

DARK NOVA

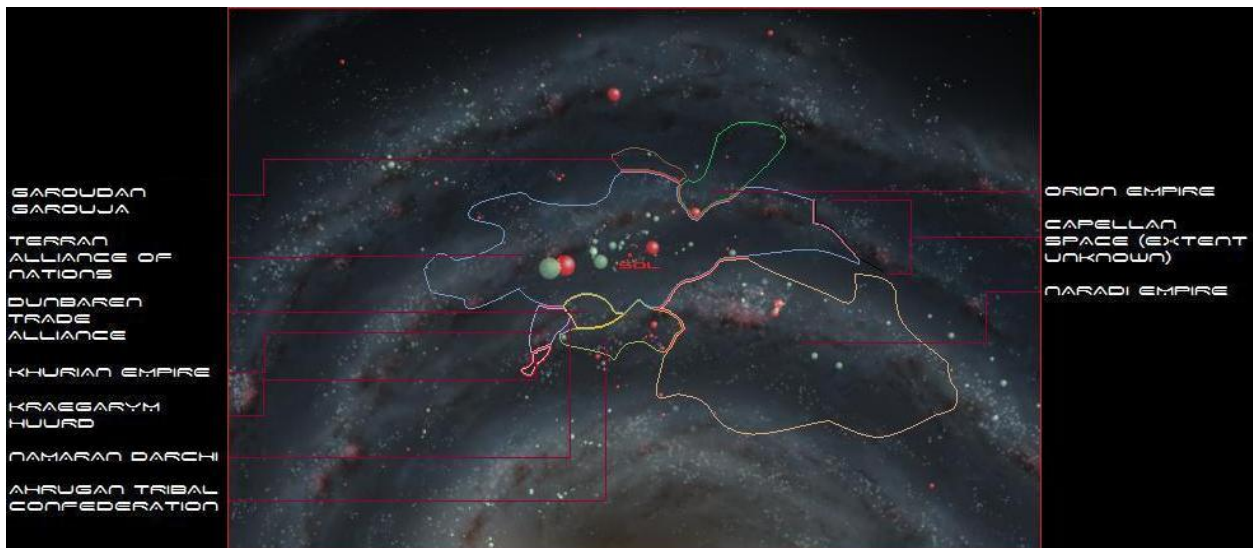
PLAYTESTING MANUAL PART I:
CHARACTER CREATION

INTRODUCTION AND HISTORY

Dark Nova is a science-fiction role-playing game set in the early 24th Century. This manual is the Quick Start rules set, and as such a great deal of the detailed background, rules, and other errata are missing. It has been developed for playtesting, and is useful for prospective players to evaluate the game as well as work out the kinks in the system. The Dark Nova role-playing game is based on the Dark Nova trilogy of novels- *The Calling of Heroes*, *The Sword of Ares*, and *Resurrection*, and while it is not required that players be familiar with those novels, reading them will help get an “inside feel” for the setting. Subsequent novels in the Dark Nova setting are planned, and will reveal more facets of the universe as they unfold.

The focal point of the game- the Terran Alliance of Nations- expands along the Orion Arm of the Milky Way Galaxy, and partly into the Sagittarius and Perseus Arms. It has expanded along the core of the Orion Arm where habitable star systems are plentiful, and as a result is nearly 10,000 light years long, but only 2,200 light years wide. Many nations of Terra have expanded out, while entirely new nations have evolved on other worlds wholly independent of Terra. Hundreds of races are known, and dozens of them are potent space-faring races. Some of them are allies of the Terran nations- the Dunbaren Trade Alliance, the K'Thari Empire, the Lyncrathi, and the Teek- while many more are neutral. Some, such as the Khurian and Naradi Empires, Bythrani, and Garoudan Garouja, are aggressive, but not in open conflict with the Alliance. A few, namely the Kraegarym and the Byntai, are openly hostile predatory races. Nor is humanity without its own internal disputes, as the Orion Empire- descended from breakaway colonies of the European Union- exist in a Cold War state with the Alliance, and many member nations of the Alliance itself war with one another on a smaller scale.

Nations are not the only players in the universe, however, as corporations, guilds, and even organized crime syndicates often have territory of their own out of which they operate. The universe is more like the age of the early Renaissance than any other period- with many major nations competing with each other, many independent “city-states” in so-called Freespace fiercely defending their independence, commercial or professional guilds often independent of any governing body helping their trades flourish, and quasi-nationalistic Freespace corporations carving a chunk of the universe out for themselves. This is the dynamic environment into which the characters you will develop are being placed.



The vast majority of the detailed setting is absent, however a very brief overview of the history of the Terran sphere is presented here to give the players a rough grasp of the setting.

^ B R I E F H I S T O R Y O F T H E T E R R A N S P H E R E

2001-2012: Third World War- a proxy war fought between the United States and her allies and various nations backed and supplied by the Russian Federation and Iran. Starts with the Iranian-funded attacks of 11 September on the United States, and escalates in 2011 with the Russian invasion of Ukraine. Ends with the Second Iranian Revolution and the collapse of the Putinist regime in Russia.

2013-2039: The Fall- impact of the asteroid Toutatis and the subsequent climatic effects collapse much of civilization and lead to the deaths of over two billion people. Origins of the Order of the Harp, who will become the Ahruga a century later, and the Restored Templars. Private military contractors, often referred to pejoratively as “mercenaries”, aid law enforcement and local communities in bringing order and security to many regions, leading to a redemption of the profession in the public eye and leading to the term “mercenary” losing its negative connotation. Centuries later, these PMCs will evolve into powerful and prosperous mercenary corporations. Origins of the political philosophy that inspires the Patriot Colonial group in later years, leading to the foundation of the Free Systems Alliance centuries later.

2031-2039: The Restoration- civilizations rebuild and recover, cities are rebuilt, order and control re-asserted. Emergence of a new sociopolitical map, with many old nations disappearing, and new nations being born. Birth of the North American Union, Australio-Pacifica Coalition, Han-Zhou Empire, Nippon Empire, and other new or expanded nations. Development of early genetic engineering allows for removal of certain genetic defects, ends cancer and allows for the treatment of many other illnesses ranging from Multiple Sclerosis to Alzheimer’s.

2040-2089: Interplanetary Age- spurred by the Fall, space exploration and colonization explodes. Rise of private space exploration, permanent colonies established on the Moon and Mars. Space-based industries evolve, and the first generation of industrial nanotechnology is developed. Cybernetic implants and replacement limbs become very advanced and practical, allowing for the creation of augmented soldiers, athletes, and medical advancements to cure illnesses and replace lost limbs. Development of proto-AIs and early quantum computers. Development of early artificial gravity.

2090-2099: The Big Jump- development of the Kaku-Hawking Jump Drive, first interstellar flight. Jump engines become refined and become commercially available by 2100. Discovery of Earth-like planets outside of our solar system, confirmed habitable by the first exploration jump.

2100-2125: Interstellar Exploration- discovery of dozens of habitable Earth-like planets within fifty light years of Earth, official renaming of Earth and the Moon to Terra and Luna respectively. The Exodus- various religious and political groups, including the Order of the Harp and the The Patriot Colonial Group, purchase commercial jump ships and set off to distant stars to establish independent colonies. Establishment of SECTO to oversee colonial expansion and prevent warfare between nations over colonization. Directed energy weapons largely replace projectile weapons by 2120, leading to the development of hardened environmentally-sealed armor.

2126: First Contact- the Arelli appear above earth and send a message, summed up thusly: "1. We are the Arelli, one of countless sentient races in this galaxy, which is but a microcosm of the Universe, 2. You are not only not alone, you are surrounded by races, some friendly, some savage and violent, most with the potential to be both as you humans can be, 3. Be wise in your explorations, and 4. We give you a gift of hyper-accurate starcharts showing all habitable worlds within 75 light years of your homeworld." The ship then disappeared. Exploration efforts added contact with other races to their mandate.

2132-2135: The K'Thari War- human exploration vessels drop into the middle of an internal war between nations of the K'Thari people and get caught in the crossfire. Terran ships retreat, followed by the K'Thari, initiating a hit-and-run war lasting three years. Ended with the orbital siege and naval victory over the K'Thari above their homeworld. MacAllister Plan rebuilds K'Thari infrastructure and leads to reconciliation. Technology sharing leads to faster jump engines, allowing the exponential expansion in colonization. Development of the first energy shields.

2136-2164: Age of Exploration- Terran and K'Thari colonial expansion leads to contacts with many other races. Human sphere extended almost 1,000 light years out from Terra along the Orion Arm in both directions. Catastrophic incident with the first sentient AI (dubbed the "AI Rebellion") leads to the outlawing of sentient artificial intelligences. Long resource routes lead to multi-year-long travel times to outermost colonies, who begin to vie for independence from the Terran nations they originated from. Development of advanced bio-augmentation leads to heated competition between biotech and cybertech.

2165-2180: The Reunification Wars- Starting with the most distant colony- the Orion Federation- many groups of far-flung colonies demand independence. Some are granted self-governance, others are repressed with military crackdowns ranging from oppressive to brutal. The Orion Federation repels the European Union's attempt to re-acquire it, and the Tarsus Corridor Alliance negotiates its own self-rule. The Andalí Confederation fails to break away from the EU, however, and the North American Union brutally annexes the Patriot Colonial Group's colonies.

2181-2254: The Era of Peace- colonial wars and disputes end, and the Terran Alliance of Nations is born in the aftermath. Exploration bogs down, as new colonization rules to prevent future breakaways make settlement a tedious process. New races are discovered, some neutral to friendly- the Lyncrathi and Sarza- and others aggressive or hostile- the Khurians and Bythrani. Discovery of parallel-evolved humans (Khurians) throws science a curveball, as there is no doubt that Terrans and Khurians evolved on their respective worlds, yet are virtually identical. Advanced nanotechnology is developed, as is the early Virtual Reality matrix that eventually leads to the Omninet.

2255-2261: The Capellan War- brutal, genocidal, and technologically superior race nicknamed 'Capellans' appear out of nowhere, wiping out colony after colony of Terran worlds. For three years they achieve victory after victory, plowing through the human sphere straight for Terra. During The Last Stand, the Battle of Tau Ceti, the previously unknown Ahruga (genetically-engineered descendants of the Order of the Harp) appear alongside the Teek and slam into the Capellans with highly advanced technology. Terran-Ahruga-Teek-K'Thari alliance pushes the Capellans back to their own territory. Ahruga discover and rescue the Kyaren race. Capellans call for a cease-fire through the Lyncrathi, then go silent, having no further contact.

2262-2317: The Golden Age- new advanced jump engines allow for an explosion of exploration. Revision of colonial rules allow for anyone who can build a permanent settlement on a world to claim that system, causing an explosion in Freespace systems- self-governing independent systems not colonized by any nation. Development of Gen II Hyperpulse beacons for FTL communications and data transfer allows for the development of the hyper-realistic VR network of the Omninet. Many races are encountered, including the Garoudan, Kraegarym, and Byntai. The Ahruga attempt to buy their ancestral homelands of Ireland and Scotland from the EU, but are rebuffed. They then seize them by force in what becomes known as the Homeland Wars. The colonies of the Patriot Colonial Group break away from the NAU in a vicious war for independence that costs nearly sixteen million lives. Their war of attrition and guerilla warfare tactics win out over the numerical and technologically superior NAU, which comes under intense political pressure and outrage after their Hardin Massacre, when a naval commander goes insane and orbitally bombards the world of Franklin, killing millions. Many nations recognize the sovereignty of the breakaway colonies and they declare themselves independent, becoming the Free Systems Alliance. The discovery of another parallel-evolved human species- the Naradi- and a near-human species that is similar enough to interbreed- the Namaran- leads to fringe archeo-anthropological speculation of seeding by a predecessor species. Tensions with the Orion Empire (formerly the Orion Federation) increase to Cold War levels.

2318- current date.

SPARTAN GROUP

PRE-DROP FOOTAGE

DROP FOOTAGE

ENEMY CONTACT FOOTAGE
17:58:12 - 19:18:44

CONCLUSION

Cpl. Corde is up for advancement due to his exceptional actions, above the call of duty, during the Liberation of Turisla. It is the recommendation of myself and his company commander that his contract be revised to include a 65% increase in rate, advancement to sergeant, and placement with a special operations team within the 1st Expeditionary Corps. His gallant actions in leading a blitzkrieg attack against the Byntal raiders, routed them from the positions they held, preventing them from executing the civilians they had captured. Cpl. Corde's actions saved the lives of over one hundred thirty civilian miners and their families, and he accounted for 27 of the 348 Byntal raiders killed. I recommend this operator be fast-tracked for advancement, and advise corporate to keep an eye on his performance reviews. **CONTINUE**

Turisla Liberation Campaign
 Archival Footage, Initial Assault, 2318-02-22
 Cpl. Corde, Jason L. 3142-981
 A Co., 2nd BN, 1st Expeditionary Corps.

CHARACTER GENERATION

Generating a character in Dark Nova consists of seven steps: rolling base ability scores, choosing a race allowed by those ability scores, determining attributes, determining psionics if any, choosing an occupation, choosing skills and skill packages, and choosing an affiliation. If you are already familiar with the basics of a role-playing game, then the Quick Character Generation Table will be useful for rapidly generating a character.

QUICK CHARACTER GENERATION TABLE

1. Roll 4d6, drop the lowest roll, add the results to determine the ability score (e.g. a player rolls a 2, a 4, and two 5s. They drop the two, and add the 4 and the two 5s for a total of 14). Repeat this for all nine ability scores.
2. Choose a race that the raw ability scores allow (several races have minimum ability score requirements), apply ability score modifiers and roll base hit points.
3. Once final ability scores have been determined, find the average (round up) of the three scores in each attribute groups- Physical, Mental, and Social- to determine the Attribute score (e.g. a character with a Strength of 16, Agility of 13, and Endurance of 14 will have a Physical attribute of 15: $13 + 14 + 16 = 43$, round up to 15).
4. Next, roll to see if your character is psionic. If so, roll to see whether he or she is a Latent Psionic (one talent), Gifted Psionic (1d2 talents from one Discipline), or Master Psionic (2d4 talents and full access to all Disciplines) and choose a discipline or disciplines as well as talents.
5. Once Attributes, Race, and Psionics have been determined, choose an occupation that the Attributes and Race allow.
6. Total up hit points from Race and Occupation and apply modifiers from race and ability scores. Total up starting points from Occupation and Intelligence.
7. Determine starting skill ratings (listed next to each skill), and choose any variable skills allowed by occupation.
8. Apply starting points to purchase additional skills, raise skill levels of existing skills, purchase contacts (special), or to purchase additional starting money.
9. Determine character background, Affiliation appropriate to Race and Occupation, and then use starting money to purchase equipment and vehicles.
10. Head out into the great wide galaxy of Dark Nova and have fun, try not to get shot, and don't drink the water on Polston.

ATTRIBUTES AND ABILITY SCORES

The character is the player's alter-ego, their avatar if you will, through which they experience the world of 2318CE in the Dark Nova game. This character is like a character on a stage or screen that one acts out, a fictional individual that is scripted by statistics, situations, and abilities developed on paper, but powered through the imagination and personality of the player.

A character's "operating script"- what their abilities, skills, and traits are- is determined during character creation. There are five basic elements to character creation: determining ability score and attributes, determining race, determining occupation, acquiring skills, and choosing an affiliation. Each character in the Dark Nova game has three attributes, each comprised of three ability scores. These attributes are the three primary descriptors of a person- Physical, Mental, and Social. These three attributes are determined

by an average of the three ability scores each contains, and are the basis for skills and other aspects of the character.

Within the Physical attribute there is Strength, Agility, and Endurance. These three abilities describe in numbers on a scale of 1 to 30 how strong the character is, how agile the character is, and how tough the character is. Within the Mental attribute there is Intelligence, Willpower, and Perception. These three abilities quantify how smart the character is, how stubborn and resistant to mental pressure the character is, and how alert and attentive the character is. Within the Social attribute there is Charisma, Beauty, and Savvy. These three abilities quantify how charming and compelling the character is, how physically attractive the character is, and how street-smart and able to interact with their social surroundings the character is.

In various places throughout these rules, the following abbreviations are used for the attributes: Physical- PHY, Mental- MEN, and Social- SOC. Likewise, the following abbreviations are used for the ability scores: Strength- STR, Agility- AGI, Endurance- END, Intelligence- INT, Willpower- WIL, Perception- PER, Charisma- CHR, Beauty- BEA, and Savvy- SAV.

Rolling Ability Scores

Ability scores are determined by randomly by rolling six-sided dice to obtain a raw score from 3 to 18. To determine attributes, the player will roll four six-sided dice (4d6), discard the lowest die, and total the remaining three. This number is the raw ability score. Repeat this eight more times, and then assign the nine numbers to the character's abilities however you want. These ability scores will be modified up or down by racial and occupation modifiers, as well as Augmentations, but the raw attribute will determine which races and occupations a character can play.

Example: Ross rolls 2, 4, 4, and 6 on 4d6. He adds the two 4's and the 6 together, discarding the 2 as it is the lowest die, for a total of 14. This would be jotted down as a raw ability score that he can apply to any ability he chooses.

Certain races have minimum raw ability scores to be playable. These scores are before any other modifiers are applied, and must be met for that race to be a choice. Likewise, certain occupations have minimum ability scores to be playable. These scores are after racial modifiers, but before any other modifiers, and must be met for that occupation to be a choice.

The Ability Scores

The nine ability scores are described below. Each ability score has certain modifiers to other aspects of the game, such as additional damage, hit point regeneration, or skill modifiers. These are detailed below. The Galactic Average range, determined by the average range of ability scores found in most known races, runs from 3 to 18. Humans fall firmly within the Galactic Average range, with the exception of Willpower, and thus a measure of comparison exists. For example, the strongest un-augmented humans will have strength scores of 18, and the weakest, young children usually, will have scores of 3.

Some ability scores are above or below Galactic Average, however, due to modifiers from race, augmentations, injuries, or other effects. These are noted in blue. As noted above, all characters will initially start within Galactic Average range, and their scores will rise or fall based on their chosen races and occupations.

PHYSICAL

Strength

Strength (STR) measures a character's muscle mass and raw physical capabilities. While it might not seem all that important in the high-tech world of the future, many weapons and situations are enhanced by high strength, and it also determines how well a character withstands increased gravity, and how much they can carry. Characters with high Strength scores have bonuses to the damage dealt during melee damage, can carry much greater weight without a penalty for encumbrance (see below), and increases the amount of hit points a character gets per level.

Some characters will have Strength scores well above the Galactic Average, either due to race or augmentations. Scores that fall above or below Galactic Average increase in scope exponentially. In other words, a person with a STR of 19 will be half-again as strong (1.5 times as strong) as someone with an 18, and someone with a score of 20 will be half-again as strong as someone with a score of 19, etc.

The rest of this section on Strength consists of explanations of the columns in Table 1. Refer to the table as you read.

Melee Damage Adjustment

This adjustment is the modifier which is added or subtracted from the dice roll total for melee damage (regardless of subtractions, a successful attack roll can never cause less than 1 point of damage). For example, a vibroknife causes $3d6+6$ points of damage normally, a range of 9 to 24 points of damage. A character with a Strength score of 15 causes three extra points of damage, for a range of 12 to 27 points of damage ($3d6+6+3$). The damage adjustment also applies to thrown weapons and bows (since a stronger character can pull back a heavier pull bowstring), but projectile and energy weapons never benefit from the character's Strength score.

Encumbrance

This is the amount of sheer weight (in pounds) a character can carry without suffering penalties to initiative, movement rate, and actions from encumbrance. These weights are expressed in pounds and kilograms. A character carrying up to the listed weight suffers no penalties, but upon reaching one pound or one-half kilogram above the listed number, the character begins suffering from the effects of encumbrance (see Encumbrance under the Combat section).

Additional Body Points (Bioware)

Exceptional muscle mass grants the character a greater ability to enhance their body with bio-augmentation. These points are used for bioware only, and cannot be allocated to cybernetic implants. In all other respects, however, they are identical to the same body points granted by Endurance.

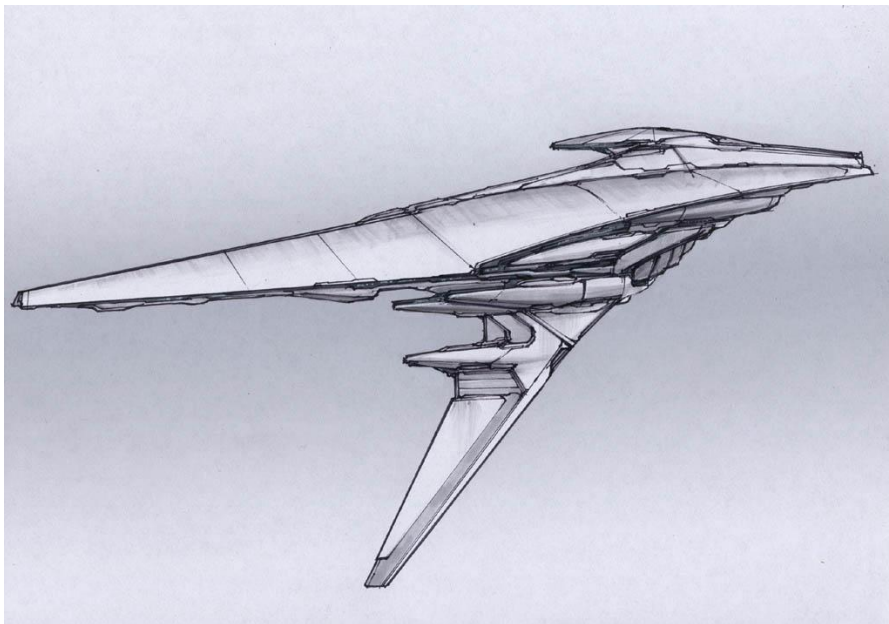
Additional Hit points

Endurance is used to determine the base hit points a character has, but a character with a high strength will gain additional points to that total. The listed number is added to the character's hit point total every time they increase their level. If a character's Strength changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect the next time the character purchases a new level.

Table 1:

Strength

Ability	Melee	Encum.	Addl Body	Additional	Notes
Score	Dmg	(lbs)	Points (bio)	Hit Points	
1	-4	13	0	0	
2	-3	15	0	0	
3	-3	18	0	0	GS Minimum
4-5	-2	25	0	0	
6-7	-1	55	0	0	
8-9	0	90	0	0	Average
10	+1	100	0	0	
11	+1	115	0	0	
12	+2	125	0	0	
13	+2	140	0	0	
14	+3	155	1	0	
15	+3	170	2	+1	
16	+4	195	4	+2	
17	+4	220	6	+3	
18	+5	275	8	+4	GS Max
19	+7	450	10	+6	
20	+10	625	12	+8	Ahruga Min
21	+13	950	14	+10	
22	+16	1,450	16	+12	
23	+19	2,250	18	+14	
24	+22	3,500	20	+16	
25	+25	4,250	21	+18	Ahruga Avg
26	+28	5,500	22	+20	
27	+31	6,250	24	+22	
28	+34	7,500	26	+24	
29	+37	8,250	27	+26	
30	+40	9,500	28	+28	Ahruga Max



Agility

Agility (AGI) measures a character's hand-eye coordination, reaction speed, reflexes, and balance. Agility affects a character's ability to avoid attacks, his accuracy at targeting, the speed with which he can act in a given round, and his ability to pilot vehicles. A character's Target Acquisition Class (TAC), the number an opponent must roll to hit the character, is based off of Agility. Likewise, a character's targeting roll, the roll which a character must make to hit a target, can be heavily altered by his Agility score. A character's piloting skills can also be raised or lowered due to Agility, as the hand-eye coordination aspect comes into play in the operation of just about every vehicle.

The rest of this section on Agility consists of explanations of the columns in Table 2. Refer to the table as you read.

Targeting Modifier

This modifier is applied to the character's attack roll against a target's TAC. This can cancel out penalties or even enhance the character's ability to hit the target. A positive number makes it easier for the character to hit his target, while a negative number makes it harder. As per the Aimed Shot rules under Combat, a character gets twice this number as a targeting modifier when sniping.

Action Points

Action Points are the number of actions- possibly modified by archetype- that a character can take per round, be it for attack, or to take other actions. Some archetypes add additional attacks that are in addition to the Action Points a character gains from Agility, and can only be used for attacks whereas Action Points are a general pool.

Initiative Modifier

This modifier is applied to the character's initiative roll to determine which segment they act on in a given round. Unlike other modifiers, a positive modifier is a penalty, and a negative modifier is a bonus. A positive number is added to the die roll, increasing the amount of time it will take for the character to act, while a negative number reduces the die roll by the amount listed, thereby reducing the time it will take to act. Initiative rolls can be reduced below zero using this method, measuring the lightning-fast reflexes of a character with a high Agility score.



Table 2:

Agility

Ability Score	Targeting Modifier	Action Points	Initiative Modifier	Notes
1	-8	1	+8	
2	-7	1	+7	
3	-6	1	+6	GS Min
4	-5	1	+5	
5	-4	1	+4	
6	-3	1	+3	
7	-2	1	+2	
8	-1	1	+1	
9	0	1	0	GS Avg
10	0	1	0	
11	0	1	0	
12	0	1	0	
13	0	1	0	
14	0	1	-1	
15	0	2	-1	
16	+1	2	-1	
17	+1	2	-1	Kyaren Min
18	+2	3	-2	GS Max
19	+2	3	-2	
20	+3	3	-2	
21	+4	4	-3	
22	+4	4	-3	
23	+5	4	-4	Kyaren Avg
24	+5	5	-4	
25	+6	5	-5	
26	+6	5	-5	
27	+6	6	-5	
28	+7	6	-6	
29	+7	6	-6	
30	+8	7	-6	Kyaren Max

Endurance

Endurance (END) is the measure of a character's health, fitness, and physical toughness. Endurance is the ability score upon which the character's hit points are based, and it also measures his ability to resist damage from environmental factors, how fast he recovers hit points, and how much augmentation the character can do to his body. Characters with Endurance scores above the Galactic Average are truly tougher than tough, and can even heal at rates so fast that they effectively regenerate.

