molecular makeup and pattern (i.e., the fiber structure). Then they molecularly drill material from both pieces (the user will witness small particle beams directed at both materials). The molecular elements will be removed and channeled up the beam.

This material is then reconstituted and channeled down a third beam which is directed at the tear or gap between materials. This beam uses the material to fabricate a molecular bond between the two substances. Two mini tractor beams are used to line up the material for proper bonding.

The molecular drilling of the surrounding material is performed one a random pattern so that the surrounding material is not weakened significantly. However, wirelocks assure that the bond is stronger than the surrounding material.

Just think of wirelocks as the ultimate super-glue and all of their varied uses will become apparent.

A techwand utilizes a specialized wirelock routine to weld metal. Techwands are faster and create stronger bonds than wirelocks, but they are useless on non-metal substances.

If used on damaged weapons and armor a roll may be made to reduce maintenance cost. They have an RCD12 or RCB12 rating.

Model: Wirelocks Lock Tite	400	20	6	1/2

Lock Tite model – has RCD20, or RCB20 rating.

BioTech Equipment

Biotechnology has only recently been introduced to the Guild via the Kryll. This strange alien technology modifies animal and plant life to serve as equipment, weapons, and armor. Where technological devices use verbal commands, biotech items use phenomenal commands (or communication by smell).

Their is no upkeep cost with bio-items. They automatically "heal" or repair themselves unless killed. However biotech items must be fed every couple of days. Kryll naturally secret nutri-slime from special pours so that feeding is automatic. Other races will have to buy nutri-slime and carry it with them. For an amount of credits equal to one percent of all bio items, enough nutri-slime may be purchased to feed all bio-items for one adventure. The added encumbrance has already been calculated into each bio-item.

Bio Tech weapons are typically living and can even exhibit pet like capacities and capabilities. They also "grow" and evolve, unlike tech and cyber tech. Most abilities should be setup on a schedule where they are advanced as the character advances. Typically such advancements occur on any level the character's weapon/armor areas advance.

Biotech weapons, armor, and equipment can have interesting traits, like the pets that they are. You can roll on the following table for each weapon, armor, or equipment. If the roll doesn't make sense, then that item has no unusual trait.

d20	Bio Item Trait
1-10	No Trait
11	Loyal – weapon will try to find its master if they are separated.
12	Hungry – weapon will try to get into food whenever it can: e.g., bio blades dipping into drinks and trying to get to dead corpses or sewage
13	Trickster – Likes to hide from its master or occasionally not work (1 in 12 chance)
14	Lazy – Likes to perform their work with minimum effort and efficiency (-1 die type)
15	Faithful – Believes in its master and tries to serve to the best of its ability.
16	Adoration – weapon works extra hard to do a good job and impress their master
17	Infatuation – like adoration, but to an annoying degree, like a love sick pet.
18	Watch Dog – the bio item will always stay awake while its master rests/sleeps so it can watch for danger.
19-20	Roll twice more using d8+10

BioTech Oddities: Biotech is a very odd science. It is gross, disgusting, and out of the ordinary. It is not common so harder to find, harder to buy, and, to make matters worse. Most Bio-based characters are VERY bad at technology and cybernetic. BUT, there are a number of oddities that make BioTech, perhaps the coolest of all the sciences, making up for the afore mentioned short comings.

Death Ray/Touch: Due to the amount of bio-tech on most BioWarriors/BioGunners. Death ray/touch is often ineffective as the ray kills the first significant bio-mass (such as a wad of spiders in spider armor, or a feeder, or some other creature. But not the intended target).

Equipment Advancement: Bio Tech weapons are typically living and can even exhibit pet like capacities and capabilities. They also "grow" and evolve. Unlike tech and cyber tech. Most equipment and their abilities should be setup on a schedule where they are advanced as the character advances. Typically such advancements occur on any level the character's weapon/armor areas advance.

Bio Durability: Because bio items are living, they self-heal, or repair themselves. For this reason, no durability ratings are listed for biotech weapons and biotech armor. Such military creatures have been well engineered to repair themselves at a rate greater than the needs of normal durability

Equip Time: The time required to don/remove equipment including armor is at least half that of tech and cyber users, because the bio-items can help.

Bio-Slime: Biotech items do not typically use power. Instead they feast upon a special nutritive slime called bio-slime and most bio-items have a number of slime rations they must consume each day to remain properly fed.

Biotech Equipment List

BIONOCULAR
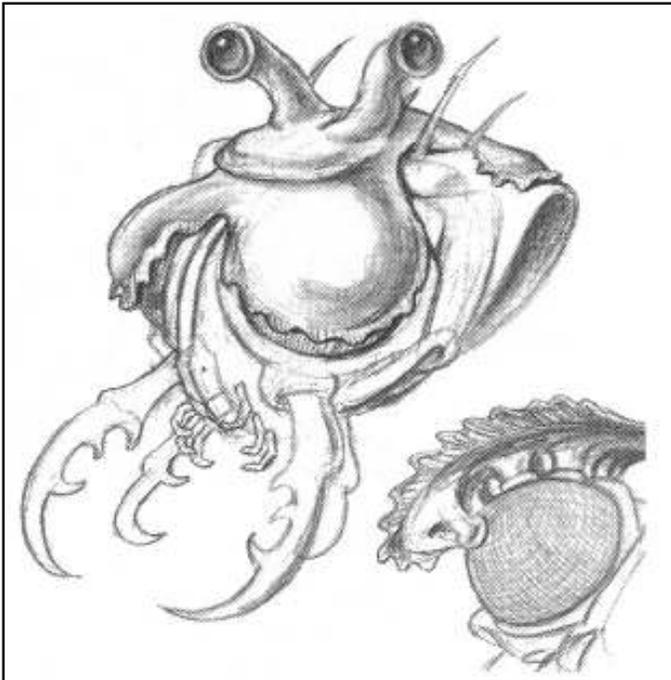
Items or Option	Cr	Maint	ETax	Enc
Bionocular	200	0	1	1

When a bionocular is activated, it slides itself up the back of its host's neck onto the head. It then slaps flap-like appendages over the host's eyes. Bonded to the eyes themselves, the bionocular now sends images to its host. Bionoculars can rotate their eyestalks in any direction, magnifying images up to 100:1. When the host completes its visual scan, the bionocular pulls its appendages off with a slurping pop and slithers back off the host's head.

Since the creature cannot transmit harmful amounts of light, bionoculars are total protection versus sudden bursts of light.

Model: Oogmic	300	0	2	1

Oogmic – this variety of the animal also allows for infrared vision.

Model: Gigook	400	0	4	1

Gigook – Gigook can see in the ultraviolet range and infra red range.

BREATHER
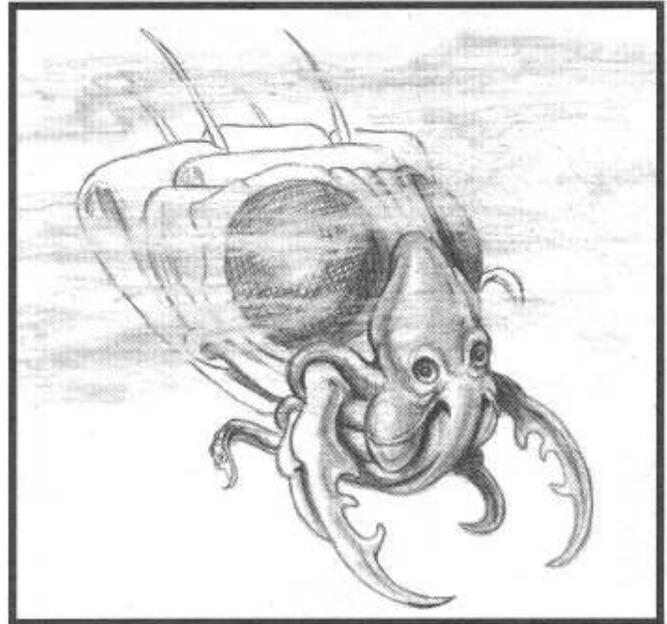
Items or Option	Cr	Maint	ETax	Enc
Breather	350	0	4	1

Breathers are squid-like organisms which ride around on their host's neck or other location near the mouth. When the need arises, the breather will quickly wrap its long radial appendages around the host's head, sealing itself over the host's mouth. The breather then absorbs the atmosphere about the host, filtering out harmful particulates and gasses at RCD16 and exhaling clean air into the host's mouth. When the host exhales, the breather's internal valves close and the used air exits with a flapping, wheezing sound from either side of the breather's body.

Model: Amphibious Breather	500	0	8	1

Amphibious Breathers, will also function underwater, acting as a sort of artificial aqua-lung, pulling oxygen and nitrogen from the water.

FEEDER

Items or Option	Cr	Maint	ETax	Enc
Feeder	300	0	2	2

These creatures look like large, bloated, vein-covered balloons, with two long tube-like appendages. The more slender appendage winds its way around the bio-items of the host, addressing their nutritive needs with bio-slime. If the host opts to be feed, the appendage will, at times, wind its way up the hosts back, neck, and into one side of the host's mouth, where it extends most of the way down the host's throat. The other appendage is thicker, tougher, and can reach to the ground. It ends in a concentric mouth filled with numerous serrated teeth.

Feeders are essential to most bio-tech adventurers as they can synthesize the rare and valuable bio-slime that is used as food by most bio-items. They are comprised mostly of an external stomach. The toothed appendage constantly sweeps over the host's body, eating dead cells, dirt, waste, etc., as well as whatever the host offers it.

Feeders eat nearly anything. They process their intake in their stomach like pouch, spewing out whatever is non-nutritious. The processed bio-slime is then routed to the other appendage where a nutrient slime constantly trickles into the feeding orifices or is simply "slimed onto" the various bio devices. Some may even be trickled down the host's throat, thus supplying the host and its bio-devices with all of their nutrient and hydration needs.

Feeders function only when there is sufficient organic material to process.

FIREGNAT COLONY
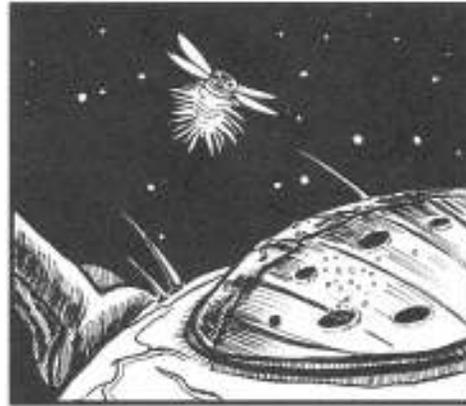
Items or Option	Cr	Maint	ETax	Enc
Firegnat Colony	120	5	0	1

As soon as a firegnat colony is introduced to its host, it builds a wasp-like hive upon the host's body. Most of the time, these nearly microscopic flies remain in the hive, coming out only to eat.

