

SPACEMASTER™

FUTURE™ LAW



*Your Handbook
for the Future*

THE FUTURE

WAPFEN

FUTURE LAW™

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PART I
INTRODUCTION

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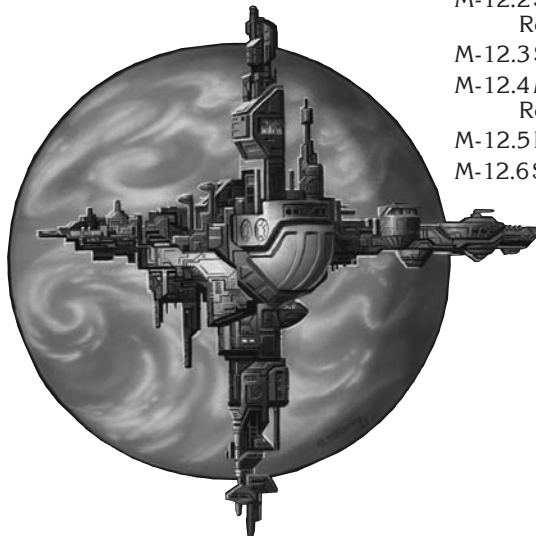
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PART I

INTRODUCTION



Part I
Introduction

“The true measure of a man’s character is what he would do if he knew he would never be found out.”
—MaCaulay

“Priority override,” Gregory said to the computer. “Human lives are at risk. I need maneuver control of craft.” He had already tried the airlocks, to vent the atmosphere and put out the fire, but they were out of computer control.

“Nature of emergency?” The computer sounded too damn calm.

“Catastrophic engine failure.”

“Nature of human risk?”

“There’s a ship off the starboard side. It’s crippled. Contains ten life forms.” Two of them were lab rats, but what the hell.

“Verifying . . . by the humanities act 2122, control of ship is released.”

Gregory was delighted. No simulated intelligence could refuse aid to a human being when their lives were threatened. Locked doors were opened in case of fire or vacuum, courses were changed to rendezvous with distress calls, and controls were relinquished in event of imminent explosion. If only the computer could access the airlocks, it could over ride the safeties.

He had been afraid the pirates might have hacked the code on their ship computer, but it seemed they hadn’t. They probably didn’t care.

“Computer, the ship’s engines are damaged. What maneuver capabilities remain?”

“Checking . . . emergency maneuver thrust only.”

“How long would it take, under maximum maneuver thrust, to get this ship to minimum safe distance from humans in ship to starboard?”

“Eight minutes, forty-seven seconds.”

“Excuse me?” It was worse than he thought.

“Eight minutes, forty-seven seconds.”

“At what acceleration?”

“One meter per second per second.”

Gregory felt a cold chill go down his spine. That couldn’t be right. There were tons of liquid hydrogen on board the ship, but not megatons. He closed his eyes and took a deep breath.

“Computer, take us away from that other ship. Maximum maneuver thrust.”

“Unable to comply. I can relinquish control to manual.”

“Do so.” Gregory started pushing the pirate ship away from his own at maximum acceleration. “Computer, why couldn’t you comply?”

“This ship received a great deal of damage before General Markov ordered the boarding action.” Gregory hated pirates who gave themselves a trumped up rank.

“But manual still works?”

“Affirmative.”

Gregory hit his suit radio. “Lieutenant, you need to abandon ship NOW!”

“Roger, Chief, I’ll be right there.”

Gregory let that go for a moment. He’d never talk the lieutenant into leaving the ship until he checked in.

“Computer, how long till the engine blows?”

“Ten minutes, fourteen seconds, best estimate.”

“Why is the projected blast radius so large?”

“This ship is equipped with anti-matter bottle on UPS. When the engine explodes, the magnetic bottle will detonate. This was installed by General Markov as a posthumous retaliation.”

Gregory shook his head in frustration. He had heard of people rigging their ships to explode, but this?

“There must be a way to jettison the bottle.”

“Jettison system is inoperable.”

“I see.”

Gregory was about to say something else when the lieutenant drifted into the bridge.

“Situation?”

“Yes, sir. This ship is rigged to blow big. I only have manual control. Get the men out before we’ve moved too far away, after I’ve burned enough delta-V I’ll follow.”

The lieutenant nodded. “How long til the ship explodes?”

Gregory glanced at the computer. SI’s rarely volunteered information. “Twenty minutes,” he lied.

“You’ll be cutting it close.”

“I’ll make it. Get the men out of here. Every second we get further away from our ship.”

“Okay.” The lieutenant looked out the window at the receding craft. “It’ll be a long trip on an EVA pack. You’ll be okay?”

Gregory checked his vitals. “Full tank of air. Empty catheter. I’ll be fine.”

The lieutenant nodded and left. Gregory shook his head. He had never lied to the lieutenant before.

“Computer, what was the time to minimum safe distance again. In seconds this time.”

“527 seconds.”

Gregory watched the ship recede. He could just see the lieutenant and the others heading across the space. He checked the clock. The relative velocity would be about ninety meters per second. It would take a minute and a half for them even to match velocities with their ship, much less begin to close.

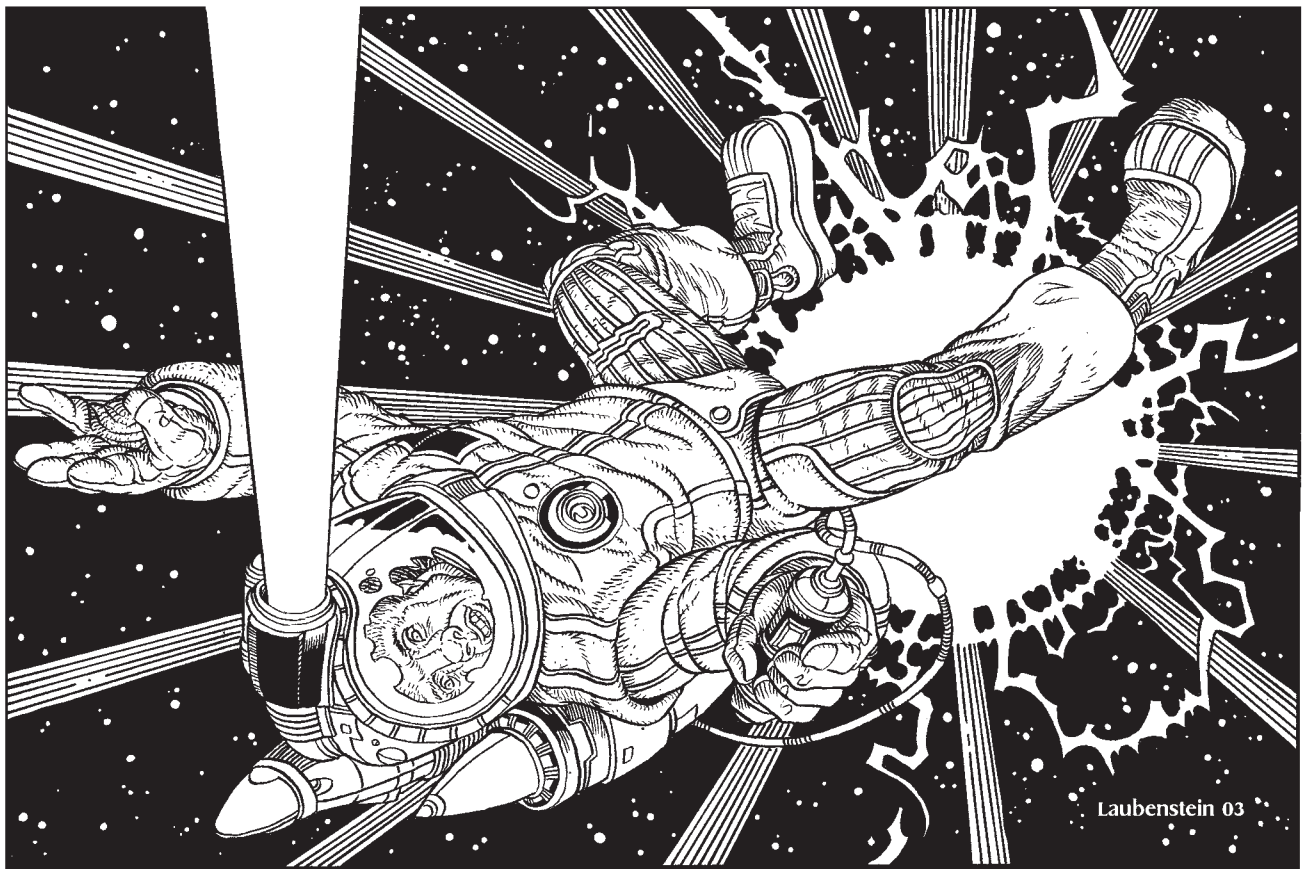
He watched the minutes pass. Three minutes. Four. Five. Six. The lieutenant would have figured it out by now, but without so much as emergency maneuvering on their own ship, there was nothing they could do.

When the clock hit eight minute and fifty seconds, he stopped thrusting. It took him thirty seconds to suit up and cycle through the airlock.

530 meters per second of velocity. His suit had four hundred meters per second of delta-v. Even if he survived the explosion, the best he could do was slow himself to 130 meters per second, even if he expended all his fuel.

130 meters per second. A matter/anti-matter explosion. Dwindling air supply. Radiation poisoning. Stiff odds, but Gregory Karpov had never been one to give up a fight.

He stepped off into space.



Greetings.

The book you have in your hands is called *Future Law*. It is an integral part of the **Spacemaster** game. It details expanded character creation rules, giving more detail and options than previously available. It is an absolute necessity for the serious player.

WHAT IS SPACEMASTER?

Spacemaster is a science fiction roleplaying game, made to be played in any genre, at any time. It uses the concepts and conventions of Iron Crown Enterprise's *Rolemaster* and could, if the gamemaster desires, be played hand in hand with that system.

In *Spacemaster*, the players are whisked away to a science fiction universe whose only limits are those of the imagination, and whose every turn is fraught with danger. Though the *Privateers* universe is the official published one, *Spacemaster* does not *have* to take place in the official universe. It can take place in any universe, from the gritty, hard science fiction universes of Greg Bear and Dr. Gregory Benford to the high adventure space operas of "Doc" Smith and George Lucas.

But the heart of any science fiction story are the characters. Though characters can be made using only the options available in the main book, those characters do not have access to the options in this book. For a truly well-rounded character, all the options must be available to them.

That is where this book comes in.

SPACEMASTER ELEMENTS

Spacemaster contains several books. These books provide all of the rules necessary to play *Spacemaster*. These books interlock into more than just a game, but a complete system of roleplaying, allowing a GM to not only adjudicate rules, but build societies, cultures and settings into wondrous and (hopefully) realistic vistas of imagination.

Spacemaster: The Privateers – This is the core book of the system. All the subjects necessary to play the game are at least touched upon in this book. Character creation, action resolution, combat, experience and advancement are interlaced with history, culture, social structure and points of interest. This book contains everything necessary to run a *Spacemaster* game, from rules to a universe to implement them in, the basics are all here.

"LAW" BOOKS

Blaster Law – One of the most important of all core products, this book deals with energy weapons and their use in combat. *Spacemaster: The Privateers* has a lot of combat, power, but *Blaster Law* takes this to the extreme, expanding directed energy weapons. It uses a tech level system and gives complete weapon creation rules, for use with anything from primitive spacefaring worlds to power weapons invented by worlds yet to be discovered.

Technology Law (*three volumes*) – The next of the core support products, there are three *Technology Law* volumes, *Equipment Manual*, *Robotics Manual*, and *Vehicle Manual*. These three books contain extensive information on the use and application of technology. It contains an advanced tech level system that the GM can use to create their own games.



Future Law – The book you are holding now. Add the power of expanded character development to your game with *Future Law*. *Future Law* is the ultimate Player’s Guide to **Spacemaster**, giving new character professions and hundreds of new character options. Get the most out of your characters and feel the power of the **Spacemaster** system with this exciting core support book.

Gamemaster’s Manual – The last book of the core support series is *Gamemaster’s Manual*. This book explores the ins and outs and pitfalls of gamemastering compiled from some of the nation’s top role playing GMs! In *Gamemaster’s Manual* you will find core gamemaster mechanics for supporting the **Spacemaster** line. This includes a full-blown system for Gamemasters to use in creating new, custom races for their universes!

SOURCE BOOKS

Privateers: Races and Cultures – A must for any *Spacemaster* game, this book details the races of the Privateers universe. From culture, to physiology to roleplaying, this book provides all the information necessary to truly understand the race you’re playing.

Privateers: The ISC – The only defense against the deprivations of the Empire, the ISC is on the ropes. Will it survive? This book details the history, locations, corporations, military and prominent people of this great nation.

Privateers: The Jeronan Empire – The Jeronan Empire has been slow to give up its secrets, now you will know what only the natives know. This book details the Empire, its structure and military. What does the ISC think it knows about the Empire? What does it really know? These questions and more are answered in this book.

ROLEMASTER PRODUCTS

Rolemaster Fantasy Role Playing – For a game where science and fantasy are to be combined, the *Rolemaster Fantasy Role Playing* book contains all the rules necessary to play a magic wielding character. It is a must for cross-genre campaigns.

Arms Law – The leader of the core support for **Rolemaster** books is the critically acclaimed *Arms Law*. *Arms Law* contains attack charts for many primitive weapons: more weapons, more critical hit tables, more carnage for your game. With *Arms Law*, players and GMs will feel the battle rage around them and leave their foes bleeding in the ditch . . .

Spell Law (three volumes) – For games where magic and science are combined, *Spell Law* is a vital expansion. *Spell Law* contains three volumes: *...Of Channeling*, *...Of Essence*, and *...Of Mentalism*. These concise books contain all the spell lists available in *Rolemaster Fantasy Role Playing* as well as the spell lists for the additional professions in *Character Law* – all up to 50th level – over 2,000 spells! As a Gamemaster, you will probably want to purchase all three *Spell Law* books, but as a player you need only purchase the book necessary for your character!

Creatures & Monsters – ICE’s full-blown bestiary for **Rolemaster**. This is a compendium of information and statistics for two key elements of fantasy role playing: creatures and encounters.

“Companion” Products – Companions contain optional material that will add even more detail and/or depth to your game – generally focuses on a specific theme. Some topics/titles include *Arcane Companion* (introducing a fourth realm of magic), *Essence Companion*,

Channeling Companion, *Mentalism Companion*, and *Martial Arts Companion* (especially useful with *Spacemaster*).

Rolemaster Sourcebooks – These products (like *Creatures & Monsters*) contain optional rules and information that will help expand the game into new horizons. For example, *Races & Cultures: Underground Races* expands the list of races to include a wide variety of races that can be found underground.

STANDARD SYSTEM PRODUCTS

Weapon Law: Firearms – A book dealing with firearms of all types. Capable of dealing with any firearm, real or fictional. A must for any game where the bullets fly!

10 Million Ways to Die – This product has weapon charts for all sorts of different weapons. Everything from swords to guns to blasters is covered. Usable with any game session, this is a must for all gaming groups.

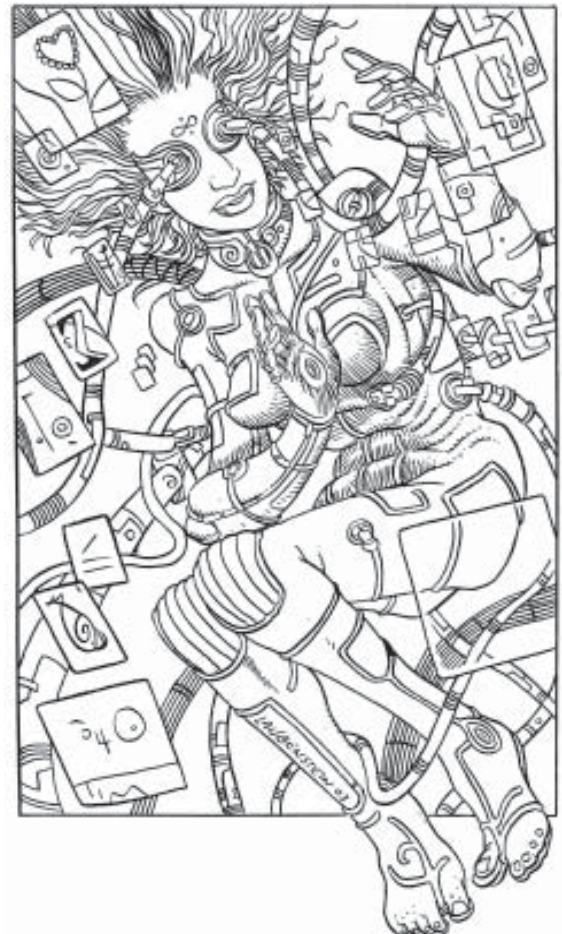
...and a 10' Pole – A compilation of adventuring equipment and a system for defining and integrating various lower levels of technology.

More support products are planned. So, keep your eyes peeled for more information on ICE’s website (www.ironcrown.com)!

Note: For readability purposes, *Future Law* uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.

SPECIAL THANKS

I would like to thank my play testers. Mike “Mr. White” Renstrom, Scott “the Hammer” Llewelyn, Gary “I’m not an Evil Mastermind” Llewelyn, Matt “the Rules Lawyer” Fitt, Aaron “Sure I still Role Play” Brown, Chris “The Batman” Brasher, Stephen “Patron Saint of Technology” Johnson, and Slade “What do you mean there was a game on Saturday?” Perry.





Part II
Privateers
Expanded

1.0 Races and
Cultures

PART II

PRIVATEERS EXPANDED



Dragon



Falaron



Falaris



Xatosian Queen

1.0 RACES AND CULTURES

The races described in this section are the races from the Privateer's universe. The information on each race is intended to serve as a guideline for equipping and developing both player characters and powerful or otherwise significant non-player characters. The outfitting and background options are intended to enhance the process by which living peoples are translated into a game system.

An individual character may stray from the norms of his race. A GM may decide to allow a character to possess a weapon typically not favored by his race, to learn a language usually of little general interest, etc. How much deviation from the norms is to be allowed is up to the GM. When a character does deviate from the norms, the GM needs to include plausible reasons for the differences in the character's personal history and background.

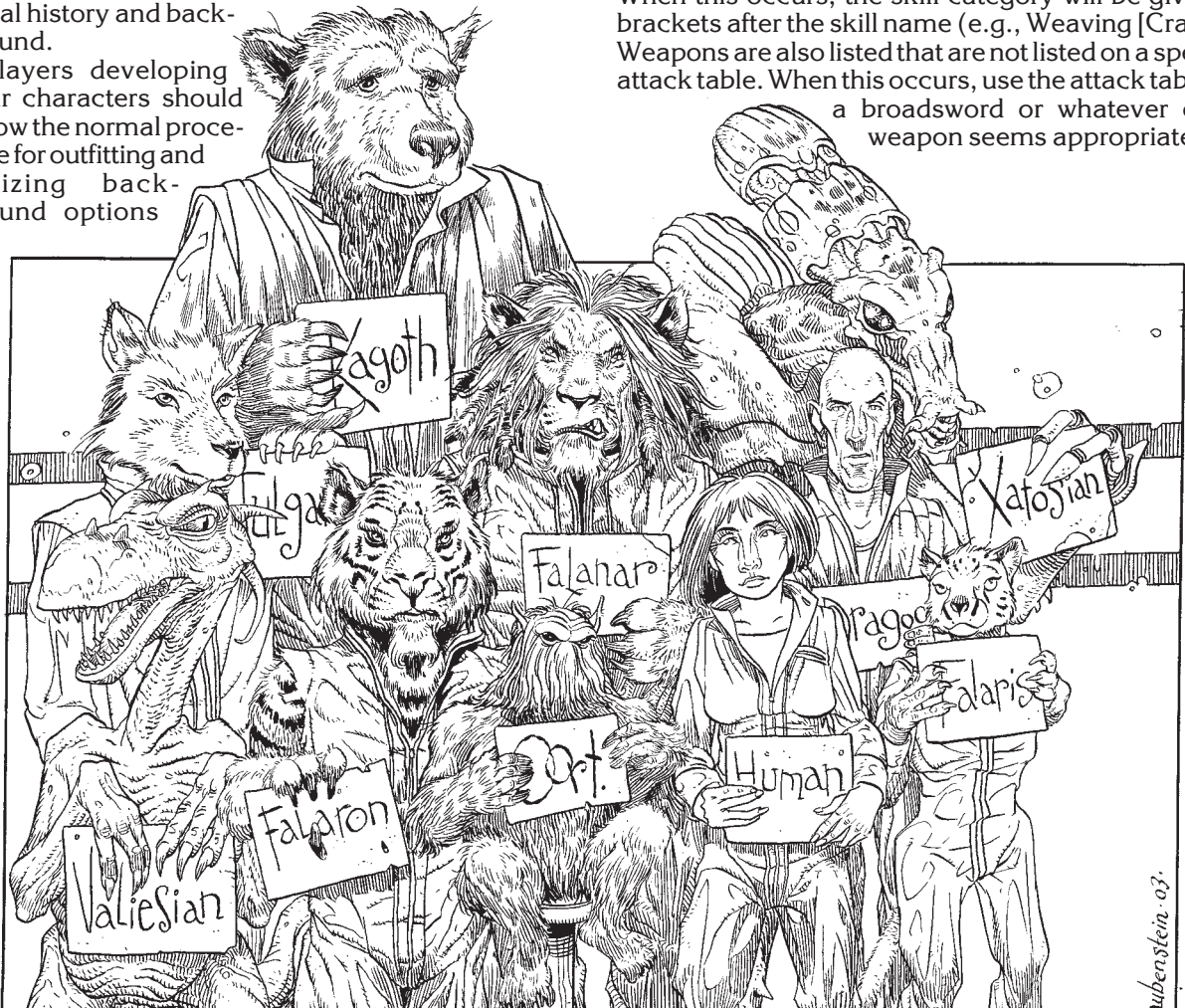
Players developing their characters should follow the normal procedure for outfitting and utilizing background options

described in *Spacemaster: Privateers*.

Remember that adventuring characters will come into contact with peoples and cultures unknown to them in their formative years. A human Marine might speak only Species Standard upon leaving his home world and carry only his combat knife. Six months later, he may have picked up a smattering of Falar and be wielding a hazzok!

Note: Some Gamemasters may wish to include modifications for gender (male vs. female), particularly among races where there are wide gaps in size and character. (ICE suggests that this be done only in extreme cases—those where males and females differ markedly.)

Sometimes a skill is listed that is not a standard skill. When this occurs, the skill category will be given in brackets after the skill name (e.g., Weaving [Crafts]). Weapons are also listed that are not listed on a specific attack table. When this occurs, use the attack table for a broadsword or whatever other weapon seems appropriate.



zubenstein_03.

1.1 DRAGOONS

Nickname: *PC:* Clone; *Non-PC:* Falsie.

Dragoons are genetically engineered clones, designed for superior combat ability and absolute loyalty. They are addicted to the combat drug thearax, and, if they ever betray their masters, release a pheromone that drives all other dragoons into a homicidal rage.

PHYSICAL CHARACTERISTICS

Evolution: Dragoons were genetically engineered from human stock. They are diurnal omnivores. They are cursorial hunters.

Build: Tall and powerfully built. Human in appearance. Males average 115 kg, females average 70 kg.

Coloring: Full range of human coloration.

Endurance: Tremendous. +30 to exhaustion points. Only requires two hours sleep every third day.

Height: Males average 200 cm; Females, 180 cm.

Lifespan: 20-25 years (estimated).

Resistance: +60 vs. Poison and Fear. +30 vs. disease. +40 vs. psychic power.

Special Abilities: Inner Reserve, Acute Smell, Ambidexterity, Racial Training.

CULTURE

Clothing & Decoration: Military fatigues mostly, but any human fashion will do.

Fears & Inabilities: Dragoons fear nothing, but they have poor social skills. They are fiercely loyal to whoever they serve.

Lifestyle: Dragoons know only combat and the military life. They have no family and few friends.

Marriage Pattern: None. They could however, in the ISC, follow any legal marriage pattern.

Religion: None.

OTHER FACTORS

Demeanor: Confident, even arrogant. Self assured in combat, unsure when relating to others.

Languages: *Starting Languages:* Species Standard (S8/W4), Human (S4/W0), Royal Tongue (S8/W6). *Allowed Adolescent Development:* None.

Prejudices: Dragoons feel they're better than everyone else (they probably are). Their insecurities, however, will often shift this view if they're forced to interact with the universe in general.

Professions: Dragoons are exclusively explorers, soldiers, pilots or recon.

Training Packages: Dragoons must take one military training package. They may select only from military packages.

Special Skills: *Everyman:* 10 GM chosen skills appropriate to template; *Restricted:* All influence skills.

Standard Hobby Skills: None.

OUTFITTING OPTIONS

Weapons: Any military issue weapon.

Armor: Any military issue armor.

Money: None. Dragoons are born with a substantial debt.

BACKGROUND OPTIONS

Dragoons receive one background option.

Extra Languages: This option is not available.

Extra Money: This is applied against the dragoon's debt.

Special Items: No restrictions. These are generally plundered.

Talents: Subject to GM approval. Must be appropriate to the dragoon's template.

ADOLESCENT DEVELOPMENT

Dragoons receive the following skills for adolescent development.

Skill	Ranks
Armor • Light skill category	2
Ballistic Armor	2
Armor • Medium skill category	2
Kinetic Armor	2
Athletic • Brawn skill category	4
Athletic • Endurance skill category	3
Swimming	2
Awareness • Perceptions skill category	n/a
Alertness skill	6
Awareness • Searching skill category	4
Body Development skill category	n/a
Body Development	4
Martial Arts • Strikes skill category	4
Rank 1	4
Outdoor • Environment skill category	2
Subterfuge • Stealth skill category	4
Stalking	5
Hiding	4
One-Handed Energy skill category	2
Sub-Assault Carbine	2
Two-Handed Energy skill category	2
Assault Carbine	2
Two-Handed Firearms skill category	2
Assault Rifle	2

Hobby Ranks: 0

Background Options: 1

Talent Points: 10



Part II
Privateers
Expanded

1.0 Races and Cultures



Stat Bonuses:

Ag: +8
Co: +8
Me: +4
Re: +4
SD: +4
Em: -8
In: +7
Pr: -4
Qu: +8
St: +8

RR Mods:

Poison: +60
Disease: +30
Fear: +60
Psions: +40

Body Dev. Progression:
0•10•7•5•4

MP Dev. Progression:
0•5•3•2•2

Soul Departure:
1 round

Recovery Multiplier:
0.5 times

Race Type:
095



1.2 FALARON

Nickname: PC: Tiger; Non-PC: Kitty.

The falaron are big, humanoid carnivores. They are in the middle of their racially based hierarchy.

Part II
Privateers
Expanded

1.0 Races and
Cultures



StatBonuses:

Ag: +5
Co: +3
Me: +0
Re: +0
SD: +6
Em: -4
In: +8
Pr: +2
Qu: +5
St: +0

RR Mods:
Poison: +30
Disease: +30
Fear: +30
Psions: +0

Body Dev.
Progression:
0•6•4•2•1

MP Dev.
Progression:
0•5•3•2•2

Soul
Departure:
10 rounds

Recovery
Multiplier:
0.9 times

Race Type:
3

PHYSICAL CHARACTERISTICS

Evolution: Falaron are evolved from predatory cats. They are nocturnal carnivores.

Build: Powerfully built. Tiger-like in appearance. Males average 135 kg, females average 86 kg.

Coloring: Yellow with black tiger stripes. Occasionally golden or brown. White is rare.

Endurance: +10 to exhaustion points. Requires eight hours sleep every day.

Height: Males average 185 cm; Females, 165 cm.

Lifespan: 90 years.

Resistance: +10 to RR and DB vs. thermokinetics. +30 to RR vs. poison, disease, and fear.

Special Abilities: Tough Skin, Natural Weapon (Claws), Amazing Leaping, Skilled: Expert (+15 to Climbing), Nightvision, Peripheral Vision, Quiet Stride, Acute Hearing, Acute Smell, Eye of the Tiger. In addition, Falar have Bad Temper.

CULTURE

Clothing & Decoration: Light composite armor. Breastplate, boots and gloves. Sometimes greaves.

Fears & Inabilities: Falaron fear only dishonor. They are not good at gymnastic skills.

Lifestyle: Falar live in a structured clan system.

Marriage Pattern: Falaron organize into large groups called prides, dominated by an alpha male. Falaron prides are always under the control of a falanar pride.

Religion: Falaron worship a female God figure that created the cat-races and taught them war.

OTHER FACTORS

Demeanor: Aggressive, combative, competitive. Sometimes, a bit cruel.

Languages: *Starting Languages:* Falar (S8/W6), Species Standard (S4/W0). *Allowed Adolescent Development:* Falar (S10/W10), Species Standard (S9/W9), Human (S8/W8), Kagoth (S6/W6).

Prejudices: Falaron feel they are the penultimate in sapient evolution. They pay lip service to the equality of non-falar races.

Professions: Falar prefer combative professions.

Training Packages: Falar prefer military packages.

Special Skills: *Everyman:* Brawling, Wrestling, Interrogation, Natural Attack; *Restricted:* Distance Running, All Athletic • Gymnastics skill except Climbing, Diplomacy, Duping, Trading.

Standard Hobby Skills: Armor skills, Athletic Games, Sprinting, Climbing, Alertness, Sense Ambush, Reading Tracks, Tracking, Situational Awareness: Combat, Body Development, appropriate Combat Maneuvers, Languages, Gunnery skills, Interrogation, Marital Arts skills, Survival, Special Attack skills, Ambush, Silent Kill, Hiding, Stalking, First Aid, Technical/Trade • Vehicles skills, Weapon skills.

OUTFITTING OPTIONS

Weapons: Any.

Armor: Special Falar armor.

Money: \$2,000.

BACKGROUND OPTIONS

Falaron get three background options.

Extra Languages: Oort (S5/W5), Tulgaran (S5/W5), Valiesian (S4/W4), Xatosian (S5/W5).

Extra Money: This is generally in the form of credits.

Special Items: All special items are of falar make.

Talents: Any appropriate talent.

ADOLESCENT DEVELOPMENT

Falaron receive the following skills for adolescent development.

Skill	Ranks
Athletic • Brawn skill category	2
Athletic • Gymnastic skill category	1
Climbing skill	1
Awareness • Perceptions skill category	n/a
Alertness skill	2
Awareness • Senses skill category	2
Sense Awareness skill (Hearing)	2
Body Development skill category	n/a
Body Development skill	2
Communication skill category	1
Language skills	6
Lore • Academic	3
"Own" Culture Lore skill	3
Lore • General skill category	3
"Own" Region Lore skill	3
Martial Arts • Sweeps skill category	2
Wrestling skill	2
Outdoor • Animal skill category	1
Riding skill	1
Outdoor • Environment skill category	1
Scientific/Analytic skill categories (total)	6
choice of up to six skills	6
Special Attacks skill category	n/a
Claw attack skill	2
Subterfuge • Stealth skill category	4
Hiding	2
Stalking	4
Tech/Trade • General skill category	4
One-Handed Edged skill category	2
Hazzok	2

Hobby Ranks: 10

Background Options: 3

Talent Points: 25

1.3 FALARIS

Nickname: *PC:* Panther; *Non-PC:* Kitten.

The falaris are smallish, humanoid carnivores. They are the bottom of their racially based hierarchy.

Physical Characteristics

Evolution: Falaris are evolved from predatory cats. They are nocturnal carnivores.

Build: Small and agile. Leopard-like in appearance. Males average 60 kg, females average 55 kg.

Coloring: Yellow or auburn or brown with black spots. Sometimes black. White are rare and unhealthy.

Endurance: Requires eight hours sleep every day.

Height: Males average 145 cm; Females, 135 cm.

Lifespan: 90 years.

Resistance: +10 to RR and DB vs. thermokinetics.

Special Abilities: Tough Skin, Natural Weapon (Claws), Amazing Leaping, Skilled: Expert (+15 to Climbing), Nightvision, Peripheral Vision, Quiet Stride, Acute Hearing, Acute Smell, and Subtle. In addition, Falar receive the flaw Bad Temper.

Culture

Clothing & Decoration: Light composite armor. Breastplate, boots and gloves. Sometimes greaves.

Fears & Inabilities: Falaris fear only dishonor. They are not good at gymnastic skills.

Lifestyle: Falar live in a highly structured clan system.

Marriage Pattern: Falaris organize into large groups called prides, dominated by an alpha male. Generally each pride is ruled by a falaron or falanar pride.

Religion: Falaris worship a female God figure that created the cat-races and taught them war.

Other Factors

Demeanor: Aggressive, combative, competitive. Sometimes, a bit cruel.

Languages: *Starting Languages:* Falar (S8/W6), Species Standard (S4/W0). *Allowed Adolescent Development:* Falar (S10/W10), Species Standard (S9/W9), Human (S8/W8), Kagoth (S6/W6).

Prejudices: Falar feel they are the height of sapient evolution. They pay lip service to the equality of non-falar races.

Professions: Falar prefer combative professions.

Training Packages: Falar prefer military packages.

Special Skills: *Everyman:* Brawling, Wrestling, Interrogation, Natural Attack; *Restricted:* Distance Running, All Athletic • Gymnastics skill except Climbing, Diplomacy, Duping, Trading.

Standard Hobby Skills: Armor skills, Athletic Games, Sprinting, Climbing, Alertness, Sense Ambush, Reading Tracks, Tracking, Situational Awareness: Combat, Body Development, appropriate Combat Maneuvers, Languages, Gunnery skills, Interrogation, Marital Arts skills, Survival, Special Attack skills, Ambush, Silent Kill, Hiding, Stalking, First Aid, Technical/Trade • Vehicles skills, Weapon skills.

Outfitting Options

Weapons: Any.

Armor: Special falar armor.

Money: \$2,000.

Background Options

Falaris get one background option.

Extra Languages: Oort (S5/W5), Tulgaran (S5/W5), Valiesian (S4/W4), Xatosian (S5/W5).

Extra Money: This is generally in the form of credits.

Special Items: All special items are of Falar make.

Talents: Any appropriate talent.

Adolescent Development

Falar receive the following skills for adolescent development.

Skill	Ranks
Athletic • Brawn skill category	2
Athletic • Gymnastic skill category	1
Climbing skill	1
Awareness • Perceptions skill category	n/a
Alertness skill	2
Awareness • Senses skill category	2
Sense Awareness skill (Hearing)	2
Body Development skill category	n/a
Body Development skill	2
Communication skill category	1
Language skills	6
Lore • Academic	3
"Own" Culture Lore skill	3
Lore • General skill category	3
"Own" Region Lore skill	3
Martial Arts • Sweeps skill category	2
Wrestling skill	2
Outdoor • Animal skill category	1
Riding skill	1
Outdoor • Environment skill category	1
Scientific/Analytic skill categories (total)	6
choice of up to six skills	6
Special Attacks skill category	n/a
Claw attack skill	2
Subterfuge • Stealth skill category	4
Hiding	2
Stalking	4
Tech/Trade • General skill category	4
One-Handed Edged skill category	2
Hazzok	2

Hobby Ranks: 10

Background Options: 1

Talent Points: 10



Part II
Privateers
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1.0 Races and
Cultures



Stat Bonuses:
Ag: +8
Co: +8
Me: +4
Re: +4
SD: +4
Em: -8
In: +7
Pr: -4
Qu: +8
St: +8

RR Mods:
Poison: +60
Disease: +30
Fear: +60
Psions: +40

Body Dev. Progression:
0•10•7•5•4

MP Dev. Progression:
0•5•3•2•2

Soul Departure:
1 round

Recovery Multiplier:
0.5 times

Race Type:
5



1.4 XATOSIAN QUEEN

Nickname: PC: Queen; Non-PC: Queen Bee.

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1.0 Races and
Cultures



The xatosians are a race of warm-blooded, insect-like bipeds with only four limbs. They are renowned for their psionic aptitudes. Queens are *not* meant to be played as player characters, they are merely included here for the sake of completeness.

Physical Characteristics

Evolution: The xatosians evolved from insects, losing their fifth and sixth limbs and their compound eyes along the way. They are cursorial, and able to operate nocturnally or diurnally, though they lack the vision of the night hunter. They are scavengers.

Build: Bipedal. Two arms. Queens average 508 kg.
Coloring: Green to gray to black.

Endurance: Slightly above average. Xatosians receive ten extra exhaustion points and are cursorial.

Height: Queens average 310 cm.

Life Span: 1000+ years.

Resistance: Because of their scavenger heritage, Xatosians receive a +100 bonus to poison and disease.

Special Abilities: Tough Skin (AT 11), Aura (already figured in), Psionic Affinity (to all psionic categories), Calmness, Ultrasonic Hearing, and Deified.

Culture

Clothing & Decoration: Xatosians disdain clothing. They decorate their chitinous areas with engravings displaying past glories and accomplishments.

Fears & Inabilities: Xatosians are most afraid of the loss of their psionic powers. Even those who have burned out can usually merge with the hive mind, however. Xatosians are unwakable.

Lifestyle: Most xatosians hire out their psychic skills. Xatosian communities are communistic, revolving around a single queen.

Marriage Pattern: None. Xatosians males mate with a queen only as a tremendous honor. They are born in clutches of thousands.

Religion: Mating is the highest religious achievement a xatosian can achieve. The queen is revered as a deity. They worship the elemental force of psychic power.

Other Factors

Demeanor: Dedicated. Completely without humor.

Languages: *Starting Languages:* Species Standard (S5/W0), Xatosian (S8/W4). *Allowed Adolescent Development:* Species Standard (S10/W10), Oort (S9/W9), Tulgar (S8/W8), Valiesian (S6/W6), Xatosian (S10/W10).

Prejudices: Xatosians judge all by their psychic ability.

Professions: Psychics only.

Training Packages: Any administration or psychic package.

Special Skills: *Everyman Skills:* Leadership. *Restricted Skills:* All Athletic • Gymnastic skills.

Standard Hobby Skills: Jumping, Distance Running, Sprinting, Climbing, Observation, Body Development, Languages, Craft skills, Leadership, Trading, all Lore skills, Psion Point Development, all Psion Discipline skills, all Scientific/Analytical skills, Adrenal Quickness, Adrenal Speed, Healing Trance, Stunned Maneuver, Hiding, Stalking, First Aid, Administration.

Outfitting Options

Weapons: Xatosians can begin play with any weapon.

Armor: There are no special restrictions on Xatosian armor.

Money: \$2,000 in an electronic form.

Background Options

Xatosian queens get no background options.

Extra Languages: Falar (S6/W6), Human (S5/W5), Kagoth (S7/W7).

Extra Money: This is generally in an electronic form.

Special Items: These will invariably be of Xatosian design.

Talents: Any.

Adolescent Development

Xatosian queens receive the following skills for adolescent development.

Skill	Ranks
Awareness • Perception skill category	n/a
Alertness skill	3
Awareness • Searching skill category	2
Body Development skill category	n/a
Body Development skill	1
Communication skill category	3
Language skills	7
Lore • Academic skill category	3
“Own” Culture Lore skill	3
Lore • General skill category	3
“Own” Region Lore skill	3
Mind Point Development skill category	n/a
Mind Point Development skill	5
Psychic Discipline group	10 (total)
choice of up to sixty skills	60 (total)
Technical/Trade • General skill category	3
choice of up to two skills	2
Technical/Trade • Vocational skill category	n/a
choice of up to two skills	7

Hobby Ranks: 10

Background Options: 0

Talent Points: 0

Stat Bonuses:

Ag: +0

Co: -2

Me: +4

Re: +3

SD: +12

Em: -3

In: -1

Pr: +5

Qu: +3

St: +10

RR Mods:

Poison: +100

Disease: +100

Fear: +0

Psions: +0

Body Dev.

Progression:

0•10•8•6•4

MP Dev.

Progression:

0•11•10•9•6

Soul

Departure:

5 rounds

Recovery

Multiplier:

3 times

Race Type:

4

2.0 PROFESSIONS

Each character must have a profession. A character's profession reflects the fact that early training and apprenticeship have molded his thought patterns—affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills; it merely makes some skills harder and others easier to develop.

This section contains a one-page description for each profession.

Profession Entries

The following information is provided for each profession:

- 1) Profession Name: The name of each profession is at the top of the page.
- 2) Introductory Paragraph: A paragraph describing the profession.

3) Prime Stats: The prime stats are listed here. These stats must have starting temporary values of at least 90.

4) The Profession Bonuses: Listed here are the relevant professional bonuses that the profession receives to his categories.

5) The Skill Categories and Skills: Listed here are the costs for the skill categories. Every skill in the category has the same cost.

6) Special Notes: None for the sample profession shown. This section lists any special information the player needs to know about the profession.

7) Special Skills: Listed here are the professions's everyman skills (two ranks are received for every one developed), occupational skills (three ranks are received for every one developed), and restricted skills (one rank is received for every two developed).

8) The Training Packages: Each training package is listed here, complete with costs. Certain packages are particularly appropriate for a profession. Others are inappropriate, and may be disallowed by the GM.

Professional Costs for New Skill Categories

There are two skill categories added in this book, Martial Arts • Sweeps and Special Defenses. The professions in *Spacemaster: Privateers* do not have costs for these skill categories. For said costs, see the table below:

NEW SKILL COSTS		
Profession	MA Sweeps	Special Defense
Criminal	3/7	35
Explorer	3/7	35
Pilot	3/7	40
Psychic	9	80
Recon	3/7	35
Scientist	6	50
Soldier	1/5	10
Technician	4	35

2.2 BYSTANDER 7

2 The bulk of all sapient creatures in the galaxy are Bystanders. Most people haven't taken an adventuring career. These people fall into this catchall profession. Not many Bystanders ever go adventuring.

Nathaleena disconnected from the data-net and watched the information flicker across the computer's holos. The marketing figures were crunched happily by the company SI and she took a sip from her drink while she waited. She had to quit working late. If this project was a big hit as she thought, maybe she'd take a break. "Now this is unfortunate," a voice poured from the door. She jumped with a start and looked up. Seeing a Falanai grinning at her sent her scrambling for her gun. Cats don't grin to express friendship. "I wouldn't do that if I were you," the lion said. She froze. If only she hadn't stayed late the one night of the week the competition decided to perform a little corporate espionage...

3 Prime Stats: None

Special: Every Bystander should select an occupation. The GM should move skills to occupational and everyman to reflect that choice.

4 Profession Bonuses

Athletic Group.....+5	Love • General.....+5
Awareness Group.....+5	Self Control.....+5
Body Development.....+5	Technical • General.....+5
Crafts.....+5	Technical • Vehicles.....+5
Gunnery.....+5	Weapons Group.....+5

5 Skills and Skill Categories

Armor • Heavy.....4/4/4	Psychic • Category 4.....10
Armor • Light.....2/2/2	Psychic • Category 5.....12/12
Armor • Medium.....3/3/3	Psychic • Category 6.....25
Artistic • Active.....2/5	Science • Basic.....2/5
Artistic • Passive.....2/5	Science • Engineering.....4
Artistic • Brave.....3/6	Science • Medical.....4
Athletic • Endurance.....2/7	Science • Specialized.....6
Athletic • Operative.....2/6	Science • Technical.....6
Awareness • Perception.....3/10	Self Control.....2/7
Awareness • Searching.....2/6	Special Attacks.....5/11
Awareness • Senses.....2/6	Special Defenses.....30
Body Development.....4/12	Subterfuge • Attack.....6/12
Combat Maneuvers.....4/12	Subterfuge • Mechanical.....3/6
Communication.....2/2/2	Subterfuge • Stealth.....2/6
Crafts.....4/10	Technical • General.....2/6
Directed Power.....1/3	Technical • Gunnery.....5
Influence.....2/5	Technical • Professional.....6
Love • Academic.....2/6	Technical • Vehicles.....5
Love • General.....1/3	Technical • Vocational.....3/9
Love • Tactical.....2/6	Urban.....2/9
MA • Station.....3	Weapon • Category 1.....3/6
MA • Sweeps.....3	Weapon • Category 2.....3/6
Metal Point Development.....10	Weapon • Category 3.....4
Outsider • Animal.....2/5	Weapon • Category 4.....5
Outsider • Environmental.....2/5	Weapon • Category 5.....6
Psychic • Category 1.....4/4/4	Weapon • Category 6.....7
Psychic • Category 2.....6/6/6	Weapon • Category 7.....7
Psychic • Category 3.....8/8	Weapon • Category 8.....7

6 The weapon categories are: 1-H. Firearms, 2-H. Firearms, Support, 1-H. Energy, 2-H. Energy, 1-H. Necro, 2-Handed, Melee, Missile/Thrown.

7 Everyman Skills: None (See "Special" above)


Occupational Skills: any one craft (or other skill and related skills as determined by GM)

Restricted: PTL Travel

8 Training Packages

Academic Degree?.....26	Medic.....29
Advanced Psychic Training.....49	Master Technician?.....49
APV Crew?.....32	Media Personality.....21
Apprentice Technician.....41	Medical Degree?.....30
Artist.....31	Medical Resident?.....29
Athlete.....31	Medical Specialist?.....34
Beats the Odds?.....32	Military Gunnery.....33
Capitalist?.....33	Military Navigator.....23
Combat Medic.....24	Military Officer.....29
Computer Engineer?.....45	Military Pilot.....30
Computer Hacker?.....32	Messiah.....19
Computer Programmer?.....45	Navy.....26
Computer Scientist?.....43	Pick Pocket.....19
Con Artist.....30	Pilot.....29
Corrupt.....27	Police Detective.....28
Corporate Security.....33	Police Officer.....27
Crowd.....23	Primary Education?.....27
Finance.....23	Private Investigator.....26
Fires Recon.....59	Privateer.....39
Heavy.....59	Privateer Privateer.....45
Heavy Weapons.....37	Rigo Plan.....37
Hit Man.....24	Second Navy Plan.....17
Lawyer?.....26	Sociologist?.....32
Law Degree.....29	Surgical Specialist?.....32
Lazier?.....27	Systems Surveyor.....31
Nechel?.....27	Weekend Warrior.....21
Personal Laborer.....17	

When two numbers are shown, the second number is used if the character qualifies for the professional discount cost. (These training packages are half priced for Darts.)



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2.0 Professions



Academic



Bystander

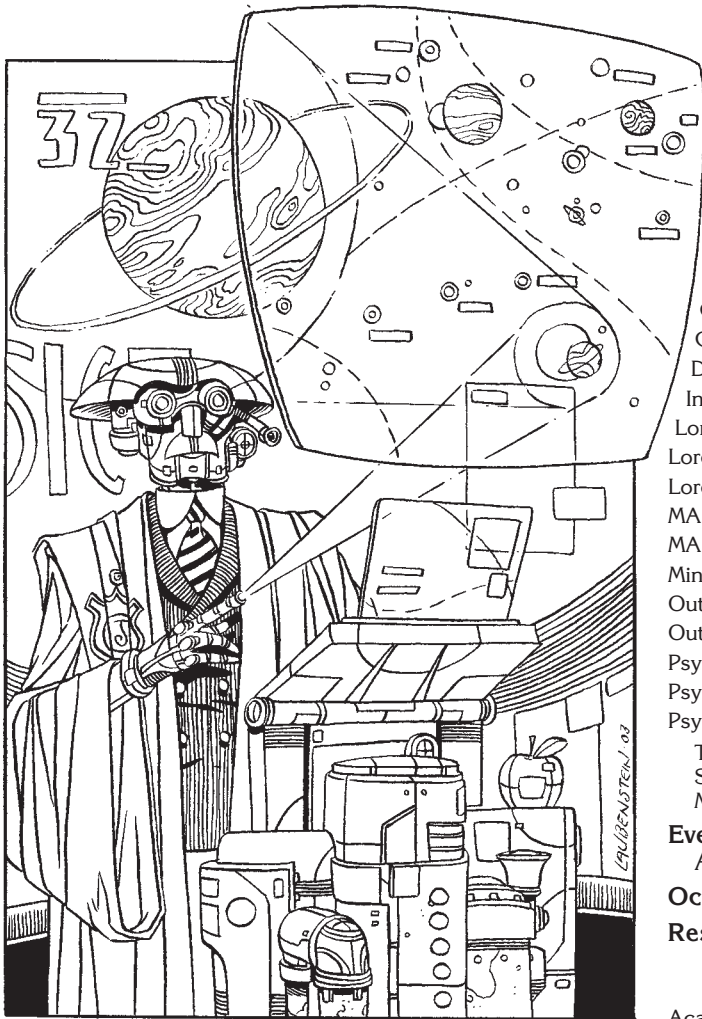


Entertainer



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2.0 Professions



Athletic • Brawn 4/12	Science • Medical 5
Athletic • Endurance 2/6	Science • Specialized 4/7
Athletic • Gymnastic 3/7	Science • Technical 5/11
Awareness • Perception 5	Self Control 4/10
Awareness • Searching 2/6	Special Attacks 10
Awareness • Senses .. 3/6	Special Defenses 35
Body Development .. 7/12	Subterfuge • Attacks 10
Combat Maneuvers 7	Subterfuge • Mechanical 5/11
Communications 1/1/1	Subterfuge • Stealth 4/8
Crafts 4/10	Technical • General 2/6
Directed Powers 2/7	Technical • Gunnery 6
Influence 2/4	Technical • Professional 6
Lore • Academic 1/2	Technical • Vehicles 5
Lore • General 1/3	Technical • Vocational 3/9
Lore • Technical 2/6	Urban 3/8
MA • Strikes 4	Weapon • Category 1 4
MA • Sweeps 4	Weapon • Category 2 5
Mind Point Development 6	Weapon • Category 3 6
Outdoor • Animal 3	Weapon • Category 4 7
Outdoor • Environment . 4/12	Weapon • Category 5 7
Psionic • Category 1 ... 2/2/2	Weapon • Category 6 13
Psionic • Category 2 ... 3/3/3	Weapon • Category 7 13
Psionic • Category 3 ... 4/4/4	Weapon • Category 8 13

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-Handed Melee, Missile/Thrown.

Everyman Skills: Choice of one Lore • Academic, Administration, Research

Occupational Skills: Choice of one Lore • Academic

Restricted: FTL Travel

Training Packages

Academic Degree† 21	Marine 37
Advanced Psychic Training 29	Master Technician† 39
AFV Crewer 37	Media Personality 19
Apprentice Technician 37	Medical Degree† 33
Artist 31	Medical Resident† 31
Athlete 35	Medical Specialist† 37
Bounty Hunter 29	Military Gunner 27
Capitalist† 17	Military Navigator 22
Combat Medic 25	Military Officer 29
Computer Engineer† 39	Military Pilot 43
Computer Hacker† 36	Musician 31
Computer Programmer† ... 39	Navy 27
Computer Scientist† 43	Pick Pocket 27
Con Artist 10	Pilot 28
Convict 32	Police Detective 34
Corporate Security 27	Police Officer 30
Crewer 23	Primary Education† 23
Fence 26	Private Investigator 30
Force Recon 66	Privateer 47
Heavy 29	Psionic Protégé 31
Heavy Weapons 48	Repo-Man 41
Hit Man 39	Second Story Man 17
Launderer† 25	Surgeon† 33
Law Degree 21	Surgical Specialist† 33
Lawyer 27	System Surveyor 35
Machinist 29	Weekend Warrior 26
Manual Laborer 25	

When two numbers are shown, the second number is used if the character qualifies for the professional discount cost.

†These training packages are half priced for Oorts.

2.1 ACADEMIC

An Academic specializes in all non-applied knowledge. This generally precludes the scientific fields. Academics generally take up research or teaching positions, though the occasional book is generally demanded of the teachers. It generally takes a really interesting event to pull an academic out of his or her stuffy offices and data-net links and out into the universe.

Katherine rolled up her sleeves and lowered herself into the pit. The smell of earth and loam filled her nostrils as she dug through the gray clay. She had been right, there were extensive fossil remains. This was a scientific breakthrough. She could finally support her thesis. That is if she could get what she needed before the little world was engulfed by the war...

Prime Stats: Reasoning and Memory

Profession Bonuses

Influence +5	Lore • Technical +5
Lore • Academic +20	Science • Basic +10
Lore • General +10	

Skills and Skill Categories

Armor • Heavy 8/8	Psion • Category 4 6/6/6
Armor • Light 2/2/2	Psion • Category 5 8/8
Armor • Medium 6/6	Psion • Category 6 10/10
Artistic • Active 2/5	Science • Basic 2/4
Artistic • Passive 2/5	Science • Engineering ... 5/11

2.2 BYSTANDER

The bulk of all sapient creatures in the galaxy are Bystanders. Most people haven't taken an adventuring career. These people fall into this catchall profession. Not many Bystanders ever go adventuring.

Alathalasalala disconnected from the data-net and watched the information flicker across the computer's holo. The marketing figures were crunched happily by the company SI and she took a sip from her drink while she waited. She had to quit working late. If this project was a big a hit as she thought, maybe she'd take a break. "Now this is unfortunate," a voice purred from the door. She jumped with a start and looked up. Seeing a Falanar grinning at her sent her scrambling for her gun. Cats don't grin to express friendship. "I wouldn't do that if I were you," the lion said. She froze. If only she hadn't stayed late the one night of the week the competition decided to perform a little corporate espionage...

Prime Stats: None

Special: Every Bystander should select an occupation. The GM should move skills to occupational and everyman to reflect that choice.

Profession Bonuses

Athletic Group	+5	Lore • General	+5
Awareness Group	+5	Self Control	+5
Body Development	+5	Technical • General	+5
Crafts	+5	Technical • Vehicles	+5
Gunnery	+5	Weapons Group	+5

Skills and Skill Categories

Armor • Heavy	4/4/4	Psychic • Category 4 ...	10/10
Armor • Light	2/2/2	Psychic • Category 5 ...	12/12
Armor • Medium	3/3/3	Psychic • Category 6	25
Artistic • Active	2/5	Science • Basic	2/5
Artistic • Passive	2/5	Science • Engineering	6
Athletic • Brawn	3/6	Science • Medical	4
Athletic • Endurance	2/7	Science • Specialized	6
Athletic • Gymnastic	2/6	Science • Technical	6
Awareness • Perception ...	3/10	Self Control	2/7
Awareness • Searching ...	2/6	Special Attacks	5/11
Awareness • Senses	2/6	Special Defenses	30
Body Development	4/12	Subterfuge • Attack	6/12
Combat Maneuvers	4/12	Subterfuge • Mechanical .	3/6
Communication	2/2/2	Subterfuge • Stealth	2/6
Crafts	4/10	Technical • General	2/6
Directed Powers	12	Technical • Gunnery	5
Influence	2/5	Technical • Professional	6
Lore • Academic	2/6	Technical • Vehicles	5
Lore • General	1/3	Technical • Vocational ...	3/9
Lore • Technical	2/6	Urban	2/5
MA • Strikes	3	Weapon • Category 1	3/6
MA • Sweeps	3	Weapon • Category 2	3/6
Mind Point Development ...	10	Weapon • Category 3	4
Outdoor • Animal	2/5	Weapon • Category 4	5
Outdoor • Environment ...	2/5	Weapon • Category 5	6
Psychic • Category 1 ...	4/4/4	Weapon • Category 6	7
Psychic • Category 2 ...	6/6/6	Weapon • Category 7	7
Psychic • Category 3	8/8	Weapon • Category 8	7

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-Handed Melee, Missile/Thrown.

Everyman Skills: None (See "Special" above)

Occupational Skills: any one craft (or other skill and related skills as determined by GM)

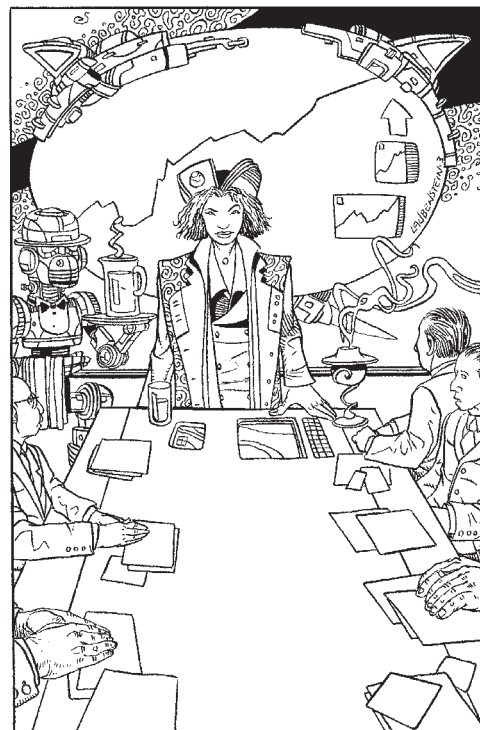
Restricted: FTL Travel

Training Packages

Academic Degree†	26	Marine	29
Advanced Psychic Training	45	Master Technician†	45
AFV Crewer	32	Media Personality	21
Apprentice Technician	41	Medical Degree†	30
Artist	31	Medical Resident†	29
Athlete	31	Medical Specialist†	34
Bounty Hunter	72	Military Gunner	33
Capitalist†	19	Military Navigator	23
Combat Medic	24	Military Officer	29
Computer Engineer†	45	Military Pilot	39
Computer Hacker†	32	Musician	19
Computer Programmer† ...	45	Navy	28
Computer Scientist†	45	Pick Pocket	19
Con Artist	10	Pilot	29
Convict	27	Police Detective	28
Corporate Security	23	Police Officer	27
Crewer	23	Primary Education†	27
Fence	23	Private Investigator	26
Force Recon	59	Privateer	39
Heavy	23	Psychic Protégé	45
Heavy Weapons	37	Repo-Man	37
Hit Man	28	Second Story Man	17
Launderer†	26	Surgeon†	32
Law Degree	20	Surgical Specialist†	32
Lawyer	27	System Surveyor	31
Machinist	27	Weekend Warrior	21
Manual Laborer	17		

When two numbers are shown, the second number is used if the character qualifies for the professional discount cost.

†These training packages are half priced for Oorts.



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Privateers
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2.0 Professions



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2.0 Professions



2.3 ENTERTAINER

The Entertainer is the ultimate performer. Whether they are a painter, sculptor, dancer, actor or media star, the entertainer excels. They live for the lime light, and rise to any occasion, trying to make their 15 minutes last as long as possible.

Ktchoth lifted her head as the spot light hit her. The crowd roared as the first bars of music rose behind her. She let it lift her until she was soaring higher than any drug, feeding on the crowds frenzy. Raising the mike, she began belting the words to the song as the crowd's hysteria rose, engulfing her in white-hot sound.