The rest of this section on Endurance consists of explanations of the columns in Table 3. Refer to the table as you read.

Body Points

This is the number of Body Points that are allotted to the character for adding in bio-augmentation or cybernetics at creation or later during his career. This total cannot be exceeded unless the character's Endurance is raised naturally (i.e. through the application of Experience Points to purchase a higher ability score, not through augmentations), and if his endurance is reduced due to trauma, his augmentation point pool will be reduced appropriately. If it falls below the number of augmentations the character already has, he must make a Trauma Recovery roll (see below). If he fails, he goes into shock and dies. If he succeeds, he must have an augmentation or augmentations surgically removed equal to or greater than the difference between his current pool total and the amount of his augmentation point usage.

Shock/Trauma Recovery

This is the percentage chance that a character has to survive massive trauma to his body. Any time a character endures a loss of 25% of his hit points in a single hit, or reaches 50% of his hit points in a single round, he must roll against this percentage. If he succeeds, the character endures the trauma and moves on, if he fails the roll, however, he succumbs to shock and dies.

Resist Modifier

This modifier is applied to the character's resist roles, granting either a penalty or a bonus to resist the effects of Radiation, Poison, Acid, and Vacuum. A positive number is added to the character's resist roll, and a negative number is deducted from it. Note that this modifier cannot be applied to Heat, Cold, Fire, or Psionics resist checks.

Hit Point Recovery

This is the measure of how fast the character heals from damage. The rate listed is how many hit points a character recovers naturally, i.e. without medical aid, in the time listed. Characters with exceptionally high Endurance scores heal at an advanced rate, regenerating damage taken in hours or even minutes. However, fire and acid damage (which are more extensive than normal wounds) regenerate at half the listed rate.

Table 3:

Endurance

Ability Score	Body Points	Shock/Trauma Recovery	Resist Modifier	Hit Point Recovery
1	0	25%	-3	1/week
2	0	30%	-2	1/week
3	1	35%	-1	2/week
4	2	40%	-1	2/week
5	3	45%	0	2/week
6	4	50%	0	3/week
7	5	55%	0	3/week
8	6	60%	0	3/week
9	7	65%	0	1/ 2 days
10	10	70%	0	1/ 2 days
11	11	75%	0	1/day
12	12	80%	0	1/day
13	13	85%	0	1/day
14	14	88%	0	1/day
15	15	90%	0	2/day
16	18	95%	+1	2/day
17	20	97%	+1	2/day
18	22	99%	+2	3/day
19	24	99%	+2	3/day
20	26	99%	+3	1/6 hours
21	28	99%	+3	1/5 hours
22	30	99%	+3	1/4 hours
23	32	99%	+4	1/3 hours
24	33	99%	+4	1/2 hours
25	34	100%	+4	1/1 hour
26	35	100%	+5	1/45 min
27	36	100%	+5	1/30 min
28	37	100%	+5	1/15 min
29	38	100%	+6	1/1 min
30	39	100%	+6	1/ 2 rounds

MENTAL

Intelligence

Intelligence (INT) is the measure of a character's ability to reason, their IQ or learning ability, and their capacity for memorization. In game terms, Intelligence is largely related to skills, both active and knowledge, and is the ability score which largely determines how many skills a character can have. A character with low Intelligence (INT 3-7) is dull-witted and slow, and thus will not be very skilled. A very intelligent person (Int 11-15) is quick-witted, learns easily, and is able to absorb knowledge and new ideas quickly. Thus, a character in this intelligence range would have a wide variety of skills and capabilities, or is a master specialist in a narrow field of study. A genius character (INT 16- 18) is brilliant and able to be a specialist in more than one field, or a jack of all trades.

Supergenius characters are very rare, as only a handful of races are above Galactic Average range in intelligence. Such characters are far more brilliant than can possibly be imagined, being able to master complex subjects such as Planar Physics and Superstring mechanics as easily as an average person could manage to perform basic math.

The rest of this section on Intelligence consists of explanations of the columns in Table 4. Refer to the table as you read.

Maximum Starting Skill Packages

This is the maximum limit for the number of skill packages a character may purchase at creation. This does not include bonus packages from occupation. Characters with an Intelligence of 3 or less cannot purchase any skill package at creation, though they can purchase up to the maximum number of starting skills (see below). Characters may purchase additional skill packages later in their careers as they earn experience points, but they cannot purchase more than four times the listed number unless they raise their Intelligence score.

Maximum Starting Skills

This is the maximum number of skills a character may purchase at creation. This does not include bonus skills from occupation and other sources. Characters may purchase additional skills later in their careers as they earn experience points, but they cannot purchase more than four times the listed number unless they raise their Intelligence score.

Bonus Character Points

This is the number of extra Character Points the character has upon creation for the purpose of purchasing skills only. These points must be used during character creation or they are lost.



Table 4:

Intelligence

Ability Score	Maximum Skill Packages Per Level	Maximum Starting Skills	Bonus Character Points	Notes
1	0	1	0	
2	0	2	0	
3	0	3	0	GS Min
4	1	4	0	
5	1	6	0	
6	1	8	0	
7	2	10	0	
8	2	12	0	
9	3	15	0	GS Avg
10	3	20	5	
11	3	25	10	
12	4	30	20	
13	4	33	25	
14	4	35	30	
15	5	38	35	
16	5	40	40	Teek Min
17	6	45	45	
18	7	50	50	GS Max
19	8	55	60	
20	9	60	65	
21	10	65	70	Teek Avg
22	11	70	75	
23	12	75	80	
24	13	80	85	
25	14	85	90	
26	15	90	95	Teek Max
27	16	95	100	
28	17	100	110	
29	18	105	120	
30	19	110	130	

Willpower

Willpower (WIL) is the measure of the character's mental resilience and ability to channel and focus psionic power. It can affect the character's resistance to psionics as well as resisting the mental shock of traumatic situations. Willpower measures the level of the character's mental resistance against fear, torture, insanity, etc. It also measures the amount of self-control a character has over his own mind and body, and is the base for both channeling and defending against psionic abilities. Additionally, Willpower measures the character's morale, their ability to remain calm under conditions of duress or panic situations.

When using Psionics, the character uses willpower as the mental equivalent of Endurance. The character's Wisdom also determines additional and maximum amounts of psi-points, the fuel for psionic abilities. Psionic characters use these points to focus the power of their mind to use telekinetic, telepathic, and other psionic abilities. Non-psionic characters will have no use for psi-points, but they will benefit from the ability to resist psionic attacks.

The rest of this section on Willpower consists of explanations of the columns in Table 5. Refer to the table as you read.

Psi Points (General / Master)

This is the number of psi points a psionic character rolls at creation. This number is further modified based on race and character points, wherein a character can purchase an additional die of the listed type for 100 CP.

Bonus Psi Points Per level

This number indicates the number of additional psi points the character is entitled to because of his extreme Willpower. Note that these bonus points are not available at creation, and may only be added to the Psi Point pool as the character purchases new levels. If a character's Willpower changes during the course of play, this pool of extra points should be adjusted up or down to reflect the change, and will go into effect immediately.

Max Psi Points Per Level

This number indicates the maximum number of psi points the character may have per level. The character may not exceed this number until he purchases a new level. These points are cumulative as the character increases in level (i.e., a character with a Willpower score of 16 will have 80 psi points, maximum, at Level 1, 160 psi points maximum at Level 2, 240 psi points at Level 3, etc.) Bonus points (above) cannot exceed this limit. If a character's Willpower changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.



Table 5:

Willpower

Ability Score	Psi Points Gen. / Mast.	Bonus Psi Points/level	Max Psi Points/level	Notes
1	0 / 0	--	--	
2	0 / 0	--	--	
3	0 / 0	--	--	GS Min
4	0 / 0	--	--	Human Min
5	0 / 0	--	--	
6	0 / 0	0	20	Min Psi Will
7	1d4/0	0	25	
8	1d4/0	0	30	
9	1d4/0	0	35	GS Avg
10	1d10/2d6	0	40	
11	1d10+1/2d6+6	0	45	
12	1d10+2/2d8	0	50	
13	1d12+1/2d8+8	1d6	55	
14	1d12+2/3d10	1d8	60	
15	1d20/3d10+10	2d6	70	
16	1d20+4/3d12	2d8	80	
17	2d12/3d12+12	3d6	90	
18	2d12+6/3d20	3d8	100	GS Max
19	2d20/3d20+10	4d6	110	Human Max
20	2d20+8/4d20	4d8	120	
21	3d20/4d20+10	5d6	130	
22	3d20+10/4d20+15	5d8	140	
23	3d20+15/4d20+20	6d6	150	
24	3d20+20/4d20+25	6d8	160	
25	3d20+22/4d20+30	7d6	170	
26	3d20+24/4d20+35	7d8	180	
27	3d20+26/4d20+40	8d6	190	
28	3d20+28/4d20+45	8d8	200	
29	3d20+30/4d20+50	9d6	200	
30	3d20+32/4d20+55	9d8	200	

Perception

Perception (PER) is the measure of a character's awareness of their surroundings and their alertness. Perception modifies Mental-attribute-based skills that use observation, affects combat sequence, and modifies the accuracy of attacks. A character's Perception score is often rolled against to determine how aware they are of their surroundings, and to determine if a character has been surprised or not. A character with a high Perception score will also gain bonuses to called-shot targeting due to their ability to rapidly analyze and assess a target's vulnerable spots.

The rest of this section on Perception consists of explanations of the columns in Table 6. Refer to the table as you read.

Called Shot Modifier

This modifier is applied to a character's targeting roll when making a called-shot against a specific, hard-to-hit target. The listed number is applied to the usual -5 Called Shot penalty for hitting a specific location, either canceling it out entirely, or making it virtually impossible to hit the broad side of a barn. A positive number makes it easier for the character to hit his target, while a negative number makes it harder. As per the Aimed Shot rules under Combat, this modifier is in conjunction with the targeting modifier gained from a high Agility score.

Surprise

This percentage is the base chance that the character will be surprised. This percentage can be modified significantly based on race-or-augment-based sensory modifications, situational modifiers, environmental modifiers, etc.

TAC Modifier

The ability to perceive danger and attacks more readily allows the character a greater chance to avoid said dangers, granting a bonus (or penalty) to their Target Acquisition Class.



Table 6:
Perception

Ability Score	Called Shot Modifier	Surprise	TAC Modifier	Notes
1	-5	100%	-5	
2	-4	100%	-4	
3	-3	95%	-3	GS Min
4	-2	85%	-2	
5	-2	80%	-1	
6	-1	75%	0	
7	-1	70%	0	
8	0	65%	0	
9	0	50%	0	GS Avg
10	0	45%	0	
11	0	40%	0	
12	0	35%	0	
13	0	30%	0	
14	0	25%	0	
15	+1	20%	+1	
16	+2	15%	+1	
17	+3	10%	+2	
18	+4	5%	+2	GS Max
19	+5	4%	+3	
20	+5	3%	+3	
21	+5	2%	+4	
22	+5	1%	+4	
23	+5	1%	+5	
24	+5	1%	+5	
25	+5	1%	+6	
26	+5	1%	+6	
27	+5	1%	+7	
28	+5	1%	+7	
29	+5	1%	+8	
30	+5	1%	+8	

SOCIAL

Charisma

Charisma (CHR) is the measure of a character's persuasiveness, leadership ability, personal magnetism, and social prowess. It is the ability of the character to easily draw the attention and admiration, or contempt and even hatred, of those around him. Charisma is the magnetic quality of personality, and is the base for all social skills. This is a measure of the character's charm, personal magnetism, and allure. Characters with high charisma scores project unusual confidence, calmness, assertiveness, authenticity, and focus, along with superb communication skills. Characters with low charisma scores project low self-esteem, crudeness, belligerence, or a severe inability to communicate ideas articulately.

The rest of this section on Charisma consists of explanations of the columns in Table 7. Refer to the table as you read.

Reputation Modifier

A character's reputation is how well-viewed he or she is by those who know him. Negative actions have consequences, and reputation suffers accordingly. Inversely, positive and heroic actions raise reputation, and improve the views of those who know him or her. Charisma comes into play when it comes to determining if the character is a professional, or a boorish or immature troglodyte. Reputation is modified according to how the character has acted in the past. Note that this is not the same as reaction modifiers, which are based on the character's presence upon first being encountered with no knowledge of his background.

Reaction Modifier

This modifier is applied to reaction rolls when dealing with NPCs. The modifier can make the difference between a pleasant encounter, and being shot on sight. This modifier is only for the initial encounter, and only applies to reaction rolls involving similar species. If a character's Charisma changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.

Leadership/Diplomacy Skill Modifier

This modifier is applied to leadership or Diplomacy skills only, and is applied to the character's skill rolls. Characters that have no leadership skills gain Leadership: Basic automatically at a rating of Chr-1, but without any of the listed bonuses below. If a character's Charisma changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.

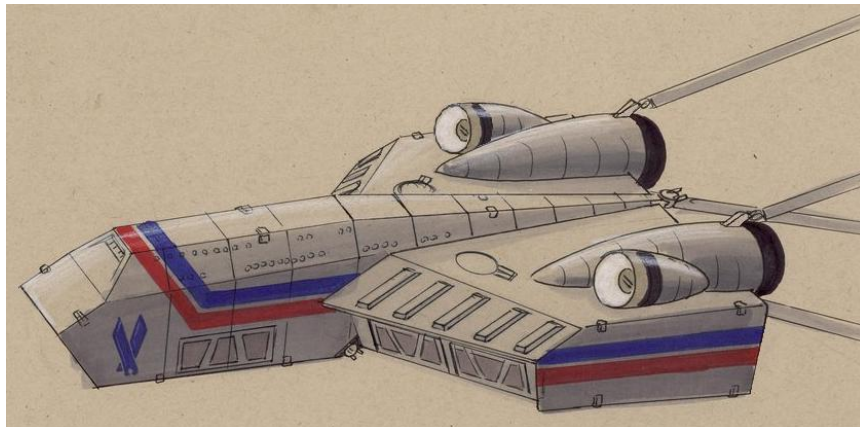


Table 7:**Charisma**

Ability Score	Reputation Modifier	Reaction Modifier	Leadership Skill Modifier
1	-14	-8	-7
2	-12	-7	-7
3	-10	-5	-6
4	-8	-4	-6
5	-6	-3	-5
6	-3	-2	-4
7	-2	-1	-3
8	-1	0	-2
9	0	0	-1
10	0	0	0
11	0	0	0
12	0	0	0
13	0	+1	0
14	+1	+2	+1
15	+1	+3	+1
16	+2	+5	+2
17	+2	+6	+2
18	+3	+7	+3
19	+4	+8	+4
20	+4	+9	+4
21	+5	+10	+5
22	+5	+11	+5
23	+6	+12	+6
24	+6	+13	+6
25	+7	+14	+7
26	+7	+15	+7
27	+8	+16	+8
28	+8	+17	+8
29	+9	+18	+9
30	+10	+19	+9

Beauty

Beauty (BEA) measures the physical attractiveness of the character, particularly with regards to members of the opposite sex. This attribute may vary somewhat between different races, but the score given is considered to be effective for species of a similar form (i.e., a Kyaren with a Beauty score of 17 among her own people will likewise have the same score among most human-like humanoids, but would have a much lower score among races that are very different, such as the Garoudan). The effect on game play is useful primarily during social situations, however, as physical beauty has subtle effects on the psyche, creating a more amicable environment for negotiation or diplomacy.

The rest of this section on Beauty consists of explanations of the columns in Table 8. Refer to the table as you read.

Seduction Skill Modifier

This modifier is applied to seduction skills only, and is applied to the character's skill rolls. Characters that have no seduction skills gain Seduction automatically at the listed rating. If a character's Beauty changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.

Courtesan Reputation Modifier

Courtesans of extraordinary beauty or handsomeness are the most sought-after by nobles because of their looks, which act both to raise the prestige of the noble, and to draw attention to him or her. It's a hard fact of the universe, but looks matter, and they matter for the courtesans most of all. This number is the modifier for the reputation of those choosing the Courtesan occupation only, and will affect their reputation as it is raised or lowered.

Reaction Modifier

This modifier is applied to reaction rolls when dealing with NPCs. The modifier can make the difference between a pleasant encounter, and being shot on sight. This modifier is only for the initial encounter, and only applies to reaction rolls involving similar species. It is cumulative with the reaction modifier from Charisma. If a character's Beauty changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.

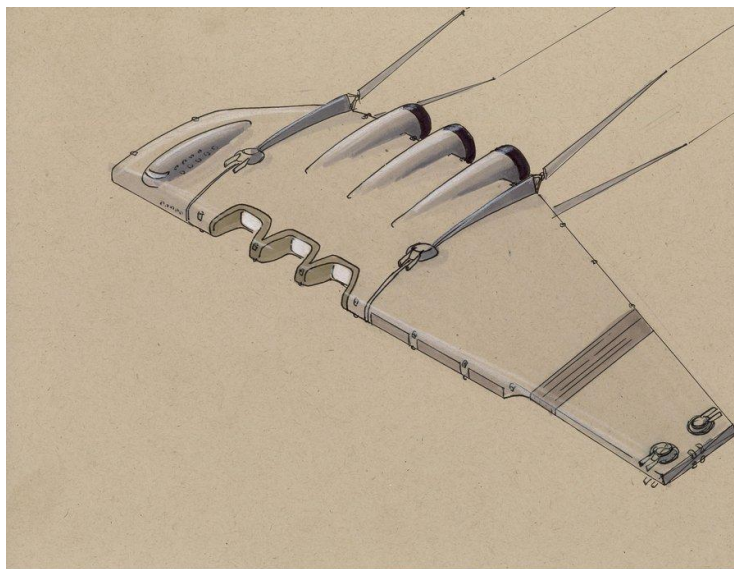


Table 8:**Beauty**

Ability Score	Seduction Skill Modifier	Courtesan Rep. Modifier	Reaction Modifier
1	-8	-18	-7
2	-7	-16	-7
3	-6	-14	-6
4	-5	-12	-6
5	-4	-8	-5
6	-3	-4	-4
7	-2	-3	-3
8	-1	-2	-2
9	0	-1	-1
10	0	0	0
11	0	0	0
12	0	0	0
13	0	+1	0
14	+1	+2	+1
15	+2	+3	+1
16	+3	+4	+2
17	+4	+5	+2
18	+5	+6	+3
19	+6	+7	+4
20	+7	+8	+4
21	+8	+9	+5
22	+9	+10	+5
23	+10	+11	+6
24	+11	+12	+6
25	+12	+13	+7
26	+13	+14	+7
27	+14	+15	+8
28	+15	+16	+8
29	+16	+17	+9
30	+17	+18	+9

Savvy

Savvy (SAV) is the measure of a character's level of ease with which he handles himself in a social environment. It is, in effect, the innate ability to get along well with others and blend in well in social situations. It is also a measure of the character's street-smarts, social grace, guile, common sense, and social intuition. Whether it be the practical streetwise knowledge necessary to survive in the dangerous urban environments of a Freeport or a core-world inner city, or the knowledge of the complex social etiquette of the Nipponese court, this attribute is the core of the character's social interactivity. It is likewise a measure of the character's common sense, the ability to make practical decisions based on their intuition.

Savvy is also a measure of a person's ability to deceive and avoid being deceived. In the cutthroat world of politics, the ability to lay social traps, manipulate, or avoid the same is critical. The ability to plot and scheme, as well as the ability to recognize such and counter it, are determined of the character's Savvy score. As the character's social graces and diplomatic skills are determined by their Savvy score, it can also have a positive or negative influence on their reputation. A cunning character with a way of maneuvering his way through the jungle of proper etiquette and avoiding social *faux pas* will gain a reputation as a skilled negotiator. If the character has the social graces of a thrown chainsaw, however, he will gain a reputation as a boorish person and will not be highly thought of in social circles.

The rest of this section on Savvy consists of explanations of the columns in Table 7. Refer to the table as you read.

Maximum Social Skills

This number indicates the maximum number of social skills that the character may have per level. The character may not exceed this number until he purchases a new level. This maximum limit is cumulative as the character increases in level (i.e., a character with a Savvy score of 15 can have a maximum of 14 social skills at Level 1, a maximum of 28 social skills at Level 3, etc.) Bonus social skills (see Charisma) cannot exceed this limit. If a character's Savvy changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.

Fast-Talking Skill Modifier

This modifier is applied to the Fast-Talking skill only, and is applied to the character's skill rolls. Characters that have do not have Fast-Talking do not gain it as a skill, and this modifier applies only to the skill rolls. If a character's Savvy changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.

Reaction/Reputation Modifier

This modifier is applied to the character's Reputation, and is applied at creation. This- like Charisma- reflects the character's past performance and ability to 'fit in' the social mold, so to speak. Socially awkward individuals will suffer penalties to their reputation ("Yeah, he's good at what he does, but he's kind of a stiff"), and the reverse is also true ("Good merc, and he's fun to hang out with at the bar on game day"). The modifier also affects reaction rolls through the character's ability to size up the social dynamics of an encounter with others and act accordingly (or not). If a character's Savvy changes during the course of play, this modifier should be adjusted up or down to reflect the change, and will go into effect immediately.

Table 9:

Savvy

Ability Score	Maximum Social Skills	Fast-Talking Skill Modifier	Reputation/Reaction Modifier
1	0	-8	-7
2	1	-7	-6
3	2	-6	-5 GS Min
4	2	-5	-4
5	3	-4	-3
6	3	-3	-2
7	4	-2	-1
8	4	-1	0
9	5	0	0 GS Avg
10	6	0	0
11	7	0	0 Lyncrathi Min
12	8	0	0
13	10	0	+1
14	12	+1	+1
15	14	+2	+2
16	16	+3	+2 Lyncrathi Avg
17	18	+4	+3
18	20	+5	+3 GS Max
19	22	+8	+4
20	24	+10	+5
21	28	+12	+6
22	30	+14	+7 Lyncrathi max
23	35	+16	+8
24	40	+18	+9
25	45	+20	+10
26	50	+22	+11
27	55	+24	+12
28	60	+26	+13
29	65	+28	+14
30	70	+30	+15

RACES

There are thousands of sentient races in the universe of Dark Nova, however only a few dozen known races have achieved interstellar flight. The players can choose races that are commonly found in the Terran Alliance of Nations- the genetically-enhanced Ahruga, lupine Garoudans, ubiquitous and adaptable Humans, the feline K'Thari, the arboreal Kyaren, the strange and charismatic Lyncrathi, the militant indigo Namaran, the Machiavellian Sarza, and the hyper-intelligent saurian Teek. Other races will be available as determined by the GM. Many races have minimum ability scores to play them. The player must have the raw ability scores required before choosing a race, some of which may be very demanding.

Optional Rule- Stat Shifting: At the GM's discretion, a player may shift points around on his stats to allow the character to meet the minimum ability score requirement. If this optional rule is used, then the player can remove two points from one stat and raise another by one. This can be done up to four times, but the stat cannot exceed 18 regardless.



Ahruga (Neogenic Human)

STATISTICS AND ATTRIBUTES-

Overview: Ahruga ("an Athrugadh") are a race of genetically-engineered warrior-poets who descend from Gaelic settlers of human origins. They exiled themselves from humanity at the beginning of the 22nd Century, and made contact again during the Cappelán War in 2258. They are boisterous, aggressive, yet also charming in a devil-may-care live-life-to-the-fullest manner.

Appearance: Ahruga are tall, powerfully-built Human-appearing Humanoids. Hair color ranges throughout Human norms, skin color ranges from tan to pale white, and eye color tends to be blue or green, but can be any Human color. Warriors are often heavily tattooed with blue spiral and zoomorphic patterns which glow slightly when they are angered or aroused. Likewise, Ahrugan warrior's eyes glow a deep red due to retinal implants when enraged. Civilian Ahruga tend to be on the smaller end of the scale, but are still quite large and muscular by Human standards.

Ethnicities: Ahruga are largely descended from the Gaelic populations of Terra, and while there were small numbers of Hispanic and Black populations among the settlers, intermarriage has led to the race being predominantly homogenous in ethnicity. Culturally, however, the Ahruga are divided into Éireannach- those of Irish descent- and Albanach- those of Scottish descent. A third cultural ethnicity- Mannanach- those descended from the Isle of Mann- is so small as to be very rare, almost unheard of outside of two colony worlds (of the original 41,272 settlers of the Ahrugan homeworld, only 12 were Mannanach).

Minimum Ability Scores: STR 17, END 17, WIL 15

Attribute Modifiers: STR and END, add 1d10+3; AGI +2; CHR -4 (applies to non-Ahruga only), SAV -4

Size: 6'3" to 7' females (70+2d6 inches), 6'6" to 7'6" males (77+1d12 inches)

Weight: 1,600 to 2,100 lbs (1,500 +1D6x100 lbs)

Base H.P.: END + 6D6+10

Psi Points: WIL+ 1D6

Average Life Span: Approximately 1,200 years

Natural Abilities: SuperHuman strength and endurance, enhanced running speed (STRx10 yards/round, roughly 40 mph or better), Nightvision 80ft, superior sense of smell and hearing, recognize common/known smells PER + 2. Track by smell alone PER + 1. Track by hearing alone PER + 2

Psionics: Standard

Resists:

Radiation: standard

Vacuum: +2

Psionics: standard

Poison: +5

Acid: +2

Fire: +2

Heat: standard

Cold: standard

Damage: Punch (1d6+STR Bonus)x2 HP, Kick (1d8+STR Bonus)x2 HP, bite 2d6 HP. Due to their strength, Ahruga do twice the raw damage that a Human would, plus their strength bonus. Ahruga can stretch their jaws wide enough to get around a Human-sized throat, and such a bite would almost definitely be lethal. Due to their propensity to bite in combat, and their enhancements, Ahruga, like Garoudan, get their strength bonus for their bites.

Perks: Armored Skin (100hp AR), Disease Immunity, Eidetic Memory, High Pain Threshold, Longevity, Regeneration.

Flaws: Blunt, Duty (tribe), Feared, Honor Code, Limited Character Population (very rare).

Allied Affiliations: Kyaren, APC, FSA, Templars.