However, when the host summons the colony, 800-1000 firegnats swarm out, activating bioluminescent chemicals in their abdomens. Together, the gnats can light up an area of 10 squares by 10 squares 10' high. Firegnats fly at MR 10, and may illuminate any shape the host desires, so long as the area remains the same. They can also dim or extinguish upon command.

The colony is able to keep an area lit endlessly as individual gnats fly out in shifts, while others return to rejuvenation their illumination abilities.

Model: Firebly Colony	240	8	1	1

Fire flies – these larger cousins of the fire gnats can light up a 20sq by 20sq by 20sq area and tavel at MR 18.

Upgrade: Combat Training	+150	+0	+1	+0

Combat Training – either version can be trainded to induce small stings and bites to opponents who are not in sealed armor. The creatures will attack on pheremonal command at RCD 2/2. Due to their nearly endless supply attrition is not a concern unless AOE is used against them.

GLOW EGG
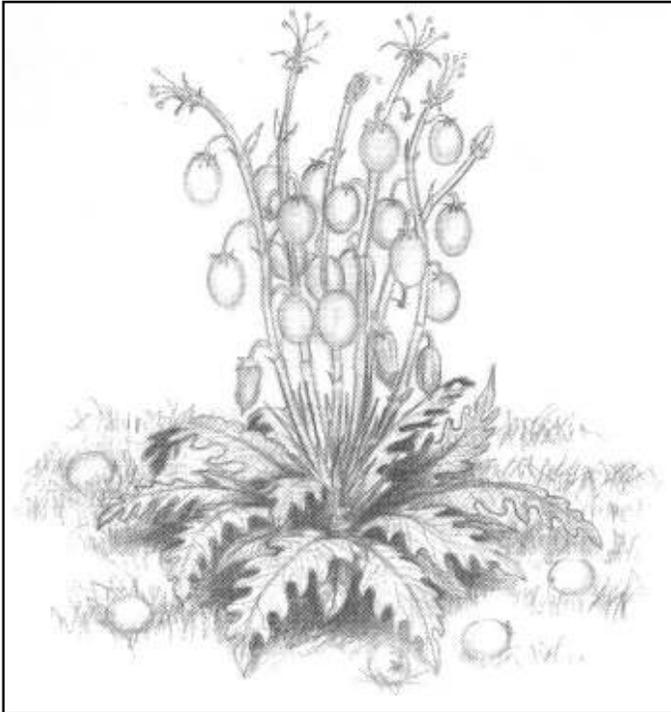
Items or Option	Cr	Maint	ETax	Enc
Glow Egg	20	Buy	0	*

Glow eggs are actually not eggs, rather the dormant seeds of the glow plant. When an "egg" is sharply struck, it emits a radiant glow, illuminating a radius of six squares for 20 hours (after which it becomes useless). The light is intended for the mother plant to aid in photosynthesis, but is a highly efficient artificial light source.

Model: Jodo Plant	100	Buy	1	*

Jodo plant – there is an uncommon form of the glow egg plant that contains rare bio health spores – if an egg is eaten just as it fades, it will provide RCd8 extra vitality for five hours. Only one egg's effects may be active at a time.

LIFT PODS

Items or Option	Cr	Maint	ETax	Enc
Lift Pods (qnty 4)	150	0	4	3

These little pseudo sentient plants look rather like upturned bowls with a central hole. They have an uncanny ability, when placed on their host, to recognize others of their species and slowly make their way to separate locations which perfectly balance out their host's weight. They then secrete a powerful adhesive, bonding themselves to their host.

When stimulated, each pod shoots forth a long spiral runner, tipped with a spike, barbs, and more bioglue. These runners are able to wrap around, hook into, or stick to nearly any surface up to 50' away (typically straight up). Upon command, the pods reel in their runners with a strength of 500 lbs per pod, thus lifting the host into the air (15 feet per round). The pods can suspend a host indefinitely. Upon request, they can also lower the host back down or release their hold. Each runner has RCD12 AR and Vit.

Their operation is nearly silent.

Upgrade: Swing Training (qnty 4)	+125	+0	+4	+0

Swing Training – if four or more pods are used, they can be trained so that half fire upwards and half out at an upwards angle. Then those strait above release so the user swings forward, at which time the released pods fire forward, etc. In this manner, the user can swing, swing, swing forward off the ground at a MR of 10.

LIVING ROPE
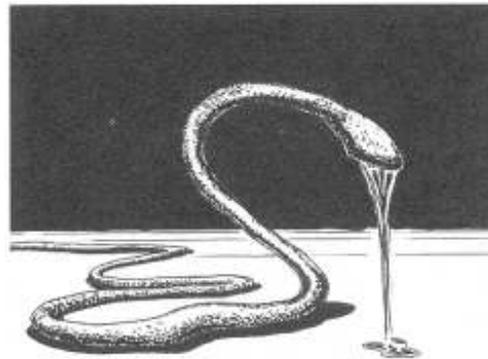
Items or Option	Cr	Maint	ETax	Enc
Living Rope	300	0	2	2

This semi-sentient plant can slither along surfaces (MR 3 or 15' per round), tie and untie itself, and secrete a sticky substance strong enough to hold 1000 lbs at a Str of RCD4V. Living Rope can be cut into smaller sections which will grow back together in a day's time, if the ends are spliced. Starting length is 75 feet.

Upgrade: Complete Pheremonal	+75	+0	+1	+0

Complete Pheremonal control – they can be trained to operate with no physical contact needed. Useful if ones hands are occupied or bound.

PLATELETS

Items or Option	Cr	Maint	ETax	Enc
Platelets	50	Buy	2	1

These tiny disk shaped mites spend most of their time in a state of hibernation inside the bud of the bloodwood plant. Bloodwood buds are implanted in the flesh of the host creature, where they draw minimal nutrition from the host itself.

The platelets remain in hibernation until the bud opens, which only occurs when the host's blood pressure drops dangerously low (such as when the host is suffering Vitality drain). When this happens, the bud opens and the platelets scurry across the host's body to seal any open wounds. The platelets secrete a clotting agent and even use their own bodies to form fibrous chains across the wound.

The net effect is that Vitality Drain will stop if the platelets RCD10 beats the amount of negative Vitality. Otherwise, they will keep trying each round.

Once the bud opens, it is necessary to transplant the bloodwood blossom onto any available slain victim so the plant may complete its growth cycle. If kept upon the host, the plant's root system will spread throughout the host's body, causing death within D6 hours.

Model: Nooknook Platelets	120	Buy	4	1

Nooknook platelets – this is a more sought after variety that will also heal the victim for RCD6, but only after, a successful roll to stop Vitality Drain occurs.

SALIVA MITES
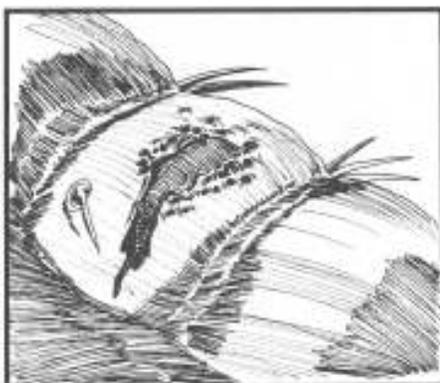
Items or Option	Cr	Maint	ETax	Enc
Saliva Mites	50	Buy	1	1/2

Saliva mites are of the same genus as platelets. When purchased, they come in the form of a worm which spins a cocoon upon the host's body and fills it with mite eggs. This dome shaped cocoon is about two inches in diameter and slightly recessed into the host's body.

The mites can live within their cocoon for nearly a month, before hatching out on their own. However, they are fully developed after just a week's time and if the cocoon is torn open (requiring some effort), the mites will function as if they naturally hatched.

Either way, the mites quickly spread over the host's body in search of wounds or damaged tissue. Once located, the mites go to work repairing tissue and eating dead flesh.

The mites then burrow beneath the wound's surface and secrete a special saliva which contains healing agents and thousands of helpful bacteria. This seals the wound over the mites, resulting in 10L healing to the host.

About a month later, the mites emerge through the host's pores as small worms. These hungry worms search out and eat each other until only one remains. At this point, the life cycle is complete and the worm is ready to spin a new cocoon.

Unfortunately, these worms are very soft and fall off any time the host's movements are highly irregular (such as in combat). Thus, the worms on adventuring hosts almost never survive long enough to spin a new cocoon. Besides, feeders love them.

Saliva mites heal RCD8 fresh wounds or RCD4 old wounds.

Model: Bio Engineered	100	Buy	2	1/2

Bio Engineered Mites – through bio engineering the effectiveness of the mites can be increased to RCD16 fresh or RCD8 old wounds.

SLIME-MOLD
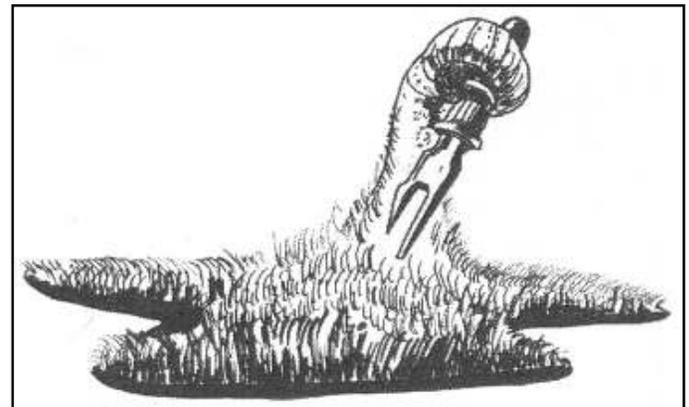
Items or Option	Cr	Maint	ETax	Enc
Slime mold	160	0	4	1

These items are a combination of several types of fungi. When first purchased slime-molds look like white jelly with green spots. The slime is then coated onto the host in the desired area. One slime-mold can cover an area three feet in diameter, but in any shape or pattern desired.

Once applied, the slime-mold matures in about three days. The final product is a gelatinous layer about half an inch thick with two inch thick, fuzzy gripper-mold growing over its surface. Three to five long tendrils also form, which can extend out to a foot and a half.

Slime-mold is designed to hold items fast to the host. The tendrils wrap about an item while the gripper-mold grasps hold of the finest of crevices (pores, bumps, hair, etc.). The slime-mold base also forms a powerful suction on the item.

The mold's holding power is equal to RCD30 strength and can be pheremonally commanded to hold and release items at will. Slime-mold is very soft to the touch and quite durable, however items held with it become permanently tainted with the smell of slime-mold.