Prime Stats: Empathy and Presence

Profession Bonuses

Artistic Group	+20	Influence	+15
Communication	+5	Urban	+10

Skills and Skill Categories

Armor • Heavy	3/3/3	Psychic • Category 4	150
Armor • Light	1/1/1	Psychic • Category 5	175
Armor • Medium	2/2/2	Psychic • Category 6	200
Artistic • Active	1/2	Science • Basic	3/6
Artistic • Passive	1/3	Science • Engineering	10
Athletic • Brawn	4/9	Science • Medical	8
Athletic • Endurance	2/7	Science • Specialized	10
Athletic • Gymnastic	1/3	Science • Technical	10
Awareness • Perception ...	2/5	Self Control	5/12
Awareness • Searching	2/6	Special Attacks	6
Awareness • Senses	3/7	Special Defenses	20
Body Development	4/12	Subterfuge • Attacks	3/9
Combat Maneuvers	4/12	Subterfuge • Mechanical	4
Communication	1/1/1	Subterfuge • Stealth	2/7
Crafts	4/10	Technical • General	2/6
Directed Powers	10	Technical • Gunnery	2/7
Influence	1/4	Technical • Professional	6
Lore • Academic	2/6	Technical • Vehicles	5
Lore • General	1/3	Technical • Vocational	3/9
Lore • Technical	2/6	Urban	1/3
MA • Strikes	2/7	Weapon • Category 1	2/5
MA • Sweeps	2/7	Weapon • Category 2	2/5
Mind Point Development ...	40	Weapon • Category 3	3/8
Outdoor • Animal	2/6	Weapon • Category 4	9
Outdoor • Environment .	4/12	Weapon • Category 5	9
Psychic • Category 1	75	Weapon • Category 6	20
Psychic • Category 2	100	Weapon • Category 7	20
Psychic • Category 3	125	Weapon • Category 8	20

The weapon categories are: 1-H Firearms, 2-H Firearms, Support, 1-H Energy, 2-H Energy, 1-H Melee, 2-Handed Melee, Missile/Thrown.

Everyman Skills: Choice of two skills from the Artistic group, one skill from the influence group

Occupational Skills: Choice of one Artistic skill or Journalism

Restricted: FTL Travel

Training Packages

Academic Degree†	27	Marine	27
Advanced Psychic Training	100	Master Technician†	53
AFV Crewer	21	Media Personality	18
Apprentice Technician	51	Medical Degree†	42
Artist	25	Medical Resident†	44
Athlete	31	Medical Specialist†	49
Bounty Hunter	23	Military Gunner	27
Capitalist†	21	Military Navigator	26
Combat Medic	31	Military Officer	28
Computer Engineer†	53	Military Pilot	38
Computer Hacker†	41	Musician	12
Computer Programmer† ...	53	Navy	35
Computer Scientist†	54	Pick Pocket	16
Con Artist	8	Pilot	31
Convict	29	Police Detective	25
Corporate Security	21	Police Officer	24
Crewer	27	Primary Education†	32
Fence	16	Private Investigator	23
Force Recon	57	Privateer	37
Heavy	20	Psychic Protégé	95
Heavy Weapons	28	Repo-Man	38
Hit Man	27	Second Story Man	14
Launderer†	27	Surgeon†	47
Law Degree	19	Surgical Specialist†	47
Lawyer	27	System Surveyor	41
Machinist	33	Weekend Warrior	17
Manual Laborer	19		

When two numbers are shown, the second number is used if the character qualifies for the professional discount cost.

†These training packages are half priced for Oorts.



3.0 TRAINING PACKAGES



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3.0 Training
Packages

For every position the MP moved on the chart, all non-psyhic training packages are increased in cost by two. For psychic training packages (ones that give psychic ranks and mind points), use the costs for a Scientist.

A training package is a group of benefits (and sometimes disadvantages) that can be developed using development points. The skills and abilities gained through a package represent long periods of exposure or training (sometimes years). See SM:P (p. 44 & 172) for more details on using training packages.

SM:P (p. 172-178) presents 14 training packages. This section revisits them in light of the new options and concepts presented herein.

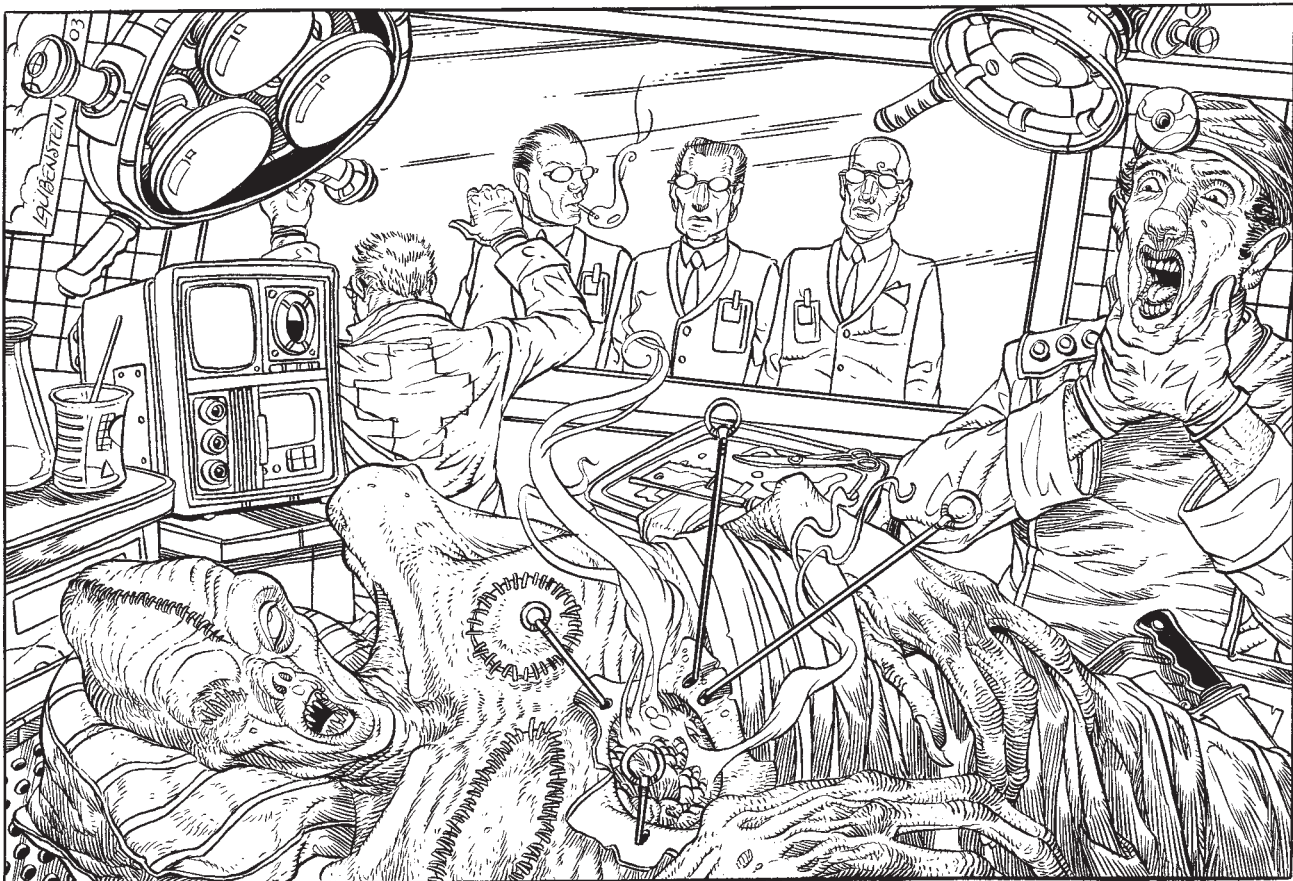
Note that some training packages have a cost listed with a † and a number in parentheses. This indicates that the training package is not normally available, but if the GM decides to allow it, the cost in parenthesis should be used.

There are two concepts in this book that aren't covered in SM:P. These are Lifestyle Skills and Professional Qualifiers.

Lifestyle Skills are granted by lifestyle training packages. These skills can be raised to fifteen ranks, rather than the normal cap of ten.

Professional Qualifiers are "requirements" for purchasing the training package. These can be handled in one of two ways. Either the Professional Qualifier can be used to grant a discount (listed after the qualifier) or it can be set as a hard requirement. This second option is the recommended use (though a GM can always waive the requirement).

Training packages mean so much more in *Spacemaster* than in *Rolemaster*. In *Spacemaster*, training packages represent all formal training and certifications a character might need. A character that has taken the law degree TP has a law degree. A character that hasn't does not, regardless of his skill. Therefore, a character that doesn't have a primary education (taken the TP) should not normally be allowed an academic degree (most people aren't allowed into college without a high school diploma, though in this case, a GM might allow the character to claim an equivalency diploma).





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3.0 Training
Packages



3.1 ACADEMIC DEGREE (V)

This is an academic degree. It can be taken multiple times for multiple levels of education: Bachelor's, Master's, and Doctorate or Ph.D. This package *must* be taken if the character wants a degree on his resumé.

Quote: Read a book.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: \$10,000*

Special:

Useful teaching contact	60
Useful teaching contact	40
Useful academic contact	70
Useful academic contact	50
Software library (+20 to one specific lore skill)	50
Software library (+15 to one specific lore skill)	40
Software library (+10 to one specific lore skill)	30
1-5 Software programs (+5 specific lore skills)	10
Software library (+5 to one research skill)	100

Category or Skill	# of Ranks
Communication skill category	2
choice of up to three skills	2 (total)
Lore • Academic skill category†	3
choice of up to three skills†	3 (total)
Lore • General skill category	2
choice of up to two skills	2 (total)
Science/Analytical Basic	2
Basic Math	1
Research	1

Science/Analytical (choice)†	3
choice of up to three skills†	3 (total)

Professional Qualifier: Primary Education

Stat Gains: None

*This charge will be waived if the character joins the military.

†If the character is interested in a degree where these are inappropriate, such as a liberal arts degree, he may change them with GM approval.

Cost by Profession†

Academic	21	Psychic	26
Bystander	26	Recon	30
Criminal	27	Scientist	20
Entertainer	27	Soldier	30
Explorer	27	Technician	26
Pilot	26		

†This training package is half priced for oorts.

3.2 ADVANCED PSYCHIC TRAINING (V)

This package represents a high level of psychic training. It is taken by the best trained psionists.

Quote: I'm the best of the best, babe.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

Useful psionic contact	60
Useful government contact	60

Category or Skill	# of Ranks
Psion • Category 1	2
choice of up to eight skills	8 (total)
Psion • Category 2	2
choice of up to four skills	4 (total)
Psion • Category 3	1
choice of up to three skills	3 (total)

Professional Qualifier: Psychic Protege or Tulgaran Priest

Stat Gains: None

Cost by Profession

Academic	29	Psychic	21
Bystander	45	Recon	59
Criminal	102	Scientist	36
Entertainer	100	Soldier	54
Explorer	69	Technician	50
Pilot	83		





3.3 AFV CREWER(V)

The AFV Crewer has been trained to operate tanks. They are trained in all the jobs necessary to keep these vehicles operating in the heat of battle.

Quote: Hey, look infantry! The treads could use a little lubrication.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

One-Handed Energy Weapon (+10)	30
Reinforced Cloth (+10)	30
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Close friends with another crewer	100

Category or Skill	# of Ranks
Combat Maneuvers skill category	n/a
Crewmember AFV	2
Gunnery skill category	2
HEP	2
Missiles	2
Projectile Gun	2

Professional Qualifier: Marine

Stat Gains: None



Cost by Profession

Academic	37	Psychic	45
Bystander	32	Recon	25
Criminal	35	Scientist	51
Entertainer	21	Soldier	20
Explorer	21	Technician	29
Pilot	15		

3.4 APPRENTICE TECHNICIAN (V)

This package comes in two levels. The first time a character takes this, it is the Apprentice Technician. The second time a character takes it, it's the journeyman technician. These are the builders, mechanics, designers and electricians of world.

Quote: This isn't as bad as it looks. I'll have the engines online in no time.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

Close friends with another technician	60
Diagnostic Equipment (+10 to one tech skill)	30
Useful technical contact	100

Category or Skill	# of Ranks
Science/Analytical • Engineering	2
choice of one skill	2
choice of one skill	2
Science/Analytical • Technical skill category	4
choice of two skills	4 (each)
choice of two skills	2 (each)

Professional Qualifier: Primary Education, Marine, or Navy. For the Journeyman, Apprentice Technician.

Stat Gains: None

Cost by Profession†

Academic	37	Psychic	45
Bystander	41	Recon	54
Criminal	45	Scientist	23
Entertainer	51	Soldier	51
Explorer	41	Technician	21
Pilot	37		

†This training package is half priced for Oorts.



3.5 ARTIST (L)

The Artist is the master of alternate forms of communication. Painting, poetry, prose and sculpture are the tools of the artist. He speaks to the viewer's emotions, not the viewer's mind. Artists are given more social latitude than other people. They are often eccentric, unusual or even perverse.

Quote: That is marvelous use of negative space.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

- Close friends with an art dealer 50
- Close friends with a gallery owner 40
- Useful contacts in the art community 30
- Recent exposure in a well known publication 0
- An art studio 30
- Art supplies in chosen medium (+5) 100

Category or Skill	# of Ranks
Artistic • Active skill category	3
choice of up to two skills	3 (total)
Artistic • Passive skill category	3
choice of up to two skills	3 (total)
Awareness • Searching skill category	1
Crafts skill category	n/a
choice of up to two skills	3
Influence Skill category	2
Propaganda	1
Urban skill category	2
Contacting	1

Professional Qualifier: One skill from the artistic group at two ranks.

Lifestyle Skills: Two artistic skills of choice.

Stat Gains: Empathy

Cost by Profession

Academic 31	Psychic 31
Bystander 31	Recon 29
Criminal 29	Scientist 32
Entertainer 25	Soldier 31
Explorer 31	Technician 32
Pilot 31	

3.6 ATHLETE (L)

An Athlete is the master of his own body. He excels at sports and physical contests. This can make the Athlete an agile and adept foe.

Quote: Eight seconds? I could run that in five.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

- Several medals or trophies in chosen competition 30
- Close friends with another athlete 60
- Useful contacts in the sports world 50
- Recognition in chosen competition 0
- A medal or trophy in a chosen competition 100



Category or Skill	# of Ranks
Athletic • Brawn skill category	3
choice of up to two skills	3 (total)
Athletic • Endurance skill category	3
choice of up to two skills	3 (total)
Athletic • Gymnastic skill category	3
choice of up to two skills	3 (total)

Professional Qualifier: One skill in the athletic group at two ranks

Lifestyle Skills: Athletic skill of choice.

Stat Gains: Constitution and choice of either Quickness or Strength.

Cost by Profession

Academic 35	Psychic 40
Bystander 31	Recon 27
Criminal 29	Scientist 37
Entertainer 31	Soldier 29
Explorer 29	Technician 31
Pilot 29	



3.7 BOUNTY HUNTER (V)

A Bounty Hunter is a licensed bail-bond hunter. When a criminal skips bail, they are empowered by the state to seek the person and bring him back to justice. He is paid by the person who holds the bond. Criminals aren't that common in the ISC, but they are still common enough to warrant these skip tracers.

Quote: Dead or alive? I don't get paid if they're dead, buddy.

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

- Choice of one non-support weapon (+10) 50
- Choice of one non-support weapon (+5) 60
- Useful law enforcement contact 50
- Small, unarmed ship 0
- Reputation as a hunter 100

Category or Skill	# of Ranks
Awareness • Perception skill category	n/a
Alertness	1
Awareness • Searching skill category	4
Lie Perception	1
Observation	2
Surveillance	1
Influence skill category	2
Duping	2
Tech/Trade • Vocational skill category	n/a
Law Enforcement	1
Urban skill category	2
Streetwise	1
Choice of one Weapon skill category	1
choice of one skill	1

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic	29	Psychic	35
Bystander	27	Recon	20
Criminal	20	Scientist	32
Entertainer	23	Soldier	25
Explorer	26	Technician	30
Pilot	26		

3.8 CAPITALIST (V)

The Capitalist is the typical businessman. Though not as obsessed with wealth as the entrepreneur, the Capitalist is still a hard-core businessman.

Quote: These new tax laws are killing me.

Time to Acquire: 24 Months

Starting Money: x3

Cost: None

Special:

- \$10,000 in assets. Can liquidate in 6 months 30
- Close friends with another rich capitalist 40
- Patents and rights paying 5,000 cr. annually 30
- Patents and rights paying 2,000 cr. annually 0
- Renown as a shrewd businessman 100

Category or Skill	# of Ranks
Influence skill category	2
Propaganda	1
Trading	1
Lore • Technical skill category	2
Trading Lore	2
Science/Analytical • Spec skill category	n/a
Finance	2

Professional Qualifier: None

Stat Gains: None

Cost by Profession†

Academic	17	Psychic	19
Bystander	19	Recon	24
Criminal	23	Scientist	17
Entertainer	21	Soldier	24
Explorer	23	Technician	21
Pilot	23		

†This training package is half priced for Oorts.

3.9 COMBAT MEDIC (V)

The Combat Medic is trained to operate on the front lines with the troops. They are not taught sophisticated medicine. They are merely taught to patch holes, perform basic triage and apply first aid. Combat medics are generally issued firearms. These are ostensibly for the defense of the patient, but are more practically intended for euthanasia.

Quote: I need medevac . . . now!

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

- Medkit (+5 to First Aid) 50
- Useful medical contact 40
- Field Promotion 30
- Useful military contact 40
- Medscanner 100

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Observation	1
Awareness • Senses skill category	1
Situational Awareness (Medical Status)	1
Science/Analytical • Medical	1
Medical Practice	1
Medical Science (Medical Diagnosis)	1
Science/Analytical • Technical	1
Medical Technology	1
Tech/Trade • General	2
First Aid	2

Professional Qualifier: Marine or Navy [-2 Cost]

Lifestyle Skills: None

Stat Gains: None

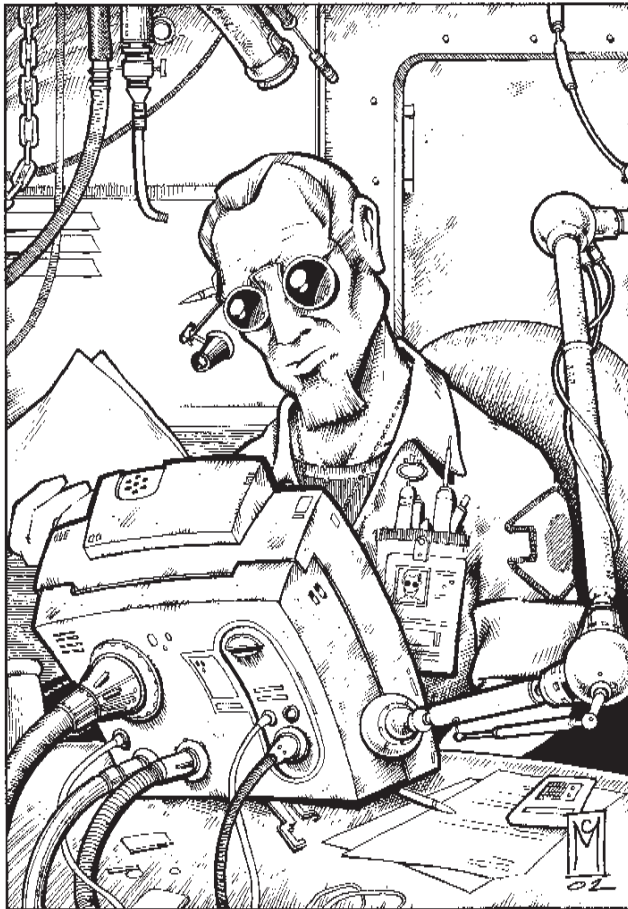
Cost by Profession

Academic	25	Psychic	26
Bystander	24	Recon	31
Criminal	27	Scientist	19
Entertainer	31	Soldier	31
Explorer	29	Technician	23
Pilot	29		



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3.10 COMPUTER ENGINEER (V)

This is a two level training package. The first time it is taken, it is called Computer Engineer. The second time, it's called the Computer Theorist. This character is on the cutting edge of computers and hardware, not that there's much of a cutting edge at this point in history.

Quote: Obsolete? What do you mean I'm obsolete?

Time to Acquire: 24 Months

Starting Money: x2

Cost: \$20,000*

Special:

- Useful computer teaching contact 60
- Useful computer teaching contact 40
- Useful computer contact 60
- Useful computer contact 40
- Useful computer corporate contact 60
- Useful computer corporate contact 40
- Computer 100

Category or Skill	# of Ranks
Science/Analytical • Engineering skill category	4
Computer Engineering	4
choice of up to four skills	4 (total)
Science/Analytical • Technical skill category	2
Computer Technology	2
choice of up to two skills	2 (total)

Professional Qualifier: Computer Scientist or Computer Engineer

Stat Gains: None

*This charge will be waived if the character joins the military.

Cost by Profession†

Academic	39	Psychic	48
Bystander	45	Recon	56
Criminal	48	Scientist	27
Entertainer	53	Soldier	53
Explorer	45	Technician	23
Pilot	39		

†This training package is half priced for Oorts.

3.11 COMPUTER HACKER (V)

The Hacker is the cowboy of the modern age. He attacks the security on the biggest systems in the world, blowing through them with style and ease. Most hackers aren't in it for the money. Hackers are in it for the adventure and the glory among their peers.

Quote: So I'm hacking the Naval Intel mainframe, you know, just typical stuff, when guess what I found ...

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

- Password slicing software (+10 to computer crime) 30
- Knowledge of a back door into a major system 0
- Useful computer contact 50
- Computer 60
- Illegal Data-Net Equipment 100

Category or Skill	# of Ranks
Science/Analytical • Engineering skill category	1
Computer Engineering	1
Science/Analytical • Specialized	n/a
Cryptography	1
Science/Analytical • Technical skill category	1
Computer Technology	1
Subterfuge • Mechanical	4
Computer Crime	3
Computer Tapping	3
Tech/Trade • General	1
Data Processing	1

Professional Qualifier: None

Stat Gains: None

Cost by Profession†

Academic	36	Psychic	45
Bystander	32	Recon	38
Criminal	28	Scientist	33
Entertainer	41	Soldier	38
Explorer	30	Technician	23
Pilot	32		

†This training package is half priced for Oorts.





3.12 COMPUTER PROGRAMMER (V)

This training package comes in three levels, Computer Programmer, SI Programmer, and AI Programmer. Each level represents a different academic degree, Bachelor's, Master's, and Doctorate respectively. Most jobs will not hire a programmer unless he has a formal degree (meaning he took this package).

Quote: He was told to lie, by people who find it easy to lie. HAL is incapable of it.

Time to Acquire: 24 Months

Starting Money: x2

Cost: \$20,000

Special:

Useful computer teaching contact	60
Useful computer teaching contact	40
Useful computer contact	60
Useful computer contact	40
Useful computer corporate contact	60
Useful computer corporate contact	40
Computer	100

Category or Skill	# of Ranks
Science/Analytical • Engineering skill category	2
Computer Engineering	2
choice of up to two skills	2 (total)
Science/Analytical • Technical skill category	4
Computer Technology	4
choice of up to four skills	4 (total)

Professional Qualifier: Computer Scientist or Computer Programmer

Stat Gains: None

*This charge will be waved if the character joins the military.

Cost by Profession†

Academic	39	Psychic	47
Bystander	45	Recon	56
Criminal	47	Scientist	25
Entertainer	53	Soldier	53
Explorer	45	Technician	23
Pilot	39		

†This training package is half priced for Oorts.

3.13 COMPUTER SCIENTIST (L)

The Computer Scientist has an Associate's Degree in computer science. Characters who have not taken this package do not have this degree.

Quote: Social life? Who has time for a social life?

Time to Acquire: 24 Months

Starting Money: x2

Cost: \$10,000

Special:

Useful computer teaching contact	60
Useful computer contact	50
Useful computer corporate contact	40
Computer	100

Category or Skill	# of Ranks
Science/Analytical • Engineering skill category	4
Computer Engineering	4
Science/Analytical • Specialized	n/a
Cryptography	1
Science/Analytical • Technical skill category	4
Computer Technology	4
Tech/Trade • General	2
Data Processing	2

Professional Qualifier: Primary Education

Lifestyle Skills: Computer Engineering and Technology

Stat Gains: Reasoning

*This charge will be waved if the character joins the military.

Cost by Profession†

Academic	43	Psychic	49
Bystander	47	Recon	56
Criminal	49	Scientist	31
Entertainer	54	Soldier	54
Explorer	47	Technician	29
Pilot	45		

†This training package is half priced for Oorts.

3.14 CON ARTIST (V)

The Confidence Artist operates by tricking people into giving him their hard earned money. The Con Artist is as old as time itself.

Quote: Trust me.

Time to Acquire: 12 Months

Starting Money: x1.5

Cost: None

Special:

Fake identification (+30 Duping)	20
Investment (2d10 x10 cr per year)	20
Fake identification (+15 Duping)	100

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	1
Duping	1
choice of one skill	1
Tech/Trade • General skill category	1
Begging	1

Professional Qualifier: Criminal

Stat Gains: None

Cost by Profession

Academic	10	Psychic	12
Bystander	10	Recon	9
Criminal	9	Scientist	12
Entertainer	8	Soldier	10
Explorer	10	Technician	14
Pilot	10		



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3.15 CONVICT (L)

The convict is the lowest level of citizen (at least in many people's opinion), They care little for the law, and live only to fill their pocket books.

Quote: Move, quick. It's the cops!

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

- Useful underworld contact 80
- Useful underworld contact 50
- Useful law enforcement contact 100

Category or Skill	# of Ranks
Awareness • Perception skill category	1
Alertness	1
Awareness • Senses skill category	1
Situational Awareness (Look Out)	1
Influence skill category	1
Duping	1
Science/Analytical • Technical skill category	1
Criminal Technology	1
Subterfuge • Mechanical skill category	1
choice of one skill	1
Subterfuge • Stealth skill category	1
choice of one skill	1
Urban skill category	1
choice of one skill	1

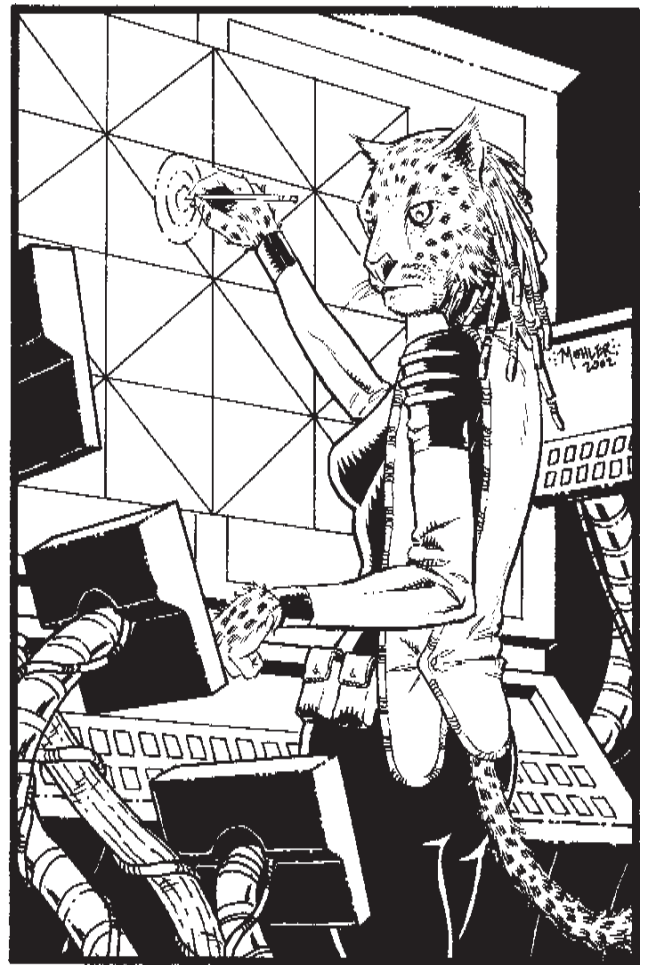
Professional Qualifiers: no flaws which indicate a high moral character, such as truthful.

Lifestyle Skills: Subterfuge skill of choice.

Stat Gains: Intuition

Cost by Profession

Academic	32	Psychic	34
Bystander	27	Recon	29
Criminal	24	Scientist	30
Entertainer	29	Soldier	29
Explorer	26	Technician	26
Pilot	27		



3.16 CORPORATE SECURITY (L)

In the futuristic universe of Mega-Corps, Corporate Security is of vital importance. Corporate security has become increasingly autonomous, until they are like their own police force.

Quote: Thieves, terrorists, corporate raiders and simple hooligans. They're all the same.

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

- Weapon (+5) 20
- Light Armor (+10) 20
- Useful security contact 50
- Communicator 100

Category or Skill	# of Ranks
Awareness • Perception skill category	n/a
Alertness	2
Awareness • Searching skill category	1
Surveillance	1
Awareness • Senses skill category	1
Situational Awareness (Patrol)	1



Influence skill category	1
Interrogation	1
Weapon skill category (GM Choice)	1
Weapon (GM Choice)	1
Professional Qualifier: Intuition bonus greater than +0	
Stat Gains: Intuition	

Cost by Profession†

Academic	27	Psychic	31
Bystander	23	Recon	20
Criminal	20	Scientist	28
Entertainer	21	Soldier	20
Explorer	21	Technician	26
Pilot	21		

3.17 CREWER (V)

This is the standard ship member of the ISC culture. He hires onto ships and fulfills any job necessary, like the merchant marines of old.

Quote: Shore leave. We live for shore leave.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

Useful crewer contact	80
Useful crewer contact	50
Useful corporate contact	40
Dock worker contact	100

Category or Skill	# of Ranks
Athletic • Brawn skill category	1
Substance Tolerance	1
Lore • Technical skill category	1
Vehicle Lore (Space Vehicles)	1
Science/Analytical • Technical skill category	1
choice of one skill	1
Tech/Trade • General skill category	1
Gambling	1
Technical/Trade • Professional skill category	n/a
Ship Crewmember	2

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic	23	Psychic	26
Bystander	23	Recon	27
Criminal	23	Scientist	21
Entertainer	27	Soldier	26
Explorer	23	Technician	19
Pilot	23		

3.18 FENCE (V)

The Fence is the criminal who deals in stolen goods. He purchases goods from burglars and the like, often reselling as “pawned” goods.

Time to Acquire: 18 Months

Starting Money: x2

Cost: None

Special:

Useful underworld contact	80
Useful underworld contact	50
Pawn Shop (1d10 x100 cr per month income) ...	100

Category or Skill	# of Ranks
Awareness • Searching skill category	2
Lie Perception	2
Influence skill category	1
Bribery	2
Duping	2
Trading	4
Urban skill category	2
choice of up to four skills	4 (total)

Professional Qualifier: Criminal

Stat Gains: None

Cost by Profession

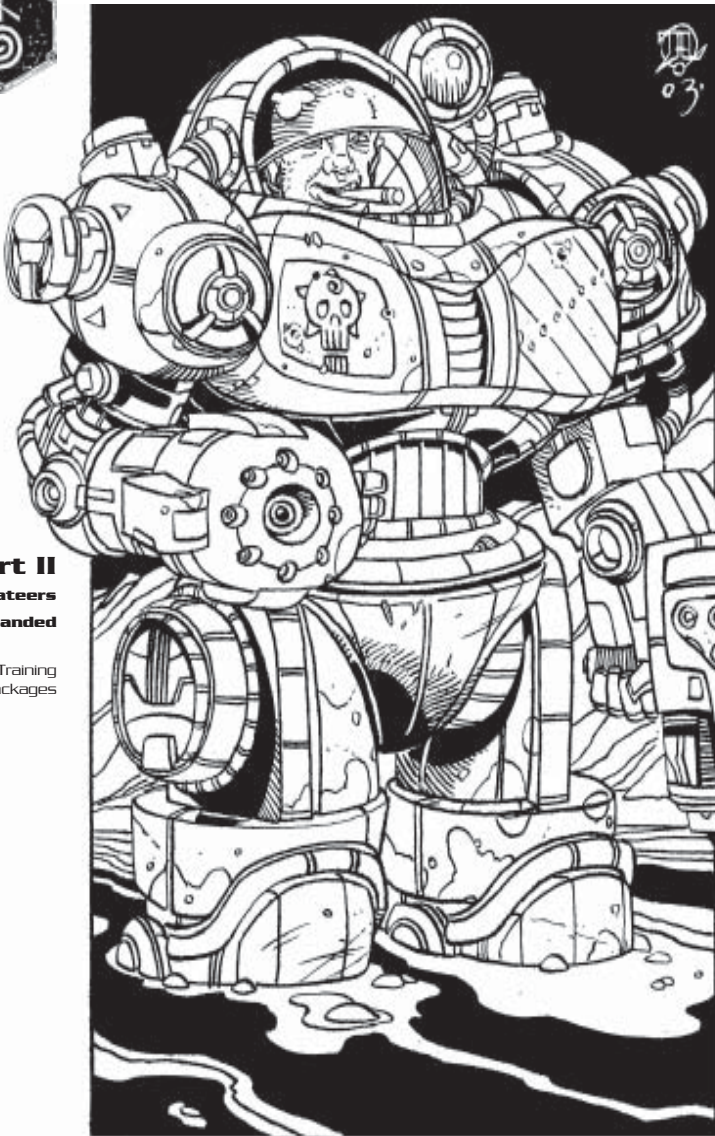
Academic	26	Psychic	25
Bystander	23	Recon	19
Criminal	19	Scientist	28
Entertainer	16	Soldier	23
Explorer	23	Technician	29
Pilot	23		





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3.19 FORCE RECON (L)

Force Recon is the most elite of the Marine Corps' special forces. They are dropped on planets to do the nastiest and dirtiest jobs. Often, they are dropped from orbit, wearing special power armor (APEs) enhanced for atmospheric entry. Force Recon has never left a member, alive or dead, behind enemy lines.

Quote: It's the job of recon to go deep behind enemy lines, come back, and tell us how many there are. It's the job of Force Recon to go deep behind enemy lines, come back, and tell us how many there were.

Time to Acquire: 48 Months

Starting Money: Normal

Cost: None

Special:

- Useful Military Contact 50
- Two-Handed Energy Weapon (+10) 50
- Support Weapon (+10) 50
- Armored Cloth Armor (+10) 30
- Deflector Shield 30
- Promotion 20
- Promotion 20
- Close friends with another Force Recon marine . 100

Category or Skill	# of Ranks
Armor • Heavy skill Category	3
Combat Armor	3
Powered Armor	3
Athletic • Brawn skill category	1
Athletic • Endurance skill category	4
choice of up to two skills	2 (total)
Athletic • Gymnastics	2
choice of up to two skills	2 (total)
Awareness • Perception skill category	n/a
choice of one skill	1
Awareness • Searching skill category	2
choice of up to two skills	2 (total)
Awareness • Senses skill category	2
choice of up to two skills	2 (total)
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	2
Martial Arts • Category (choice)	2
choice of one skill	2
Subterfuge • Attack skill category	1
choice of one skill	1
Subterfuge • Mechanics skill category	3
choice of up to three skills.....	3 (total)
Subterfuge • Stealth skill category	2
Hiding	2
Stalking	2
Weapon skill category #1	3
choice of one weapon skill	3
Weapon skill category #2	2
choice of one weapon skill	2

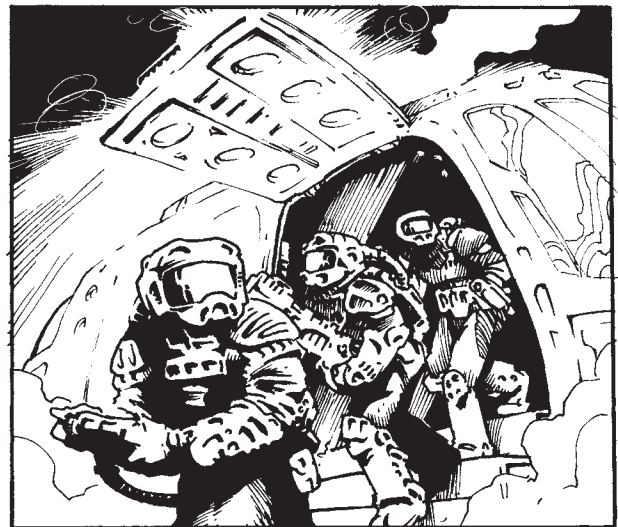
Professional Qualifier: Marine [Cost -5]

Lifestyle Skills: Assault blaster

Stat Gains: Constitution and Self Discipline

Cost by Profession

Academic	66	Psychic	77
Bystander	59	Recon	55
Criminal	55	Scientist	70
Entertainer	57	Soldier	54
Explorer	55	Technician	63
Pilot	58		





3.21 HEAVY WEAPONS (V)

These people run the special weapons teams of the various services. They handle the big guns and are brought in to take out terrorists, renegade androids and other psychos.

Quote: Go ahead and run. You'll just die tired.

Time to Acquire: 12 Months

Starting Money: x1.5

Cost: None

Special:

Weapon (+10)	40
Weapon (+5)	20
Useful contact in security, intelligence, or law enforcement	70
Useful corporate or government contact	30
Armor (+10)	40
Communicator	100

Category or Skill	# of Ranks
Athletic • Gymnastic skill category	1
Rappelling	1
Awareness • Senses skill category	1
Situational Awareness (Crowd)	1
Body Development skill category	n/a
Body Development	1
Subterfuge • Attacks skill category	2
Sniping	2
Targeting	2
Weapon Skill Category (GM Choice)	2
choice of one weapon	2

Professional Qualifier: Corporate Security, Intelligence, Marine, or Police Officer

Lifestyle Skills: None

Stat Gains: None

Cost by Profession

Academic	48	Psychic	55
Bystander	37	Recon	29
Criminal	25	Scientist	48
Entertainer	28	Soldier	33
Explorer	25	Technician	37
Pilot	34		

3.20 HEAVY (V)

The Heavy is your common street thug. He specializes in using brute force to get what he needs.

Quote: Hey, Guido, this fellow doesn't seem to be listening. Get a crowbar and a pair of wire clippers.

Time to Acquire: 12 Months

Starting Money: x1.5

Cost: None

Special:

Weapon (+10)	50
Brass Knuckles (+10 to MA Strikes and Interrogation)	80
1d10 Silk Suits	60
Useful underworld contact	80
Useful underworld contact	50
Useful law enforcement contact	100

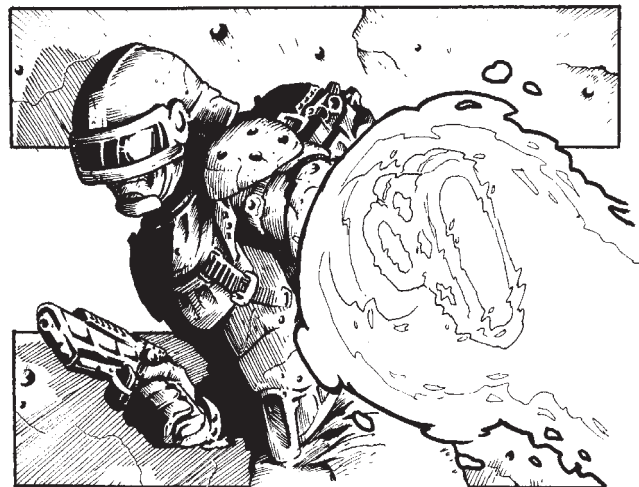
Category or Skill	# of Ranks
Awareness • Perception skill category	1
Sense Ambush	1
Awareness • Senses skill category	1
Situational Awareness (Body Guard)	1
Body Development skill category	n/a
Body Development	2
Influence skill category	2
Interrogation	2
Weapon Category (Choice)	2
choice of one weapon	2

Professional Qualifier: Convict

Stat Gains: None

Cost by Profession

Academic	29	Psychic	40
Bystander	23	Recon	20
Criminal	21	Scientist	31
Entertainer	20	Soldier	17
Explorer	20	Technician	27
Pilot	21		





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3.22 HIT MAN (V)

This is your standard assassin. He comes from many walks of life, and can work for government and underworld alike. Regardless, he does one thing, and one thing well, and that's kill people.

Quote: *Do you want it to look like an accident?*

Time to Acquire: 12 Months

Starting Money: x2

Cost: None

Special:

Weapon (+10)	50
Light Armor (+10)	50
Useful government, or corporate contact	50
Useful underworld contact	30
Reliable safe house	100

Category or Skill	# of Ranks
Awareness • Senses skill category	1
choice of one skill	1
Special Attacks skill category	n/a
choice of one skill	2
Subterfuge • Attack skill category	n/a
choice of up to two skills	3 (total)
Subterfuge • Mechanical skill category	1
choice of one skill	1
Subterfuge • Stealth skill category	2
choice of up to two skills	2
Weapon skill category (choice)	1
choice of one skill	1

Professional Qualifier: Corporate Security, Heavy, or Special Weapons, plus an empathy bonus no greater than +0

Stat Gains: None

Cost by Profession

Academic	39	Psychic	46
Bystander	28	Recon	21
Criminal	17	Scientist	40
Entertainer	27	Soldier	25
Explorer	19	Technician	28
Pilot	27		

3.23 LAUNDERER (V)

The Launderer is the financier of the underworld. They take stolen or dirty funds and filter them through multiple means until it is untraceable as anything but legitimate funds.

Quote: *It's all just bits of data. When I'm done with it, it will be clean as a new suit.*

Time to Acquire: 10 Months

Starting Money: x2

Cost: None

Special:

Useful underworld contact	80
Useful underworld contact	50
Useful financial contact	60
Useful law enforcement contact	40
Financial Software (+10 Finance)	100

Category or Skill	# of Ranks
Influence skill category	1
Bribery	1
Duping	1
Trading	1

Science/Analytical • Specialized skill category	n/a
Finance	4
Urban skill category	3
Organized Crime	3

Professional Qualifier: Convict

Stat Gains: None

Cost by Profession

Academic	25	Psychic	26
Bystander	26	Recon	31
Criminal	29	Scientist	25
Entertainer	27	Soldier	33
Explorer	32	Technician	28
Pilot	31		

3.24 LAW DEGREE (V)

A Law Degree means many things, but it does not allow a person to actually practice law. To practice law, one must pass the bar exam. Recently graduated law students do all the leg work for practicing lawyers, including research, interviews and writing briefs.

Quote: *I'm on it!*

Time to Acquire: 48 Months

Starting Money: x1.5

Cost: \$50,000*

Special:

Useful professional contact	40
Useful research contact	40
Useful teaching contact	100

Category or Skill	# of Ranks
Influence skill category	2
Public Speaking	1
Science/Analytical • Basic skill category	2
Research	2
Tech/Trade • Professional skill category	n/a
choice of one law skill	2
Urban skill category	1
Contacting	1

Professional Qualifier: Primary Education

Stat Gains: None

*This charge will be waived if the character joins the military.





Cost by Profession

Academic	21	Psychic	20
Bystander	20	Recon	21
Criminal	21	Scientist	20
Entertainer	19	Soldier	21
Explorer	20	Technician	23
Pilot	20		

3.25 LAWYER (L)

The Lawyer is the master of law. They have studied all its nuances, and have undertaken protecting their client's interests. Sometimes their clients are corporate. Sometimes they are accused criminals. Sometimes they work for the state itself.

Quote: There is no good and evil. There is no wrong or right. There is only the law.

Time to Acquire: 11 Months

Starting Money: x3

Cost: None

Special:

Useful professional contact	50
Useful research contact	40
Computer	80
Legal software (+15 to research)	50
Legal software (+5 to research)	30
Legal assistant	100

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Lie Perception	1
Influence skill category	1
Public Speaking	1
choice of one skill	1
Tech/Trade • Professional skill category	n/a
choice of one law skill	2
choice of one law skill	2
Tech/Trade • Vocational skill category	n/a
Administration	2

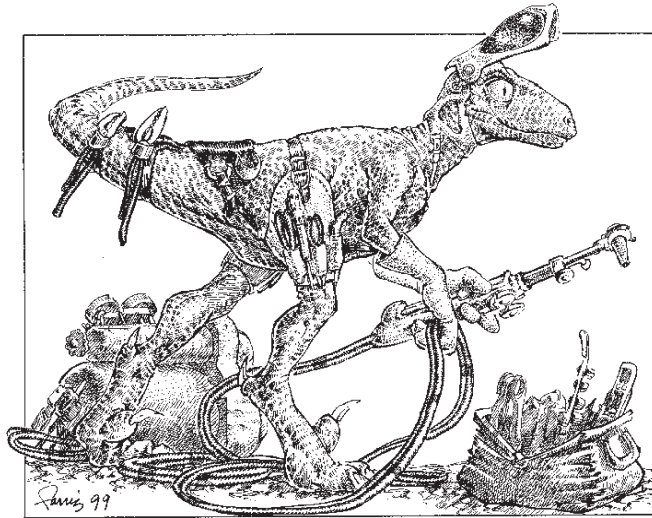
Professional Qualifier: Law Degree

Lifestyle Skills: One law skill.

Stat Gains: Memory

Cost by Profession

Academic	27	Psychic	28
Bystander	27	Recon	27
Criminal	27	Scientist	28
Entertainer	27	Soldier	27
Explorer	27	Technician	29
Pilot	27		



3.26 MACHINIST (V)

A Machinist has studied the manufacturing of mechanical parts. They are the ultimate grease monkeys, able to build any part given a machine shop and enough time.

Quote: I could build that.

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

Useful machinist contact	40
Useful machinist contact	40
Useful corporate contact	100

Category or Skill	# of Ranks
Athletic • Brawn skill category	2
Substance Tolerance	1
Body Development skill category	n/a
Body Development	2
Science/Analytical • Technical skill category	2
Mechanical Technology	2
Tech/Trade • General skill category	2
Operating Equipment	2

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic	29	Psychic	37
Bystander	27	Recon	33
Criminal	28	Scientist	23
Entertainer	33	Soldier	30
Explorer	26	Technician	22
Pilot	26		



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3.27 MANUAL LABORER (V)

The Manual Laborer is your typical grunt worker. They do all the work of the untrained professional. They are the janitors, construction workers, dock workers and heavy lifters of the ISC.

Quote: Work hard. Play hard.

Time to Acquire: 6 Months

Starting Money: Normal

Cost: None

Special:

- Useful laborer contact 40
- Useful union contact 40
- Useful corporate contact 100

Category or Skill # of Ranks

- Athletic • Brawn skill category 2
- Body Development skill category n/a
 - Body Development 2
- Special Attack skill category n/a
 - Brawling 2

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic 25	Psychic 30
Bystander 17	Recon 10
Criminal 14	Scientist 23
Entertainer 19	Soldier 9
Explorer 12	Technician 19
Pilot 14	

3.28 MARINE (V)

The Marine is the ground-pounder and the heart-breaker of the ISC. They are the infantry, the trained soldier. They are as good as the ISC drill instructors can make them.

Quote: Semper fi, my friend.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

- Two Handed Energy Weapon (+10) 30
- Armored Cloth Armor (+10) 30
- Deflector Shield 30
- Promotion 20
- Promotion 20
- Promotion 20
- Promotion 20
- Close friends with another Marine 100

Category or Skill # of Ranks

- Athletic • Endurance skill category 1
- Body Development skill category n/a
 - Body Development 2
- Combat Maneuvers skill category n/a
 - Alien Environment (Zero Gravity) 2
- Martial Arts • Striking 1
 - Degree 1 1
- Technical/Trade • Professional skill category n/a
 - Ship Crewmember 1
- Weapon • 2-Handed Energy 2
 - Assault Blaster 2

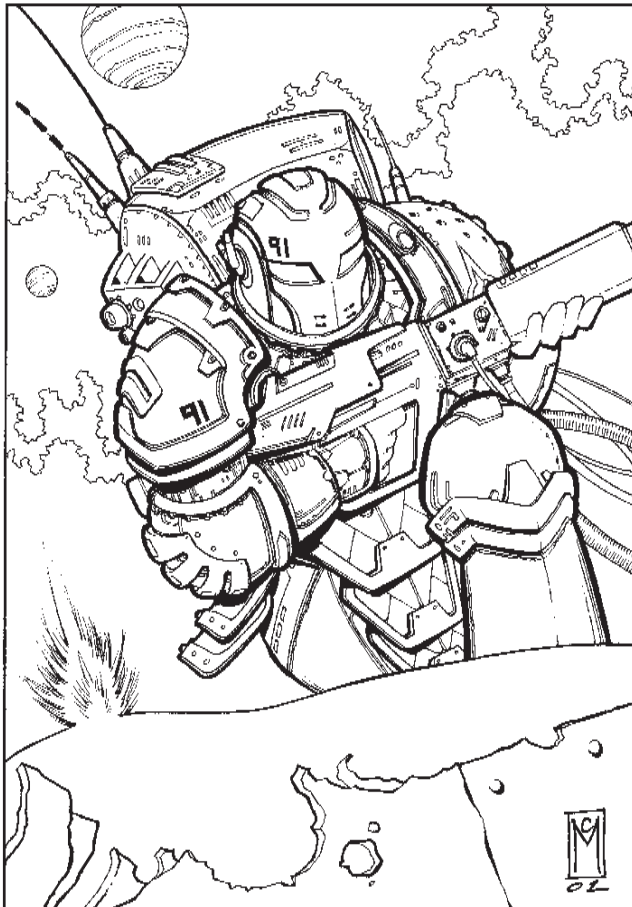
Professional Qualifier: Primary Education [Cost -2]

Lifestyle Skills: None

Stat Gains: None

Cost by Profession

Academic 37	Psychic 52
Bystander 29	Recon 27
Criminal 29	Scientist 44
Entertainer 27	Soldier 21
Explorer 27	Technician 37
Pilot 29	





3.29 MASTER TECHNICIAN (V)

The Master Technician has the know-how that goes beyond book learning. They have the knowledge that only comes from years of hands-on experience.

Quote: Now I can jury-rig something that will work, but what we really need here is a complete overhaul.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

- Close friends with another Technician 90
- Useful technical contact 80
- Diagnostic Equipment (+10 to one tech skill) ... 100

Category or Skill	# of Ranks
Science/Analytical • Engineering	2
choice of one skill	4
choice of one skill	4
Science/Analytical • Technical skill category	2
choice of two skills	4 (each)
choice of two skills	2 (each)

Professional Qualifier: Journeyman Technician (Apprentice Technician)

Stat Gains: None

Cost by Profession†

Academic	39	Psychic	48
Bystander	45	Recon	56
Criminal	48	Scientist	26
Entertainer	53	Soldier	53
Explorer	45	Technician	23
Pilot	39		

†This training package is half priced for Oorts.

3.30 MEDIA PERSONALITY (V)

The Media Personality covers everything from the journalist to the hard hitting vide investigative reporter, to the fluffy anchor-person. They are known throughout the ISC, and can get places no others can get, just by flashing a press card.

Quote: Sir, I've just got a couple of questions . . .

Time to Acquire: 17 Months

Starting Money: Normal

Cost: None

Special:

- Holorecorder..... 50
- Useful civil contact 40
- Useful corporate contact 50
- Close friend in politics 20
- Computer 100

Category or Skill	# of Ranks
Artistic • Active skill category	2
Influence skill category	2
Interrogation	1
Choice of up to two skills	2 (total)
Lore • Academic skill category	3
Journalism	3

Tech/Trade • General skill category	2
Data Processing	1
Communications	1

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic	19	Psychic	21
Bystander	21	Recon	21
Criminal	19	Scientist	24
Entertainer	18	Soldier	21
Explorer	21	Technician	26
Pilot	21		

3.31 MEDICAL DEGREE (L)

Medical Degree is enough to act as a medical resident. They have completed their schooling and internship, but have not yet served significant time as a resident. A character *must* have taken this or a similar package to practice medicine.

Quote: What do you call the person who graduated last in his class at med-school? . . . Doctor.

Time to Acquire: 96 Months

Starting Money: x2

Cost: \$100,000

Special:

- Useful teaching contact 60
- Useful medical contact 60
- Useful medical contact 40
- Useful corporate contact 20
- Medscanner 100

Category or Skill	# of Ranks
Science/Analytical • Medical	4
Autopsy	1
Drug Therapy	1
Internal Medicine	1
Medical Practice	2
Pharmaceuticals	1
Tech/Trade • General	2
First Aid	2

Professional Qualifier: Primary Education

Lifestyle Skills: Medical Practice

Stat Gains: Memory

*This charge will be waved if the character joins the military.

Cost by Profession†

Academic	33	Psychic	30
Bystander	30	Recon	42
Criminal	42	Scientist	27
Entertainer	42	Soldier	42
Explorer	45	Technician	36
Pilot	46		

†This training package is half priced for Oorts.



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3.32 MEDICAL RESIDENT (V)

The Medical Resident is working in the hospital. He is its back-bone, the trench fighter, handling all the jobs a student can't, but a Specialist won't. This is the training package taken by the general practitioner.

Time to Acquire: 24 Months

Starting Money: x3

Cost: None

Special:

Useful medical contact	60
Useful medical contact	40
Useful corporate contact	20
Medscanner	100

Category or Skill	# of Ranks
Science/Analytical • Medical	4
Drug Therapy	2
Internal Medicine	2
Medical Practice	4
Science/Analytical • Technical	2
Medical Technology	2

Professional Qualifier: Medical Degree

Stat Gains: None

Cost by Profession†

Academic	31	Psychic	29
Bystander	29	Recon	45
Criminal	39	Scientist	21
Entertainer	44	Soldier	44
Explorer	41	Technician	29
Pilot	43		

†This training package is half priced for Oorts.

3.33 MEDICAL SPECIALIST (V)

The Medical Specialist has studied one form of medicine until he has satisfied his mentors. A character generally must take this package to be considered a Medical Specialist.

Time to Acquire: 24 Months

Starting Money: x4

Cost: None

Special:

Useful medical contact	60
Useful medical contact	40
Useful corporate contact	20
Medscanner	100

Category or Skill	# of Ranks
Science/Analytical • Medical	2
Drug Therapy	2
Internal Medicine	2
Medical Practice	2
choice of one skill, not medical Practice	4
Science/Analytical • Technical	2
Medical Technology	2

Professional Qualifier: Medical Degree

Stat Gains: None

Cost by Profession†

Academic	37	Psychic	34
Bystander	34	Recon	50
Criminal	47	Scientist	26
Entertainer	49	Soldier	49
Explorer	48	Technician	37
Pilot	49		

†This training package is half priced for Oorts.

3.34 MILITARY GUNNER (V)

The Military Gunner operates the big guns on the Naval ships and Marine Corps artillery. They are highly trained, and know what they're doing.

Quote: Guns primed and ready to fire!

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

Promotion	20
Promotion	20
Promotion	20
Promotion	20
Close friends with another naval gunner	100

Category or Skill	# of Ranks
Science/Analytical • Technical skill category	1
Weapon Technology	1
Tech/Trade • Gunnery skill category	2
HEP	2
Missiles	2
Projectile Gunnery	2

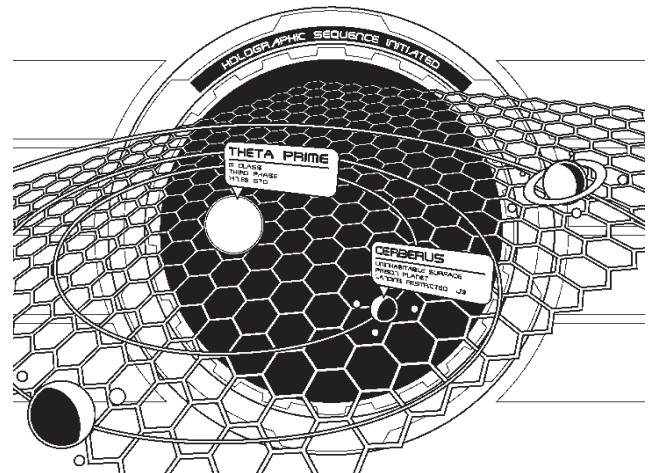
Professional Qualifier: Marine Corps or Navy [Cost -2]

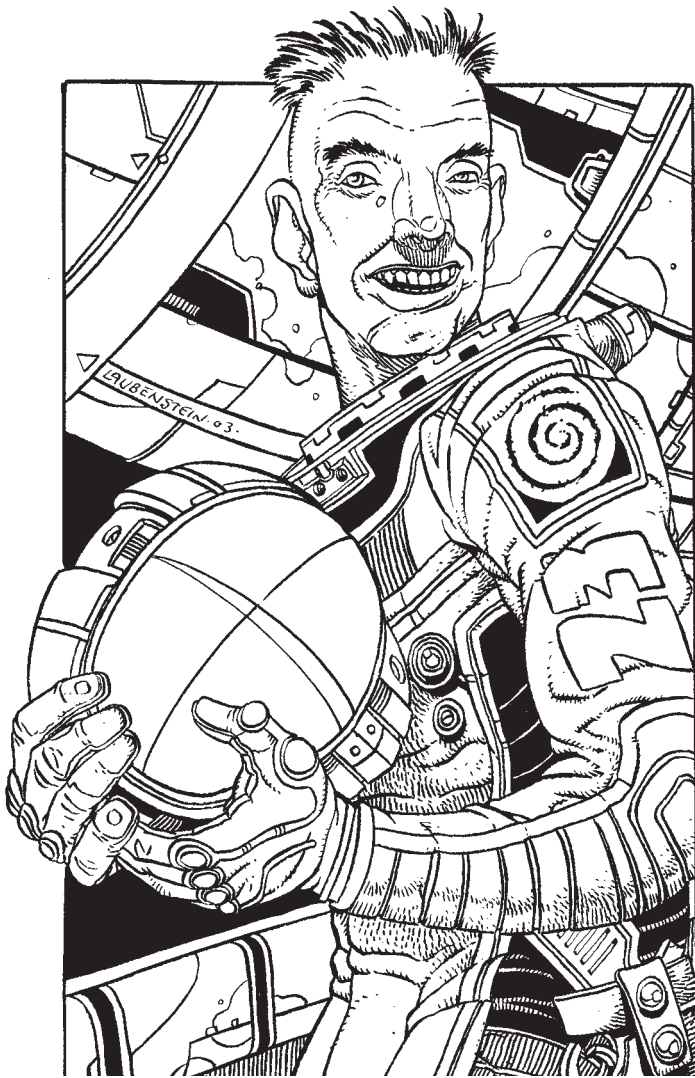
Lifestyle Skills: None

Stat Gains: None

Cost by Profession

Academic	36	Psychic	37
Bystander	33	Recon	32
Criminal	37	Scientist	49
Entertainer	27	Soldier	27
Explorer	23	Technician	18
Pilot	17		





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Tech/Trade • Vehicles	1
Atmospheric Pilot	1
FTL Pilot	1
Space Pilot	1

Professional Qualifier: Marine or Navy [Cost -2]

Lifestyle Skills: None

Stat Gains: None

Cost by Profession

Academic	22	Psychic	27
Bystander	23	Recon	26
Criminal	26	Scientist	30
Entertainer	26	Soldier	25
Explorer	21	Technician	24
Pilot	19		

3.36 MILITARY OFFICER (L)

The Military Officer has either gone through Officer Training School. As an officer needs to have a bachelor's degree, if he has nothing that allows him a rank (such a pilot's training or a degree), he can take this package for his commission.