Enemy Affiliations: The Capellans, Byntai, and all enemies who tick them off. Neutral towards NAU citizens, but not official representatives, whom they barely tolerate.

Skill Adjustments:

All Military skills: +2

All Survival skills: +2

Diplomacy: -2

Fast-Talking: -3

Streetwise: -3

Common Archetypes: Unlike the common impression that people have of Ahrugan warriors, Ahruga within their own nation fill many jobs. However, the vast majority of Ahruga who are outside of their Confederation are *Laochra* (plural form of *Laoch*, see Archetypes and Occupations), either young warriors trying to prove their worth outside of the crowded field of competition in the military, or older, more experienced warriors seeking to find mercenary work to bring some wealth into their tribes, or to find amusement and satisfy their curiosity of the outside world. Other occupations would include *Combat Medic*, *Explorer*, and the rarer *Archeologist*.

Garoudan

STATISTICS AND ATTRIBUTES-

Overview: One of nature's expressions of irony- like the platypus- the Garoudan appear to be large bipedal wolf-like creatures, similar in appearance to a werewolf in many ways at first glance. However, closer inspection and biological analysis shows that they are actually more feline than canine despite the appearance. Predatory hunters who evolved technology through intertribal warfare, they are still very feral. The Garoudan recently had a religious civil war, splitting them into two groups- the Garouja and the Angji. The Angji vehemently disagreed with the Garouja that it was acceptable to hunt and eat sentients, spurring a civil war that the Angji lost, forcing them into exile. Very religious, they hold the act of hunting as a sacred rite.

Appearance: Garoudan fur ranges from jet black to mottled gray, with whites and browns being very rare. Eye color is typically ice-blue with gray flecks, though green eyes, while very rare, do occur. Female Garoudan are fifteen percent larger than the males, and generally have broader chests and shoulders. Males average seven feet in height when standing fully upright, females average eight feet. Garoudan do not wear clothing due to their fur, only utility belts and bandoliers. However, they do construct and wear

EVA suits and armor, though they find both to be uncomfortable and restrictive. Female Garoudan have longer head hair, and often braid it with metal and bone beads to reflect their skills and accomplishments. **Ethnicities:** Garoudan have three ethnic groups: G'rent- arctic Garoudans who are smaller, leaner, have stark white fur with grey striations, and darker blue eyes, Klrundra- equatorial jungle-dwelling Garoudans who have a more feline appearance, truly showing the fact that Garoudans are actually more feline than canine, and shorter fur, and the Hruubanka- the majority of the population who fall into the normal range above and hail from temperate climates.

Minimum Ability Scores: STR 15, END 15, AGI 15

Attribute Modifiers: STR, add 1d6+1; END +4, AGI +3; BEA -2 (applies to non-Garoudan only), SAV -2

Size: 7' to 7'6" Males, 8' to 8'6" Females

Weight: 350 to 400 lbs Males, 400 to 500 lbs Females

Base H.P.: END + 3D6

Psi Points: WIL + 1D6

Average Life Span: 120 years

Natural Abilities: Enhanced running speed (STRx10 yards/round, roughly 35 mph or better), Infrared vision 120ft, superior sense of smell and hearing, recognize common/known smells PER + 5. Track by smell alone PER + 4. Track by hearing alone PER + 3

Psionics: Standard

Resists:

Radiation: standard

Vacuum: standard

Psionics: standard

Poison: +1

Acid: +1

Fire: -2

Heat: -2

Cold: +2

Damage: Claw 1d6 HP (Garoudan do not punch), Kick 1d6 HP, bite 2d6 HP. Due to their jaw strength and their longer muzzles, Garoudan get their strength bonus for their bites.

Perks: Armored Skin (10hp AR), SuperHuman Senses (smell), High Pain Threshold.

Flaws: Environmental Weakness (Heat), Duty (tribe), Balancing Tail, Limited Character Population (rare).

Allied Affiliations: Ahrugan Tribal Confederation, Australio-Pacifica Coalition, Free Systems Alliance, Freeport Casablanca (for whom the Ggrrreeshnakh pack of the Hrrubgna tribe does perimeter security)

Enemy Affiliations: Garouja Garoudans, Byntai

Skill Adjustments:

All Military skills: +2

All Survival skills: +3

Common Archetypes: Garoudan are most often found working in a martial capacity, usually as bodyguards, mercenaries, or soldiers in the militaries of the FSA or ATC. However, Garoudan are also extremely religious, and make excellent scholars and researchers, making them well-suited for non-combat positions as well. Garoudan suggested occupations include *Soldier*, *Pilot*, *Mercenary*, *Bounty Hunter*, *Freetrader*, and *Pilgrim*, with less-common occupations being *Archivist*, *Scholar*, *Scientist*, and *Rogue*.

Human

STATISTICS AND ATTRIBUTES-

Overview: There are three parallel-evolution human species, the Terrans, Khurians, and Naradi. No one has ever been able to explain how the same species could evolve separately on three different worlds, thus spurring speculation of genetic seeding or manipulation by a long-gone race. The large number of near-human species in existence- such as the Namaran and Kyaren- lend support to this argument, but it is still hotly debated in anthropological and philosophical circles. Humans are pretty much galactic average on most accounts, except for their incredibly stubborn wills, adaptability, and cunning.

Appearance: Humans vary wildly, with Terrans being the most varied in appearance, with skin ranging from pale white to jet black, and natural hair colors ranging from white-blond to jet black. Eyes are either green, brown, blue, or a mixture of the three. Naradi Humans generally tend to be pale white to medium brown, with jet black hair and green eyes being most common, and white-blond hair and dark eyes being rarest. Khurians, due to the desertification of their homeworld, tend to be dark tan to jet black in skin-tone, with hair colors similar to the Naradi, however their eye color is dependent on ethnic group.

Ethnicities: Terrans have nearly a hundred ethnic groups, but these are all combined by the census into seven primary ethnic groups: Caucasian- light-skinned European-descended temperate humans, Asian-

light-to-medium-skinned descendents from any Asian or Oriental nation ranging from Japan to India to Indonesia, Hispanic- medium-to-darker-skinned descendents from any Latin nation ranging from Mexico to South America, Arabic- medium-to-darker-skinned descendents from any North African or Middle Eastern country, Persian- light-to-medium-skinned descendents from near-Asia (Iran to Afghanistan), Black- darker-to-black-skinned descendents from any African nation, and Malano- a light-to-medium-skinned ethnic group that evolved from the 20th century on as many of the other six ethnic groups intermarried, creating a new ethnicity with the full range of hair and eye colors, but darker skin and a unique blend of facial features containing elements of each of the older ethnic groups. Naradi are the least diverse, as their world has very little regional environmental differences. They effectively have only one ethnicity, Naradano.

Khurians are in the middle ground, but have the sharpest cultural divide of any human or near-human species in their ethnic groups. Khurians are divided into three ethnicities, each having a class in Khurian society, which is brutally racist: the Khurani- the ruling class ethnic group, have brown to black hair, dark reddish-brown eyes and medium-to-dark skin, the Khalarandi- the citizen class ethnic group, have blue-black to brown hair, brown and hazel eyes and light-to-medium skin, and the Harabani- the slave class ethnic group, as they are descended from a northern ethnic group long ago conquered by the Khurani when their world suffered desertification, have blue-black to auburn hair, blue or green eyes, and light-to-medium skin.

Minimum Ability Scores: WIL 8

Attribute Modifiers: WIL +2, SAV +1

Size: 4'9" to 6'4" females, 5'6" to 6'6" males

Weight: 90 lbs to 180 lbs females, 130 lbs to 260 lbs males

Base H.P.: END + 1D10

Psi Points: Wil + 2D6

Average Life Span: 180 years

Natural Abilities: None

Psionics: Standard

Resists:

Radiation: standard	Vacuum: standard	Psionics: +1
Poison: standard	Acid: standard	Fire: standard
Heat: standard	Cold: standard	

Damage: Punch 1d6 hp, Kick 1d8 hp

Perks: Adaptable, Strong Willed, Skilled, Fierce When Cornered.

Flaws: Curious

Allied Affiliations: Based on character choice

Enemy Affiliations: Capellan, Garouja Garoudans

Skill Adjustments:

None

Common Archetypes:

Humans can be any archetype, and any occupation with equal ability.

K'Thari

STATISTICS AND ATTRIBUTES-

Overview: Imperialistic bipedal felines, though much more human-looking than the Garoudan by far. One of the first races humanity encountered, and the first they fought against. Now staunch allies of the Terran Alliance of Nations, they have adopted many Terranesque traditions and traits, especially those of the Nippon Empire, with whom the K'Thari share many philosophical, cultural, and political ideals.

Appearance: K'Thari have fur patterns that tend towards the medium to lighter colors, with dark tan being most common. They will often have naturally-occurring patterns in their fur, but those who do not often dye their fur to match the popular pattern that is the current fad. Eye color is almost universally amber with green flecks, as the color of their eyes is due more to the different rod-and-cone structures of K'Thari physiology. Their eyes are vertically slit like most feline species.

Ethnicities: K'Thari do not have ethnic groups, per se, but have three cultural groupings based on their original three empires- K'Thar, V' Raban, and Keruuba.

Minimum Ability Scores: AGI 10, END 12, PER 10

Attribute Modifiers: AGI +2; PER+3, BEA -4 (applies to non-K'Thari only)

Size: 4'6" to 6' 2" both sexes

Weight: 85 to 200 lbs, both sexes

Base H.P.: END + 1D6

Psi Points: Wil + 1D6

Average Life Span: 120 years

Natural Abilities: Nightvision 140ft, .

Psionics: Standard

Resists:

Radiation: standard

Vacuum: standard

Psionics: standard

Poison: standard

Acid: +1

Fire: -1

Heat: standard

Cold: +1

Damage: Tail does 1d2 HP slapping damage, Claw 1d6 hp, Kick 1d4 hp (they have weak legs for kicking), Bite 1d4 HP.

Perks: SuperHuman Senses (sight), Skilled

Flaws: Rigid Society, Environmental Disorientation (Zero-G), Balancing Tail

Allied Affiliations: All nations of the TAN

Enemy Affiliations: None, the K'Thari are generally neutral towards most races. They dislike the Byntai, but do not actively hate them.

Skill Adjustments:

All courtly-based social skills: +1

Common Archetypes:

K'Thari are just about as adaptable as Humans in their ability to fill a variety of roles. The only occupations that the K'Thari do not excel at are those in the socialite category, but no occupations are restricted.

Kyaren

STATISTICS AND ATTRIBUTES-

Overview: Kyaren are semi-arboreal humanoids that closely resemble Humans, but with prehensile tails and some felinesque traits. They were rescued from the Cappelans by the Ahruga during the Cappelan War, and have become staunch allies and members of the Ahrugan Tribal Confederation. Thus, they often incorporate Gaelic art and design principles into their own native ones, creating some of the most beautiful works of art and architecture in known space.

Appearance: The Kyaren are broken down into two subspecies: tropical and arctic Kyaren. The arctic subspecies have a thick coat of body fur, whereas the tropical subspecies have only a fine down-like fur on the body. Both breeds have prehensile tails (strength of 6), and pointed rotating ears like a cat. Their eyes alter shape according to function: usually, they are round-pupiled eyes, however, at night, the pupil dilates. In combat, or while hunting, the eyes grow slitted. Females are slightly larger than males. All Kyaren are athletically built (their hyperactive metabolism prevents obesity), with lithe yet muscular physiques. Despite their slender frames, the Kyaren are extremely tough. Male facial fur is always very short, and never grows into beard length, although they do have long sideburns.

Ethnicities: Kyaren have only two ethnic groups: the Knolic- brawny arctic Kyaren who tend to have longer, solid colored fur in lighter shades to blend in with tundra and snow, and the Seruba- the smaller, more agile temperate and tropical Kyaren, who's down-like fur and skin are patterned in tiger-stripe or cheetah-like patterns to blend in with foliage. Knolic tend towards blond or white hair, while Seruba tend to have as widely varied hair colors as Terran humans, but tend towards darker reds and chestnut colors, often with streaks and similar patterns.

Minimum Ability Scores: AGI 15, END 10, WIL 15

Attribute Modifiers: AGI, add 1d10+2 (lower scores, 18-22, will generally be Knolic, higher scores, 23+, will generally be Seruba); WIL+3; BEA +2, SAV -4

Size: 5'5" to 6'6" both genders (larger Kyaren are generally Knolic)

Weight: 95 lbs to 225 lbs both genders (larger Kyaren are generally Knolic)

Base H.P.: END + 1D10 (they are lithe, but VERY tough)

Psi Points.: Wil + (4D6+6)

Average Life Span: 180 years

Natural Abilities: Supernatural reflexes and speed (STRx5 yards/round run and jump), Ambidextrous, Nightvision 80ft, superior sense of smell and hearing, recognize common/known smells Per + 1. Track by smell alone Per + 2. Track by hearing alone Per + 2.

Psionics: 70% chance of psionics (out of that, 20% chance of being a master psionic), plus all Kyaren have the powers of Combat Sense, Healing Hands and Ease Pain.

Resists:

Radiation: standard

Vacuum: standard

Psionics: +2

Poison: +1

Acid: standard

Fire: -2

Heat: +1 (Seruba only)

Cold: +1 (Knolic only)

Damage: Prehensile tail does 1d2 HP (+1 to hit) slapping damage, Claw 1d6 hp, Kick-Claw 1d8 hp (they have strong legs and toe claws with which to rake an enemy), Bite 1d2 HP. Kyaren can carry complex weapons in both hands, as they are naturally ambidextrous, and can wield specially-made blades and simple tools in their tails.

Perks: Graceful, Optimistic.

Flaws: Environmental Disorientation (Hyperspace), Balancing Tail

Allied Affiliations: ATC, APC, FSA, and the Templars

Enemy Affiliations: The Capellans, Byntai, and all enemies of the Ahruga. They are not too fond of the NAU, either.

Skill Adjustments:

None

Common Archetypes:

The Kyaren tend to go for careers that express their nature, either medical or martial archetypes. Martial archetypes chosen are usually fighter or ship pilots, allowing full use of their superior reflexes, and the brawnier arctic Kyaren make good Walker pilots and infantry. In general, Kyaren can be any archetype and any occupation except those restricted by race or affiliation.

Lyncrathi

STATISTICS AND ATTRIBUTES-

Overview: The weirdest race in the whole shebang, they are descended from an herbivore not unlike a horse or deer. Lyncrathi are the epitome of hedonist, being obsessed with (and oddly immune to the negative effects of and addictions to) every vice they encounter. They are also masterful diplomats, being able to bridge the gap between cultural divides and get disparate races to sit down and negotiate.

Appearance: Lyncrathi are strange enough in appearance to stand out, but their unusual physiology is closely followed by their rather provocative and gaudy dress. If it can be used to accentuate their physical attributes, especially their hips, stomachs, and nether regions, they will wear it. The flashier, the better, is the philosophy of Lyncrathi dress. They tend to show their wealth in their clothing (and more than one Lyncrathi has been robbed or even murdered for their clothes) with gemstones, precious metals, and even Correlium shards being worked into their clothing (the latter being a dangerous idea in any environment where someone may fire an energy weapon). Lyncrathi like attention, and like to dress to get it. Charming and suave, they nevertheless have a tendency to irritate the more conservative or blunt races and nations such as the Ahruga or the Freeman. Cultures with strong traditions of protocol, however, such as the Nipponese and the K'Thari find the Lyncrathi impressive for their ability to absorb and follow such protocols as if born to them.

Ethnicities: Lyncrathi do not have any ethnicities, either genetically or culturally.

Minimum Ability Scores: INT 10, SAV 7

Attribute Modifiers: CHR +4, SAV +4, STR -3, BEA -3 (non-Lyncrathi only)

Size: 4'2" to 5'8"

Weight: 80 to 140 lbs

BASE H.P.: END + 1D4

Psi Points: Wil + 1D6

Average Life Span: 90 years

Natural Abilities: Superior hearing (track by hearing alone PER+1)

Psionics: See below under perks, otherwise standard

Resists:

Radiation: -2	Vacuum: -1	Psionics: standard
Poison: +4	Acid: standard	Fire: standard
Heat: standard	Cold: standard	

Damage: Punch 1d2 hp, Kick 1d8 hp (Lyncrathi tend to kick backwards, with the hooves delivering impressive blows for their size)

Perks: Social Chameleon, Graceful, Optimistic, Cast Iron Stomach, Substance Tolerance (alcohol, drugs), Empathy (semi-psionic), Contacts.

Flaws: Curious, Balancing Tail (running only), Near-Sighted, Compulsive Behavior (Carousing), Compulsive Behavior (Traveling), Flashy Dresser, Nosy, Xenophilia.

Allied Affiliations: None

Enemy Affiliations: None

Skill Adjustments:

All social skills: +2

Common Archetypes:

Lyncrathi are the consummate Socialites, being best suited for the occupations within this archetype. However, some Lyncrathi are fascinated with knowledge, and thus make excellent Academics.

Namaran

STATISTICS AND ATTRIBUTES-

Overview: Warlike and aggressive, even compared to the Garoudan and Ahruga, the Namaran are noted by humans for their phenomenal beauty and their incredible military prowess, despite being primitive technologically compared to their enemies. Possessing technology roughly comparable to Terra during the mid-21st century, they nevertheless defeated invading forces of both the Khurian Empire and the Kraegarym, acquiring jump engines from the former and grudging respect and admiration from the latter. Their culture is a very militaristic one, similar in many ways to that of Sparta during its heyday. As a result, many Namaran not in positions of power try to flee the dictatorial culture they live in.

Appearance: The Namaran are small and lithe, being even smaller than the Kyaren, though not as agile. Most Namaran are athletically built, with lithe and lean physiques. Obesity is very rare among the Namaran, and usually only the highest-ranking members of their society manage to put on any chub. Though they closely resemble humans in their features and body builds, their amber eyes and light blue to indigo skin tones are striking differences.

Ethnicities: Due to the homogeneity of their homeworld, Namaran do not have genetic ethnicities. However, they are divided into occupation-based castes: Laoda ("Shaper of Things")- the worker caste, Kenal ("Shaper of Thoughts")- a form of technical, academic, and scientific caste, Laetra ("Half-Blood")- a lesser warrior-caste who fill the support, medical and pilot roles, and the Laembra ("Full-Blood")- the 'true' warrior cast of front-line combatants. Due to generations of evolution (one is not born into a caste, however the Namaran propensity for genetic memory means that one is 80% likely to excel at the cast of their same-gender parent), certain physiological and psychological traits have evolved that separate these castes almost as much as a genetic ethnicity- Laembra are larger and stronger, Laetra more intelligent and agile, Kenal hyper-intelligent, and Laoda strong and dexterous.

Minimum Ability Scores: AGI 15, INT 10, WIL 15

Attribute Modifiers: AGI, add 1d4+2; INT+3; BEA +2, STR -2, END -1

Size: 4'5" to 5'6" both genders

Weight: 95 lbs to 145 lbs both genders

Base H.P.: END + 1D6

Psi Points.: Wil + 1D6

Average Life Span: 70 years

Natural Abilities: Ambidextrous, Nightvision 360ft.

Psionics: Standard

Resists:

Radiation: +3	Vacuum: standard	Psionics: +1
Poison: +1	Acid: standard	Fire: standard
Heat: -3	Cold: +4	

Damage: Punch does 1d2 HP (+1 to hit), Kick 1d4 hp. Namaran can carry complex weapons in both hands, as they are naturally ambidextrous.

Perks: Genetic Memory, Graceful, Stoic.

Flaws: Rigid Society, Nocturnal

Allied Affiliations: None

Enemy Affiliations: Khurians, Kraegarym.

Skill Adjustments:

2 Free WPs, or increase two existing ones one skill rank, due to compulsory military training. All technical or engineering skills: +2

Common Archetypes:

Namaran are a hyper-aggressive militant race, where martial training is compulsory. As a result, any Namaran can move into a role in a martial profession. However, they also have a healthy understanding of technology and make excellent mechanics and engineers despite their backwards technology. In general, Namaran can be any archetype and any occupation except those restricted by race or affiliation.

Sarza

STATISTICS AND ATTRIBUTES-

Overview: Of all the races out there, Sarza are the most like humans in their society and culture. Physically they are humanoid, but not altogether humanlike. While not exceptionally strong, agile, or tough, being roughly Galactic Average, Sarza are noted for their intelligence and their ability to understand complex social situations. Sarza are very similar to Humans in their social customs and organization, albeit a great deal more Machiavellian in their thinking. Sarza are very intelligent, perceptive, and cunning, always watching for betrayal or opportunity, and planning several steps ahead of an opponent, or possible opponent. While it has been said that the Sarza mind is one of the most paranoid, manipulative, and plotting minds of any sentient, it can also be said that Sarza are rarely taken advantage of or surprised in battle.

Appearance: Sarza have light-colored skin, usually tan to pale white, white or ice-blue eyes with no discernable pupil. Sarza hair is often worn long, and is silky and straight, coming in hues ranging from jet black to stark white, with white being the most common. Facial hair is common for males, though generally worn in sideburns or a split goatie. Sarza love to dress well, and often wear ceremonial elements in their dress (though the swords many Sarza like to carry are often vibroblades, and not so ceremonial). They love jewelry and tailored clothing.

Ethnicities: Sarza have seven key ethnicities in theory, but intermarriage has blurred the lines until the vast majority of them (92%) are of a single newer ethnicity akin to the Terran Malano. Ethnicity has not mattered to the Sarza for over a millennium, and they define themselves by nationality (Dimrathi vs. Republican).

Minimum Ability Scores: INT 10, PER 10, SAV 12

Attribute Modifiers: INT +2; PER+1; END -2

Size: Data (feet/meters) 5'3" to 5'8" female, 5'6" to 6'3" male

Weight: 90 to 140 lbs female, 120 to 180 lbs male

Base H.P.: END + 1D8

Psi Points: Wil + 1D6

Average Life Span: 100 years

Natural Abilities: None

Psionics: Standard

Resists:

Radiation: standard

Vacuum: standard

Psionics: standard

Poison: standard

Acid: standard

Fire: standard

Heat: standard

Cold: standard

Damage: Punch 1d4 hp, Kick 1d6 hp

Perks: Alertness, Well Traveled, Business Sense

Flaws: Flashy Dresser, Overconfident

Allied Affiliations: None

Enemy Affiliations: None, though generally hostile towards the opposing Sarza nation, and the Ahruga do not particularly like them

Skill Adjustments:

Streetwise: +2

Contacts Development: +1

Politics: +3

Common Archetypes:

Sarza, like Humans, can be any archetype and any occupation. However, due to their Machiavellian minds and their propensity towards paranoia, they are best suited to occupations in which subterfuge and cunning are key.

Teek**STATISTICS AND ATTRIBUTES-**

Overview: Teek are a diminutive saurian race that hails from a world with continent-wide jungles. They evolved to sentience and tool-use in order to survive, and that drive has led them to become instinctual inventors and tinkerers. Obsessed with technology and machinery, they are masterful engineers and techs. Oddly, they have no true central government, but have proliferated throughout many other races' territories.

Appearance: Teek do not have scales, but their skin is much like an alligator's in that it has thick ridges and bumps. These create a texture pattern that is often enhanced by color striations on their necks and underbellies. Male Teek tend towards reds, browns, and whites, while females tend towards blues, purples, greens, and blacks. Both genders have a brownish-tan base color and black stripes across the back and tail.

Ethnicities: Teek have the opposite problem of many homogenized species in that there is so much diversity in patterning and physiology that no single group of similar Teek is large enough to constitute a true ethnic group. For interspecies census purposes, they simply put 'Teek' as their ethnicity, as they have a hard time understanding the importance of the concept to some races.

Minimum Ability Scores: INT 14**Attribute Modifiers:** INT add 1d8+2; STR and END -4**Size:** 2'6" to 3'6" both genders**Weight:** 50 to 150 lbs both genders**Base H.P.:** END + 1D4**Psi Points:** Wil + 1D6

Average Life Span: 350 to 400 years (Originally 90 to 120 years, but their medical technology has expanded this.)

Natural Abilities: Ambidextrous, Nightvision 300ft, Never Sleep, Thick Skin (5hp AR, bonuses to resists)

Psionics: Standard**Resists:**

Radiation: +1

Vacuum: +1

Psionics: standard

Poison: +4 (ingested) / +2 (other)

Acid: +1

Fire: +1

Heat: +1

Cold: +1

Damage: Claw 1D4, Tail Lash 1D6. Cannot kick**Perks:** Skilled, Eidetic Memory, Optimistic, Cast Iron Stomach**Flaws:** Curious, Near-Sighted, Compulsive Behavior (study of new technology), Balancing Tail**Allied Affiliations:** None, though virtually all Affiliations are favorably inclined towards them**Enemy Affiliations:** None**Skill Adjustments:**

Engineering: +3

Mechanical: +2

Omninet: +1

Technical: +3

Common Archetypes:

Teek are the epitome of the ultimate techmonkey, being adept as engineers, mechanics, netrunners, and virtually all other occupations that have to do with technology. While not restricted in their choices, Teek are best suited in any occupation that has to do with technology.

PSIONICS

Once ability scores, race, and attributes have been determined, the player then rolls to determine if the character is psionic. While a psionic character can be any archetype, there are certain archetypes that are only open to them, thus it is important to take this step before choosing an occupation. To determine psionic ability, roll percentile dice and compare it to the following table-

Table 10:

<u>Roll</u>	<u>Psionic Class</u>	<u>Effects</u>
01-75	No Psionics	None
76-90	Latent Psionics	Choose one talent from one discipline at General level.
91-98	Gifted Psionics	1d2+1 talents from one Discipline per level.
99-00	Master Psionics	2d4+2 talents per level and full access to all Disciplines.