TECH MITES
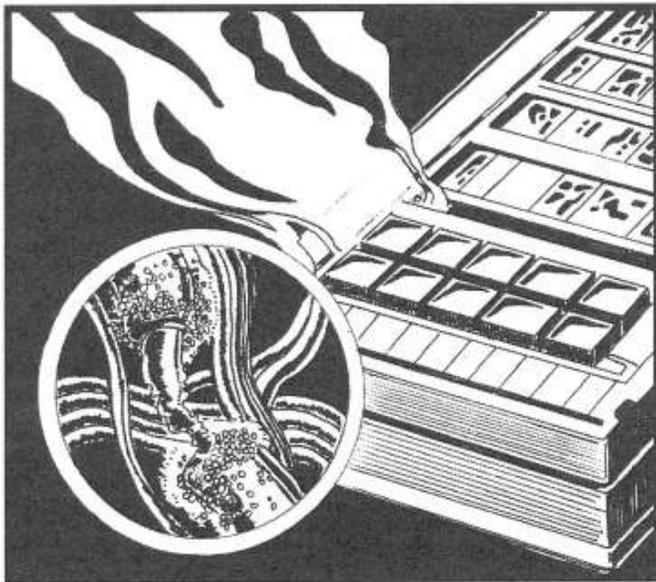
Items or Option	Cr	Maint	ETax	Enc
TechMites	190	Buy	4	1/2

The sale of these dangerous mites is highly regulated. Adventurers must belong to a military organization (such as Dha) to be eligible to buy them.

Tech mites are purchased sealed in a bottle worm (a vial-sized worm designed to hold things). When commanded, the bottle worm opens its mouth and the tech mites, hungry from their stay in the worm, immediately eat the nearest food. Once released, tech mites move d6 inches per round for up to 10 rounds before dyeing of starvation or finding technology to eat.

This is the dangerous part — tech mites love the elements found in most sophisticated devices: computers, sensors, energy weapons, door panels, etc. Mites will cause failure or system malfunction in any one weapon, computer, security door, etc., which they contact if RCD10 exceeds the equipment's rating.

TUBE-WORMS
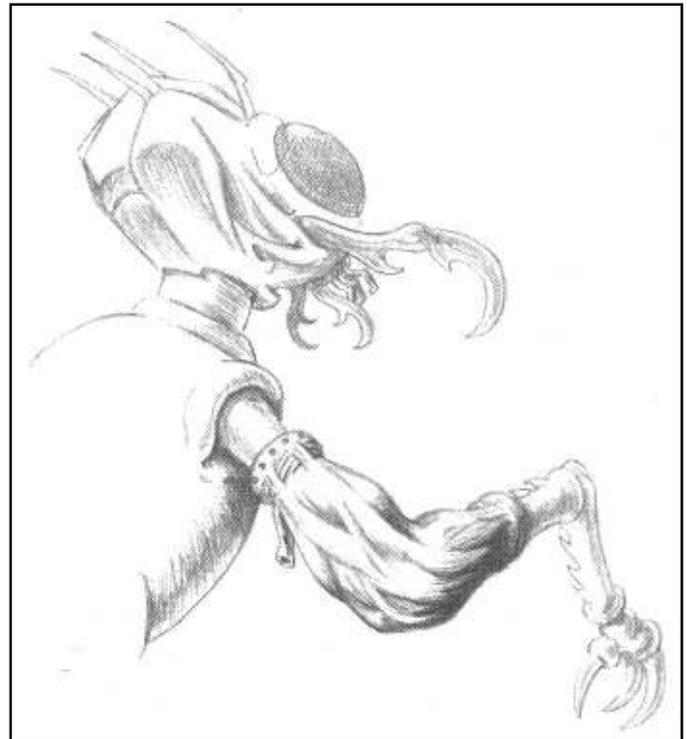
Items or Option	Cr	Maint	ETax	Enc
Tube Worms (body set)	200	0	4	1

Tube-worms are foot-long, hollow tube-like animals. These organisms are almost exclusively made up of muscle tissue, tendons and sinew.

When a host places a hand, foot or other appendage within the tube-worm, it begins to crawl slowly up the host's limb (a very odd sensation to the non-Kryll races). When the tube-worm reaches the equivalent of an elbow or knee joint, it stops and centers itself over the joint in a sheath-like fashion.

Any time the host moves the joint, the tube-worm flexes its body to assist. This results in a RC+2 to all strength rolls and stacks with other non-tube-worm bonuses.

Model: Tube-Eel (body set)	500	0	8	1

Tube-eel – similar to the worms, the eels produce RC+4 bonus to strength.

Cyber Equipment

Cyber Points: Cyber points (CP) are purchased with Focus Points – you focus on cybernetic implants. Every Focus Point can buy 10 Cyber Points or CP. A character can then equip his body with up to 10 Cyber Points worth of cybernetics. More cyber points may be purchased at the rate of 10 CP for 1 FP at any time.

Requirements: Cybernetic implants require money to purchase, surgery skill to implement, and AP to learn how to use. If a simple knee injury requires weeks of rehabilitation imagine the complexity of learning to swivel a cyber eye – all the neural signals that must be mastered, muscle assistance that must be lent, etc. Even turning on a simple diode can be daunting for some.

Surgery: Some cyber implants require a cyber surgery roll. Failure indicates that the cyber warrior has taken damage equal to the degree of failure, the item has been damaged (a new one must be purchased). The surgeon may try again, but, as with all such roles, the difficulty will double. If a higher level surgeon (at least twice the surgery rating) is employed, the difficulty remains the same.

Vitality Bonus: Some cybernetic implants replace flesh and bone with more sturdy metal-alloy and high tech materials. This has the effect of increasing the subject's Vitality as it is harder to hurt them. In such cases a bonus to the subject's Vitality will be given.

Weight Gain: Likewise, some cyber surgery will increase the overall mass of the patient. Such weight gain should be recorded on the player's character sheet.

Power

Power Sources: Tech items use traditional power, biotech items use bio-slime nutrients, and cybernetics use a number of methods. Most of the smaller items will either use Q-Cells or miniaturized turbines that burn carbon and oxygen. The carbon/oxygen combination is filtered from the host's blood stream and intestinal tract. Some cyber implant's even have turbines that run on gas that is also obtained from the intestines. We consume a lot of food that is simply excreted out of our body. These Cyber devices make use of some of that wasted food energy..

Cyber Implant List

ATMOSPHERIC OLFACTORY SENSER
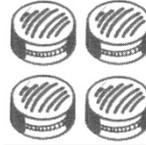
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Atmospher Olfactory Sens	180	3	1	*	0	0

Sensor/filters are implanted across both nasal passages that constantly gather and analyze particulates from the atmosphere. Results are transmitted to a small neural receiver and will set off internal alarms when toxins are present. Each filter has a small DW engraved in the center of it.

Sensors have an accuracy of RCD16.

AUDIAL TRANSCEIVER

Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Audial Transceiver	350	4	2	*	0	0

During this operation, one of the patient's external ears (or tympanic membranes) is cosmetically replaced with a plasteel look alike. The new tympanic membrane acts like an amplification dish to boost transceiver signals. A micro transceiver is then surgically implanted into the base of the ear just outside the eardrum. A microphone is also installed into the patient's cranium with the exposed surface located as specified by the patient (typically in front of the ear or on the lower jaw).

The transceiver works in almost all ways like a comm unit. The advantage is that the transceiver is mentally controlled. Incoming messages are barely audible to bystanders (Inaudible at RCD4V) as the speaker is located next to the ear drum.

The unit has an RCD12 rating for communications.

Finally, if this device is implanted with an enhanced ear (another cyber surgery), bystanders cannot hear anything, as incoming messages are electronically piped directly into the circuitry of the enhanced ear.

Upgrade: Hearing Boost	+200	+2	+2	+*	+0	+0

Provides for an RC+4 hearing bonus, stacks with all but itself.

Upgrade: Audio Filter	+175	+2	+2	+*	+0	+0

Audio filter – harmful sound (sonic grenades, loud explosions) are filtered out at RCD12 and flash bang or similar "half-sound" effects are filtered at RCD6.

Upgrade: Pattern Filter	+150	+2	+1	+*	+0	+0

Harmful Pattern recognition – patters of sound that could hypnotize or cause unconsciousness, etc. are filtered at RCD12.

CYBER-ARM
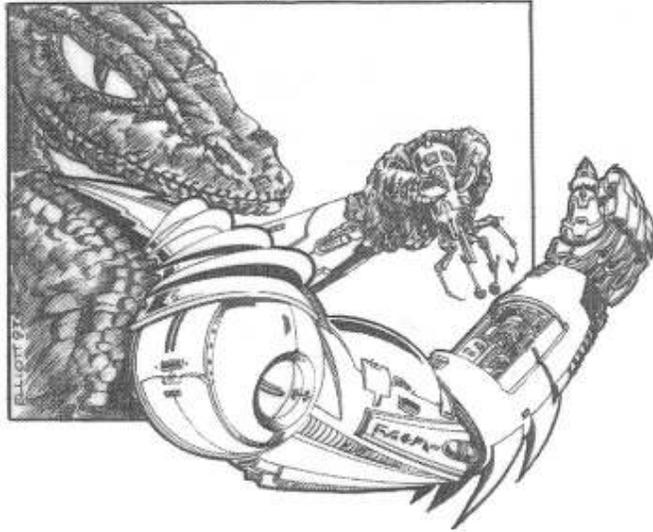
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Cyber-Arm	850	40	4	2	1/2	15

Cyber-arm is the complete replacement of one arm, including minor enhancement of the shoulder area to withstand the added strength and weight of the arm. Cyber arms have a metal alloy core covered by a durable vulcanized rubber exterior which can withstand the heat of soft molten metal. The arm's internal servos are extremely quiet and provide the patient with RCB8 on all hand and arm tasks. This stacks.

Upgrade: Titanium Reinf	+600	+0	+4	+1	+1/2	5

Titanium reinforcement – makes the arm very difficult to crush or destroy (RCD4V) and allows the strength servos to be pumped up to RCB12 Str.

Upgrade: Joint Locks	+300	+10	+2	+0	+0	+5

Joint Locks – all joints: shoulder, elbow, wrist, and fingers can lock in place at RCB30.

Upgrade: Structural Punch	+300	+0	+2	+1/2	+0	+5

Structural punch – the design can be modified to enhance punches versus structures RCB20 to punch damage versus structures.

CYBER-EYE
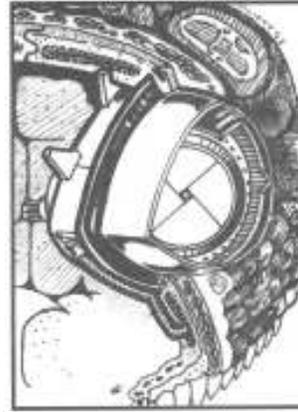
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Cyber-Eye	350	5	0	1/2	0	0

These items are implanted during a very delicate operation in which one of the patient's eyes and eyelid are removed. In their place, a sophisticated visual lens is embedded into the eye socket. Due to the size of the lens, servos, and sensors, the entire unit protrudes from the eye socket, covering some of the surrounding face. Once the eye is installed, the patient enjoys many enhanced features beyond that of a normal eye. First, the entire implant is mentally controlled. The aperture of the lens reacts to light intensity levels much faster than a normal eye. Thus, the patient instantly adjusts to dim light or bright daylight. The eye also processes vision binocularly (i.e., depth perception is maintained).