Quote: I expect you to jump, soldier, the moment I say frog . . . now move!

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

One-Handed Energy Weapon (+10)	30
Reinforced Cloth (+10)	30
Deflector Shield	30
Barrier Shield	0
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Close friends with another officer	100

Category or Skill **# of Ranks**

Influence skill category	2
Diplomacy	1
Leadership	2
Martial Arts • Striking	1
Degree 1	1
Science/Analytical • Specialized	n/a
Finance	1
Tech/Trade • Professional skill category	n/a
Military Organization (GM Choice)	2
Tech/Trade • Vocational	n/a
Tactics (choice)	2

Professional Qualifier: Marine or Navy

Lifestyle Skills: Leadership

Stat Gains: Presence

Cost by Profession

Academic	29	Psychic	33
Bystander	29	Recon	31
Criminal	31	Scientist	32
Entertainer	28	Soldier	30
Explorer	31	Technician	33
Pilot	31		

3.35 MILITARY NAVIGATOR (V)

The Military Navigator is trained to navigate through the vastness of space. They are some of the most highly trained military personnel, as one miscalculation can send billions of dollars worth of hardware who-knows-where.

Quote: Then we adjust for the gravitational influences of every stellar body in the universe. It's simple, really.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

One-Handed Energy Weapon (+10)	30
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Close friends with another navigator	100

Category or Skill **# of Ranks**

Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	1
Science/Analytical • Specialized skill category	n/a
Astrogation	1
Orbital Mechanics	1



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3.37 MILITARY PILOT (V)

This character is the epitome of the rocket jock. He lives for the thrill of flight. Typically, he branches out into other areas as well, mastering every aspect of every vehicle he can. He can never get too much.

Quote: Ooh-rah.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

One-Handed Energy Weapon (+10)	30
Armored Vac Suit (+10)	30
Deflector Shield	30
Promotion	20
Promotion	20
Promotion	20
Promotion	20
Ship upgrade	50
Close friends with another pilot	100

Category or Skill	# of Ranks
Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	1
Combat Pilot	1
Science/Analytical • Specialized skill category	n/a
Astrogation	1
Orbital Mechanics	1
Subterfuge • Mechanics skill category	1
Electronic Warfare	1
Tech/Trade • Gunnery skill category	1
H.E.P.	1
Missiles	1
Projectile Gunnery	1
Tech/Trade • Vehicles	1
Atmospheric Pilot	1
FTL Pilot	1
Space Pilot	1

Professional Qualifier: Marine or Navy [Cost -3]

Lifestyle Skills: None

Stat Gains: None

Cost by Profession

Academic	43	Psychic	49
Bystander	39	Recon	38
Criminal	42	Scientist	52
Entertainer	38	Soldier	37
Explorer	33	Technician	38
Pilot	29		

3.38 MUSICIAN (V)

The Musician studies music, usually in both theory and application. They attempt to speak to their audience through their emotions, trying to move them with the sounds of the musician's work.

Quote: You have to feel the music, let it become a part of you. Only then can it truly speak to you.

Time to Acquire: 18 Months

Starting Money: Normal

Cost: None

Special:

Close friends with another musician	60
Useful contacts in music industry	50
Useful contacts in media industry	40
Instrument (+10)	50
Instrument	100

Category or Skill	# of Ranks
Artistic • Active skill category	4
Play Instrument (choice)	4
Tech/Trade • General skill category	1
Begging	1
Urban skill category	2
choice of up to two skills	2 (total)

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic	21	Psychic	19
Bystander	19	Recon	17
Criminal	17	Scientist	21
Entertainer	12	Soldier	19
Explorer	19	Technician	19
Pilot	19		

3.39 NAVY (V)

The Navy is the thinking-man's military. Other than a basic physical, there are few requirements placed on a naval recruits.

Quote: Aim High

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

Promotion	20
Promotion	20
Promotion	20
Promotion	20
Close friends with another naval recruit	100

Category or Skill	# of Ranks
Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	1
Science/Analytical • Technical skill category	3
choice of up to two skills	3 (total)
Technical/Trade • Professional skill category	n/a
Ship Crewmember	2

Professional Qualifier: Primary Education [Cost -2]

Lifestyle Skills: None

Stat Gains: None

Cost by Profession

Academic	27	Psychic	32
Bystander	28	Recon	39
Criminal	28	Scientist	23
Entertainer	35	Soldier	35
Explorer	28	Technician	23
Pilot	26		



3.40 PICKPOCKET (V)

The Pickpocket is schooled in stealing from the man on the street. Wallets, cash cards, watches and jewelry are the primary targets of the pickpocket.

Time to Acquire: 12 Months

Starting Money: x1.5

Cost: None

Special:

- Stolen jewelry (worth \$10d10x10) 50
- Stolen personal electronics (worth \$10d10x10) ... 50
- Disguise kit (+10) 40
- Reliable fencing contact 30
- Useful underworld contact 100

Category or Skill	# of Ranks
Athletic • Gymnastic skill category	1
choice of one skill	1
Awareness • Perception skill category	n/a
Alertness	1
Awareness • Searching skill category	1
Observation	1
Subterfuge • Stealth skill category	2
Picking Pockets	2
choice of up to two skills	2 (total)
Urban skill category	1
choice of up to two skills	2 (total)

Professional Qualifier: Convict

Stat Gains: None

Cost by Profession

Academic	27	Psychic	29
Bystander	19	Recon	11
Criminal	11	Scientist	27
Entertainer	16	Soldier	19
Explorer	15	Technician	20
Pilot	21		

3.41 PILOT (V)

The Pilot comes in many colors. Some have their license for personal transport. Some are pilots for commercial reasons. Whatever the reason, it's unlikely that they have much in the way of combat experience.

Quote: I reached out, and touched the face of God.

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

- One-Handed Energy Weapon (+10) 30
- Armored Vac Suit (+10) 30
- Close friends with another pilot 50
- Useful corporate contacts 100

Category or Skill	# of Ranks
Combat Maneuvers skill category	n/a
Alien Environment (Zero Gravity)	1
Science/Analytical • Specialized skill category	n/a
Astrogation	1
Orbital Mechanics	1
Tech/Trade • General skill category	1
Sensor Analysis	1

Tech/Trade • Vehicles	2
Atmospheric Pilot	1
FTL Pilot	1
Space Pilot	2

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic	28	Psychic	33
Bystander	29	Recon	30
Criminal	31	Scientist	39
Entertainer	31	Soldier	30
Explorer	26	Technician	29
Pilot	23		

3.42 POLICE DETECTIVE (V)

The police detective is a step above the police officer. Whereas the police officers patrols the streets and skies, looking for crime, the Detective investigates crimes that have already been committed, in hopes of finding the perpetrator.

Quote: Just the facts, ma'am.

Time to Acquire: 60 Months

Starting Money: Normal

Cost: None

Special:

- Useful government contacts 40
- Useful underworld contacts 40
- Promotion
 50 |
- One-Handed Energy or Firearm (+10) 10
- One-Handed Energy or Firearm (+5) 100

Category or Skill	# of Ranks
Awareness • Searching skill category	2
Lie Perception	2
Observation	2
Influence skill category	2
Interrogation	2
Subterfuge • Stealth skill category	3
Evidence Dispersal	3
Tech/Trade • Vocational skill category	n/a
Law Enforcement	1
Urban skill category	1
choice of up to two skills	2 (total)
Weapon Category (Choice)	1
choice of one weapon	1

Professional Qualifier: Police Officer

Stat Gains: None

Cost by Profession†

Academic	34	Psychic	41
Bystander	28	Recon	21
Criminal	21	Scientist	37
Entertainer	25	Soldier	27
Explorer	26	Technician	31
Pilot	30		



3.43 POLICE OFFICER (L)

The Police Officer patrols the streets and skies, watching for crime. In the modern age, he is becoming more and more rare, as crime becomes a white-collar profession.

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Quote: *Freeze!*

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

Useful government contacts	20
Useful underworld contacts	20
Promotion	50
Promotion	40
Promotion	30
One-Handed Energy or Firearm (+10)	10
One-Handed Energy or Firearm (+5)	100

Category or Skill	# of Ranks
Awareness • Searching skill category	1
Lie Perception	1
Observation	1
Influence skill category	1
Interrogation	1
Subterfuge • Stealth skill category	1
Evidence Dispersal	1
Tech/Trade • Vocational skill category	n/a
Criminal Law	1
Law Enforcement	1
Urban skill category	1
choice of up to two skills	2 (total)
Weapon Category (Choice)	1
choice of one weapon	1

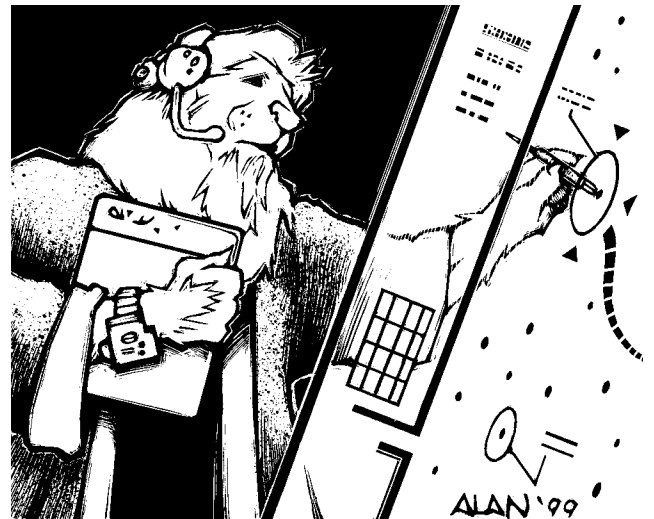
Professional Qualifier: Primary Education

Lifestyle Skills: Law Enforcement.

Stat Gains: Intuition

Cost by Profession

Academic	30	Psychic	34
Bystander	27	Recon	23
Criminal	23	Scientist	32
Entertainer	24	Soldier	25
Explorer	25	Technician	28
Pilot	27		



3.44 PRIMARY EDUCATION (V)

Someone with a Primary Education has graduated from high school. It is a requirement for many jobs that a person has at least a primary education.

Quote: One more year and I am outta here.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

Close professional friend	20
Close athletic friend	20
Close military friend	20
Close government friend	20
Close law enforcement friend	20
Close underworld friend	20
Useful teaching contact	100

Category or Skill	# of Ranks
Artistic • Passive skill category	1
choice of one skill	1
Athletic • Endurance skill category	1
choice of one athletic game	1
Crafts skill category	n/a
choice of one skill	1
Lore • Academic skill category	3
choice of up to three skills	3
Science/Analytical • Basic skill category	2
Basic Math	2
Science/Analytical • Specialized skill category	n/a
Advanced Math	1
choice of up to two skills	2 (total)

Professional Qualifier: None

Stat Gains: None

Cost by Profession†

Academic	23	Psychic	28
Bystander	27	Recon	34
Criminal	31	Scientist	24
Entertainer	32	Soldier	34
Explorer	32	Technician	27
Pilot	31		

†This training package is half priced for Oorts.



3.45 PRIVATE INVESTIGATOR (V)

The Private Investigator is the detective of the private venue. Often, they were once police officers. Now they handle the cases of the private citizen, tracking unfaithful spouses, locating lost relatives, etc.

Quote: My price is 100 credits a day, plus expenses.

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

Useful law enforcement contacts	40
Useful underworld contacts	50
Favor from an important person	30
One-Handed Energy or Firearm (+5)	100

Category or Skill	# of Ranks
Awareness • Perception skill category	n/a
Alertness	4
Awareness • Searching skill category	4
Lie Perception	1
Observation	1
choice of up to two skills	2 (total)
Awareness • Senses skill category	1
Choice of one skill	1
Influence skill category	1
choice of one skill	1
Tech/Trade • Vocational skill category	n/a
Criminal Law	1
Urban skill category	1
choice of up to two skills	2 (total)

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic	30	Psychic	33
Bystander	26	Recon	20
Criminal	20	Scientist	30
Entertainer	23	Soldier	24
Explorer	24	Technician	28
Pilot	24		

3.46 PRIVATEER (L)

The Privateer is a new type of creature. Armed with military grade weapons, the Privateer preys on the enemy's supply lines. He is, essentially, a legalized pirate.

Quote: Five to one odds? We've survived worse.

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

Useful privateer contact	80
Useful crewer contact	80
Useful corporate contact	40
One-Handed Energy Weapon (+10)	50
Armored Vac Suit (+10)	30
Small Freighter	0
Useful crewer contact	100

Category or Skill	# of Ranks
Awareness • Perception skill category	n/a
Alertness skill	2
Sense ambush skill	2
Body Development skill category	n/a
Body Development skill	2
Combat Maneuvers skill category	n/a
Alien Environments (Zero-G) skill	3
Lore • General skill category	2
Region Lore (Border Worlds)	2
Culture Lore (Border Worlds)	2
Lore • Technical skill category	2
Vehicle Lore (Space Vehicles)	2
Tech/Trade • General skill category	1
First Aid	1
Weapon • Category 1	1
choice of one skill	1

Professional Qualifier: None

Lifestyle Skills: Alien Environments (Zero G).

Stat Gains: Agility

Cost by Profession

Academic	47	Psychic	55
Bystander	39	Recon	36
Criminal	37	Scientist	49
Entertainer	37	Soldier	33
Explorer	36	Technician	47
Pilot	37		





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3.47 PSYCHIC PROTEGE (L)

The Psychic Protégé studies the delicate art of psychic powers. They devote their lives to the study. Hopefully, they're pretty good at it. Regardless, it's their obsession.

Quote: Psychic study is not a destination. It's a journey.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: Normal

Special:

- Useful psionic contact 60
- Useful government contact 60

Category or Skill # of Ranks

- Psion • Category 1 4
choice of up to four skills 4 (total)
- Psion • Category 2 3
choice of up to three skills 3 (total)
- Psion • Category 3 2
choice of up to two skills 2 (total)

Professional Qualifier: total Self-discipline bonus greater than +0

Lifestyle Skills: Two psions in prime category.

Stat Gains: Self Discipline

Cost by Profession

Academic 31	Psychic 25
Bystander 45	Recon 59
Criminal 98	Scientist 37
Entertainer 95	Soldier 53
Explorer 68	Technician 50
Pilot 81	

3.48 REPO-MAN (V)

The Repo-Man specializes in stealing vehicles. However, since he works for the vehicle's lien-holder, this is not as dishonest as it sounds. Nevertheless, this is a dangerous job. People do not give up their vehicles easily.

Quote: That old thing? I could jump-start it in fifteen seconds. Timeme.

Time to Acquire: 12 Months

Starting Money: Normal

Cost: None

Special:

- Useful technician contact 80
- Useful underworld contact 50
- Useful vehicle sales contact 40
- Bypass equipment (+10 bypass) 60
- Small ship with homing auto-pilot 100

Category or Skill # of Ranks

- Awareness • Perception n/a
- Alertness 2
- Lore • Technical 2
- Vehicle Lore 6
- Subterfuge • Mechanical skill category 3
- Bypass 3
- Tech/Trade • Vehicle 4
- choice of up to four skills 4

Professional Qualifier: None

Stat Gains: None

Cost by Profession

Academic 41	Psychic 45
Bystander 37	Recon 32
Criminal 32	Scientist 49
Entertainer 38	Soldier 33
Explorer 27	Technician 31
Pilot 26	

3.49 SECOND STORY MAN (V)

The Second Story Man is also known as the cat-burglar. They specialize into breaking into people's homes. The second story man rarely becomes involved in combat, practicing his art while everyone is away or asleep.

Quote: Palarum dynasty oort china? Doesn't anyone buy quality anymore?

Time to Acquire: 12 Months

Starting Money: x1.5

Cost: None

Special:

- Stolen jewelry (worth 10d10 x 10 cr) 50
- Stolen gems (worth 10d10 x 10 cr) 50
- Stolen piece of art (worth 10d10 x 10 cr) 50
- Bypass kit (+10) 30
- Reliable fencing contacts 20
- Bypass kit (+5) 100

Category or Skill # of Ranks

- Athletic • Gymnastic skill category 2
- Climbing 1
- choice of one skill 1
- Lore • Academic skill category 2
- Culture Lore (Specific City) 2
- Lore • Technical skill category 2
- Lock Lore 2

Professional Qualifier: Criminal.

Stat Gains: None

Cost by Profession

Academic 17	Psychic 19
Bystander 17	Recon 14
Criminal 12	Scientist 19
Entertainer 14	Soldier 17
Explorer 17	Technician 14
Pilot 14	





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3.50 SURGEON (V)

The Surgeon is a doctor who has specialized in using intrusive methods of healing, including cutting, sewing, removing and transplanting. A doctor must have this package to be hired as a surgeon. It represents all the training an apprenticeship required to become a Surgeon.

Quote: I'm gonna have to crack his chest. Get me an anesthesiologist... STAT!

Time to Acquire: 24 Months

Starting Money: x4

Cost: None

Special:

Useful surgical contact	60
Useful surgical contact	40
Useful corporate contact	20
Medscanner	100

Category or Skill	# of Ranks
Science/Analytical • Medical	2
Drug Therapy	1
Internal Medicine	1
Medical Practice	2
Medical Science (Surgery)	4
Science/Analytical • Technical	2
Medical Technology	2

Professional Qualifier: Medical Degree

Stat Gains: None

Cost by Profession†

Academic	33	Psychic	32
Bystander	32	Recon	48
Criminal	44	Scientist	23
Entertainer	47	Soldier	47
Explorer	46	Technician	33
Pilot	47		

†This training package is half priced for Oorts.

Cost by Profession†

Academic	33	Psychic	32
Bystander	32	Recon	48
Criminal	44	Scientist	23
Entertainer	47	Soldier	47
Explorer	46	Technician	33
Pilot	47		

†This training package is half priced for Oorts.



3.51 SURGICAL SPECIALIST (V)

The Surgical Specialist is a surgeon who has specialized in a specific area of surgery. Some example include pediatric, thoracic, neural or heart.

Quote: This isn't so bad. Couldn't you have handled this yourself?

Time to Acquire: 24 Months

Starting Money: x5

Cost: None

Special:

Useful surgical contact	60
Useful surgical contact	40
Useful corporate contact	20
Medscanner	100

Category or Skill	# of Ranks
Science/Analytical • Medical	0
Medical Science (Surgery)	6
Medical Science (choice of one surgical specialty)	4

Science/Analytical • Technical	2
Medical Technology	2

Professional Qualifier: Surgeon

Stat Gains: None



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3.52 SYSTEM SURVEYOR (L)

The System Surveyor must be a cartographer, planetologist, astronomer and architect. They are the first one's into a system, measuring, mapping, recording and registering everything they find.

Time to Acquire: 24 Months

Starting Money: Normal

Cost: None

Special:

- Small survey craft 40
- Passage credit on a ship 40
- Med kit 40
- Super-accurate star charts 100

Category or Skill	# of Ranks
Outdoor • Environment skill category	5
Choice of up to five survival skills	5 (total)
Science/Analytical • Spec skill category	n/a
Astrogation	1
Orbital Mechanics	1
Planetology	1
Tech/Trade • General skill category	1
Sensor Analysis	1
Tech/Trade • Vehicles skill category	1
FTL Pilot	1
Space Pilot	1
choice of one skill	1

Professional Qualifier: two ranks in survival or vehicle skills

Lifestyle Skills: Sensor Analysis.

Stat Gains: None

Cost by Profession

Academic	35	Psychic	34
Bystander	31	Recon	32
Criminal	35	Scientist	37
Entertainer	41	Soldier	35
Explorer	29	Technician	30
Pilot	30		

3.53 WEEKEND WARRIOR (V)

The Weekend Warrior is the national guard member or reservist of the world. They are amateurs at best, but they do have combat training.

Quote: A weekend a month and two weeks a year.
Sounds like a great deal!

Time to Acquire: 18 Months

Starting Money: Normal

Cost: None

Special:

- Two Handed Energy Weapon 30
- Armored Cloth Armor (+10) 30
- Close friends with
another weekend warrior 100

Category or Skill	# of Ranks
Athletic • Endurance skill category	1
Body Development skill category	n/a
Body Development	1
Martial Arts • Striking	1
Degree 1	1
Weapon • 2-Handed Energy	2
Assault Blaster	2

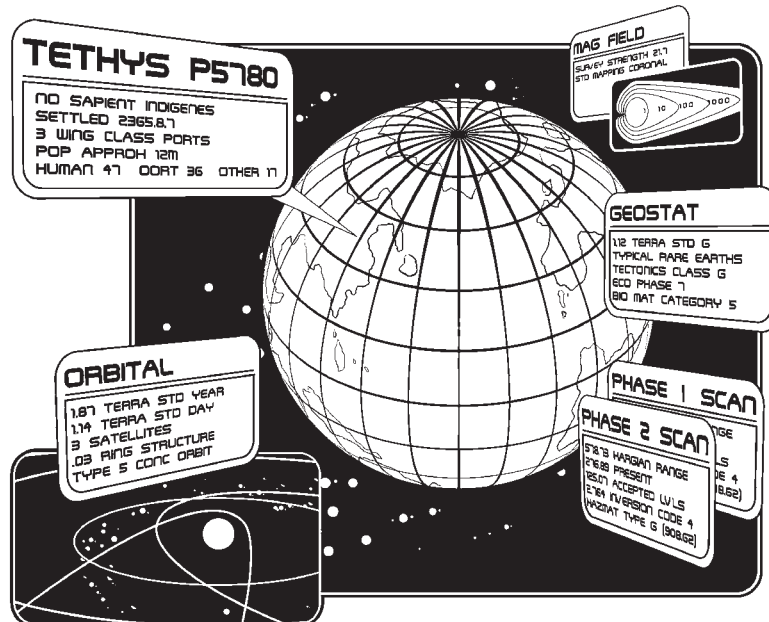
Professional Qualifier: Primary Education [Cost -1]

Lifestyle Skills: None

Stat Gains: None

Cost by Profession

Academic	26	Psychic	41
Bystander	21	Recon	17
Criminal	19	Scientist	30
Entertainer	17	Soldier	10
Explorer	17	Technician	23
Pilot	20		





4.0 SKILLS

This section presents two skill categories that were not in SM:P. In addition, a number of new individual skills are provided.

Restricted Skills

Certain skills presented in this section are classified as normally being restricted (see SM:P, p. 43)—this is subject to GM discretion. For every two skill ranks developed for a restricted skill, a character only gains one rank.

Languages

Language can be a unifying element among groups with varying racial or cultural backgrounds. On the other hand, it can also be a barrier which can lead to the destruction of a hearty group of explorers. Since most worlds embrace a number of tongues, and few characters know all the languages, translators and cooperative efforts may be necessary to solve the language problems. By having each player's character know and/or understand (to varying degrees) different languages, a tremendous amount of diversity can be injected into the game.

A character's fluency and literacy in a particular language is determined by the skill rank which the character has achieved in "language" skill for that language (see SM:P Appendix A-4.7, p. 143). The Gamemaster should decide which languages are automatically known by each of the races in his Universe.

4.1 ADDITIONAL SKILLS

ARMOR • LIGHT SKILL CATEGORY

Soft Leather

This is the skill at wearing soft leather armor. It is useful when primitive armor is all that's available to the character.

Rigid Leather

This is the skill at wearing soft leather armor. It is useful when primitive armor is all that's available to the character.

ARMOR • MEDIUM SKILL CATEGORY

Chain

This is the skill at wearing chain armor. It is useful when primitive armor is all that's available to the character, or when wearing a high-tech mail.

ATHLETIC • BRAWN SKILL CATEGORY

Power-striking

This skill allows the use of a controlled burst of strength to increase the force of a blow, such as with a sword, hammer, or fist. The use of this skill requires a 40% activity action the round before the "strike" takes place. The round of the strike, the character receives a bonus to his OB according to how much force he placed into the blow, which in turn affects the difficulty of the maneuver.

- +10 Medium
- +20 Hard
- +30 Very Hard
- +40 Extremely Hard
- +50 Sheer Folly
- +60 Absurd

Power-throwing

This skill allows the use of a controlled burst of strength to increase the range of a thrown object, such as a javelin, hammer, grenade, etc. The use of this skill requires a 40% activity action the round before the "throw" takes place. The round of the strike, the character receives a bonus to his weapon range according to how much force he placed into the throw, which in turn affects the difficulty of the maneuver.

- +10%..... Medium
- +25%..... Hard
- +50%..... Very Hard
- +75%..... Extremely Hard
- +100%..... Sheer Folly
- +125%..... Absurd





ATHLETIC • GYMNASTICS SKILL CATEGORY

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Flying/Gliding

This skill provides a bonus for flying or gliding through the use of natural or artificial wings (e.g., feathered wings, parachute, hang-glider, balloonist, etc.). Flying/gliding has a natural -75 for all types of maneuvers performed while trying to fly/glide if this skill is not learned or developed. Does not include powered aircraft.

Pole-vaulting

This skill provides a bonus for handling a pole to surmount or cross over an obstacle.

4' high or 4' wide	Routine
6' high or 6' wide	Easy
8' high or 8' wide	Light
10' high or 10' wide	Medium
12' high or 15' wide	Hard
15 high or 20' wide	Very Hard
18' high or 30' wide	Extremely Hard
22 high or 40' wide	Sheer Folly
25' high or 50' wide	Absurd

Rappelling

This skill provides a bonus for rapidly descending from a height, using ropes and other equipment. If the rappelling roll is unsuccessful, the individual has a chance of falling. Rappelling rate is equal to the individual's normal movement rate, with modifiers due to speed.

Walk	+0
Fast walk/jog	-10
Run	-20
Fast run/sprint	-30
Fast sprint	-40
Dash	-50
Rope and climbing gear	+20
Rope only	-15
No rope or equipment	Use Climbing skill

Skating

This skill provides a bonus for skating maneuvers. This may also (at GM's discretion) be used to help one stay upright on slippery or icy surfaces without skating equipment.

Skiing

This skill provides a bonus for skiing maneuvers. This may also (at GM's discretion) be used to help one stay on one's feet when sliding down an incline without skiing equipment.

Stilt-walking

This skill provides a bonus for maneuvering on stilts or other extensions to one's height.

Per foot over 5'	-2
------------------------	----

Surfing

This skill provides a bonus to surfing maneuvers. This includes body surfing, board surfing, and channel surfing.

Tightrope-walking

This skill provides a bonus for maneuvering along narrow surfaces.

3' wide	+30
2' wide	+20
1' wide	+10
6" wide	0
3" wide	-10
1" wide	-20
.5" wide	-30
.2" wide	-50
.1" wide or less	-70
Balancing Pole	+10
Tightrope Sole Shoes	+10
Wind (no wind to hurricane force) ..	+00/-70
Surface (sticky to icy slick surface) ..	+30/-70

AWARENESS • SENSES SKILL CATEGORY

Spatial Location Awareness - Restricted

This skill provides a bonus for allowing one to be aware of his surroundings without the aid of sight. Blindness accrues a -100 modification; Spatial Location Awareness (SLA) provides a bonus to offset that penalty (the adjusted modification may actually rise as high as +10 through the use of this skill). This skill is usually used by the blind. If a non-blinded individual possesses this skill, they must reorient to use this skill (requires minimum of one round). If the individual fails this roll, he is treated as blinded for that round. For each round the individual is left undisturbed or uses only 20% of his activity, he may add +5 to the orientation roll each round. This +5 is cumulative (to a maximum of +50) provided there is no interruption of the individual's concentration. This skill is blocked by intervening barriers.

Being effectively blind	-100
-------------------------------	------

COMBAT MANEUVERS SKILL CATEGORY

Adrenal Deflecting - Restricted

This skill provides a bonus for using the body (hands, etc.) or a weapon or a shield to deflect or even catch a thrown weapon or missile directed at the user (this is treated as an action requiring at least 50% activity; with a -1 modification for each 1% activity less than 50%). To determine the effect of such an attempt roll (open-ended) add the Adrenal Deflection skill bonus. Then refer to the Moving Maneuver Table T-4.1 (SM:P, p. 67), using the "Extremely Hard" column against thrown weapons and the "Sheer Folly" column against missile weapons. If the



Tumbling Evasion - Restricted

This skill provides a bonus for evading a attack by using a tumbling maneuver. The skill rank (not the skill rank bonus) is added to the DB. This skill is rolled for during the round that the skill is actively used. Individual may not parry, use a shield, or attack while using this skill.

INFLUENCE SKILL CATEGORY

Propaganda

This skill provides a bonus for influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large advertising campaigns.

MARTIAL ARTS • STRIKING SKILL CATEGORY

All of the "Striking Degree #" skills below use the Martial Arts Strikes Attack Table (p.97) with the maximum result determined by the "Degree #." For the boxing and tackling skill, use this table, with a cap of "Degree 1". The tackling skill delivers Grappling Criticals.

Striking Degree 1

This skill represents the basic and most simple forms of a formal "hard" martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art.

Striking Degree 2

This skill represents the intermediate forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 1 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 1.

Striking Degree 3

This skill represents the advanced forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 2 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 2.

Striking Degree 4

This skill represents the most advanced forms of a "hard" martial art. Note that this skill is more effective than the Striking Degree 3 skill. Because this skill builds on the previous Degree of this art, the ranks of this skill cannot exceed the ranks the character has in Striking Degree 3.

result is a number, it is subtracted from the weapon's attack roll (in addition to the normal DB). If the missile or thrown object misses, the character has a chance of catching the item. Roll d100 (open-ended) and add the modification received earlier from the Moving Maneuver Table; if the result is over 100, the item has been caught, if desired.

Reverse Stroke †

This skill provides a limit for applying one's melee OB against an opponent to one's flank or rear without turning or changing position. The OB of an attack made in this fashion can not exceed the attacker's Reverse Stroke skill bonus. Note that this skill must be developed separately for each weapon category.

Subdual

This skill allows an individual to immobilize or render unconscious a target by applying a sharp blow to a precise point on the victim's upper body. The foe is assumed to be "of kind" (usually humanoid) and not "Large" or "Super-large." The OB of a subduing attack can not exceed the attacker's Subdual skill bonus (e.g., a Fighter with an OB of +120 and a Subdual bonus of +70 would only be able to apply a +70 OB to his attack). Instead of rolling criticals on the Critical Table indicated by the Weapon Attack Table, the Subdual Critical Table (See page XX) should be used.



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OUTDOOR • ANIMAL SKILL CATEGORY

Animal Healing †

This skill provides a bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/rd bleeding. The general modifications above do not apply to this skill. This skill must be developed separately for each different type of animal.

Animal Mastery † - Restricted

This skill provides a bonus for simple communicating and if possible, the mastering of an animal. This skill must be developed separately for each different type of animal. The animals that are controlled by use of this skill do not have to be trained or tame. The animal will only do what is within its capabilities. If the skill roll fails, the animal will revert back to its basic tendency.

Herding †

This skill provides a bonus for gathering, befriending, or manipulating herd animals. Skill normally deals with one coherent group (herd) of animals at a time. This skill must be developed separately for each different type of animal.

† — This skill is actually a number of skills based on a certain factor. Each skill must be developed separately (e.g., Riding skill must be developed separately for each type of mount: horse, elephant, etc.).

PSYCHIC • ELECTROKINESIS SKILL CATEGORY

Bio-Energy

By use of this skill, the psychic creates electrical energy for use in a device or machine. The amount of power units created by this discipline depends on the magnitude. Naturally, this cannot be used to replace a flamer cell.

Power Cell

EU per Magnitude

Standard Equipment	100
Weapon Cell	1/100
Vehicle Cell	1/100

PSYCHIC • HEALING SKILL CATEGORY

Bio-Regulation

This discipline allows a psychic to tune a patient into his own bio impulses. This is most typically used for life support purposes. For example, if a patient's heart had stopped, the psychic could use his own bio-impulses to order the patient's heart to beat (it would beat in time with his own). This can be used for any similar system on the patient, even if they are alien. It requires a successful maneuver check to synch in. First magnitude is all that is necessary to use this discipline.

Restore Spirit

This discipline will restore life to a dead being. The person cannot have been dead longer than the magnitude -9 minutes (ten is minimum magnitude for this ability). The person is at -90 for one day for every hour they were dead.

This ability is not available in the *Privateers* universe.

PSYCHIC • META-PSI SKILL CATEGORY

Astral Projection

By use of this power, the psychic can free himself from his body. In this state he is completely cut off from his body. Though he can perceive the physical universe, he is unable to affect it, even psychically. He is invisible except to Metasense. He can, however, enter the dreams of those who are asleep and shape them to his will.

This discipline requires a level 15 magnitude. It need not be maintained, though an additional use is required to re-enter the body.

This ability is not available in the *Privateers* universe.



Teleportation

By use of this ability, the character can instantly transport himself from one location to another. The distance the psychic can travel depends on the magnitude of the effect.

The psychic must know the location intimately. He makes a Static Maneuver. A near success means that the psychic appears a meter high. A Partial success means two meters high. A failure means the character appears a d10 +5 meters high. An absolute failure means the character appears in a solid object, killing him. A Spectacular Failure means the character appears deep underground or in deep space.

This ability is not available in the *Privateers* universe.

<u>Range</u>	<u>Magnitude</u>
One block	1
One Kilometer	5
Ten Kilometers	10
100 Kilometers	15
1,000 Kilometers	20
From planet to Moon.....	25
One Astronomical Unit	30
To the edge of the system	35
Across the system	40
To the Oort Cloud	45
Anywhere in system.....	50

Transfer

This ability allows the psychic to ride piggy-back in another person's mind (they get an RR, naturally). The psychic cannot control the person, or use their body while they're asleep. The psychic can eavesdrop on all the person's senses.

If the person dies, the character must make a Static Maneuver or die with him. A success means the character makes it back to their body intact.

A failure or worse indicates that the psychic dies. All checks to revive the patient are made at a -100 penalty.

A partial success means the psychic is devastated by the experience and barely makes it back to the body. They are in a coma for at least a week, after which they roll again.

A near success means that the psychic makes it back to his body, but is in a comatose state. He may roll again after one day.

This ability is not available in the *Privateers* universe.

PSYCHIC • MIND OVER MATTER SKILL CATEGORY

Changing

This discipline allows the psychic to manipulate his own composition and anatomy. The psychic may not turn into just "anything." Certain restrictions apply.

For instance, the psychic cannot change his mass. He may change his size, as density can be highly variable, but his mass must always stay the same.

In addition, the psychic must learn to change into each form. For every five ranks that the character gains in this

skill, he may learn a new form. He gains all the advantages and disadvantages in whatever form he takes.

Finally, different changes have different minimum magnitudes. A psychic must be able to at least practice a form to learn it. See below for some examples of minimum magnitudes.

This ability is not available in the *Privateers* universe.

<u>Nature of Change</u>	<u>Magnitude</u>
Different appearance, same sex	1
Different sex, same race (Male to female)	3
Different race, same species (One race of human to another)	5
Different species, same genus (panther-man to lion-man)	10
Broad jump within kingdom (Man to insect).....	15

Density Control

This discipline allows the psychic to alter the density of inorganic material. This can be used to walk through walls, walk on water, etc.

This requires 5 levels of magnitude per cubic meter of matter effected. If a vapor or liquid is being made solid, this matter has 5 hits, plus five hits per level the magnitude is raised.

This ability is not available in the *Privateers* universe.

Desolidification

By use of this ability, the psychic can change the level of density of his body. For each level of magnitude expended to make him more solid, the psychic's DB increases by 2.

For every level of magnitude used to make the psychic "un-solid," the psychic phases out 2 KG of his body. (Un-solid psychic's can travel through soft matter at their normal rate, hard matter at half their pace, and very hard matter (stone and the like) at one quarter their pace.

This ability is not available in the *Privateers* universe.

Infrared Vision

This discipline allows a psychic to perceive infrared. It does so by adding energy to all light entering the psychic's eyes, thus robbing him of normal vision. All objects with a temperature radiate light, but most of them radiate into the infrared. This discipline eliminates all night penalties, but imposes a -5 penalty to all actions due to a slight distortion. If the temperature is over 20 degrees, then it can see normally even in total darkness. If not, then it can only see objects which produce heat. This is a level 5 magnitude effect.

Ultraviolet Vision

This character can rob all light falling on his eyes of energy, thus shifting their vision into the ultraviolet range. This allows the character to see, though poorly, even by starlight. {Pr}



PSYCHIC • PSYCHOKINESIS SKILL CATEGORY

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Flight

This is one of those powers that is only really appropriate in a Space Opera campaign. It ignores several realities, such as the psychic's mass, to allow for flight. In a hard science campaign, Telekinesis should be used.

This ability allows psychic to defy gravity, flying about with little consideration for their current gravity field. They can hover at will in any orientation using this power.

While maintaining this power, they can achieve maximum speeds equal to one meter per round for every level of magnitude. So if this power is used at 10th magnitude, the psychic can fly 10 meters per round. As a rule of thumb, for every 3 meters per round, that character is traveling 1 kph. (If necessary, the exact number is .36 KPH for every meter per round).

This ability is not available in the *Privateers* universe.

PSYCHIC • TELEPATHY SKILL CATEGORY

Illusion

This discipline allows the psychic to create illusions in the minds of his victims (the target gets an RR, naturally). The base effect is one sense on one person.

If this is used as an "attack," this can have painful, if psychosomatic effects. If the psychic did not have to make a Static Maneuver, he makes one now. For every ten points over 110, the character takes a critical (111-120 is an 'A', 121-130 is a 'B', etc.) These are Electricity Criticals. These effects vanish as soon as the illusion is dropped, but if the character "dies" he must make an RR vs. or suffer heart failure.

This ability requires at least some knowledge of the Tele-Send discipline. The psychic can never have more ranks in this than they have in Tele-Send.

<u>Task</u>	<u>Magnitude (Penalty)</u>
Base Illusion (One target, One Sense)	1 (-0)
Per Additional Sensory Element	2 (-10)
Per Additional Target	1 (-5)

Sense Destruction

This ability allows the psychic to edit out certain senses from the target's perception. The base effect is one target, one sense and lasts one round (the target gets an RR).

For each additional sense affected, add one to the level of magnitude. For each additional round, add one level of magnitude. For each additional target, add one level of magnitude.

This ability is dependent on Tele-Send. It may not have more ranks.

PSYCHIC • THERMOKINESIS SKILL CATEGORY

Hyperthermia

This ability allows the psychic to rapidly raise the temperature of a target (he receives an RR). The psychic *must* roll a Static Maneuver to use this ability. A success causes an 'A' critical. For every ten points above 111, the critical is increased one level. All criticals are Heat criticals.

Hypothermia

This ability allows the psychic to rapidly reduce the temperature of a target (he receives an RR). The psychic *must* roll a Static Maneuver. A success causes an 'A' critical. For every ten points above 111, the critical is increased one level. All criticals are Heat criticals.

SCIENTIFIC / ANALYTICAL • SPECIALIZED SKILL CATEGORY

Biochemistry

This is the skill used to understand the basic chemistry of biological organisms. This skill also is used to understand the basic premises of genetics.

Botany

This skill provides the bonus for working with and studying plants and flora. This is also the skill for creating new strains of plant life, promoting some traits and weeding out others.

Zoology

This skill provides the bonus for studying and understanding the fauna of a world. This includes not only study of the individual animals, but also how they interact to form the planetary eco-system. This skill must be developed separately for each world, except in the *Privateers* Universe.





SELF CONTROL

SKILL CATEGORY

In a given round, a character may only make one maneuver that uses “Adrenal xxx” skill or “Power xxx” skill (see the Athletic • Brawn skill category).

Adrenal Balance

This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver roll required for the action (even if it takes several rounds). This skill requires taking a 20% activity action in a “preparation round” immediately prior to the use of this skill.

Adrenal Concentration

This skill provides a bonus for achieving a special +25 bonus on any activity attempted using concentration and the focusing of internal reserves. If the user makes a successful static maneuver, +25 is added to any such activity the next round. However, this static maneuver requires 75% of the user’s activity the round it is attempted.

Adrenal Landing

With a successful static maneuver, a character may decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character’s skill rank bonus was +60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 1' fall (requiring a roll on the Fall/Crush Attack Table with a +1 modification). A 20% activity action is required the round after the fall (assuming he’s alive and conscious). This is the “recuperation” round.

Adrenal Leaping

This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The Moving Maneuver Table T-4.1 (SM:P, p. 67) can be used, with the skill bonus being added. A 100% would indicate a normal leap and results above that a longer jump. This skill requires taking a 20% activity action in a “preparation round” immediately prior to the use of this skill.

Adrenal Quickdraw

Bonus for drawing your weapon with 0% activity. Success indicates you have your weapon ready and failure indicates you take the normal 20% activity action for drawing your weapon. This skill does count against the one adrenal move every other round limit. It must be developed separately for each category of weapon.

Adrenal Speed

This allows a character to move at twice normal speed (as if Hasted) and thus increase his activity for one round. This skill requires a 20% activity action in a “preparation round” immediately prior to the use of this skill.

Adrenal Stabilization Restricted

This skill provides a bonus for keeping oneself alive after being injured. This skill puts your body into a near death condition (coma) for 1 day/round before death. (Rounds before death is obtained from the description of the critical strike taken). Due to the slowing down of your body’s metabolic rate, you will appear to be dead to all but the closest of scrutiny (-75 from other’s perception).

If you fail to make a successful static maneuver, you immediately go into a coma but you still die at the appointed time. You may be awakened from this state by one or more of the following: within 1 hour of the preset time or vigorous physical disturbance lasting more than 3 minutes. If you receive a critical that kills instantly, this skill will have no effect.

Certain types of damage may make it impossible to use this skill (e.g., massive brain damage, head being completely ripped off or destroyed, body dissolving in acid, heart being ripped out of chest, etc.). Note: This skill should only be available under unusual circumstances (e.g., Healers, exotic monastic order, fanatic assassin training, etc.)

Routine +30 Practicing an Adr. Stab. Trance

Easy +20 Bleeding 1/round

Light +10 Bleeding 2/round

Medium +0 Bleeding 3/round

Hard -10 Bleeding 4/round

Very Hard -20 Bleeding 5/round

Extremely Hard -30 Bleeding 6+/round

Sheer Folly -50 One limb amputated

Absurd -70 Two limbs amputated

Adrenal Strength

This skill gives a character a +10 modification on his OB and doubles the number of concussion hits that he delivers. This skill requires taking a 20% activity action in a “preparation round” immediately prior to the use of this skill.

Death Trance - Restricted

This skill provides a bonus to causing oneself instantaneous and painless death.

Healing Trance

This skill provides a bonus for increasing one’s healing rate. The individual using this skill goes into a coma. Healing rate is increased/decreased by the amount the static maneuver roll is over 100 as a percentage times the racial healing rate (see SM:P, p. 104). Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Sleep Trance

This skill provides a bonus for decreasing the amount of time one needs to fully recover. The sleep time is increased/decreased by the amount of the static maneuver roll is over 100 as a percentage times racial sleep requirement. Physical prodding allows one to make a static maneuver to leave the trance, as does a painful strike (modify by +25).

Stunned Maneuvering

This skill provides a bonus for maneuvers attempted while stunned. If this bonus is used to modify a stunned maneuver, the normal modifier of triple SD stat bonus is not used. See SM:P (p. 72) for more information on stunned maneuvers.



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4.0 Skills



SPECIAL ATTACKS SKILL CATEGORY

Brawling

This skill provides a bonus to combat in which there is no organized melee (bar room brawls, riots, etc.). Targets are chosen on the basis of proximity and blows are exchanged in an essentially random fashion. This skill allows one to better handle oneself in such situations.

Sometimes a character will find himself in combat without a weapon. If it is a general melee situation (i.e., combatants are using weapons designed to kill each other), such a character may make "Martial Arts" attacks (e.g., degree 1-4 strikes, degree 1-4 sweeps, boxing, wrestling, tackling, etc.). He may not use Brawling attacks in such a situation.

If such a combatant has a substantial object in his hands capable of blocking a weapon blow (e.g., a stool, a mattress, a log, a body), he may be given a shield bonus for the item. In such a case, a GM may even allow the combatant to make a "club" attack.

In a similar manner, a combatant may "parry" with suitable terrain features (e.g., dodge around a tree, duck under a large branch, step behind a door). As always, the GM is the final judge as to the appropriateness of such "parrying" situations.

In a brawl (i.e., a general fracas, the combatants are not using killing weapons; e.g., a barroom brawl), an unarmed character can make Brawling attacks or Martial Arts attacks as he chooses. If the character chooses to make Brawling attacks, the Martial Arts Strikes Attack Table (p. 97) should be used with Brawling criticals.

SUBTERFUGE • MECHANICS SKILL CATEGORY

Counterfeiting

This skill provides a bonus for creation of false but believable writings or illustrations or records from scratch. It is used to falsify bank records and accounts, change testimony records to misrepresent the facts, etc. Also includes the ability to simulate official documents, official currency (coined or paper moneys), stocks and bonds.

Forgery

This skill provides a bonus to replicate specific objects, works of art, etc. Note that this skill must be developed for a specific type of item, such as signatures, art, weapons, money etc. A character with at least one skill rank in this skill must choose an area of forgery in which they are "specialized." When using this skill in his area of specialization, the character's skill ranks are considered to be doubled.

Hiding Items

The skill provides a bonus to hide an item from other beings.

Trap Building

This skill provides a bonus to build complex mechanisms designed to injure or immobilize other creatures. Note that this skill is the actual building of the mechanism, not the effective placement or setting of a trap.

Using/Removing Poison

This skill provides a bonus for the handling, caring, and storing of poisons. Allows an individual to use poison without accidentally poisoning himself or rendering the poison useless.

TECHNICAL/TRADE • GENERAL SKILL CATEGORY

Operating Equipment

This skill provides a bonus to operate simple equipment, or a specific set of complex equipment, such as a metal press, an offset printer, etc.

Orienteering

This skill provides a bonus for using landmarks, the sun, stars and other simple navigational tricks to arrive at a desired location. Note that Orienteering provides only a general sense of the proper direction towards a location; hazards, obstacles, or distances are not learned.

Sailing

This skill provides a bonus for operating a sailing vessel or for serving as part of a crew operating a sailing vessel.



TECHNICAL/TRADE • PROFESSIONAL SKILL CATEGORY

Advertising

This skill provides a bonus for successfully marketing a product or service. Must be developed separately for each culture.

Architecture

This skill provides a bonus for designing buildings, reading or creating blueprints and technical diagrams, and evaluating or appraising structures. This skill may also provide a bonus for locating hidden spaces within a structure.

Dowsing

This skill provides a bonus for locating underground water sources through the ground.

Military Organization

This skill provides a bonus for organization of a military force, not the actual deployment into battle (which is tactics). Includes knowledge of how to billet and supply a unit, posting of watch, running of patrols, etc.

This is a partial listing of types of military organization:

- Aerial Forces: Air Cav, aerial assault forces, etc.
- Ground Forces: Infantry, cavalry, or other similar types of units.
- Marine Forces: Marine, Merchant Marine or other similar units.
- Naval Forces: Sea, Ocean, or other similar water type units.

TECHNICAL/TRADE • VOCATIONAL SKILL CATEGORY

Gimmickry

This skill provides a bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of item (such as mathematics, wood carving, etc.). The GM must approve the creation of any such item.

Hypnosis

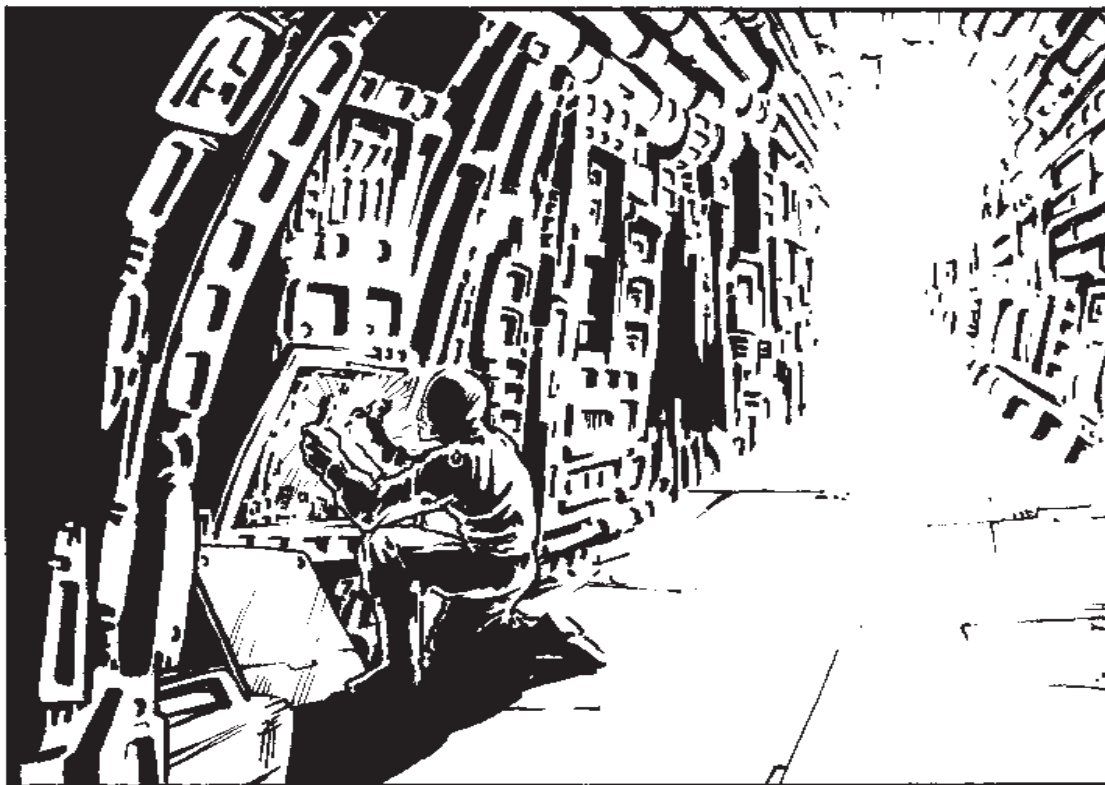
This skill provides a bonus for placing a willing individual into a trance where they are responsive to suggestions. An unwilling individual receives a +50 RR bonus. Such an individual can be told to forget that they have been placed under hypnosis. He can be primed to perform some type of task which is triggered by a word, a gesture, a person, etc.

Midwifery

This skill provides a bonus for delivery and care of babies.

Preparing Poisons

This skill provides a bonus to successfully prepare a poison from its natural state into a usable form.





4.2 NEW SKILL CATEGORIES

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4.0 Skills

MARTIAL ARTS • SWEEPS SKILL CATEGORY

Martial Arts • Sweeps Skill Category

Skills: Blocking, Sweeps Degree 1, Sweeps Degree 2, Sweeps Degree 3, Sweeps Degree 4, Wrestling

Applicable Stat Bonuses: Ag/St/Ag

Skill Rank Bonus Progression: Standard

Skill Category Bonus Progression: . Standard

Group: Martial Arts

Classification: Offensive Bonus

This category encompasses the use of Martial Arts involving the so-called “soft” martial arts, typified by throws, grappling, sweeps and powerful controlling techniques. Blocking and Wrestling can also be found in this category.

SKILL DESCRIPTIONS

Blocking

This skill is used to knock down or hold a person at bay without intent of injury. Note that it is merely to keep a person from crossing some line or location, not to immobilize them. The maximum result is “Degree 1” and the attack delivers Unbalancing Criticals.

Sweeps Degree 1

This skill represents the basic and most simple forms of a formal “soft” martial art. These forms must be learned before an individual may progress to the higher degrees, as it represents the fundamentals of the art.

Sweeps Degree 2

This skill represents the intermediate forms of a “soft” martial art. Note that this skill is more effective than the Sweeps Degree 1 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 1.

Sweeps Degree 3

This skill represents the advanced forms of a “soft” martial art. Note that this skill is more effective than the Sweeps Degree 2 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 2.

Sweeps Degree 4

This skill represents the most advanced forms of a “soft” martial art. Note that this skill is more effective than the Sweeps Degree 3 skill. Because this skill builds on the previous Degree of this art, the rank of this skill cannot exceed the ranks the character has in Sweeps Degree 3.

Wrestling

This is the skill of using one’s arms and legs to grapple an opponent and immobilize him. This skill may be used to immobilize an opponent who does not wish to be held, but it assumed that injury is not the intent. The maximum result is “Degree 1” and the attack delivers Grappling criticals.

SPECIAL DEFENSES SKILL CATEGORY

Special Defenses Skill Category

Standard Skills:Adrenal Defense, Adrenal Toughness

Applicable Stat Bonuses: no stat bonus

Skill Rank Bonus Progression: Combined

Skill Category Bonus Progression:0•0•0•0•0

Group: None

Classification: Special

This category encompasses the use of unusual defensive skills which are typically available only through special training.

SKILL DESCRIPTIONS

Adrenal Defense

By using this skill, attacks with melee or ranged weapons may be dodged or deflected (wholly or partially). The skill bonus of the Defender is added to his DB versus melee attacks. Against missile attacks the skill bonus is halved and added to the Defensive Bonus. Against energy weapons and firearms, the bonus is quartered.

To use Adrenal Defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands.

Adrenal Toughness

By using this skill, the individual may toughen his body to withstand blows that would otherwise inflict damage. This skill requires taking a 20% activity action in the round immediately prior to the use of this skill (or during the snap action phase of the same round). Then, the character must make a static maneuver modified by this skill bonus. If successful, the individual may reduce the severity of any critical by one (i.e., an ‘E’ becomes a ‘D’, a ‘B’ becomes an ‘A’, etc.) during the next round (or remainder of the current round). In addition, any self-inflicted critical stemming from the individual striking a surface or object is nullified completely (e.g., no Krush critical would be sustained from attempting to break a brick with one’s hand, etc.).



PART III

THE CHARACTER EXPANDED

5.0 TALENTS



Part III
The
Character
Expanded

5.0 Talents

Everybody has a talent, something they are gifted in doing. Talents may be learned, inborn, or even acquired during journeys. *Future Law* supports five different categories of talents: Special Training, Physical Abilities, Mental Abilities, Mystical Abilities, and Special Abilities.

As you read the descriptions of the different talents you will undoubtedly see many that seem perfect for your character. Jot down their names and degrees on a piece of paper. Once you have scanned through all of the talents and noted the ones that interest you, remove talents that do not fit your character or for which you cannot justify the cost. When you have shortened the list to a manageable length, think about how your character gained each of his abilities. These talents should be more than just bonuses to your character. They should tell the history of your character: what he did as a child, how others feel about him, even how he received his education. Each talent should have its own story.

Not all talents are available in all games. Your GM will tell you how many, if any, of each type of talents are acceptable in his universe.

WHAT TALENTS ARE NOT

It is important for the player and GM to understand what talents actually are. The purpose of talents is not to provide a way for characters to wield super powers, but rather away to describe the natural ability or power a particular character was born with or earned. They are first and foremost background material.

Every talent, as well as every flaw, should have some form of history with it. In fact, the GM may insist that a short description of how the character acquired a particular talent or flaw be provided before the GM will approve the character.

These descriptions should be more detailed than merely “my character was born with this ability” or “my character was raised by a group of monks who taught him how to do this.” Those statements may be true, but they do not tell the entire story. Was he a member of a crack military team that had exposure to special combat drugs? Was he a product of genetic experimentation? Or perhaps the character was raised in a special psychic coven, and it was many years before he spoke by any means other than telepathy. The answers to these questions will not only help satisfy the GM that the talent is critical to the character’s background, it will also help solidify the character’s history in the player’s mind.

The same can be said for flaws although there is little chance that a player would attempt to abuse the flaw system. A one-legged, paranoid, overconfident, hemophiliac will most likely not survive his first encounter. Each flaw does however add another piece of history to the character. The above character’s overconfidence easily explains his one leg, but why did he become overconfident in the first place? Did his overconfidence lead to his paranoia? Perhaps because he was a hemophiliac, a disease that ran in his family, the character’s mother told him he was special and needed to avoid conflict. The character may have confused his mother calling him special, thinking that his mother was calling him blessed. This led to his overconfidence and subsequently to his

current leg count. Already we know a lot about this character’s personality just from creating a background based on the character’s flaws.

To reiterate, the talents chosen by a player do not represent super powers bestowed upon the character by the gods. There must be a rational explanation on why the character has a particular group of talents and why they are important to a character’s background.

HOW TO SELECT TALENTS

There are four degrees of talents: lesser, minor, major, and greater. Lesser and greater talents should be examined carefully before including them in a game. The lesser talents can easily be given out as part of a normal character’s background; while the greater talents have vast and broad reaching effects on game mechanics and should be carefully controlled by the GM.

Note: A GM may allow talents to be generated before a profession is chosen. In this case, the background options required must be allocated during the proper phase (i.e., you may not generate a talent and then decide that you do not want it).

Note: Each talent also has a point cost that can be used with the optional rules in Section 9.3 (p.87).

To determine how many background options you must allocate to gain a given talent, consult the chart below. If a random talent is called for, the GM should roll (not openended) for the talent (perhaps re-rolling any results that are inappropriate for the character or world). The GM may decide that the character is initially unaware of the exact nature of the talent.

If you choose to take a talent along with an associated flaw, it will require less background options than if you take the same talent with no flaw. For example, if you select a major talent with no flaw, it requires 4 background options. If you select a major talent with an associated minor flaw it requires only 3 background options; while a major talent with a major flaw only requires 2 background options.

If a talent has a flaw associated with it, the GM should randomly determine exactly what the flaw is—roll on the flaw chart that corresponds to the flaw’s degree. Because the flaw is GM generated, he may deem it appropriate not to reveal the nature of the flaw until it arises during play.

A character cannot choose the same talent more than once. In addition, a character cannot choose talents that duplicate each other. For example, a character cannot take a +3 St stat bonus and a +8 St stat bonus. However, flaws can duplicate (or perhaps contradict) talents.

GM OPTIONS

There are several options that a GM may use to vary the cost of talents—see the optional rules in Section 9.1 (p.86). For example, a GM may decide to increase the cost by one for the second talent chosen from the same category.