Psionics have evolved over the centuries as they became recognized by science, and schools developed to train latent abilities into stronger, more controlled ones. As a result, while Psions of the early 24th century are certainly powerful and striking compared to their latent predecessors of the 22nd century and earlier, they are not all-powerful futuristic practitioners of near-magical powers. Exercising a talent takes a great deal of focus and effort, and wounds, distractions, and other environmental effects can hamper or disrupt the ability of a Psion to act. Likewise, most Psions have neurological, emotional or mental issues associated with the same gift that gives them their powers. Latent Psions have a 20% chance of having some emotional, physiological, learning or mental disability flaw (usually ADHD, schizophrenia, autism or epilepsy). Gifted Psions have a 40% chance, and Master Psions have an 80% chance of these disabilities. The player can choose what disability they have, or the GM can choose or randomly determine it.

Psionics are broken down into three disciplines, each of which contains a group of talents in both General and Master categories. General psionics are those available to Latent and Gifted Psions, while the much more powerful Master psionics are available only to the rare Master Psion.

Disciplines of Psionics

Psychokinesis: The ability of the Psion to affect a physical object with the mind, such as distorting or moving an object, or the channeling of kinetic energy to act as defensive shields or offensive pulses.

Telepresence: The ability of the Psion which allows them to feel as if they were present, to sense events or energies as if they were witnessing or feeling them, or to see memories of an event at a location or time other than their current one.

Biokinesis: Ability to control all aspects of a living creature's biological make-up. This includes, but is not limited to, genetic alterations, physical distortion/augmentations, healing, disease, and biological functions.

These disciplines are further divided into specific abilities called "talents" by scientific studies. Talents vary in scope based on the power of the practitioner, and few Psions can exercise more than a handful of

them. Abilities restricted to Master Psions are denoted with (M). Some talents have different effects based on whether one is a Latent, Gifted, or Master Psion. These differences are denoted by (L)/(G)/(M).

Talents

Psychokinesis

Telekinesis: Allows the Psion to move objects and affect matter with the mind. Requires total concentration, and the affect is broken if the Psion moves or is injured. (L) affect 1lb of matter/PP, (G) affect 2lbs/PP, (M) affect 5lbs/PP. Can move the matter 10'(L)/20'(G)/50'(M) per round per PP expended. In other words, expending two PP will double the rate of speed to 20'/40'/100' per round, and so on. If four PP are expended per the listed distance- thus quadrupling its base speed- the matter hits with enough force to be damaging, causing 1d4 hp+1 hp/lb for Latent and Gifted Psions, and 2d4 hp+1hp/lb for Master.

Pyrokinesis: Causes combustion at a particular point within line-of-sight, limited to 100' +5'/PP expended in addition to those used for damage. Damage: (L) inflict 1hp/PP, (G) inflict 5hp/PP, (M) inflict 10hp/PP. Master Psions can further cause the flames to erupt from a point and shoot like a flamethrower in a jet in a chosen direction for 10' +1'/additional PP expended in addition to those used for damage.

Kinetically Enhanced Strike: This is the Psion's use of telekinetic energy to enhance physical melee blows, increasing the kinetic impact of punches, kicks, elbow strikes, etc. The potential damage increase can be staggering; with the Psion doing +1hp/PP expended extra damage per strike, and no maximum limit. Note that a Psion who uses this power to strike an armored subject or hard target such as a tank, building, etc. will take 1d4+1/PP expended damage to their arm or leg unless equally armored. This ability cannot be used in conjunction with powered armor.

Kinetic Pulse (M): Allows a Master Psion to create a concentrated pulse of pure kinetic energy similar to an impact stunner. Requires total concentration, and the affect is broken if the Psion moves or is injured. The pulse has a range of 20' +1'/PP expended, and does 1d8hp +1hp/10 additional PP expended (i.e., expending 30PP extends the range by 10' to 30', and does 1d8+2 hp damage, or could all be channeled into damage for 1d8+3).

Kinetic Shield (M): A defensive form of the same ability to shape raw kinetic energy, this allows the Master Psion to create a kinetic field between himself and incoming objects and projectiles. It does not allow for defense against energy weapons, which pass right through the field, but it will affect projectiles- even those fired from a gauss weapon- by diverting their path around the Psion. This shield increases the Psions AR by 1/10PP expended, to a maximum of 25, vs. melee and projectile attacks. Rounds that pass through and strike the Psion will be slowed regardless, and will thus do only half damage.

Telepresence

Empathy: Empathy is the ability to sense emotions, emotional states, and in a very broad sense, intent. The character gains an Empathy rating equal to 1 per 2PP expended (i.e. spending 30 points gives an empathy rating of 15). The GM determines the specific effects of this ability, but generally a successful Empathy check will grant the psion some basic feeling or knowledge of general intent of the target. The psion could sense anger, fear, and other emotions, can tell if someone is being truthful or not, and can sense if someone intends to do harm (though not in what manner), as examples. The target must be in close proximity, ten meters or less.

Danger Sense: A much more refined and specific form of empathy, this is the instinctual sense that can give a psion warning of impending danger. This skill is instinct in most people, but psions have refined it to a controlled art. A psion can choose to activate their danger sense by using five PP, which grants them a rating equal to PER+WIL/2, and can add one point to that rating per five additional PP expended. The sense stays active for twelve hours, and another five PP must be expended to further that period. Danger Sense does not give the character knowledge of what is going to happen, or from where, it simply causes the alarm bells to ring and hair to stand up on

the back of the neck, alerting the psion to imminent danger. The psion can then make a PER check, and avoid the situation if successful.

Combat Sense: This is the gift of perfect situational awareness in combat. Psions who have this sense are able to see, hear, and sense things clearly in a combat situation, and time seems to slow down for them. This grants them a +1 to Targeting per 5PP expended, +1 TAC per 10PP expended, and -1 Ini per 15PP expended, to a max of four each per level. This augmentation lasts for one hour per level, at the end of which the psion must expend points again.

Remote Sensing (M): Also known as "clairvoyance"- though no psion would accept such a crude term- this is the ability to describe or give details about a target that is inaccessible to normal senses due to distance, time, or shielding. To use this talent, the GM sets a target number (default of 15) against which the psion rolls 3d10. For every ten PP a psion expends, he gains an additional +1 to the roll, to a maximum of +5 per level of the psion. The accuracy of this information will vary based on how well the psion succeeded at the check.

Telepathy (M): This is the ability of mental communication and sensing of thoughts, and breaks down into three methods of expression- Conversant, Aggressive, and Suggestive. Conversant telepathy- the communication with willing persons using the mind- is simple, requiring only 10PP/hour of communication. Aggressive telepathy- using the mind to probe the thoughts of others- is much harder. The psion must roll 3d10, and exceed a target number equal to the targets' Willpower. The psion must expend 30PP to initiate this mental assault, and gains an extra +1 modifier to the roll for every 50PP expended. A successful roll of 1-9 points above the TN allows the psion to scan surface thoughts, 10-19 allows the psion access to deeper, guarded conscious thoughts, 20+ allows the psion full access to conscious and subconscious memories and thoughts. If the target is aware of the assault, however, they are allowed a resist vs. psionics to lock their thoughts down and defend against the telepathic attack. Suggestive telepathy is the hardest to do, as it is not merely gaining access to the target's mind, but altering information found within. To initiate a suggestive telepathic attack, the character must expend 100PP, and roll 3d10 vs. the target's Willpower. For every 50PP expended, the psion can add a +1 modifier to the roll. If successful, the psion can implant false memories, erase existing ones, implant suggestions that can cause the character to take actions unknowingly, etc. Any suggestions implanted that would endanger the target or their loved ones, violate strongly-held religious, moral, or patriotic beliefs, or otherwise be strongly against their nature grant the target a resist vs. psionics. Note: Telepathy beyond Conversant requires line-of-sight on the target, and while reflections (mirrors, etc.) and mechanical optic enhancement (magnifying lenses, not digital enhancement) can be used, electronic imagery such as cameras and electronic optic enhancement cannot.

Psychometry (M): This is the ability to describe or give details about the nature or history of an object that the psion makes physical contact with. To use this talent, the GM sets a target number (default of 15) against which the psion rolls 3d10. For every ten PP a psion expends, he gains an additional +1 to the roll, to a maximum of +5 per level of the psion. The accuracy of this information will vary based on how well the psion succeeded at the check. The psion must maintain contact for the duration of the check.

Biokinesis

Anesthetic Touch: This talent allows the psion to dull or remove pain altogether. Expending 5PP dulls pain, moving the HP-loss penalty up one category (i.e. a character who is moderately wounded [26% - 50% HP loss, see Hit Points below under Combat] will only suffer penalties as if they were lightly wounded [<25% HP loss]). Expending 20PP will remove pain altogether, and the character will only suffer -1 penalties to TAC and Tar, and a +1 penalty to Ini).

Accelerated Healing: Through the use of this talent, the psion increases the natural healing rate of the target. While not the miraculous healing of Bio-Regeneration, it is nevertheless quite an effective method of wound management. The psion must physically touch the target to increase their natural regeneration rate (as determined by End), doubling it for every 10PP expended, to a max of three increases.

Diagnostic Touch: This is the ability to sense the nature, severity, and location of illnesses or injuries. The character gains a Diagnostics rating equal to 1 per 2PP expended (i.e. spending 30 points gives an empathy rating of 15). The psion then makes a rating check, and depending on the level of success is able to determine a great deal about the injury. Note that if the psion does not have any medical training, they will know the location and general nature of the injury or illness (“infection in left kidney” or “punctured left lung, collapsed”), but will not be able to determine medical specifics or determine treatments (“staphylococcus aureus infection in the left kidney, radiating out into the urinal tract, recommend Omnicilin treatment and weekly follow-up” or “through-and-through penetrating laser wound in the left chest, penetrating the left lung with thermal damage to surrounding tissue and a hemopneumothorax. Need MediBots and a course of Epedermine regenerative stat!”).

Bio-Regeneration (M): This talent borders on magical to many cultures and religions, and as such is always awe-inspiring to see, even in a day and age of regen tanks and faster-than-light travel. Through the use of this talent, the psion is able to instantly heal 1HP of damage per 10PP expended. Note, this talent will not revive a medically deceased body, but it can bring someone back from Death’s doorstep to full health in moments. However, the shock to the body of such rapid healing will cause the patient to make a resist check vs. poison or pass out cold for 6d12 minutes. If successful, the patient will still be groggy and disoriented for 1d4+1 minutes (treat as if critically wounded [76%] for modifiers).

Resuscitate (M): If Bio-Regeneration can bring the patient back from Death’s doorstep, Resuscitation can bring them back from his dinner table with a slap on his bony ass for sport. Seen by many religions as the sign of a Chosen One or the like, this incredibly powerful and very rare talent takes a lot out of the psion, but it also revives a medically deceased body. There are two elements to a living person- the body and what science calls the non-corporeal ethereal essence, referred to as the soul or spirit by most religions. Resuscitate brings the body back from the dead, but does not automatically bring the essence back into the body. It comes at a cost, however. The psion must expend 200PP to bring the body back from medical death, and must then make a trauma check at a -15% penalty or collapse into unconsciousness and go into shock (reduce to zero HP). If the psion fails this check and collapses, he must then make a further resist vs. psionics or suffer a massive cardiac arrest and die. If the trauma check is successful, the psion will be exhausted (moderately stunned, -4 TAC and Tar, +3 Ini) for the rest of the day until he sleeps, but will still be able to exercise talents. There is a base 80% chance, -10% for every ten minutes that has elapsed since the medical death, that the patient’s essence will automatically rebind with the body, at which point they are brought to 1HP and left critically stunned (-16 TAC and Tar, +10 Ini) for 6d8+2 hours, regardless of additional healing.

Ethereal Binding (M): If the essence does not automatically rebind with the body, and no more than an hour-and-a-half has elapsed, the psion can then reach out into the ether and guide the essence back into the body. This has only been done successfully a few dozen times on record, and two of the psions who did so died from the effort. This ability can only be used by a master psion who has an understanding of the nature of the ethereal essence while it is in this plane of existence (pre-requisites: *Aural Sensing* and *Psychic Landscape Navigation* skills). The psion expends 250PP to locate the essence if possible (requires successful *Aural Sensing* and *Psychic Landscape Navigation* checks at a -1 penalty for every five minutes the body has been deceased), and if able to do so- and the essence is willing (not even the most powerful of psions can make an essence do what it does not want to do)- the psion then expends an additional 50PP to bind the essence back into the body. Note that the body must have been revived, either through Resuscitate or through the use of a regen tank for the essence to be able to bind with it. Likewise, essences cannot be bound into different bodies. The psion must make a trauma check at a -20% penalty or collapse into unconsciousness and go into shock (reduce to zero HP). If the psion fails this check and collapses, he must then make a further resist vs. psionics with a -3 penalty or suffer a massive cardiac arrest and die. If the trauma check is successful, the psion will be exhausted (moderately stunned, -4 TAC and Tar, +3 Ini) for the rest of the day until he sleeps, and will be unable to use any talents until he has slept for eight or more hours.

OCCUPATIONS

After choosing your character's race, you select his Occupation. An Occupation is a character's profession. Your character is assumed to have some previous training and guidance before beginning his career, either from official training or through trial-and-error experience. Now, armed with a little knowledge, your character is ready to make his name and fortune. The Occupations are divided into five groups according to general occupations: Combat Arms, Adventurer, Tech, and Socialite. Within each group are several similar Occupations. Each player must select a group for his character, then a specific Occupation within that group.

Combat Arms

- Soldier
- Mercenary
- Pilot
- Laoch
- Samurai
- Special Operations Operator

Adventurer

- Bounty Hunter
- Combat Medic
- Explorer
- Freetrader
- Rogue
- Templar

Tech

- Armorer
- Doctor
- Engineer
- Greasemonkey
- Netrunner

Academic

- Archaeologist
- Archivist
- Healer
- Scholar
- Xenologist

Socialite

- Courtesan
- Diplomat
- Fixer
- Field Journalist
- Pilgrim
- Traveling Entertainer

Each Occupation has a series of requirements and adjustments-

Attribute Requirements: Minimum attribute scores required to be able to choose the class.

Ability Score Requirements: Minimum specific ability scores to choose the class.

Skill School Focuses: Skills which the Occupation is best at. The character gains +1 to skills from these groups.

Weapon Proficiency Restrictions: Characters cannot choose from these weapon proficiencies at creation, and must pay twice the WP cost for them later on.

Allowed Races: Races that can choose this Occupation.

Allowed Affiliations: Affiliations that are allowed for this Occupation.

Combat Arms

The Combat Arms group encompasses those characters who make their way in the world primarily by skill at arms: soldiers, mercenaries, and warriors. All Combat Arms occupations receive the following adjustments to their stats-

Hit Points: +1D12

TAC: +2

Targeting: +3

Attacks: +1

Initial Weapon Proficiencies: 2 at Skilled, 2 at Proficient

Soldier

Attribute Requirements: Physical 10

Ability Score Requirements: None

Skill School Focuses: Detection, Military, Survival

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: Any except Ahrugan Tribal Confederation

Description-

Soldiers are members of government militaries who are combat specialists ideal for the front lines of a firefight. Unlike mercenaries, soldiers are driven by patriotism to fight for the nation they serve, and have both advantages and restrictions as a result. Soldiers are the core of every military except the Ahrugan Tribal Confederation, and their motivations and mannerisms will vary based on the Affiliation of the soldier. The player has a wide variety of choices in their specific skill set, and can tailor their soldier to be a tanker, walker, armored infantry, regular infantry, and so on. Soldiers do not own their equipment, it is issued to them when they deploy on a mission. However, all smart soldiers put aside their money and use their connections to obtain (legally or illegally) an impressive, if small, personal arsenal of equipment and weapons. It is this personal stockpile that the character purchases with their starting money.

Advantages-

Soldiers have a steady paycheck, the size of which depending on their rank and Affiliation, and they can requisition equipment for their official missions. They are either respected or feared among the population of their nation, and may have social, legal, or political status above and beyond the average person, depending on Affiliation.

Disadvantages-

Soldiers pay a price for this easy life, however. All soldiers **must** choose a national Affiliation as their primary, and cannot choose a second affiliation that is neutral or lower in relation to their national Affiliation. Soldiers must obey the orders of their superiors, and can be called up to specific duties or assigned to duties or missions that they have no say in. Soldiers are often seen as a physical extension of the foreign policy of the nation they represent, and this can make them a target for derision or outright attack by members of Affiliations hostile to their own.

Character Points: 150

Initial Skill Packages: Basic Military Package, one Military Package of choice

Initial Contacts: 2

Initial Equipment: Living Quarters, Basic (military base or ship), uniforms, military identicard, and other equipment, weapons, and vehicles as issued.

Starting Money: 3D6 x 10,000 Cr

Mercenary

Attribute Requirements: Physical 12

Ability Score Requirements: None

Skill School Focuses: Detection, Military, Rogue, Survival

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All except North American Union, Han-Zhou Empire, or Ahrugan Tribal Confederation

Description-

Mercenaries have been the core staple of warfare since its inception tens of thousands of years ago. Long before standing armies existed as a concept, warriors would offer their services in exchange for compensation, be it the choicest cut of meat, slaves, spices, precious metals or gems, or land. The idea of standing armies as understood in modern warfare evolved in the 18th century, based off of Classical models, but mercenaries still comprised a healthy portion of the fighting forces of most nations well into the 20th century. It was only for a brief period, one marked by stark Nationalism by the superpowers of the day during the Cold War, that mercenaries were not a significant portion of the active fighting forces. By the mid-20th century, the term “mercenary” became pejorative, a derogatory insult that implied concepts of callous disregard of human rights, amorality, criminality, and greed. While the Soviet Union and the United States fought their proxy war in various theaters around the globe for decades, mercenaries continued to work, but became a dirty little secret best left unmentioned.

As the 21st century dawned, mercenaries once again became an important and vital part of most major nations’ warfare operations. As militaries of most Western nations were downsized and specialized due to costs, many non-frontline operations were turned over to civilian contractors, including security operations and the protection of personnel. These mercenaries were a new breed, different from any that had come before. No longer were they rogue elements of military forces or criminals as had been the case for the latter half of the previous century, now they were organized as multi-billion dollar corporations. Unlike their predecessors of the 20th century, and more in keeping with the Great Companies of the Renaissance, these companies were comprised of former soldiers, well-disciplined, well-trained, licensed, and held to account for their actions, though to varying degrees. In an effort to separate themselves and their industry from the negative connotations of the word “mercenary”, these companies referred to themselves as Private Military Contractors, and supplemented the military operations of WWII from it’s earliest beginnings, and were crucial in helping to re-establish and maintain security and stability during the Fall.

Mercenaries of the 24th century are more akin to the security contractors of the PMCs of the 21st century than their roguish predecessors of the 20th century and prior. Whether part of a corporation, guild, or a freelancer, mercenaries are all skilled, disciplined, licensed, and follow strict rules and guidelines of operation. Most mercenaries are part of a guild, each guild being a coalition of smaller mercenary corporations that band together to compete with the megacorporations of the Corporate Alliance. These guild-corporations are often specialists, with one corporation specializing in infiltration, another in personal protection details, and yet another in front-line combat operations.

Freelance mercenaries are often hired on a per-job basis, and have little steady work. As a result, they will sign on with Freetraders as part of their crew, usually as gunners or boarding specialists. Mercenaries who belong to a guild will only crew with Freetraders who are affiliated with that guild, being prohibited by contract from freelancing. Mercenaries who work for a megacorporation are the most well-paid, but also have the least freedom of choice in assignments, being the Corporate Alliance equivalent of soldiers (and having the same advantages and disadvantages). Some nations, such as the Han-Zhou Empire and the Ahrugan Tribal Confederation, do not use mercenaries at all. They have a cultural ideology that surrounds their military operations, and while some, such as Laochra from the ATC, may work on the side as mercenaries for other nations, these nations do not hire them. Other nations, the NAU primarily, are hyper-nationalistic and will not openly use mercenaries, preferring instead to rely on their own soldiers (ironic since it was within the United States that the profession became so solidified).

Advantages-

Mercenaries are limited in their capabilities only by the size of their pocketbook and the limitations of those laws that they cannot buy their way around. Military-grade weapons permits, licenses to carry weapons in restricted areas, the ability to purchase military augmentations, etc. can all be had... for a price. Mercenary work is a business, and like any other businessman a mercenary will often have a

vested interest in improving their financial status. Thus, mercenaries are often significantly wealthier than soldiers. While they do not enjoy the social status of a soldier, they are significantly better trained.

Disadvantages-

Capitalism is a harsh mistress at times, and a mercenary's fate is almost entirely in the hands of his skills and abilities. Reputation is the blood of the mercenary business, and a mercenary who takes a blow to their reputation can find themselves out of work. Make a mistake as a mercenary, and your reputation- and by direct result, your financial security- takes a hit. The mercenary business is also hotly competitive. While outright conflicts between guilds or corporations are kept in check, many clandestine operations are engaged in between competitors to sabotage their opponents or damage their reputation. Freelancers are just as vulnerable to being caught up in these fiercely competitive machinations, being fortunate that they are usually under the radar, and unfortunate in that they have only themselves to fall back on. Likewise, the competition can be fierce, with the gear a merc brings to the table being as important as his skills, and a poorly-equipped mercenary can often lose a bid to a less-skilled, yet better-equipped one.

Character Points: 125

Initial Skill Packages: Basic Military Package, Mercenary Supplementary Package, Basic Rogue package

Initial Contacts: 4

Initial Equipment: Mercenary Operator License for their Affiliation

Starting Money: 6D6+4 x 10,000 Cr

Pilot

Attribute Requirements: Physical 12

Ability Score Requirements: Agility 14

Skill School Focuses: Detection, Military, Spacer, Survival

Weapon Proficiency Restrictions: Heavy Weapons (initially, may purchase later)

Allowed Races: All

Allowed Affiliations: All

Description-

Pilots are members of government militaries or mercenary companies who specialize in aerospace and space combat. Military pilots are found in every military except the Ahrugan Tribal Confederation- which believes a warrior should be able to fight in all arenas of warfare- and their motivations and mannerisms will vary based on the Affiliation of the pilot. Mercenary pilots, on the other hand, are in high demand, and are thus found in a wide variety of places. Corporations, mercenary guilds, Freetraders, and even governments will often hire mercenary pilots to fulfill a variety of roles or duties. Like Soldiers, military pilots do not own their equipment, it is issued to them when they deploy on a mission. Mercenary pilots, on the other hand, often have to supply their own equipment and vessels and have invested a great deal of money into acquiring at least some basics. Like their comrades in conventional mercenary work, mercenary pilots are always on the prowl for better equipment and ships, and like any good entrepreneur they are also on the lookout for the best deals on said equipment. Free is best and dead enemies make some of the best salespeople, so a mercenary pilot is less likely to simply blow an enemy fighter out of the stars when a precise shot to the cockpit can net him a serious upgrade in vessels with only minimal repair (though significant cleaning).

Advantages-

Military- as per Soldier occupation. Pilots usually start off as low-ranking officers as well.

Mercenary- as per Mercenary occupation, however, they are more specialized than standard mercenaries and thus are in higher demand, able to get better pay rates.

Disadvantages-

Military- as per Soldier occupation. Due to their specialized purpose and reliance on expensive tax-payer-owned fighters, military pilots are even more restricted in their duties and not prone to much freedom of movement.

Mercenary- as per Mercenary occupation. In addition, mercenary pilots pay a price for their specialization. They were so focused on their training and education that they did not have the time to make the contacts and develop some of the “street” skills of the standard Mercenary. They get paid better, but they also start out of the gate with less to rely on outside of their cockpit.

Character Points: 150

Initial Skill Packages: Basic Military Package, Basic Piloting Package

Initial Contacts: 2

Initial Equipment: Special. See below-

Military- Living Quarters, Moderate (military base or ship), uniforms, military identicard, fighter or small craft (assigned, not owned), and other equipment, weapons, and vehicles as issued.

Mercenary- Mercenary license for their Affiliation, one Interceptor-class fighter

Starting Money: Special. See below-

Military- 4D6 x 10,000 Cr

Mercenary- 5D6+4 x 10,000 Cr

Laoch (LAY-eh)

Attribute Requirements: Physical 18

Ability Score Requirements: None

Skill School Focuses: Detection, Military, Spacer, Survival

Weapon Proficiency Restrictions: None

Allowed Races: Ahruga, Kyaren, and Garoudan Only

Allowed Affiliations: Ahrugan Tribal Confederation Only

Description-

Laochra (lay-eh-ruh, plural form of *Laoch*) are the warriors of the Ahrugan Tribal Confederation Defense Forces who fill every military role, from ground troops to special forces to pilots to ships' gunners. Unlike most militaries, a laoch is more akin to a mercenary than a nationalistic soldier, signing on for contract operations at their leisure, and often fiercely competing with one another to prove their worth to acquire lucrative contracts. Lucrative for the laoch means more than mere wealth, however, and they will often pass up a high-pay, low-risk job to acquire a contract for a massive battlefield campaign where they can gain glory for themselves and honor for their families. Thus, reputation to the laoch is as important- at least within the Confederation- as it is to a mercenary. Like mercenaries, laochra own their equipment, however, unlike mercenaries, their families often fund their initial training and equipment in order to send another warrior out to bring honor to their family name. Just as many Ahrugan families gain social and political prowess from producing great artists, engineers, academics, and seers (master Psions gifted with profound Telepresence talents), so, too, do they benefit from producing masterful warriors. Thus, the laochra start off with substantial backing, but they also have a lot to prove and a responsibility to their families to better themselves.

As a result, laochra start out as fire-in-the-belly youths, young men and women out to carve a reputation and a name out of the universe's backside in their quest to achieve greatness for both themselves and their families. Along the way, however, they learn temperance, cunning, tactics, and- if they survive long enough- what it means to lead others. As they prove their worth and their abilities as both warriors and leaders, they rise above the common ranks of the *Cearnach* (Kern-ah), earning the vaunted rank of *Aire* (eh-ruh), the warrior-nobility of the Ahrugan military. An *Aire* (plural form- *Airí*, eh-ree) is akin in some basic ways to a medieval knight, being a member of a military aristocracy and landlord class that performs double-duty as regional governor over a territory and as a martial leader in command of the warriors of that territory. While these high-ranking warriors sign on for contracts at their leisure as do the *Cearnach* laochra, they are permanently bound to their political and social duties. This can lead to some very interesting situations (i.e., plot hooks for the GM, and some serious role-playing challenges and opportunities for the player that can drag the rest of the team along for the ride).