The internal transmitter to the optic nerve can also be shut down, causing the patient to be blind for as long as desired. The entire structure is airtight, fully functional in a vacuum, as well as under water.

The surface of the lens is constantly kept clean with electrochemical charges. Thus, the eye can remain open (never blinking) even in tear gas, smoke, extreme heat, etc. A built-in filter automatically screens out any damaging light (i.e., bright enough to cause harm). Cyber eye patients can stare at a star, watch the arc of a tech wand, etc., without protection.

Cyber-eyes may be enhanced as follows below. All of these enhancements require the cyber-eye operation in order to be used.

Cyber Eye – Infrared
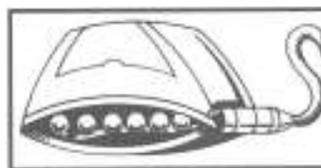
Upgrade: Infrared	+125	+15	+4	+0	+0	+0

In this operation, cyber-eye circuitry is slightly modified, and an infrared lens is mounted above the user's cyber eye. The patient is able to mentally switch to and from infrared vision.

Cyber Eye - Macro Enhancer

Upgrade: Macro Enahncer	+150	+2	+1	+0	+0	+0

A special lens is installed in place of the existing cyber-eye lens, along with several micro servos. When activated, the patient is able to view items at great distances (at a scale of up to 500:1 (or approximately 1mi = 10ft)).

Cyber Eye - Micro Enhancer
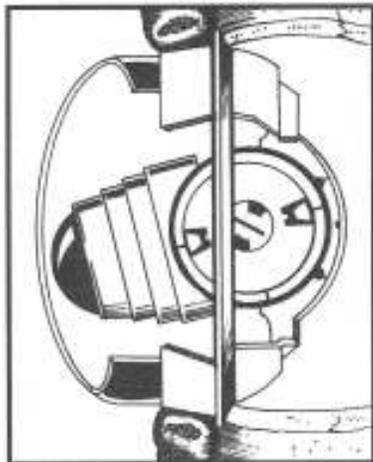
Upgrade: Micro Enhancer	+110	+2	+0	+0	+0	+0

In this procedure, the cyber-eye barrel is replaced with a new barrel which can telescope out about two and a half inches. This barrel contains a special second lens which can be slid into the barrel when micro-sight is desire.

When activated, the patient is able to view microscopic items up to 2000:1 magnification.

The Dracan cyber-lord Kopta was once caught engaging the self-destruct cycle on board an enemy Katha vessel. As punishment by the Katha, both arms were cut off, his legs were bound and he was left for dead. However, he ingeniously used his micro eye as a third finger and completed the destruct cycle.

Cyber Eye – Starlight
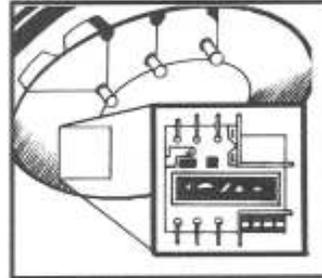
Upgrade: Starlight	+100	+2	+4	+0	+0	+0

In this operation an optical processing chip is installed into the cyber-eye. The chip uses advanced light enhancement routines to brighten even the dimmest of images. In this manner, the patient is able to see in extremely dim light. In fact, using this enhancement, starlight is equal to full daylight, a candle flame is equivalent to a lighthouse, and a diode functions like a lantern.

Cyber Eye - Star Lamp
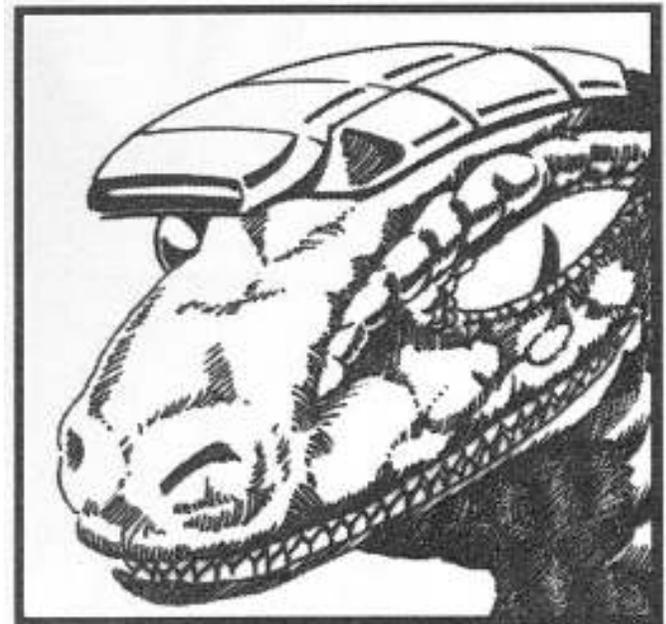
Upgrade: Star Lamp	+25	+5	+0	+1/2	+0	+0

In this operation, a thin lamp is mounted on the patient's face (typically on top of the cyber-eye). A neural conduit is then surgically implanted into the brain allowing the patient to mentally control the lamp's intensity.

These lamps can produce light up to the brightness of a dim candle flame (bright enough to light a heavy

class ship's hold for the purposes of starlight vision). At this setting, the lamp produces enough light for *unaided vision* to see approximately one square.

CYBER HOLOCONCEALER

Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Cyber HoloConcealer	250	2	1	*	0	0

The ETax is for the first and 2nd unit. All others have an ETax of 0.

This miniature holo emitter is the size of a BB. It is attached to a cybernetic implant and will project an image of the original body part, thus masking that the implant exists at a RCD12 rating. On/Off controls for the implant can be uploaded into nearly any circuitry based device such as a communicators, hand computer, etc. And it comes with a tap-able button transmitter that can be bonded to nearly any surface.

With enough of these, a cyber-lord can appear as a regular businessman.

Upgrade: Super-cealer	+200	+0	+1	+0	+0	+0

Super-cealer – has an RCD20 for concealment.

The ETax is for the first and 2nd unit. All others have an ETax of 0.

CYBER-LEGS

Cyber-legs are a complete replacement of both legs including enhancements of the pelvic area to withstand the added weight and torque of the legs. Cyber-legs have a metal alloy core covered in durable vulcanized rubber exterior which can withstand the heat of soft molten metal. The legs' internal servos are extremely quiet. No cyber leg armor may be worn with cyber legs.

Cyber legs are very difficult to crush or harm at RCD3V.

Cyber-Legs, Strength Version
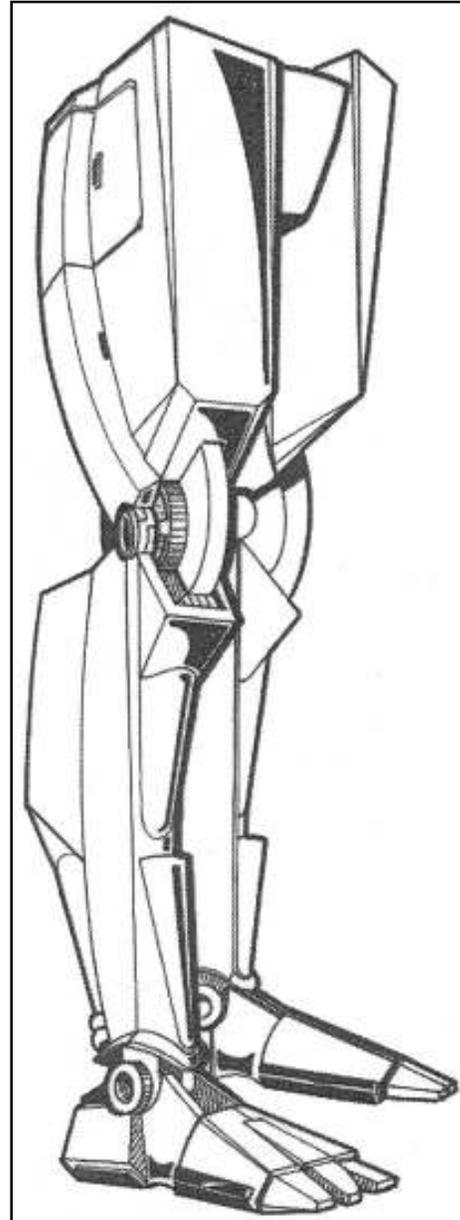
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Cyber-Legs Strength	1200	120	10	2	3	80

Strength cyber-legs provide the patient with increased leg strength of RCB16 to affected strength rolls (e.g., affects shoulder lifts, leg presses, ability to carry weight) Leg attacks like kick gain RC+4 Dmg. And Encumbrance is immediately upgraded as if it has gone through three doubling rank advancements. However, MR is reduced as if it has gone through a doubling rank upgrade, but in reverse (subtract what would normally be added).

Upgrade: Joint Locks	+300	+20	+2	+0	+0	+10

Joint Locks – Joint locks of Str RCD30 can be installed.

Upgrade: Ultra Lift 9	+400	+20	+4	+0	+0	+10

Ultra Lift 9 – this upgrade bumps the strength up to

RCB30 and kick-style damage to RC+6.

Upgrade: Structural Dmg	+350	+15	+2	+1	+0	+15

Structural Attack – versus structures the legs gain RCB4V damage.

Cyber-Legs, Speed Version
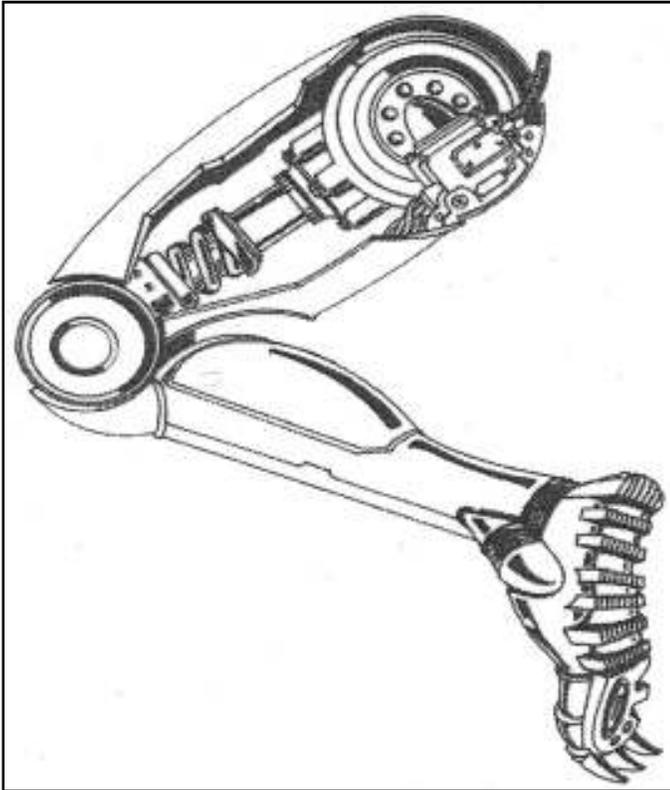
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Cyber-Legs Speed	1100	120	10	0	3	40

Speed cyber-legs provide the patient with increased movement all MR categories improve as if they had gone through two doubling rank advancements.