A GM may also want vary the way he handles the talents that require exhaustion points.



TALENT/FLAW COST CHART			
Random Talent §			
Degree	no Flaw	Flaw -1 †	= Flaw
Lesser	1	—	1*
Minor	2	1	1*
Major	3	2	1
Greater	4	3	2
Selected Talent			
Degree	w/ no Flaw	w/Flaw -1 †	w/Flaw
Lesser	2‡	—	1*
Minor	3	2	1
Major	4	3	2
Greater	5	4	3
<p>Note: The number given is the cost in background options of the talent (and corresponding flaw, if any).</p> <p>Note: Instead of randomly generating a talent or flaw, a GM may decide to assign a specific talent or flaw that is appropriate for the character and/or for his game.</p> <p>§ — The Gamemaster may allow a character to choose the category (physical, mystical, etc.) that a random talent comes from.</p> <p>* — For the allocation of one background option, the character gets two talents (but only one flaw) of the indicated degree.</p> <p>† — The character gets a flaw that is one less degree than the talent—a greater talent gets a major flaw, a major talent gets a minor flaw, and a minor talent gets a lesser flaw.</p> <p>‡ — If the talent is appropriate for the character's background, the GM may allow the character to select the talent for only 1 background option.</p>			

WHAT IF THE GM VETOS YOUR CHOICE

There may come a time when a player feels that his talent choices were the perfect ones for his character and the GM disagrees. It is important for the GM to explain the overall power level of his campaign. Almost all game balance problems can be tied to characters becoming too powerful for the world they are in. The GM has a lot of control over how tough the characters become through availability of items, creatures encountered, magic's use, enchanted items, etc. All of the above items could be overcome by a particularly talented character. If such a character is created, the GM has no choice but to veto the character's talents to keep the game from degenerating.

The player may not agree with the GM about the character's suitability in the game world and should discuss why the character is deemed too powerful. Generally a quick conversation will solve any potential problems between the GM and player. If this does not happen then the player will have to choose the character's talents again. This usually does not involve a lot of bookkeeping and calculations because most of the time it is only one or two talents that keep the character from being playable.

The first thing a player must do is determine if a particular talent is integral to the background of the character. If you find that the character could have evolved equally well without the talent, get rid of it. Replace it with something more palatable to the GM. If, on the other hand, the player decides that the talent is too important to the character to get rid of it, then he must make a few choices. The first is to reexamine the description of the talent to ensure that it does what the player wants it to do. Sometimes a description is misread and it changes the actual way a talent performs.

If the talent does do what the player wants it to do, then he should look to see if the talent is one of the many that can be bought at different strengths. If so, the player may opt to choose one of the lesser levels of the talent in order to keep the character's background the same and satisfy the GM.

If the talent is not one of those that may be bought in levels, the player must closely examine the reasoning for the talent. It may be that the background or personality that the player wants for the character may be better explained with a different talent, or better yet, a flaw. For example, suppose the GM decides that your choice of talents is a little too unbalancing for his campaign. After discussing it, the both of you decide that the talent that is the most unbalancing is Immovable Will. Immovable Will is not available at different power levels so you cannot purchase it at a lower level. Examining the character's personality a little closer you determine that what you like most about Immovable Will, other than the bonuses to Sleep and Charm, was the fact that it made it difficult to change the character's mind about his decisions or his beliefs. This is what the player genuinely desires for the character. After discussing this with the GM, the GM mentions that perhaps rather than the character having an Immovable Will, the character is in reality just a little Stubborn. The player agrees with this. Not only did the player get to keep the character's original conception, he is also able to spend more points on other talents.

Even if the GM vetoes a particular character's talents, it is almost always possible to make a few changes and still retain the same character that the player desires.

Finally, remember that players are not the only ones who have talents and flaws. Every NPC will have his own share of talents and flaws. Each talent and flaw should also determine the NPC's personality as it does the player's. An NPC with a full background will help the GM give life to his world and a sense of history that draws the players into the game.

A FINAL WORD

All good role players know that a character is more than just a collection of numbers on a piece of paper. In the player's mind there is a living breathing persona in that the collection of numbers helps define. Integral to this persona is complete background and personality. Without these, the character is merely a means to determine success or failure of a particular action. A cluster of numbers and percentage chances that go blindly through a gaming session waiting for the next opportunity to roll the dice.

The character's background and personality are actually two facets of the same thing. An individual's personality is determined by their background. Their background shapes their perception of the world and their attitude toward adversity. If you know a person's background you can generally predict their personality.

Future Law is an aid to players in creating the background of their characters as well as a reward system for generating the character's background. Each



talent, flaw, status, or item that a player chooses is another facet of the character's personality being revealed. It is important to realize that the various talents and flaws are not merely little bonuses and penalties to certain situations the character finds himself in, they are an integral part of the character and should not be merely chosen based on how useful a particular ability is.

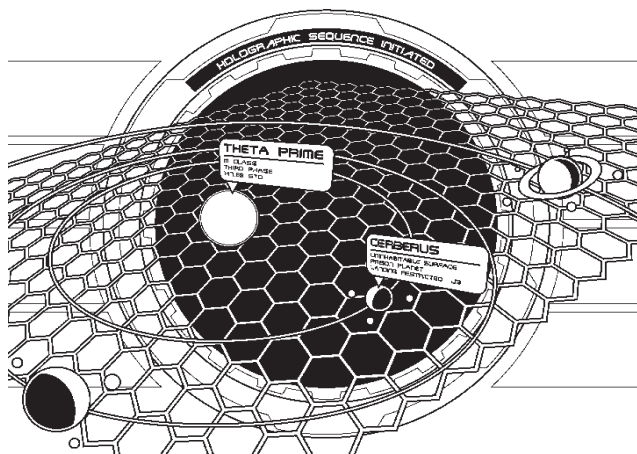
If it seems that there is a lot more pressure placed on talents and flaws; that is because there is. A story without characters is merely a setting. A story with mundane and unexciting characters is boring. A story with a great setting and mediocre characters is interesting. A story with a mediocre setting and great characters is enjoyable. A story with a great setting and great characters is exciting. It takes both a good setting and good characters to create a memorable campaign. The setting is the GM's job, the characters are the players' job.

Notation

The nature of talents in a *sf* game are many and varied. In a hard sci-fi game, talents are going to be very realistic and not extraordinary in the least. In a fantastic space opera or post-holocaust game, almost anything will be possible. In either of the games, certain talents are going to require that psychic powers are available to the players. Either way, the GM will need to choose the talents that are and are not in his setting. Furthermore, the talents that are psychic in nature require that the appropriate psychic category is not restricted. If it is, then it costs twice as much for the character to purchase. Double the point cost and estimate where it falls (lesser, minor, etc.) based on that.

TALENT DETERMINATION

TALENT	CATEGORY
Category Determination Roll	
01-20	Roll for a Special Training Talent
21-40	Roll for a Physical Talent
41-60	Roll for a Mystical Talent
61-80	Roll for a Mental Talent
81-100	Roll for a Special Talent
Note: A GM may decide to skip this roll and allow a character to choose the category (physical, mystical, etc.) that a random talent comes from.	



LESSER TALENTS		
Special Training		
01-09	Archon (Lesser)	[L, 5]
10-18	Fluent	[L, 5]
19-27	Geographic Awareness	[L, 5]
28-36	Herbalist	[L, 5]
37-45	Inner Reserve (Lesser)	[L, 5]
46-54	Internal Clock	[L, 3]
55-63	Judge of Angles	[L, 5]
64-72	Judge of Weaponry	[L, 3]
73-81	Portage Skills	[L, 3]
82-90	Skilled (Lesser)	[L, 5]
91-99	Swift Dresser	[L, 3]
100	Reroll on this Chart †	
Physical		
01-06	Accelerated Mending	[L, 3]
07-12	Ambidexterity (Lesser)	[L, 5]
13-18	Blazing Speed	[L, 5]
19-24	Cold Resistance (Lesser)	[L, 5]
25-30	Dwarfism (Lesser)	[L, 5]
31-36	Ear for Music	[L, 5]
37-42	Great Arm	[L, 5]
43-48	Heat Resistance (Lesser)	[L, 5]
49-54	High Jumper	[L, 4]
55-60	Infravision*	[L, 5]
61-66	Intense Eyes	[L, 5]
67-72	Light Sleeper	[L, 5]
73-78	Neutral Odor	[L, 5]
79-84	Pain Resistance (Lesser)	[L, 5]
85-90	Strong Lungs	[L, 5]
91-100	Reroll on this Chart †	
Mystical		
01-20	Aura (Lesser)	[L, 5]
21-40	Increased Range	[L, 5]
41-60	Increased Scope (Volume)	[L, 3]
61-80	Runic Lore	[L, 5]
81-100	Unnatural Aging	[L, 5]
Mental		
01-25	Animal Empathy	[L, 5]
26-50	Master Tactician	[L, 3]
51-75	Quick Calculator	[L, 3]
76-100	Speed Reading	[L, 5]
Special		
01-25	Force Shield (Lesser)	[L, 5]
26-50	Luck, Dramatic (Lesser)	[L, 5]
51-75	Mentor	[L, 5]
76-100	Sense	[L, 5]



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MINOR TALENTS

Special Training

01-05	Acrobat	[m, 7]
06-10	Advanced Psychic Training	[m, 7]
11-15	Archon (Minor)	[m, 10]
16-20	Assassin Training	[m, 8]
21-25	Directed Weapons Master (Minor)	[m, 10]
26-30	Disarm Skill	[m, 10]
31-35	General Weapons Master (Minor)	[m, 10]
36-40	Gymnastic Training	[m, 7]
41-45	Inner Reserve (Minor)	[m, 10]
46-50	Martial Arts Training (Minor) ..	[m, 10]
51-55	Natural Facility With Armor ...	[m, 10]
56-60	Natural Horseman	[m, 7]
61-65	Top Gun	[m, 10]
66-70	Shield Attack	[m, 7]
71-75	Skilled (Minor)	[m, 10]
76-80	Trained Regular Footman	[m, 10]
81-85	Underground Upraising	[m, 8]
86-90	Weapon Control	[m, 10]
91-100	Roll on this Chart †	

Physical

01-03	Acute Hearing*	[m, 7]
04-06	Acute Smell*	[m, 10]
07-09	Ambidexterity (Minor)	[m, 10]
10-12	Battle Cry	[m, 7]
13-15	Cold Resistance (Minor)*	[m, 10]
16-18	Combat Reflexes	[m, 10]
19-21	Dead Eye	[m, 7]
22-24	Dwarfism (Minor)	[m, 10]
25-27	Extra Limbs (+1)*	[m, 10]
28-30	Eye of the Tiger	[m, 7]
31-33	Giantism (Minor)*	[m, 10]
34-36	Golden Throat	[m, 8]
37-39	Heat Resistance (Minor)*	[m, 10]
40-42	High Range Voice	[m, 7]
43-45	Manual Dexterity	[m, 10]
46-48	Natural Physique	[m, 8]
49-51	Navigation Gift	[m, 7]
52-54	Nightvision*	[m, 7]
55-57	Nimble Skeleton	[m, 10]
58-60	Pain Resistance (Minor)	[m, 10]
61-63	Peripheral Vision	[m, 7]
64-66	Poison Sack*	[m, 10]
67-69	Reverberative Strength	[m, 7]
70-72	Shield Mastery	[m, 10]
73-75	Steel Grip	[m, 8]
76-78	Subconscious Preparation	[m, 6]
79-81	Subtle	[m, 8]
82-84	Tensile (Minor)	[m, 10]
85-87	Tough Skin (Minor, wolf)*	[m, 10]
88-90	Unnatural Stamina	[m, 10]
91-100	Roll on this Chart †	

Mystical

01-08	Aggression	[m, 7]
09-16	Aura (Minor)	[m, 10]
17-24	Destiny Sense	[m, 7]
25-32	Extended Resistance	[m, 10]
33-40	Increased Scope	[m, 10]
41-48	Innate Psychic	[m, 10]
49-56	Look of Eagles	[m, 7]
57-64	Psychic Resistance	[m, 10]
65-72	Sixth Sense	[m, 7]
73-80	Subconscious Maintenance	[m, 10]
81-88	Undetectable	[m, 6]
89-96	Visions	[m, 10]
97-100	Roll on this Chart †	

Mental

01-07	Battle Reflexes	[m, 7]
08-14	Calmness	[m, 7]
15-21	Empathy	[m, 8]
22-28	Evasive Maneuvering	[m, 10]
29-35	Good Battlefield Awareness	[m, 7]
36-42	Internal Sense	[m, 10]
43-49	Mental Link	[m, 7]
50-56	Mind over Matter	[m, 10]
57-63	Photographic Memory	[m, 8]
64-70	Stability Sense	[m, 10]
71-77	Survival Instinct	[m, 7]
78-84	Unbeliever	[m, 10]
85-91	Violent Prejudice	[m, 10]
92-100	Roll on this Chart †	

Special

01-10	Amazing Leaping	[m, 10]
11-20	Force Shield (Minor)	[m, 10]
21-30	Luck, Dramatic (Minor)	[m, 10]
31-40	Lucky (Minor)	[m, 10]
41-50	Master Warrior Friend	[m, 10]
51-60	Sonar Sense*	[m, 10]
61-70	Stat Bonus (Minor)	[m, 10]
71-80	Stat Improvement	[m, 10]
81-90	Succor (Minor)	[m, 10]
91-100	Ultrasonic Hearing*	[m, 8]

A number in brackets after a talent is the talent's point cost if the optional rules in Section 9.3 (p.87) are being used.

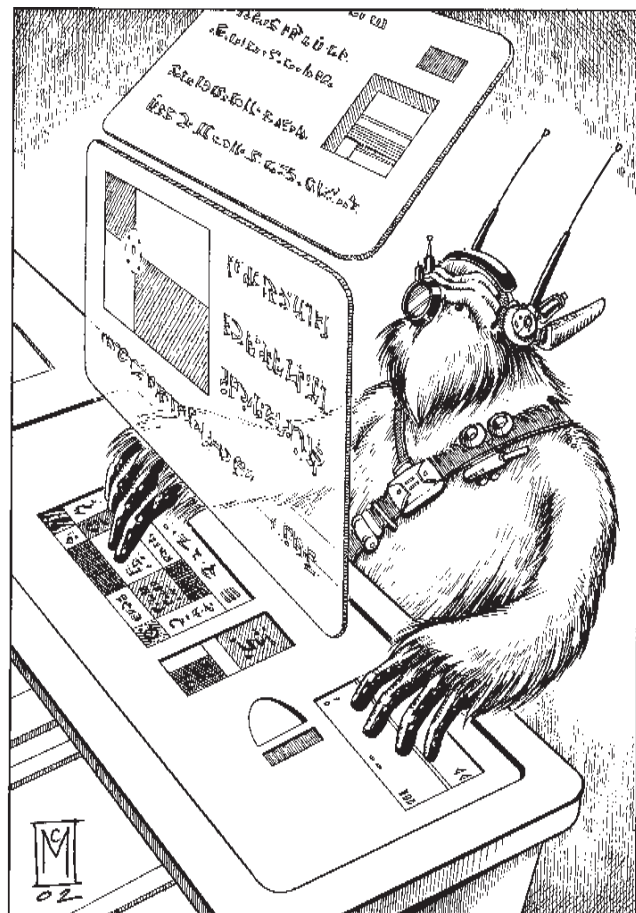
* — These talents are especially suspect. A GM should make sure he is allowing them to be rolled randomly and not restricted to race creation.

† — Instead of rerolling, your GM may allow you to choose a talent from this section of the chart. L=Lesser, m=Minor, M=Major, G= Greater.



MAJOR TALENTS	
Special Training	
01-07	Archon (Major) [M, 20]
08-14	Crack Shot [M, 20]
15-21	Deadly Training [M, 15]
22-28	Directed Weapons Master (Major) .. [M 15]
29-35	General Weapons Master (Major) .. [M 20]
36-42	Inner Reserve (Major) [M, 15]
43-49	Lightning Strike [M, 12]
50-56	Martial Arts Training (Major) ... [M, 15]
57-63	Natural Marksman [M, 15]
64-70	Natural Pilot [M, 17]
71-77	Outdoorsman [M, 12]
78-84	Racial Training (familiar) [M, 15]
85-91	Skilled (Major) [M, 20]
92-98	Sleight-of-Hand [M, 13]
99-100	Roll on this Chart †
Physical	
01-05	Cold Resistance (Major)* [M, 15]
06-10	Commanding Demeanor [M, 18]
11-15	Dwarfism (Major) [M, 15]
16-20	Extra Limbs (+2)* [M, 15]
21-25	Fluid Wrists [M, 15]
26-30	Giantism (Major)* [M, 15]
31-35	Gliding [M, 15]
36-40	Hammerhand [M, 15]
41-45	Heat Resistance (Major)* [M, 15]
46-50	Hypercharged Adrenaline [M, 15]
51-55	Natural Weapon* [M, 15]
56-60	Pain Resistance (Major) [M, 15]
61-65	Quiet Stride [M, 15]
66-70	Resilient [M, 15]
71-75	Sturdy Build [M, 15]
76-80	Tensile (Major) [M, 15]
81-85	Tolerance [M, 12]
86-90	Tough Skin (Major, tiger)* [M, 15]
91-100	Roll on this Chart †
Mystical	
01-16	Archetype [M, 18]
17-32	Aura (Major) [M, 15]
33-48	Danger Sense [M, 15]
49-64	Eloquence [M, 15]
65-80	Psychic Focus [M, 15]
81-96	Psychic Targeting [M, 15]
97-100	Roll on this Chart †

Mental	
01-16	Immovable Will [M, 15]
17-32	Instinctive Defense [M, 15]
33-48	Psychic Affinity [M, 15]
49-64	Psychic Specialty [M, 20]
65-80	Shadowmind [M, 15]
81-96	Telekinesis [M, 18]
97-100	Roll on this Chart †
Special	
01-07	Darkness [M, 13]
08-14	Elasticity* [M, 12]
15-21	Ensnare (Major)* [M, 15]
22-28	Eye of the Hawk* [M, 15]
29-35	Force Shield (Major) [M, 18]
36-42	Life Support (Major)* [M, 18]
43-49	Lifetime Goal [M, 15]
50-56	Luck, Dramatic (Major) [M, 15]
57-63	Lucky (Major) [M, 15]
64-70	Microscopic Vision* [M, 13]
71-77	Natural Ranged Attack (Major) [M, 15]
78-84	Stat Bonus (Major) [M, 20]
85-91	Succor (Major) [M, 20]
92-98	Summon [M, 15]
99-100	Roll on this Chart †





GREATER TALENTS	
Special Training	
01-09	Archon (Greater) [G, 30]
10-18	Exceptional Skill at Arms [G, 30]
19-27	General Weapons Master (Greater)[G, 30]
28-36	Inner Reserve (Greater) [G, 20]
37-45	Level Headed [G, 20]
46-54	Martial Arts Training (Gr.) [G, 30]
55-63	Natural Weapons Master [G, 30]
64-72	Precision [G, 20]
73-81	Racial Training (expert) [G, 25]
82-90	Skilled (Greater) [G, 30]
91-99	Warrior Extraordinaire [G, 35]
100	Reroll on this Chart †
Greater Talents — Physical	
01-10	Cold Resistance (Greater)* [G, 20]
11-20	Extra Limbs (+3)* [G, 20]
21-30	Flight [G, 25]
31-40	Giantism (Greater)* [G, 25]
41-50	Heat Resistance (Greater)* [G, 20]
51-60	High G Origin (Low) [G, 40]
61-70	High G Origin (High) [G, 60]
71-80	Pain Resistance (Greater) [G, 20]
81-90	Tensile (Greater) [G, 20]
91-100	Tough Skin (Greater, insect)* . [G, 30]
Greater Talents — Mystical	
01-50	Anti-Psi [G, 60]
51-100	Aura (Greater) [G, 20]
Greater Talents — Mental	
01-33	Mental Control [G, 25]
34-66	Mental Scan [G, 25]
67-99	Telepathy [G, 25]
100	Reroll on this Chart †
Greater Talents — Special	
01-07	Adherent* [G, 25]
08-14	Bane [G, 20]
15-21	Ensnare (Greater)* [G, 25]
22-28	Flare [G, 25]
29-35	Force Shield (Greater) [G, 30]
36-42	Invisibility [G, 30]
43-49	Life Support (Greater)* [G, 40]
50-56	Life Support (Sustenance)* [G, 30]
57-63	Luck, Dramatic (Greater) [G, 20]
64-70	Lucky (Greater) [G, 20]
71-77	Natural Ranged Attack (Gr.)* [G, 30]
78-84	Stat Bonus (Greater) [G, 30]
85-91	Succor (Greater) [G, 30]
92-98	Tunneling* [G, 25]
99-100	Reroll on this Chart †

5.1 SPECIAL TRAINING

These are talents that can be learned by anyone, given a particular place and set of circumstances. The training is not common, but it is not quite as mystical as some of the other talents. These talents should be made available to any character, with no limit in number.

Acrobat — You receive a special bonus of +20 to your Athletic • Gymnastics skill Category. [Minor, 7]

Advanced Psychic Training— You have a greater range of psychic talents than others. The amount of psychic categories which are restricted to you are reduced by one. [Minor, 7]

Archon (Lesser) — You have 3 extra ranks of psionics. These must be taken in categories which aren't restricted. [Lesser, 5]

Archon (Minor) — As the lesser talent above, except you have 10 ranks of psionics. [Minor, 10]

Archon (Major) — As the lesser talent above, except you have 25 ranks of psionics. No more than 10 of these may be from any one skill or category. [Major, 20]

Archon (Greater) — As the Major talent above, except you have 50 ranks of psionics. [Greater, 30]

Assassin Training — The Ambush skill is classified as Everyman for you. [Minor, 8]

Crack Shot—You may make a Gunnery ambush maneuver every time you fire a mounted weapon. In *Silent Death*, this means that with a successful static maneuver, and after you've marked off all your damage, you damage the next box on the track that has something in it. [Major, 20]

Deadly Training — You receive a special bonus of +25 to your Poison Lore, Use/Remove Poison, Silent Kill, Stalk, Hide and Ambush maneuvers (not to critical modifications). [Major, 15]

Directed Weapons Master (Minor) — One weapon skill may be classified as Everyman. This can be applied to a Gunnery skill. [Minor, 10]

Directed Weapons Master (Major) — One weapon skill may be classified as occupational. All other skills in the same category are classified as Everyman. This can be applied to a gunnery skill. [Major, 15]

Disarm Skill — You are very skilled at intentionally disarming a foe. You receive a special bonus of +20 to all attempts to disarm a foe using either Disarm Foe (Armed) or Disarm Foe (Unarmed). [Minor, 10]

Exceptional Skill at Arms — You receive a special bonus of +10 to all weapon categories, Tech/Trade • Gunnery and to your Armor categories. You may also choose two weapon categories (including Gunnery) where all skills in the category are classified as everyman. [Greater, 30]

Fluent — You have either studied a language in depth, or lived in an area that uses that language constantly. You are completely fluent in this language and can speak and read it like a native. In fact, you probably know how to read and write better than most natives. This ability grants you 20 extra ranks to apply to both spoken and written ranks for your starting languages (subject to the normal guidelines). [Lesser, 5]

General Weapons Master (Minor) — You receive a special bonus of +10 to all of your weapon categories and to Tech/Trade • Gunnery. [Minor, 10]



General Weapons Master (Major) — You receive a special bonus of +20 to all of your weapon categories and Tech/Trade • Gunnery. [Major, 20]

General Weapons Master (Greater) — You receive a special bonus of +30 to all of your weapon categories and Tech/Trade • Gunnery. [Greater, 30]

Geographic Awareness — You receive a special bonus of +35 to your Mapping and Direction Sense skills. You have a special bonus of +25 to your Navigation skill for a given area if you have seen a map of it and have studied it for more than ten minutes. [Lesser, 5]

Gymnastic Training — You receive a special bonus of +25 to one chosen Athletic • Gymnastic skill. You also receive a special bonus of +25 to your Adrenal Leaping, Adrenal Landing, or Adrenal Balance skill (your choice). [Minor, 7]

Herbalist — You naturally recognize herbs and poisons and may use them. You also receive a special bonus of +20 to all of your Cooking, Foraging, Use Prepared Herbs, Prepare Herbs, Poison Lore, and Herb Lore maneuvers. [Lesser, 5]

Inner Reserve (Lesser) — You can withstand more pain than a normal person. When determining your available concussion hits you may add a +1 to each Body Development rank you purchase. For example, if your Body Development progression is normally 0 • 6 • 4 • 2 • 1, you will gain 7 points for the first ten ranks, 5 for the second ten, etc. [Lesser, 5]

Inner Reserve (Minor) — As the lesser talent, except the bonus is +2. [Minor, 10]

Inner Reserve (Major) — As the lesser talent, except the bonus is +4. [Major, 15]

Inner Reserve (Greater) — As the lesser talent, except the bonus is +6. [Greater, 20]

Internal Clock — You receive a special bonus of +15 to your Time Sense skill and Time Sense is classified as an occupational skill for you. [Lesser, 3]

Judge of Angles — You can judge angles and changes in the slant of relatively uniform, solid surfaces. You can tell the angle of an incline almost immediately. You receive a special bonus of +25 bonus when attempting to perceive traps or secret doors that are set in walls, floors, or ceilings. [Lesser, 5]

Judge of Weaponry — You have a special bonus of +40 to your Weapon Evaluation skill. [Lesser, 3]

Level Headed — Due to your unhurried aim in the face of chaos, you may make an Sniping maneuver every time you attack with a ranged weapon. The GM will assign modifications to this maneuver based upon the combat situation—e.g., subtracting 35 while adding your flank/rear OB bonuses, subtracting the amount your target parries against you, etc. [Greater, 20]

Lightning Strike — You receive a special bonus of +5 to your initiative rolls. You receive no penalty for snap actions, but only receive a +5 for deliberate actions. [Major, 12]

Outdoorsman — You receive a special bonus of +50 to all Foraging, fire starting, and shelter location maneuvers while you are outdoors. You also receive a special bonus of +20 to all Tracking, Hunting, Stalk, and Hide maneuvers while you are outdoors. [Major, 12]

Portage Skills — All of your encumbrance penalties are halved. [Lesser, 3]

Precision — Due to the precision of your strikes, you may make an Ambush maneuver every time you attack with a melee weapon. The GM will assign modifications to this maneuver based upon the combat situation—e.g., subtracting 35 while adding your flank/rear OB bonuses, subtracting the amount your target parries against you, etc. [Greater, 20]

Racial Training (familiar) — Your race is known for a group of skills. You may pick up to 6 skills that are related somehow (subject to GM approval). You will receive a special bonus of +10 for those skills due to your upbringing. [Major, 15]

Racial Training (expert) — Your race is renowned for their expertise with a group of skills. You may pick up to 6 skills that are related somehow (subject to GM approval). You will receive a special bonus of +20 for those skills due to your upbringing. [Greater, 25]

Martial Arts Training (Minor) — You receive a special bonus of +10 to your Martial Arts group, Self Control category, and to Special Defenses. [Minor, 10]

Martial Arts Training (Major) — As the minor talent, except the bonus is +15. [Major, 15]

Martial Arts Training (Greater) — As the minor talent, except the bonus is +20 and one Special Defense skill is classified as Everyman. [Greater, 30]

Natural Facility With Armor — You receive a special bonus of +10 to your Armor group. One Armor skill is classified as Everyman. [Minor, 10]

Natural Horseman — You receive a special bonus of +25 to all maneuvers involving horses. [Minor, 7]

Natural Marksman — You receive a 25% increase to all firearm and energy weapon ranges and you receive a special bonus of +5 to your all ranged attack categories. [Major, 15]

Natural Pilot — You receive a special bonus of +25 to all Technical/Trade • Vehicles maneuvers. [Major, 17]

Natural Weapons Master — All weapon and Tech/Trade • Gunnery skills are classified as Everyman. [Greater, 30]

Shield Attack — You receive a special bonus of +20 to Shield Bash skill. [Minor, 7]

Skilled (Lesser) — You may receive a special bonus of +5 to one skill category, or receive a special bonus of +10 to one specific skill. A skill category or skill may only be chosen if its bonus progression is combined or standard. You may only purchase this ability once for a given skill or skill category. [Lesser, 5]

Skilled (Minor) — As the lesser talent, except the skill category bonus is +10 and the skill bonus is +20. [Minor, 10]

Skilled (Major) — As the lesser talent, except the skill category bonus is +15 and the skill bonus is +30. [Major, 20]

Skilled (Greater) — As the lesser talent, except the skill category bonus is +20 and the skill bonus is +40. [Greater, 30]

Sleight-of-Hand — You receive a special bonus of +20 to your Subterfuge • Stealth skill Category. [Major, 13]

Swift Dresser — All of the time it takes to either put on or take off your armor is reduced by 25%. [Lesser, 3]



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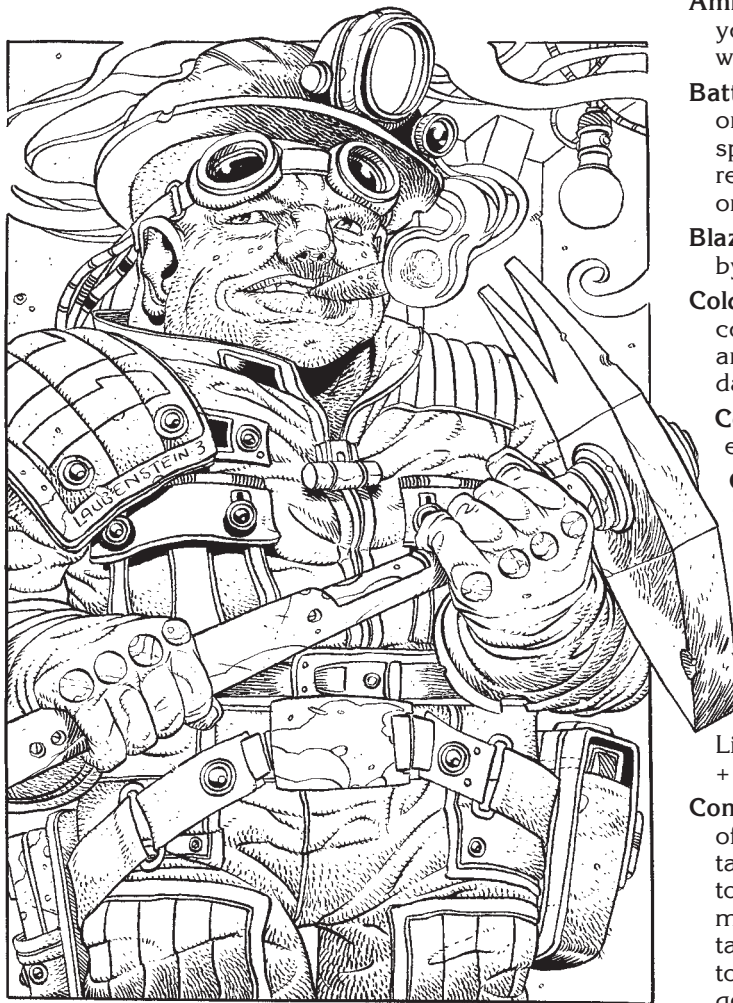
Top Gun—If using the standard vehicle combat rules, you receive a +25 to your combat pilot maneuvers. If using *Silent Death*, you may roll initiative twice and take the better roll. (In the event of a tie, you only receive this benefit on the first roll.) [Minor, 10]

Trained Regular Footman — Blocking, Tackling, Wrestling, and Boxing are classified as Everyman skills for you. [Minor, 10]

Underground Upraising — You receive a special bonus of +10 to the Subterfuge • Mechanics and Subterfuge • Stealth skill categories. Select one Subterfuge • Stealth or Subterfuge • Mechanics skill that may be classified as Everyman. [Minor, 8]

Warrior Extraordinaire — All melee weapons are classified as Everyman. One Combat Maneuvers skill is also classified as Everyman. You also receive a special bonus of +10 to Special Attacks. [Greater, 35]

Weapon Control — All weapons in your primary weapon category (that category with the lowest development point cost) have their fumble range reduced by 2 (to a minimum of 1). All other weapon categories have their fumble range reduced by 1 (to a minimum of 1). [Minor, 10]



5.2 PHYSICAL ABILITIES

These abilities are of a physical nature. These abilities may be possessed by all members of a race or by an individual. Generally, a character will not possess more than two or three of these abilities.

Accelerated Mending — Your normal recovery time for injuries is halved—this does not apply to concussion hits. [Lesser, 3]

Acute Hearing — You have a keen sense of hearing that allows you to perceive any sounds within a range of 100' in open areas or 25' when listening through solid barriers. You receive a special bonus of +10 to your Awareness categories when dealing with these sounds. [Minor, 7]

Acute Smell — You have an acute sense of smell. You can smell odors up to 100' upwind, 2000' downwind, and 500' in still air. You receive a special bonus of +25 to Tracking something based on its odor. You receive a special bonus of +10 to your Awareness categories when dealing with smells. [Minor, 10]

Ambidexterity (Lesser) — You may use either hand equally well. There is no penalty for using a weapon in your “off” hand. [Lesser, 5]

Ambidexterity (Minor) — As the lesser talent, except you receive a special bonus of +15 to your Two-weapon Combat skill. [Minor, 10]

Battle Cry — You may shout your “battle cry” just before or during a combat. When you do this, you receive a special bonus of +10 to your OB and DB for the remainder of the combat. You may only use this ability once per day. [Minor, 7]

Blazing Speed — Your Base Movement Rate is increased by +10. [Lesser, 5]

Cold Resistance (Lesser) — You are more resistant to cold and ice than normal. You get a +10 to your RRs and DB versus cold- and ice-based attacks and damage. [Lesser, 5]

Cold Resistance (Minor) — As the lesser talent, except the bonus is +20. [Minor, 10]

Cold Resistance (Major) — As the lesser talent, except the bonus is +30. [Major, 15]

Cold Resistance (Greater) — As the lesser talent, except the bonus is +40. [Greater, 20]

Combat Reflexes — Your reactive reflexes grant you a special bonus of +5 to DB and OB. When rolling for initiative determination, you may roll one extra die and must then decide which die rolled is not used. This talent may not be taken if Lightning Strike is taken. In *Silent Death*, this grants a +1 to initiative rolls. [Minor, 10]

Commanding Demeanor — You receive a special bonus of +25 to your Leadership skill. In addition, you can take a 50% action (requires a Leadership maneuver) to instill fear in a foe that can see and hear you (foe makes a Fear RR versus your level). Also, you can take a 25% action (requires a Leadership maneuver) to inspire your allies that can see and hear you—they get a +10 bonus to their OBs and DBs. [Major, 18]

Dead Eye — All of your range penalties are halved. [Minor, 7]



Dwarfism (Lesser) — You are shorter than normal. You are two thirds as tall as a normal member of your race (figure normal height, then double and divide by 3) and your weight is normal for your reduced height. You receive a special bonus of +3 to your Qu bonus and -3 to your St bonus. [Lesser, 5]

Dwarfism (Minor) — As the lesser talent, except your height is half normal and your special Qu/St bonuses are +6/-6. [Minor, 10]

Dwarfism (Major) — As the lesser talent, except your height is one third of normal and your special Qu/St bonuses are +9/-9. [Major, 15]

Ear for Music — You can reproduce any sound you hear. If the noise could not be reproduced by your vocal cords, you can reproduce it on an appropriate instrument. You can also play any piece of music you hear once (though not necessarily played well). You receive a special bonus of +25 to all Singing and Play Instrument maneuvers. [Lesser, 5]

Eye of the Tiger — You have a special bonus of +20 to all of your Adrenal Strength maneuvers. [Minor, 7]

Flight — You have the natural ability to fly. You must choose what allows you to fly (wings, psionics, etc.) You can fly at speeds of up to 75' per round. You may increase your base rate by making the appropriate maneuver roll. If the psychokinesis category is restricted to you, and this isn't a natural ability, this costs double. [Greater, 25]

Fluid Wrists — Due to your fine wrists, you receive a special bonus of +20 to all attacks with a thrown weapon and Martial Arts • Sweeps and Throws skills. [Major, 15]

Giantism (Minor) — You are larger than normal. You are half again as tall as a normal member of your race (figure normal height, then increase it by 50%) and weigh twice as much (figure normal weight, then double it). You receive a special bonus of +2 to your St bonus and -2 to your Qu bonus. [Minor, 10]

Giantism (Major) — As the minor talent, except your height is 2 times normal, your weight is 4 times normal, and your special St/Qu bonuses are +4/-4. Any critical strike against you has its severity reduced by 1 (an 'A' becomes an 'A-25') [Major, 15]

Giantism (Greater) — As the minor talent, except your height is 3 times normal, your weight is 6 times normal, and your special St/Qu bonuses are +6/-6. You are treated as a Large creature for criticals. [Greater, 25]

Gliding — You may glide like a bird. If this is a psychic ability, the product of your altitude and horizontal speed cannot exceed 30 meters per round. For example, you can glide at a rate of 2 meters per round if you were 15 meters off the ground or you can glide at the rate of 30 meters per round if you were 1 meter off the ground. Note that the total must equal 30 (i.e., you cannot choose to have a total less than or more than 30). Otherwise, the character travels at 5 meters per round per meter they drop. If this is a psychic ability and psychokinesis is restricted, then this costs double. [Major, 15]

Golden Throat — You have a soothing and calming voice. This gives you a special bonus of +15 to any maneuver where you verbally attempt to calm or persuade (Singing, Public Speaking, Duping, Trading, Acting, etc.). [Minor, 8]

Great Arm — All of your thrown weapon ranges are increased by 25%. [Lesser, 5]

Hammerhand — Your hands are much harder than normal. You may make Martial Arts • Strikes attacks with your bare hands and inflict an Impact critical of one less severity as your Martial Arts • Strikes critical (an 'A' becomes an 'A-25'). [Major, 15]

Heat Resistance (Lesser) — You are more resistant to heat and fire than normal. You get a +10 to your RRs and DB versus heat- and fire-based attacks and damage. [Lesser, 5]

Heat Resistance (Minor) — As the lesser talent, except the bonus is +20. [Minor, 10]

Heat Resistance (Major) — As the lesser talent, except the bonus is +30. [Major, 15]

Heat Resistance (Greater) — As the lesser talent, except the bonus is +40. [Greater, 20]

High G Origin (Low)—You come from a world with a high gravitational field. This has had several effects on your physiology. You receive a special bonus of +5 to your Constitution and Strength. All Crushing, Unbalancing, or Impact criticals are reduced by one level (an 'A' becomes an 'A'-25). However, this has had a noticeable effect on you. You are only 75% of your rolled height. In addition, you receive a -5 penalty to your Presence. Finally, you'll only live about 75% as long as racial average. [Greater, 40]

High G Origin (High)—you come from a world with an extremely high gravitational field. You receive a special +8 bonus to your Constitution and Strength. All Crushing, Unbalancing, and Impact criticals are reduced by two levels (an 'A' becomes an 'A'-50, a 'B' becomes an 'A'-25). You are only 50% of your rolled height. In addition, you receive a -8 penalty to your Presence. Finally, you'll live only about 50% as long as racial average. [Greater, 60]

High Jumper — You have a great jumping ability. You receive a special bonus of +30 to your Jumping skill. [Lesser, 4]

High Range Voice — Your voice can emit a sound higher than most. By taking a 50% action to scream, you attack all glass and listening targets within a 25' radius. Each glass target makes an RR to avoid shattering (its target level is 1 for every 1/4" of thickness, the attack level is your level). Each listening target is stunned for 1 round/10% failure (each target makes an RR versus your level). If you scream like this more than once per day, you will lose your voice entirely for one week. [Minor, 7]

Hypercharged Adrenaline — You receive a special bonus of +15 to all Adrenal maneuvers (using skills in the Self Control category) as well as all Frenzy maneuvers. You also receive a special bonus of +5 to your Special Defense skill category. [Major, 15]

Infravision — You possess the ability of Infravision. If it is dark, you can see the heat emanations from things from up to 100' away. You receive a special bonus of +25 to your Tracking skill if it is dark and what you are tracking has walked through the area in the last 30 minutes. [Lesser, 5]

Intense Eyes — Your powerful eyes grant you a special bonus of +10 to all skills in which you interact with other people (Duping, Bribery, Interrogation, Diplomacy, etc.). Your eyes must be visible to whomever you are talking to for you to gain this bonus. [Lesser, 5]



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Light Sleeper — You may make an Alertness maneuver to wake from sleep. [Lesser, 5]

Manual Dexterity — Your fast fingers give you a special bonus of +10 to your Subterfuge • Stealth skill category and a special bonus of +1 to your Initiative. In *Silent Death*, this allows you to fire as if your gunnery was one level higher for firing order. [Minor, 10]

Natural Physique — You receive a special bonus of +20 to your Body Development skill. [Minor, 8]

Natural Weapon — You have natural claws, talons, spikes, pinchers, beaks, or other weapons that you can use to attack. You may use these as a weapon, developing skill in it as if it were any other weapon (except the skill with this weapon/attack is actually under the Special Attack category). Natural weapons in your hands do not grant you any additional bonus if you are using a weapon in that hand. Your attack is rolled on the appropriate attack table with a maximum result of medium. This skill is classified as Everyman. [Major, 15]

Navigation Gift — You have a strange magnetic field that surrounds you. You can always discern north. You receive a special bonus +50 to your Direction Sense and Navigation skills (and compasses are always skewed if you are within 50'). [Minor, 7]

Neutral Odor — Your body has a particular ability that masks the scent of anything within five feet of you. If Mind Over Matter is restricted for you, this costs double. [Lesser, 5]

Nightvision — This allows you to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point of light is enough to allow you to see normally (up to 25'). If there is no light at all, then Nightvision gives no benefit. [Minor, 7]

Nimble Skeleton — You get a special bonus of +15 to all moving maneuvers because of your nimble skeleton. [Minor, 10]

Pain Resistance (Lesser) — Any concussion hit damage you take from an attack is reduced by 1 hit (to a minimum of 1). [Lesser, 5]

Pain Resistance (Minor) — As the lesser talent, except the hits are reduced by 2. [Minor, 10]

Pain Resistance (Major) — As the lesser talent, except the hits are reduced by 4. [Major, 15]

Pain Resistance (Greater) — As the lesser talent, except the hits are reduced by 6. [Greater, 20]

Peripheral Vision — When you are attacked from the flank, your foe's bonus is only +5; from the rear, your foe's bonus is +15. [Minor, 7]

Poison Sack — You have the ability to generate a 5th level poison. The type of poison (circulatory, reduction, etc.) and the type of attack that delivers the poison (e.g., spitting, biting, coating a weapon, etc.) is up to your GM to decide. Normally, the poison is delivered by such an attack that delivers a critical. Any skill that you develop with such an attack would fall into the Special Attacks category. You are not immune to the poison, but you get a special +25 bonus when resisting it. [Minor, 10]

Quiet Stride — You have a quick and quiet stride. You receive a special bonus of +20 to your Stalking skill. You may ambush anyone from behind with a special bonus of +10 to your Ambush maneuver (not to critical modification). You receive a special bonus of +20 bonus for all Balancing maneuvers. [Major, 15]

Resilient — Any bleeding wounds (wounds giving hits per round) that you receive have their rates reduced by half (round down). [Major, 15]

Reverberative Strength — Whenever you are in a melee combat and you do a critical to your foe, that foe takes an additional Unbalancing critical of two levels less severity (an 'A' as an 'A-50'; a 'B' becomes an 'A-25'). [Minor, 7]

Shield Mastery — You may add an additional +10 to the DB provided by any shield (e.g., a Normal shield now gives 35 DB, etc.). You also receive a special bonus of +15 to your Shield Bash skill. [Minor, 10]

Steel Grip — You may resist weapon disarming with a +25 bonus. All Fumble ranges for melee weapons is reduced by 1 (to a minimum of 1). [Minor, 8]

Strong Lungs — Your lungs allow you to hold your breath for 10 seconds plus 1 minute per Co bonus (minimum of 10 seconds). [Lesser, 5]

Sturdy Build — You reduce the level of any Krush, Unbalance, or Impact critical you receive by one level (an A becomes A-25). [Major, 15]

Subconscious Preparation — Percentage activity needed to reload missile weapons and/or draw weapons is halved. [Minor, 6]

Subtle — All your Stalk and Hide maneuvers receive a special bonus of +25. [Minor, 8]

Tensile (Minor) — Choose one of the following types of criticals: Slash, Krush, Puncture, Unbalancing, Martial Arts Striking, Martial Arts Sweeps, and Grappling. Any time you are affected by that type of critical, its severity is reduced by one level (an 'A' becomes an 'A-25'). [Minor, 10]

Tensile (Major) — As the minor talent, except you choose two types. [Major, 15]

Tensile (Greater) — As the minor talent, except you choose three types. [Greater, 20]

Tolerance — You may take 150% of your Concussion hits before falling unconscious (though death occurs at the normal loss of hits). [Major, 12]

Tough Skin (Minor, wolf) — Your skin is naturally hardened. If you are wearing no armor at all, your armor type is 3. If you are wearing any sort of armor, then your armor type is that of the armor and is unmodified by your skin. [Minor, 10]

Tough Skin (Major, tiger) — As the minor talent, except the armor type is 4 and you receive a -20 to your Appearance (due to the appearance of your skin). [Major, 15]

Tough Skin (Greater, insect) — As the minor talent, except the armor type is 11 and the Appearance modification is -40. [Greater, 30]

Unnatural Stamina — You have increased stamina. You have a special bonus of +100 to your Exhaustion point total. [Minor, 10]



5.3 MYSTICAL ABILITIES

These abilities are difficult for most people to explain. They reflect a psychic power that is yours to command. There should be a rational explanation of how your character received these abilities. Generally, a character will not possess more than two of these abilities.

Aggression — You receive +10 bonus to either your base attack rolls or to your Directed Discipline attacks (choose when purchasing the talent). [Minor, 7]

Anti-Psi—You have the psychic ability to block other psychics. This only affects powers directed at you, and then only ones which affect your person directly (not those which are fired and must be aimed.) For example, this would help against a telepathic attack, but not against a kinetic bolt. All effected abilities receive a minus-100 modifier to affect you, for as far as the psychic can tell, you aren't even there. [Greater, 60]

Archetype — Mind Point Development is classified as an Everyman skill for you. [Major, 18]

Aura (Lesser) — You receive an additional mind point for each rank of Mind Point Development you have (for example, if your mind point progression was 0•6•5•4•3, the first ten ranks of Mind Point Development you purchase will give you 7 mind points each, the second ten ranks give you 6 MPs each, etc.). [Lesser, 5]

Aura (Minor) — As the lesser talent, except you receive 2 additional mind points for each rank. [Minor, 10]

Aura (Major) — As the lesser talent, except you receive 3 additional mind points for each rank. [Major, 15]

Aura (Greater) — As the lesser talent, except you receive 4 additional mind points for each rank. [Greater, 20]

Danger Sense — You may make an Alertness maneuver to detect danger (GM's discretion). You all receive a special bonus of +10 to your Awareness • Perceptions category. If Meta-Psi is restricted to you, this costs double. [Major, 15]

Destiny Sense — You instinctively know the direction that will take you to a specific goal. This ability can only be used once per day. If Meta-Psi is restricted to you, this costs double. [Minor, 7]

Eloquence — You receive a special bonus of +25 to all of your psionic casting maneuvers. [Major, 15]

Extended Resistance—You receive a +10 bonus to resist two different psychic categories. [Minor, 10]

Increased Range—Your psions have twice the normal range. [Lesser, 5]

Increased Scope (targets)—Your psions affect twice as many targets (this only effects psions that include only "targets"). [Minor, 10]

Increased Scope (volume)—Your psions have double the normal volume (this only affects psions with a volume). [Lesser, 3]

Innate Psychic—You have one psionic category where you receive a +10 bonus to all Psychic Maneuvers. [Minor, 10]

Look of Eagles — People who are your allies, troops, friends, or retainers receive +25 to RRs versus Panic and Morale while you are well and in sight. [Minor, 7]

Psychic Affinity—You have one psionic category in which all skills are classified as everyman. [Major, 15]

Psychic Focus — You have received special training in Mind Point Development. Your cost is 10. [Major, 15]

Psychic Targeting — You have received special training in Directed Powers. Your development cost is 3/9. [Major, 10]

Psychic Resistance—You receive a +30 bonus to your defense versus one category of psionics. [Minor, 10]

Psychic Specialty—You have one psionic category in which you excel. You resist effects from this category with a +50 bonus and gain a +25 to all maneuvers involving these psionic disciplines. [Major, 20]

Sixth Sense—The hair on the back of your neck rises whenever someone's using a psychic ability around you. [Minor, 7]

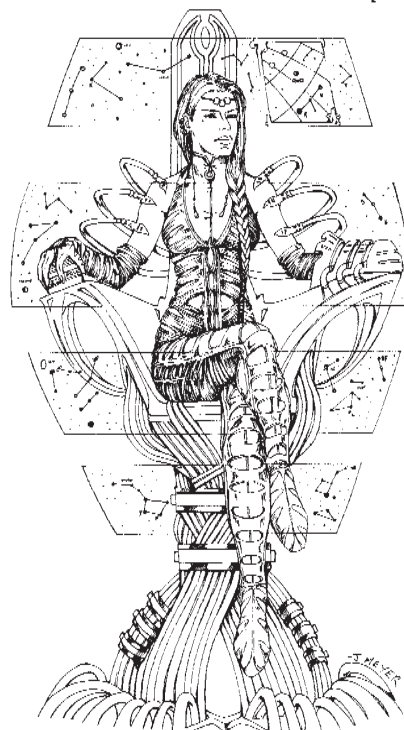
Special Psychic Training — You have one psychic category which you develop as a semi-psychic. [Major, 15]

Subconscious Maintenance—Your psionics continue operating when you stop maintaining them. They will stay active for an amount of time equal to the amount of time you maintained them. [Minor, 10]

Undetectable — You receive a special bonus of +30 to RRs versus all scrying, detection, and related spells. If such a spell is actually "passive," you may make an RR (with the +30 modifier) to resist its effects. [Minor, 6]

Unnatural Aging — You age slowly for your race. All aging maneuvers (see *Gamemaster Manual*) are made with a one category shift to the left. For example, if you are a 145 year old human in the *Privateers* universe, you would normally be "very old." With this talent, you would only be "old." [Lesser, 5]

Visions — You receive spontaneous glimpses of events that are associated with a particular place, person, or item that you touch (with your bare skin). This talent is usable once per day plus one additional time per SD bonus (a negative SD bonus results in zero additional times per day). If Meta-Psi is restricted to you, this costs double. [Minor, 10]





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5.4 MENTAL ABILITIES

The mind is a very powerful thing. You have tapped mental abilities that most people only dream of having. Generally, a character will not possess more than two of these abilities; however if the character is a psychic or a semi-psychic, then they could have more Mental Abilities.

Animal Empathy — You have empathy with a certain type of animal. Any maneuver with such an animal receives a special bonus of +25 to it. If you associate with a specific animal for a month, you can communicate empathically with that animal from a range of 1' for every level you have. The GM will have to determine what qualifies as an acceptable animal. If Telepathy is restricted to you, this costs double.

[Lesser, 5]

Battle Reflexes — You may make an extra initiative roll and select the one you wish to use.

[Minor, 7]

Calmness — Whenever you are in a pressured situation (GM's discretion), you receive a special bonus of +20 to your social interaction skills (Leadership, Diplomacy, Public-Speaking, Seduction, etc.).

[Minor, 7]

Empathy — Whenever you are near someone (within 20') you can attempt to determine what his emotional state is at the moment. You cannot tell why he feels that way, just how they feel. The person you are trying to "read" must make an RR vs psionics (using your level as the attack level). If he fails, you are informed of their current feelings; if he succeeds, you may not try and "read" him for 24 hours. This ability also gives you a special bonus of +25 to all of your Lie Perception maneuvers (if within 20' of target). If Telepathy is restricted to you, this costs double.

[Minor, 8]

Evasive Maneuvering—Whenever you place your entire bonus from your combat piloting maneuver to DB, then you receive a +25. If playing *Silent Death*, then you receive a +2 bonus when dodging torpedoes.

[Minor, 10]

Good Battlefield Awareness — You receive a special bonus of +25 to Situational Awareness (Combat). You also receive a special bonus of +25 bonus to your Reverse Strike skill.

[Minor, 7]

Immovable Will — You receive a special bonus of +50 to RRs versus telepathic psychic powers.

[Major, 15]

Instinctive Defense — You gain a special bonus of +20 to your DB for all attacks that you are aware of. If you are unaware of an incoming attack you still receive a special bonus of +10 to your DB. This effects vehicle combat as well. If you are using *Silent Death*, then your ship's DV is one higher.

[Major, 15]

Mental Link — You have a special form of telepathy between you and one other person (or animal). You can send and receive thoughts between each other. You must be within sight to establish a "connection." Once established, the mental link will function over an unlimited physical distance. If one of the connected persons falls unconscious, the link is broken. If only one of the two people purchases this talent, that person may send his thoughts and the other person will receive them, but the reverse is not true. If Telepathy is restricted to you, then this costs double.

[Minor, 7]

Mental Scan — You can scan an area with your mind to find an individual. You must have some knowledge of the person you are looking for: someone you have met, a picture, something they have touched, or a detailed description. You roll d100 (open-ended) to search for your target. If you exceed 100, you have detected the individual and know their approximate distance and bearing. The closer you get to the individual you are scanning for, the more precise your directions to him are. You may develop the skill of Mental Scan (as a skill in your Awareness • Searching skill category).

The closer you are to the person you are scanning for, the greater bonus you would receive when you scan. For example, if you are searching for your child, spouse, or someone equally as close, you might receive a special bonus of +30 bonus. If you are friends with the person, you might receive a special bonus of +10. If you have casually met the person you are scanning for, there would be no bonus. If you are scanning for someone you have never met, through an item they once possessed, the penalty might be -20.

The smaller the area you search, the better your chances of success. A small area containing about a dozen people is an Easy maneuver (+20). Scanning an area around a square mile with about 100 people is a Hard maneuver (-10). Scanning a large area with many thousands of people (like a city) is an Extremely Hard maneuver (-30). Scanning an entire country is an Absurd maneuver (-90). You may increase your chances of finding someone by scanning a normally large area a few people at a time. For example, you might start in a city by scanning just a tavern at a time. Each use of this power costs d10 exhaustion points.

If Telepathy is restricted to you, then this costs double.

[Greater, 25]

Mind over Matter — You have a special bonus of +20 to your Self Control skill category.

[Minor, 10]

Internal Sense — You receive a special bonus of +20 to your Stunned Maneuvering skill and your Stun Removal skill.

[Minor, 10]

Master Tactician — You receive a special bonus of +15 to your Tactics skill.

[Lesser, 3]

Mental Control — You have the power to control the mind of other sentient beings. Each use of this power costs 4d10 exhaustion points. Your victim must make an RR versus a psychic attack (using your level as the attack level). The RR is modified by how alien the mental command is to the victim. For example: a command that the victim would not mind doing might be modified by a -20. If the command is something the victim is against doing, the RR for the victim might be modified by +10. If the command is completely foreign, like suicide or blinding oneself, the RR might be modified by +50. Each time a new command is given, the victim gets a new RR. The range for Mental Control is 50'.

[Greater, 25]



Photographic Memory — You have a photographic memory. Anything you study for more than 15 minutes will be placed into your memory, to be recalled whenever you need. You can remember entire books if you need to, given the proper time to study. You cannot glance at a book and then remember everything the page said; you have to read it. When you need to remember something you have studied, you roll d100 (open-ended) and add 3 times your Me bonus and add 25. If the total is greater than 100, you fully remember what you want. If the total is less than 100, then that is the percentage of information you recall. This ability also grants you a special bonus of +10 to the Lore skill group. [Minor, 8]

Quick Calculator — You can instantly calculate virtually any mathematical formula in your head. If the formula is sufficiently complicated, like calculating when a solar eclipse will occur, it will take a little more time. You receive a special bonus of +10 to the Science/Analytic group. You also receive a special bonus of +5 to your Trading skill. [Lesser, 3]

Shadow Mind — You have been trained to compartmentalize your thoughts to fool telepaths. You have a Shadowmind, which works just like the psychic power, except that instead of making a static maneuver, you receive the *two* RR's. If the first one is successful, the psychic reads the Shadowmind instead of your actual thoughts. If it is not successful, you may still make your normal RR to resist the psychic power. [Major, 15]

Speed Reading — You can read books, maps, and other documents at a rate of ten pages per minute. [Lesser, 5]

Stability Sense — Any time you are stunned, you reduce the total rounds of stun by one. If a strike results in only one round of stun, then it has no effect. [Minor, 10]

Survival Instinct — When you use your entire OB to parry, your DB is modified by an additional +25. [Minor, 7]

Telekinesis — You may move one object, up to 50 pounds in mass, up to one foot per second (with no acceleration). Each round you use Telekinesis it costs d10 exhaustion points. If Psychokinesis is restricted to you, then this costs double. [Major, 18]

Telepathy — You may read or send thoughts mentally. Whenever you are trying to read the thoughts of a person, they must make an RR versus a psychic attack (using your level as the attack level). If the RR fails, you may learn their surface thoughts. These modifiers are for scanning surface thoughts only. If you wish to scan for a particular thought then it is modified by the target's reluctance to part with that information (e.g. a deep secret would have the RR modified by +30). Each use of this power costs 2d10 exhaustion points. The range of this power is line of sight. If Telepathy is restricted to you, then this costs double. [Greater, 25]

Unbeliever — You resist versus all psionics with a special +25 modifier to your RRs. [Minor, 10]

Violent Prejudice — You may choose one specific race (subject to the GM's approval) against which you receive an additional +10 to your OB. Whenever you deliver a critical, you also deliver an Impact critical of one less severity (an 'A' becomes an 'A-25'). [Minor, 10]

5.5 SPECIAL ABILITIES

Some people have abilities that are difficult to believe. These abilities go far beyond what a normal person would think possible. You are truly gifted. It is recommended that a character have, at most, no more than one of these abilities.