During their initial training, laochra are cross-trained to fill a variety of roles, starting off with basic infantry training and earning acceptance into more advanced schools- often taught by elder laochra of prestigious martial families- by proving their capabilities through courage, battlefield experience, and proven

expertise. The families who teach these courses are the Ahrugan equivalent of military academies, and the more prestigious the family a laochra is educated by, the more clout his resume carries when bidding for a contract. While in combat and training, these instructors closely watch their students' performance to look for their strengths and weaknesses. In an almost counterintuitive move, they will put young warriors in the position they are weakest in- poor pilots will be put in fighters, those with poor aptitude in ground combat will be put in front-line infantry units, etc. The reason for this is simple- the laoch will either learn the skills necessary to better themselves and remove the weak points in their capabilities, or die trying. The end result is that laochra soon possess at least a decent competence at every skill they have been exposed to. Once their capabilities are brought into an acceptable minimum, the laochra are then assigned to train with units based on their strongest points- excellent pilots into fighter squadrons, skilled close-quarters fighters into shock-troop units, skilled sharpshooters into sniper teams, etc. This means that the laochra are capable at everything, but masterful at one or more aspects of warfare.

A player Laoch character will be a recent graduate of one of these schools who has successfully completed this trial-by-fire and the subsequent two years of mandatory military service before being allowed to pursue mercenary work outside of the Confederation. Such mercenary work may appear on the outside to be freelance, as they are not a part of any mercenary guild, but they are actually still in the employ of their tribe. Each *tuath* (too-uh) tribe-nation has at least one mercenary company that hires laochra for the purpose of deploying them outside of the Confederation to a variety of clients. This is an option commonly chosen by older, veteran laochra who are bored with regular warfare, or young-buck laochra looking to see a bit of the universe. Since these external contracts net only wealth, and rarely gain the laoch any prestige, the young warriors usually use them as a financing operation to fund better training and equipment. An exception to this are the members of the *Fiana* (see below under Special Operations Operator)- the elite special forces of the Ahrugan military- who often use these mercenary jaunts as a cover for covert operations or espionage.

Regardless of the motive or background, if the laoch manages to gain their own contracts (which is most of the time as they are a hot commodity for combat operations in the mercenary world), they still have limited access to the resources of the tuath's merc corp, but they only have to pay 15% of their pay to the corp as opposed to the 30% if the corp arranges the contract. Because of their rarity, incredible combat capabilities, and their experience and training, laochra often contract out for a quadruple share and/or 3d6+4x1,000 Cr per month base pay. Veteran laochra (level 5+) can often net hundreds of thousands of credits per month (multiply the base pay by double their level). Most players will have established this sort of contract with a Freetrader or other employer. Ahrugan laochra are the most common, with Kyaren and Garoudan warriors being the second and third most common.

Advantages-

Laochra have access to a far greater number of resources than either mercenaries or soldiers. Unlike soldiers, laochra own their weapons and armor, and as they rise in rank and wealth, they own their vehicles and ships. Unlike mercenaries, these weapons, armor, and other gear are legally-purchased military-grade hardware (costing base price), something that mercenaries often have to spend a great deal of money- either for licensing or on the black market- to acquire. In addition, due to the tight-knit nature of the Ahruga, and the employment of a player laoch character by the tuath's merc corp, they can potentially- based on GM decision modified by the character's rank, status, and situation- request intel, backup, supplies, etc., though this should be tightly controlled by the GM and not abused by the player. Asking for help in any but the most dire and overwhelming of circumstances is something most laochra would not do due to their strong sense of pride and their desire to prove their worth on their own, not to mention that what is legal in the Ahrugan Tribal Confederation is rarely legal in other nations.

Disadvantages-

Unfortunately for the laoch, the military-grade equipment they come by so easily is still just as restricted outside of their own turf as it is for anyone else. Thus, while they can get the hardware cheaper, they still have to pay for the licenses and certifications to carry them, which- due to the unpopularity of the Ahruga in many nations- is difficult if not impossible in many regions. Only allied affiliations (APC, AC, FSA, Dunbaren Trade Federation, and RoI) will allow them to purchase the appropriate licenses and certifications. This latter aspect is another common, oft-problematic issue the laoch character will face- prejudice. Due to the Ahruga's unapologetic disregard for the delicacies of other nations' politics, their complete and utter lack of political correctness, bullheadedness, and propensity to skip diplomacy and

simply flatten anything or anyone they perceive as a threat, they are seen as high-tech savages by some nations, and overly brazen by most. This makes them unpopular in many nations, and outright hated in a few. Laochra are, like soldiers, seen as an extension of the foreign policy of the Confederation (which could accurately be summed up as "If it is a threat, destroy it, and to hell with what anyone else thinks. Otherwise, leave it to the humans to deal with"), and receive the worst biases of any Ahruga. While outright attacks are rare (few of the bigots they deal with are that stupid), official and unofficial biases make life difficult for the laoch abroad, and sometimes for those he crews with. Even in Freespace, where restrictions are few if any, the Ahruga are treated with caution at best, outright suspicion or fear more commonly.

Character Points: 125

Initial Skill Packages: Basic Military Package, Basic Piloting Package, one specialized Military package of choice.

Initial Contacts: 4, 2 Ahrugan-faction only

Initial Equipment: Military identicard, Mercenary Operator License for one Ahruga-allied affiliation, one vibroblade (sword usually) given to them as a mark of their station, and other equipment, weapons, and vehicles as purchased. There are no restrictions on what ships, equipment, weapons, etc. they may buy with their starting money. Assigned equipment cannot be taken with them on mercenary operations outside of Ahrugan space, and they are bound to the same weapons restrictions as anyone else based on affiliation.

Starting Money: Special. Roll on the following table:

1D100 Roll Results

1-79 "*Féine*", or Freeman, warrior comes from the general population and has no special ties to augment family backing, receiving a basic amount- 4D6 x 10,000 Cr

80-99 "*Mac/Ní Air*", or Son/Daughter of a Liege-Lord, warrior is the direct child of an *aire*, one of the Ahrugan industrial-martial elite, and has substantial financial backing from his or her family (though their status means little beyond the wealth, as each warrior must work their way up the ranks regardless of parentage)- 3D12+5 x 10,000 Cr

100 "*Ríochais*", or Royalty, warrior is a direct child of a chieftain or king/queen of a tuath, and has massive financial backing (though their status means little beyond the wealth, as each warrior must work their way up the ranks regardless of parentage)- 4D10+10 x 20,000 Cr

Samurai

Attribute Requirements: Physical 14

Ability Score Requirements: Agility 15

Skill School Focuses: Detection, Military, Rogue, Spacer, Survival

Weapon Proficiency Restrictions: None

Allowed Races: Human Only

Allowed Affiliations: Nippon Empire Only

Description-

Samurai are the elite soldiers of the Nippon Empire. They fill a unique role within their nation that has more in common with the Laochra of the Ahruga than the soldiers or marines of the NAU or EU.

Originally, these soldiers were merely mercenaries in the employ of the corporate clans of the early Empire as it expanded out from Terra and colonized distant star systems. Due to the costs of maintaining a standing army, the corporate clans relied on paid mercenary militias gathered from the general population of the Empire, often those soldiers and officers of the Imperial army who had fallen out of favor within the court.

Over time, these new samurai clans became warrior-nobility who were answerable only to the emperor. He reshaped them into a hybrid force, part military, part law enforcement, with mandates to operate on behalf of the Empire in both capacities. As such, the Samurai are untouchable by any other part of the

aristocracy, making them the perfect agents to purge corruption within the nobility and commanding ranks of the military where no other agency can.

A Samurai will often be found outside of the Nippon Empire operating, either in secret or openly, in this latter capacity. Often, in an effort to discover the machinations of the elites of Imperial society, the Samurai must infiltrate criminal organizations, hunt down and eliminate or interrogate foreigners, and act as intelligence officers to gather vital data for the emperor that he does not trust anyone else to gather.

Advantages-

Like the laochra, the Samurai is blessed with having personally-owned weapons and equipment. Unlike the laochra, however, Samurai outside of their nation are largely performing covert operations, so they prefer to rely on subtlety and intelligence-gathering techniques than city-flattening hardware. As a result, while the Samurai may purchase any military-grade weapons and armor at base price, they will prefer to purchase espionage, surveillance, and stealth gear. They start with a Level 3 Ally, and can purchase military-grade hardware and surveillance or countersurveillance equipment at base price.

Disadvantages-

As enforcers of Nipponese law answerable only to the Emperor, Samurai are feared by criminals everywhere, even the dangerous Yakuza, who are the arch-enemies of the Samurai. Thus, a Samurai outside of the Empire who is recognized will quickly find himself dodging assassination attempts that might cause his companions to be dragged into a conflict they did not want. They thus start with a Level 4 Hunted flaw, and a Level 3 Enemy (Yakuza).

Character Points: 100

Initial Skill Packages: Basic Military Package, Basic Piloting Package, Basic Rogue Package, and one specialized Military package of choice

Initial Contacts: 3

Initial Equipment: Living Quarters, Quality (Imperial barracks or a Shogun's palace-ship), uniforms, military identicard, regular katana and *haramaki do* (Samurai armor) for parade and ritual purposes, one vibroblade (almost always a katana), and other equipment, weapons, and vehicles as issued.

Starting Money: 5D6 x 10,000 Cr

Special Operations Operator

Attribute Requirements: Physical 14, Mental 10

Ability Score Requirements: Agility 15, Perception 14

Skill School Focuses: Detection, Military, Rogue, Spacer, Survival

Weapon Proficiency Restrictions: None

Allowed Races: Any

Allowed Affiliations: Any

Description-

Special Operations soldiers are half-rogue, half-soldier, and all skill. They are not battlefield soldiers, instead preferring to work behind enemy lines, stirring up insurgencies, eliminating key enemy command staff, sabotaging shield generators and other vital equipment that can turn the tide of a battle, and stealth boarding operations. Even the Ahruga have a special operations branch, called the Fianna, who are very different from most laochra in their preference for subtlety, stealth, and cunning. Many mercenaries have special operations training, but this is reflected in their purchased skills and skill packages due to the adaptable nature of that occupation.

Advantages-

As per soldier or laoch, however they are often given greater respect by the general populace due to their elite status.

Disadvantages-

As per soldier or laoch, however due to the propensity of the special operations operative to work behind enemy lines they face almost certain imprisonment or execution if captured.

Character Points: 100

Initial Skill Packages: Basic Military Package, Basic Piloting Package, Military Specialization Package: Special Operations, and one other specialized Military, Medical, or Technical package of choice

Initial Contacts: 4

Initial Equipment: Ahruga: as per Laoch. Others: living Quarters, Basic (military base or ship), uniforms, military identicard, and other equipment, weapons, and vehicles as issued. Special Ops operators usually use their starting money to purchase personal weapons, armor, and equipment comparable to those they are issued, "just in case".

Starting Money: 4D6+4 x 10,000 Cr (roll on the Laochra chart if Ahruga)

Adventurer

The Adventurer archetype group encompasses those characters who are not satisfied with the normal day-to-day humdrum of mundane life. Driven by some internal desire, religious conviction, or the quest for wealth and a reputation, Adventurers are always on the go seeking new contracts, systems to explore, or money to be gained. Adventurers are not as focused on combat arts as Combat Arms occupations, but they are tough and capable from years of living in the often dangerous fringes of civilized space. Often having only themselves to rely on, Adventurers have developed a broad suite of well-rounded skills on which to rely. However, since they spread themselves across such a broad field of study, they are not as proficient in each skill set as another archetype that specializes in that area of focus. Jacks-of-all-trades and masters of none, they are the most adaptable archetype of them all.

All Adventurer occupations receive the following adjustments to their stats-

Hit Points: +1D10

TAC: +1

Targeting: +2

Attacks: +1

Initial Weapon Proficiencies: 1 at Skilled, 3 at Proficient

Bounty Hunter

Attribute Requirements: Mental 10, Social 10

Ability Score Requirements: Perception and Savvy 12

Skill School Focuses: Detection, Rogue, Social, Survival

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All

Description-

Bounty hunters are hireable non-military mercenaries who track down and capture anyone with a price on their head. Bounty hunters come in two varieties- legal bounty hunters who track down fugitives for various governments and law enforcement agencies, or "headhunters", illegal or Freespace-operating bounty hunters who track down and retrieve anyone for a price, often for a Syndicate or organized crime group. Bounty hunters- the legal variety- are contracted by a government court, or agency working on their behalf (such as a bail bondsman in the NAU, EU, and APC, or the Surety Corporation, who performs similar duties for many nations and Freeports), to recover a fugitive who has fled the law, or a person who is to stand trial and has skipped out on the court. Fugitives wanted by law enforcement agencies, terrorists, and other criminals who have not been apprehended will have a bounty placed on them for their capture, payable upon presentation of the criminal or terrorist to the court or agency issuing the bounty. Criminals who are to stand trial, post bail, and then flee the court are sought by both the government who seeks to try them and the agency who posted their bond. In these cases, the bounty hunter receives a portion of the bail posted by the fugitive AND any bounty placed on them by the government. In either case, while doing so the bounty hunter acts as an agent of the court, and has legal rights to use whatever force necessary to apprehend criminals or recover fugitives.

Headhunters, on the other hand, are much more akin to Mafia hitmen of the 20th and 21st Centuries in their methodology, and are the kind of bounty hunters that have been the subject of fiction for centuries. While not all Headhunters are ruthless men and women who will kill anyone who get in their way- some are merely bounty hunters who tired of the government red-tape, and prefer the higher private bounties, yet still retain integrity and principals when operating- the reputation for being such is well-deserved by most.

Advantages-

Bounty hunters are adept at learning the ways of the underworld, and are known to be reliable with their bribes to find their quarry. Thus, bounty hunters are less likely to be treated with overt hostility by the criminal and underworld elements. This means that they can often garner information better than official sources, making them valuable as underworld intel gatherers. Bounty hunters are able to purchase Underworld contacts at half of the standard XP cost. Likewise, they are able to tread in a gray area between legality and illegality that allows them to gain valuable IDs and licenses through illicit means, as well as be able to get away with carrying restricted hardware in nations willing to look the other way in order to facilitate the capture of fugitives. This "allow the lesser evil to thwart the greater evil" mindset is found within the NAU, EU, AC, APC, and TCA when the target of the bounty hunter is a fugitive from their law. Other nations are not so forgiving, however, so the bounty hunter must use caution.

Disadvantages-

Not everyone cares for bounty hunters, however. Tight-knit criminal or terrorist organizations such as the Syndicates, the Yakuza, PRACA and other fundamentalist religious terrorists, etc. will actively hunt down and eliminate a troublesome bounty hunter who is seeking one of their own in good standing. This means that the bounty hunter stands a much higher chance (75%) of gaining a Level 3 Enemy or higher flaw, as well as a Level 2 Hunted flaw, if they are assigned such a target. Likewise, a bounty hunter who violates the law in any nation other than the ones listed above will be pursued and prosecuted as a criminal, regardless of the nature of their quarry.

Character Points: 150

Initial Skill Packages: Basic Rogue Package, Traveler Package

Initial Contacts: 4

Initial Equipment: Bounty hunting license and Concealed Carry permits for their primary faction, all other equipment must be purchases.

Starting Money: 6D6 x 10,000 Cr

Combat Medic

Attribute Requirements: Physical 10, Mental 10

Ability Score Requirements: Agility 10, Perception 12

Skill School Focuses: Medical, Military, Survival

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All

Description-

Combat medics are soldiers or mercenaries who specialize in tactical medical care. While they are just as capable at combat as their comrades-in-arms, the focus of the combat medic is to extract and treat wounded soldiers and mercenaries.

Advantages-

As per Soldier or Mercenary, though mercenary Combat Medics are, like pilots, more highly sought after than standard mercenaries.

Disadvantages-

As per Soldier or Mercenary, though mercenary Combat Medics must purchase their own medical gear, the better the gear and their skill level, the higher the rates they can charge.

Character Points: 125

Initial Skill Packages: Basic Medical Package, Basic Military Package, Military Specialization Package: Combat Medicine

Initial Contacts: 2

Initial Equipment: As per Soldier or Mercenary

Starting Money: 6D6+6 x 10,000 Cr

Explorer

Attribute Requirements: Mental 12

Ability Score Requirements: Intelligence 12, Savvy 12

Skill School Focuses: Academic, Spacer, Survival

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All

Description-

From the dawn of sentience every race has, to varying degrees, been driven to explore the world- and later universe- around them. Some, such as the Aerelli, explore and expand at a glacially slow pace. Others, such as Humans- especially Terrans- seem virtually obsessed with exploring and expanding as fast as possible. At the forefront of these expansions is the explorer, men and women who are driven to see what is over the next horizon, around the next moon, and in the next star system.

Advantages-

Explorers know more about the universe than just about anyone. Thus, they automatically gain a -2 bonus to Knowledge skill rolls for anything having to do with locations, planets, alien races, and so on. They also gain a -4 bonus to navigation and astrophysics skill rolls.

Disadvantages-

Because explorers never settle down in one place, and are always on the fringe of known space exploring, they have difficulty creating the long-term bonds of friendships that would allow them to easily make allies. Thus, it costs twice as many XP to advance a Contact to Friend and from Friend to Ally.

Character Points: 125

Initial Skill Packages: Basic Academic Package, Basic Piloting Package, Traveler Package

Initial Contacts: 4

Initial Equipment: As purchased

Starting Money: 6D6+4 x 10,000 Cr

Freetrader

Attribute Requirements: Physical 10, Social 10

Ability Score Requirements: Agility 10, Savvy 12

Skill School Focuses: Detection, Spacer, Survival, Technical

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All

Description-

Freetraders are a breed of merchantmen who have been described as one part space-trucker, one part mercenary, one part armed courier, and ten parts smuggler. A more accurate assessment of freetraders cannot be summed up so simply, nor in such a glib sentence. They are armed merchantmen, spacers who's ships and crew are well-trained, well-armed, and often roguish men and women who didn't fit in with the normal life. They fill a niche in trade that has not existed since the chaotic days of the Fall in the early 21st Century- getting goods from point A to point B, in spite of the dangers, and in spite of whether people at point A want the goods departing, or if people in point B want them arriving.

While it is assumed that all freetraders engage in smuggling to some extent, there are actually two overall types- "merchantmen" and privateers. There is a great deal of overlap between them- both fly heavily-modified and well-armed ships, both carry cargo, and both are most capable in a fight- but the difference lies in their primary purpose. "Merchantmen" are cargo-haulers primarily, and engage in the bulk of the smuggling that goes on among freetraders. They will carry valuable cargo along dangerous routes for a percentage or a substantial fee. They are more than capable of defending themselves against most pirate gangs and even Syndicate marauders. These freetraders are the only people who are able to freely (more or less) cross the border between the Terran Alliance and the Orion Empire.

Privateers, on the other hand, do not merely defend against pirates, they hunt them. Desiring the substantial bounties placed on the heads of pirates and Syndicate marauders, privateers are like bounty hunters in this pursuit. They track down and capture pirate vessels and crews, or eliminate them if left no other recourse (though they prefer capture, pirate ships sell well on the black market, the sale of which the contracting government often overlooks in exchange for safer spacelanes.) Between anti-piracy runs, or in order to bait pirates, privateers will also transport cargo in the same manner as "merchantmen", but due to the smaller cargo bays and more combat-oriented nature of their vessels privateers usually carry much more valuable or dangerous cargo for higher rates.

Advantages-

Freetraders are the only people who surpass bounty hunters and pilgrims for their ability to go places most people cannot go. This is for a very simple reason- unlike all of the other occupations, Freetraders provide a service that everyone needs, few want to admit they use, and are willing to pay good money to ensure they get. Since Freetraders move illicit cargo as often as legal cargo, they would normally be subject to suspicion and searches regularly. However, the difference between a Freetrader and a smuggling merchantman is that the Freetrader knows *who* to take the goods to in order to ensure that they will "encourage" customs officials to look the other way. This means that in any Affiliation that is not Hostile (level 3 or higher Enemy) to the Freetrader's affiliation, the Freetrader only stands a 20% chance of being searched or scanned in anything more than a cursory manner.

Disadvantages-

On the other hand, in Affiliations that *are* hostile, the Freetrader will often be singled out specifically for search, increasing the chance to 85%. This means that a smart Freetrader will invest substantial amounts of money in stealthing and disguising their illegal modifications to their ships and any illicit cargo they may be carrying. If caught with either, the Freetrader will most certainly be detained and will likely lose his ship, and possibly his life.

Character Points: 100

Initial Skill Packages: Basic Freetrader Package, Basic Rogue Package, Traveler Package, Advanced Freetrader Package of choice.

Initial Contacts: 6

Initial Equipment: One Freetrader-class armed merchantman (see below), Freetrader license for their primary faction, everything else (including ship upgrades) must be purchased.

Special: Starting Ship: Initial value is 200k cr, modified as follows-

1D100 Results

- 1-50 Severely used stock ship, not a lemon, but definitely has a citrus-like scent. Add 6d6x10,000cr to the base value
- 51-75 You don't go to sleep at night worried you'll wake up sucking vacuum. Add 10d6x10,000cr to the base value
- 76-99 Second-hand, but decent enough ship. Base value is 500k +1d4x100,000, but there is one randomly-chosen mil-spec weapon
- 00 You slept with the right sugar-daddy/momma, and wound up with a ship that almost makes the chafing and rashes worth it. Base value is 1mil + 6d6x10,000cr

Starting Money: Special. Roll on the following chart.

1D100 Results

- 1-50 Life was kind, but not overly so- 3D6+4 x 10,000 Cr
- 51-62 Not bad, you were either good at cards or someone died and left you some cash- 6D8+2 x 10,000 Cr
- 63-71 Bad luck, old chum, the Tax Man Cometh and takes away a lot of that inheritance, or you plain suck at cards- 3D6 x 10,000 Cr
- 72-84 Well, you don't have much in the bank, but Daddy left you one sweet mother of a ship- 1D6 x 10,000 Cr and 6D6 x 10,000 Cr in ship upgrades
- 85-97 On the one hand, you have a ton of money, on the other hand, the people who lost it to you in that hoverbike racing bet turned out to be nasty customers indeed- 3D10+5 x 10,000 Cr, but add one Level 3 Enemy as a flaw
- 98-99 Oops, luck-of-the-draw, kid: you got paid in advance to haul that load on your first time out, but the buyer disappeared and now you hear someone is looking for it- 3D6+4 x 10,000, add a mystery cargo, the nature and value (if any) of which is left up to the GM's imagination, and add a Level 1 Hunted flaw
- 00 Jackpot! Literally... Seems gambling in New Vegas really *did* pay off, and now you can use your wealth to retire... right, sure- 3D6+4 x 100,000 Cr

Rogue

Attribute Requirements: Mental 10, Social 10

Ability Score Requirements: Agility 10, Perception 12, Savvy 12

Skill School Focuses: Rogue, Social, Survival

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All

Description-

Since the dawn of sentience there have always been thieves, spies, and those who prefer to make their living off of the acquisition of goods or secrets. Rogues of the 24th Century are no different in principle than their predecessors for millennia- spies, thieves, and others with sticky fingers and soft footfalls. One of the largest groups of thieves- the Aldeberon Association of Thrifty Individuals- takes a more genteel

take on roguish behavior, preferring a less confrontation approach, often brokering information and data that they steal through elaborate heists using a combination of brilliance and savoir faire. Other rogues are crude thugs, clocking their marks over the head with a cudgel and taking their cred-chips. Player rogues can be any type from a street thug to the most elegant of burglars or con artists.

Advantages-

High technology has not hampered the occupation of the rogue, it has merely caused them to keep up with the times and update their tools. Thus, a rogue can purchase illegal and restricted items at base cost, without needing to first purchase licenses for them. Rogues also start with 1d4 fake Identcards and forged licenses for their restricted items, however these may not measure up to serious scrutiny.

Disadvantages-

Just because they can buy them doesn't mean rogues can get away with owning illegal tools. If caught, they are subject to the same laws as anyone else. In addition, rogues who are caught or suspected of operating in turf claimed by an organized crime group (Syndicate, Yakuza, Triad, etc.) may (20% + 5% per 10,000cr value of their heist) be hunted down by them (Level 3 enemy and Level 3 Hunted flaws if this happens)

Character Points: 150

Initial Skill Packages: Basic Rogue Package, one Advanced Rogue Package of choice

Initial Contacts: 4

Initial Equipment: 1d4 Forged identcards and licenses, all else as purchased

Starting Money: 3D6+6 x 10,000 Cr

Templar

Attribute Requirements: Physical 10, Mental 10

Ability Score Requirements: Perception 12

Skill School Focuses: Academic, Medical, Military, Survival

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All

Description-

During the Fall in the 21st Century, the governments of most nations lost control over vast portions of their countries. In the chaos of the Impacts and the Year-Long-Winter, local law enforcement collapsed in many regions, the militaries of the affected nations were devastated and forced to pull back to securable sectors, and the centralized governments of the vast nations Balkanized. From this chaos rose two opposing grass-roots groups: the Raiders and the Defenders. The raiders were disparate gangs of criminals, racist groups, rogue military and law enforcement units or personnel, anti-government groups, race-gangs, and opportunists with a mind for butchery and pillage. They fell upon the reeling survivors like Vikings on coastal villages during the Dark Ages- raping, pillaging, torturing, slaughtering, and taking what they wanted from the refugees because they could. Some raided out of desperation, but many others did so out of a sadistic evil intent long-suppressed by the controls of society. Though they answered to no central authority, and often competed for territory, they were unified in the eyes of their victims as the minions of this new Hell on Earth.