The legs have tracks on the bottom of the feet to give a better grip on most surfaces, and they have claws to dig into soft surfaces. This causes balance, climbing, all jumps and similar rolls to gain an RCB10 to their rolls.

Upgrade: Zoominator 12k	+450	+30	+4	+0	+0	+8

Zoominator 12,000 – this upgrade kicks the bonus to RCB20 and adds yet another MR upgrade (as if a new doubling rank).

CYBERNETIC LINKS
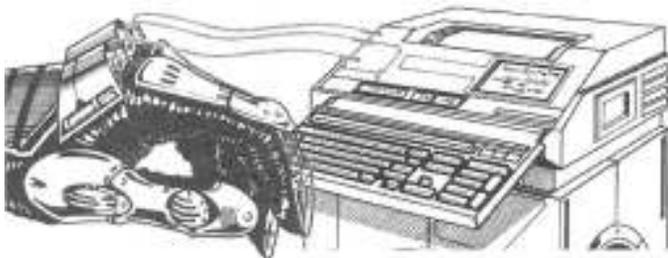
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Cybernetic Links	250	2	2	*	0	0

Auto extending uplink cables are inserted into the users hand just above the wrist. Two micro filaments run up the users arm and terminate at two transceiver points at the base of the skull connecting to the central nervous system.

The uplink cables can extend up to 5' and their universal connectors can link into nearly any know computer system. If no security systems are in place the user can then mentally operate the computer.

They come with a basic hacking program to get past digital security at RCD10 or RCB10.

Upgrade: Hack Master	+175	+0	+2	+0	+0	+0

Hack Master – the hacking program is RCD20 or RCB20.

ENHANCED EAR
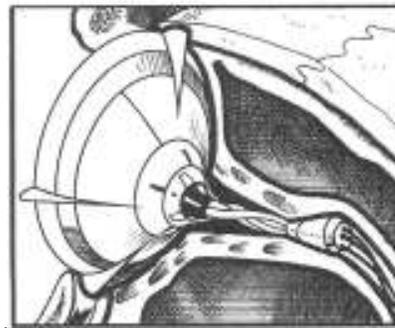
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Enhanced Ear	250	5	2	*	0	0

During this operation, one of the patient's eardrums and inner ears is replaced with a variable, hypersensitive audial implant. After the operation, the patient can mentally adjust the implant to amplify sound so that all Awa checks based on hearing are made at RCB10.

The implant will automatically filter out all sounds which are loud enough to cause harm at RCD12, and the volume may be adjusted at will. Finally, the enhanced ear is able to pick up frequencies ranging well above and below human hearing, making such things as dog whistles easily audible.

Upgrade: Super Ear T9A	+200	+2	+4	+0	+0	+0

Super Ear T9A – hearing bonus improves to RCD20 and filter to RCD30.

JOINT LOCKS
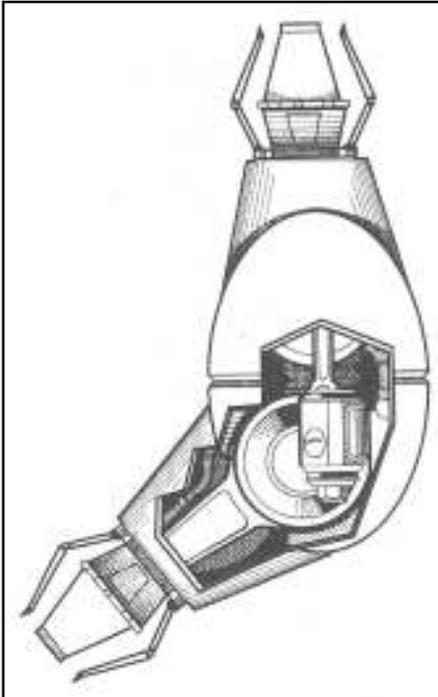
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Joint Locks	200	10	4	1	1	10

Joint lock surgery replaces all major joints in the body, specifically the arms and legs, with techsteel mechanical joints. Besides strengthening the joints to a point where they are nearly indestructible (RCD6V), the patient can mentally command any set of joints to lock into position at a strength of RCD30 (note: patient's actual strength does not impact this roll). Locked joints are pre-tuned to automatically release only if an applied force begins to fracture the patient's adjoining skeletal structure (becoming extremely effective in combination with the titanium endo skeleton).

Do note that joint locks do not increase a patient's muscular strength, i.e., the patient's ability to lift or bend items does not increase. However, joint locks have numerous uses: heavy items can be carried in tiring positions without fatigue as joints support the weight instead of muscles (a patient could, for example, walk around all day with a heavy gun held at the ready), patient's can grip something and hold onto it without concentration (such as a prisoner's arm), patients can hold their bodies in positions which would ordinarily result in fatigue (a patient could hold onto the lip of a ledge with finger tips alone without tiring), etc.

Upgrade: Bone Splice	+200	+0	+2	+0	+1	+5

Bone splices – this s a *very* poor man's version of endo skeleton. Spurs of techsteel are splided onto ajoining bones allowing the joing locks to run at a higher strength without risking damage to these bones. This allows for RCD4V lock strength. (If this option is taken with titanium endoskeleton, the locks can go to RCD6V)

OXYGENATOR
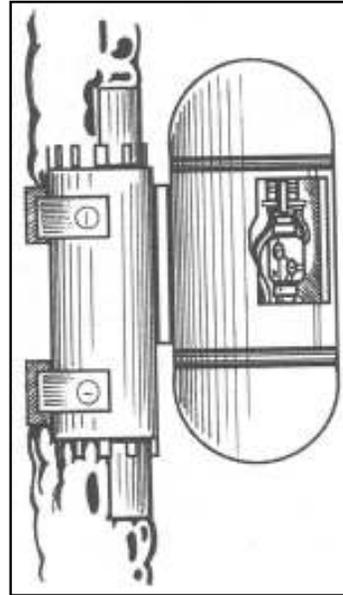
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Oxygenator	350	2	2	1/2	0	1

During this operation a three-inch segment of the pulmonary vein is replaced with an in-line canister, or oxygenator. An oxygenator immediately begins to filter oxygen out of the blood. The filtered oxygen is then compressed within the canister. Once 20 hours of oxygen is stored, the compressor switches off and blood flows normally.

The oxygenator's purpose is to infuse the patient's blood with oxygen in either of two cases: upon command, or when the built-in blood monitor detects a below minimum concentration of oxygen. The patient can survive up to 20 hours without breathing. Once the patient again resumes normal respiration, the filter replenishes its storage tanks at the rate of one hour's oxygen for every two hours of normal breathing. This device is quite useful in space, in non-oxygen atmospheres, under water, and when toxic gasses prohibit breathing.

POWER JOINTS
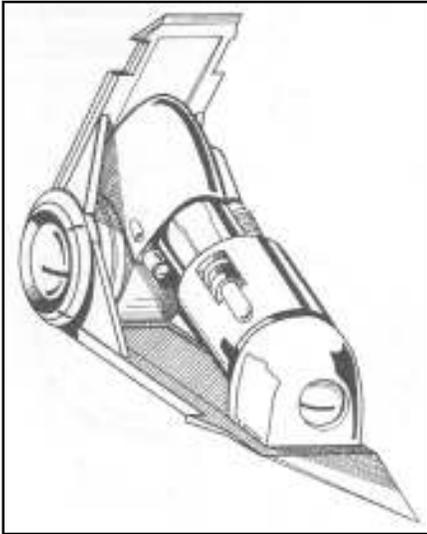
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Power Joints	200	5	4	2	1	15

The power joint operation is similar to the joint lock operation, except that the joints in only one appendage are replaced (i.e., one arm, one leg, etc.). Power joints are also a little more bulky than joint locks. A power joint functions in all ways like a joint lock. Additionally, when the joint is used in cases of extreme exertion (e.g., lifting a boulder, bending bars, etc.), the joint's power automatically activates once the patient's natural muscle limit is reached. Thus, if a player makes a Str check and fails, the power joint kicks in and the player's result is doubled. When power joints kick in, they make an audible whine like an electric winch.

Upgrade; Bone Splice	+200	+0	+1	+1/2	+1/2	+5

Bone splice – through bone splicing the power joint can triple the strength roll and if a titanium endoskeleton is in play, it will quadruple it.

QUICK ATTACH COUPLINK
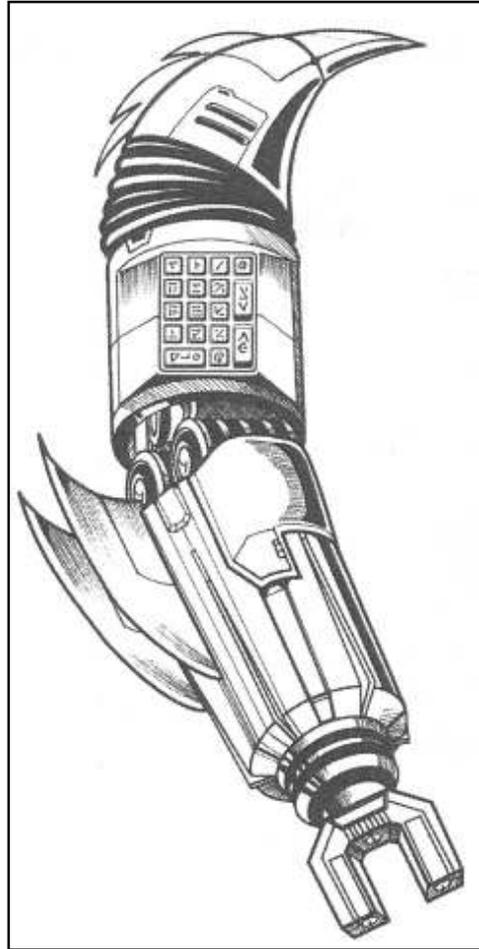
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Quick Attach Couplink	1000	40	4		1/2	0

In this operation the patient's arm is removed, then fitted with a mechanical elbow joint ending in a quick couplink: a techsteel mechanism with driver shaft, control interfaces, and power conduits. Power conduits are routed through the shoulder socket, and are then routed into a power pack implanted onto the patient's chest.