Adherent — Your body can adhere to virtually any surface. You can literally walk on walls and ceilings if you desire. Your movement rate up a wall or over a ceiling is one fourth of normal movement (due to an annoying thing called gravity). You receive a special bonus of +50 to all Climbing maneuvers. [Greater, 25]

Amazing Leaping — You have a Base Running horizontal leap of three times normal; vertical leap of five times normal. [Minor, 10]

Darkness — You may summon darkness (as a darkness power of 15th magnitude). Each time you summon darkness costs you 2d10 exhaustion points. If Photokinesis is restricted to you, then this costs double. [Major, 13]

Elasticity — You can stretch parts of your body out further than normal folks can. You do not get any bonuses to combat, but you may attack foes at a longer range than normal (up to 10' away). You can stretch your legs to increase your stride (treat as an extra 3' to your height for determining stride modifiers). It costs 2d10 exhaustion points per minute you are stretched. [Major, 12]

Ensnare (Major) — You can attempt to ensnare an opponent through some means. You may choose exactly how the ensnarement actually works (spider webs, sticky fluid, intense gravity field, etc.). When you use this attack, you may make a medium grapple attack (with a maximum range of 10'). You may develop a Special Attack skill for this attack—such a skill is Everyman. Each use of this power costs d10 exhaustion points. [Major, 15]

Ensnare (Greater) — As the major talent, except the attack is a large grapple attack and the maximum range is 20'. [Greater, 25]

Eye of the Hawk — You have very precise eyesight, and can see things much farther out than normal. You can see ten times as far as a normal person of your race. You can see detail at this range, and can use this ability to reduce range penalties applied to you when using a missile weapon. Thus, for you, the "long range" for all (nonthrown) missile weapons is increased by 100', and all missile weapon range penalties are reduced to 10% of normal (including those for thrown weapons). [Major, 15]

Flare — You can emit a stunning force from your body. When you purchase this ability, you must pick how you can stun your opponent (e.g., bright light, loud sound, etc.). When you use your power, everyone in a 10' radius must make an RR versus a psionic attack (with your level as the attack level). If the RR fails, the victim is stunned and unable to parry for 1 round per 10% failure. This attack can affect comrades within the area of effect if they are not prepared for it (allies can prepare to get a special bonus of +10 to their RR). After the stun attack is used, it takes one hour to "recharge" the ability (until it is recharged, the ability cannot be re-used). If Photokinesis is restricted to you, then this costs double. [Greater, 25]



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Force Shield (Lesser) — You can summon a barrier to protect yourself when you are being attacked or damaged. This barrier stays up as long as you want and are conscious. The barrier adds +5 to your DB. Force shield requires 1d10 exhaustion points to activate and each round that your force shield is up costs d10 exhaustion points. If Psychokinesis and Photokinesis are restricted to you, then this costs double. [Lesser, 5]

Force Shield (Minor) — As the minor talent, except the bonus is +10. [Minor, 10]

Force Shield (Major) — As the minor talent, except the bonus is +20. [Major, 18]

Force Shield (Greater) — As the minor talent, except the bonus is +30. [Greater, 30]

Invisibility — You can make yourself invisible to one or more targets. Invisibility requires 2d10 exhaustion points to activate and it costs 1 exhaustion point per target for every 5 minutes spent invisible. If Telepathy is restricted to you, then this costs double. [Greater, 30]

Life Support (Major) — You have the ability to breathe water as well as air, and you operate underwater without any penalty to your maneuvers. [Major, 18]

Life Support (Greater) — You do not have to breathe at all (and suffer no effects from gasses or other “breathable” maladies). [Greater, 40]

Life Support (Sustenance) — You do not have to sleep, eat, or drink (your must still sleep or meditate to recover MPs, hits, and exhaustion points). [Greater, 30]

Lifetime Goal — You have a goal (subject to the GM’s approval) that controls your every move. You do whatever it takes to complete this goal. It should relate to most of your adventures, and should be a lifetime hope (e.g., the destruction of a great evil, overthrow of a cruel ruler, etc.) Whenever you are involved in an action that is directly related to this goal, you receive a bonus of +5 to +15 to all of your actions (GM’s discretion). The total amount of the bonus is directly related to how closely your current actions will affect the outcome of your goal (most of your bonuses will be at +5, the final +15 bonus should only come when you are near the completion of your goal). Realize that this is a goal that has driven you for most of your life. You have not thought about much else for years. When you have accomplished this goal, if you do, you will probably have a sense of deprivation and a loss of direction. [Major, 15]

Luck, Dramatic (Lesser) — You have very unusual luck—good and bad. Your high open-ended roll range is increased by 1 from 96-100 to 95-100, and your low openended roll range is increased by 1 from 01-05 to 01-06. [Lesser, 5]

Luck, Dramatic (Minor) — As the lesser Talent, except the increases are 2 (to 94-100 and 01-07). [Minor, 10]

Luck, Dramatic (Major) — As the lesser Talent, except the increases are 3 (to 93-100 and 01-08). [Major, 15]

Luck, Dramatic (Greater) — As the lesser Talent, except the increases are 4 (to 92-100 and 01-09). [Greater, 20]

Lucky (Minor) — You are lucky. Your high open-ended roll range is increased by 1 from 96-100 to 95-100. [Minor, 10]

Lucky (Major) — As the lesser Talent, except the increase is 2 (to 94-100). [Major, 15]

Lucky (Greater) — As the lesser Talent, except the increase is 3 (to 93-100). [Greater, 20]

Master Warrior Friend — You may learn one additional rank per level in your primary weapon skill and skill category at a Development Cost that is the same as the first rank (i.e., 3/7 becomes 3/3/7, 6 becomes 6/6, etc.). [Minor, 10]

Mentor — You have a high-level psychic as a friend (your GM should fill out the details of your mentor). [Lesser, 5]

Microscopic Vision — You can view objects that are close (within 1’) with up to 10x magnification. You can then notice details normally invisible to the naked eye. [Major, 13]

Natural Ranged Attack (Major) — You can generate a ranged attack by using energy stored in your body. The type of attack is up to you (subject to GM approval)—e.g., electricity, heat, water, piercing, etc. Resolve this attack using the Psychic Bolt Attack Table in *SM:P*, Page 211, with a maximum result of magnitude 5 and using an appropriate critical type. You may develop a skill in this attack. The skill should be placed in either the Missile Weapon skill category (if physical) or Directed Discipline or 1-H Energy skill category (if energy based); choose when this talent is selected. The maximum range of your attack is 50’. Each time you use this attack it costs 1d10 exhaustion points. If this is a psychic ability, then the category which is most appropriate to the ability must not be restricted to you. Otherwise, this costs double. [Major, 15]





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5.0 Talents

Natural Ranged Attack (Greater) — As the major talent, except the range is 100' and the maximum result is Magnitude 10. [Greater, 30]

Sense — You can sense a particular type of object or substance. When you purchase this ability, you must choose what it is that you can sense (subject to GM approval). You can sense this material at a range of up to 100'. You use your sense like any of your other five senses. You may be required to make an Observation maneuver to actually locate the material you are searching for. If *Mind Over Matter* is restricted to you, then this costs double. [Lesser, 5]

Sonar Sense — Your body emits a sonar “ping” and analyzes the returning sound, which can compensate for blindness. Under normal circumstances, you can see outlines of anything surrounding you for a range of 25'. If you are in a denser material (e.g., like water), the range extends to 75'. You cannot distinguish fine detail of items, just their shape. Your sonar sense is directional; it only works in the direction you “point” it. You do not have to be blind for this power to be useful, but you could be blindfolded or in dark water, and use this ability to observe your surroundings without normal “darkness” penalties. [Minor, 10]

Stat Bonus (Minor) — You receive a special bonus of +3 to one stat (your choice). This talent may not be duplicated on the same stat. [Minor, 10]

Stat Bonus (Major) — As the minor talent, except the bonus is +5. [Major, 20]

Stat Bonus (Greater) — As the minor talent, except the bonus is +8. [Greater, 30]

Stat Improvement — After you have made your normal stat gain rolls when advancing a level, you receive one extra stat gain roll for one of your stats (your choice). You also receive one such roll during your adolescence and apprenticeship development. [Minor, 10]

Succor (Minor) — You have a “laying on hands” ability. When you decide to aid someone, you may heal a variety of ailments. When you choose this power, you may select one ailment from the following list: lost concussion hits, bleeding, lost points of Constitution, broken bones, damaged cartilage, or nerve damage. When you choose to aid someone, you lay your hands on them (bare flesh to bare flesh), and they receive healing. You may use this power once per day for each level of experience. When healing concussion hits or points of Constitution, the healing will restore one point per level of experience (up to the target’s normal maximum). When healing bleeding, the bleeding rate will reduce by one point for every five levels of experience. When healing any other type of damage, the severity of the wound will be reduced by one for every five levels of experience (round all fractions down). See *SM:P* (p. 105) for details on healing times based upon severity of wound. Note that a light wound can be reduced to no wound at all. If *Psychic • Healing* is restricted to you, then this costs double. [Minor, 10]

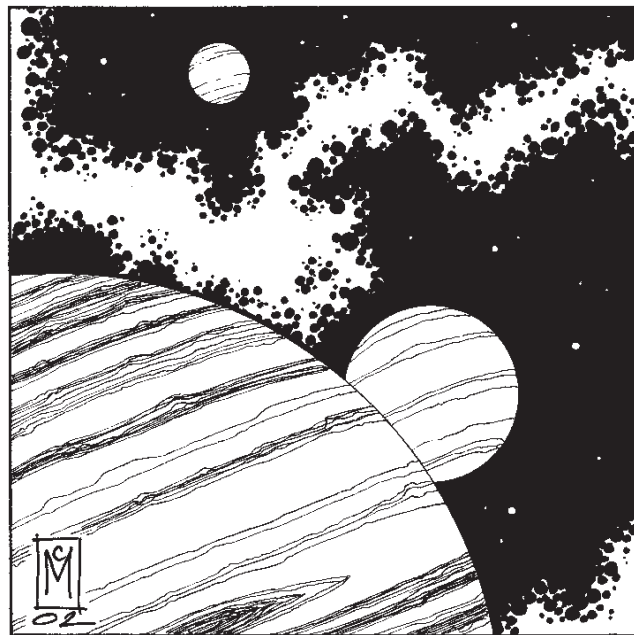
Succor (Major) — As the minor talent, except three ailments may be chosen from the list. [Major, 20]

Succor (Greater) — As the minor talent, except five ailments may be chosen from the list. [Greater, 30]

Summon — You may summon a creature to you at anytime. It costs 3d10 exhaustion points and d10 rounds before the summoned creature arrives (though it only takes one round to issue the summons). You have no control over the summoned creature, but you receive a +20 to any skill that would allow you to direct the summoned creature’s actions. You must determine what category of creature you may summon (e.g., woodland animals, insects, birds, fish, etc.). It is possible that no creature is available to be summoned, depending on your current location (as the creature must already exist in some nearby locale). You may use this summoning ability once per day per five levels of experience (round all fractions up). The summoned creature will remain nearby for at least an hour, or until it feels threatened (at which point it will run, back to where it was summoned from). If *Telepathy* is restricted to you, then this costs double. [Major, 15]

Tunneling — You can create a tunnel through materials. You may tunnel through the earth at a rate of half of your Base Movement Rate. This assumes you are tunneling through material that has the consistency and hardness of packed dirt. If you are trying to burrow through a denser material (e.g., stone), your tunneling rate may drop to as little as one tenth of your base movement rate (GM’s discretion). [Greater, 25]

Ultrasonic Hearing — You can hear sounds that have a very high frequency. You can hear things like dog whistles, Sonar Sense, even specialized audio beacons. [Minor, 8]





6.0 STATUS, WEALTH AND ITEMS

Part III The Character Expanded

6.0 Status,
Wealth
and Items



Status, wealth, and items are various background items that are usually inherited. You will generally receive your status from your parents, although you may perform certain actions to create a status of your own. In some cultures, status is permanent. A person who has status lowered would probably prefer death to the embarrassment of living among lower people. In other cultures, status is not quite as important; there are leaders and followers. The player may determine how important their status is to them. Status itself is neither good nor bad, but it may have positive or negative affects upon those you encounter.

You will also probably inherit your wealth level and feeling toward money from your parents. If your parents are rich, you will probably be brought up expecting there to always be enough money. If your family is poor, even a small amount of gold would make you rejoice. Again, the choice is the player's.

Items often represent family heirlooms and inheritances. You would be quite reluctant to part with these items, even if something better comes along. The items may be valuable or just well crafted. Either way, it has been given to the player to aid them in upcoming journeys.

6.1 SPECIAL STATUS

Unless the GM deems it appropriate, a character should never take more than one Special Status (even though some do not seem mutually exclusive). The Special Status Cost Chart indicates how many background options are required for the various degrees (Lesser, Minor, Major, Greater) of status.

The way that you, the GM, handle status is heavily dependent upon your world setting. You should closely examine each status and eliminate or modify those that are not appropriate.

Note: Each status also has a point cost that can be used with the optional rules in Section 9.3 (p.87).

SPECIAL STATUS COST CHART

Selected Status

Degree	no Flaw	Flaw -1 †	= Flaw
Free	0*	—	—
Lesser	1	—	0*
Minor	2	1	0
Major	3	2	1
Greater	4	3	2

Note: The # given is the cost in background options of the status (and corresponding flaw, if any).

* - A GM may wish to allow a character making this choice to take an additional lesser talent without expending background options.

† - The character gets a flaw that is one less degree than the status—a greater status gets a major flaw, a major status gets a minor flaw, and a minor status gets a lesser flaw.

Random Status — Instead of having players select status, a GM may decide to allow each character to randomly generate his status without expending background options.



STATUS DETERMINATION

SPECIAL STATUS LISTING

SPECIAL STATUS CATEGORY	
Category Selection Roll	
(Use only if GM indicates)	
01-25	roll again for Free status
26-65	roll again for Lesser status
66-85	roll again for Minor status
86-95	roll again for Major status
96-100	roll again for Greater status
Note: A GM should only use a general status roll if he is not requiring background options to be used for status.	
Free Status	
01-05	Dishonored Knight [F, 0]
06-10	Faithful Vassal [F, 0]
11-15	Lost Favor [F, 0]
16-20	Orphan [F, 0]
21-25	Wanted [F, 0]
26-100	Nothing Special †
Lesser Status	
01-25	Knighthood [L, 3]
26-50	Military Rank (Lesser) [L, 5]
51-75	Patron (Lesser) [L, 5]
76-100	Priestly Investment [L, 3]
Minor Status	
01-12	Favored (Minor) [m, 10]
13-24	Government Ties [m, 7]
25-36	Heir [m, 10]
37-48	Law Enforcement Ability (Minor) .. [m, 10]
49-60	Military Rank (Minor) [m, 10]
61-72	Noble [m, 10]
73-84	Patron (Minor) [m, 10]
85-96	Patron, Important (Minor) [m, 10]
97-100	Roll on this Chart †
Major Status	
01-15	Favored (Major) [M, 15]
16-30	Law Enforcement Ability (Major) .. [M, 15]
31-45	Military Rank (Major) [M, 15]
46-60	Patron (Major) [M, 20]
61-75	Patron, Important (Major) [M, 20]
76-90	Patron, Significant (Major) [M, 15]
91-100	Roll on this Chart †
Greater Status	
01-20	Favored (Greater) [G, 25]
21-40	Law Enforcement Ability (Greater) [G, 20]
41-60	Military Rank (Greater) [G, 20]
61-80	Patron, Important (Greater) [G, 30]
81-100	Patron, Significant (Greater) [G, 30]
† — Instead of rerolling, your GM may allow you to choose a status from this section of the chart.	

Dishonored Knight — You were once a knight but have been dishonored. Your GM will create the story behind what caused you to be dishonored and whether or not you actually performed the deed or were framed for it by an enemy (though you should provide the GM with some ideas as to what you would like to play). You will immediately be noticed by another knight or noble as a dishonored knight with the appropriate reactions from those who notice you. You may eventually shed your dishonor, but it should be after many trials and only after definitely proving your innocence. The GM may decide that it is impossible for you to ever regain your knighthood.

The status of knighthoods and their place depends on the setting. A knighthood might be a purely ceremonial status as with real world England, in which case your shame has more to do with public humiliation than loss of powers. It could be more important, as in the *Privateers* universe where knights bear arms and protect worlds, in which case the character has suffered a real loss. [Free, 0]

Faithful Servant — You are a faithful vassal to a wicked Lord or Lady, or official. The reasons why they despise you are left up to you and the GM, but you are nevertheless faithful to them. You try your best to not hurt them in any way, no matter what they put you through. You seem to be under their control, at least emotionally, and they will often put unreasonable demands upon you. It should be a very long and involved endeavor for you to escape their strong grip. [Free, 0]

Favored (Minor) — You have been befriended by a highranking official. This official may be a noble or may be a relative. The official is acknowledged by a small number of people (e.g., the governor of a planet). If the GM deems it appropriate, the befriended official can be related to you. [Minor, 10]

Favored (Major) — As the minor status, except the official is acknowledged by a large group of people (e.g., the leader of a province). [Major, 15]

Favored (Greater) — As the minor status, except the official is acknowledged by a national group of people (e.g., the ISC Marine Corps). [Greater, 25]

Government Ties — You have a reputation for aiding “good” government figures. You will usually receive aid from local politicians or military figures (e.g., shelter, subsistence, protection, maybe money). You have earned a reputation in the underworld as being associated with the government. [Minor, 7]

Heir — You are the heir to a great business man or Lord. Few people know of your position (in fact you may not know it either). Powerful forces may know more about your ancestry than you do, and you may well be hunted by them because of it. [Minor, 10]

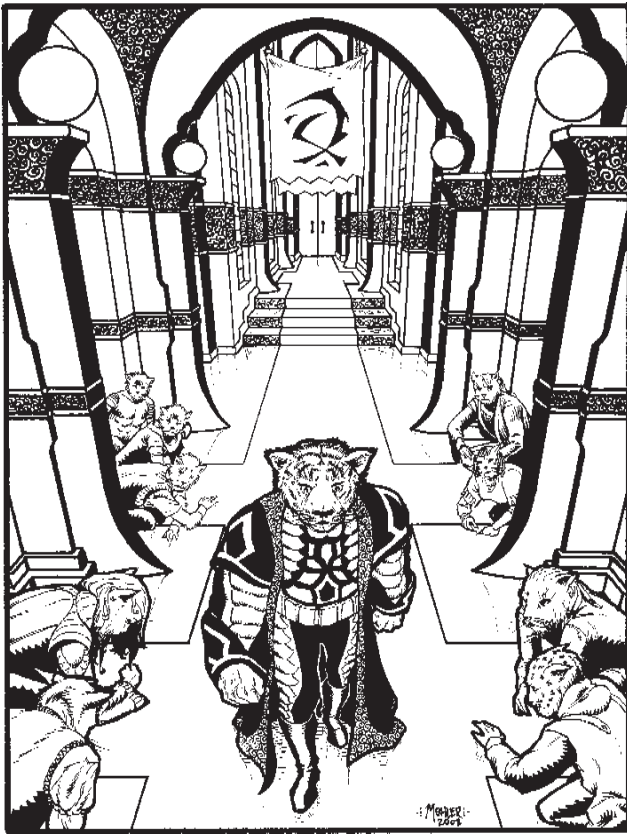
Knighthood — You have been knighted for personal heroism or on the behalf of a noble or royalty. See dishonored knight for a few notes on knighthoods in sci-fi. [Lesser, 3]

Law Enforcement Ability (Minor) — You have been granted the right to enforce law in a general area. Depending on the area and the local laws, the effect benefits of this ability may vary (from para-military rights to simple patrol). You are recognized as an officer of the law, unless undercover, and may be called on by citizens to perform various legal tasks. Your jurisdiction is no more than a single planet. [Minor, 10]



Part III The Character Expanded

6.0 Status,
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Law Enforcement Ability (Major) — As the minor status, except jurisdiction is an entire province. [Major, 15]

Law Enforcement Ability (Greater) — As the minor status, except your jurisdiction is nationwide (or your powers are particularly liberal; at the GM's discretion). [Greater, 20]

Lost Favor — You were once close with a member of the upper echelon of society. Some event occurred that caused you to lose favor with the person and now they will have nothing to do with you. You and the GM should determine what happened and whether or not you are innocent. Regardless, the person will no longer have anything to do with you, will provide no assistance, and may try to hinder you whenever possible. [Free, 0]

Military Rank (Lesser) — You were in the military. While you were in the military, you received a promotion in rank. The actual title of the rank should be determined by the branch of the military you were in (the GM will have to let you know what is appropriate in his world). [Lesser, 5]

Military Rank (Minor) — As the lesser status, except you have received 2 or more promotions (GM discretion). [Minor, 10]

Military Rank (Major) — As the lesser status, except you have received 4 or more promotions (GM discretion). [Major, 15]

Military Rank (Greater) — As lesser status, except you have received 6 or more promotions (GM discretion). [Greater, 20]

Noble — You are a member of the nobility, political body or financial aristocracy. You were either awarded your position, were elected, earned it through merit, or inherited it from your parents. You and your GM should determine your title and the extent of your noble powers. [Minor, 10]

Orphan — You are an orphan. You have no family and no records of who they might be. It would be difficult for you to track down your birth parents. You may be scorned in society, depending on how important lineage is to that society. In addition, you have some emotional scars from your life in the orphanage with which you are probably still learning to cope. [Free, 0]

Patron (Lesser) — You have a patron that provides for you. The patron is a single individual who can only provide you with bare necessities (food, clothing, shelter, etc.). [Lesser, 5]

Patron (Minor) — As the lesser status, except the patron can provide you with almost any normal items or resources that you want. [Minor, 10]

Patron (Major) — As the lesser status, except that the patron can provide you with any type of item or resource (GM's discretion on availability). [Major, 20]

Patron, Important (Minor) — You have a patron that provides for you. The patron is either an important individual within the society (e.g., the leader of a province) or a large organization (e.g., a church or corporation). However, this patron can only provide you with bare necessities (food, clothing, shelter, etc.). [Minor, 10]

Patron, Important (Major) — As the minor status, except the patron can provide you with almost any normal items or resources that you want. [Major, 20]

Patron, Important (Greater) — As the minor status, except the patron can provide you with any type of item or resource (GM's discretion on availability). [Greater, 30]

Patron, Significant (Major) — You have a patron that provides for you. The patron is either a huge organization (e.g., a whole religion or province) or a single organization that is influential nationwide (e.g., a megacorporation). However, this patron can only provide you with bare necessities (food, clothing, shelter, etc.). [Major, 15]

Patron, Significant (Greater) — As the major status, except the patron can provide you with almost any normal items or resources that you want. [Greater, 30]

If you allocate two additional background options (or 20 points), the patron can provide you with any type of item (GM's discretion on availability).

Priestly Investment — You have been granted the status of church representative. This does not mean that you must have any special abilities, only that you are part of your church's religious leaders. This will grant you many intangible benefits. You can expect support from your church, and congregation members will often help you when you need them. A Priestly Investment is a public display of your allegiance to your church. [Lesser, 3]

Wanted — You have been accused of a major crime: theft, treason, murder, assassination, etc. You may or may not have committed the crime (that is up to you and the GM). There is a significant force looking for you, and they may try unorthodox methods to bring you back for sentencing. It is up to you to either try and clear your name or evade the authorities. [Free, 0]



6.2 SPECIAL ITEMS

The Special Item Cost Chart indicates how many background options are required for the various degrees (Lesser, Minor, Major, Greater) of items.

Absorption Shield—You possess a belt-sized absorption shield. [Major, 20]

Barrier Shield—You possess a belt-sized barrier shield. [Greater, 40]

Bonus Item (I)—You have two exceptional items of high quality. The exact nature of these items is up to you and the GM to decide; a special bonus of +5 to skills affected by those items. For example, you may have a +5 bypass kit that bestows its bonus to Security bypass. [Lesser, 5]

Bonus Item (II)—As Bonus Item (I), except that it gives you one item with a bonus of +10. [Minor, 7]

Bonus Item (III)—As Bonus Item (I), except that there are either three items with a +5 bonus each, or one item with a bonus of +15. [Minor, 10]

Bonus Item (IV)—As Bonus Item (I), except that there are either three items with a +10 bonus or a single item with a +20 bonus. [Major, 15]

Bonus Item (V)—As Bonus Item (I), except that there are two items with a +15 bonus. [Major, 17]

Bonus Item (VI)—As Bonus Item (I), except that it gives you one item with a bonus of +25 bonus. [Major, 20]

Bonus Item (VII)—As Bonus Item (I), except that there are three items with a +15 bonus. [Greater, 25]

Bonus Item (VIII)—As Bonus Item (I), except that there are two items with a +25 bonus each. [Greater, 40]

Deflector Shield—You possess a belt-sized deflector shield. [Major, 20]

Light Freighter—You possess a light, interstellar freighter. [Greater, 80]

Loyal Domesticated Animal—You have a common animal that is completely loyal to you. [Lesser, 5]

Loyal Unusual Creature—As Loyal Domesticated Animal, except the creature (GM choice) is not common in any way. [Major, 15]

Medium Freighter—You possess a medium, interstellar freighter. [Greater, 100]

Shuttle—You own a shuttle craft. It is not *ftl* capable. [Greater, 60]

Special Drug/Pharmaceutical/Poison—You have some kind of drug, pharmaceutical, or poison. The GM should determine exactly what (see *Gamemaster Manual* and *Equipment Manual* for a complete listing). [Lesser, 3]

ITEM DETERMINATION

SPECIAL ITEM CATEGORY	
Initial Random Item Roll	
01-40	roll again for Lesser item
41-70	roll again for Minor item
71-90	roll again for Major item
91-100	roll again for Greater item
Lesser Items	
01-33	Bonus Item (I) [L, 5]
34-66	Loyal Domesticated Animal [L, 5]
67-99	Special Bread/Herb/Poison [L, 3]
100	Reroll on this Chart †
Minor Items	
01-50	Bonus Item (II) [m, 7]
51-100	Bonus Item (III) [m, 10]
99-100	Reroll on this Chart †
Major Items	
01-16	Absorption Shield [M, 20]
17-32	Deflector Shield [M, 20]
33-48	Bonus Item (IV) [M, 15]
49-64	Bonus Item (V) [M, 17]
65-80	Bonus Item (VI) [M, 20]
81-96	Loyal Unusual Creature [M, 15]
97-100	Reroll on this Chart †
Greater Items	
01-20	Bonus Item (VII) [G, 25]
21-40	Bonus Item (VIII) [G, 40]
41-60	Light Freighter [G, 80]
61-80	Medium Freighter [G, 100]
81-100	Shuttle [G, 60]
† — Instead of rerolling, your GM may allow you to choose an item from this section of the chart.	

SPECIAL ITEM COST CHART			
Degree	no Flaw	Flaw -1 †	= Flaw
Lesser	1	—	—
Minor	2	1	—
Major	3	2	1
Greater	4	3	2
Note: The # given is the cost in background options of the item (and corresponding flaw, if any).			
† — The character gets a flaw that is one less degree than the item—a greater item gets a major flaw, a major item gets a minor flaw, and a minor item gets a lesser flaw.			
Random Item — If a player wants a random item, he may allocate one background option, then roll to determine its “degree,” and then roll to determine what it is.			



Part III

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6.0 Status,
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STARTING WEALTH CHART					
Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-10	.5	1	2	30	500
11-20	5	10	20	600	2,000
21-30	10	20	40	1,200	4,000
31-35	50	100	200	2,400	15,000
36-40	200	350	700	4,800	30,000
41-45	500	750	1,500	9,600	150,000
46-50	1,000	1,500	3,000	10,000	300,000
51-55	1,500	2,500	5,000	15,000	600,000
56-60	2,000	3,500	7,000	20,000	800,000
61-65	2,500	4,500	9,000	30,000	1,000,000
66-70	3,000	5,000	10,000	40,000	1,250,000
71-75	3,500	5,500	11,000	150,000	1,500,000
76-80	4,000	6,000	12,000	250,000	2,250,000
81-85	4,500	6,500	13,000	350,000	3,000,000
86-90	5,000	7,500	15,000	450,000	5,000,000
91-94	5,500	8,000	17,000	500,000	7,000,000
95-97	6,000	9,000	20,000	1,000,000	10,000,000
98-99	7,000	12,000	25,000	2,000,000	25,000,000
100+	10,000	15,000	30,000	3,000,000	50,000,000

Note: All values are in credits.

6.3 WEALTH LEVEL

In *Spacemaster*, all characters begin with 2,000 credits (SM:P, p. 52). When using this section, that is no longer the case. A character's starting wealth may be modified by spending background options as if the starting wealth were an item (see the chart on page 41 SM:P).

Before determining a character's starting wealth, you must determine a character's wealth level. All characters will begin the game with a wealth level of Very Poor, unless background options are spent to increase it.

<u>Wealth Level</u>	<u>Degree / Point Cost</u>
Very Poor	Free / 0
Poor	Lesser / 3
Normal	Minor / 10
Rich	Major / 20
Very Rich	Greater / 40

Wealth level is used when determining starting wealth as well as what kind of items you might begin the game with. Use the Starting Wealth Chart above to determine a character's starting wealth.

COST FOR ADDITIONAL WEALTH ROLLS

A character may choose to take additional rolls for wealth—spending background options as if selecting an item (see the chart on page 41 SM:P). The cost for additional rolls is based upon the character's wealth level. Use the chart below to determine the cost for each additional roll made on the Starting Wealth Chart.

<u>Wealth Level</u>	<u>Degree / Point Cost</u>
Very Poor	Lesser / 5
Poor	Minor / 10
Normal	Major / 15
Rich	Major / 20
Very Rich	Greater / 25

COST TO MODIFY WEALTH ROLLS

Finally, a character can choose to modify the roll made on the Starting Wealth Chart—spending background options as if selecting an item (see the chart on p. XX). The roll may be modified before the dice roll or after the dice are rolled (with a different cost). Use the chart below to determine the cost for modifying the roll.

<u>Modification</u>	<u>Degree / Point Cost</u>
+10 before the dice are rolled	Lesser / 3
Up to +5 after the dice are rolled	Lesser / 5

FIRST ROLL MODIFICATION

All character's get a free roll on the Starting Wealth Chart. This roll has a special modification that is not applied to subsequent rolls. The modification is based upon wealth level and can be seen in the chart below.

<u>Wealth Level</u>	<u>Modification</u>
Very Poor	+60
Poor	+50
Normal	+45
Rich	+30
Very Rich	+10



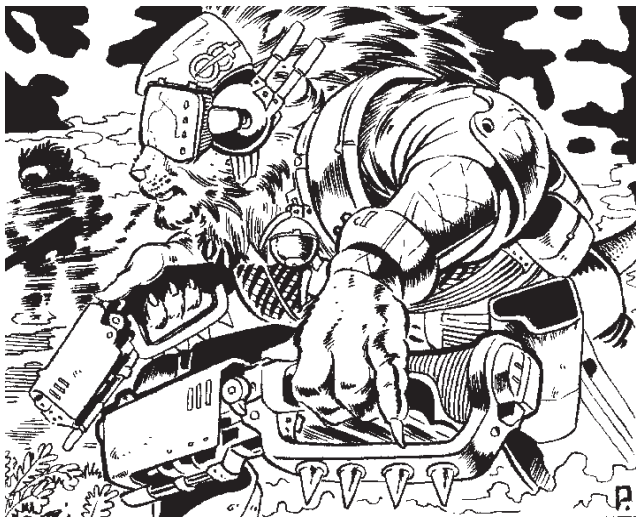
7.0 FLAWS

Flaws are an excellent way to round out your character. You may choose to have only one eye; you can then develop a story of how you lost your other eye and how your body rejected all attempts to replace it. See Sections 5.0, 6.0, and 9.1 (p. 108) for more information on the various ways to use flaws.

It is strongly recommended that no player be allowed to take more than four flaws. This not only keeps the character from being hopeless, but it also insures that the character does not have an unusually high number of talents. Remember, a flaw that does not inhibit you is not a flaw and is worth no points. Below is a summary of all of the flaws that may be found in this section.

Note: In the *Spacemaster: Privateers*, flaws were classified as: minor, major, greater, and special. In *Future Law*, we classify flaws as: lesser, minor, major, and greater. Basically the classifications have just been shifted—the SM:P minor flaws have become *Future Law* lesser flaws, the SM:P major flaws have become minor flaws, etc.

Note: It is imperative, in a sf game, that flaws be well-reasoned. A one-armed character isn't really flawed if he can go to the hospital the next day and get the arm replaced, allowing socialized medicine to foot the bill. If a flaw is taken and it should be able to be easily fixed, and appropriate story needs to be invented as to why it cannot.



FLAW DETERMINATION

FLAW TYPE	
To Determine Flaw Type	
01-33	Roll for a Physical Flaw
34-66	Roll for a Mental Flaw
67-99	Roll for a Special Flaw
100	Reroll on this Chart
Note: A GM may decide to skip this roll and allow a character to choose the category (physical, mental, etc.) from which a random flaw comes.	

LESSER FLAWS	
Lesser Flaws — Physical	
01-09	Animal Bane [L, -5]
10-18	Insomnia [L, -3]
19-27	Color Blind [L, -5]
28-36	Eunuch [L, -5]
37-45	Fragile Wrists [L, -5]
46-54	Inner Ear Problem [L, -5]
55-63	Rain Trauma [L, -5]
64-72	Short of Breath (Lesser) [L, -5]
73-81	Tender Skin [L, -3]
82-90	Uncommon Allergy [L, -5]
91-99	Unique Looks (Lesser) [L, -5]
100	Reroll on this Chart †
Lesser Flaws — Mental	
01-06	Addiction/Simple (Common) [L, -5]
07-12	Code of Honor [L, -5]
13-18	Compulsive Behavior [L, -5]
19-24	Delusory (Lesser) [L, -5]
25-30	Glutton [L, -3]
31-36	Intolerance (Lesser) [L, -5]
37-42	Minor Fear (Lesser) [L, -5]
43-48	Miser [L, -5]
49-54	Phobia (Lesser) [L, -5]
55-60	Pyromaniac [L, -5]
61-66	Sense of Duty (Lesser) [L, -5]
67-72	Stubborn [L, -5]
73-78	Superstitious [L, -5]
79-84	Trauma (Lesser) [L, -5]
85-90	Truthful [L, -5]
91-96	Vow (Lesser) [L, -3]
97-100	Reroll on this Chart †
Lesser Flaws — Special	
01-20	Dependent (Lesser) [L, -5]
21-40	Duty (Lesser) [L, -5]
41-60	Repulsive Habit (Lesser) [L, -5]
61-80	Rival/NPC (Lesser) [L, -5]
81-100	Secret (Lesser) [L, -5]



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7.0 Flaws

MINOR FLAWS

Minor Flaws — Physical

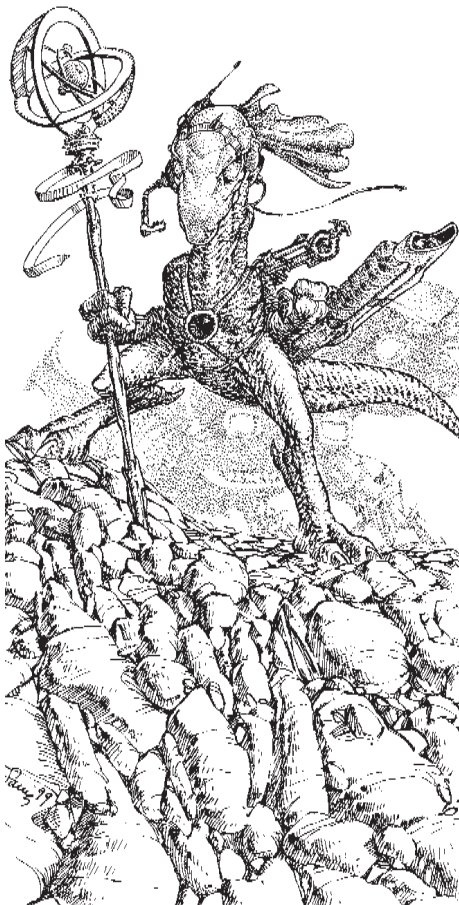
01-04	Age	[m, -10]
05-08	Albino	[m, -10]
09-12	Cold Sensitive	[m, -10]
13-16	Common Allergy (Minor)	[m, -10]
17-20	Crippled (Minor)	[m, -10]
21-24	Deep Sleeper	[m, -10]
25-28	Hard of Hearing	[m, -10]
29-32	Heat Sensitive	[m, -10]
33-36	Locking Wrists	[m, -10]
37-40	Nose Bleeds	[m, -10]
41-44	Physical Investment	[m, -7]
45-48	Poor Eyesight (Minor)	[m, -10]
49-52	Power Burn	[m, -10]
53-56	Short of Breath (Minor)	[m, -10]
57-60	Slow	[m, -7]
61-64	Spasm	[m, -10]
65-68	Stutter	[m, -10]
69-72	Tired Legs	[m, -7]
73-76	Uncontrollable Strength	[m, -10]
77-80	Uncoordinated	[m, -7]
81-84	Unhealthy	[m, -10]
85-88	Unique Looks (Minor)	[m, -10]
89-100	Roll on this Chart †	

Minor Flaws — Mental

01-04	Absent-Minded	[m, -10]
05-08	Addiction/Mild (Common)	[m, -10]
09-12	Bad Temper	[m, -10]
13-16	Blood-Guilt	[m, -10]
17-20	Bloodlust	[m, -10]
21-24	Chivalrous	[m, -10]
25-28	Delusionary (Minor)	[m, -10]
29-32	Fanatic	[m, -10]
33-36	Fearlessness	[m, -10]
37-40	Greedy	[m, -10]
41-44	Intolerance (Minor)	[m, -10]
45-48	Lecherous	[m, -10]
49-52	Megalomaniac	[m, -10]
53-56	Minor Fear (Minor)	[m, -10]
57-60	Overconfident	[m, -10]
61-64	Pacifist (Minor)	[m, -10]
65-68	Paranoid	[m, -10]
69-72	Passive	[m, -10]
73-76	Phobia (Minor)	[m, -10]
77-80	Poor Concentration	[m, -10]
81-84	Queasy	[m, -10]
85-88	Sense of Duty (Minor)	[m, -10]
89-92	Trauma (Minor)	[m, -10]
93-96	Vow (Minor)	[m, -7]
97-100	Roll on this Chart †	

Minor Flaws — Special

01-09	Dependent (Minor)	[m, -10]
10-18	Duty (Minor)	[m, -10]
19-27	Poor Control	[m, -7]
28-36	Repulsive Habit (Minor)	[m, -10]
37-45	Rival/NPC (Minor)	[m, -10]
46-54	Rival/PC (Minor)	[m, -10]
55-63	Secret (Minor)	[m, -10]
64-72	Secret Identity	[m, -10]
73-81	Stat Penalty (Minor)	[m, -10]
82-90	Terrible Luck	[m, -10]
91-99	Unlucky	[m, -10]
100	Roll on this Chart †	





MAJOR FLAWS

Major Flaws — Physical

01-08	Common Allergy (Major)	[M, -15]
09-16	Crippled (Major)	[M, -20]
17-24	Loss of Vision	[M, -15]
25-32	Not Subtle	[M, -15]
33-40	One Arm (Major)	[M, -15]
41-48	One Eye	[M, -15]
49-56	Pain Intolerant	[M, -15]
57-64	Short of Breath (Major)	[M, -15]
65-72	Slow Healer	[M, -15]
73-80	Unique Looks (Major)	[M, -15]
81-88	Unwakeable	[M, -15]
89-96	Weight Intolerant	[M, -15]
97-100	Roll on this Chart †	

Major Flaws — Mental

01-20	Addiction/Serious (Common)	[M, -15]
21-40	Addiction/Simple (Rare)	[M, -15]
41-60	Battle Confusion	[M, -15]
61-80	Delusory (Greater)	[M, -15]
81-100	Easily Dominated	[M, -15]

Fear of Psionics [M, -20]

01-09	Impulsive	[M, -13]
10-18	Kleptomaniac	[M, -15]
19-27	Memory Loss	[M, -15]
28-36	Oblivious	[M, -15]
37-45	Pacifist (Major)	[M, -15]
46-54	Phobia (Major)	[M, -15]
55-63	Sadist	[M, -15]
64-72	Sense of Duty (Major)	[M, -15]
73-81	Trauma (Major)	[M, -15]
82-90	Vow (Major)	[M, -15]
91-99	Weapon Bane	[M, -15]
100	Roll on this Chart †	

Major Flaws — Special

01-08	Dependent (Major)	[M, -15]
09-16	Duty (Major)	[M, -15]
17-24	Mundane	[M, -15]
25-32	Poor Maintenance Skills	[M, -20]
33-40	Psychic Leakage	[M, -20]
41-48	Psychic Susceptibility	[M, -15]
49-56	Psychic Bane [M, -15]	
57-64	Repulsive Habit (Major)	[M, -15]
65-72	Rival/NPC (Major)	[M, -20]
73-80	Rival/PC (Major)	[M, -15]
81-88	Secret (Major)	[M, -15]
89-96	Stat Penalty (Major)	[M, -20]
97-100	Roll on this Chart †	

GREATER FLAWS

Greater Flaws — Physical

01-05	Blind	[G, -50]
06-10	Breaker	[G, -20]
11-15	Complete Klutz	[G, -20]
16-20	Crippled (Greater)	[G, -30]
21-25	Deaf	[G, -20]
26-30	Epileptic	[G, -30]
31-35	Hemophilia	[G, -20]
36-40	Lack of Range	[G, -20]
41-45	Low Gravity Origin (Low)	[G, -80]
46-50	Low Gravity Origin (High)	[G, -120]
51-55	Mute	[G, -25]
56-60	Not Graceful	[G, -20]
61-65	Off Balance	[G, -20]
66-70	One Arm (Greater)	[G, -20]
71-75	Poor Eyesight (Greater)	[G, -20]
76-80	Sloth	[G, -20]
81-85	Weak Physique	[G, -20]
86-90	Wimp	[G, -20]
91-100	Roll on this Chart †	

Greater Flaws — Mental

01-08	Addiction/Fatal	[G, -30]
09-16	Addiction/Harmful	[G, -20]
17-24	Addiction/Mild (Rare)	[G, -20]
25-32	Addiction/Serious (Rare)	[G, -25]
33-40	Disavowed Weapons	[G, -20]
41-48	Easy Mark	[G, -20]
49-56	Fear of Armor	[G, -20]
57-64	Indecision	[G, -20]
65-72	Muddled Mind	[G, -20]
73-80	Pacifist (Greater)	[G, -30]
81-88	Split Personality	[G, -20]
89-96	Vow (Greater)	[G, -20]
97-100	Roll on this Chart †	

Greater Flaws — Special

01-20	Lack of Scope	[G, -20]
21-40	Psychic Allergy	[G, -45]
41-60	Rival/PC (Greater)	[G, -25]
61-80	Stat Penalty (Greater)	[G, -30]
81-100	The Slain	[G, -20]

L=Lesser, m=Minor, M=Major, G= Greater.

A number in brackets after a flaw is the flaw's point cost if the optional rules in Section 9.3 (p. 87) are being used.

† — Instead of rerolling, your GM may allow you to choose a flaw from this section of the chart.



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7.0 Flaws



7.1 PHYSICAL FLAWS

These flaws affect you physically. They may hinder your movement or prevent you from performing certain activities.

Age — You have reached at least middle age for your race. You must roll stat deterioration rolls each year. You are older, probably wiser, and a little slower. [Minor, -10]

Albino — You were born an albino. You have pale-white hair and skin, and your eyes are pink. You can never blend into a crowd without a disguise, you are too conspicuous. You have no resistance to sunburn, and thus must take many precautions against the sun. If you are in the sun without protection, you take 5 hits of damage per hour until you find shelter. [Minor, -10]

Animal Bane — For some reason, one type of animal really hates you, usually to the point of attacking on sight. You may pick the type of animal, subject to the GM's approval. Whenever one such animal sees you, it will immediately attack ferociously. If you are near an animal's territory, there is a 50% chance that it, or a pack of them, will hunt you down. An animal's master can control it with an appropriate animal handling maneuver. [Lesser, -5]

Anosmia — You have no sense of taste or smell. You cannot make any Awareness maneuvers based on these two senses. [Lesser, -3]

Blind — You cannot see. Any action you take that would require vision is at a -100 to the maneuver. You can only move at half your normal base rate unless you are in an area that is familiar to you. As a side effect, you receive a +10 to any Awareness maneuver based on sound, touch or smell. [Greater, -50]

Breaker — You tend to break equipment more often than would seem to be normal. You either force it too much, or stress it to the point where it snaps. All breakage numbers for any equipment or weapons you use are automatically increased by one. Additionally, all strength or reliability checks you make for equipment or weapons are modified by a -20. [Greater, -20]

Cold Sensitive — You are abnormally sensitive to the cold. The colder it gets, the more you suffer from the cold's effects. When the temperature is lower than 40° F, you suffer a penalty to all of your actions. You suffer a penalty of -1 for every 1° the temperature is below 40° F. [Minor, -10]

Color Blind — You are completely color blind. Everything is white, black, or a shade of gray. This is more of a nuisance than a serious flaw, but it can cause problems. [Lesser, -5]

Common Allergy (Minor) — You have an allergy to a common substance (like pollen) that appears seasonally. You may choose what you are allergic to (subject to the GM's approval). When you are exposed to what you are allergic to for more than one minute, your eyes start to water and your nose runs. While this is happening, you are at -20 to all of your actions. This will last for d100 minutes after you have left the vicinity of the cause. [Minor, -10]

Common Allergy (Major) — As the minor flaw, except the allergy is to something that is common and is present year-round. [Major, -15]

Complete Klutz — You are not coordinated enough to effectively use the martial arts. Your Martial Arts skill group suffers a -25 penalty. [Greater, -20]

Crippled (Minor) — You have lost some mobility because you are crippled in one leg. Your movement is reduced by half. You receive a -10 to all melee OBs due to your impaired mobility. You suffer a penalty of -3 to your Qu bonus. [Minor, -10]

Crippled (Major) — As the minor flaw, except you have actually lost a leg. You can only move at 25% of your normal Base Rate. You must use some form of support (e.g., either a false leg, a crutch, etc.). Your melee OB is reduced by -25. You suffer a penalty of -5 to your Qu bonus. [Major, -20]

Crippled (Greater) — As the minor flaw, except you have lost both of your legs. Your movement is 10% of your normal base movement rate. You must find some other form of mobility to move around, a cart, a wheelchair, levitation, anti-gravity chair, etc. You cannot effectively fight in melee combat. You suffer a penalty of -7 to your Qu bonus. [Greater, -30]

Deaf — You are completely deaf. You can hear nothing at all. You operate at -100 to all actions that require hearing. All of your starting spoken languages are reduced by 2 ranks. Spoken languages are now classified as restricted skills for you. [Greater, -20]



Deep Sleeper — You sleep very deeply, especially during the first hour of rest. You cannot be awakened during your first hour of sleep, no matter what occurs around you. In certain rare circumstances, the GM may allow a drastic action to awaken you from your deep slumber. After the first hour, you may awaken but suffer a -25 penalty to your Awareness maneuver to awaken.
[Minor, -10]

Epileptic — You have a severe case of epilepsy. Whenever you are subject to a very stressful situation (GM's discretion), you must make an RR versus a Fear attack at 10th level. If you fail, you are subject to an epileptic fit. You lose your ability to think and speak clearly. Your body starts having violent shakes. Anything you are holding in your hand will fall to the ground. The seizure will last for 2d10 minutes. Once you stop convulsing, you will have spent 4d10 exhaustion points.
[Greater, -30]

Eunuch — You (male characters only) no longer have your genitalia. This could be from an accident, or it could be a sign of status. You can neither be seduced by someone nor seduce them. In addition, you are not quite as quick to anger.
[Lesser, -5]

Fragile Wrists — Your wrists are susceptible to sprains. When you leap, fall, climb, hang, throw an object, or attack with a melee weapon there is a 2% (non-cumulative) chance that you will sprain your wrists. If you sprain them, you will be stunned for d10 rounds, and operate at -50 for d10 days.
[Lesser, -5]

Hard of Hearing — You have a difficult time hearing things. Awareness maneuvers based on hearing are made at -20.
[Minor, -10]

Heat Sensitive — You are abnormally sensitive to heat. The hotter it gets, the more you suffer from the heat's effects. Whenever the temperature is more than 25° C, you suffer a penalty to all of your actions. You suffer a penalty of -20 for every 1° C the temperature is above 25.
[Minor, -10]

Hemophilia — You suffer greatly from any bleeding attacks. All of your bleeding results are doubled due to your hemophilia. Any critical that states you take a number of hits per round or states that you are bleeding should have the hits per round (as indicated in the critical doubled).
[Greater, -20]

Inner Ear Problem — You suffer from a rare inner ear problem that makes you sensitive to water and pressure changes. Whenever it is raining, your head is underwater, or you venture into a higher-than-normal pressure environment, you will be deafened. See the Deaf physical flaw for details on deafness. The deafness lasts for d10 minutes.
[Lesser, -5]

Lack of Range — You have a difficult time targeting from a long range. All of your psychic and ranged attack ranges are halved.
[Greater, -20]

Locking Wrists — Every time you strike someone or something in melee, there is a 5% (non-cumulative) chance that your wrists will become immobile. While they are locked you are at -100 to any action that uses or requires wrist movement. Your wrists will return to normal after d100 minutes. There is nothing you can do to restore your wrists before they unlock themselves.
[Minor, -10]

Loss of Vision — You may suffer temporary blindness whenever you are struck in the head. Any time you receive a blow to your head, there is a 5% chance that you will be blinded for d10 minutes, after which your vision will return to you normally. See the Blind physical flaw for more information on blindness.
[Major, -15]

Low G Origin (Lesser) — You come from a world with a weak gravitational field. This has had several detrimental effects on your physiology. You receive a special penalty of -5 to your Constitution and Strength. All Crushing, Unbalancing, or Impact criticals are increased by one level (an 'E' becomes an 'E' and an 'A'). This has had a visible effect on you as well. You are 125% of your rolled height. In addition, you receive a -5 penalty to your Presence. Finally, you'll live about 125% as long as racial average.
[Greater, -80]

Low G Origin (Greater) — you come from a world with an extremely weak gravitational field. You receive a special -8 penalty to your Constitution and Strength. All Crushing, Unbalancing, and Impact criticals are increased by two levels (a 'D' becomes an 'E' and an 'A', an 'E' becomes an 'E' and a 'B'). You are 150% of your rolled height. In addition, you receive a -8 penalty to your Presence. Finally, you'll live about 150% as long as racial average.
[Greater, -120]





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7.0 Flaws

Mute — You cannot speak. Any communication you make with someone else must be non-verbal. You may write or use sign language for any communication you want with another person. It is strongly recommended that the player not speak to other players to simulate the character's muteness.

[Greater, -25]

Nose Bleeds — You suffer from nose bleeds caused by changes in altitude. For every 1000' above sea level (or equivalent pressure), you operate at a -5 to all of your actions (from pressure in your head as well as a bleeding nose). If you remain above 1000' for more than an hour, you start taking 1 hit of damage per minute from the constant bleeding. The bleeding and pressure subside when you go lower than 1000'.

[Minor, -10]

Not Graceful — You are relatively ungraceful in your movements. You receive a special penalty of -10 to all of your Moving Maneuvers.

[Greater, -20]

Not Subtle — You are not very quiet or subtle. You receive a special penalty of -10 to all of your skills in the Subterfuge • Stealth category. In addition, you receive a special penalty of -15 to any Stalking or Hiding maneuvers.

[Major, -15]

Off Balance — You have a poor sense of balance. You have a special penalty of -30 to all of your Stalking maneuvers. You also receive a special penalty of -30 to all maneuvers that involve balance.

[Greater, -20]

One Arm (Major) — You have only one hand. You may choose which hand you have lost subject to GM's approval. You are assumed to have developed proficiency in your one remaining hand, even if it was not your original hand preference. You cannot fight with two weapons at once, or with a shield. Climbing is very difficult, as is putting on armor.

[Major, -15]

One Arm (Greater) — As the major flaw, except you have lost the whole arm. The GM should rule on how this affects you.

[Greater, -20]

One Eye — You have lost one of your eyes. You may cover the eye with a patch, have a glass eye, or some exotic alternative. You fire ranged weapons with a special penalty of -25 (due to your loss of depth perception).

[Major, -15]

Pain Intolerant — You have a low pain threshold. Every time you take damage, you must make an RR versus your own level, modified by triple SD bonus and by the number of concussion hits (as a negative modifier to the RR). If the RR fails, you fall unconscious.

[Major, -15]

Physical Investment — Every time you cast a psychic power that is 5th magnitude or higher, you take a number of concussion hits of damage equal to twice the number of MPs spent. There is no way you can avoid this damage, but it does heal normally. Characters who don't develop psychic powers may not select this flaw.

[Minor, -7]

Poor Eyesight (Minor) — You have poor eyesight, but you have some means of correcting it that is not permanent (e.g., glasses, etc.). You are either nearsighted or farsighted. You may choose which you are when you purchase this flaw. If you are nearsighted, you receive a -30 penalty to all of your missile attacks. If you are farsighted, you receive a -30 to all of your melee attacks.

[Minor, -10]

Poor Eyesight (Greater) — As the minor flaw, except that you do not have a means of correcting it.

[Greater, -20]

Power Burn — You receive damage for every psychic power you use. For each mind point you expend, you receive 1 concussion hit of damage.

[Minor, -10]

Rain Trauma — You are adversely effected by the rain. For each four hour period it rains and you are not in a completely enclosed area (no windows, covered up, etc.) you must check to see if you lose your voice. Roll d100 and add 25. If your total is greater than 100, you have lost your voice for d10 hours.

[Lesser, -5]

Short of Breath (Lesser) — You have fewer exhaustion points than your stats would dictate. Calculate your Exhaustion Points normally, then reduce them by 10%.

[Lesser, -5]

Short of Breath (Minor) — As the lesser flaw, except reduce the normal amount by 25%.

[Minor, -10]

Short of Breath (Major) — As the lesser flaw, except reduce the normal amount by 50%.

[Major, -15]

Sloth — You are slow in combat. Your moves are obvious, awkward, and weak. You receive a special penalty of -5 to your OB, DB, and your initiative rolls.

[Greater, -20]

Slow — You are slower than normal. Your base movement rate is reduced by 25%.

[Minor, -7]

Slow Healer — You are a slow healer. All healing times for all kinds of wounds you receive are doubled.

[Major, -15]

Spasm — You suffer from uncontrollable spasms. Whenever you roll an unmodified 66, you experience a spasm. While you are having a spasm, you take d10 concussion hits of damage and are stunned for d10 rounds.

[Minor, -10]

Stutter — You have a speech impediment that makes it difficult for you to speak. Any skill that requires speech will suffer a special penalty of -50 (i.e., -50 to Duping, Public Speaking, Trading, etc.).

[Minor, -10]

Tender Skin — Whenever you wear metal (including metal armor), your body breaks out in a rash. The rash is itchy and painful, causing a -10 penalty to all of your actions while you have the rash. The rash stays until you remove the metal and then lasts another d10 hours after you have removed the armor. There is nothing that can prevent your allergic reaction to metal armor.

[Lesser, -3]

Tired Legs — Your legs are significantly weaker than a typical member of your race. You cannot walk more than 5 hours without resting for at least 2 hours. If you walk for more than 5 hours, there is a 25% chance that each of your legs will develop cramps (roll once for each leg). If they cramp, they will stay cramped for 2d10 hours, and be completely useless during that time.

[Minor, -7]

Uncommon Allergy — You have an allergy to an uncommon object (e.g., coniferous plants). You may choose what you are allergic to (subject to the GM's approval). When you are exposed to the substance for more than one minute, your eyes start to water and your nose runs. While this is happening, you are at -20 to all of your actions. This will continue for d100 minutes after you are no longer exposed to the substance.

[Lesser, -5]



Uncontrollable Strength — You have great strength at times, but you have a very difficult time controlling it. Whenever you are in an extreme emotional state (love, happiness, hate, etc.) there is a 10% chance that you will receive triple your normal St bonus for one round. You use this strength whether you wish to or not. You could maul an enemy, or break the ribs of a friend while hugging him. You often crush or break things without meaning to. You cannot choose when to get this bonus. [Minor, -10]

Uncoordinated — Whenever you fail a maneuver, no matter what it is, you receive an 'A' Unbalancing critical. [Minor, -7]

Unhealthy — You are particularly susceptible to a certain disease that causes your body to swell up and you to feel ill. Every week there is a 2% chance that you will develop symptoms of this disease. While suffering from this disease you will be at -20 to all your actions due to the swelling, and your Appearance and Presence temporary stats will be halved. After d10 days, the swelling and sickness go away (your stats will return to normal). [Minor, -10]

Unwakeable — You are extremely difficult to wake up. You cannot be awakened while you are sleeping (or meditating). In addition, you have to sleep (or meditate) at least 6 hours every night. If you are somehow (perhaps magically) awakened before receiving a full 6 hours of sleep, you will be at -10 for every hour less than 6 you slept. [Major, -15]

Unique Looks (Lesser) — You have a very unique look. Something is significantly different about the way you look. This will cause people to recognize or describe you more easily. You might be disgusting to look at, or people might view you with a sense of awe. You may choose what makes you look distinctive, but it must be unique, describable, and in some way, limiting. The GM must approve any unique look. What is unique is different for each game world. Most people in a fantasy world might not be too surprised to see an Orc, but one in modern day would certainly cause quite a scene. While you are unique in your appearance, your uniqueness is relatively easy to conceal. [Lesser, -5]

Unique Looks (Minor) — As the lesser flaw, except you must use a disguise to conceal your unique looks or it causes an immediate reaction (usually negative). When not disguised, you must subtract d10 from your Appearance. [Minor, -10]

Unique Looks (Major) — As the lesser flaw, except you cannot conceal your looks, or there is an immediate and extreme reaction to them. Subtract 2d10 from your Appearance. [Major, -15]

Weak Physique — You do not have much body mass. Your progression for Body Development is reduced by 3 points at each stage. For example, if your normal progression was 0•6•5•4•3, your actual progression is -3•3•2•1•0. [Greater, -20]

Weight Intolerant — You are very intolerant of the weight that you carry. All of your encumbrance penalties are doubled. [Major, -15]

Wimp — You are, quite frankly, a wimp. You suffer a special -20 penalty to all of the skill categories in the Athletic group, receive a -2 to your St bonus, and also have 25% fewer exhaustion points than normal. [Greater, -20]

7.2 MENTAL FLAWS

These flaws change the way you perceive the world. Everyone is a little neurotic, you are just more so.