The universe, be it nature or in the hearts of sentients, is not without its own balancing mechanism, however. Rising up to counter the raiders were equally disparate groups of men and women who stood up to them. Remnants of local law enforcement, retired soldiers or those cut off from their units, and survivalists or good-hearted and skilled men and women in many areas organized and trained militias to protect their communities. Most of these were ad-hoc community guard forces, but others evolved around ideological lines. As in catastrophes throughout history, religious or philosophical cults and movements are often born in the worst moments of the disaster, and the Fall was no different. These groups that rose up to combat the raiders rose from among these movements- in Europe, the King's Men fought against raiders in England in the name of the Monarchy, the Bloody Legion and the Croatian Militias fought

across the mainland under the banner of the Eastern Orthodox Church, and the Landsknecht-inspired Red Handed Defenders assisted the German military in regaining control of their country. In America, the Minutemen of the American Revolution inspired the group of the same name, Wild West heroes inspired the Wisconsin Riders, and ancient Irish legends of heroes and warrior-poets inspired the Order of the Harp. Another group that formed and would grow to fame was the Reformed Templars, a group of men and women inspired and trained by Oliver Barton, a billionaire industrialist who claimed to be a member of a secret society of surviving Templars. While this claim has been considered to have been a wild boast without any merit, the effect that Barton had cannot be questioned.

Based out of his fortified compound in Michigan, where he had stockpiled supplies for years in preparation for WWII as it built to a head, Barton gathered dozens- and later thousands- of men and women to his cause during the first year of the Fall. A charismatic speaker, Barton inspired his followers with romantic exhortations of the glory of the Templars as protectors of the innocent and pilgrims on their way to the Holy Land. Inspired by this, he named his followers the Restored Templar Order and proclaimed their purpose to be that of the original Templars, to protect the refugees as they fled cities and areas overwhelmed by chaos and headed to the secured zones. Barton hired the best instructors he could find from surviving special operations and S.W.A.T. teams to train his people, and acquired the best weapons, body armor, and equipment he could find on the growing black market. In time, this group of romantic idealists became a hardened, well-trained and well-armed elite paramilitary force devoted to Templar ideals. More than idealistic romantics, however, they went out into the uncontrolled regions to bring justice and order to regions swimming in chaos and anarchy. They proved to be quite formidable, and were responsible for thousands of minor and major victories against the Raiders.

During the Restoration ten years later, Oliver Barton wrote his final literary work- *The Book of the Templars: An Order Restored*- in which he laid out the framework for the future of his growing organization. With the governments reasserting power and control, often with crackdowns on freedom and democratic values, he argued that the Templars must work in secret, beholden to no government, no church, no one man or woman, but to the ideal of the Templars as those who fight evil and tyranny, and protect the innocent. With Oliver Barton's death shortly afterwards in 2042, the ranks of the Templars swelled while the organization simultaneously went underground. Organizing in cells of thirty, where only the Grand Master of each cell had contact with two other Grand Masters, they became a secret society that fought across the globe against the rise of the new organized crime networks and others who would prey upon their charges. In time, as humanity expanded out to the rest of the solar system, and eventually the galaxy, Templars expanded as well, finding themselves in much need as pirate gangs, predatory aliens, and other nefarious and dangerous threats emerged.

Today, the Templars do as they have for three centuries- travel the spacelanes from colony to colony, fighting against despots, slavers, criminal organizations, the Byntai and the Khurians, and doing their part to protect the innocents of the universe from its dangers. While they are openly condemned by many governments as a rogue vigilante organization, they are secretly viewed as a significant help, and investigations into their activities are always stalled without any successes. With the recognition by the Andali Confederation, Ahrugan Tribal Confederation, Australio-Pacific Coalition, and the Free Systems Alliance as an independent paramilitary force akin to a mercenary corporation- and bound by similar restrictions- the Templars have emerged from secrecy and often work openly. Their signature anachronistic-looking Templar armor, vibroblades, and their preference for close-quarters fighting have created a legendary aura about them, and they are seen by many as a romantic ideal given form. Core system citizenry see them as something right out of an Arthurian sim, and fringe colonists see them as the saviors of the day when they show up aboard a Freetrader vessel, ride out on their hoverbikes, and take down a local crime lord or despot. Whether seen as vigilantes or Lone-Ranger-like heroes, no one can argue with the effectiveness of the Templar knights.

Advantages-

Templars are seen as a heroic, if anachronistic and overly-romantic, people who seek to change the world for the better. As their primary purpose is to make the galaxy safe for travelers, they are seen as the literal knight-in-shining-armor. They are beloved by the fringe colonists and others who have seen them at work, and admired and respected by heroic-morality cultures such as the Ahruga, Nipponese, Freeman,

and Aussies. They receive a great deal of donations, admiration, free room and board, and adoration of the opposite sex wherever they go. Because of this, they start with 2d4 Level 3 Allies.

Disadvantages-

Criminal elements, however, hate the Templars. With the exception of the Yakuza, who, strangely, admire the Templars even when they work at cross-purposes, all criminal organizations, pirate gangs, and the Syndicates have bounties on the heads of the restored order. Thus, all Templars start with a Level 2 Hunted flaw (they have a high bounty, but few are stupid enough to try and collect it).

Character Points: 125

Initial Skill Packages: Basic Military Package, Templar Package, Traveler Package

Initial Contacts: 8, in at least four different Affiliations

Initial Equipment: Templars of the 24th Century hold strongly to their predecessors' views of poverty, but recognize the need for money to purchase the equipment and passage necessary to do their duties. As a result, money donated to the Templars goes into a central bank that is used to make sure each Templar knight is properly equipped. Thus, they have a great deal of starting equipment, but little starting cash. All Templar knights start out with Payens-Class Templar body armor with Cavanaugh shield, a Templar vibrosword, a sidearm of choice (the Templars prefer close-quarters "honorable" combat, but are not so foolish as to refuse to use ranged weapons when necessary), a rucksack containing their personal possessions, a copy of *The Book of the Templars: An Order Restored*, a civilian Identocard with full access, and a Falcon hoverbike. Money accrued by the Templar is divided up thusly- 10% is kept for herself for expenses, 40% goes into the central bank, and 50% goes to his cell's coffers to ensure its operations. Most Templars will trade their services in exchange for passage, and few Freetraders would refuse having such a valuable combatant aboard, especially for counter-boarding operations.

Starting Money: 1D6 x 1,000 Cr for traveling expenses

Tech

The Tech archetype group encompasses those characters who specialize in creating, fixing, maintaining, or modifying both machines and sentients, be they physicians or engineers.

All Tech occupations receive the following adjustments to their stats-

Hit Points: +1D8

Initial Weapon Proficiencies: 2 at Familiar

Armorer

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 12

Skill School Focuses: Mechanical, Military

Weapon Proficiency Restrictions: None

Allowed Races: All

Allowed Affiliations: All

Description-

The armorer is a multifaceted and specialized military engineer who focuses on the manufacture, modification, and upgrading of weapons and armor. Whether employed by a military, mercenary company, crewing on a freetrader, or as an independent specialist, armorers are the people to go to when you need a weapon or set of armor modified. Armorers can either be specialized, working only on small arms, ship weaponry, etc., or they can be multi-field engineers who work with a wide variety of weaponry. The former are often snatched up by armaments firms and R&D outfits, but the latter are- by virtue of having a broader field of study, and therefore less expertise in any one specific weapon type- the most common to be found working freelance. Crews who have an armorer in their midst will often find that they can level the playing field when facing more powerful opponents, either by modification of civilian-grade weaponry into mil-spec hardware, or cobbling together improvised weapons on the fly. As such, their

value should never be underestimated. Since they have to test their work, armorers are more adept with weaponry than most Tech occupations. This makes them a handy secondary combatant at the very least, and it may well be that the only person on the crew who knows how to operate that M-34A multiple missile launch system is the armorer.

Advantages-

Due to the very nature of their work, armorers can modify an existing legal weapon into an illegally more powerful one in a fairly short period of time, and then reverse the process. This makes them invaluable additions to any crew that seeks to have near-military-grade hardware without the troublesome legality issues. Armorers can use their skills to quadruple the power output of weapons by adding in a few choice parts that- while in and of themselves are legal- illegally modify the weapon's firepower.

Disadvantages-

Tweaking weapons that use cold fusion cells or hot fusion reactors can have its downsides, however, and the first failure is often the last for an armorer. The first time an armorer fails any skill check related to modification of any weapon or armor using a power source, there is a 35% chance of a catastrophic failure as the power cell or reactor overloads and explodes, doing 10d10hp, -10hp/meter radius. This chance decreases by 5% each time a critical failure successfully avoids this catastrophic event (e.g. 35% on the first critical skill failure, 30% chance on the next one, 25% on the next and so on) until it reaches zero.

Character Points: 150

Initial Skill Packages: 3 additional WP at Proficient, Basic Mechanics Package, Advanced Mechanics Package: Military Engineer

Initial Contacts: 2

Initial Equipment: As purchased

Starting Money: 5D6+6 x 10,000 Cr

Doctor

Attribute Requirements: Mental 14

Ability Score Requirements: Agility 12, Intelligence 14, Charisma 12

Skill School Focuses: Medical

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Doctors, specifically physicians, have been around for centuries. The doctor is a person who practices medicine and is concerned with maintaining or restoring the health of sentients through the study, diagnosis, and treatment of disease and injury. This is accomplished through a detailed knowledge of anatomy, physiology, diseases and treatment and its applied practice through conventional, technical, and psychic means.

Advantages-

Even with the miracles of 24th century medical technology, doctors are still a vital part of the medical profession. No AI nor medical scanner can diagnose nor feel the empathy for a patient the way a doctor does. Unlike the physicians of the 21st Century, 24th Century physicians focus just as much on bedside manner, empathy, and alternate cures such as psionic healing as they do on traditional medicine. This change in practices over the centuries has also changed the way physicians are seen. No longer are they seen by the populace as unfeeling wealthy elitists more interested in their patients' bank accounts than curing their ailments, they are now seen as kind, gentle angels of mercy who care for the soul as well as the body. Even in war most combatants will not attack a doctor, and few would dare raise a hand against them.

Disadvantages-

Part-and-parcel with this change in worldview is a sense of the value of life held by each physician. While they are not all pacifists- military and Freetrader physicians will take up arms to protect their patients- they do so only in the utmost of need. Thus, all doctors will put the care of the wounded above all other considerations in a fight, even at the risk of their own lives.

Character Points: 125

Initial Skill Packages: Basic Medical Package, Advanced Medical Package: Physician, one other Advanced Medical Package

Initial Contacts: 2

Initial Equipment: As purchased

Starting Money: 5D6+10 x 10,000 Cr

Engineer

Attribute Requirements: Mental 14

Ability Score Requirements: Intelligence 14, Perception 12

Skill School Focuses: Engineering, Mechanical

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Engineers fill many roles, ranging from starship engineers who maintain and repair the systems of their vessel to civil engineers who plan, build, and maintain colonial settlements. Starship engineers are, as the term implies, the men and women who maintain, repair, and even build the engines and other components that make up a starship. The Field Engineer, on the other hand, does not focus on reactor or engine maintenance, but is instead focused on the nuts and bolts of applied technology. Field Engineers are valuable to have on a crew as they are the ones who can plan out and run mining, salvage, and construction operations as needed, and they have the training to spot valuable or dangerous minerals and the like.

Advantages-

Engineers are masters at fixing and modifying the various tools of their trade. As such, they have a critical success on rolls of 3, 4, and 5 for engineer skills only. Likewise, Engineers are highly-skilled and adaptable, being able to do everything from fixing reactors to building colonies to finding valuable minerals in a survey. As such, and due to the substantial education required, engineers are in high demand and can charge high rates or percentages for their services. Engineers therefore have an additional 3D6 x 10,000 Cr upon starting (note: this is not starting money for use during character generation, it is initial credit upon beginning play).

Disadvantages-

The trade-off for this mastery is overconfidence. An engineer suffers a critical failure on a natural roll of 29 and 30 for engineer skills only. Likewise, due to their rarity and education requirements, engineers are spread pretty thin. Corporations and governments snatch up the best of them, which means the remaining engineers available for freetrader crews to hire are either the bottom of the barrel, mavericks who have burned many of the official bridges, or tend to have something in their past that causes them to wish to avoid official employment and stay off the radar. The player and the GM are encouraged to develop a backstory that explains their presence in the crew.

Character Points: 125

Initial Skill Packages: Basic Mechanics Package, Advanced Mechanics Package: Two of Choice

Initial Contacts: 2

Initial Equipment: As purchased

Starting Money: 5D6+6 x 10,000 Cr

Greasemonkey

Attribute Requirements: Physical 10, Mental 14

Ability Score Requirements: Intelligence 12

Skill School Focuses: Mechanical

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Unlike the refined, trained, and formally-educated background of engineers, Greasemonkeys are men and women who have an innate knack for mechanics that is expressed in a pragmatic, often chaotic and/or quirky manner. If an Engineer would recommend replacing multiple parts and lay out the schematics and purchase orders for the repairs, a Greasemonkey would simply look at the problem for a few minutes and then recommend "Ah, hell, all you need to do is plug this port with a rag, slap some plasteel on that crack there, and I can replace that gasket with one I cut out of this plastic sheet here." Greasemonkeys are masters of the unorthodox quick-fix using at-hand materials rather than proper methods. Their fixes may not last as long as a proper one, but in the field when spare-parts are unavailable and proper engineers in short supply, they can be invaluable.

Advantages-

Greasemonkeys are blessed with an innate luck when it comes to their unorthodox methods, and somehow manage to pull off miracles with their unique tweaking. As such, they have a critical success on rolls of 3, 4, and 5 for mechanical skills only.

Disadvantages-

Luck is a two-edged sword, and occasionally the greasemonkey will utterly bugger things up. As a result, when a grease monkey suffers a critical failure there is a 15% chance of a catastrophic event resulting in an explosion or other severe consequence, at the GM's discretion and of their design.

Character Points: 125

Initial Skill Packages: Basic Mechanics Package, Advanced Mechanics Package: Greasemonkey, one other Advanced Mechanics Package

Initial Contacts: 2

Initial Equipment: As purchased

Starting Money: 5D6+6 x 10,000 Cr

Netrunner

Attribute Requirements: Mental 14

Ability Score Requirements: Savvy 12

Skill School Focuses: Omninet, Rogue

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Netrunners are roguish information thieves who use the Omninet to ply their trade. They are direct descendants of the hackers of the 20th and 21st Centuries, and the Webcrawlers of the 22nd and early 23rd Centuries. They are able to manipulate the virtual reality of the Omninet through a VR Nexus emulator that accesses the 'net through one of the local nodes. They can also use the emulator to hack their way into closed VR systems and internal networks not attached to the Omninet. By using various programs and hardware, netrunners can manipulate information and computer-controlled systems at the speed of thought. Legal netrunners are typically software developers, hardware technicians, Corporate or Guild operatives, government agents, or security specialists. Illegal netrunners are typically organized crime

espionage agents, Syndicate operatives, or independents who hack for a group, a freetrader crew, or an ideal.

Advantages-

Netrunners' natural habitat is the Omninet. As a result, they move and act in the virtual world as naturally as everyone else does in the natural one. Netrunners gain a +1 bonus to each VR ability score (Int, Wil, and Per) while in the Omninet, and a -2 bonus to their Virtual Initiative score.

Disadvantages-

There is a price for life in the virtual, however. While the mind plays in the 'net, the body suffers. Netrunners are sluggish in the "meat world", and their bodies have endured a great deal of neglect. The result is a -1 penalty to each Physical ability score (Str, Agi, and End) and a -4 initiative penalty for 2D4 hours after logging out of the net if they have been logged in for more than an hour.

Character Points: 150

Initial Skill Packages: Basic Omninet Operations Package, Advanced Omninet Operations Package:
Netrunner

Initial Contacts: 6

Initial Equipment: As purchased

Starting Money: 10D6 x 20,000 Cr

Academic

The Academic archetype group encompasses those characters who seek knowledge, or use their accumulated knowledge and skills to benefit the sentients of the universe.

All Academic occupations receive the following adjustments to their stats-

Hit Points: +1D6

Initial Weapon Proficiencies: 1 at Familiar

Archaeologist

Attribute Requirements: Mental 14

Ability Score Requirements: Intelligence 14, Perception 12

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

An archaeologist is someone who studies people and what they did in the past from the things they left behind. Archaeologists might study human cultures and civilizations, especially the ever-expanding research into the civilizations of the Atlantean Epoch, or they may study alien civilizations. Most player-character archaeologists will be of the latter variety, out and about in the galaxy studying the remains of ancient alien civilizations. Whether contracted by a corporation or government to study finds for scientific or technological value, or seeking to make a name for themselves by proving a controversial theory, archaeologists are not uncommon on the Fringe.

Advantages-

Due to their familiarity and experience with alien artifacts, ruins, and other errata, Archeologists gain a free skill- Knowledge: Alien Artifacts (MEN). This skill gives the Archeologist a basic ability (skill -4) to determine some basic information about an alien species based on the architecture, technology, and tools used, and gives him a significant chance to recognize or determine the nature of ancient alien ruins or artifacts.

Disadvantages-

Archeologists tend to spend too much time digging on alien worlds, and not enough in the worlds of their own people. This creates something of a social awkwardness that only the most suave of Archeologists can overcome. Thus, they have a -2 to all social skills in their home civilizations.

Character Points: 125

Initial Skill Packages: Basic Academic Package, Advanced Academic Package:

Archeology/Anthropology, Traveler Package

Initial Contacts: 2

Initial Equipment: As purchased

Starting Money: 3D6 x 10,000 Cr

Archivist

Attribute Requirements: Mental 11

Ability Score Requirements: Intelligence 12, Savvy 12

Skill School Focuses: Academic, Rogue, Omninet

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Archivists work for one of the many institutions and orders that seek knowledge to preserve it and share it with the world. Unlike the Scholar, however, Archivists are aggressive in their quest for information, even breaking laws and using hacking and other illegal means to access the knowledge they seek.

Advantages-

Archivists are popular among the free-thinking people of the universe, and are virtually lauded as heroes in places like the Free Systems Alliance, and wealthy and powerful idealists who seek to change the world or bring justice to it will often fund or support them. As a result, they automatically gain FSA affiliation at the start, and one Level 3 Ally.

Disadvantages-

In a universe where knowledge is power, digging up secrets tends to tick people off who want them kept, big time. Many seek to shut the archivists up, or worse, to gain leverage over them to use their resources for nefarious purposes. All archivists begin with a Hunted 2 and Enemy 3 flaw, and it is highly unlikely they will be the last.

Character Points: 100

Initial Skill Packages: Basic Academic Package, Basic Omninet Operations Package, Basic Rogue Package, plus five Knowledge skills at +2 rating

Initial Contacts: 4

Initial Equipment: As purchased

Starting Money: 3D6+6 x 10,000 Cr

Healer (Psion Only)

Attribute Requirements: Mental 14, Bioregeneration Psionic Ability

Ability Score Requirements: Intelligence 14, Charisma 12

Skill School Focuses: Medical, Psionic, Social

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Healers fill a similar role to physicians in their purpose, but their methodology differs dramatically. Often religious in nature- be it indigenous spiritual healers of a culture or the faith healer of a religious group- these men and women use the powers of the mind to affect the body and heal. For most there is a blend between modern medical practices and their spiritual aspects, but the primary focus is in the use of psionic abilities to heal or assist in the healing of the body. Due to the spiritual nature of their work, Healers are also seen as religious leaders or functionaries, and have aspects akin to a Pilgrim in this regard as well.

Advantages-

As per physician

Disadvantages-

As per physician

Character Points: 125

Initial Skill Packages: Basic Medical Package, Advanced Medical Package: Psionic Healer, one other Advanced Medical Package

Initial Contacts: 2

Initial Equipment: As purchased

Starting Money: 4D6 x 10,000 Cr

Scholar

Attribute Requirements: Mental 9

Ability Score Requirements: Intelligence 9

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance

Allowed Races: All

Allowed Affiliations: All

Description-

The Scholar seeks out knowledge wherever it may be found, and is driven by a desire to study and record all that is knowable. Traveling the dangerous space lanes of the Fringe, scholars look for tales, lore, data from ancient recordings, and whatever else the universe sees fit to hide from the eyes of the common folk.

The Scholar occupation is also the base occupation for the Everyman, the Average Joe of the universe, reflecting someone who has been college-educated, but does not have a wide variety of work-related or field-experience skills. If a player wishes to build a freeform character based on an average citizen, this is the archetype they default to.

Advantages-

None

Disadvantages-

None

Character Points: 175

Initial Skill Packages: Basic Academic Package

Initial Contacts: 1

Initial Equipment: As purchased

Starting Money: 2D6 x 10,000 Cr

Xenologist

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 14, Charisma 10
Skill School Focuses: Academic
Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms
Allowed Races: All
Allowed Affiliations: All

Description-

Xenologists are researchers who specialize in the study of alien species, especially newly encountered ones. Most prefer to specialize in dealing with sentient species, but some are content to study any new life form.

Advantages-

Xenologists are much like explorers, though their knowledge has more to do with alien races than locations. Thus, they automatically gain a -2 bonus to Knowledge skill rolls for anything having to do with alien races, xenobiology, Ufology, and so on. They also suffer no penalty to diplomacy skill rolls when dealing with first contact situations.

Disadvantages-

Xenologists are always on the move, seeking new races to meet and never settling down in one place. As a result, they have difficulty creating the long-term bonds of friendships that would allow them to easily make allies. Thus, it costs twice as many XP to advance a Contact to Friend and from Friend to Ally.

Character Points: 100

Initial Skill Packages: Basic Academic Package, Basic Medical Package, Traveler Package, Advanced Academic Package: Biology and Xenobiology

Initial Contacts: 1

Initial Equipment: As purchased

Starting Money: 6D8 x 10,000 Cr

Socialite

The Socialite archetype group encompasses those characters who are involved in the socio-political machinations of the universe, be it politics, entertainment, or a combination of the two.

All Socialite occupations receive the following adjustments to their stats-

Hit Points: +1D4

Courtesan

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 14

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Courtesans are professional escorts who help visiting diplomats maneuver their way through the courtly social graces and such, and are the pretty fluff on the arm that is expected to be there. Descending from various sources ranging from the courtesans of Renaissance Europe to the Geisha of Japan, they are an elite profession within the ranks of many nations. While they do use seduction when called for, they are not prostitutes in the common sense. Courtesans use their charm and wiles to grease the social machinery of their nations, and they also act as spies. Well-versed in poetry, music, dance, and other

forms of entertainment, they are often the focal point of a social gathering. Yet, their skills at observation and stealth allow them to become a virtually unseen part of the background, giving them virtually unfettered access in many diplomatic situations.

While rare, it is not unheard of for these socialites to leave their nations and wind up traveling the stars. Some courtesans grow tired of the political machinations of their homelands, and set out for a break, using their skills to pay their way out into the wider universe and see a bit of the world. Others were unfortunate in that the noble or gentleman/woman they were most often tied to has fallen out of favor or been exiled, and they have been forced into such a walkabout involuntarily. Still others have a vendetta or other mission- either personal or sanctioned by their government- that they have set out into the stars to fulfill. Regardless of why they are out in the wider universe, they are seen as either a great benefit or hindrance, depending on which nations the crew encounters.

Advantages-

Courtesans have an extremely high status in monarchical, imperial, or other societies that have a court or nobility-oriented parliament. Thus, within the Nippon Empire, Han-Zhou Empire, Andali Confederation, Tarsus Corridor Alliance, Vijayanagar Empire, Kuala-Japhet Empire, and Orion Empire they are treated with extreme deference, almost at the status of nobility. Within the Ahrugan Tribal Confederation, Free Systems Alliance, and Australio-Pacifica Coalition, they are viewed and treated with respect, but also not trusted due to their propensity to engage in subtle espionage. All others except those Affiliations listed below are neutral towards them.

Disadvantages-

Not all cultures are as egalitarian or liberal when it comes to those who use their sensuality, charm, and social graces, however. Some nations see Courtesans as little more than highly-paid prostitutes, and scorn their profession. As a result, within the Persian Republic, African Federation, South American Federation, and some regions within the North American Union they are seen as harlots and treated with contempt, if not open hostility.

Character Points: 100

Initial Skill Packages: Courtesan Package, Basic Medical Package, Traveler Package, Social Package: Politics and Etiquette

Initial Contacts: 1

Initial Equipment: As purchased, all must be of Moderate or higher quality, and accommodations must be Quality to Luxury, either by initial design or through the Courtesan's modifications and decorations.

Starting Money: 10D8 x 10,000 Cr

Diplomat

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 14

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Diplomats are those who use charm, eloquence, and the right mix of firmness and smooth-talking to conduct effective negotiations. For most of human history, diplomats have been government officials, ambassadors and the like, who acted on behalf of their nation. Over the past century, a growing cadre of independent diplomats-for-hire has evolved, filling a niche created by the evolution of extranational corporations, guilds, and the like.

Advantages-

No freetrader worth their salt will go into unknown or potentially hostile territory without someone skilled in diplomacy aboard, and no one does diplomacy better than a diplomat. Though not common on freetrader

vessels, especially due to the cross-training many of the crew will have, those with diplomats aboard will find their transition through checkpoints and dealings with officials go a lot more smoothly.

Disadvantages-

There is an old saying- "don't shoot the messenger". Unfortunately, not everyone in the universe is aware of that saying, or pay it heed if they are. Failed diplomacy skill checks when dealing with potentially hostile parties can often lead to gunfire, and the diplomat stands a very high chance of being the first one in the targeting HUD.

Character Points: 150

Initial Skill Packages: Social Package: Politics and Etiquette and Social Package: Political Intrigue

Initial Contacts: 1

Initial Equipment: As purchased

Starting Money: 6D6 x 10,000 Cr

Fixer

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 14

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

A fixer is the ultimate problem-solver, being the go-to person for everything from information to fake IDs to black market weapons. Generally, a fixer will have a base of operations in Freespace, either in a freeport or guild station, or on a world somewhere in non-regulated space. Some fixers prefer to be on the move, however, and it is this type that the players can choose. Fixers get their name from being able to "fix you up" with whatever one needs, and even while on the move they have substantial resources and contacts.

Fixers have a special ability, a Rogue skill only they possess: Fixing (INT+SAV/2+2 base). This skill determines the ability of the fixer to locate whatever is being sought, and the level of success will determine how readily available and how easily he or she can acquire it. They use this skill to find black market goods (in conjunction with Knowledge: The Underworld), appropriate people to put together into a team for a client, find information ranging from pirate activity to where one can find a good latte, and so on. Modifiers will depend on the difficulty of the search.