The couplink is useless alone. It is simply the socket into which the quick-attach devices are attached (see quick attach cyber-weapons). It takes one movement action to swap out a typical component.

QA FOREARM
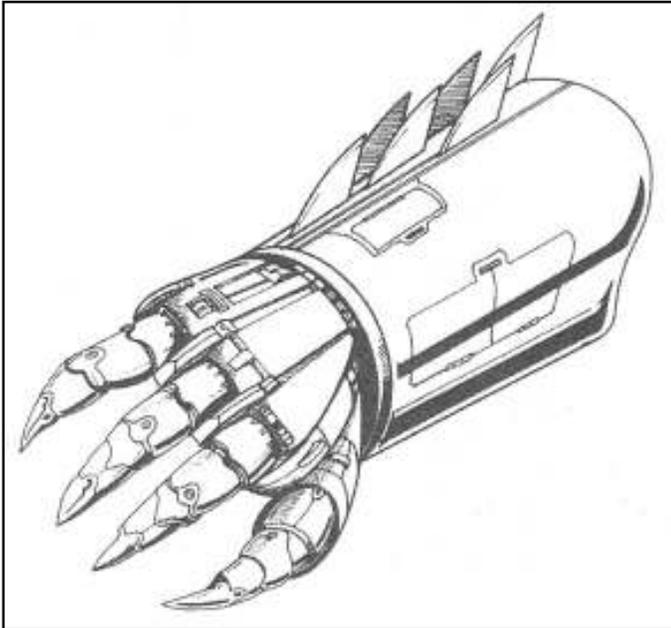
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
QA Forearm	500	20	2	1/2	1/2	30

The quick-attach forearm replaces the patient's old limb with one of similar Strength and Dexterity. The forearm is equipped with internally locking joints (see joint locks) at a rating of RCB10. Fingers are optionally claw tipped making normal punch and claw attacks possible.

THERMOPLAS VULCAN 1
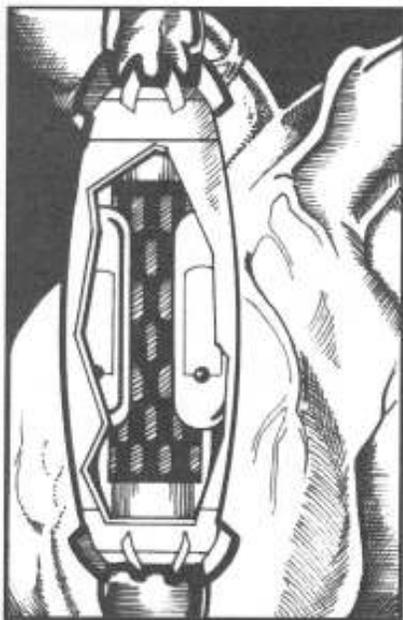
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Thermoplas - Vulcan 1	200	2	2	0	0	1/2

In this operation a cylinder is implanted on the pulmonary artery with a sensor that activates when the blood drops below the normal body temperature. The thermoplas heats the blood flow through it, allowing the user to survive without protective clothing in temperatures as low as 100 below zero.

Upgrade: Ice Box	+150	+2	+1	+0	+0	+1/2

Ice Box – adds a coolant system that reduces effective temperature by up to 100 degrees for the patient.

TISH-SHOCKS

Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Tish-Shocks	1800	350	8	2	2	30

During this operation tiny cylindrical devices are set into the patient's skeleton and extend just below the skin surface. If the user's body is struck by a crushing or blunt blow (such as a club, mace, falling Dmg, etc.), the tish-shocks are instantly activated. Each shock produces a small magnetic field acting like a mini-shock absorber. This provides the patient with armor enhancement of RCB16vs blunt damage. (RCB30 if installed on Titanium Endoskeleton)

TITANIUM ENDOSKELETON
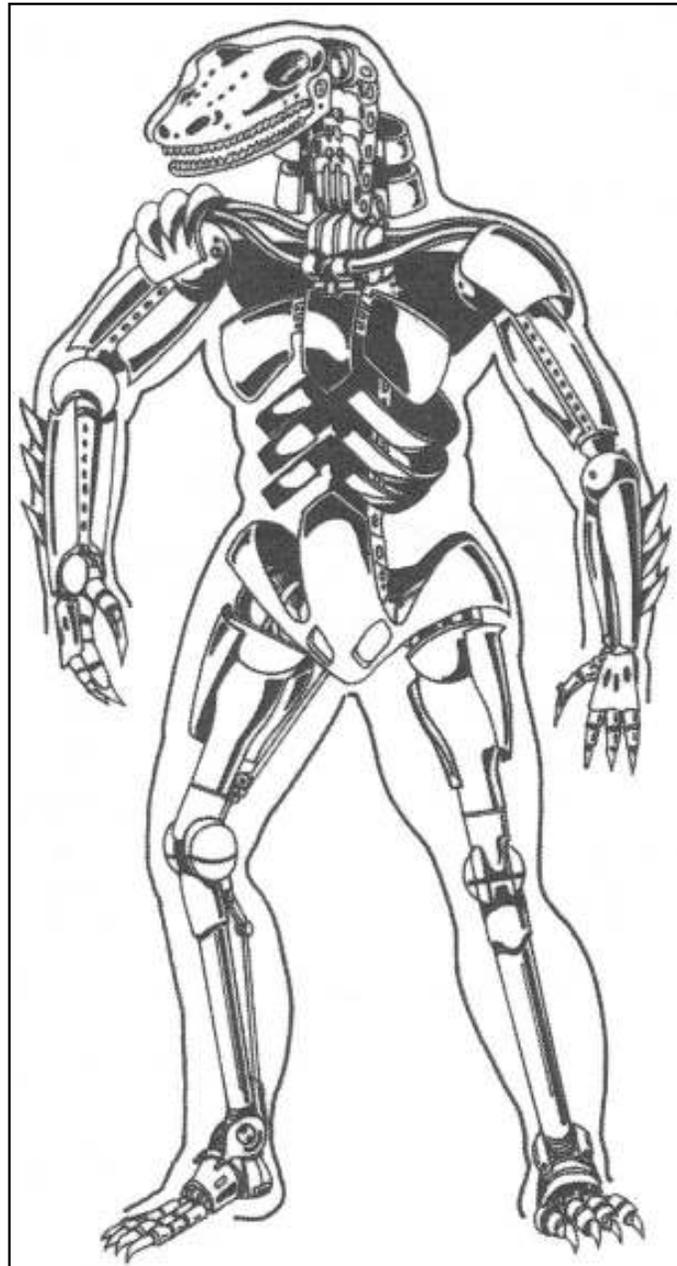
Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Titanium Endoskeleton	2800	200	18	2	4	200

A true triumph of cybernetic technology, the titanium endoskeleton operation is very technical as every bone in the body is involved. The patient is often covered in numerous small scars resulting from the surgery (thus it is very popular among the Draca).

During this ten hour operation the entire skeleton system is infused or replaced with titanium filaments and plates. Joints are reinforced, tissue is adjusted to fit the skeleton, etc. The surgery is so involved that two cyber surgeons and a metallurgist are required.

The benefits of a titanium skeleton are numerous. Even without tish-shocks, the endoskeleton provides RCB8 AR vs blunt damage.

Furthermore, it is nearly impossible to cut off or break the patient's skeleton RCD6V.

TOX LOCK

Items or Options	Cr	Maint	ETax	Enc.	Vit	Lbs
Tox Lock	300	2	4	1/2	0	1

Several filter systems are place in-line with the air, blood, lymph, urinary, and other systems. These units both monitor and filter and are tied together by a since AI central processor.

If any eligible condition is detected, the Tox Lock will attempt to eradicate the situation as an RCD10 or RCB10.

The first condition is poison.

Upgrade: Disease	+200	+2	+4	+0	+0	+0

Disease – can filter/cure most diseases.

Upgrade: Alcohol	+180	+2	+1	+0	+0	+0

Alcohol – can filter out alcohol allowing the character to appear to drink and drink without effect.

Upgrade: Drugs & Toxins	+190	+2	+2	+0	+0	+0

Drugs and other toxins – can filter other toxins such as drugs, dangerous spices, etc.

Upgrade: Better Lock	+320	+4	+4	+0	+0	+0

Better Lock – the rating is RCD20 or RCB20.

ATMs

An automaton, or ATM, is defined as any mobile device used for assistance in exploration, combat or research. Most automatons have a hierarchal user program. They will take orders from any registered user. However, orders will be processed based upon the hierarchical level of the user with level one users taking precedence over the level two users, etc. More than one person can register on a level. However, increasing in level requires permission by someone on a higher level. Thus, when a automaton is first purchased, the owner is Automaton Details

established at some level (usually level one). Like characters, automatons can only perform one attack and move action per round. Usually, the automaton goes on the same Nish as its top ranking user (i.e., don't roll a separate Nish for automatons).

Most automatons can process verbal and remote commands (using such devices as a comm1). Their rating system is the same as NPCs (*SG, NPCs*). Thus, their intelligence level is equal to their third rating number.

Automaton costs, ratings, weapons, and skills vary greatly (even among the same model). The following table is intended as a guideline only.

Atomatons

| Type	RCD	MR	Cr	Maint	ETax	Description
Androids						
Battledroid	10/24/8	8	4000	500	160	Combat/Guard
Scidroid	8/6/16	6	1400	35	60	Ship position or Science Skill
T-Series	12/16/12	8	12000	1100	180	NPC Companion/Slave
Drones						
Bombdrone	10/12/4	4	500	500	80	Smart Bomb
Exbot	8/6/8	6	550	25	50	Explore an area
Gravdrone	16/12/4	8	1000	90	70	Fast pop-up fire
Scibot	16/6/10	5	600	30	60	Specific talent or skill
Trackdrone	8/12/4	4	800	70	80	Lesser Security Guard
Workdrone	4/6/8	4	450	25	40	Manual labor, simple skills
Robodog	16/8/4	8	400	30	60	Pet and guard dog
A-Frames						
Walker	10/40/4	6	6000	700	200	Heavy Security/Combat
Enforcer	8/6V/4	6	8500	950	250	Super Heavy Security/Combat
Scout Walker	12/16/8	10	2400	220	150	Reconnaissance, with decent AI
Warbots						
Crawler	8/30/4	4	2200	250	200	Slow, dumb heavy armed, light armor
Gravscout	12/16/4	12	4000	350	120	Remote controlled Reconnaissance
Tankbot	12/6V/4	8	8000	875	280	Dumb, heavy armored/armed combat

ATM Rules

TABLE EXPLANATION:

- Purchase: The price of initial purchase
- Mission: The credit cost per gaming session for maintenance and repairs. Covers power cost, re-arming, etc. This price is a general guide. If the ATM stayed on board a ship in a storage compartment all mission long, then this cost may be little to nothing.
- Rating: Standard ratings.
- MR: Movement Rate
- MEGA: Number of maintenance MEGA that must be expended if the ATM is used for any major event such as space flight rolls, a battle, etc. Note, this amount is PER major event not for the whole game session.
- Weapons: A list of common weapons and Atk/Dmg ratings
- Purpose: Most common use for the ATM

Renting: Though it isn't very common, ATMs can be found for rent. The cost is usually 10% of the purchase cost up front and mission fee afterwards along with full repair/replacement of any extreme damage or loss.