Absent-Minded — You have a hard time paying attention to something that is not immediately threatening. You are intensely interested in one item or idea, then you get distracted and focus on something else. You tend to ignore your surroundings when something has attracted your attention. You tend to forget things. To find an item you misplaced, or recall a conversation you recently had, you must roll 1d100 (open-ended) modified by your Me bonus. If the result is over 100, you are successful. If you fail this roll, you cannot remember. You should role play this flaw at all times. Remember that you are neither dumb nor slow, you just have a short attention span and poor concentration. [Minor, -10]

Addiction/Simple (Common) — You are addicted to a common substance (e.g., alcohol, etc.) that has an Addiction Factor of 5 or less (see Gamemaster's Manual for more information on addiction & withdrawal). Your addiction starts as a level 1 addiction to the substance. [Lesser, -5]

Addiction/Simple (Rare) — As Addiction/Simple (Common), except that the substance is not common or it is illegal. [Major, -15]

Addiction/Mild (Common) — As Addiction/Simple (Common), except the Addiction Factor is 10 or less. [Minor, -10]



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Addiction/Mild (Rare) — As Addiction/Mild (Common), except that the substance is not common or it is illegal. [Greater, -20]

Addiction/Serious (Common) — As Addiction/Simple (Common), except the Addiction Factor is 20 or less. [Major, -15]

Addiction/Serious (Rare) — As Addiction/Serious (Common), except that the substance is not common or it is illegal. [Greater, -25]

Addiction/Harmful — As Addiction/Simple (Common), except the Addiction Factor is 30 or less. [Greater, -20]

If the substance is not common or it is illegal, this flaw will also count as a Minor flaw (or -10 points) for the purposes of taking other talents.

Addiction/Fatal — As Addiction/Simple (Common), except the Addiction Factor is 50 or less. [Greater, -30]

If the substance is not common or it is illegal, this flaw will also count as a Minor flaw (or -10 points) for the purposes of taking other talents.

Bad Temper — You have a great tendency toward violence when you are dealing with a stressful situation. Whenever you are insulted or offended, or under stress, you may respond with a violent attack. Roll d100 (open-ended), add 40, and subtract triple your SD bonus. If the result is greater than 100, you have lost your temper. You must respond to the situation in a violent, although not necessarily fatal, action. It takes approximately d10 rounds of quiet for you to calm down and regain your composure. [Minor, -10]

Battle Confusion — Whenever more than one foe is fighting you at a time, you must make an Observation maneuver each round. If you fail this roll, you may take no action that round. [Major, -15]

Blood-Guilt — You experience guilt and become depressed anytime you cause the death or injury of a sapient creature. You are reluctant to enter combat with them. If you harm or kill a humanoid, you will operate at a -25 for the next d10 days while you deal with your guilt. [Minor, -10]

Bloodlust — Whenever you are in a fight, you want to see your foes die. You always use lethal force, even in a bar fight. You make sure a defeated foe is dead, even if they already seem to be. You do not necessarily have a short fuse—you could be a calm individual. When you enter combat, however, you go for the throat. If there comes a time when you must accept a foe's surrender, you must roll d100 (open-ended) and add triple your SD bonus. If your total is greater than 100, you may prevent yourself from killing him. [Minor, -10]

Chivalrous — You must fight in an honorable and chivalrous manner. Your whole code of ethics is based on doing what is honorable and right. You will always fight fair. This typically includes things like returning a weapon to a foe if they lose it and never attacking people from behind. You always maintain a high standard of courtesy. [Minor, -10]

Code of Honor — You have set rules that govern your actions. These rules are enforced only by yourself. It is a code you try to live up to. As there are many types of codes, you may choose what kind of code you follow (subject to GM approval). For example, you may always support the underdog even if you do not agree with them. If there are any enemies of yours who know of your code, they could use it against you, forcing you

into a situation that you would rather avoid. You cannot do something against your personal code. If you do, you will face a serious crisis of belief. Your code of honor must contain at least three situations, and your actions in those situations. For example, a thief might only steal from people who can afford to lose money, never betray an honorable foe, and always bestow rich gifts on a lady. [Lesser, -5]

Compulsive Behavior — You have a behavior that you must indulge in as often as possible. You may choose your behavior, subject to the GM's approval. You like to spend a lot of time on your behavior, and a considerable amount of your income. If a time comes when you want to avoid your compulsive behavior, you must roll d100 (open-ended) and add triple your SD bonus. If the result is greater than 100, you may avoid your Compulsive Behavior. [Lesser, -5]

Delusory (Lesser) — You suffer from delusions. This delusion is mostly minor (e.g., the planet is flat). The GM must approve any delusion, and you must role play it every time a moment becomes available. [Lesser, -3]

Delusory (Minor) — As the lesser flaw, except the delusion is one that will affect your life quite dramatically, but does not prevent you from functioning in society. [Minor, -10]

Delusory (Greater) — As the lesser flaw, except that the delusion has potentially fatal repercussions. [Major, -15]

Disavowed Weapons — You have vowed not to use weapons. You receive a -15 penalty to all of your skill categories in the Weapons group. [Greater, -20]

Easily Dominated — You are particularly vulnerable to all telepathic powers. Whenever you are the target of those powers, your RR is modified by -50. This includes pharmaceuticals and technological devices that cause an effect similar to any telepathic power. [Major, -15]

Easy Mark — You are easy to hit when being ambushed. Whenever someone uses Ambush against you, they receive a +25 to their Ambush skill maneuver (and are treated as if they have an extra five ranks in the Ambush skill when they are adjusting the critical result). [Greater, -20]

Fanatic — You believe very strongly in one ideal or person. This could be a ruler, a loved one, a country, or a religion. This faith is more important to you than anything else. You will probably not notice any failings in what you believe in, and you may even be willing to die for it. You follow the code or commands of what you believe in faithfully and fanatically. You can see no greater way to serve what you believe in. [Minor, -10]

Fear of Armor — You have a severe dislike of armor. All skills in the Armor group are now classified as restricted skills. [Greater, -20]

Fearlessness — You fear nothing. In fact, you consider planning or waiting to be cowardly. You would rather pull out your weapon and charge headlong into battle. Whenever you find yourself in a combat situation, roll d100 (open-ended), add 40 and subtract triple your SD bonus. If the result is greater than 100, you will charge into combat without regard for either your or anyone else's safety. [Minor, -10]



Glutton — You like to eat and drink. You will never willingly pass up a meal offered to you. If it is necessary for you not to eat, you must roll d100 (open-ended) and add triple your SD bonus. If your result is less than 101, you will break and you start eating and drinking as much as possible. If there is no food available, you may change your opinion of what is edible and tasty. You are also overweight. Some social circles may look down on your avarice for food. [Lesser, -3]

Greedy — You lust after wealth; you can never have enough money. Anytime a chance to make more money becomes available to you, you must roll d100 (open-ended) and add triple your SD bonus. If the result is over 100, you can pass up the opportunity. You will probably not hesitate if the money-making activity presented to you is shady. [Minor, -10]

Impulsive — You tend to act first and think later. You do not wait around for events to unfold themselves, you charge into the fray and see what happens around you. You almost never think your decisions through. You just take life as it is sent to you. You should try hard to accurately role play this flaw. If you charge into every combat, but carefully check each door or wall for traps, the GM may invalidate your impulsiveness. [Major, -13]

Indecision — You are indecisive. Your indecisiveness shows most when you are forced to make a snap decision. You suffer a -50 penalty to all of your snap actions due to your indecisiveness, instead of the standard -20. [Greater, -20]

Intolerance (Lesser) — You have a deep irrational hatred for some type of person. The GM must approve what it is you are intolerant of. Whenever you see what you are intolerant of, you must try to show your distaste for whatever it is. You are intolerant of a small group of people (up to 1,000,000,000). [Lesser, -5]

Intolerance (Minor) — As the lesser flaw, except you are intolerant of a large group of people (over 100,000,000). [Minor, -10]

Kleptomaniac — You have an irrational compulsion to steal whenever the opportunity presents itself. What you steal is irrelevant. It does not have to be of value, or interest to you. Whenever circumstances favor stealing, you must roll d100 (open-ended) and add triple your SD bonus. If the result is less than 101, you must steal the closest item that you can hide on your person. You can never return stolen items, nor may you discard them. You may, however, give them to another person, or even sell them. [Major, -15]

Lecherous — You have a very strong desire to interact with the opposite sex. Anytime you see an attractive member (Appearance greater than 50) of the opposite sex, you must try to attract them to you, no matter what else is happening. This could lead to a serious breach of etiquette, but you cannot help yourself. If you feel the need to restrain yourself from seducing someone, you must roll d100 (open-ended), subtract their Appearance, add triple your SD bonus, and subtract 50. If the result is over 100, you may stop yourself from making a pass. [Minor, -10]

Megalomaniac — You believe strongly that you will fulfill a certain goal. You believe that it has been predestined that you complete your goal. And your goal is no trivial task. You may choose whatever goal you wish (subject to the GM's approval) but your goal must be grandiose. You will not let anything stand between you and your goal. People around you consider you to be much to concerned with yourself. After talking with you for even a few minutes, they should recognize your megalomania. [Minor, -10]

Memory Loss — You suffer from occasional memory loss. Once per month for a period of one week, you will experience a random memory loss. You will lose d10 hours of memories each day for the entire week. When the week is finished, your memories will gradually start coming back; d10 hours of memories every d10 days. Actions taken during the period of memory loss can gain no experience points. The GM should determine exactly what you forget and when in the month your memory starts to go away. [Major, -15]

Minor Fear (Lesser) — You have a fear of one uncommon thing (dragons, ogres, etc.) subject to GM approval. Whenever you encounter that which you fear, there is a 50% chance that you immediately turn and flee. If you do not flee, there is a 25% chance that you will fall unconscious for d10 hours. While you are unconscious, it is almost impossible to revive you. [Lesser, -5]

Minor Fear (Minor) — As the lesser flaw, except the thing you fear is common (e.g., women). [Minor, -10]

Miser — You are extremely concerned with keeping your money. You are not necessarily greedy, although you could be; you undeniably want to keep the money you have. It is very difficult for you to spend money. If you must make a large purchase (GM's discretion), roll d100 (open-ended) and add triple your SD bonus. If the result is less than 101, you cannot convince yourself the expenditure is worthwhile, and you keep your money. [Lesser, -5]

Muddled Mind — You tend to jumble things in your mind. All Psychic static maneuvers suffer a special penalty of -20. [Greater, -20]

Oblivious — You have a hard time noticing things. You receive a -15 penalty to all skill categories in the Awareness group. [Major, -15]

Overconfident — You are very confident in your abilities. In fact, you believe that you are better than you actually are. You do not necessarily have to be loud and boastful to be overconfident. You might be quiet yet driven. If you wish to proceed cautiously into a new situation, you must roll d100 (open-ended) and add triple your SD bonus. If the result is greater than 100, you may proceed with caution. You can rally young and/or gullible people around you. They tend to think that you are as good as you say you are. Older or experienced people might look at you as being headstrong and impatient. [Minor, -10]

Pacifist (Minor) — You do not believe in violence. You feel that it accomplishes nothing and use it only when needed. You believe in life preservation. You may fight freely. You may even start a fight. The only thing you cannot do is kill. You can neither kill your foe nor allow them to be killed. For instance, you cannot leave a bleeding foe, lure a foe into a lethal trap, allow a comrade to administer a killing blow for you, etc. If you accidentally kill someone or something, you will suffer from severe depression (-75 to all actions) for 3d10 days. [Minor, -10]



Part III
The Character
Expanded

7.0 Flaws

Pacifist (Major) — As the minor flaw, except this is defensive pacifism. You may only fight if you need to defend yourself or those under your care. You cannot initiate combat (which includes goading someone into attacking you). You also try to keep others around you from fighting. [Major, -15]

Pacifist (Greater) — As the minor flaw, except this is total nonviolence. You are completely against any sort of violence. You will not protect yourself or those under your care with any form of violence, even indirect. The only exception is that you can defend yourself from creatures with animal intelligence (as they are reacting on instinct rather than sentient thought). [Greater, -30]

Paranoid — You believe that everyone wants to cause you harm. You stay constantly alert, watching those who are plotting against you. You may have one or two true friends you can trust, but you are wary of everyone else. Although, how do you know you can trust them? Maybe they are trying to lead you into a false sense of security. People tend to react negatively to paranoid people, and you could suffer from delusions as well as being paranoid. You should try your best to role play your paranoia. Trust no one. Remember, just because you are paranoid does not mean that they are not out to get you. [Minor, -10]

Passive — You are passive, especially concerning combat. Whenever you are involved in a fight, you receive a special penalty of -15 to your OB until you get “worked up.” At the end of every round, you may roll to see if you are worked up. Roll d100 (open-ended), add 20, and add triple your SD bonus. If the result is over 100, you have succeeded in working yourself up. You may not use the Frenzy skill while you are passive. [Minor, -10]

Phobia (Lesser) — You have a phobia, an irrational fear of something. Whenever you are confronted with your phobia, you must make an RR versus a 10th level Fear attack. If you fail, you become paralyzed with fear for one round per 10% failure. If you must interact with whatever is causing your phobia (e.g. fighting something you have a phobia of or swimming when you have a fear of water), all of your actions suffer a special penalty of -25. You may choose what you are afraid of (subject to GM approval). The thing you are afraid of will only be encountered occasionally (or will not require you to interact with it very much; e.g., fear of the number 13, or the fear of mechanical devices in a medieval setting). [Lesser, -5]

Phobia (Minor) — As the lesser flaw, except the thing you fear will be encountered more often (e.g., the fear of heights or the fear of enclosed spaces). [Minor, -10]

Phobia (Major) — As the lesser flaw, except the thing you fear will be encountered almost daily (e.g., the fear of water, crowds, bladed objects, etc.). [Major, -15]

Poor Concentration — Due to your short attention span, anything you must concentrate on for more than half a minute (most uses of the Lore category, some spells, loading artillery, complex ceremonies, etc.) is penalized by -25. [Minor, -10]

Pyromaniac — You have an irrational attraction to fire. You like to watch it burn, smell the smoke, feel the heat. You will set fires whenever possible, and you will occasionally feel the urge to set a fire without reason. If you want to resist your urge for setting a fire, you must roll d100 (open-ended) and add triple your SD bonus. If

the result is over 100, you may resist the urge to start a fire. You can become hypnotized by a fire, and will always stop to appreciate any fire that you come across. You receive a +50 bonus to starting a campfire. [Lesser, -5]

Queasy — Any time you see blood or gore, it makes you uneasy. Each time you even glance at something gory, you must roll d100 (open-ended) and add triple your SD bonus. If the result is less than 101, you will operate at a -30 until you can get away from the scene. [Minor, -10]

Sense of Duty (Lesser) — You feel that you have a responsibility toward someone or something. This is an internal feeling, one you have placed upon yourself. You will never betray, harm, or mislead those to whom you have a Sense of Duty. Your Sense of Duty is towards a close friend or small group. [Lesser, -5]

Sense of Duty (Minor) — As the lesser flaw, except you have a Sense of Duty toward a large group or organization (a town or city). [Minor, -10]

Sense of Duty (Major) — As the lesser flaw, except you have a Sense of Duty toward a country or equally large group. [Major, -15]

Split Personality — You have from one to three additional personalities. Your physical attributes like height, weight, and hair color do not change. Your non-physical attributes can all be different, as well as each of their professions. The alignment, personality, and level can vary among personalities. Each of the personalities earns experience separately; you must keep track of which personality performed which actions so you can award the appropriate experience to each personality. You and the GM must decide what triggers the change in your personalities. [Greater, -20]

Stubborn — You are very stubborn. You want results your way, and even if you do not get it, you will not change your mind. Your comrades may have to resort to duping you into doing what they need you to do. [Lesser, -5]

Superstitious — You are superstitious, often reading omens into anything you encounter. You always observe the various good luck and bad luck practices of your culture. Your mood and morale are often affected by these omens. [Lesser, -5]

Sadist — You enjoy causing pain, either mentally or physically. Whenever you can you must indulge your sadistic habits. You may conceal your weakness from close friends for a little while, but eventually they start to notice the pain you inflict on those around you. People react negatively to a known sadist, many will want to see you burned at the stake. Please note that this is not a “good” or “heroic” flaw for you to possess. It is more suitable for a truly evil character. The GM may prohibit characters from choosing this option. [Major, -15]

Trauma (Lesser) — You suffer from flashbacks that completely immobilize you for d10 minutes. The trigger for these flashbacks is something uncommon. You may pick what triggers your flashbacks (subject to GM approval) but it should be at least loosely connected to the trauma that causes your flashbacks. If you are attacked while immobilized, any hit that delivers a critical to you will cause you to snap out of your trance. [Lesser, -5]



Trauma (Minor) — As the lesser flaw, except what triggers your flashback is a common occurrence (e.g. a ringing bell). [Minor, -10]

Trauma (Major) — As the lesser flaw, except what triggers your flashback is a very common occurrence (every time a horse rides by). [Major, -15]

Truthful — You cannot lie. Either there is some physical reason why you cannot lie, or you are so terrible at it that anyone instantly knows when you are lying. The Duping and Falsification skills are classified as restricted for you. You also cannot just refuse to tell the truth. If you are ever in a situation in which you do not wish to speak, for fear of revealing some truth, you must roll d100 (open-ended) and add triple your SD bonus. If the result is greater than 100, you may prevent yourself from spilling out the truth. This is not a vow to always tell the truth, this is an actual inability to lie. [Lesser, -5]

Vow (Lesser) — You have taken a vow either to do or not do something. This is a vow that you believe in very strongly and has been sealed through some formal ritual. Your vow may end after a certain task is accomplished (avenge the death of your parents) or may be lifelong (vow of silence). You cannot take a Vow to accomplish some task and also take the same task as your Lifetime Goal (see the appropriate Talent). You must always follow your vow. If you do not, you will penalized by the GM. The vow you have made will not inconvenience you much in your daily activities (e.g., giving 10% tithe to the church, showing respect towards politicians, or never wearing black clothes, etc.). If you fail to fulfill a vow at any time, some calamity will fall on you. The severity of the calamity depends on the severity of the vow you took. The Gamemaster must give the final approval for any vow you wish to take. [Lesser, -3]

Vow (Minor) — As the lesser flaw, except the vow will affect you on a daily basis, but not prohibit you from functioning fairly normally (e.g., chastity, eating no meat, never sleeping in a covered area, etc.). [Minor, -7]

Vow (Major) — As the lesser flaw, except the vow will affect you often during a typical day. Most people will become aware of your vow after only being with you a few hours. This vow also limits you in some significant way (e.g., never using edged weapons, never keeping more money than needed to clothe yourself, never speaking, etc.). [Major, -15]

Vow (Greater) — As the lesser flaw, except the vow will affect almost every one of your decisions. People will become aware of your vow quickly, and can use it to manipulate you into performing or preventing a particular task (e.g., aiding those who ask, challenge all who wrong you, fight with a lesser weapon than your foe, etc.). [Greater, -20]

Weapon Bane — All weapon skills (except skills in your primary weapon category) are now classified as restricted for you. Your primary weapon category is the one with the cheapest development point cost. [Major, -15]

7.3 SPECIAL FLAWS

Now and then, something truly bizarre occurs to a person. This has happened to you.

Dependent (Lesser) — You have a person in your life that you deeply care about. This dependent may be used against you, to persuade you to do something you would normally be against. In addition, your dependent could inadvertently walk into a situation that requires you to rescue them. For instance, your child could follow you into a haunted house wanting to see what you are doing. Your dependent requires you to protect him in some way (to be a disadvantage). A family that stays at home in the country, free from harm is not a dependent. Nor is your brother who happens to be the greatest swordsman in the Northern plains. If they are able to protect themselves, they are not dependents. Your dependent is a single person of average ability. [Lesser, -5]

Dependent (Minor) — As the lesser flaw, except you have more than 1 dependent, or one who has below average capabilities. [Minor, -10]

Dependent (Major) — As the lesser flaw, except you have more than one dependent and they all have below average capabilities. [Major, -15]

Duty (Lesser) — You have a responsibility to a particular individual or organization. Whenever they call upon you to do something, you are duty-bound to cease everything you are working on and take care of the situation. A duty is something imposed upon you from the outside, not something you feel you have to do (i.e., a Sense of Duty). You may determine exactly who or what you have a duty to, but the GM must approve it. Once per month, the GM will make a roll to determine if you are called to duty during that month. The percentage chance that you will be summoned is 25%. [Lesser, -5]

Duty (Minor) — As the lesser flaw, except the chance of being summoned is 50%. [Minor, -10]

Duty (Major) — As the lesser flaw, except the chance of being summoned is 75%. [Major, -15]

Lack of Scope — You have difficulty controlling the scope of your psychic powers. The area of effect for each of your powers is halved (rounded up). For example, a power that can affect one person, still affects one person; but a power that had a 2 meter radius would be halved to a 1 meter radius. This only affects powers with an area of effect with a radius or # of targets. [Greater, -20]

Mundane—You are not very psychic. You receive a -10 penalties on all checks involving psychic powers. [-15 Points]

Poor Control — When you use a non-attack power that fails, you must roll on the Attacks section of the Psychic Power Failure Table (SM:P, p. 232). If you cast an attack power that fails, you must add 10 to your failure roll. [Minor, -7]

Poor Maintenance Skills—You have trouble maintaining psions. All costs are double normal. [-20 Points]

Psychic Allergy—You have a great allergy to psychic powers. Using any of these powers will cause you to, 50% of the time, drop to the ground in convulsions for 1d10 rounds. You may preform no actions while convulsing. Even being within 10 feet of a psychic when they use a power, or having one used on you, has a 10% chance of causing convulsions. If your GM allows psychic items, then these act like normal powers for purposes of this flaw. [-45 Points]



Part III

The Character Expanded

7.0 Flaws

Psychic Leakage—You are easily drained by psions. You psion point progression is lowered by two points. For example, if your progression would be -0•6•5•4•3, then this talent would make it -2•4•3•2•1. [-20 points]

Psychic Susceptibility—You are terribly susceptible to psions. You receive a -25 to all RR's vs psychic powers. [-15 Points]

Psychic Bane—All psions are restricted to you. [-15 points]

Repulsive Habit (Lesser) — You have a habit that is considered repulsive by the majority of society. You may choose the habit (subject to the GM's approval). You must make a conscious effort to perform this habit whenever possible. When people notice your habit, they will tend to regard you with disdain, possibly loathing. Your habit annoys people, but does not disgust them. This habit could range from always boasting loudly to all around you, to having bad breath, to relieving yourself in public. Again, the GM has the last say on any habit. [Lesser, -5]

Repulsive Habit (Minor) — As the lesser flaw, except people are disgusted by your habit. [Minor, -10]

Repulsive Habit (Major) — As the lesser flaw, except your habit makes everyone in the room get up and leave. [Major, -15]

Rival/NPC (Lesser) — You have a rival. Your relationship to this rival and what caused you to become rivals are up to you. Your rivalry could be romantic, professional, or personal. Whenever possible, your rival will do his best to outdo you, even hinder you. This rivalry is rarely, if ever, violent. Both of you respect each other too much to kill one another. You will even endanger yourself and your comrades if it gives you the chance to outdo your rival. The rival is either a personal, romantic, or professional rival. The GM must approve all rivalries. [Lesser, -5]

Rival/NPC (Minor) — As the lesser flaw, except the rival is some combination of personal, romantic, and/or professional. [Minor, -10]

Rival/NPC (Major) — As the minor flaw, except the rival has an upper hand in the rivalry (either due to status or some other advantage). [Major, -20]

Rival/PC (Minor) — As Rival/NPC (Lesser), except the rival is another player character. [Minor, -10]

Rival/PC (Major) — As Rival/NPC (Minor), except the rival is another player character. [Major, -15]

Rival/PC (Greater) — As Rival/NPC (Major), except the rival is another player character. [Greater, -25]

Secret (Lesser) — You have a secret that if discovered will cause you much embarrassment and pain. You may choose the actual secret you are keeping and it can be related to another flaw you have. You also may choose what could happen to you if the secret was revealed. The GM must approve all secrets. You must do your best to keep your secret; you are terribly embarrassed about the situation and will do whatever it takes to keep it quiet. If the secret were found out, it would cause you great embarrassment. [Lesser, -5]

Secret (Minor) — As the lesser flaw, except if the secret is discovered, it could cause you to be either exiled or imprisoned or it could cause you to be injured severely (but not killed). [Minor, -10]

Secret (Major) — As the lesser flaw, except if the secret is discovered, it could cause your death. [Major, -15]

Secret Identity — You have an alternate identity that you keep hidden from the general public. You actually lead a double life, one as yourself and one as your alter-ego. You also have a group of people who are interested in who you really are, thus making you cautious about who you disclose your identity to. The GM must ascertain that there is really a need for a secret identity, or that there is someone or something that cares about the character's real identity. [Minor, -10]

Stat Penalty (Minor) — You receive a special penalty of -3 to a random stat. [Minor, -10]

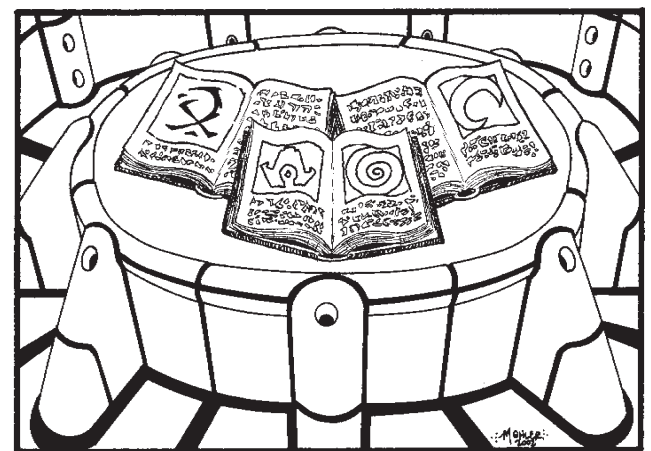
Stat Penalty (Major) — As the minor flaw, except the penalty is -5. [Major, -20]

Stat Penalty (Greater) — As the minor flaw, except the penalty is -8. [Greater, -30]

Terrible Luck — Whenever you roll an 01 the action you are attempting fails in the most complete way possible. Equipment you are using breaks (magic items get a RR); you fall and injure yourself; virtually anything the GM can conceive. The only restriction is that whatever happens cannot be instantly fatal. For example, a rope you are climbing could break, provided that there was a way, no matter how small, that you could survive the fall. [Minor, -10]

The Slain — You have a special vulnerability to a particular race. The GM chooses the race you are vulnerable to, but it cannot be your own. Whenever you receive a critical from someone of that race, the critical is resolved as a Slaying critical. Needless to say, you tend to avoid that race whenever possible. [Greater, -20]

Unlucky — You have bad luck. All of your fumble/failure ranges are increased by one. For example, in normal maneuvers, you will fumble on a result of 01 to 06 (instead of 01 to 05). [Minor, -10]





Part III
The Character
Expanded

8.0 Defining
Your
Character's
Life

8.0 DEFINING YOUR CHARACTER'S "LIFE"

Your character is more than a collection of statistics, modifiers, and assigned points. In the *Spacemaster* system, a character is a living, breathing, sentient being with all of the same needs and desires as you. These characters may have appeared right after adolescence, ready to steal plans and blow up battle stations, but it is important not to overlook the fact that these characters had a childhood. They had parents, grew up in a culture, and were reared to believe in certain ideals. In short, they lived long before you started playing them at first level.

Your character will take on a new life before your eyes. In fact, the character should eventually grow beyond what you had originally anticipated. For this growth to take place, you must know where the character came from, what he did as a child, why he chose the profession he chose, who his parents were, and the answers to other such questions about his past.

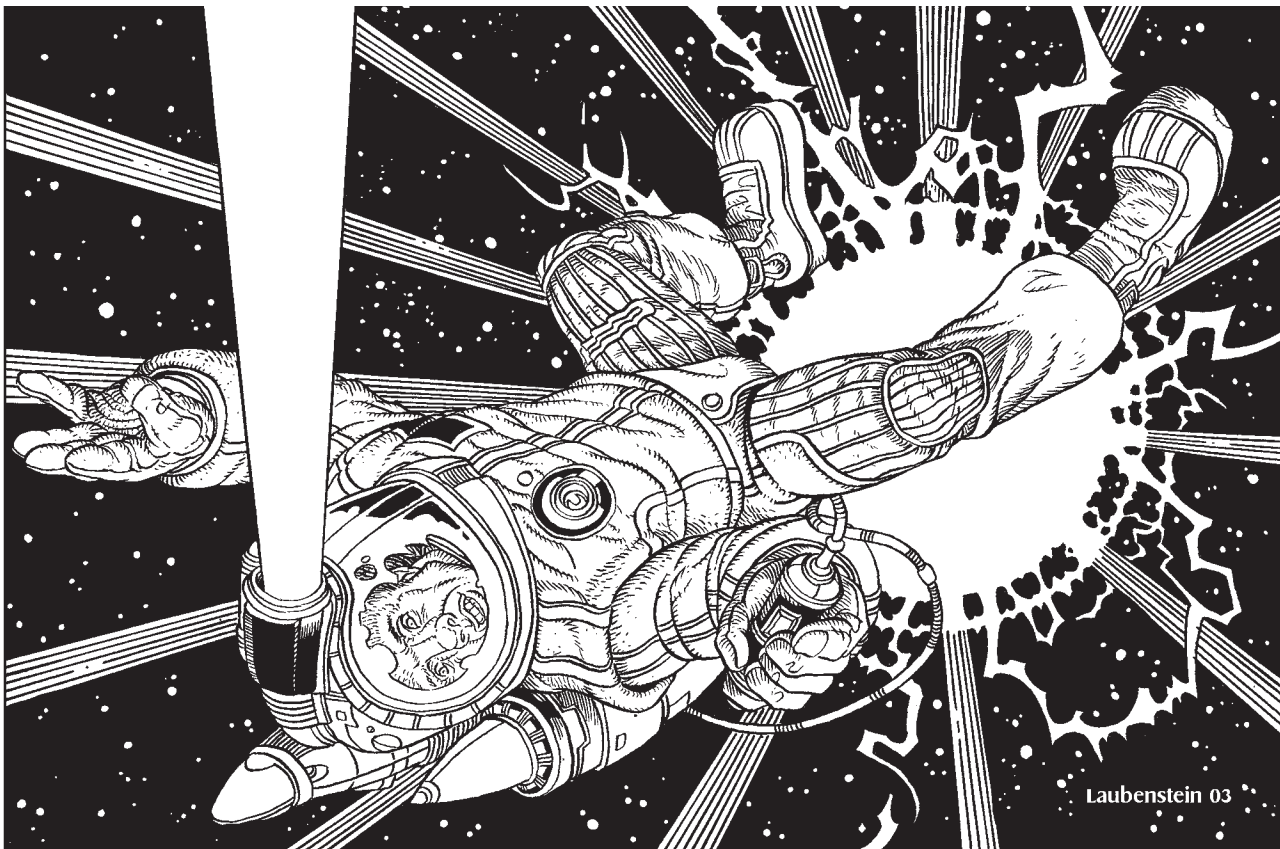
While you are rolling up your character, you will undoubtedly picture in your mind what it is you want this character to be like. You will assign attributes, skills, and even a profession that all fit into your conception of the character. You will choose some background options, which will explain a little about the character's early life. Finally you will set off into the universe. It only takes a little more effort to generate a complete background for your character.

Armed with this background, you will be much better prepared to deal with unexpected encounters and other

events that might bring up your past. Imagine meeting an old childhood friend only to have discovered that he has joined the other side of your interstellar civil war. You might be more inclined to let him escape him based on this past friendship than taking him into custody or killing him. Your background can lead to a much more fulfilling career, or at the very least, a more interesting one.

It may sound like you have less and less control over your character. In many cases, this is true. You come up with the initial conception for the character: his profession, skills, psychic abilities, etc. As you are adding more information to this concept, your idea of what defines the character will change. Some of the changes may be expected, but a lot of it will probably be something you never would have envisioned for the character. As you define more of the character's background, the character will take on a life of his own. You will actually see this character as a complete person rather than a collection of stats. Your character will undoubtedly become like a character from your favorite book. You cannot wait to see what happens to him next.

So where do you start? How do you live the first 16 years (or more) of your character's life? The first place to start is where the character grew up. The early years of your character's life will undoubtedly shape his attitude and beliefs for the rest of his life.





8.1 THE EARLY YEARS

Your character will grow from childhood into adolescence. The character will take on more responsibility for his actions as well as start making important life decisions. His early childhood defined his outlook on the world around him, his adolescence will define how he deals with an ever-expanding world.

Part III The Character Expanded

8.0 Defining
Your
Character's
Life

Parents

Everybody has parents. You may not know who your parents were, or you may wish you had not known them, but everyone has parents. Some of your background options, such as Orphan or Heir, may tell you exactly what you know about your parents. However, you generally have some choices to make. First, you must decide if you lived with one, both, or neither of your parents. You may have lived with a relative or some other guardian due to some circumstance. You should decide what it was your parents did for a living. Your wealth level should help you determine what class your parents were, and therefore help you determine their profession. If you are wealthy, then perhaps your parents were entrepreneurs, owned a small business, or were minor nobles of the land. If you are poor, your parents may have been factory workers or janitors. Perhaps a guardian took you under his wing early in your childhood. He could have been a mobster and sought someone to pass his business along to. It is your parents, or other guardians, that form your early perceptions of the world.

Siblings

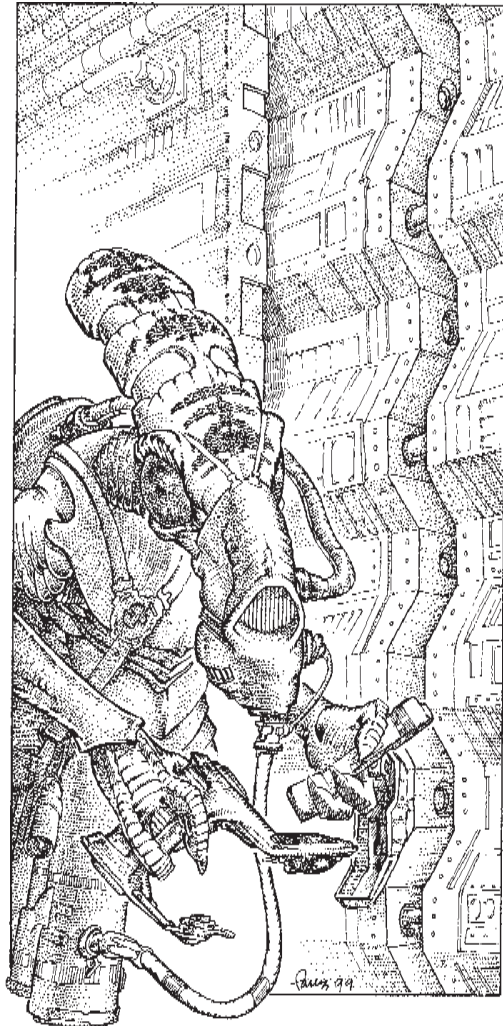
Only slightly less important than your parentage would be your siblings. You should decide how many, if any, brothers and sisters you have. You should also choose the birth order and where you fit in it. This could have a large effect on you; often the first born child receives preferential treatment as well as a lion's share of the inheritance. Perhaps you have a younger brother who is jealous of your standing in the family. He might try to undermine you whenever possible, eventually turning into an outright enemy of yours. Or perchance you have an older sister who married an abusive husband, but only you know of his abuse. You will have to find a way to help your sister, if she needs help at all, and protect her from her husband's vengeance. Or you may have a twin with whom you have a special rapport, often spending time together. You would easily do whatever you could to help him when needed. Choose them well. You will spend your whole life with your siblings.

Culture

What kind of culture did you grow up in? Were you raised in the middle of a bustling metropolis or in the quiet fields outside of town. Perhaps you lived on an alien world; or even on a remote space station. Perhaps you lived with a primitive tribe as part of an anthropological study. Your culture will help determine your belief structure. It will define the role of religion in your life and will also define your status, both in your culture and as viewed by other cultures. Try to visualize what the day-to-day life in your culture is. Is it an almost daily fight for survival, or is your culture one in which even the poorest people are wealthier than the rest of civilization? Are your people viewed as a progressive culture by the rest of civilization or are they viewed as a backwards barbaric tribe?

What weapons and skills would they normally obtain, and why? What is valued by the culture and what is despised? You need to understand what is important in your culture.

The culture the character was raised in will easily shape his beliefs and desires for the rest of his life. It is possible that sometime in your character's life, a major change transfigured his culture. Perhaps his world fell to enemy troops, or his family moved from a sheltered religious life to a decadent city. If this is the case, there may be a crisis in the character's belief system, one that may still not be resolved. This could make an interesting subplot in the character's overall life.





8.2 YOUR ADOLESCENCE

Just by creating that partial history, you already know why your character became a soldier or a criminal, and more importantly, what he plans to do with his chosen profession. It is possible that your character's primary goal may be met in the course of the campaign. Once that has happened, you will have to decide what your character will do next. There is a story behind the motivation—you should do your best to find out what that story is.

Armed with the knowledge he gained in adolescence, your character strikes off into the world, ready to make a name for himself. He will have many varied and exciting encounters in his adventuring career. Each will gently mold him and his beliefs. Your character will subtly begin to change from his younger ways and adolescent desires. Each new experience will have some effect on his life.

Personality

What is your character's outlook on life? Is he cynical about how life will treat him or is he optimistic about the opportunities he may face? His disposition will determine how he reacts to unforeseen circumstances and how he interacts with other people. He might be very quiet, or a loud braggart. He might be fearless and charge headlong into battle, or be a borderline coward. For a more complete list you should refer to *SM:PS* Section 22.0 (p. 48-49). The important thing about your character's personality is to role-play it. This helps you break the habit of saying things like "My character tells the bartender to give him a shot of whiskey." Instead, you might say "Whiskey Sour! And hurry, I don't have all day!"

Playing a character who has a personality similar to yours is often fun. Somewhat more challenging — and potentially more rewarding — is playing a character with a personality significantly different than yours. If you are a naturally cautious person, it could be fun to play a brawler who carries brass knuckles and has a hair-trigger temper. At the first sign of insult he hauls off and hits the man nearest him. It can be difficult, every instinct telling you to ease back and let the jerk bother someone else, but it can really make for an enjoyable character (just make sure you purchase lots of *Boxing and Body Development*). Your personality is the most important factor in the way your character reacts to the situations he finds himself in.

Religious Affiliation

Every person has a religion, which may range from a wandering preacher directly serving his higher power to someone who completely disbelieves the very existence of divinity. A religion, in the broadest sense, is merely a way for a character to deal with his own mortality and explain phenomena that cannot normally be explained. It is important that you understand your character's religion. Not only is what he believes important, but also how strongly he believes in it. He may be a devout follower of a particular religion, observing all of the religious holidays and each and every custom, or he might just go to church on the important days and ignore his religious life the rest of the year.

Certain professions or training packages will dictate your religious strength, but other professions vary widely. Imagine a soldier who is a devoted follower of a violent and destructive order. He would be fanatical about fighting in as many conflicts as possible. He probably would feel that he grew closer to his God with every enemy he defeated

(not necessarily slew). He may work to become a great general, leading scores of soldiers into battle, hoping for greater glory. Religion is a very important part of your character's life. It dictates how he deals with the unknown. You should take time deciding what your character believes.

Profession Choice

There is a reason why your character joined the profession he did. Determining why your character chose the path he did can give you great insight into the decision making process of the character. If the character is a soldier, did he have a violent childhood that lead him to seek a life in battle? Did your criminal grow up stealing to survive or was he a rich kid with too much time on his hands? Was the Academic forced to watch only educational programming as a kid, gaining a passion for knowledge? What made the entertainer seek a life in show-biz? You must determine the reason why your character chose to learn his profession.

The various training packages your character purchases will help shape his profession choice, and should help you decide why your character is what he is. It can help if you picture your character during the learning stages of his profession. Who taught him? How did his teachers feel about his accomplishments? What was his relationship with his them? These questions will help better determine what it was like learning the profession, as well as creating some interesting people in the character's past.

Motivation

Here is the crux of your character's life. Why does he do what he does? What is in it for him? Your character's motivations will tell you what he wants to do and to what lengths he is willing to go to do it. There are many different motivation's for your character; some humanitarian, others self-serving. *SM:PS* Section 22.0 (p. 28-29) has a list of some motivations for your character. There must be a reason why your character has the motivation he does. If your character is trying to gain wealth, why is money so important to him? If your character feels a need to right wrongs, what made him feel this way? A motivation is more than a reason to do things. Take the example of a soldier whose primary motivation is revenge.

You decide that Bill's parents were slain by the soldiers of a particular warlord. He saw them murdered, but escaped. You then decided that Bill must avenge the death of his parents. He joined the militia of a warlord that was a long-standing enemy to that of his parent's slayer. Bill spent many years honing his combat and guerilla warfare skills. When Bill reached the end of his enlistment, Bill felt ready to strike vengeance on the slayer of his parents, but he was unsure how to go about doing it. He could not, after all, attack the enemy bases and hope to survive. It may take many years, but Bill has the image of his parents being slain to keep the anger burning inside of him.



Part III
The Character
Expanded

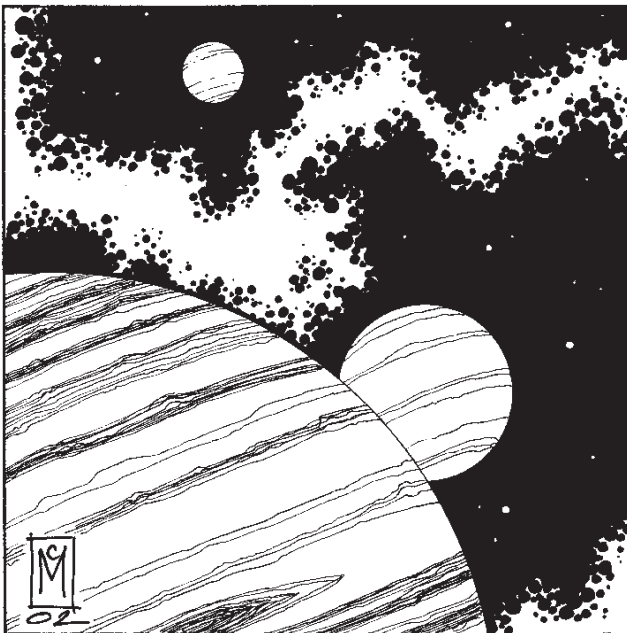
8.0 Defining
Your
Character's
Life

Long and Short Term Goals

Similar to your motivation, your goals are what you want to accomplish in a set period of time. These goals are usually more specific than your character's motivation, but they can be the same. An example of a short-term goal would be ridding the city of a particularly troublesome band of mobsters. A long-term goal might be to establish your own corporation by patenting and producing an important new invention, then building it into a market dominating business. These goals have a definite resolution, unlike the motivation of "I wish be rich."

You should be certain that your character's goals are something the character would want to accomplish. A soldier who lives for battle would quickly get bored if he met his goal of opening his own bar. Your character's motivation should help you decide what your goals will be.

You should first decide on your character's long-term goals. Once that is decided, break the long-term goals into several short-term goals. Each accomplished short-term goal will presumably bring your character closer to completing his long-term goal. During the course of your character's travels, he may develop several additional short-term goals unrelated to his overall personal goal. This is only natural, since it is impossible to predict what will next happen to your character.



8.3 YOUR ADVENTURE BEGINS

Tags

A tag is something that you do repetitively and unconsciously that eventually identifies you. Everybody has a character tag, including you. There are an infinite number of different character tags your character could possess. For example, your character may constantly rub his lucky charm, or he might always sit with his back to the wall, or he might always wear red. Any one thing or a group of things that can uniquely identify your character is a tag. You should pick about five different character tags. As you role-play your character, each of these tags should eventually become evident. This helps to identify your character and bring a feeling of actually knowing the character from some of the other players in the game. These tags can be humorous, serious, annoying, helpful, even embarrassing. The important thing is to make sure that they appear whenever appropriate. After a few times of your character sauntering up to the bar and ordering a glass of Perpetual Sorrows (which the bartender has never heard of), the other players in the game will begin to expect that (and the ensuing conflict that would invariably follow). When other players start to predict your character's actions, then you know you have succeeded in creating believable character tags.

Feelings

You should determine, based mostly on what you have discovered about your character, how your character feels about many different aspects of his world. For example, how does he feel about religion? How does he feel about using psychic powers? How does he feel about aliens? These represent his gut feeling toward these things. He may change his mind over time about how he feels about specific cases. As an example, look at Jim, a soldier of some skill.

Jim was a racist. He thought that the Javari were weaker, dumber, and basically inferior in every way. He had killed several of them in the war of the Irrelian Void. This only increased his dislike for them. He never would have joined forces with one if his CO had not ordered him. He looked the thing over. He looked like a typical Javari: small, pink, dripping with slime. The rest of his squad were trustworthy humans like himself. As the squad worked on its mission, Jim was forced to reevaluate his position about the Javari, and more noticeably, about the observer in his squad. There were at least two occasions when Jim saw certain death awaiting them, only to be saved at the last minute by the little pink pile of goo.

It will not happen immediately, but a character can reexamine his feelings about a group or object and find them to be unfounded. You may still have strong feelings about whatever it is, but the feeling now will be much different than those you had before.



8.4 AN EXTENDED EXAMPLE

Below is an example of creating a full character background. Starting with the race and profession, as well as a solid character conception, a fully rounded character soon emerges.

Character Information:	
Name	Carl Vicks
Race	Human
Culture	Human (6 background options)
Profession	Recon
Talents:	
Natural Marksman ... Major (+ No Flaw)	4
Skilled	Minor (+ Lesser Flaw)
Status, Items, Wealth:	
Status	Nothing Special
Items	Nothing Special
Wealth	Very Poor
Flaws:	
Lesser Vow.....	Lesser (from Skilled)
Total Background Options	
6	

Carl's Story: Carl was raised in a small town named Barrack's Burg. His father, Peter, was a local doctor, a family practitioner, treating the colds and sprained ankles of the local citizens. Peter taught Carl the basics of first aid and CPR, two skills which he took to immediately. He gained renown in his town when he resuscitated a neighbor lady who had a heart attack in her back yard.

His mother, on the other hand, taught him how to shoot. Carl spent many hours practicing shooting and eventually started to tour the circuit of junior shooting competitions, gaining some small renown and earning some minor awards.

During the city fairs, Carl would often go to the shooting booths. He discovered the ability to compensate for the fixed sights of the rifles there and soon began to bring home bigger and bigger prizes and earn the appreciation of many young women.

But in his free time, Carl still practiced his burgeoning medical skills. He began to help his father at his office and volunteer at the local hospital. He was working here when a large band of marauders attacked the town and looted it. During this raid, the local members of the national guard and reserves banded together to protect the town. Unfortunately, Carl's father was killed and Carl was left destitute.

The men defending the town were wounded, and Carl helped treat some of their wounds and befriended a military scout sniper who later took Carl under his wing. The sniper teaches him to advance his wood crafts, but Carl learns that if the men had not been wounded, or had been patched up by a medic, Carl's father would have probably survived.

Because of these events, Carl began to develop into a talented scout and soldier. Still, he cared for the men in uniform and had burgeoning medical skills. He knew that his father would not have been killed if the defenders hadn't been wounded and he felt deeply for the men who had, alone and cut off from their supply lines died, defending the town.

Carl decides to join the military and build his scout skills. As an MOS, however, he decides to become a medic. He vows to never allow a soldier to be trapped without medical aid, and to take any means necessary, including being dropped behind enemy lines, to care for the wounded.

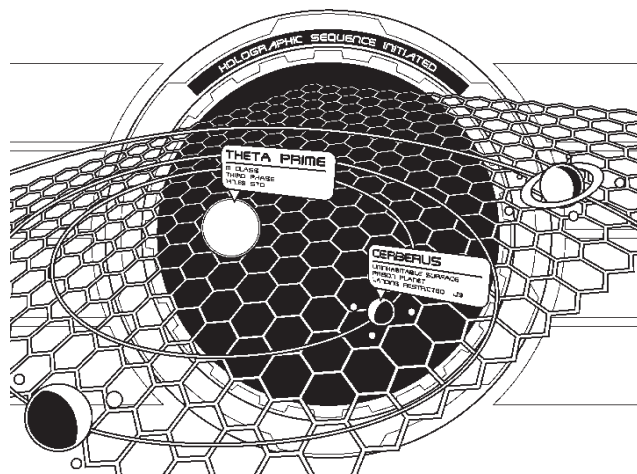
His convictions securely in place, he sets out on his military career.

• • •

Assume that the talent point system presented in Section 9.3 (p.87) is being used. Carl would have a few more talents, but the "story" above (with a few additions) would still be appropriate for the following character description:

Character Information:	
Name	Carl Vicks
Race	Human
Culture	Human (55 Talent Points)
Profession	Recon
Talents:	
+5 to Ag stat bonus ... Major	20 points
+3 to Qu stat bonus ... Minor	10 points
Natural Marksman ... Minor	15 points
Skilled (Minor)	Minor
Status, Items, Wealth:	
No Special Status	Free
Wealth: Poor	Lesser
Flaws:	
Lesser Vow	Lesser
Total Talent Points	
55 Points	

In Carl's new story, he isn't left quite as broke.





PART IV

THE RULES EXPANDED

Part IV
The Rules
Expanded

9.0 OPTIONAL RULES FOR UTILIZING TALENTS & FLAWS

9.0 OPTIONAL
RULES FOR
UTILIZING
TALENTS &
FLAWS

Sections 5.0-7.0 present a set of talents and flaws along with a specific set of guidelines that give characters access to those talents and flaws. This section provides some alternative ways to utilize those talents and flaws.

9.1 BASIC OPTIONS

The guidelines presented in Sections 5.0-7.0 place each talent, flaw, status, etc. into one of four categories (degrees): lesser, minor, major, or greater. This section presents a Gamemaster with some optional methods for using those categories. These options should allow a GM to adjust the talents & flaws system to match his world system and his campaign's power level.

Option 1: The GM should increase the background option costs of any talents that he feels are inappropriate or unbalancing for his campaign.

Option 2: Add one to the background option cost of the second talent chosen from the same category as a previously chosen talent; add two for the third; etc.

Option 3: The GM may increase the background option costs for all talents in a particular category. For instance, the GM may decide that mystical talents are rare in his low-psionic universe and thus all mystical talents cost one more background option than normal.

Option 4: The GM may designate an increased background option cost for each category of talents. He may feel that your profession would have a profound impact on your talents (or vice-versa). For example, the GM in your campaign feels that warriors, by nature of their profession, will not be very adept with mystical, mental, and special talents. Therefore all soldiers in his game will pay an extra background option for mystical and mental talents and two extra background options for special talents.

Option 5: The GM may ban a particular talent or even an entire category of talents from his world. For instance, the GM may feel that the special talents have no place in his world and are therefore unavailable.

Option 6: A GM may decide to allow characters to take multiple minor flaws instead of a required major or greater flaw. For example, a GM might allow 2 minor flaws to be taken instead of a major flaw and 3 (or 4) minor flaws instead of a greater flaw.

These are merely suggestions, whichever option or combination of options the GM wishes to use are obviously acceptable. In fact the GM may decide on an entirely different way to control the distribution of talents and flaws.

9.2 EXHAUSTION POINT EXPENDITURE FOR TALENTS

Certain talents require a character to expend exhaustion points when a talent is used and to extend the duration of its use. If a GM does not want to use such expenditures, he can base the usage of such talents on a fixed number of times per day (see below). Similarly, he can base the durations of such talents on the skill rank that character has developed for "talent control" (see below). Finally, if the character has MP developed because of other psychic abilities, the GM can have those spent instead of exhaustion points.

If a character is to use the abilities a fixed number of times per day, then the amount of times is based upon what the exhaustion point expenditure *would* have been otherwise. See the chart below for details.

Exhaustion Points	Corresponding Required # Uses/Activations
1d10 to use/activate	5 times per day
2d10 to use/activate	4 times per day
3d10 to use/activate	3 times per day
4d10 to use/activate	2 times per day
5d10+ to use/activate	1 time per day

If the "talent control" skill is to be used, then treat it as a normal skill in the Self Control skill category. The number of ranks in this skill determines the most the talent can be used in one day.

Exhaustion Points	Corresponding Required # Uses/Activations
1 every 5 minutes	10 minutes
1d5 per minute	5 minutes
1d10 per minute	1 minute
3d10 per minute	3 rounds
1d10 per round	1 round

Finally, a character with psychic powers (and therefore mind points) might have a psychic talent. If this is the case, the talent might represent an ability that the character might not otherwise receive or one that the character can use, but without any required check or refractory period. In this case, the talent uses points based on magnitude, just like any other psychic ability. If the character does not have enough ranks in the category to use the talent, then he can use the minimum magnitude necessary to achieve the effect. If he does, then he can use any magnitude possible for the effect, up to his ranks in the category.



9.3 A POINT-BASED SYSTEM

This section presents a “point-based” system that can be used instead of the standard SM background option system. Through a point-based system, players get exactly the talents they desire. It is the job of the GM to ensure that the talents that a player chooses do not unbalance the game. If the players become too powerful too quickly, the campaign can quickly degenerate into a “Monty Haul” type adventure with little more to challenge the characters than a more powerful monster.

To this end, the GM must determine the power level he wishes for his campaign and alter the available talents and flaws appropriately. In some cases, the GM may wish to prevent players from choosing certain types of talents. For example, he might ban mental talents, deeming that those talents just do not fit into his world.

Note: See page 85 for an extended example.

Using the System

When using this point-based background options system, the GM and players should use the talent point costs provided for each talent and flaw (and status, items, etc.) in Sections 5.0-7.0—flaws have a negative point cost. Each player chooses various talents, wealth, status, and items (subject to GM restriction) by allocating his talent points.

The GM should look over each completed character’s background to make sure everything will fit into the GM’s world, possibly suggesting different ways to build a character background the player likes.

Starting Talent Points

The number of talent points that a character starts with is determined by his race. Each race has their talent points listed on their Racial Summary.

Additional Talent Points

If a player feels he needs extra talent points, he should request that the GM give him a number of flaws. The negative talent point cost of these flaws should equal the extra talent points the player has requested. It is suggested that a GM place a cap on the amount of points that can be received this way, such as four total flaws or perhaps 50 total points (or one flaw if it gives more than 50). These numbers are just examples.

Options

The talent point guidelines above and the point costs given for each talent and flaw (p. 49-80) are merely recommendations. The GM should not feel constrained by this material. This specific point cost system is designed for a heroic campaign with powerful characters. Not every game will be similar to this and thus the point costs should be adjusted to match his universe and the power level of his campaign (see below for a few suggestions).

Option 1: For each talent a player chooses, the GM assigns a flaw with a close to equivalent point cost. These flaws do not contribute to the character’s total talent points. If a player does not wish to receive an equivalent flaw, he must pay twice the cost of the talent.

Option 2: Double the cost of the second talent from the same category as a previously chosen talent (triple the third, etc.). Half the cost of the second flaw from the same category as a previously chosen talent (third the third, etc.).

Option 3: The GM may double, triple, or even quadruple the point costs of all talents if he feels that the costs are too low. The flaw’s costs should not be altered in order to keep balance. Note that the more a talent’s cost is increased, the less impact an individual flaw will have on the character’s total talent points.

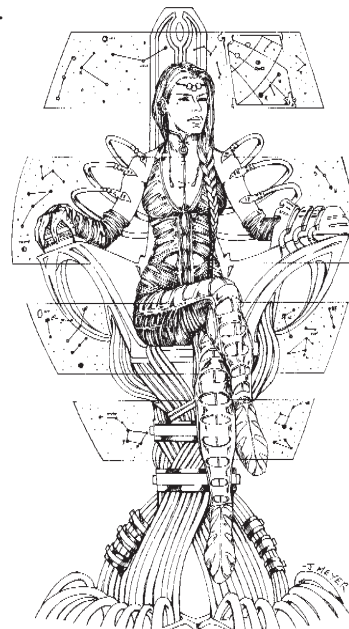
Option 4: The GM may assign a multiplier to all talents of a particular category. For instance, the GM may decide that mystical talents are rare in his low-psionic game and thus all mystical talents are three times more expensive.

Option 5: The GM may create a table for each profession that states the multiplier for each category of talents. He may feel that your profession would have a profound impact on your talents (or vice-versa). For example, the GM in your campaign feels that warriors, by nature of their profession, will not be very adept with mystical, mental, and special talents. Therefore all soldiers in his world will pay twice the cost for mystical and mental talents and three times the cost for special talents. This option requires a little more work from the GM in generating the tables for each profession, but it can provide the most logical reasons for restricting certain talents.

Option 6: The GM may ban a particular talent or even an entire category of talents from his world. For instance, the GM may feel that the special talents have no place in his world and are therefore unavailable.

• • •

These options are merely suggestions. Whichever option or combination of options the GM wishes to use are obviously acceptable. In fact the GM may decide on an entirely different way to control the distribution of talents and flaws. It is strongly recommended that the GM not lower the costs of any of the talents. The only exception to this rule is for points gained or received from status. It is possible that the status and reputation of a character will have little effect on the daily life of the characters, and therefore are not worth as many points as a comparable talent. Of course, the GM may decide that status is extremely important and will effect the character often. If that is the case then the point costs for status should be raised accordingly.





10.0 OPTIONAL RULES

Part IV The Rules Expanded

9.0 OPTIONAL
RULES FOR
UTILIZING
TALENTS &
FLAWS

This section presents a number of optional rules that can help a GM mold *Spacemaster* to better fit his world system. They can provide more flexibility and detail within the framework of the basic rules. However, they can involve complications and additional bookkeeping. A GM should examine these rules and determine which ones are appropriate for the pace, flavor, and detail he wishes to inject into his game.

10.1 TRAINING

A GM may want to require time and/or facilities for training before skill development actually takes place. As a simple mechanism, we suggest two hours of “practice” or “contemplation” for each skill rank or skill category rank developed. As an alternative, this section presents a different approach that provides a more realistic slant on handling training.

Base Time to Train

The time required to train is based upon the rank that the character is attempting to learn. The higher the rank, the longer it should take to learn. For each rank, the Base Training Time Chart provides the required training based upon a scale using days. A GM may wish to change this scale in order to decrease or increase the amount of time his characters must devote to training.

Scale Ratio to Base Training Time

Very Low	1 day = 1 hour
Low	1 day = 2 hours
Medium	1 day = 4 hours
Base	1 day = 8 hours
High	1 day = 16 hours
Very High	1 day = 32 hours
Extremely High	1 day = 56 hours

It is presumed that a character can spend roughly eight, uninterrupted hours each day training with a skill. If the character has a teacher who has a higher skill rank than the skill rank that the character is trying to learn, training time is decreased by 10%. If the character has access to proper facilities, he can decrease the training time by 10%. If the character has access to books and/or other resources, he can decrease the training time by 10%. All of the decreases listed above are cumulative (i.e., add the percentages together, a maximum of a 30% decrease).