Advantages-

Like a mercenary, a fixer's livelihood (and often life) depend on his or her reputation. A fixer starts off with ten contacts as a result of having not burned any bridges thus far, and keeping their rep up. Likewise, a fixer has better access to items, reducing Availability ratings by 4.

Disadvantages-

Ten thousand good deeds are forgotten upon the committal of but one bad one. This is the problem with reputations, and no one suffers as badly when they screw up as the fixer. If they burn someone without just cause, or bad info causes casualties or other misfortune for a client, the fixer suffers a loss of reputation that has a 20% chance, plus 15% per person killed as a result of his mistake, to cause 1D4 Ally-level contacts to become Acquaintance-level.

Character Points: 125

Initial Skill Packages: Basic Rogue Package, Advanced Rogue Package: Underworld and the Black Market, one other Rogue or Social package

Initial Contacts: 10

Initial Equipment: As purchased

Starting Money: 8D8 x 10,000 Cr

Field Journalist

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 14

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Field journalists are often freelance journalists who travel to the hot-spots to get edgy stories. The origins of this kind of journalist trace back to 17th Century Dutch painter Willem van de Velde, who in 1653 took to sea in a small boat to observe a naval battle between the Dutch and the English, of which he made many sketches on the spot, which he later developed into one big drawing that he added to a report he wrote to the States General. By the beginning of WWIII, many militaries also had "embedded journalists" who traveled with their military units covering stories, and freelance or media-employed journalists would travel to the scene of disasters to cover the story. During the Fall in the first half of the 21st Century, the surviving news agencies were too concerned for the safety of their reporters to send them out onto the Raider-infested roads to cover the stories. Journalism fell to independent reporters with an adventurous spirit, a well-armed escort, and a more rugged mindset that allowed them to survive the rigors of a world gone mad.

The modern field journalist is a direct descendent of those adventurous men and women who put their lives on the line to keep the survivors informed. Though the Fall is centuries-over, and even the most recent disastrous event- the Capellan War- is sixty-three years in the past, there is always a story on the fringe that normal reporters will not dare cover. It falls to the field journalist to brave the wilds of fringe space to get to the story, and maybe find one along the way.

Advantages-

Press badges often open doors and loosen lips that otherwise might stay closed. The effects of journalistic integrity have a heavy bearing on this as well. GMs should alter the effects of this journalistic mojo based on how fair and unbiased the reporting of the journalist is.

Disadvantages-

As with diplomats, some folks out in the great wide universe never got the "don't shoot the messenger" memo, while others have a singular hatred for journalists. If the journalist gets a reputation for sensationalism or biased reporting, there is a 10% chance +10% per occurrence that the field journalist will earn an Enemy flaw of 1d4 levels.

Character Points: 175

Initial Skill Packages: Social Package: Journalism

Initial Contacts: 1

Initial Equipment: As purchased

Starting Money: 4D8 x 10,000 Cr

Pilgrim

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 14

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance, Long Arms

Allowed Races: All

Allowed Affiliations: All

Description-

Pilgrims are traveling missionaries or members of religious orders that explore space, spreading the Word, so to speak, or questing for some internal, religious reason. Whether it be Reformed Muslims on Haj back to Earth to visit Mecca, Hindus on a pilgrimage to Tanhankara to visit the child-Buddha Nairatmya, or Garoudan Hrkangrash Hunter-Priests who wander the spacelanes to visit wilderness worlds and pit their skills against the local predatory fauna, pilgrims are a regular sight along the spacelanes. Some Pilgrims, however, are dedicated to traveling the universe, either to spread their faith as clergy or lay-clergy, or to do some work tasked to them by their deity or deities. These are the type most commonly found crewing aboard a Freetrader vessel.

Advantages-

In areas where the pilgrim's religion is popular, or among followers of the same faith, the pilgrim is received with great deference, much like a Courtesan.

Disadvantages-

Religion can be divisive, however, and in areas where the pilgrim's religion is unpopular, they can be received with bigotry or outright hostility. Proselytizing pilgrims are also barred entry into Ahrugan and Nipponese space outright.

Character Points: 150

Initial Skill Packages: Social Package: Politics and Etiquette, Traveler Package

Initial Contacts: 1

Initial Equipment: As purchased

Starting Money: 1D8 x 1,000 Cr

Traveling Entertainer

Attribute Requirements: Mental 10

Ability Score Requirements: Intelligence 14

Skill School Focuses: Academic

Weapon Proficiency Restrictions: Heavy Weapons, Ordnance

Allowed Races: All

Allowed Affiliations: All

Description-

Fringe space has many adventures, but it is also a very Spartan, rugged environment. Many fringe colonies have only a single Omninet hub, and limited entertainment channels- if any- on local three-vee. After a while, movie downloads and outdated (and often glitchy) VR sims just cannot offset the grim hard life that the miners, colonists, farmers, and terraformers on fringe colonies often endure.

Enter the traveling entertainer, musicians and actors who travel from colony to colony and bring their art to the fringe. In a strange quirk of human psychology, Correlium miners and agrocolonists would rather watch a troop of actors using props and holograms to enact *Hamlet* than plug into the latest *Tudor Knights: The Reckoning* sim, or listen to a ballad sung by a musician playing an acoustic guitar rather than the latest studio-perfect Vortex Rock disk. It is this quirk, this preference for imperfect living, breathing sentients playing the parts as opposed to digital-perfect simulacra that keeps the traveling entertainer in business.

Not all of the traveling entertainer's work is on the fringe, however. Many nations- especially the Andali Confederation and the Ahrugan Confederation- have a preference for traditional forms of entertainment. Producing their own playwrights, minstrels, bards, and players, these nations also welcome with open arms those who practice entertainment in a similar fashion. Traveling entertainers are also the only people other than freetraders who have managed to regularly cross the Cold War border between the Orion Empire and the Terran Alliance.

Advantages-

None

Disadvantages-

None

Character Points: 125

Initial Skill Packages: Choose one: Social Package: Entertainer- Musician or Social Package: Entertainer- Actor, Social Package: Pop Culture, Traveler Package

Initial Contacts: 1

Initial Equipment: As purchased

Starting Money: 8D8 x 10,000 Cr

DARK NOVA

Cuaifeach Class Destroyer

Ahrugan Tribal Confederation (ATC)

Manufacturer: Uaithne-Eoghanacht Aerospace

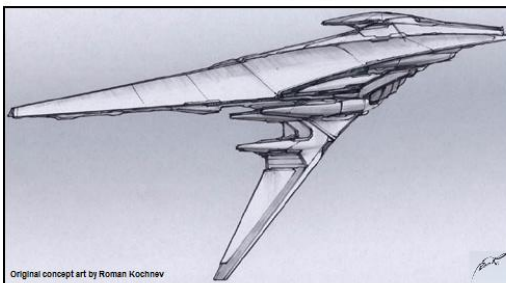
Length: 3.12 Km

Width: 1.05 Km

Depth/Height: 1.6 Km

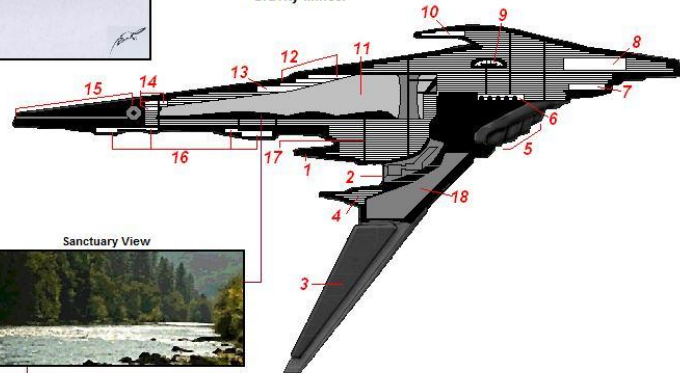
Crew: 780 crew, 46 officers, 2 Class VI AI avatars, 4,250 marines, 120 pilots

Armaments: 46 Phalanx Gunnery Bays, 12 Heavy AP Cannons (6 fore, 6 aft), 340 Point Defense PPC/APPC Turrets, 1 Class I PSP Spinal Mount, 40 Bran Rua Aerospace Fighters, 20 Faolchu Fighter-Bombers, 14 Sealgaire Battlewalkers, 36 Bulladóir Battlesuits, 100 Mk V Gravity Mines.

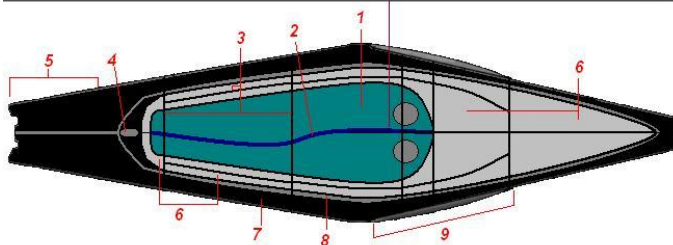


Original concept art by Roman Kochnev

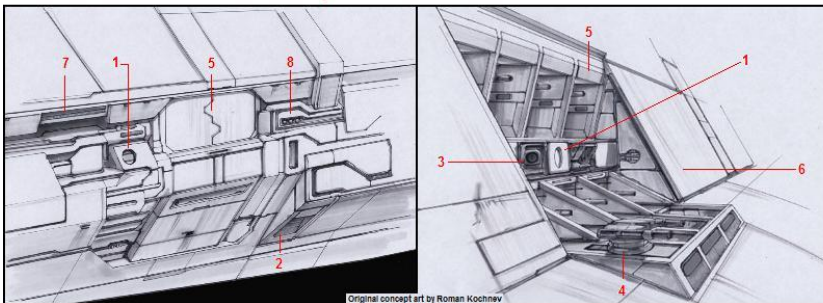
1. Outer Hull Armor
2. Buscard Hydrogen Ramscoop Intake
3. Tachion Dispersal Fin
4. Engineering
5. Gravitic Engines
6. Auxiliary Fusion Reactors
7. Machine Shop
8. Ship's Stores
9. Bridge
10. Observation Deck/False Bridge
11. Sanctuary
12. Machine Shops
13. Hospital
14. Munitions Production Facilities
15. Pinpoint Singularity Projector
16. Fighter Recovery Bays and Hangers
17. Lift Tube
18. Auxiliary Fuel Tank



Sanctuary View



1. Sanctuary
2. River
3. Rapid Transit Tube
4. Pinpoint Singularity Projector
5. Reinforced Ramming Prow
6. Inner Hull and Interior Deck Space
7. Outer Hull (Armor/External Components)
8. Inter-Hull Space (Zero-G Vacuum Area)
9. Outer Engine Armor Cowling



Original concept art by Roman Kochnev

Phalanx Gunnery Bay

1. Missile Tube
2. Fighter Launch Bay
3. 10m Diam. Assault Laser
4. Dual 2,500mm Bore PPC Turret
5. Blast Doors
6. 50m Thick Atomically-Bonded Armour Plating
7. Mil-Spec Class IX Shield Generator
8. Armoured Sensor Node

AFFILIATIONS

Everyone has to belong somewhere; even Freetraders whose home is the ship they fly have to have their licenses registered somewhere. Affiliations are the socio-political or religious factions the character is based out of, associated with, or belongs to. A character will have one primary affiliation, and often secondary and tertiary affiliations as well.

National, Terran

Andali Confederation (AC)- 940 offworld colonies and eleven capital worlds.

Overview: The Andali Confederation was born from a political debate society formed by the heads of a dozen wealthy and powerful industrial families who enjoyed comparing the state of their systems- Europeans colonies at that time- with various points in history, with which they were all obsessed. Eventually, the discussions slowly evolved into a plan for restructuring the colonies. Public sentiment towards the European Union hadn't improved much since the Andali systems were conquered in the Reunification Wars, and even the wealthy wanted a change in leadership at the very least. The society members, being wealthy elites, were well-versed in classical literature, including the works of Nicolo Machiavelli. Using Machiavelli's *The Prince* as a blueprint, they developed a three-part plan. The first part was a viral propaganda and public relations campaign to remind the people what the European forces had done during the Reunification Wars, to point out the freedoms experienced by those colonies that had succeeded in their bids for freedom, and fomenting pure, unadulterated hatred for the EU. The second part was to create a mythology of noble houses of ancient European origins, dethroned by the evil fascist and socialist governments that had come to power throughout the 20th and 21st Centuries, who were the true leaders of the people. This mythology centered, of course, on the very same families the society members came from. The third part was the quiet financing of a sizeable private army by each of the members through their corporate and industrial assets. Contracting non-European mercenary firms to train the thousands of idealistic Andali youths who had bought into the mythology for combat, they soon had a potent military force capable enough to accomplish their end goals of seizing power. Thirteen years after the initial debates, contracted mercenary fleets combined with tens of thousands of nationalist troops loyal to each of the "noble" houses quickly defeated the European Colonial Defense Forces and overran the Colonial Administration Building, from which they declared their independence.

The casualty-averse European Union was extremely reliant on drone technology at that time, so the massive fleet they sent to quell the rebellion was comprised primarily of drone fighters and combat robots. The Andali planners had spent over a decade planning for this, and using highly-trained netjackers, hijacked the drones and sent them back against their European masters. Later assaults with meat-body troops and pilots were met with captured EU warships and drones, and suffered tremendous casualties as the Andalis always seemed to be three steps ahead of them. By the end of 2281, the European Union found itself bogged down in a guerrilla war against what was rapidly becoming a solidified nation. The death-knell to the war came in 2282 when the Australio-Pacific Coalition and Ahrugan Tribal Confederation officially recognized the Andali Confederation as a sovereign, self-governing state. Having had no decisive victories, and facing a brutal insurgency and possible intervention by the APC and ATC, the European Union signed peace accords and formally recognized the Andali Confederation as well. The EU didn't go quietly, however, and they still to this day quietly lend materiel and financial support to various "loyalist" insurgency groups and separatist movements within the Andali territories.

Since the end of the war, the Andali Confederation has turned to solidifying its political structure. It is technically a confederation of noble houses, each house being the equivalent of a sovereign state. The heads of these houses make up the Andali Council, which is the overall governing body of the Confederation, and elect from among them a chairman who serves for a four year term. In truth, the Confederation is a collection of feudal states that play Machiavellian games with one another so complex that not even the Sarza can keep up with the subtle intrigues and plans-within-plans. Political journalists have nervous breakdowns trying to figure out what the true end-game is in Andali politics, and many suspect not even the Andalis know what they are doing. Militarily, the Confederation has a substantial ground force, but a relatively small navy, mostly comprised of captured European ships. The most powerful ships in their navy are *Drake*-class assault ships that they commissioned the Ahrugan Tribal Confederation to manufacture for them, based on their famous *Dragan*-Class Corvettes. These three

hundred assault ships can stand toe-to-toe with a destroyer-class vessel and win, which has caused Andali military planners to contemplate large fleets of smaller, deadlier ships as opposed to the more conventional spread of vessel classes. To that end, they have begun producing their own vessels, sleek, powerful destroyers and cruisers that take many inspirations from the *Drake*-class vessels. Culturally, the Andali Confederation is- as a result of the very romanticized ideology and mythology that led to its founding- one of the stranger nations within the Terran Alliance, often being referred to as the galaxy's largest anachronism. While this is certainly true of their architecture- a mix of modern contemporary, Victorian European and Renaissance styles, resulting in cities that look like a mixture of something out of a Dickens novel blended with a Renaissance festival, and a dash of high-tech modernity thrown in for flavor- and their dress- which tends to be a modernized neo-Renaissance blend of belted tunics and doublets intermixed with more contemporary styles- there is no doubt that the Andali Confederation is a potent socio-economic and political power. While vehemently antagonistic towards the European Union, the Andali Confederation takes great pride in its retro-European culture and appearance, and many old European cultural styles are still apparent. Anglo-Andali, Greco-Andali, Romano-Andali, Germanic-Andali, etc. are all cultural and style descriptors, yet are based in archaic versions of those parent nations. It is not without some truth that the Andali Confederation has been jokingly referred to as the 'Galaxy's Biggest Renaissance Faire'.

Allies: APC, ATC, NAU, FSA, RF, HZE

Enemies: EU

African Federation (AF)- The whole of Africa, the island of Madagascar, and 11 offworld colonies.

Overview: Born from the Shattering of Africa during the Fall, the African Federation is a democratic union of Egypt, Morocco, Ghana, Mauritania, Gabon, South Africa, Libya, and Botswana. These countries- some of the most stable and prosperous prior to the Fall- were the last ones standing after the Winter Year and the resulting climate-shift-induced warfare and chaos that swept the continent, absorbing the other nations of Africa and solidifying the African Union. Though the west coast of the continent was devastated by the impact of Toutatis fragment Alpha off the coast of Morocco, the southern half of the continent was largely undamaged. During the Restoration, the African Union experienced unprecedented peace and prosperity for a continent drowned in blood and chaos for centuries. Oil and mineral wealth sustained this prosperity well into the 22nd century, when nanotech evolved to make these resources obsolete. The African Union evolved into the African Federation with the addition of Madagascar in 2073, and was one of the first non-first-world nations to establish an offworld colony, settling New Mombasa on Ganelon in 2119.

From the late 22nd century to the mid-23rd century, the African Federation fell into slow decline, with its natural resources no longer having the value they once did. However, the Federation quickly changed the focus of its economy from industrial to agricultural and tourism, with new eco-friendly philosophies and terraforming technology shifting the scarred terrain of the continent back to its natural state in many regions. Cloning technology brought back many extinct species, and Africa became a leader in eco-tourism, allowing remote VR exploration of a pristine primal environment. Though this industry briefly suffered critically during the Capellan War, it was enhanced a decade later when archeological finds discovered remnants of pre-Sumerian civilizations of the Atlantean Epoch. These ancient ruins, as well as those of Egyptian and other more recent civilizations, join the Impact Memorial Center on the rim of the crater left by Toutatis A as major tourist attractions for humans and aliens alike.

Today, the African Federation is a stable, second-world democratic nation specializing in eco-tourism, agriculture, and human cultural and archeological industries. It has one of the fewest numbers of offworld colonies- eleven total, most of them cities or regions on Core World planets- but has managed to repair centuries of damage to their original continent, making it a pristine land with eco-arcology cities and subaquatic habitats along the coast. Socially, the African Federation is moderately conservative, comparable to 1950s America in social customs and limitations.

Allies: APC, EU, PR

Enemies: Kraegarym, Khurian Empire

Austalio-Pacifica Coalition (APC)- Australia, New Zealand, Oceania, Philippines, Indonesia, and 8,763 offworld colonies.

Overview: The Austalio-Pacifica Coalition is the premiere superpower of the modern age. Born from relatively humble origins during the Fall, Australia was known as a prosperous but laid-back nation with

no real interest in global politics in the vein of the United States or Europe. That all changed during the Fall. After the impacts of the fragments of Toutatis, Australia was one of the few countries that was relatively unaffected, and the subsequent climate shift turned formerly arid regions into breadbaskets. This allowed Australia- which was in its summer when the impacts hit- to grow and ship emergency food to much of the rest of the world, blunting the impact of the starvation that would have killed over a billion more. Humanitarian aid turned into reconstruction and eventual absorption as the tsunami-devastated regions of the Philippines, Micronesia, Indonesia, Oceana, and the rest of the South Pacific turned to the only stable nation that could help them. Shocked at the destruction- much of Oceana and Micronesia had been wiped off the map, with less than ten percent of the population of those regions surviving- Australia and New Zealand took their neighbors into their bosom and started the process of rebuilding. A shattered Indonesia- bereft of government and having suffered staggering casualties from the Pacific and Indian Ocean tsunamis- was the first to petition to become a protectorate of Australia. The Philippines was less enthusiastic about the idea, but after suffering similar losses, the only response to their pleas for aid from the United States had been the immediate recall of all military assets during the first year, leaving them with little choice of nations to turn to for help. After seeing the rapid turnaround and growing prosperity in Indonesia under Australian/Kiwi governance, the people began petitioning the provisional government to follow suit. By 2025, the South Pacific nations joined Australia and New Zealand in the creation of a new alliance, the Oceanic Federation, which would eventually grow into the solid nation-state of the Australio-Pacific Coalition.

Much like the United States after WWII, the Oceanic Federation quickly rose to become a superpower, far faster than most of its people could keep up with. Rising to political, industrial, and economic power rivaling that of the North American Union, the OF/APC exploded into space, settling worlds at a breakneck pace. In 2170, the Oceanic Federation was restructured into the Australio-Pacific Coalition, and each of the states within it- Australia, Micronesia, Oceana, Philippines, Indonesia, New Zealand, Samoa, and the Aborigine and Maori Nations- were given equal statehood under the new republic. An economic and political powerhouse to this day, the Aussies have managed to pull off the miracle of having virtually no enemies, and many, many allies. Even after the APC stepped in on behalf of the Free Systems Alliance after the Hardin Massacre, the NAU still has excellent relations with the Aussies. Culturally, the Australio-Pacific Coalition is a superpower that doesn't realize it is one. Laid-back, relaxed, and almost libertine in some ways, you would never expect a nation that has soared to the top of the game to have a thirty hour work week and mandatory vacation time for football games. Somehow, the Aussies pull it off. In that regard, socially and culturally, little has changed since its pre-Fall origins.

Allies: AC, AF, ATC, NAU, FSA, RF, TCA, NE, SAF, RoI, HZE, VE

Enemies: KJE, Khurian, Naradi, Garouja

Ahrugan Tribal Confederation (ATC)- 1,247 offworld colonies, six capital worlds, and their ancestral homelands of Ireland, Scotland, the Isle of Man, and the Hebrides.

Overview: No nation is as strange or as shrouded in mystery as the Ahrugan Tribal Confederation. During the Fall, a religious group called the Order of the Harp rose to minor prominence in America due to their many victories over Raiders and establishment of security contracts protecting convoys traveling between FedGov secure zones. As in all major disasters throughout history, various religious groups and apocalyptic cults sprang up, many fundamentalist or hyper-traditionalist in origin. The Order of the Harp, having been founded by descendants of Gaelic immigrants, looked to their ancestral faith and culture for inspiration, creating a neo-Celtic cultural and religious movement. Not surprisingly considering the circumstances, warrior traditions and tribalism became prominent focuses of the Order, and in short order they had managed to build many tribal communities out of refugee converts, and a powerful paramilitary force of private military contractors (the old term for mercenaries). During the Restoration, the Order used its influence and connections to build a substantial financial empire that they later used to purchase one of the first commercial jumpships. In 2104, the entire population of the Order- roughly 42,000 men, women, and children- loaded up onto the ship along with hibernation chambers, and thousands of tons of supplies- including micro factories, automated manufacturing systems, weapons, livestock in hibernation, ground vehicles, ore processors, and so on. They then launched coreward and were not heard from again for over a century and a half. Most assumed they were lost, either to malfunction of their jump drive or some other unpleasantness. In actuality, the Order settled a world farther from Terra than any settlement at the time, in the Sagittarian arm of the galaxy. Upon settling their new homeland, they genetically engineered themselves into a new race of super-predators, renaming themselves "an Athrugadh",

meaning "the Reborn". What is known of this "rebirth" is very limited, as the Ahruga consider the details one of their most highly guarded state secrets, one they have killed to protect. It has been speculated that they made first contact earlier than the rest of humanity, and it is known that they were trading their services as mercenaries in exchange for technology with the Dunbaren Trade Alliance and the Teek as early as 2140. At the Battle of Tau Ceti during the Capellan War, the Ahruga re-emerged from their self-imposed exile. Their advanced technology and powerful warships- not to mention their unmatched capabilities on the ground as shock troops- turned the tide. With the aid of the Ahruga and the Teek, the Capellans were pushed back into their own territory. The Ahruga then turned to the European Union and offered trillions of credits worth of Corellium in exchange for their ancestral homelands of Ireland, Scotland, the Hebrides, and the Isle of Man. Despite the incredibly generous price offered, the EU rudely rebuffed the Ahruga with insults- to this day, no one know why- and the enraged Ahruga took their homelands by force, obliterating the EU defense fleet in orbit around Terra. This was the beginning of the generally inaccurate, but widely-held view of the Ahruga as aggressive warmongering high-tech savages. After the Capellan War, the Terrans encountered the warlike and aggressive Kraegarym, and it wasn't long before the Ahruga and the Kraegarym went to war. Each sees the other as an equal- not surprising, since the Kraegarym are one of the only species known to rival or surpass the Ahruga in strength, and both have strong codes of honor- but misguided. The Kraegarym believe that might makes right, and the strong should rule, whereas the Ahruga believe their strength should be used to protect or avenge those weaker than themselves. The war- which is almost always fought on the ground, usually devolving quickly into close-quarters melee battles- is ongoing, though the Ahruga have been victorious in each engagement. In 2306 the Byntai were also discovered, and if the Kraegarym are the perfect honored enemy of the Ahruga, the rapacious slaver Byntai quickly became their most reviled and hated enemy. Preying on the weak and innocent, attacking fringe colonies and ships for slaves or sport, the Byntai have earned the total wrath of the Ahruga, who will wipe entire star systems out in order to purge the galaxy of them.