Many different automatons serve in the Guild, and some of the more important ones are listed below. Some are at least semi-sentient, qualifying as autonomous beings, but others (also listed under equipment) are simple tools without intelligence or detailed skills.

ANDROIDS
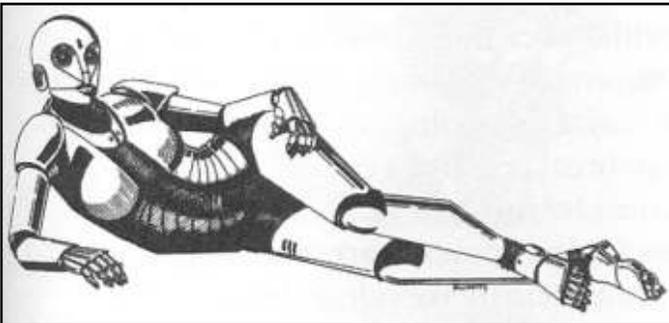
Although the term originally only applied to robots which duplicated human form, "android" has been expanded to cover all humanoid form robots, i.e. those with a head, two arms, two legs and a torso. Numerous android designs are found in and around GuildSpace, of which the following are typical.

BATTLEDROIDS
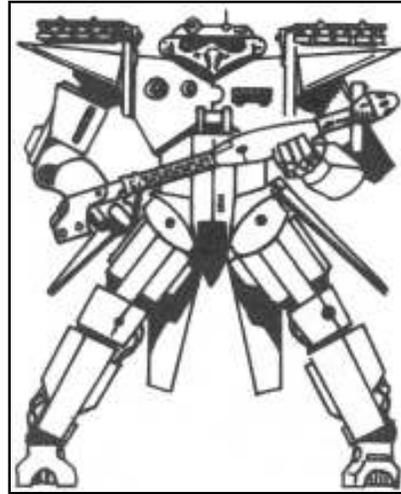
Intended to counteract the imperial superiority in unmanned military vehicles, battledroids are towering, humanoid war machines, armed with a wide variety of weapons. In test runs and operations against Dark Alliance and skrak forces, battledroids have performed well, but their true test will come against The Empire, if what is widely considered the inevitable clash ever occurs.

SCIDROIDS

Best suited to the varied levels and close quarters of starships, scidroids are more advanced versions of the familiar scibot. A scidroid can duplicate the functions of a human crewman or scientist, although its skill level is no higher than 8M. Scidroids serve as medics, Astrogators, pilots, science officers, and many other positions. Most are semi-autonomous, programmed to follow the orders of one or more crewmen. A few (such as the T-series described below) are fully independent, artificially intelligent devices.

T-SERIES

A relatively new and highly successful class of android, the T-series may herald the beginning of a new sentient race. Guild scientists have worked to perfect android intelligence for over a decade now. The early models, T-1 through T-5, proved relatively successful, but limited programming and memory caused them to slip into infinite loops when confused, repeating the same task or phrase over and over until switched off. T-6 through T-10 reduced such problems as the sophistication and capacity of the artificial brains improved.

The well-known android T-11 is widely considered to be the first fully-functional artificially intelligent being with a mind and personality of its own, as well as the ability to think, learn and reason for itself.

T-series androids conform generally to the above statistics, but may vary greatly depending on model and circumstances. T-11 seems to have developed a sort of wanderlust and desire for glory, for it is now the first full android member of the House of Dha, and carries a potent and devastating alien weapon salvaged from the dangerous reaches of Aerolk Space.

DRONES
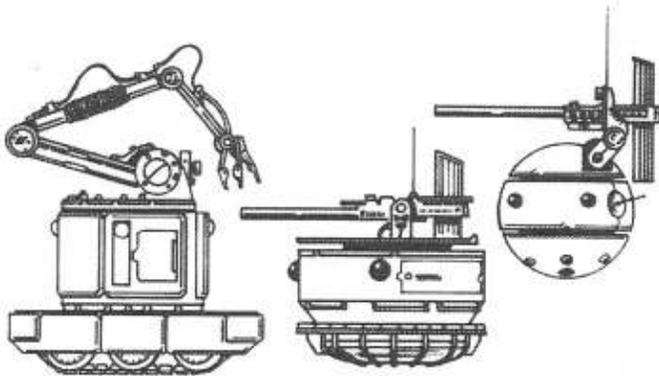
Drones are usually single-function automatons, most often used for maintenance and simple tasks. Some drones can be used in combat, as well. These are typically mindless, and easily destroyed, but can be nuisances in battle. Exploding "suicide" drones can be very dangerous.

Drone - Bombdrone

These terrible little drones can be equipped with explosive charges and set to explode under a variety of circumstances (if in danger of destruction, if touched, if approached closer than a certain distance, etc.).

Drone - Exbots

Exploratory tracked or grav-driven automatons are used for a variety of purposes — to scout out terrain on a new planet, to search through dangerous areas, to remove hazardous devices without risk to life, etc. They are equipped with cameras, sensors, manipulative arms, sample boxes, floodlights, etc. and may be remotely controlled from considerable distances.

Drone - Gravdrone

The second type of security drone is spherical, powered by antigrav technology. It, too, mounts a small,

rifle-class weapon, but is much faster and more mobile than tracked versions. Gravdrones can also engage in "pop up" fire, rising above intervening obstacles, shooting, then returning to ground level.

Drone - Scibots
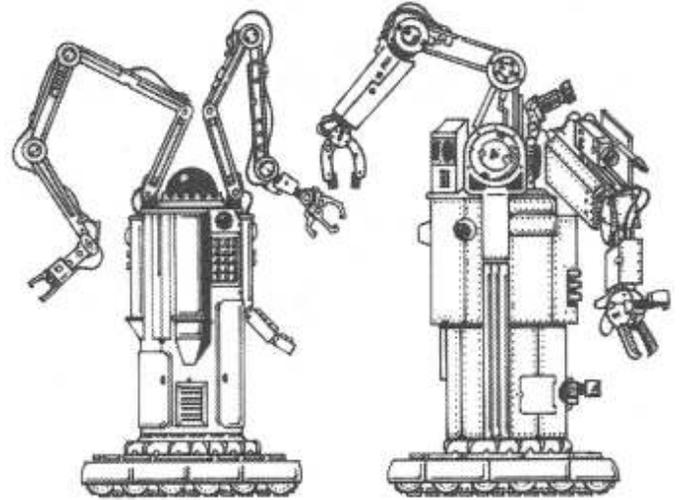
Scibots are usually employed on planets, and in buildings where their limited mobility is no great handicap. Scibots are usually tracked or grav-powered devices resembling large metal boxes with a variety of appendages and tools suited to their various tasks.

Scibots may utilize any reasonable skill, such as medtech, computer or automaton repair, communications, driver, etc.

Drone - Trackdrone

Used typically for sentry or security duty, these slow-moving, tracked vehicles most often mount a single blast- or pulse-rifle. While they can give an intruder a nasty (and potentially fatal) shock, tracked drones are no match for a well-armed party, and serve as only a minor diversion.

Drone - Workdrone

This is a simple catch-all for the many types of work, maintenance, observation and utility drones found throughout the Guild.

Workdrones take many forms, and have many different appendages, depending upon the job they are designed for. The best known Workdrones are the small maintenance models which glide or stump along the corridors of starships and perform simple repair and maintenance functions.

Workdrones are often found in droves upon space stations, and war moons due to the large upkeep of such facilities.

ROBODOGS
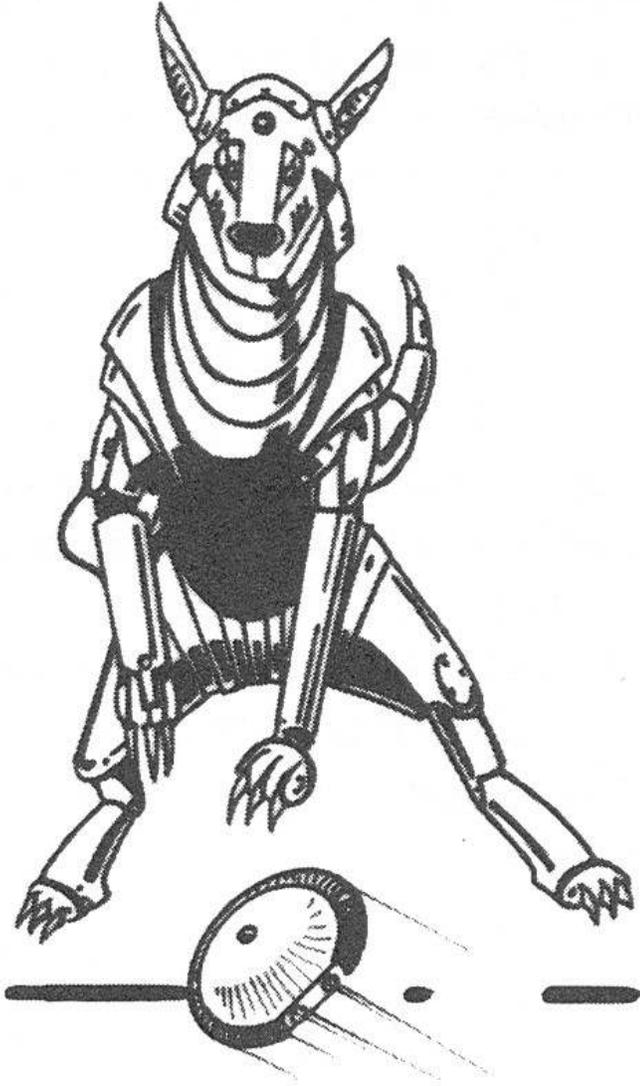
The desire for companionship is near universal among the Anthropos, but economic or climatic conditions often prevents the ownership of pets. Robodogs are a solution with many applications. Many individuals on harsh worlds, or in areas where food and resources are limited own these attractive, canine-like automatons, which can be programmed to duplicate virtually any function a real pet can perform (with obvious exceptions, of course).

Robodogs also serve practical functions with police departments and private citizens. A gleaming chrome watch-bot has a major psychological effect on would-be lawbreakers, and a Robodog can take considerably more damage than its biological counterpart and never runs away. Some security Robodogs have light or medium weapons attached to their backs for additional protection.