Note: While teaching, a teacher cannot be training with his own skills. Also, only a limited number of students can use certain facilities and other resources (GM’s discretion).

10.2 MENTAL INITIATIVE

Normally an initiative roll (see SM:P, p. 60) is modified by a character’s Qu stat bonus. If this optional rule is used, an initiative roll is modified by the average between their IN and RE stat bonuses (instead of the Qu stat bonus) for a mental action. A mental action is a “nonphysical” action, e.g., talking, doing basic math, most self control static maneuvers, etc. For these purposes, casting a psychic power is considered to be a mental action.

10.3 BACKGROUND OPTIONS

A GM may want to allow his players to use a background option to select an “occupation.” This can be handled as outlined in the Bystander profession description on page 13. In addition, a GM may want to allow his players to use a background option to increase the value of his potential stats. Each background option used in this way gives the player “20 points” to assign to his potential stats. If a stat is 90 or less, one of these points can raise a potential stat by one. If a potential stat is above 90, the number of points required to raise a stat by one is equal to:

$$(\text{minimum points required for the stat}) - (\text{minimum points required for: stat} + 1)$$

The minimum points required are given in the Stat Assignment Table T-1.2 (SM:P, p. 36). A stat may be raised more than once using the 20 points provided by a background option.

Example: Dana has a 98 potential SD stat and a 57 potential ME stat. He uses a background option to get 20 points to raise his potential stats. A 98 stat requires a minimum of 154 points (see Table T-1.2) and a 99 stat requires a minimum of 171 points. So, Dana uses 17 (171-154) points to raise his SD potential stat to 99, and he uses the remaining 3 points to raise his Me stat to 60.

10.4 THREE-SECOND ROUNDS

Ten second rounds might seem too long for most sci-fi combat. Many people find the concept of only being able to fire a single double tap in a round unrealistic. For these people, these optional rules have been developed.

Rounds in SM can be shifted to three-seconds without damaging the inherent balance of the system. Even melee combat, which assumes multiple hits over the ten seconds of combat, will not suffer from transferring to three-second rounds without an alteration of the attack charts.

To convert to three second rounds, simply convert all character’s base movement by multiplying it by .3. All other aspects of combat, including psions, work well in this scale. If running a *Rolemaster* and *Spacemaster* crossover game, it is probably best if the time it takes to cast spells is compressed as well (unless the GM wishes to make magic less powerful in this game).

Under these rules, a character can fire an aimed double tap in three seconds or one hastily aimed shot a second. The only foreseeable problem a GM might have is that known automatic weapons (real-world ones) might conceivably be able to empty their clips with these rules in less time than their rate of fire would allow. If this crops up, the GM should adjust ammo expenditure accordingly.



10.5 LINEAR STAT GAINS

The stat gain method presented in *SM:P* gives non-linear results. For more linear results, a GM can use the following for each stat gain roll:

Stat Gain = 1d (potential stat - temporary stat)

Example: Dana has a 98 potential SD stat, but his temporary SD stat is only 43. So when he make a stat gain roll for SD, he rolls 1d55 (i.e., roll 1d100 and reroll results of 56 to 100).

10.6 GUN-FU

We've all seen it in movies. Foes square off, fighting with hands, feet knives and firearms with equal skill. Many GM's may wish to outlaw this sort of thing outright, making melee melee and ranged combat ranged, and never the twain shall meet, but if the GM wants characters to be able to use this "gun-fu," it can be done.

A GM may allow a relatively small one-handed weapon (e.g., a thrown dagger, or pistol) to be used during melee in certain situations. The potential firer must declare a normal melee attack (i.e., he may parry normally), and he receives a -2 initiative roll modification. He should make a static maneuver roll to see if he can fire; this roll is modified by triple his Ag stat bonus or his "ranged weapon in melee" skill bonus (a Combat Maneuver skill). If successful, he fires his weapon normally; otherwise, he fires his weapon with a special modification (in addition to any other modifications). The special modification is: near success: -25; partial success: -50; failure: -75. In any case, the character does not make a normal melee attack.

10.7 BREAKAGE

Whenever a device is operated, there is a chance that it will break down. To determine if a machine breaks, there are two bits of information needed: *breakage numbers* and *reliability*.

A GM should assign breakage numbers to any device that he feels has a chance of breaking. Breakage numbers should range from 1 up to 10 (0). Anytime the operator of the machine rolls doubles of the numbers (e.g., 11, 44, 77), the device should check for breakage.

To check for breakage, roll d100 (open-ended) and add the device's reliability. If the result is less than 100, the device breaks down. Otherwise, it suffers a malfunction. If the *Tech Law* books are available, then the GM should use the malfunction rules from there. If not, there is a slight interruption in its normal operation, but functions normally after this slight delay (e.g., the device operates normally this round, but perhaps slightly slower).

Typically, mechanical objects in good condition have a reliability of 85 and breackage numbers of 1-6. Electronics have a reliability of 105 with breakage numbers of 1-4. Computers have reliability of 95 with breakage numbers of 1-8.

Unusual Objects

If an object has a bonus due to superior craftsmanship, the bonus should add directly to the object's strength/reliability (unless that object is listed with its bonus and reliability, in which case this has already been added into the total). In addition, for each +10 bonus, the object's breakage numbers should be lowered by one (minimum of 1, with the same notation as the one on reliability).

Smashing Things

Sometimes, objects break not because of their use, but because someone (or something) is trying to break them! Whenever, the GM deems it appropriate, he should refer to *Tech Law: Vehicle Manual* Sections 8.3 (p. 50) and 8.1 (p. 49) for guidelines on destroying materials and structures.

Weapon Breakage

To determine when a weapon breaks in combat you can refer to the rules and statistics in *Blaster Law* (p. 99-127).

Armor Damage

A GM may want to keep track of the damage done to armor. Keep in mind that these procedures can involve quite a bit of bookkeeping.

Armor can take a certain total number of "points of damage" before it falls apart; this will be called the armor's endurance. To use this system, first consult the following chart:

AT	Damage Points
X	3000
IX	2000
VIII	1000
VII	1500
VI	1000
V	500
IV	1000
III	750
II	500
I	250
20	1000
19	950
18	900
17	850
16	800
15	750
14	700
13	650
12	600
11	550
10	500
9	450
8	400
7	350
6	300
5	250
4	200
3	150
2	100
1	50

A set of armor's endurance is equal to the base damage points plus [20 times the armor's DB bonus]. Thus a +10 combat armor breastplate (AT VIII) would have an endurance of 1200 = 1000 + [20 x 10].

Armor damage occurs when damage is taken by the character wearing the armor. Each concussion hit taken



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by the character confers 1 point of armor damage; an 'A' crit causes 10 pts, a 'B' crit causes 20 pts, a 'C' crit causes 30 pts, a 'D' crit causes 40 pts, and an 'E' crit causes 50 pts. Due to normal wear and tear, archaic armor receives 2 points of damage for every week (or portion of a week) that it is worn.

The amount of damage that a set of armor has taken can cause an increase in the severity of crits taken by the wearer. If the damage taken totals 0%-19% (round off) of the armor's endurance, the severity of any crits is not affected. Between 20% and 39%, the severity of any crits is increased by one (to a maximum severity of 'E'). Between 40% and 59%, severity is increased by 2; between 60% and 79%, severity is increased by 3; and between 80% and 99%, severity is increased by 4. E.g., if a set of armor takes damage equivalent to 45% of its endurance, 'A's become 'C's, 'B's become 'D's, and 'C's, 'D's, and 'E's are become 'E's.

If the total damage taken by a set of armor is less than or equal to 20%, a character may repair archaic armor himself at a rate of 1% for each 2 hours spent. We suggest a cost of materials of 1% of the armor's cost for each 10% of damage repaired. If the total damage taken is over 20%, or the armor is AT I or higher, a special craftsman (someone with armor repairing skill) and equipment is required for repairs. The craftsman and equipment must be appropriate for the type of material involved; normally a smith for standard metal armor and a leather-worker for standard leather armor or a specialist for all others.

For archaic armor, we suggest a time requirement of 1 day (8-hour) per 10% repaired, and a cost of 1% of the armor's cost for each 2% of damage repaired. For damage above 60% we suggest 1 day per 5% repaired and a cost of 3% of the armor's cost for each 2% of damage repaired.

For modern or futuristic armor, we suggest a time requirement of 1 hour (8-hour) per 10% repaired, and a cost of 1% of the armor's cost for each 5% of damage repaired. For damage above 60% we suggest 1 hour per 5% repaired and a cost of 2% of the armor's cost for each 5% of damage repaired.

All these figures are based upon the normal price for a standard set of that type of armor. A GM may wish to make allowances for special armor.

Access to proper equipment and material should be required. In addition, the character should have to make a maneuver roll each day to see if his repair attempts have been successful.

10.8 MARTIAL ARTS COMPANION

Certain GMs and players may wish to use the advanced martial arts rules from *Rolemaster's Martial Arts Companion*. This should probably not be discouraged.

First a GM should decide the level of power that he wants martial arts to have in his game. The implications of this decision are covered in *Martial Arts Companion*. Most talents and the like should be able to be used as is (subject to GM approval, of course). Most Training Packages can probably be used as well. It's even possible for a GM to allow professions from the book, with a little conversion.

The biggest draw of the book from a *SM* point of view, however, is probably the martial arts styles. These can be used as is, or created for special futuristic or martial arts forms. The skills should be modified as described in that book (the elimination of martial arts skills as ranks or degrees, for instance). For professions in *SM*, use following chart to assign the costs of the Martial Art Combat Maneuvers.

Martial Art Combat Maneuvers Costs	
Profession	Cost
Academic	8
Bystander	6
Criminal	6/12
Entertainer	5/12
Explorer	6/12
Pilot	8
Psychic	18
Recon	6/12
Scientist	12
Soldier	3/9
Technician	8

Whatever the case, the attack tables from section 11.0 of this book should be used, as they include all armor types.

10.9 SILENT DEATH

Though there are vehicular combat rules included in this *TechLaw: Vehicle Manual*, some GM's and players are going to want to use *Silent Death* to resolve space combat. This is actually very simple.

Of course, this assumes that all the craft have been written up in *Silent Death* terms. It also assumes that someone owns a copy of *Silent Death*.

Converting a character to *Silent Death* stats is very easy. Simply divide a character's total Combat Pilot bonus by 15. Do the same for each gunnery skill. These are the *Silent Death* stats.

The main difference between this and a normal *Silent Death* game is that there is a separate skill for missiles, projectiles and energy weapons. That and the fact that the experience rules presented in *Silent Death* are inapplicable in *Rolemaster*.

That's all there is to it.

Silent Death and Space Opera

Some GM's may want to have ships to fly like they do in an atmosphere, or like in movies like *Star Wars*. They may also wish to use *Silent Death* to simulate atmospheric combat. In these situations a GM may still use *Silent Death*, but with the following modifications.

First of all, there is no drift. In addition, there are no tight turns. On the bright side, it only costs one point of thrust to turn one hex side in an atmosphere.

With these modifications it is easy to simulate swooping combat in a frictioned environment. This will allow the *Silent Death* rules to be used in these situations.



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Silent Death and Momentum

Space is frictionless. Barring the speed of light, a craft can accelerate in space forever. The current *Silent Death* rules assume that a character is constantly burning off this momentum to make sure that they only have force applied along one vector.

There is a more realistic way to handle this, though it is more complicated. The amount that this slows down the fast-paced *Silent Death* game is noticeable, but not too extreme, and many GM's will feel that the realism provided more than makes up for a bit of time loss.

Acceleration

The first important concept here are the momentum markers. This allows a character to keep track of the vectors (directions) in which the character has acquired momentum. To keep characters from abusing the canceling momentum rules below, a ship may only have momentum in two vectors at once.

To represent momentum, leave an arrow behind any craft, pointing at it, and located at its origin hex. For instance, if a craft moves forward three hexes, move the ship three hexes, leaving an arrow where it started. This shows that the craft has three hexes of acquired momentum in that direction. This will become important later, when drift is calculated.

If a ship then applies thrust along a different vector, the same process is used. The only difference is that the original momentum marker is moved as well, keeping it same relative distance and direction. This is actually a lot easier than it sounds. You merely slide the marker along the same line as the ship, and as long as it ends up pointing at the craft, it's in the right place.

Turns

It takes very little energy to turn a fighter. It only takes one point of drive to turn an escort one hex. This means that a fighter can have almost any facing regardless of the direction of its acquired momentum. A fighter can spin freely, and an escort can turn at the rate of a point a hex side (though technically it could turn any amount for one point, to complete the maneuver in one turn it must accelerate and decelerate).

Drift

Drift is not handled the same way with this system. If a craft has no momentum, it does not drift, regardless of its current drive (or rather it does drift, but the amount is not noticeable on the scale of the *Silent Death* map).

Drift is actually very simple. Just move the craft long the direction of its momentum the same number of hexes as the distance between it and its momentum marker, then move the marker the same distance. This is really very simple. Just move the momentum ahead till it occupies the same hex as the ship, counting the amount of hexes moved. Then move the craft ahead the same number.

If there is a second marker, slide it alongside, the same way you do when it accelerates. Then simply drift the craft along the line of the second marker the same way you did with the first.

There are no variable numbers with these momentum rules. A craft drifts in accordance with its momentum, and that is all. In addition, escorts drift as well in this system, as to do otherwise would be a violation of the laws of physics.

Canceling Momentum

Whenever a pilot wishes to, he can go ahead and cancel out some of his momentum. This can be handled in one of two ways. He can perform a deliberate turn or a snap turn.

To perform a deliberate turn, the pilot must spend a movement point for every hexside he changes his facing (this represents the time it takes to turn, not the fuel or thrust required). After the pilot has changed facing, he may cancel momentum (just move the marker in closer one space for every point of fuel he decide to expend).

To perform a snap turn, the pilot rolls his tight turn die (unlike normal *Silent Death* rules, +3 is *not* added). This represents the wasted energy he blows off into space while attempting to find the heading. Then he can cancel his momentum.

He cancels momentum by moving the momentum marker back toward the ship. When all the momentum is canceled, the marker is removed.

Neither escorts nor torpedoes may make snap turns. Both are restricted to deliberate turns (escorts are actually expending the fuel to turn).

Canceling Momentum in Multiple Vectors

If a character has two vectors of momentum built up, he can try to cancel both at the same time, providing he made a snap turn (finding that perfect direction is what the snap turn cost is all about). The player may reduce both momentum markers at the same time, at the cost of one per hex.

Emergency Turns

The GM can allow a player to try an emergency turn after all movement has been completed, as long as they are piloting fighters. These attempts occur in the same order as movement did.

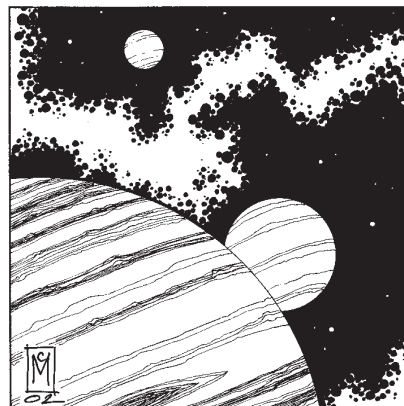
Have each player roll a d10. If the roll is less than their Piloting skill, then the move was completed successfully. If not, then the pilot didn't react in time.

Deflection

When using deflection rules with this system, it is best to assume that the ship is facing away from its farthest momentum marker. If they are equal, the attacker chooses. It is not recommended that players attempt to figure out the actual direction of travel unless it's immediately evident. The goal of this system is not to add undo complexity.

Escort Torpedoes

When escorts fire torpedoes, they appear in the same hex they were fired from, with six hexes of acquired momentum. They drift in the following movement phase.





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Silent Death and Fuel Capacity

In lower tech games, crafts may have limited fuel supplies. Determining the ultimate fuel capacity of fighters is beyond the scope of these rules. However the fuel can be measured in G's of "v. Every movement point expended, regardless of the system used, results in burning of one G.

This can be a bit of book-keeping, but if used, it will give a nice, gritty feel to the game. Players will start thinking of combat in terms of fuel as well as tactics, and that will add one more level of thinking to the game.

Silent Death G-forces

In campaigns where inertial dampers have not been invented, G forces become a very important part of fighter combat. Calculating the number of G's a character is experiencing is very simple.

The write ups of the ships in the *Silent Death* rule book show us that every point of drive represents one G of acceleration. This means that every movement point spent in a round, except for deliberate turns, represents one G. If you expend 10 movement points, you have pulled ten G's. It's that simple (or nearly that simple, we average the acceleration across the turn).

The rules in *Gamemaster's Manual* cover how to handle G forces, but it can be just a touch complicated for a fast-paced *Silent Death* game. Here is another way to handle it.

Add a character's temp Constitution stat to their racial and special bonuses. Divide this by 15 and note the result. This is the character's Constitution for *Silent Death* purposes. This is as complicated as the math gets.

Whenever a character pulls more than three G's, he must make a check. Roll a d10 and add the character's Constitution. If the result is equal to or greater than the G's pulled, then the character stays awake. If not, the character passes out. This happens after the Movement Phase, but before the Torpedo Results Phase.

At the beginning of every subsequent round, the character may make a check to wake up. The target number is always equal to the G forces that put him under.

A character should be careful never to pull more G's than he can theoretically resist. In the middle of combat, this is as good as suicide.

Experience and Silent Death

If a lot of space combat is occurring using *Silent Death*, a GM may end up looking for a way to translate the events into *Spacemaster* experience. Here's a simple way of working out the experience.

Total up the TPV of each player's kills. Multiply the result by 10. This is a good guideline for how much XP the players should get for the battle.

In the *Silent Death* rulebook, there are included optional rules for handling experience. Obviously, these rules are inappropriate when used with *Spaceemaster* characters. They are not without value in a *Spacemaster* game, however.

There will probably be many NPC's who make their appearances primarily in *Silent Death*, but never require *Spacemaster* stats. Gunners, wingmen, and fellow squadron members are some of the more common examples. For these characters, the *Silent Death* rules are still appropriate.

10.10 RADICALLY DIFFERENT RACES AND MEDICINE

It can be difficult to handle alien races and medicine in a *sf* game. Can a human doctor treat the silicone creatures of Zilos III? How about the dogmen of Epsilon Eridani?

There are a couple of different ways a GM can handle this. The option he uses will have a lot to do with the type of campaign he intends to run.

The thing to remember is that culturally, the science of medicine and biology must be developed separately for each race. Just because human being may know how to fix any damage to the human body, doesn't mean they know how to do the same to an alien race. However, depending on the similarities in the biologies of different races, a strong basis in one form of xeno-medicine may help other forms of xeno-medicine.

Option 1: This option is most appropriate to the space opera style campaign. With this option, the race of the patient is completely ignored. Either all beings have remarkably human physiologies, or medicine covers all races, whether their blood be red or green or blue or purple. All differences are either irrelevant or ignored.

Option 2: This option will probably be the most common method used. With this option, all medicine is based on the character's race. Medical science, however is relatively similar. The primary difficulty here is learning the differences in biochemistry and anatomy.

Therefore, in addition to the typical medical skills a character develops, he develops a sub skill in medical science for each specific race he wants to be able to treat. This skill works much like many combat maneuvers. The bonus in this skill is the same as the maximum bonus of any other medical skill the character wishes to use.

Example: Erik is a doctor. He has +40 in Medical Practice and +25 in Medical Science (Surgery). When he goes up a level, he develops a +10 in Medical Science (Sirians). For the purposes of treating a Sirian, Erik only gets a +10 in Medical Practice and Medical Science (Surgery).

This is the option most appropriate for *the Privateers* universe.

Option 3: Create a separate Scientific/Analytical • Medical skill category for each race. Medical skills from one category are of little use on races not covered by this category. This has the most use in hard science games where aliens are all radically alien.

Option 4: This is a combination of options 2 and 3. Many races are group into the same category, and they use option 2. Others are truly alien. These have their own categories, as their biologies are simply too different.

PART V

TABLES AND RECORD SHEETS

11.0 TABLES

MASTER CHARACTER TABLE M-11.1

Profession	Level	AT (DB)	Hits		#1 OB	#2 OB	Locks/ Climb/			Alert.	Obs.	Psychic Cat # 1†	Psychic Cat # 2†	Sniping (ranks)	Stalk/ Hide	Tech/ Repair‡	#ranks Lang.	Lore/ Eng.‡
			MP	MP			MMP	Traps	Swim									
Academic	1	1(0)	30	9	10pi	12dp	0	-30	15	1	15	19(1)	14(1)	-30(0)	10	25(2)	35	45(3)
	5	1(6)	48	33	26pi	29dp	0	19	29	12	34	52(4)	42(3)	19(1)	24	78(5)	40	98(10)
	10	1(6)	60	62	36pi	35dp	0	24	39	13	44	79(7)	67(6)	24(2)	34	78(8)	45	98(15)
	15	1(6)	78	76	56pi	45dp	0	29	44	15	59	96(11)	82(8)	29(3)	44	78(10)	50	98(20)
20	1(6)	86	101	62pi	50dp	0	34	54	17	69	108(14)	98(11)	34(4)	49	78(12)	55	98(25)	
Bystander	1	1(0)	35	7	20pi	15ma	0	5	20	6	10	10(1)	-	-30(0)	5	15(2)	35	15(3)
	5	1(6)	71	17	36pi	24ma	0	27	42	20	32	33(2)	13(1)	17(1)	27	67(2)	40	67(4)
	10	1(6)	97	32	46pi	34ma	0	37	52	21	42	55(5)	30(2)	27(3)	42	77(7)	45	77(14)
	15	1(6)	117	46	62pi	39ma	0	52	67	23	52	69(7)	45(4)	37(5)	52	77(10)	50	77(19)
20	1(6)	130	61	68pi	49ma	0	62	73	25	65	83(9)	62(5)	47(7)	65	77(10)	55	77(19)	
Criminal	1	II(15)	35	0	40pi	25ma	-5	25	30	12	20	-	-	25(2)	35	15(1)	32	15(2)
	5	VI(24)	68	0	69pi	35ma	-5	64	59	26	44	-	-	59(7)	74	54(2)	33	54(4)
	10	VI(24)	94	0	84pi	50ma	-5	89	80	30	72	-	-	89(15)	97	69(6)	35	69(11)
	15	VI(24)	114	7	99pi	60ma	-5	109	95	35	84	12(1)	-	107(22)	115	69(8)	36	69(16)
20	VI(24)	130	14	114pi	76ma	-5	119	107	40	99	22(2)	-	119(30)	125	69(11)	38	69(21)	
Entertainer	1	1(0)	35	0	15pi	15ma	0	-30	15	7	15	-	-	19(1)	10	10(1)	32	10(2)
	5	1(12)	74	0	47pi	41ma	0	24	39	19	39	-	-	34(4)	39	39(2)	35	39(4)
	10	1(12)	94	0	68pi	62ma	0	29	65	22	49	-	-	54(8)	59	64(3)	38	64(6)
	15	1(12)	114	0	77pi	71ma	0	39	80	25	69	-	-	70(12)	73	64(6)	41	64(11)
20	1(12)	132	7	86pi	80ma	0	49	91	29	78	12(1)	-	82(16)	85	64(8)	44	64(16)	
Explorer	1	III(45s)	41	0	35gn	35ca	-10	-25	35	7	15	-	-	25(2)	10	15(1)	32	15(2)
	5	VIII(54s)	86	7	68gn	69ca	-10	19	69	20	39	12(1)	-	59(7)	44	49(2)	34	49(4)
	10	VIII(54s)	114	14	93gn	94ca	-10	33	84	25	54	22(2)	-	89(15)	68	69(5)	35	69(9)
	15	VIII(84s)	136	21	102gn	103ca	-10	43	112	30	70	32(3)	-	107(22)	89	69(7)	37	69(14)
20	VIII(84s)	148	29	108gn	109ca	-10	59	124	35	79	44(4)	-	119(30)	98	69(10)	38	69(19)	
Pilot	1	1(0)	30	0	50gn	30pi	0	-25	30	16	20	-	-	5(1)	10	25(1)	32	15(2)
	5	1(12)	66	0	95gn	59pi	0	19	59	26	44	-	-	29(4)	44	59(2)	34	49(4)
	10	1(12)	92	7	122gn	74pi	0	33	80	30	72	18(1)	-	44(7)	68	79(5)	35	69(9)
	15	1(12)	112	14	135gn	89pi	0	43	95	35	84	28(2)	-	62(11)	89	79(7)	37	69(14)
20	1(12)	125	21	140gn	104pi	0	59	107	40	99	38(3)	-	74(15)	98	79(10)	38	69(19)	
Psychic	1	1(0)	30	17	13dp	10ma	0	-30	10	27	30	46(2)	41(1)	-25(0)	10	20(2)	35	20(3)
	5	1(12)	51	48	64dp	26ma	0	14	29	37	49	91(6)	75(4)	19(1)	29	78(5)	40	78(10)
	10	1(12)	63	83	95dp	31ma	0	19	34	39	59	120(11)	102(7)	24(2)	34	78(10)	45	78(15)
	15	1(12)	81	113	110dp	36ma	0	24	44	40	64	133(16)	119(11)	29(3)	44	78(12)	50	78(20)
20	1(12)	89	143	116dp	41ma	0	29	49	42	84	140(21)	131(14)	34(4)	54	78(12)	55	78(25)	
Recon	1	III(30s)	41	0	45ca	30ma	-10	15	35	7	15	-	-	30(2)	25	15(1)	32	15(2)
	5	VIII(42s)	86	14	79ca	59ma	-10	49	69	20	39	17(2)	-	79(10)	64	49(2)	34	49(4)
	10	VIII(42s)	114	22	104ca	74ma	-10	60	84	25	54	34(3)	-	109(20)	86	69(5)	35	69(9)
	15	VIII(72s)	136	29	113ca	89ma	-10	84	112	30	70	44(4)	14(1)	124(30)	106	69(7)	37	69(14)
20	VIII(72s)	148	37	119ca	104ma	-10	101	124	35	79	59(5)	26(2)	129(40)	116	69(10)	38	69(19)	
Scientist	1	1(0)	30	8	10pi	11dp	0	-30	10	1	10	17(1)	17(1)	-30(0)	5	40(2)	35	35(3)
	5	1(6)	48	25	21pi	26dp	0	19	24	12	34	46(3)	41(2)	14(1)	19	88(5)	40	93(10)
	10	1(6)	60	47	31pi	34dp	0	24	34	13	49	71(6)	63(5)	19(2)	34	88(10)	45	93(15)
	15	1(6)	78	61	51pi	39dp	0	29	44	15	64	86(8)	77(7)	24(3)	44	88(12)	50	93(20)
20	1(6)	86	82	59pi	46dp	0	34	49	17	84	102(11)	91(9)	29(4)	49	88(12)	55	93(25)	
Soldier	1	III(30s)	50	0	55ca	45ma	-10	-25	20	2	5	-	-	5(1)	10	10(1)	32	10(2)
	5	VIII(42s)	103	15	100ca	88ma	-10	19	34	13	29	21(2)	16(1)	29(4)	44	39(2)	33	39(4)
	10	X(42s)	137	23	127ca	117ma	-30	33	49	17	54	36(3)	21(2)	44(7)	68	64(3)	34	64(6)
	15	X(72s)	159	37	140ca	130ma	-30	43	64	20	65	51(5)	36(3)	62(11)	89	64(6)	35	64(11)
20	X(72s)	169	45	145ca	135ma	-30	59	70	23	74	64(6)	48(4)	74(15)	98	64(8)	36	64(16)	
Technician	1	1(0)	45	7	10pi	10ma	0	10	25	12	15	10(1)	-	-30(0)	10	25(5)	32	25(5)
	5	1(12)	84	16	37pi	28ma	0	24	49	25	39	32(2)	22(1)	14(1)	34	76(11)	34	76(11)
	10	1(12)	104	31	47pi	38ma	0	34	64	29	54	49(4)	29(2)	19(2)	49	91(21)	36	91(21)
	15	1(12)	124	38	65pi	43ma	0	39	81	33	69	64(5)	44(3)	24(3)	64	91(31)	38	91(31)
20	1(12)	142	53	71pi	53ma	0	49	90	38	84	78(7)	61(5)	29(4)	73	91(41)	40	91(41)	

† – The first number is the skill bonus for each psychic power, while the second number is the maximum magnitude.

‡ – The first number is the skill bonus for each engineering/lore skill, while the second is the number of engineering/lore skills.

Key: Unless otherwise noted, the values given are skill bonuses. DB codes: s = includes force shield bonus; * = this value is often affected by psychic powers.

OB codes: pi = pistol; ca = carbine; ma = martial arts; gn = gunnery; dp = directed powers.



Part V
Tables
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11.0 TABLES

	Combat Armor		Kinetic Armor			Armored Cloth				Plate Armor			Chain Armor			Rigid Leather			Soft Leather			Natural		Clothing							
	X	IX	VIII	VII	VI	V	IV	III	II	I	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148 - 150	3AK	6BS	9CP	8EP	12EP	16FP	10EP	13EP	16FP	19FP	10EP	13EP	15EP	18FP	14DP	17EP	19FP	12EP	15EP	18EP	20FP	15EP	15EP	15EP	21EP	23FP	19EP	21EP	24FP	24FP	
145 - 147	3ET	6AK	9BS	8ES	12ES	16ES	10ES	13ES	16ES	18ES	10DS	13DS	15DS	18ES	14DS	17ES	19ES	12DS	15DS	18ES	20ES	15ES	15ES	21ES	23ES	19ES	21ES	24ES	24ES		
142 - 144	2CT	5ET	8AK	8OK	11EK	15EK	10DK	12EK	15EP	17EK	10CK	12DK	14DK	17EK	13CK	16DK	18EK	12CK	14EDK	17EK	19EK	14EK	14EK	20EK	22EP	18EK	20EK	23EP	23EK		
139 - 141	2AT	5DT	8ET	7CP	11DP	15DP	9CP	12DP	15DS	17EP	9CP	12CP	14CS	17EP	13CP	16DP	18EP	11CP	14CP	17DP	19EP	14DP	14ES	19EP	21ES	18EP	20EP	23ES	23EP		
136 - 138	1	4CT	7DT	7BS	10DS	14DS	9BS	11DS	14DP	16DS	9BS	11CS	13CP	16DS	12BS	12CS	15CS	17ES	11CS	13CS	16DS	18ES	13DS	13DP	19DS	17DS	19ES	22EP	22ES		
133 - 135	1	3BT	6CT	6BP	10CP	14DP	8BP	11CP	13DS	15DP	8BP	11CP	13CS	16DP	12BP	12CP	15CP	16DK	10BP	13CP	15DP	17DP	13DP	13DS	18DP	20ES	16DP	18DP	21ES	21EP	
130 - 132	-	3AT	6BT	6AS	9CS	13CS	8AS	10CS	13CP	15DS	8BS	10CS	12CP	15DS	11BP	11BS	14CS	16DP	10BS	12CS	15CS	17DS	12CS	12DP	17DS	19EP	16DS	18DS	21EP	21ES	
127 - 129	-	2AT	5AT	5ET	9BP	13CP	7ET	10BP	12CS	14CP	7BP	10BP	12CS	15CP	11BP	11BP	13CP	15DS	9BP	12BP	14CP	16DP	12CP	12CP	17DP	19DS	15CP	17DP	20ES	20EP	
124 - 126	-	2	5AT	5DT	8BS	12CS	7DT	9BS	12BP	14CS	7AP	9BS	11BP	14CS	10AP	10BP	13CS	15DP	9BP	11BS	14CS	16DS	11CS	11CP	16CS	18DP	14CS	16DS	19EP	19ES	
121 - 123	-	1	4AT	5CT	8AP	11BP	6CT	8AP	11BS	13CP	6AP	9BP	11BS	13CP	10AP	10BP	12BP	14CS	8AP	10BP	13BP	15DP	11CP	11CP	15CP	17DS	14CP	16CP	19DS	19EP	
118 - 120	-	1	3	4BT	7AS	11BS	6BT	8AS	10BP	12BS	6ET	8BS	10BP	13BS	9AP	9AP	12BS	13CP	8ET	10BS	12BS	14CS	10BS	10CP	15CS	17DP	13BS	15CS	18DP	18DS	
115 - 117	-	3	4AT	7ET	10BS	14BS	5AT	7ET	10AS	12BS	5DT	8AP	10BS	12BS	9AP	9ET	11BP	13CS	7DT	9AP	12BP	14CP	10BS	10CS	14CP	16CS	12BS	14CP	17DS	17DP	
112 - 114	-	2	3AT	6DT	10AS	14BS	5AT	7DT	9AP	11BS	5CT	7AS	9AP	12BS	8ET	8DT	11BS	12CP	7CT	9AS	11AS	13CS	9BS	9BS	13BS	15CP	12BS	14CS	17CP	17DS	
109 - 111	-	2	3AT	6CT	9AS	14BS	4AT	6CT	9AS	11BS	4BT	7ET	9AS	11AS	8DT	8CT	10AP	11BS	6BT	8AP	11AP	13CS	8AS	8BS	13BS	15CS	11AS	13BS	16CS	16CP	
106 - 108	-	1	2	5BT	9AS	14BS	4AT	6BT	8ET	10AS	4AT	6DT	8AP	11AS	7CT	7BT	9AS	11BS	6AT	8ET	10AS	12BS	8AS	8BS	12BS	14CS	11AS	12BS	15BP	16CS	
103 - 105	-	1	2	5AT	8ET	14BS	3	5AT	7DT	9AS	4AT	6CT	8ET	10AS	7BT	7AT	9ET	10BS	5AT	7DT	9AP	11BS	7AS	7BS	11BS	13BS	10AS	12BS	15BS	15BP	
100 - 102	-	2	4AT	7DT	10BS	14BS	3	5AT	7CT	9AS	3	5BT	7DT	9AS	6AT	6AT	8DT	10AS	5AT	6CT	9AS	11BS	7AS	7AS	11AS	13BS	9AS	11BS	14BS	14BS	
97 - 99	-	1	4AT	7CT	10BS	14BS	3	4AT	6BT	8ET	3	5AT	7CT	9AS	6AT	6AT	8DT	10AS	4	6BT	8ET	10AS	6AS	6AS	10AS	12BS	9ET	11AS	13BS	14BS	
94 - 96	-	1	3	6BT	2	3	6AT	2	3	6AT	2	4AT	6BT	8ET	5	5	7BT	8DT	4	5AT	8DT	9AS	6AS	6AS	9AS	11AS	8DT	10AS	13BS	13BS	
91 - 93	-	1	3	6AT	2	3	6AT	2	3	5AT	7CT	2	4	6AT	5	5	7AT	8CT	3	5	7CT	9AS	5DT	5ET	8AS	11AS	7CT	9AS	12BS	12BS	
88 - 90	-	2	5AT	2	5AT	1	2	4AT	6BT	1	3	5	7CT	4	4	6AT	7BT	3	4	6BT	8ET	5CT	5DT	5DT	8ET	10AS	7BT	9AS	11BS	12BS	
85 - 87	-	2	5AT	1	2	4	6AT	1	2	4	6AT	1	3	5	7BT	3	4	5	6AT	2	4	6AT	4BT	4CT	7DT	9AS	6AT	8ET	11BS	11AS	
82 - 84	-	1	4	1	3	5AT	1	2	4	6AT	2	4	6AT	3	3	5	6AT	2	3	5	7CT	4AT	4BT	4BT	6CT	8ET	5	7CT	10AS	10AS	
79 - 81	-	1	4	1	3	4AT	1	2	4	5AT	2	4	5	2	3	4	5AT	1	3	5	6BT	3	3AT	3AT	6BT	8DT	5	7CT	9AS	10AS	
76 - 78	-	1	3	3	2	4	1	2	4	5	1	3	5	2	2	4	5AT	1	2	4	6AT	2	2	2	5AT	7CT	4	6BT	9AS	9AS	
73 - 75	-	2	2	2	1	3	1	2	4	1	2	3	4	1	2	3	4	1	3	5	2	2	2	2	4AT	6BT	3	5AT	8AS	9AS	
70 - 72	-	2	2	2	1	3	1	2	4	1	1	2	4	1	1	3	3	1	3	5	1	1	1	1	4	6AT	3	5	7AS	8AS	
67 - 69	-	1	1	1	1	2	1	2	3	1	1	2	3	1	2	3	1	2	3	1	2	4	1	1	3	5AT	2	4	7ET	7ET	
64 - 66	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	6DT	7DT
61 - 63	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	6CT	6CT
58 - 60	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	3	3	3	4	5BT	5BT
55 - 57	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	4AT	5AT
52 - 54	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	4AT	4AT
49 - 51	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	4AT	4AT
40 - 48	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	4AT	4AT
37 - 39	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	4AT	4AT
0 - 36	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	4AT	4AT

Weight: --
Fumble Range: 01-02
Breakage #s: --
Strength: --

Range Modifiers: --

AT IV: Resolve Slash crits against an armored location as Krush. Ignore tiny crits to armored locations.
AT V-VII: Slash Crits against an armored location are resolved as Krush. Puncture Crits vs. an armored location are ignored. Tiny crits to armored locations are ignored.
AT VIII-X Puncture Crits vs. and armored location are ignored. Slash crits vs. an armored location are resolved as Krushes. Tiny crits to armored locations are ignored.

Claw/Talon
Table M-11.3



Part V
Tables
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II.O TABLES

	Combat Armor		Kinetic Armor			Armored Cloth				Plate Armor			Chain Armor			Rigid Leather			Soft Leather			Natural		Clothing							
	X	IX	VIII	VII	VI	V	IV	III	II	I	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
148 - 150	1A	2B	5C	10B	12C	15D	11D	13D	17D	18D	10E	13E	15E	18E	16E	17E	20E	22E	13E	15E	17E	19E	17E	19E	22E	24E	20E	22E	24E	25E	
145 - 147	1	2A	5B	10B	12C	15D	11D	13D	17D	18D	9E	12E	14E	17E	15E	16E	19E	21E	12E	14E	16E	18E	16E	18E	21E	23E	19E	21E	23E	24E	
142 - 144	1	2	5A	10B	12C	14D	11D	13D	16D	17D	9D	12E	14E	16E	15E	16E	18E	20E	12E	14E	16E	17E	16E	17E	20E	22E	18E	20E	22E	23E	
139 - 141	1	2	4	9B	11C	14D	10D	12D	16D	17D	8D	11D	13D	16E	14E	15E	18E	20E	11D	13D	15E	17E	15E	17E	20E	22E	18E	20E	22E	23E	
136 - 138	-	1	4	9B	11C	13D	10C	12D	15D	16D	8C	11D	13D	15D	14D	15D	17D	19D	11D	13D	15D	16D	15E	16E	19E	21E	17D	19E	21E	22E	
Maximum Results for Degree 3 Attacks																															
133 - 135	-	1	4	8B	10C	13C	9C	11C	15D	16D	8C	10D	12D	15D	13D	14D	17D	18D	10D	12D	14D	16D	14D	16D	18E	20D	17D	18D	20D	21D	
130 - 132	-	1	3	8B	10B	12C	9C	11C	14C	15D	7B	10C	12C	14D	13D	14D	16D	18D	10C	12C	14D	15D	14D	15D	18D	20D	16D	18D	20D	21D	
127 - 129	-	1	3	7B	9B	12C	8C	10C	14C	15D	7B	9C	11C	14D	12D	13D	15D	17D	9C	11C	13D	15D	13D	15D	17D	19D	15D	17D	19D	20D	
124 - 126	-	1	2	7A	9B	11C	8B	10C	13C	14C	6A	9C	11C	13C	12C	13C	15C	17C	9C	11C	13C	14C	13D	14D	17D	18D	15C	17D	18D	19D	
121 - 123	-	-	2	7A	8B	11B	7B	9B	12C	14C	6A	9B	10B	13C	11C	12C	14C	16C	8B	10B	12C	14C	12D	14D	16D	18C	14C	16D	18D	19D	
Maximum Results for Degree 2 Attacks																															
118 - 120	-	-	2	6A	8B	10B	7B	9B	12C	13C	6A	8B	10B	12C	11C	12C	14C	15C	8B	10B	12C	13C	12C	13C	15C	17C	14C	15C	17C	18C	
115 - 117	-	-	1	6A	8A	10B	6A	8B	11B	13C	5A	8B	10B	12C	10C	11C	13C	15C	7B	9B	11C	13C	11C	13C	15C	16C	13C	15C	16C	17C	
112 - 114	-	-	1	5A	7A	9B	6A	8B	11B	12B	5A	7A	9A	11B	10B	11B	13B	14B	7A	9A	11B	12B	11C	12C	14C	16C	13B	14C	16C	17C	
109 - 111	-	-	-	5A	7A	8B	5A	7B	10B	11B	4A	7A	9A	11B	9B	10B	12B	13B	7A	8A	10B	11B	10C	11C	13C	15C	12B	13C	15C	16C	
106 - 108	-	-	-	4A	6A	8A	5A	7A	10B	11B	4A	6A	8A	10B	9B	10B	11B	13B	6A	8A	10B	11B	10C	11C	13C	14C	11B	13C	15C	16C	
Maximum Results for Degree 1 Attacks																															
103 - 105	-	-	-	4	6A	7A	4	6A	9B	10B	4A	6A	8A	10B	8B	9B	11B	12B	6A	7A	9B	10B	9B	10B	12C	14B	11B	12B	14B	15B	
100 - 102	-	-	-	3	5A	7A	4	6A	8A	10A	3	5A	7A	9A	8A	9A	10A	12A	5A	7A	9A	10A	9B	10B	12C	13B	10A	12B	13B	14B	
97 - 99	-	-	-	3	5	6A	3	5A	8A	9A	3	5A	7A	8A	7A	8A	10A	11A	5A	6A	8A	9A	8B	9B	11C	12B	10A	11B	13B	13B	
94 - 96	-	-	-	3	4	6	3	5	7A	9A	2	5A	6A	8A	7A	8A	9A	10A	4	6A	8A	9A	8B	9B	10C	12B	9A	10B	12B	13B	
91 - 93	-	-	-	2	4	5	3	4	7A	8A	2	4	6A	7A	6A	7A	9A	10A	4	5A	7A	8A	7B	8B	10C	11B	9A	10B	11B	12B	
88 - 90	-	-	-	2	3	5	2	4	6A	8A	2	4	5A	7A	6A	7A	8A	9A	3	5A	7A	8A	7A	8A	9B	10A	8A	9A	11A	11A	
85 - 87	-	-	-	1	3	4	2	3	6A	7A	1	3	5	6A	5A	6A	7A	8A	3	4	6A	7A	6A	7A	8B	9A	7A	8A	10A	11A	
82 - 84	-	-	-	1	3	4	1	3	5	7A	1	3	5	6A	5A	6A	7A	8A	2	4	6A	7A	6A	7A	8B	9A	7A	8A	9A	10A	
79 - 81	-	-	-	-	2	3	1	2	4	6A	1	2	4	5	4	5A	6A	7A	2	3	5A	6A	5A	6A	7B	8A	6A	8A	9A	9A	
76 - 78	-	-	-	-	2	2	-	2	4	5A	-	2	4	5	4	5	6A	7A	1	3	5	5A	5A	5A	7A	8A	6A	7A	8A	8A	
73 - 75	-	-	-	-	1	2	-	1	3	5A	-	1	3	4	3	4	5	6A	1	2	4	4	4A	4A	5A	6A	5A	6A	7A	8A	
70 - 72	-	-	-	-	1	1	-	1	3	4A	-	1	3	4	3	4	5	5A	1	2	4	4	4A	4A	5A	6A	5A	6A	7A	7A	
67 - 69	-	-	-	-	-	1	-	-	2	4	-	1	2	3	2	3	4	5	-	1	3	4	3A	4A	5A	6A	4	5A	6A	7A	
64 - 66	-	-	-	-	-	-	-	-	2	3	-	2	3	2	3	3	4	5	-	1	3	3	3	3A	4A	5A	3	4A	6A	6A	
61 - 63	-	-	-	-	-	-	-	-	1	3	-	1	2	1	2	3	4	5	-	1	2	3	2	3	4A	5A	3	4	5A	5A	
58 - 60	-	-	-	-	-	-	-	-	-	1	2	-	1	2	1	2	2	3	-	2	2	2	2	2	3A	4A	2	3	4A	5A	
55 - 57	-	-	-	-	-	-	-	-	-	2	-	-	1	1	1	1	2	2	-	-	1	2	1	2	2A	3	2	2	4	4A	
52 - 54	-	-	-	-	-	-	-	-	-	1	-	-	1	-	-	1	1	2	-	-	1	1	1	1	2A	2	1	2	3	3	
49 - 51	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	1	1	1	-	-	-	1	-	1	1A	2	1	1	2	3	
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	1	1	1	2	3		
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Weight: -- **Range Modifiers:** -- **Martial Arts Strikes Table M-11.5**

Fumble Range: 01-02

Breakage #s: --

Strength: --

AT V-VII: Crits against an armored location are ignored.
 AT VIII-X: Crits against an armored location are ignored.
 All criticals are Martial Arts Strikes



Part V
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II.O TABLES

	Combat Armor			Kinetic Armor			Armored Cloth			Plate Armor			Chain Armor			Rigid Leather			Soft Leather			Natural			Clothing							
	X	IX	VIII	VII	VI	V	IV	III	II	I	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
148 - 150	3E	6E	9E	3C	5D	7E	4E	6E	9E	10E	4E	6E	8E	9E	8E	8E	9E	10E	5E	7E	10E	11E	10E	10E	11E	12E	9E	10E	12E	12E		
145 - 147	3E	6E	8E	3C	5D	7E	4E	6E	9E	10E	3E	6E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	11E	11E		
142 - 144	3E	6E	8E	3C	5D	7E	4E	6E	9E	10E	3E	6E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	10E	10E		
139 - 141	3E	6E	8E	3C	5D	7E	4E	6E	8E	9E	3E	6E	7E	8E	7E	7E	8E	9E	4E	6E	8E	9E	9E	9E	10E	10E	7D	8D	10D	10D		
136 - 138	3E	6E	7E	3C	5D	7E	4E	6D	8D	9D	3E	6E	7E	7E	7E	7D	8D	4E	6D	8D	9D	8E	8D	8D	9D	10D	7D	8D	9D	9D		
Maximum Results for Small Attacks																																
133 - 135	3D	5D	7D	3C	5D	6E	4D	5D	8D	8D	3D	6E	7D	8D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	8D	9D	9D	7D	7D	9D	8D	
130 - 132	3D	5D	7D	3C	5D	6E	4D	5D	7D	8D	3D	5E	6D	7D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	8D	9D	9D	7D	7C	8C	8C	
127 - 129	3D	5D	7D	3C	5D	6D	3D	5D	7D	8D	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	8D	9D	8D	8C	8C	8C	7C	
124 - 126	3D	5D	6D	3C	4D	6D	3D	5D	7C	7C	3D	5D	6D	6D	6D	6C	6C	7C	3D	3D	5C	7C	7C	7C	7C	7C	8C	8C	8C	7C	7C	
121 - 123	2D	4D	6C	3C	4C	6D	3D	4C	6C	7C	3D	5D	6D	6D	5D	5D	6C	7C	3D	3D	5C	7C	7C	7C	7C	7C	8C	8C	8C	7B	8B	
Maximum Results for Small Attacks																																
118 - 120	2C	4C	6C	3C	4C	5D	3C	4C	6C	6C	3C	5D	6C	6C	5C	5C	6C	6C	3C	4C	6C	7C	6C	6C	6C	6C	7C	7C	8C	8C	8C	
115 - 117	2C	4C	5C	3C	4C	5D	3C	4C	6C	6C	3C	4D	5C	6C	5C	5C	6C	6C	3C	4C	6C	7C	6C	6C	6C	6C	7C	8C	8C	8C	8C	
112 - 114	2C	4C	5C	3B	4C	5D	3C	4C	5B	5B	2C	4C	5C	6C	5C	5C	6C	6C	3C	4C	5C	6C	6C	6C	6C	6C	7C	8C	8C	8C	8C	
109 - 111	2C	3C	5B	2B	4C	5C	3C	4C	5B	5B	2C	4C	5C	6C	5C	5C	6C	6C	3C	4C	5C	6C	6C	6C	6C	6C	7C	8C	8C	8C	8C	
106 - 108	2B	3B	4B	2B	4C	5C	2C	3B	4B	5B	2C	4C	5C	6C	4C	4C	5B	5B	3C	4B	5B	6C	5C	5B	5B	5B	6C	7C	8C	8C	8C	
Maximum Results for Small Attacks																																
103 - 105	2B	3B	4B	2B	3C	4C	2B	3B	4B	4B	2B	4C	5B	6B	4B	4B	4A	4A	2B	3B	4B	5B	5B	5B	5B	5B	6B	7C	8C	8C	8C	
100 - 102	2B	3B	3B	2B	3C	4C	2B	3B	4A	4A	2B	4C	5B	6B	4B	4B	4A	4A	2B	3A	4A	5B	5B	5B	5B	5B	6B	7C	8C	8C	8C	
97 - 99	2B	2B	3B	2B	3B	4C	2B	3B	4A	4A	2B	3C	4B	5B	4B	4B	4A	4A	3B	3A	4A	5B	5B	5B	5B	5B	6B	7C	8C	8C	8C	
94 - 96	1B	2B	3A	2B	3B	4C	2B	3A	3A	3A	2B	3C	4B	5B	3B	3B	3A	4A	2B	3A	3A	4B	4A	4A	4A	4A	5A	6A	7A	8A	8A	
91 - 93	1A	2A	2A	2B	3B	4B	2B	2A	2A	2A	2B	3B	4B	5B	3B	3B	3A	3A	2B	2A	2A	3A	4B	3A	3A	3A	3A	4A	5A	6A	7A	
88 - 90	1A	2A	2A	2B	3B	4B	2A	2A	2A	2A	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	2A	3A	4A	3A	3A	3A	3A	4A	5A	6A	7A	
85 - 87	1A	2A	2A	2B	3B	4B	1A	2A	2A	2A	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	2A	3A	4A	3A	3A	3A	3A	4A	5A	6A	7A	
82 - 84	1A	1A	1	2B	2B	3B	1A	2A	2A	2A	2A	2A	3A	3A	3A	3A	3A	3A	1A	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	
79 - 81	1A	1	1	2A	2B	3B	1A	1A	1A	1	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	
76 - 78	1	1	1	2A	2B	3B	1A	1A	1	1	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	
73 - 75	1	1	1	1A	2A	2B	1A	1A	1	1	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	
70 - 72	1	1	1	1A	2A	2A	1A	1A	1	1	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	
67 - 69	1	1	1	1A	2A	2A	1	1	1	1	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	
64 - 66	1	1	1	1A	2A	2A	1	1	1	1	1A	2A	2A	2A	2A	2A	2A	2A	1A	1A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	2A	
61 - 63	1	1	1	1A	1A	1A	1	1	1	1	1A	1A	1A	1A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
58 - 60	1	1	1	1A	1A	1A	1	1	1	1	1A	1A	1A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
55 - 57	1	1	1	1A	1A	1A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
52 - 54	1	1	1	1A	1A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
49 - 51	1	1	1	1A	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
46 - 48	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
43 - 45	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
40 - 42	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
37 - 39	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0 - 36	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Weight: --
 Fumble Range: 01-02
 Breakage #s: --
 Strength: --

Range Modifiers: --
 All criticals are Martial Arts Sweeps

Martial Arts
 Sweeps
 Table M-11.6

M 11.7 Grappling Critical Strike Table

	A	B	C	D	E
01-05	Dodging like the wind, he evades your best efforts to nail him. It's a matter of time now. +0H	You need to connect with your attack and follow through. You weren't steady. +0H	Use your fingernails to tear a nasty wound in your foe. It is not a sissy move! Whatever works. +1H	You give him a nudge with your elbow but can't catch hold of your evasive foe. +2H	You would have torn his head off if his hair hadn't come out by the roots in your grasp. +3H
06-10	You are dumbfounded as he pulls away from your grasp. You were robbed. +0H	You had him and you lost him. Hold on and follow through next time. Think bigger. +2H	He tries to grip you but can't quite connect. You have the initiative. He is not ready. +3H	You much-anticipated moment of martial arts grace cruelly eludes you. Fame beckoned. +4H	Your promising attack didn't work out. Have patience. You still have initiative next round. +5H
11-15	Pressing him closely you disrupt his combat stance gaining the initiative for you. +0H	He's hurting a bit. He walked into your attack before you could set up your grappling move. +2H	Your grip is faulty, but he hurts himself evading it. You have the initiative. He does not. +4H	Twist his helm not to mention his head if he has either. You have the initiative. With helm: 1 ☼	Your attack miscarries but you do have his complete attention. +6H-1x
16-20	He wrenches free of your sissy grip on him. Still you have initiative next round. Try harder. +0H	Grappling with him you give him a modest blow. He begins to think you may be a threat to him. 1x	Gamely recovering his wits and poise he sweeps his weapon at your feet. 1x	A rough push still counts for something. You have the initiative for 2 rounds.	He evades your grasp with a violent evasive maneuver. +3H-1 ☼
21-35	You nearly had his arm where you wanted it. Hold on next time. Your initiative next round. +3H	You have his shield arm but his swing at your head loosens your grip. He keeps his distance. 1x (-20)	Your moves and countermoves are almost funny but finally have some effect. +2H-1 ☼	That was violent but not on target. He backs out of your grip shaking his head at the close call. +3H-1 ☼	With your clumsiness and his luck he escapes your steely grasp. You have Initiative for 2 rounds. 1 ☼
36-45	You grip his "love handles" but he brushes off your attack. Initiative still to you. 1x	He loses your grapple but you bash him away. He's unbalanced and you have the initiative. +4H-1x	You have his waist in your grip but he is gradually working his way free. 1 ☼x	Striking his shield arm you immobilize him for 6 rounds, if he has no shield. With shield: +3H	He tries to break free from your grip on his leg, but is disoriented. He can barely find you. 1 ☼☼
46-50	Jam up his weapon arm. He violently frees it and takes up a dramatic defensive stance. 1x	He breaks free but he's staggering. You thought you had him at last. Life isn't fair. Next time? 5H-1 ☼	Lifting up his leg you have him, but somehow he slips away. He's off balance and recovering. 3(-25)	Your grip on his hand makes him think it's broken. You have initiative for 4 rounds. 3(-30)	Colliding with your foe allows him to break your grip and stumbles away. You blew it. 2 ☼☼
51-55	Get in close and seize his hair. He never expected that. He scrambles loose. 1x (-20)	He slips free but your grip tears his clothes. He falls backward away from you. +7H-1 ☼	You were about to tear his thigh muscles apart when he slips free. Lower next time. 1 ☼☼	He tries frantically to break your hold on his waist garments. He knows this is bad. 3(-50)	He drops his shield and screams in pain as you twist his arm. Try not to laugh at him. +5H-2 ☼☼
56-60	The clever fellow spins away and comes back to face you. Unfortunately he's unbalanced. +3H-1 ☼	Your foe evades by spinning away but loses his brilliantly conceived counterattack. 1 ☼x	You have his waist in your grip, but he is slipping free. You can still take him. +3H-1 ☼☼	Shake him like a baby's rattle. Foe is shaken up but frees himself. For the moment anyway. +6H-3 ☼	Your grip on his leg unbalances him. He wishes he could shake you off. 1 ☼x-3(-25)
61-65	He shakes his arm free preparing for your next assault and favoring a bruised bicep. +3H-1x(-20)	Somehow he breaks your grip on his waist and stumbles out of the way and your reach. 2 ☼	He takes you to the ground with him. You regain your footing but he is down for 1 round. +3H-3(-50)	Your bear hug leaves foe helpless to escape your affectionate embrace. Arms pinned. 1 ☼☼-2(-20)	If he has a shield he uses it to fend you off. Without a shield, he'll wish he had one. Without shield: +7H-3 ☼☼
66	Grappling his weapon you disarm him. He can't get it back. He knows this is bad. +3H-2 ☼	Give his weapon arm a violent twist, and he drops his weapon and strains his wrist. 2 ☼-1(-25)	Grappling his shield arm, he drops his shield if he has one. He's -50 until he drops it. +5H	Gripping his leg you flip him to the ground. He's prone, pinned and immobile for 2 rounds. +6H	Take him to the ground by the neck. Tear his muscles and tendons. Out of it for 3 rounds. +3H-1 ☼
67-70	You try to set him up, striking his chest. He evades it and takes up a defensive stance. 2x (-20)	Seizing his neck in your grasp you force it ominously backward. He doesn't have long.... 1(-10)-1(-20)-1(-30)	You have him by the waist and at your advantage. He still hopes to get free. Without shield: 3(-40)	He's still twisting around but he needs time to recover his wits and footing. +7H-2 ☼	He frustrates your nicely timed trip by making a safe landing. 2 ☼☼-1(-75)
71-75	Grabbing and holding his clothes you shut down his attempts to attack you. +5H-2(-50)	His hard knee strike breaks your grip. Still he is not recovering the initiative. +4H-3(-50)	You hold his weapon arm in your grasp. He is unable to use it but he tries to kneel you. 2 ☼☼-1(-50)	You hold him fast and twist his soft parts. What will you do next to this sad victim? 1 ☼☼-3(-70)	The genius evades you by falling at your feet. Smile indulgently before hurting him. +9H-2 ☼☼
76-80	Seize his shield arm. If he has one, you pull it down. Without a shield you immobilize his arm. +2H-4(-50)	Your entangling attack neutralizes his shield arm. If he has a shield he's -30 till he drops it. 1(-40)	Squeeze him so hard he bruises all over. This never happens to him. What should he do? 2 ☼☼-1(-50)	Entangling him you try to use his own weapon arm to beat him senseless. +4H	Single-mindedly attack his grappled weapon arm until he's disarmed. Internal damage done. 3 ☼-1(-40)
81-85	Grip his neck till his face turns beet red. He gets loose but can hardly breathe. +5H-2 ☼-2(-25)	Grapple his waist and unbalance him. His profanity is pedestrian and initiative is to you. 6(-50)	Holding him immobile you stomp on his foot. When he falls his shoulder breaks. +3H-3 ☼☼-1(-5)	Deflecting his knee you send him to the ground. His shield breaks his fall and his arm. He's prone. +5H-2 ☼☼-1(-10)	He is helpless in your strong, grappling hold. He's so tied up that he might even surrender. 10(-75)
86-90	Deftly seizing his leg in the air, you pull it up and take the initiative for 6 rounds. Elegantly done. +3H-3 ☼	Grappling his leg you sent him down to the ground. He pulls a leg muscle twisting free. 2 ☼☼-1(-10)	After you immobilize his limb as painfully as you can, he surrenders to end the pain. +10H-6 ☼-1(-40)	Holding him immobile by his arms he is helpless to fight back. Do your worst to him. +10H-9 ☼☼	Help him fall to the ground breaking his weapon. With chest armor a "D" Krush. +3H-1 ☼
91-95	Grappling his leg you force him to the ground. He falls on his weapon, but does break free. +4H-2 ☼☼	You twist him till his legs cross and he falls dropping his weapon and crawling toward it. 2 ☼☼-4(-25)	Taking his weapon arm, you break it without hesitation. He falls, knocking himself out. +15H-4 ☼☼-8(-95)	Grappling his legs you topple him over. He hits his head and loses interest in resisting you. +10H-30 ☼☼	He falls like a rag doll breaking both arms and an ankle. Mercifully he's unconscious. +20H-1(-95)
96-99	Tangle him up and immobilize him for 12 rounds. You're both prone but you're on top. +4H-2 ☼☼	Taking his arm in your hand you flip him to the ground. Leg is fractured and he's immobilized. 1(-40)	Using "sticky legs" you send him to the ground breaking weapon arm & knocking him out. +20H-10 ☼☼-1(-30)	You have quite a grip on his neck. Without neck armor he dies in 6 rounds. Disarmed too. With neck armor: 3 ☼☼	His legs flail as you strangle him. He's dead after 9 rounds of pathetic writhing. +3H-1 ☼
100	With you holding onto his legs that way he falls and knocks himself out for 5 rounds. +9H-1(+20)	Your vicious yet subtle hold on his throat will render him unconscious in 4 rounds unless he.... +10H-1 ☼-1(-40)	You have his head in your hands. Jerk it around. Without neck armor he dies. Armor: +5H-5 ☼☼-1(-75)	Go ahead and fracture his head in your grip. Without a helm he is in a coma for 30 days. With helmet: +3H-9 ☼☼	Keeping it short and sweet you crush his windpipe and tear his head off. What's to say? 1(+25)