WALKERS

The next common type of automaton is a two-legged, armless robot resembling a large, metallic bird. Many different walker types exist, and some are quite potent.

Walker - A-frame
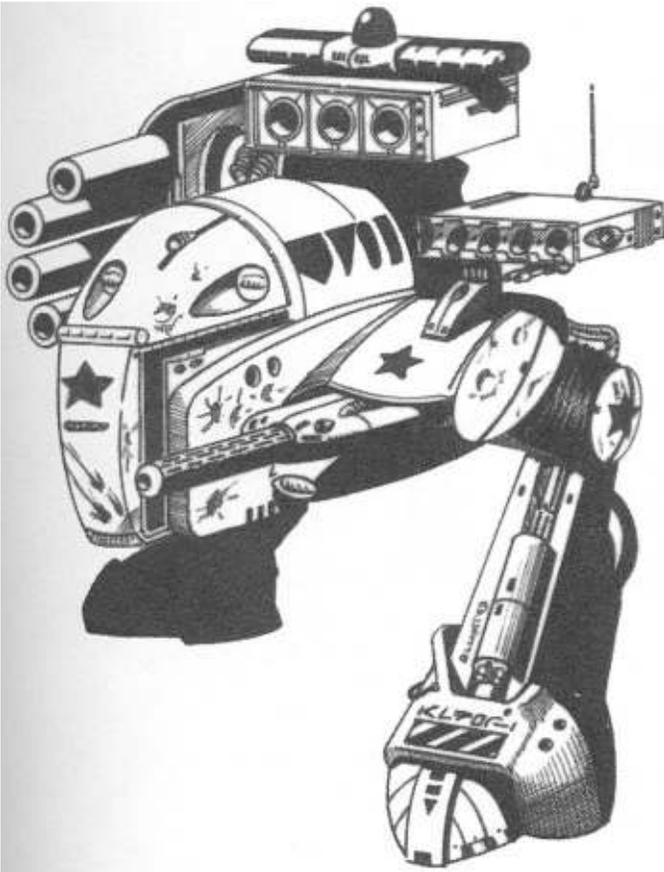
This is a generic term for the heavily armed walkers which frequently accompany Guild starships. So-called due to their rough A-shape, these are heavily armored and armed walkers used for heavy fire support and transport. A-frames vary in size, and are typically armed with anti-personnel weapons such as turbo-plaz, pulse cannon, micro grenade launcher, or quad-launchers.

Walker - Enforcer
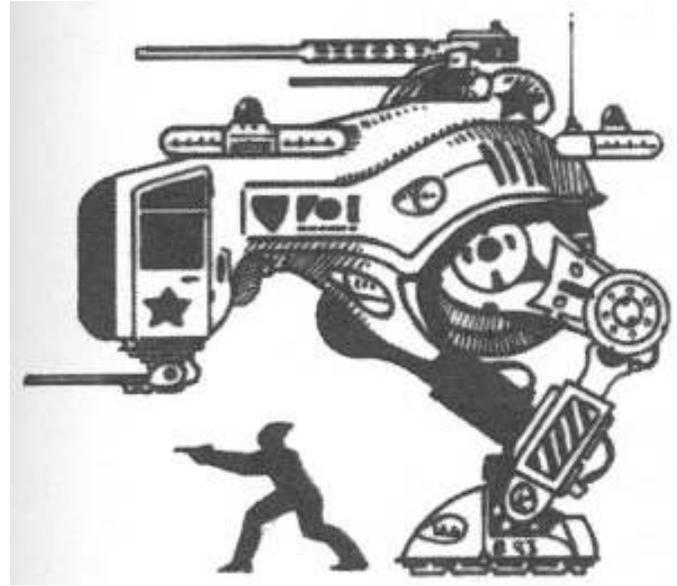
Found throughout the Empire, enforcers are massive, ugly walkers built to look as threatening and invulnerable as possible. They are used to maintain order, in riot-situations, or for guard duty, functions which they perform with great efficiency. Enforcers are extremely limited in their function, usually responding to two- or three-line commands only. Enforcer malfunctions or misinterpretation of orders have been known to cause heavy casualties, but the Katha don't seem to care.

Walker - Scout Walker
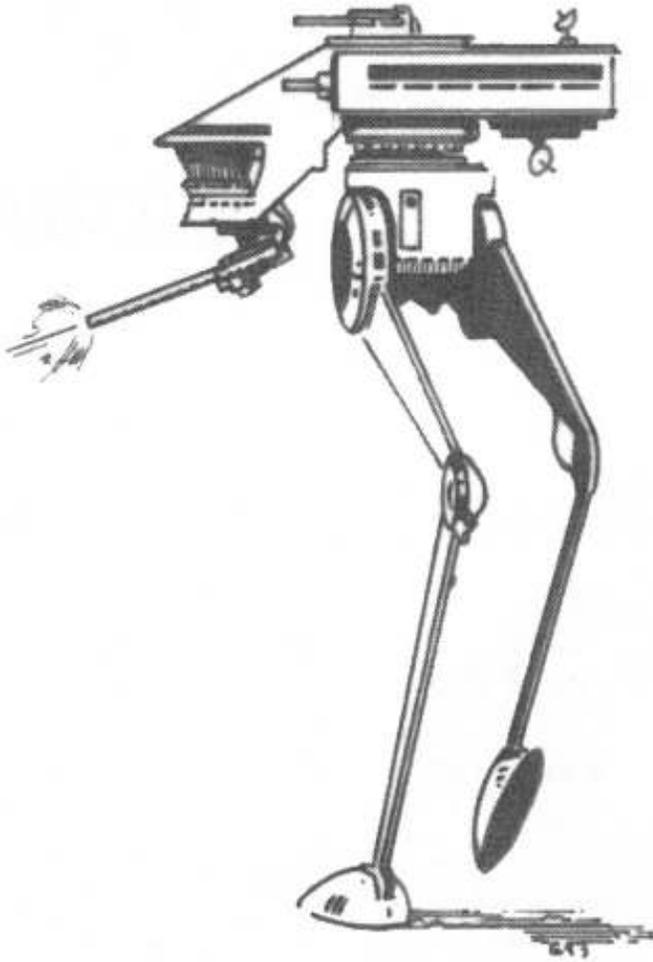
Thin, spindle-legged, and virtually unarmored, but incredibly fast, scout walkers serve a similar function to imperial scoutbots. They generally carry no more than a pair of blast rifles, and are rarely expected to do more than snipe at enemies to keep their heads down.

WARBOTS

Non-humanoid robots designed specifically for heavy combat conditions are called warbots. Designs vary greatly, and only a small number can be described here. Varying from small weapon platforms to the awesome warbots found throughout GuildSpace and beyond.

CRAWLER
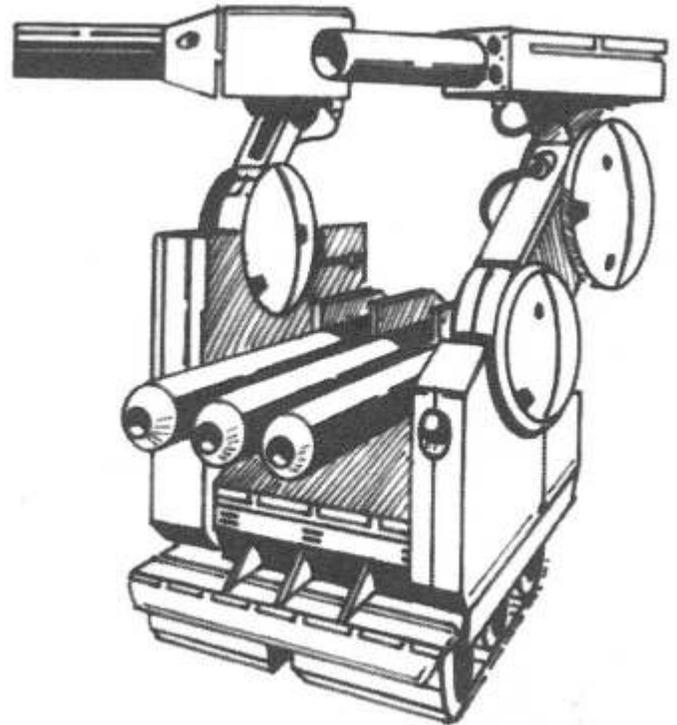
Small, armored, tracked warbots, somewhat like overgrown trackdrones, crawlers can survive longer in battle conditions, and can mount sizable weapons. Usually remotely controlled and sent against enemy strong points, crawlers are popular in the Guild, the Sphere and The Empire.

GRAVSCOUT
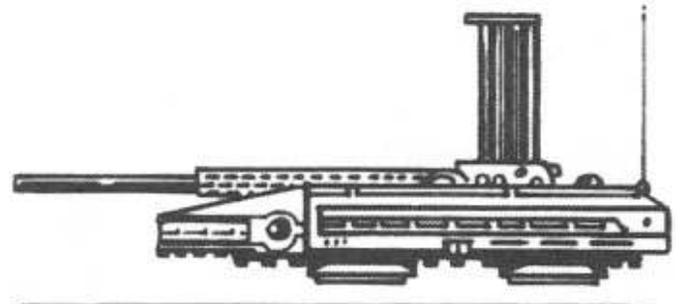
The Empire uses these vehicles in large numbers. Small, fast and lightly armed, they carry cameras, infrared sensors, psiprobes and other detection gear. Their primary task is to penetrate enemy territory and relay information back to base. Secondarily, they may also skirmish with light enemy armor, although they will not survive long in combat against heavy weapons.

TANKBOT
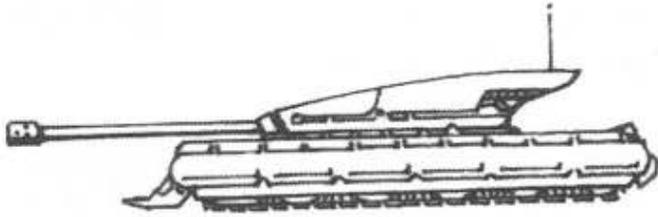
A number of versions of this warbot exist in the empire, distinguished mostly by their mobility and means of propulsion. Tracked tankbots are the most common, and are comparatively slow and not maneuverable. They may carry heavier armor, however, and are harder to stop. Hovertankbots are fast, but virtually unarmored, with smaller guns.

The elite armored units, however, are the gravtankbots. Fully autonomous, with extremely sophisticated tactical computers on board and the ability to communicate with each other and their home base, gravtanks are well armored and heavily armed, capable of standing up to withering fire and still delivering a heavy punch. Their antigrav repulsor fields enable gravtanks to traverse virtually any terrain without slowing, and their speed can be considerable. Besides the cybertanks, gravtank-bots are the most feared arm of the imperial military.

Even Page – left blank for easy duplexing