Key # and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #☼ = rounds of no parry — #x(-N) = rounds of must parry w/penalty -N
 #● = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker

M 11.8 Martial Arts Strikes Critical Strike Table

	A	B	C	D	E
01-05	Your ancient master would be so ashamed of you. Weak. +0H	Concentrate on your foe. This is not the time to contemplate the beauties of nature. +0H	Even your glancing blow makes a solid sound. If it had only been thrown true. +1H	You impress him with your classic form but you only tagged him. More force next time. +2H	Flashy technique can't make up for lack of force. He's not impressed. +3H
06-10	You strike but only tap him as if you wanted to get his attention. He notices you, barely. +1H	You hope that your "ancient master" will never know of your pathetic display. +2H	That wasn't solidly struck but it's nice to know you still did some damage. More later. +3H	He sees that one coming and slips away from most of the damage coming his way. +4H	After that glancing blow he reevaluates his lack of respect for your martial skills. +5H
11-15	You know how important position is and you have it. Take the initiative. +3H	That blow to his shoulder forces him to step back and yield the initiative to you.	Forcefully done. He steps back to consider his position. Initiative goes to you. +5H	You make good contact to his side. He stumbles away from you and loses the initiative.	You try to set him up for a killing blow by an unbalancing strike. But will it work? +7H-1☉
16-20	You strike at an opening in his sideward defense. You have the initiative. Are you ready to use it? +4H	Nice set up attack. You have two rounds of initiative to do your worst to him. +5H	You hit him hard. He's flailing at you trying to smother your next attack before it starts. +6H-1×	He manages to put up a block, but falls back from the blow trying to recover himself. +8H-1×	You heard your double blow to his ribs impact and crack his ribcage. It's music to you. +5H-1☉-1(-10)
21-35	Having tagged him with a light but precise strike, you are setting him up for your next attack. +5H-1×	Your aim is off but he has to scramble desperately to evade your attack. +6H-1×	Holding him with one hand you put your knee into his ribs and watch him stagger away. +6H-1☉	Blow to chest! Head butt follow-up! You take the initiative for three rounds. +3H-1☉	Evading his rush you strike his kidneys and bruise his back. The pain is his own fault. 1(-20)
36-45	That strike to his chest hurt him. He sees the next one coming and tries to block it. +6H-1×	That blow to his chest made a strange sound, but he is recovering. Wonder what broke? +7H-1×	Your crafty move makes him give you an opening at his already bruised chest. +8H-1☉	Blow to his sternum doubles him over on his knees before you. His guard is really down. +5H-1☉	Your blow spins him around and you take the opportunity to strike him hard in the back. 1☉
46-50	Your foe is confused by your attempts to harm him. He steps back to parry your next one. +6H-1×	Your attack glances off his back without the dramatic results you anticipated. +5H-1☉	Slipping to one side you strike him in his back. He's stumbling forward and his guard is down. 1☉	Having his ribs broken like that has left him confused and pretty angry with you. +3H-2☉-1(-10)	Your feint opens him up for a hammer blow to the chest. Good tactic and follow through. +5H-2☉-1☉
51-55	You unbalance him and, oh, you've bent his hip in an odd way. What did you do to him? +3H-1☉	Blow to his side makes him stumble 5 feet to the left, but he recovers to face you. +6H-1☉	Your circular block and a focused strike to his chest sweep his defenses away. 1☉-1(+20)	He'll feel that bone bruise on his thigh for some time, but he doesn't fall. +6H-1(-25)	Your hip strike spins him around. He's unsure how it is that he's still standing on his feet. +5H-3☉
56-60	That fist to the chest was SOLID. He's hurt and rattled too. It will all add up. +5H-1☉	Your blow to his stomach ejects its contents into the air. What was he eating? +3H-2☉	Whirling wheel kick sends him 10 feet in any direction you like. You're the "man". +8H-2☉	You slip behind him to strike his back. He's rattled and starts to flee, but recovers his wits. +4H-3☉	Slick shoulder strike unbalances him and leaves him unable to defend himself. 2☉-1☉-1(-10)
61-65	That foot stomp to his foot went awry, but you bruise his toes. Well, mashed them. +5H-5(-20)	Kick him in the back of his leg. He stumbles, but doesn't fall. Initiative goes to you. +7H-2☉	Now he has a bad bone bruise on his leg. It hurts and he can't stand on it very steadily. +5H-1(-25)	Your precise nerve strike to his thigh leaves the limb numb. You know how to do this! 2☉-6(-25)	Disarming move on his weapon arm works. It's amazing what scrolls can teach you. +3H
66	You almost fell him with precise strike to his Achilles tendon. He's on his feet but in pain. +7H-2☉-1(-50)	Powerful strike to his head sprains his neck and fractures his jaw. His jaw gapes openly. +4H-9☉-1(-50)	You broke his weapon arm, and punched him in the belly so hard he passed out..	Dislocate and break his weapon arm, throw him down and kick his head in. He's knocked out. 1(+20)	Slapping his ears simultaneously destroys his hearing and his balance too. 24☉-1(-95)
67-70	Your spear hand to his side is more pretentious than devastating but it does hurt him. +2H-2☉	He's confused. Which hurt more the spear hand to the chest or elbow to the ribs? +3H-3☉	His shield arm is now broken. It wasn't that hard. This could become routine for you.	Driving under his ribcage to his softer parts you knock the wind out of him. 2☉	Nice combo. Elbow to his solar plexus and a back fist to his face. He's down and hurting. +5H-3☉-1(-50)
71-75	Vicious combination. Knife hand & spear hand together. He rolls a weapon fumble. 1☉	Hammer blow his weapon arm as it misses you. He's bruised but holding onto weapon. +6H-2☉-1(-20)	Moving behind him you kick behind his knee. He fights for balance and can't defend. 2☉	Focused strike to his collarbone breaks it collapsing his guard. Hurts him to move. 2☉-1(-25)	Mean. You deliberately strike his knee to tear the muscles and tendons. He screams. +5H-3☉-1(-50)
76-80	Your blow to his arm breaks his shield if he has one. Otherwise, his arm is broken. +6H-1☉	Take the opening and strike the back of his knee. Tendons damaged and balance gone. 2☉-1(-25)	Sometimes the best block is a good strike. He's disarmed with damage to his arm. 1☉-1(-10)	Gripping and striking behind his knee you crush tendons and cartilage. Surgical. 1(-75)	Kick to his midsection doubles him over and your knee impacts his nose. Down and out!
81-85	That precise kick to his weapon arm disarms him, but it does little damage. He's set up. +3H	You kick his weapon arm sending his weapon flying 5 feet away. 2 of his weapons are broken. +3H-2☉-1(-20)	With cruel precision you break his foot. He can barely stand. Nobody does that! 2☉-1(-50)	Too bad for him you knew how to break his leg just above the knee. He's slowly falling. +5H-5☉-1(-75)	That shattered his kneecap and put him down. You did it on purpose didn't you? +15H-12☉-1(-80)
86-90	You're in the flow now with an airborne kick that knocks him down. He's shaken but gets up. 3☉	Flatten him with a wheel kick. Tendons are crushed and muscles are torn. You spin clear. 9☉-1(-30)	Tearing the Achilles tendons in his foot drops him. Now you can kick him in the head. +10H-9☉-1(-80)	Without conscience you strike and crush his windpipe. 16 slow rounds to die follow.	Kick to kidneys drops him to his knees. You grip his head and snap his neck. Dead in 9 rds,
91-95	Nerve strike to his leg buckles it. He's standing but bending over in pain and muscle spasms. +8H-2☉-6(-40)	You break his knee to put his head where you can kick it. He's swearing, but conscious. 4☉-1(-85)	Going airborne you strike his back knocking him down. He's disarmed and in trouble. 12☉	Blinding him with a finger-strike you kick him 10 feet in any direction you choose. 10☉-1(-100)	Spleen rupture! He's spitting blood. He falls and dies in 12 rounds of writhing in agony. 1(+10)
96-99	Blocking his attack you strike him in the side. He goes down hard and is disoriented. 3☉	Flashy kick knocks him out with broken collarbone, sprained neck and much more. 20☉-20(-100)	Your kick to his solar plexus sends him stumbling back 10 feet. He falls with a crash. +30H-30☉	Roundhouse kick the back of his head so hard it bounces off the ground. Dead in 9 rds.	Gee, it is possible to drive someone's nose into his brain! He's down and dead in 6 rds.
100	Boxing his ears you rupture his inner ears. He just stands there as you knock him down. 1(-75)	Hand strike breaks his arm and reverse kick his backbone. Paralyzed from waist down. +5H	A combo! You sweep him to the ground and heel strike his ribcage. He'll die in 4 rounds.	Spear hand to his solar plexus ruptures his heart. Dies instantly. That was cold.	Disarming him you take his own weapon and kill him with it. Toss his carcass 5 ft if you like.

Key # and N are numbers — +#H = number of extra hits — #☉ = rounds of stun — #☉= rounds of no parry — #×(-N) = rounds of must parry w/penalty -N
 #♣ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker

M 11.9 Martial Arts Sweeps Critical Strike Table

	A	B	C	D	E
01–05	Your flashy acrobatics impress any bystanders, but fail to do your foe any damage at all. +0H	How did you learn how to <i>sweep yourself</i> to the ground? You fall but aren't hurt. For now. +0H	You shred his garments in a dramatic flurry of pulling and tearing, but don't really hurt him. +1H	You forget everything you ever learned about the martial arts and barely hurt him. +2H	You are looking good but fighting poorly. Contact is better than flashy moves. +3H
06–10	If you hadn't torn your tights with that fancy maneuver you might have really tagged him. +1H	You have such trouble holding on to him that you forget about your clever sweep. +1H	Flowing sweep misses but you still tag him with a little punch to his exposed ribcage. +2H	He's serious, but he's not sure you are. You aren't showing it. How could he tell? +3H	Knee his thigh and unbalance him to seize the initiative from him. Just as you were taught. +4H
11–15	Wise positioning has given you the superior position and the initiative next round. +1H	He deflects your attack but gives you the initiative for the next round. +3H	Stunned by your elegant moves your very confused foe loses the initiative to you. 1(+20)	He slips away from your assault and assumes a solid defensive posture awaiting your move. +4H-1x	You would have him had his garment not torn in your grip. You both know how close it was. 1☉-1(+10)
16–20	He's waving his weapon at you as if he thinks he can ward off your attacks that way. +2H-1x	He is so dazzled by your flourishing assault that he concentrates on defending himself. 1x(-10)	He desperately pushes you away but unbalances himself doing it. +3H-1x(-20)	You are so slippery that he ends up hitting and hurting himself as he tries to deal with you. +4H-1☉	Combination of hard and soft moves give you an opening to take advantage of next turn. +2H-1☉☉
21–35	You drive him backwards as he tries to hide behind his weapon. He needs time. +2H-1x(-10)	Your grapple would have felt like a kick if it had landed. He wards you off. +3H-1x(-20)	That failed sweep still registered as a hit on him. He takes a moment to recover. +4H-1☉	He almost loses his footing but falls to one knee. With effort he regains his stance. +4H-1☉☉	He's trying to regain his balance. Meanwhile you position yourself to see that he fails to do it. 2☉
36–45	That sweep looked good but was just a little kick. He steps back a bit to reconsider his position. +3H-1x(-20)	You bruise his leg with your leg sweep but he limps out of your way. +4H-3(-25)	He jumps over your sweeping assault, but a glancing blow hurts him and gives you initiative. 1(-10)	He stays on his feet but his calf is badly bruised and in spasm. It's hurting him. +5H-1(-20)	Sweep drops him to one knee. He gets up. One more blow to that bruise and he'll stay down. +5H-1☉-1(-20)
46–50	He's agile. He jumps up and over your attack and strikes back in defense as he comes down. +4H-1x(-25)	You push him to one side. He is on the defensive but recovers. +5H-1☉	You sweep him around but fail to down him. Look for an opening while he recovers. +4H-2☉	Whew! His feet fly out from under him but he scrambles to his feet playing catch-up. +5H-1☉☉	He stoops to recover his weapon. The advantage is to you and you could finish him about now. +7H-2☉☉
51–55	He's on his heels as he steps back 3 feet to avoid your leg sweep and reevaluate things. +5H-1x(-30)	The throw fails to put him on the ground, but you do manage to knock the wind out of him. +6H-1☉	Your strong attack makes him stumble, but your follow up strike misses anything vital. +6H-2☉	Slipping inside his guard you grab him and break his ribs, but he's still standing. +6H-1☉-1(-20)	Send him stumbling 5 feet away (direction your choice). He looks ready to fall. 3☉
56–60	Your attempted throw miscarries and he breaks loose. Still, you have unbalanced him. +6H-1☉	Keeping his weapon in his hand despite your grip on it, you still sprain his fingers. 1☉-1(-10)	Sweeping his defensive guard aside you see an opening for a follow on move. What's next? 1☉☉	He keeps his feet but has to drop his defensive guard to stay on his feet. +7H-1☉☉	Beautiful sweep sends him reeling, but somehow he stays on his feet. +9H-3☉
61–65	You throw him down and attempt a killing blow to follow up. You miss and he gets up. +7H-1☉	He breaks free, badly bruised, but escapes your brutal twisting of his weapon arm. +3H-1☉-1(-20)	Having failed to throw him down, you nevertheless disarm him. Advantage yours. +3H-1☉	Nice! He avoids your throw but you steal his weapon out of his hands when he tries to use it. 2☉	That one threw him to land on his own weapon (worse than keys). He's disarmed and down. 3☉
66	That throw dislocated his shield shoulder. He's still on his feet but he is in pain. Oh, the pain. 3☉☉-1(-50)	You throw and pin him, face down in an immobilizing arm lock. He's disarmed as well. +9H	That was direct. Blow to his shins folds him up and he falls to his knees which are now broken. +15H-6☉☉-1(-80)	Falling hard, he's knocked out (with helm); otherwise paralyzed from the waist down. +10H-4☉☉-1(-90)	Throw him up to 10 ft. in any direction. Choose to kill or knock him out on impact. Masterful!
67–70	With force but without the needed technique you fail to throw him, but he is unbalanced. +7H-2☉	He's reacting about a second behind your moves. You have 6 rounds of initiative. +8H	With grace but little power you kick him in the face and side. He backs off 5 ft. 2☉-1(-10)	Looked easy. He lands on his shield shoulder breaking a collarbone and an arm. It's useless. +5H-2☉-1(20)	Lands on shield arm breaking shield if he has one; if not, he shatters his arm. With shield: +20H W/o shield: +10H-2☉☉-1(-20)
71–75	Oh well. You have thrown him and given him a nasty bruise to his thigh, but he's back up. +2H-2☉☉	He lands badly from your throw, tearing ligaments in his leg. He rises with some effort. +5H-1☉☉-1(-10)	Sweeping him to the ground you grip his leg as he goes down straining his muscles. 2☉☉-1(-25)	You just help him fall – hard. Leg fractured he writhes on the ground eluding you. +5H-2☉☉-1(-30)	Sweep drops him onto his now fractured hip which you kick for good measure. 2☉☉-1(-40)
76–80	He falls on his shield side. With shield, it's broken; without shield his arm is sprained. 2☉-1(-10)	He skillfully breaks his fall with his weapon hand but sprains two of his fingers as he lands. 2☉-1(-25)	You go to the ground taking him down. He lands on his shield arm dislocating his shoulder. +6H-6x-1(-40)	He fell badly, with your kind help, on his back cracking his shoulder blade. Time to heal? +9H-2☉☉-1(-20)	He is flipped over backwards and stumbles 10 ft. back. His elbow is shattered when he falls. 4☉-1☉
81–85	Your attempt at a leg sweep unbalances him and it puts you in a superior position. +3H-3☉-1(+25)	Sweep throws him 10 feet aside. With cape he is down. Without one he leaves his back to you. +9H-2☉☉	Your sweep staggers him. He doesn't move as you move in close for superior position. 2☉☉-1(+30)	He lands on his own weapons tearing tendons in wrist. Drops weapon from his useless arm. +10H	Your rush throws him 10 feet onto his face and the ground. He's trying to spit out the dirt. +5H-6☉☉
86–90	He lands on his back but rolls over and stands up with some bruises. Still, he is hurting now. 2☉☉-1(-20)	He's in trouble landing badly on his back. The impact tears his tendons & breaks bones. 2☉☉-1(-25)	Blow to his leg knocks him down. You will remember the sound of his vertebrae cracking. 3☉☉-1(-50)	He's down and in your armlock. He's stuck unless he has some technique to escape. 6☉☉	You toss him into a bystander within 10 ft. Both are down and confused. Easy! +9H-3☉☉
91–95	When you threw him he landed nose first on something hard. It's broken and he's down. +9H-2☉-1(-25)	That fall broke his ribs and disarmed him. He lands rolling and stands up in wrong direction. 12☉☉-1(-30)	Gripping his leg as he falls you pin him. Break his leg <i>if you want to</i> . Of course, you do! +9H-15☉	Masterfully you knock him out against a hard surface. He's out of it. Kill him or whatever. +10H	Sending him airborne you guide him back to ground – disarmed and unconscious.
96–99	He lands on his head this time. Could be bad. Without a helm, he's unconscious. 9☉	With a single blow you disarm, knock out and kick him onto his back. You exult in victory. +20H	You crack his skull on something hard. With helm he's in a coma, without dies in 1 round.	Merciless. Thrown him down after breaking the ribs that puncture his vitals. Dead in 6 rounds.	Holding him fast you kick his legs away and drop him on his head. Broken neck is fatal. 1(+25)
100	With consummate skill you throw him down but hold him fast. Hold him immobile or finish him.	Spectacular throw breaks his neck on impact and he dies. You embody death itself!	Dropping his back onto your knee you paralyze him from shoulders down. No mercy in you.	You convert his lunge into a brutal hold that breaks his back. Paralyzed from the neck down.	In half a round you smash him against many hard objects. Who knows which killed him. 1(+25)

Key # and N are numbers — +#H = number of extra hits — #☉ = rounds of stun — #☉ = rounds of no parry — #x(-N) = rounds of must parry w/penalty -N
 #♣ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker

M 11.10 Subdual Critical Strike Table

	A	B	C	D	E
01-05	Remember, to subdue him you're probably going to have to hurt him at least a little. +0H	He completely frustrates your probing attack. This isn't working the way you planned. +0H	Mercy is as mercy does, but now is not the time for it. You do him no harm. Maybe next time. +0H	Your foe absorbs your blow almost without noticing it. You weren't ready. +1H	The results of your nerve pinch surprises you. He falls into unconsciousness. +3H
06-10	You try to set him up with a strategic punch, but pull it instead. He won't break that easily. +0H	You almost seem reluctant to cause him any serious injury. Are you serious yet? +1H	Don't be so gentle. He won't break so easily. You can go ahead and really hit him. +1H	You make solid contact with his face even if you don't rearrange it more than just a little bit. +2H	If you continue hitting him in the face you might eventually accomplish something. +3H
11-15	Your punch gets his attention but just barely. It's going to take quite a bit more than this. +1H	His collarbone is sensitive but you still have to use some force to disable him. +1H	That blow to his chest wouldn't disable anyone capable of taking a blow at all. +2H	He proves he can take a little punch like that one. It's not like he's a child you're fighting. +3H	Your dazzling assault looks great but leaves him standing only slightly bruised. +3H
16-20	He deflects your assault without much trouble or damage to himself. Are you serious? +1H-1x	You bruised him as he parried that ugly little kicking strike to his groin. Close one. +2H-1x	Nicely placed blow under his ribcage at his side. He is unbalanced but will recover quickly. +4H-1x	A blow to his ribs sends him reeling away, but he recovers and is on guard now. +3H-1x-4(-10)	That was a cheap shot to his ribs but still nicely executed. He'll be feeling it for some time. +3H-4(-25)
21-35	You tag him but can't seem to deal with a moving target. Perhaps he could hold still. +1H-1x	You missed his head but struck his shoulder and still unbalanced him. If only you had... +2H-2(-20)	Solid strike to his chest rocks him, but he grabs you for balance and holds on. +3H-1 ⚡	You are not too proud to trip him and grind his shin with your boot. Hey, it works. +6H-2 ⚡	You strike and break some of his ribs. The pain convinces him it really happened. +3H-1 ⚡-1(-10)
36-45	You move in close and get his attention with a blow gaining the initiative next round. +2H	You whack his shield hand with the flat of your weapon. He hurts and you have initiative. +3H-1(-5)	He loosens himself from your entangling grasp but you give him a forceful shove. +5H-3 ⚡-3(-10)	You learned this one in a barroom. Stepping on his foot you push him down. Initiative yours. +3H-2(-25)	Your knee strike is too tentative to do much damage but it does surprise him. +6H-2 ⚡
46-50	Your blow to his chest makes him vulnerable next round. You're getting the idea now. +2H-3(-10)	He is struggling to fend off your attacks to his vital abdominal organs. It's working for now. +3H-1 ⚡-2x	Another blow to the kidneys would be good about now. He's already reeling away from you. +5H-1 ⚡⚡	Reverse blow to the kidneys rocks him, but he turns to face your next assault. +3H-1 ⚡⚡	The pain in his side brings down his guard. He's stunned and suddenly uncertain. +7H-1 ⚡⚡
51-55	You have bruised his arm, but even better you finally have his entire attention. +2H-1 ⚡	A little bruise to his arm shouldn't have stunned him like that. He needs to suck it up. +3H-1 ⚡	Attacking his exposed forward leg you see the pain in his eyes. The bruise goes deep. +4H-1 ⚡⚡-1(-10)	He holds his chest in his hands after your blow. He lives. You had hoped for more. +5H-1 ⚡⚡	Solid blow to his chest puts him flat on his back. He's recovering but slowly. +8H-1 ⚡⚡-3(-10)
56-60	You just graze his head, but convince him that you're going to be a continuing problem. +3H-6(-10)	You meant to strike him but find pushing him works as well. He is in urgent need of balance. +3H-1x-4(-10)	Your assault to his torso disorients him and you watch him stumble to balance himself again. +4H-4 ⚡x(-10)	Destroying his stance with a blow to his thigh, you knock him to the ground, but he gets up. +5H-2 ⚡	Penetrating blow to his stomach forces him 10 feet backwards, but he's on his feet. +8H-3 ⚡-1 ⚡
61-65	He evades your probing offense by stepping 5 feet to one side. Still he is "stunned." +3H-1 ⚡	Your blow to his ribs doubles him over in real pain. He didn't know you could do that. +6H-1 ⚡-4(-30)	You twist his arm till he drops his weapon. He slips free but is still weaponless. Helpless? +1H	Stepping within his swing you strike his weapon arm and disarm him with precision. +5H-2 ⚡⚡-1(+20)	You crush a nerve in his neck. You are amazed as he falls unconscious before you - for 3 hrs. +10H-2 ⚡⚡-1(-20)
66	You're getting the hang of this. Strike to his collarbone hurts and disables him briefly. +9H-2 ⚡⚡-4(-10)	You grab and twist his weapon arm disarming him. He knows how much trouble he's in. +12H-2 ⚡⚡-1(-20)	Forcing him to his knees you slam his head into the ground. You can kill him now or whatever. +12H-10 ⚡⚡-6(-80)	His head rushes forward and impacts with your weapon fist. He falls down and out for 6 hrs. +15H-6 ⚡	You bounce his head back and forth. If he was still conscious he would be in pain. +24H-1(-20)
67-70	Your blow rudely takes the wind out of him. He's on the defensive now and not happy. +3H-3(-20)	He's thrown backward and goes on to one knee to stay upright at all. +5H-4 ⚡⚡-4(-40)	That sound was his ribcage breaking. It didn't look good, but it really worked nicely. +5H-2 ⚡-1(-20)	You break his arm. Bone sticks out. He can barely stay on his feet as he fights the pain. +6H-2 ⚡⚡-1(-35)	He can't take the pain. His fractured shoulder causes him to drop his defenses for a moment. +9H-2 ⚡⚡-1(-30)
71-75	Muscle spasms occupy him for a time after you strike him in the side near the kidney. +4H-2 ⚡	You bruise his calf trying to sweep his legs out from under him. That's a bone bruise. +5H-1 ⚡-1(-30)	Attending to the basics you pretty much destroy his foot. He can't stand on it anymore. +5H-1 ⚡⚡-1(-20)	Attending to basics you kick his legs out from under him. A leg fractures on impact. +10H-1 ⚡⚡-1(-55)	Your attack to his thigh spasms the muscles and bruises his bone. It's worse than it looks. +9H-3 ⚡⚡-1(-40)
76-80	That blow to his shield arm may have broken some things. Shield: +8H-2(-20) None: +4H-2 ⚡⚡	He senses a killing blow coming and desperately evades the worst of it, injuring his shield arm. +6H-2 ⚡⚡-7(-10)	Having knocked him to the ground with a fractured arm you pummel his head. +6H-3 ⚡-6(-30)	His broken weapon arm disorients him and he falls breaking a rib. Where will it end? +7H-3 ⚡-1(-25)	Forgetting him, you attack his weapon arm. He's disarmed (you have it) and fallen. +10H-4 ⚡⚡
81-85	You immobilize him for a moment with a setup blow and a strong follow-up grapple. +5H-1 ⚡⚡-1(+10)	Your strike to his ribs unbalances him but he takes you down with him. You're on top. +6H-3 ⚡-1(+10)	His broken ribcage causes him to drop his weapon and his plans for attacking you. +6H-6 ⚡	Ribs fractured, he falls and fractures his ankle. He passes out from the pain. Oh, the pain! +7H-2 ⚡⚡-1(-50)	Ribs cracked, he falls and breaks a leg. Only then do you kick him in the face. Why not? +10H-6 ⚡⚡-1(-50)
86-90	You have unbalanced him with a combination grapple and sweep. He's fully on the defensive. +6H-3 ⚡⚡	That was easier than you expected. Your blow to his neck knocks him unconscious. +8H-1(-30)	Your blow to his rear slams him off his feet onto the ground headfirst. He's out. +10H-6 ⚡-1(+20)	Reverse strike to his back knocks him to the ground disarming him. He passes out for 5 rounds. +12H-1(-10)	A blast to his face knocks him down. He passes out frothing at the mouth. Yuck! +15H-1 ⚡-1(-30)
91-95	Now you're getting serious. That blow to his neck leaves muscles in spasm. He falls down. +7H-2 ⚡⚡-1(-20)	Ruthlessly, you drive your knuckles into his temple. He falls and passes out in 2 rounds. +10H-6 ⚡-1(-30)	Dazed by your blow he drops his weapon and falls trying to recover it. He is also unconscious. +10H-5 ⚡-1(-40)	Holding him with one hand you pound his face with the other till he is unconscious for 15 rounds. +15H-1(-20)	You knock him to the ground headfirst. He passes out before you kick him in the head. +17H
96-99	Your strike to his head gives him whiplash. He's down and unconscious now. +8H-1(-30)	Unexpectedly, you fracture his skull. He's out now and dies 2 hrs. later from the swelling. +12H-2 ⚡⚡-1(-50)	He loses consciousness from the whiplashing blow to his head. He is prone and unconscious. +10H-5 ⚡-1(-40)	You wince at the sound of his head bouncing off the ground. He's in a coma for 1 month. +17H	Tiring of the slow pace you snap his neck which fells him and kills him in 15 rounds. +25H
100	That innocent little tap to his head stuns him for a moment after which he passes out altogether. +5H	You know he has a spine because you just struck it disabling him. He's unconscious now. +15H-1(-60)	You break his ribs, his arm and his head. He's in a coma for 2 weeks if you let him live at all. +20H	Getting back to basics you pummel his head till he falls to the ground, resting nicely. +25H	With practiced ease you strike his head. He drops unconscious to the ground for 10 hours. 1(+20)

Key # and N are numbers — #H = number of extra hits — #⚡ = rounds of stun — #⚡⚡ = rounds of no parry — #x(-N) = rounds of must parry w/penalty -N
 #♣ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker

M 11.11 Unbalance Critical Strike Table

	A	B	C	D	E
01–05	Dazzling. Try not to hurt yourself. +0H	Whose side did you say you were on? Then try harder +0H	How humiliating. You hope no one saw you try to do that. +0H	He laughs at your inept technique and ill-timed attack. He begs you to try again. +1H	The thumping sound that your attack made was better than the actual damage done. +2H
06–10	He learned to evade moves like that on the playground. +0H	As you rush at him, he stands his ground and shrugs you off. +1H	You give him a light but sharp blow trying to create an opening for your real attack. +2H	He sneers at you as he twists loose from your grip. He implores you to try harder. +3H	Your attack is solid and direct to his chest, but it fails to set him up for anything more. +5H
11–15	Your assault miscarries, but you may finally have his attention. +3H	Your kidney strike would have really set him up had it been done with more power. +4H	Grinding your knuckle into his arm's nerves distracts him, but you still need to toss him. +5H	He gets careless and lets you strike him in the back. Is that a frown of disappointment? +6H	You're doing "tactical" damage only. You really need to set him up for a big fall. +7H
16–20	He parries aggressively and tries to push you away, but your assault did some damage. +4H-1x	He parries your strike to his side, but he can feel the momentum of the fight changing. +4H-1x	Favoring his bruised ribs he moves back to block your next attack. He's learning respect. +5H-1x	Blow to his ribs gets his attention. He examines himself for damage. He was not expecting that. +7H-1(-10)	That didn't really break his ribs but he's at a disadvantage for a few moments. +8H-1(-20)
21–35	You roughed him up a little, but he parries and pushes you away, stepping back. +4H-1x	That foot stomp left him trying to recover as he favors his injured toes, trying to toe the line. +5H-1(-20)	That blow to his chest stunned him. He coughs up a little bit of lung and prepares for the worst. +6H-1 ☼	He winces in pain from the blow to his chest. He'll need a few moments to recover. +8H-1 ☼	This one really did break his ribs. You heard them snap. You have him set up now. +9H-1 ☼-1(-10)
36–45	Your aggressive push to his shoulders bruises him and you have the initiative next round. +4H	Your attack miscarried, but you still tripped him. You have the initiative next round. +5H-2(-5)	Securing him with a grip to his shoulder you use your knee to throw him down. +5H-1(-40)	He's limping from that calf strike. You have the initiative and a nice advantage. +7H-1(-25)	You attack the foundation of his balance striking his leg. Armor: +12H None: +8H-2 ☼
46–50	Taking an opening, you nearly spin him around but you needed a stronger grip. +5H-1x(-10)	You would have had him if he hadn't shifted to the defense. He knows it too. +5H-1x(-20)	Setting him up for worse you strike his face, forcing him back with his guard down. +6H-1 ☼☼	He is stunned and parrying after your forceful block/attack to both guard down. +8H-1 ☼☼	You smother his defense with blows and get ready to take advantage next turn. +12H-1 ☼☼
51–55	He shrugs off your shove to his chest by stepping backwards. He was ready for you. +5H-1x(-20)	You are able to hold him still while you kneed him in the torso. That surprised even him. +5H-1 ☼	Attacking his base you jam his knee backwards against the joint. Uh, this really hurts. +6H-1 ☼☼	Blow to his chest knocks the wind out of him setting him up for worse to come. +10H-1 ☼☼	His leg must be injured. It collapses under him. He looks like he'll be able to get up. +12H-1 ☼☼
56–60	Striking his thigh you penetrate his guard and force him backwards. Armor: +7H None: +5H-1 ☼	He blocks your knee with his thigh but must step backwards to recover. +6H-1x(-30)	He should have given ground. Instead he gets a nasty blow to his calf. Armor: +9H None: +7H-2 ☼-1(-10)	Your strike to his thigh cramps his leg muscle giving you initiative for 3 rounds. +12H-2 ☼	Kick to his leg almost puts him down. He's going to be staggering for several rounds. +14H-3 ☼
61–65	You tie up his arms for a moment making him desperately extricate himself. He's stunned. +6H-1 ☼	His arm wasn't meant to be bent that way. He drops his weapon and curses at you. +6H	Precision counts. Your strike to his weapon arm disarms him. He can see the end coming soon. +6H-2 ☼	You block his arm so hard that you disarm him. Stunned, he stares at you with disbelief. +7H-2 ☼-1(+20)	Bashing your shoulder into his you spin him around like a gyroscope. He's pretty dizzy. +13H-2 ☼☼
66	Superb technique. Your shoulder strike spins him completely around. He's dizzy and stunned. +7H-2 ☼☼	Precise strike to his elbow numbs his arm. He drops his weapon and forgets about you. +8H-2 ☼☼	Your strikes to his leg finally bring him down. His knee breaks and he is now without hope. +9H-3 ☼☼-1(-90)	Blow to his head knocks him out (24 hrs) without a helm. With a helm he retreats 10 feet. 6 ☼	Hey, a blow to the jaw still works. He falls and hits his poor head. He's out of it now. +30H
67–70	It was so simple. Your push to his chest caught him unawares. He's unbalanced and more. +6H-2(-50)	He shouldn't wear loose clothing. You grab it and jerk him around. He's dizzy and reeling. +7H-1 ☼	You hear his ribs break. He's not smiling. He was on top of the world until he met you. +8H-2 ☼-1(-20)	He is staggering and disoriented with a broken collarbone. He's where you want him. +10H-1 ☼☼-1(-25)	You put your shoulder into his stomach hard driving upward. He tries to find which way is up. 2 ☼☼-1(-10)
71–75	Hammer blow to his lower leg damages what he's standing on – his leg. He's stunned. +7H-2 ☼	While he favors his bruised calf, you have the advantage, and he has a nasty cramp. +9H-1(-10)	That blow to his thigh even bruised the bone. He's limping and not fully mobile anymore. +10H-1 ☼☼-1(-20)	Sprawled on the ground (where you dropped him) he searches for his weapon. +12H-1 ☼☼-1(-75)	Tough luck for him. He fell on his weapon hurting himself. You helped him, of course. +15H-3 ☼☼
76–80	Striking him in his side, you tear away his shield if he has one. If not, he's going to need one. +12H-2 ☼	Using his own shield arm against him, you use it for leverage to unbalance him. +10H-2 ☼-1(-10)	He stumbles backwards about 5 feet and favors his fractured weapon arm, wincing in pain. +11H-3 ☼-1(-25)	Did your leg sweep break his ankle or was it his bad landing? Do either of you care? +11H-1(-50)	Blocking his weapon arm you guide him into a fall. He's down and disarmed as well. +15H-4 ☼☼
81–85	Favoring his injured side he strikes out in all directions except yours. He's wide open now. +12H-1 ☼☼-1(+10)	He stumbles 3 feet to the right clutching at his ribcage. He should learn to ignore pain. +15H-3 ☼	Ribs break so easily! He drops anything on his shield arm and foolishly gives in to the pain. 6 ☼	You bowl him over with your shoulder lunge and then stand on his weapon arm. +12H-6 ☼☼	You step aside and trip him as he rushes you. He rolls on the ground breaking a leg. 6 ☼☼-1(-50)
86–90	You shove your disoriented foe in the back. He stumbles 5 feet away trying to recover. +13H-3 ☼-1(+20)	You scent victory. Your blow to his ribs forced him back 10 feet. This won't take long. +12H-2 ☼☼	Your golden moment arrives. One blow to his head and he is face down and disarmed. +14H-6 ☼-1(+20)	That broke his shield (if he had one) or his arm (without a shield). He can't believe this. +10H-9 ☼	He's perfectly set up by your blow to his head. He's standing but actually unconscious. +20H-12 ☼☼
91–95	You have hit him in the head. If he has no helm he's out for 2 hours. 3 ☼	Striking both his ears at once you impair his hearing and balance for 3 weeks. Ouch! +9H-6 ☼-1(-50)	Catching him off balance you spin him around facing away. He fumbles his weapon. 6 ☼	Exploding upward into him you bowl him over. You stand over him smiling for a moment. +10H-8 ☼☼-1(-30)	Unless he had a shield you broke his arm. Oh, he's also down and has passed out. 6 ☼
96–99	You set him up with a stomach blow. While he doubles over you throw him to ground – hard. +10H-3 ☼	He looks up at you and can't figure out how he ended up on the ground. It looks real bad to him. 6 ☼☼	Your strike to his head leaves him knocked out on his feet. He drops his weapon and stares. 6 ☼	That either shattered his helm or his head (coma 4 weeks). He isn't sure what's happening. +9H-6 ☼	His head does not rotate well on his neck. It breaks. He's down and dies in 3 rounds. 3(+20)
100	Striking his hip with yours you send him to ground with a fractured leg. He's delirious 9 hrs. 1(-90)	He landed on his own neck and can't get up. In fact, he's paralyzed from the neck down. 6 ☼	What happened? He breaks both arms and his head landing and in a coma for 2 months. 6 ☼	A strike with knuckle extended crushed and closed an artery in his neck. He dies in 12 rounds. 1(+20)	Does he die of a crushed temple or broken neck? Does he die before or after falling? Whatever. 3(+20)

Key # and N are numbers — +#H = number of extra hits — #☼ = rounds of stun — #☼ = rounds of no parry — #x(-N) = rounds of must parry w/penalty -N
 #♣ = hits per round bleeding — #(-N) = rounds of penalty -N for defender — #(+N) = rounds of bonus +N for attacker

MASTER SKILL CATEGORY COST TABLE M-11.12

	Criminal	Explorer	Pilot	Psychic	Recon	Scientist	Soldier	Technician	Academic	Bystander	Entertainer
Armor • Heavy	4/4/4	3/3/3	4/4/4	11	3/3/3	10	2/2/2	8/8	8/8	4/4/4	3/3/3
Armor • Light	2/2/2	1/1/1	2/2/2	9	1/1/1	8	1/1/1	3/3/3	2/2/2	2/2/2	1/1/1
Armor • Medium	3/3/3	2/2/2	3/3/3	10	2/2/2	9	1/1/1	6/6	6/6	3/3/3	2/2/2
Artistic • Active	2/4	2/4	2/5	2/6	2/4	2/5	2/5	2/5	2/5	2/5	1/2
Artistic • Passive	2/5	2/5	2/6	2/5	2/5	2/5	2/5	2/5	2/5	2/5	1/3
Athletic • Brawn	3/6	2/6	3/6	6	2/6	4/12	2/5	3/8	4/12	3/6	4/9
Athletic • Endurance	2/7	2/5	2/5	3	2/5	3/8	2/6	2/7	2/6	2/7	2/7
Athletic • Gymnastic	1/3	2/5	1/5	3	1/5	3/7	2/5	2/5	3/7	2/6	1/3
Awareness • Perception	2/5	2/7	2/6	6	2/6	5/12	2/9	4/10	5	3/10	2/5
Awareness • Searching	1/3	2/4	2/5	3	1/5	2/5	2/5	2/6	2/6	2/6	2/6
Awareness • Senses	2/5	2/5	2/5	3/7	2/6	2/7	2/6	2/7	3/6	2/6	3/7
Body Development	5/12	3/9	4/10	15	3/9	5/12	2/5	5/12	7/12	4/12	4/12
Combat Maneuvers	4/12	4/10	4/10	18	4/12	12	3/9	12	7	4/12	4/12
Communications	2/2/2	3/3/3	2/2/2	2/2/2	3/3/3	1/1/1	3/3/3	2/2/2	1/1/1	2/2/2	1/1/1
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Powers	20	20	20	1/3	20	3/9	15	12	2/7	12	10
Influence	2/5	2/5	2/5	2/6	2/5	3/9	2/7	4/10	2/4	2/5	1/4
Lore • Academic	1/5	2/6	2/6	2/5	2/5	2/6	2/6	2/6	1/2	2/6	2/6
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Lore • Technical	2/4	2/5	2/5	2/5	2/5	2/4	2/6	1/3	2/6	2/6	2/6
Martial Arts • Striking	3/7	3/7	4/10	9	3/7	6	1/5	4	4	3	2/7
Martial Arts • Sweeps	3/7	3/7	3/7	9	3/7	6	1/5	4	4	3	2/7
Mind Point Development	20	16	18	4	14	8	14	12	6	10	40
Outdoor • Animal	2/5	2/5	2/6	3	1/5	4	1/4	2/6	3	2/5	2/6
Outdoor • Environment	2/5	1/3	2/5	3	1/5	3/9	2/5	2/6	4/12	2/5	4/12
Psychic • Category 1	50	12/12	25	1/1/1	8/8	3/3/3	8/8	4/4/4	2/2/2	4/4/4	75
Psychic • Category 2	75	25	50	2/2/2	10/10	4/4/4	10/10	6/6/6	3/3/3	6/6/6	100
Psychic • Category 3	100	50	75	3/3/3	12/12	6/6/6	12/12	8/8	4/4/4	8/8	125
Psychic • Category 4	125	75	100	4/4/4	25	8/8	25	10/10	6/6/6	10/10	150
Psychic • Category 5	150	100	125	6/6/6	50	10/10	50	12/12	8/8	12/12	175
Psychic • Category 6+	175	125	150	8/8	75	12/12	75	25	10/10	25	200
Science • Basic	3/6	2/6	2/7	2/5	3/6	1/5	3/6	2/4	2/4	2/5	3/6
Science • Engineering	8	6	5	8	12	3/5	10	2/7	5/11	6	10
Science • Medical	8	9	10	4	8	3/5	8	6/12	5	4	8
Science • Specialized	10	11	10	6	12	3/7	12	6	4/7	6	10
Science • Technical	6/12	6	5	6	12	2/6	10	2/4	5/11	6	10
Self Control	2/6	2/6	2/7	1/3	2/6	4/12	2/6	2/7	4/10	2/7	5/12
Special Attacks	2/8	3/9	3/7	8	2/7	10	2/6	6/12	10	5/11	6
Special Defenses	35	35	40	80	35	50	10	35	35	30	20
Subterfuge • Attacks	2/6	2/5	6	15	4/8	10	6/10	6/12	10	6/12	3/9
Subterfuge • Mechanical	1/3	2/6	3	7	2/5	5/11	3/8	2/8	5/11	3/6	4
Subterfuge • Stealth	1/3	1/4	3	5	1/3	4/8	2/5	2/7	4/8	2/6	2/7
Technical • General	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Technical • Gunnery	6	2/6	1/5	6	3/9	12	2/6	2/5	6	5	2/7
Technical • Professional	6	6	6	6	6	6	6	6	6	6	6
Technical • Vehicles	5	2/5	1/2	5	4	10	4	4	5	5	5
Technical • Vocational	3/9	3/9	3/9	3/9	3/9	3/9	3/9	3/9	3/9	3/9	3/9
Urban	1/2	2/5	2/4	2/4	1/3	3/8	2/4	2/5	3/8	2/5	1/3
Weapon • Category 1	2/7	2/5	2/5	9	2/5	6	1/5	3/8	4	3/6	2/5
Weapon • Category 2	3/8	2/5	2/7	20	3/8	11	2/5	5/12	5	3/6	2/5
Weapon • Category 3	4	3/9	3/9	20	3/9	12	2/7	5	6	4	3/8
Weapon • Category 4	4	3/9	4	20	3/9	12	2/7	6	7	5	9
Weapon • Category 5	4	3/9	4	20	3/9	13	2/7	8	7	6	9
Weapon • Category 6	6	5	12	20	6	13	5	11	13	7	20
Weapon • Category 7	6	12	12	20	6	13	5	11	13	7	20
Weapon • Category 8	6	12	12	20	6	13	5	11	13	7	20



12.0 RECORD SHEETS

CHARACTER RECORD SHEET

In a role playing game, each player must keep track of the factors defining and affecting his character, while the Gamemaster must keep track of the non-player characters. In Spacemaster, each player can keep track of his character on record sheets:

- The Character Record Sheet (M-12.1) has places for most of the fixed statistics and factors which are important to a character.
- The Skill Category Record Sheet (M-12.2) has places for all of the factors that affect a character's skill category bonuses. These bonuses are not used in play, but they are a major factor for skill bonuses, which are used in play.

- The Skill Record Sheet (M-12.3) has places for all of the factors that affect a character's skill bonuses. Skill bonuses are the bonuses that are usually used to modify various rolls during play.
- The Money & Equipment Record Sheet (M-12.4) has places for recording a character's money, equipment, and encumbrance.

A player should fill in all of the appropriate spaces on these record sheets. When this process is completed, the character is ready to play and has on his record sheets all of the bonuses which can affect his actions.

Anyone using Spacemaster may photocopy as many record sheets as he wishes for use in his game. However,

they may not be copied for commercial use.

The Gamemaster may want to use record sheets for certain crucial non-player characters (NPCs), but in general he only needs to keep track of their levels. This allows a Gamemaster to refer to the Master Character Table M-11.1 (p. 93) in order to obtain the non-player character bonuses usually required during play.

The rest of this section discusses the record sheets and the different types of capabilities and bonuses that the players should keep track of.

CHARACTER RECORD SHEET

The Character Record Sheet (M-12.1) has space for most of the fixed factors which affect a character's bonuses and capabilities. These factors include:

Factor	Section # on the Sample CRS
Level & Experience Points	1
Armor Type & DB Information	2
Resistance Roll Modifications	3
Stats & Stat Bonuses	4
Race/Stat Fixed Information	5
Commonly Used Skill Ranks and Bonuses	6
Role Traits	7
Commonly Used Attacks	8
Background Information	9
Commonly Used Equipment	10
Hits Total & Status	11
Mind Points Total & Status	12
Miscellaneous Information	13

CHARACTER RECORD SHEET M-12.1		Character Name: _____	
Experience Points: _____	Level: _____	Player: _____	Campaign (GM): _____
Race: _____	Profession: _____	Training Packages: _____	Armor Type: _____
Weight Penalty: _____	Base Movement Rate: _____	Moving Maneuver Penalty: _____	Missile Penalty: _____
Quickness Bonus (3 x Qu): _____	Armor Quickness Penalty: _____	Shield Bonus: _____	Special: _____
Special: _____	Total Normal DB: _____	RESISTANCE ROLLS:	
Type	Race Bonus	Stat Bonus	Total Bonus
Psychic Power: _____	(3 x SD)		
Poison: _____	(3 x Cu)		
Disease: _____	(3 x Cu)		
Fear: _____	(3 x SD)		
RACE/STAT FIXED INFO:			
Soul Departure: _____ rounds	Recovery Multiplier: x _____	Body Dev. Progression: _____	MP Dev. Progression: _____
Special Abilities: _____	Talents: _____	COMMONLY USED SKILLS:	
Skill			
Rank	Bonus	Rank	Bonus
COMMONLY USED ATTACKS:			
Attack/Weapon	Rank	Bonus	Parable Range Modifications
COMMONLY USED EQUIPMENT:			
Item	Location	Weight	Description
Background Information:			
Nationality: _____	Home Planet/City: _____	Parents: _____	Spouse: _____
Children: _____	Status: _____	Other: _____	Hits (Maximum): _____
Recover: 1 per 3 hr. (active)	(Ca bonus + 2) per hr. (resting)	(Cu bonus x 2) per 3 hr. (sleeping)	Mind Points (Max.): _____
Recover: 1 per 3 hr. (active)	(SD stat bonus + 2) per hr. (resting)	(maximum MP + 2) per 3 hr. (sleeping)	Recover: 1 per 3 hr. (active)

SKILL CATEGORY RECORD SHEET M-12.2

Character:

Skill Category	Applicable Stats	Dev. Cost	# of Ranks	New Ranks	Bonuses					
					Rank	Stat	Prof.	Special	Special	Total
Armor • Heavy	St/Ag/St	___	___	000	___	___	___	___	___	___
Armor • Light	Ag/St/Ag	___	___	000	___	___	___	___	___	___
Armor • Medium	St/Ag/St	___	___	000	___	___	___	___	___	___
Artistic • Active	Pr/Em/Ag	___	___	000	___	___	___	___	___	___
Artistic • Passive	Em/In/Pr	___	___	000	___	___	___	___	___	___
Athletic • Brawn	St/Co/Ag	___	___	000	___	___	___	___	___	___
Athletic • Endurance	Co/Ag/St	___	___	000	___	___	___	___	___	___
Athletic • Gymnastics	Ag/Qu/Ag	___	___	000	___	___	___	___	___	___
Awareness • Perceptions	In/SD/In	___	na	†	0	___	___	___	___	___
Awareness • Searching	In/Re/SD	___	___	000	___	___	___	___	___	___
Awareness • Senses	In/SD/In	___	___	000	___	___	___	___	___	___
Body Development	Co/SD/Co	___	na	†	0	___	___	+10	___	___
Combat Maneuvers	Ag/Qu/SD	___	na	*	0	___	___	___	___	___
Communications	Re/Me/Em	___	___	000	___	___	___	___	___	___
Crafts	Ag/Me/SD	___	na	*	0	___	___	___	___	___
Directed Powers	Ag/SD/Ag	___	___	000	___	___	___	___	___	___
Influence	Pr/Em/In	___	___	000	___	___	___	___	___	___
Lore • Academic	Me/Re/Me	___	___	000	___	___	___	___	___	___
Lore • General	Me/Re/Me	___	___	000	___	___	___	___	___	___
Lore • Technical	Me/Re/Me	___	___	000	___	___	___	___	___	___
Martial Arts • Striking	St/Ag/St	___	___	000	___	___	___	___	___	___
Martial Arts • Sweeps	Ag/St/Ag	___	___	000	___	___	___	___	___	___
Mind Point Development	SD	___	na	†	0	___	___	___	___	___
Outdoor • Animal	Em/Ag/Em	___	___	000	___	___	___	___	___	___
Outdoor • Environmental	SD/In/Me	___	___	000	___	___	___	___	___	___
Psychic • _____	SD/SD / _	___	___	000	___	___	___	___	___	___
Psychic • _____	SD/SD / _	___	___	000	___	___	___	___	___	___
Psychic • _____	SD/SD / _	___	___	000	___	___	___	___	___	___
Scientific/Analytic										
• Basic	Re/Me/Re	___	___	000	___	___	___	___	___	___
• Engineering	Me/Re/In	___	___	000	___	___	___	___	___	___
• Medical	Me/Re/In	___	___	000	___	___	___	___	___	___
• Specialized	Re/Me/Re	___	na	*	0	___	___	___	___	___
• Technical	Re/Me/Ag	___	___	000	___	___	___	___	___	___
Self Control	SD/Pr/SD	___	___	000	___	___	___	___	___	___
Special Attacks	St/Ag/SD	___	na	*	0	___	___	___	___	___
Special Defense	NA	___	na	*	0	___	___	___	___	___
Subterfuge • Attacks	Ag/SD/In	___	___	000	___	___	___	___	___	___
Subterfuge • Mechanics	In/Ag/Re	___	___	000	___	___	___	___	___	___
Subterfuge • Stealth	Ag/SD/In	___	___	000	___	___	___	___	___	___
Technical/Trade										
• General	Re/Me/SD	___	___	000	___	___	___	___	___	___
• Gunnery	In/Ag/Ag	___	___	000	___	___	___	___	___	___
• Professional	Re/Me/In	___	na	*	0	___	___	___	___	___
• Vehicles	Ag/In/Ag	___	___	000	___	___	___	___	___	___
• Vocational	Me/In/Re	___	na	*	0	___	___	___	___	___
Urban	In/Pr/Re	___	___	000	___	___	___	___	___	___
Weapon • 1-H Melee	St/Ag/St	___	___	000	___	___	___	___	___	___
Weapon • 1-H Energy	Ag/Ag/Ag	___	___	000	___	___	___	___	___	___
Weapon • 1-H Firearms	Ag/St/Ag	___	___	000	___	___	___	___	___	___
Weapon • 2-H Melee	St/Ag/St	___	___	000	___	___	___	___	___	___
Weapon • 2-H Energy	Ag/Ag/Ag	___	___	000	___	___	___	___	___	___
Weapon • 2-H Firearms	Ag/St/Ag	___	___	000	___	___	___	___	___	___
Weapon • Missile/Thrown	Ag/St/Ag	___	___	000	___	___	___	___	___	___
Weapon • Support	Ag/St/Ag	___	___	000	___	___	___	___	___	___
_____	_____	___	___	000	___	___	___	___	___	___
_____	_____	___	___	000	___	___	___	___	___	___
_____	_____	___	___	000	___	___	___	___	___	___
_____	_____	___	___	000	___	___	___	___	___	___

Rank Bonus Progression — no symbol: Standard Progression (“-15•2•1•0.5•0” for category ranks, “-15•3•2•1•0.5” for skill ranks) — †: See Table T-1.1
 *: Combined Progression (“0•0•0•0•0” for category ranks, “-15•5•3•1.5•0.5” for skill ranks) — ‡: “0•0•0•0•0” for category ranks and “0•1•1•0.5•0” for skill ranks.

EXPERIENCE POINT LOG M-12.5

Player: _____
 Character (Level): _____
 Session Ending: _____

GM Use Only
 Notes:

MANUEVERS

----- Danger Rating -----

Difficulty	None	Some	Danger	Ex. Dang.	Defeated	Unknown
Easy						
Light						
Medium						
Hard						
Very Hard						
Ex. Hard						
Sheer Folly						
Absurd						

Maneuver EP Key

1. Keep a tally of how many of each type of maneuver was performed.
2. The Danger Rating refers to the situation in which the maneuver was performed (not the danger of the maneuver itself). The ratings are: character is in no danger (None), character is in some danger (Some), character is in danger (Danger), character is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the maneuver (Defeat). Use the Unknown column if the danger rating is not known.

Psychic Power EP Key

1. Keep a tally of how many of each psychic power of a given magnitude is used. Use the "Other" row for psychic powers with a magnitude above 10 (recording the magnitude).
2. The Danger Rating refers to the situation in which the psychic power was used (not the danger of the psychic power itself). The ratings are: user is in no danger (None), user is in some danger (Some), user is in danger (Danger), user is in extreme danger (Ex. Danger), and/or Foe was defeated as a direct result of the psychic power (Defeat). Use the Unknown column if the danger rating is not known.

PSYCHIC POWER USAGE

----- Danger Rating -----

Psychic Power	None	Some	Danger	Ex. Dang.	Defeated	Unknown
Magnitude 1						
Magnitude 2						
Magnitude 3						
Magnitude 4						
Magnitude 5						
Magnitude 6						
Magnitude 7						
Magnitude 8						
Magnitude 9						
Magnitude 10						
Other Magn.						

COMBAT: CONCUSSION HITS

1st Combat 2nd Combat 3rd Combat 4th Combat

Character KOD o Foe KOD o	Character KOD o Foe KOD o	Character KOD o Foe KOD o	Character KOD o Foe KOD o

Combat EP Key

1. Keep a tally of how many concussion hits are given and taken in each combat.
2. If knocked out during the battle, check the "Character KOD" box. If foe is knocked out from the blow, check the "Foe KOD" box.
3. Keep a tally of the number of criticals you give to foes. When delivering a Large or Super Large critical, be sure to note the original critical result (from the attack table). The condition indicates the condition of your opponent at the time you struck him. The possible conditions are: foe is normal (Norm), foe is dead (Dead), foe is unconscious (Unc.), foe is down (Down), foe is stunned (Stun), you are fighting foe by yourself (Solo), foe takes Large criticals (Large), foe takes Super Large criticals (SLarge).

COMBAT: CRITICALS

----- Condition -----

Severity	Norm	Dead	Unc.	Down	Stun	Solo	Large	SLarge
A								
B								
C								
D								
E								

TRAVEL

Normal:
 Dangerous:
 Ext. Dangerous:

Travel EP Key

1. Normal indicates travel in well-known areas. Dangerous indicates travel in unknown areas. Ext. Dangerous indicates travel in openly hostile areas.

IDEAS AND OTHER INTERESTING THINGS

SESSION LOG M-12.6

GM: _____
 Session Ending: _____
 Location: _____

Total Time in Session: _____
 Next Session Date: _____
 Next Session Location: _____

PLAYER CHARACTERS PRESENT

Character: _____
 Player: _____
 Character: _____
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NPC ALLIES PRESENT

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NPC ENEMIES ENCOUNTERED

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ADVENTURE LOCALE

GM's Notes:

Information Gained by the Player:

ADVENTURE NOTES

GM's Notes:

Information Gained by the Player:

OTHER NOTES

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Gregory watched engines burn.

The gravity had gone out. In zero-G, fires started as a sphere instead of a flame, until the air started to move and they settled on a direction of "up." Their color was bluer too. It was almost pretty.

"I wanted the salvage," the Lieutenant said.

"Evacuate, sir," Gregory said. "If we hadn't lost gravity, we'd already be dead. This thing is going to blow big."

Warrant Officer Gregory Karpov took off as fast as he could.

Gregory headed for the bridge as fast as he could, cursing the zero-G. The ship was going to blow, and it was going soon. Gregory had to get the pirate ship clear of his own crippled craft before all hell broke loose.

"Computer, give me control of this ship," he demanded as pulled off his helmet.

"Authorization?" the computer responded.

Damn those dead pirates and their paranoid souls, Gregory thought. Hopefully they haven't hacked too deeply into the computer.

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