Politically, the Ahruga are one of the strangest of the Alliance nations. Their society is divided up into dozens of sovereign tribal nation-states that are united in a confederacy with each other, yet dozens more- semi-xenophobic tribes who were not happy with the Confederation joining the Terran Alliance- are independent of this confederation. Each tribe is made up of a collection of extended family clans, each clan led by a *taoiseach*, or chieftain, and each tribe led by a *rí* (king) or *Ríghan* (queen). The confederation as a whole is led by the *Ard-Ríghan* (high-queen) Siobhán Ní Bhranua. The Confederation is governed by a parliament comprised of the kings and queens of each tribe called the *Comhairle Ríthe*, or the Council of Kings/Queens, who speak for their tribes as the heads of state. For the most part, the government of the Confederation stays out of the governing of the individual tribes, and the tribes tend to work well together of their own accord. Each tribe of the Confederation has its own military forces, though they are all generally equipped and armed the same, as weapons, armor, ships, fighters, etc. are made by tribal corporations and sold to all tribes of the Ahruga, in or out of the Confederation. Warriors in these militaries are less like soldiers of a normal nation and more akin to mercenaries- they have to compete for slots in campaigns, and have to show what they bring to the table, be it skills, troops, equipment, ships, etc. to compete against one another. This means a lot of young warriors leave the Confederation to sell their services as mercenaries to build up the financial resources to pay for top-notch weapons, ships, and training through the illustrious warrior schools run by elite families in the Confederation. The Ahruga are not all warriors, despite common myth, and though their warriors are the rock stars of their people, rivaling them are the *filí*, the bardic poets and musicians of the Ahruga. Scientists, engineers, archeologists, scholars, and many, many other intellectual professions are held in high esteem, exposing the common "space barbarian" caricature of the Ahruga as a benighted fallacy. Culturally, the Ahrugan Tribal Confederation is a strange mix of Gaelic traditions and customs and high-tech contemporary society. Dress and social customs are laid-back, with a somewhat sensual side, as the Ahruga are much more liberal about sex and sexuality than most nations. Polygamy is not uncommon, though the chief wife is unquestionably the ruler of the household. Gender does not play a factor in roles with two exceptions- motherhood, which is seen as sacred, and the matron of the household as previously mentioned. There is no question the Ahruga love to celebrate and party, and they delight in good music and the company of friends and family, but they can be deadly serious when they need to be. While fiercely loyal to their tribes and their chieftains, the Ahruga never forget that they are all family to one extent or another, and there is a more laid-back familiarity between the social classes and ranks than one would expect. It is not uncommon to see a *rí* sharing a pint with a farmer and a group of miners while discussing the latest

hurling championship. Economically, the Ahruga produce some of the best medical nanotechnology available, and were the inventors of the regeneration tank technology that has saved millions of lives. They also produce powerful weapons and some of the best warships in known space (though they keep the best designs for themselves), as well as excellent terraforming technology. This has made them very prosperous, and ensured that their people do not know poverty at all.

Allies: APC, AC, FSA, Dunbaren (all), Rol

Enemies: EU, Naradi, Khurian, Kraegarym, Garoudan Garouja

European Union (EU)- Entirety of Europe, Ukraine, and 7,312 offworld colonies.

Overview: Before the Fall, Europe was divided into many countries loosely allied under what was jokingly referred to as the Mini-United Nations, the European Union. The EU of today is vastly different than the old alliance of sovereign states from the late 20th and early 21st centuries. During the Fall, Europe was devastated. Entire nations collapsed under the strain of the disaster, and civil unrest turned into full-bore collapse and chaos. Many books, sims, and threevee shows set during the period of the Fall focus on the loss of control over entire regions in the US and the Raiders and those that fought against them, but less attention is paid to what happened across the Atlantic. The reason is because it was so much uglier and bloodier. Euro-socialism- heavily strained in prosperous and peaceful times by the disproportionate number of those leeching off of the system to those feeding into it- didn't stand a chance against the full impact of the Fall. Out of the ashes rose a new order, driven by the four nations that had survived the best and who had the military and industrial resources to survive and rebuild- England, Germany, France, and in a strange twist of fate, Poland. These nations worked together to rebuild Europe from Ukraine to Iceland, and by the end of the 21st Century each of the former countries had become states not unlike the early United States. The dream of a united Europe that had so long escaped the grasp of dictators and emperors alike was finally achieved. Since then, Europe has managed to be in the upper ranks of the movers-and-shakers of the Terran sphere, but is a second-tier superpower compared to the waning might of the North American Union and the rising star of the Australio-Pacific Coalition. The EU managed to acquire a tremendous number of colony worlds in the Kalindra Corridor (the mirror of the Tarsus Corridor on the opposite side of Terra) early on, and despite losing most of their colonies in the Tarsus Corridor to the Orion Empire, Tarsus Corridor Alliance, and Andali Confederation, they still hold a substantial portion of real estate in the Milky Way. Militarily, the EU is lagging behind many nations, especially after the losses in the Andali Revolution and the Homeland Wars, the latter leading to the annexation of Ireland, Scotland, and the isles surrounding them by the Ahruga during the Homeland Wars. Culturally, the EU has not really changed in three centuries, with regional differences like the NAU based on the individual states and their respective subcultures. Though the EU has a healthy economy, it is largely a consumer-based and service-based economy, with industry being a distant third.

Allies: AF, NAU, RF, HZE, VE

Enemies: ATC, AC, Naradi

Free Systems Alliance (FSA)- 136 offworld colonies and four capital worlds

Overview: The newest nation added to the Terran Alliance, the Free Systems Alliance was recognized only ten years ago in 2308 after a brutal and bloody war for independence from the North American Union. Seen by many as the heirs to the American Dream as it was intended to be, the Freemen follow the writings and teachings of the original founders of the United States in a near-religious manner. Rabid Libertarians, the vast majority of governance in the FSA is at the local level, with only foreign policy, trade, and military command being governed by the central body of the Alliance Council. In effect, each of the 140 worlds of the FSA are self-governing states in confederation with each other, and each maintains a military- called militias, though they are very well-armed and well-trained, and not some ad-hoc collection of farmers playing war- and handles most trade for itself. Originally comprised of four moderately settled worlds and a dozen fringe colonies, the Free Systems Alliance has blossomed in the decade since the end of the war. With deregulation second only to Freespace, and rapidly growing industrial base, many corporations have moved in and set up shop, creating a boom in the Freemen economy. The scars of war still mar the FSA, however, both physically and in the national psyche. Vicious hatred of the NAU is common, and many young adults- having enlisted in their early teens to fight in various guerrilla warfare campaigns on their homeworlds- have grown up known war and hardship for so long that they have a hard time adjusting to peace and prosperity. Many cities still have craters and damaged buildings and infrastructure from NAU strikes, stark reminders to the populace of the price of

their freedom. The world of Franklin- site of the Hardin Massacre- has rebuilt some of the cities and towns destroyed during the war, but many others lay in ruins, a silent memorial to the millions slaughtered in cold blood. Despite these hardships and painful reminders of the very recent past, the Freemen are a hardy people, and have picked themselves up and driven on. With the addition of a Garoudan tribe to their numbers- including dozens of advanced and powerful Garoudan warships- they face the future with strong wills and great pride in the odds they have overcome. Culturally, the Free Systems Alliance has best been described as a high-tech echo of the days shortly after the American Revolution in the 18th Century combined with the industrial can-do attitude of the post-WWII United States. Agriculture, Corellium mining, and heavy industries make up the bulk of the economy, and thus a huge working middle-class has evolved- hard-working, but prosperous and well-educated. Many of the smaller worlds are still fringe colonies in practice, but the citizens there are far better educated and prosperous than most fringe worlders. The Libertarian mindset is dogma among the Freemen- whatever you want to do, so long as it does not infringe upon my rights or the rights of others, or threaten us or our nation- feel free to do it. As such, the FSA has the least restrictive laws outside of Freespace, and is the only TAN nation other than the Ahrugan Tribal Confederation that allows and even encourages its civilian populace to possess military-grade weapons. Not surprisingly, mercenary corporations and guilds recruit heavily from the well-equipped and experienced population of the Free Systems Alliance.

Allies: ATC, AC, APC, RF, Rol, TCA

Enemies: NAU, EU, Naradi

Han-Zhou Empire (HZE)- China, Korea, Mongolia, and parts of east Asia, as well as 1,194 offworld colonies.

Overview: Shattered by the Fall, China was torn into warlord-held territories for years before one of those warlords- claiming to be a direct descendant of the Han Dynasty, and the rightful emperor of China- started uniting the war-torn nation. Within a decade, he had absorbed or wiped-out all of the competing warlords, and set himself up as the new Emperor of the Han-Zhou Empire. Shockingly to many outside observers, this was met with great acceptance and even joy by the general population, and the nation set about to rebuilding. By the mid-21st Century, China had once again become an industrial and economic superpower, but as an empire rather than a communist nation. Other nations found Imperial China much easier to trade with than its former incarnation, and soon the Han-Zhou Empire was side-by-side with other superpowers at the helm of SECTO and other initiatives in early colonization. Despite its status as a superpower, however, the Han-Zhou Empire colonized in a fashion much like the Nipponese; preferring to heavily settle and establish each colony before moving on to settle another one. This has left them with far fewer offworld colonies than many nations, but each of those is as heavily settled and prosperous as a Core World. Culturally, the Han-Zhou Empire is very much an Imperial regime, with the Emperor seen as almost god-like, and the people doing their part for the Empire. In a strange quirk of fate, this has created a more effective for-the-greater-good culture than Communism ever managed to achieve. Unlike its predecessor, religion is very important within the Empire, and Buddhism, Confucianism, and even Hinduism hold great sway over the hearts of the people. Daily life is pretty much the same as it always has been, however, and the people are generally prosperous, well-educated, and prosperous.

Allies: AC, APC, EU, VE

Enemies: KJE, NE, Khurians

Kuala-Japhet Empire (KJE)- Southeast Asia from Burma to Malaysia, and 248 offworld colonies.

Overview: An insular and very aggressive nation born from the shattered wreck of Southeast Asia after the Fall, the Kuala-Japhet Empire is the most backward and troublesome members of the Terran Alliance of Nations. Having been the aggressor in no less than five wars in the last century alone, usually in territorial disputes on Terra and various offworld colonies, it is seen as even more unruly and warmongering than the Ahruga. Culturally, it is a grab-bag of the best and the worst of Malaysian and Vietnamese customs and cultures, with the cities being decadent and crime-ridden bastions of chaos that make old Shanghai look like a monastery by comparison. The black market influences everything, making the KJE a sort of mini-Khurian Empire. Economically, it is the last remaining third-world nation on Terra, largely because of its own refusal to modernize, but the healthy black market and Syndicate trade keeps the government afloat enough to maintain control.

Allies: PR

Enemies: APC, HZE, VE

Nippon Empire (NE)- The whole of Japan, and 2,473 offworld colonies (Japan)

Overview: The oldest of the Terran governments, the Nippon Empire was nearly wiped out during the Fall. By fate's hand or a stroke of luck, the emperor was one of the few survivors of the tsunamis, and took the reins of his government directly during the state of emergency. No longer a constitutional monarchy by popular decree, a form of parliament evolved in the form of the Imperial Court, comprised of industrial and corporate "clans" that, in time through inheritance, became noble family dynasties. While not among the initial colonial giants, the Empire quickly made up for lost time after the K'Thari War, settling hundreds of worlds in just a few years. Around the beginning of the 23rd Century, the Nipponese colonial push slowed, as they chose to maximize those worlds already settled rather than have tenuous settlements in order to grab worlds. This paid off during the Capellan War, as very few Nipponese colonies were in the path of the Capellans. Since then, they have slowly, but steadily expanded the Empire throughout the Tarsus Corridor. Culturally, the Nippon Empire is a strange mix of conventional "Western" culture, hyper-traditional Japanese customs and architecture, and highly advanced technophile culture. As the leader in robotics and one of the leaders in cybernetics since the late 20th Century, the Empire has held this crown for over three centuries with pride and dogged determination. They also became one of the leaders in bio-engineering, specializing in genetic alterations and body-mods. This is also the source of the one major criticism against the Empire- the creation of GELFs. While almost every other nation has signed treaties outlawing the creation of Genetically Engineered Life Forms (the creation of a new creature as opposed to modification of an existing one), the Nipponese regard such restrictions as backward and based in Western ethical fears of "playing God". The most notable result of this is the creation of the popular- and highly illegal- Cabbit as a pet.

Allies: VE

Enemies: HZE, KJE

North American Union (NAU)- North America from Panama to the North Pole, and 8,112 offworld colonies.

Overview: Born during the latter days of the Fall from the unification of the United States, Mexico, and Canada, the North American Union was one of the first nations to fully recover from the disaster. A political, economic, military, and industrial superpower once again, it has remained so into the modern day, though it is waning. Decried by critics as a fascist state masquerading as a democracy, and hailed by its proponents as the banner of freedom in some of the darkest days of humanity, few nations are as controversial. There is no question that the NAU has been at the helm or forefront of every major political venture, from the establishment of SECTO- which they largely built- to the establishment and design of the Terran Alliance of Nations itself. Though it has been eclipsed in military power by the Ahruga and Australio-Pacifica Coalition, social, fashion, entertainment, and artistic trends are still heavily influenced by this aging superpower. Economically it is tied with the Aussies for the top-dog slot, with the young superpower racing neck-and-neck with the elder one. Industrially it is an unchallenged leader in heavy materials and consumer goods production, but has never recovered the American leadership in technology that it lost during the 21st Century. Culturally, the NAU is a police state, but a hidden one. Federal Security Bureau agents and officers are everywhere, but the people are kept so distracted by the media, being fed scandal and titillation daily, that they don't notice or care. They have the illusion of freedom and democracy, so long as they toe the line. Culturally fairly liberal, there are few behaviors that can get one in trouble in the NAU, however certain thought processes and political views are sure to get one tossed in prison or worse. Basically, the NAU can best be summed up thusly: have sex with who you want, drink what you want, smoke what you want, and watch what you want, so long as you buy American and don't question authority. It's a gilded cage, but one most Americans are happy to live in. Those who don't fit in, but manage to not run afoul of the FSB, wind up leaving eventually, either immigrating to other nations or crewing with Freetraders to get away from it all.

Allies: APC, EU,

Enemies: FSA, Naradi

Persian Republic (PR)- Middle-East from Saudi Arabia to Iran, and 732 offworld colonies.

Overview: In the aftermath of the wars in Iraq, Lebanon and Iran, the Second Iranian Revolution, and the devastating Forth Arab-Israeli War in 2012, much of the middle-east was a wreck by the time of the Fall.

Rising from the ashes of economic collapse and warfare came a man who was soon recognized as the Mahdi by the majority of Islam. Condemning the Jihadist ideology as a blasphemy of the teachings of the prophet Muhammad, he rallied the moderate and secular Muslims to his side and began restructuring the shattered nations from Egypt to Iran. By the mid-21st Century, he had led one of the most impressive rebuilding efforts of the Restoration, and reorganized formerly separate nations into one great republic. His son was the first leader of this new nation, the Persian Republic, and it has continued to prosper under the family dynasty he began. Initially an important and prolific player in offworld colonization, Persia lost nearly half of its offworld colonies during the period of the Reunification Wars in 2165. Though a peaceful break, the Persian Republic has only added a few dozen colony worlds since that time, and has turned its focus inward to bettering the conditions of the colonies it has. As a result, even the most far-flung Persian colony is nearly as advanced and heavily-settled as many Core Worlds. Culturally, Persia follows more in the vein of the example set by more moderate countries such as Turkey, and is much more moderate than the Wahabi nations of their ancestors.

Allies: AF, KJE

Enemies: TCA

Republic of Israel (RoI)- Israel, Jordan, Syria, Lebanon, and 728 offworld colonies.

Overview: WWII led to the eventual re-writing of the map in the middle east, especially the Fourth Arab-Israeli War that was a key part of it. As a result of a Jihadist nuke strike in Tel Aviv, Israel ignored the impotent protestations of a collapsing United Nations and, mere months before the Fall, struck back hard, engaging in nuclear retribution of their own and annexing many of their neighbors. Jordan- facing an insurrectionist coup from within- defied expectations and allied with Israel, eventually becoming a prosperous ally and protectorate after the chaos of the Fall. Since then, Israel has been a major player in microtronics, cybernetics, and computers, even developing some of the hardened etheric systems in the 23rd Century that became key to military combat networking encryption systems today. A relatively small nation, with mostly agricultural and mining colonies offworld, Israel is still a potent industrial and economic power.

Allies: AC, APC, ATC, FSA, TCA

Enemies: None

Russian Federation (RF)- Russia, Siberia, Kazakhstan, Georgia, Chechnya, and 3,373 offworld colonies.

Overview: Mother Russia has always been, is, and always shall be Mother Russia, and nothing that the universe has thrown at her has ever managed to dent her armor. From Czarism to Communism to Democracy to Fascism to Parliamentary Republic, Russia has tried various governments on for size, and her people have endured hardships unlike any other nation that has survived, yet the spirit and culture of the Russian people has not changed a bit in centuries. Once again a major player in the political scheme of things, and again always with the ulterior motive of doing what is best for Mother Russia, this is one of the most stalwart nations of the Alliance.

Allies: AC, APC, EU, FSA

Enemies: None

South American Federation (SAF)- Entirety of South America and 1,149 offworld colonies.

Overview: South America was one of the few places only moderately impacted by the Fall, and as a result it rose to prominence. Though never a superpower, nor a major player either in politics or offworld colonization, the South American Federation has managed to remain remarkably stable for three centuries. Few nations can claim that. Culturally, Brazil had more influence than any of the other SA nations, resulting in a strange mix of laid-back Carnivale-mentality combined with traditional hard-working family-oriented culture.

Allies: APC, the SAF is neutral and somewhat insular towards just about everyone else

Enemies: None

Tarsus Corridor Alliance (TCA)- 3,787 offworld colonies and seven capital worlds.

Overview: The first truly offworld nation born of Terran colonists, the Tarsus Corridor Alliance is a stretch of former Persian, Indian, and European colonies in the heart of the Tarsus Corridor (a stretch of the Orion arm full of star systems with habitable worlds, some less than a light year apart). Despite- or

possibly because of- the multi-cultural origins, the Tarsan culture has intentionally tried to become as different from Terran as possible, resulting in exotic forms of dress, architecture, and art. Their government, however, is very much of Terran origin, being a parliamentary monarchy.

Allies: APC, FSA, RoI

Enemies: PR

Vijayanagar Empire (VA)- India, Pakistan, Afghanistan, Tibet, Bangladesh, Nepal, and 3,289 offworld colonies.

Overview: An empire in name only, this nation was born out of the explosive success of India throughout the 21st Century. In practice, it is a constitutional monarchy, where the true power lies with the parliament. Though they were a superpower in space exploration initially, they suffered significant losses during the Capellan war, and still have not come close to recovering. Culturally, little has changed and Indian traditions still hold firm.

Allies: APC, EU, HZE, NAU, NE,

Enemies: KJE

National, Non-Terran

Dunbaren Trade Federation, Aquinian

Dunbaren Trade Federation, Brim

Dunbaren Trade Federation, Juunta

Dunbaren Trade Federation, M'Toth

Dunbaren Trade Federation, Skree

Garoudan, Angji

Garoudan, Garouja

Khurian, Slave

Khurian, Citizen

Khurian, Rebel

Kraegarym

K'Thari

Lyncrathi

Namaran Darchi

Naradi

Orion, Citizen

Orion, Plebian

Orion, Rebel

Sarza, Dimrathi

Sarza, Republic

Teek

Corporate

ADM

Agrotech

Barret-Faulkner Armaments

Chiton Industries

Conudyne

Cumberland Industries

Eurostar

Fujita-Croft

General Dynamics

Krüp-Fuller Omnitech

MEI

Neeland-Kanamitsu

Omicorp
Oro Defense Technologies
Pinnacle Armor Technologies
Sierra Fashions
Sirius Colonial Industries
Techman Robotics
Terradyne
Williams-Burket

Guilds and Syndicates

Barundi Freetrader Guild
CTL Freetrader Guild
Cordian Syndicate (smuggling, piracy, assassinations, possible slave-trading)
Cumberland Syndicate (smuggling, prostitution, black market weapons)
Gaheris Syndicate (smuggling, piracy, black market weapons, assassinations, illegal shipyards)
Holstein Freetrader Guild
Kirkland Syndicate (black market hub, smuggling)
Tangiers Freetrader Guild
Turkaman Syndicate (BTL chips, prostitution, black market luxury goods)
Yamamoto Syndicate (probable ties to Yakuza)

Religions and Semi-Religious Societies

Buddhism
Church of Latter-Day Saints
Church of Universal Consciousness
Gnosticism
Heathenry
Hinduism
Indigenous Tribal Religions (specific one)
Judaism
Order of the Restored Templars
Protestant Christianity
Red Branch (Ahrugan religious sect similar to the Templars)
Reformed Catholic Church
Reformed Islam
Starseeker's Truth Church
Temple of Eremon (Temple of the Wilderness)
Temple of the Goddess
Tribulation Watch (apocalyptic society)

Criminal and Terrorist Groups

Aldeberon Association of Thrifty Individuals (international thieves' guild)
Crimson Jihad (traditionalist Islamic terrorist group, in exile in Khurian space)
Beradan Demari (Sarza crime syndicate based in the Republic)
Byntai (the entire race, due to their open embrace of slavery and slave-trading)
P.R.A.C.A. (Peoples Revolutionary Army of the Christian Ascendancy, terrorist group)
The Barbary Bastards (largest and most effective pirate gang)
The Red Hand (freelance apolitical assassin organization)
Yakuza (Nipponese organized crime group that operates openly rather than disguised as a syndicate)

Backgrounds

Every character has a story, and it is vital for good role-playing for the player to develop a story for the character that explains who he or she is, how they got to where they are, and why they are out and about in the galaxy. To develop a proper background, the player must ask a variety of questions about their character to help them figure out who he or she is. Why are they out in the greater cosmos rather than working a 9-5 job? What are the character's physical traits, such as scars, tattoos, personal holo fields, etc.? How or why did he get them? What are the character's goals, both short-term and long term? Does she have any family, and if so what is the relationship with them? These are just a tiny sample of the questions that guide a player through the process of fleshing out their characters. It is important that players develop at least some basic concept for their characters. The world of Dark Nova has a rich history and setting from which to draw inspiration, but if the player is having trouble developing a background on their own, there is nothing wrong with looking to popular science fiction for inspiration. Popular characters such as Han Solo, Malcolm Reynolds, and John Crichton could all be excellent sources of inspiration for the player.

For the GM, backgrounds can provide key plot development points that can steer the direction of a mission or an entire campaign. A character who is an escaped Khurian slave will be understandably vehemently passionate about taking down a slaver, a Freetrader who has a Hunted flaw may owe a lot of debts, and the loan sharks could come calling, and an Ahrugan warrior can cause a LOT of roleplaying opportunities for diplomats to keep the crew out of prison, or expose a major slaver network masquerading as a transport company. Encourage your players to develop in-depth backgrounds for their characters, because you never know when they might hand you a gold mine for future campaign ideas.

SKILLS

Dark Nova is a very skill-oriented game, and as such the skills your characters have will be as much a focus of the game as what weapons you carry and ships you fly. Characters start off with a sizeable number of skills, based on occupation, and can add to or upgrade these skills at creation using Starting Points, or later on using XP.

SKILL MECHANICS QUICK RULES

1. Roll 3d10 and apply modifiers to the roll to determine the check number.
2. If the modified check number exceeds the character's skill rating, the check is a failure.
3. If the modified check number is equal to or lower than the character's skill rating, the check is a success.
4. The difference between the score and the success (in other words, the Skill Score minus the Modified Skill Roll) measures the level of success where applicable.
5. If the unmodified raw roll is 3 (three 1's on the 3d10), then the check is a critical success, maximizing all effects.
6. If the unmodified raw roll is a 30 (three 00's on the 3d10), then the check is a critical failure, and the GM should determine the most disastrous effects that could result.
7. Purchasing Skills- new skills can be purchased with starting points at creation, or with experience points later on, at the cost of the starting skill rating+1 (e.g. a character with a MEN of 15 purchasing Chemistry, which has a starting rating of MEN+1, would spend 17 starting points)
8. Purchasing skill levels- skill levels can be increased by four per character level (e.g. a 1st level character could raise a skill rating four points, a 2nd level character could raise it eight, etc.) by spending starting points or experience points equal to double the current skill rating (e.g. the above character raising Chemistry from 16 to 17 would have to spend 32 starting/experience points.)
9. Skill Packages- skills are often bundled together into occupation-specific packages at a reduced cost of starting/experience points. Characters can purchase two skill packages per character level by spending the listed starting/experience points for that package. All skills within that package are at base skill rating unless otherwise noted, and must be raised individually as per other skills.
10. Latent Skills- a character with three or more skills in a school can make skill checks against other skills within that school that he does not possess at an equivalent rating of the initial rating -10. Characters with eight or more skills in a single school, or characters with piloting skills in a similar class (i.e. attempting to pilot a large starship with the Pilot: Small Starship skill) do so at a -5 penalty.

Skill Check Modifiers

Life is neither perfect nor fair. Just as the many races of the universe are not all balanced in some sense of fairness, neither is the universe itself bound to any such notions. As such, a character will often find themselves attempting to use skills in less than ideal circumstances, which are reflected in the use of skill modifiers. As stated in the Skill Mechanics Quick Rules, after the player rolls their skill check, these modifiers are then applied to the number resulting in the modified skill check. Positive numbers (+) are penalties, negative (-) numbers are bonuses. In most cases, bonuses are applied based on equipment used and other, similar enhancements, and the appropriate bonus and what skills are affected is listed under that piece of equipment's description. As unmodified skills only exist in perfect conditions, most situational and environmental modifiers are going to be penalties. Some of these penalties are detailed on the table below, but the GM can modify these or add to this list as he or she sees fit. Likewise, environmental or situational bonuses can be applied based on scenarios as the GM sees fit, and clever

players should always look for ways to roleplay their characters into the most advantageous situation possible.

Table XX: Skill Modifiers, Penalties

Situation	Modifier	Skills Affected
In Combat (non-ship-based)	+5	All
Wounded, Moderately (26%-50%)	+2	All
Wounded, Heavily (51%-75%)	+4	All
Wounded, Critically (76%-99%)	+8	All
Alien Tech, Familiar (Namaran, Sarza)	+3	Mech., tech., engineering
Alien Tech, Strange (Queequay)	+6	Mech., tech., engineering
Alien Tech, Exotic ("Um, it's breathing...")	+12	Mech., tech., engineering
Alien Biology, Familiar (near-human)	+3	Medical
Alien Biology, Strange (humanoid)	+6	Medical
Alien Biology, Exotic (bring a sponge)	+12	Medical
Culture, Familiar (Sarza, K'Thari)	+2	Social
Culture, Strange (Teek, Lyncrathi)	+4	Social
Culture, Exotic ("You say hello HOW?!")	+8	Social
Zero-G Environment	+2	All
Hostile Environment (toxic, etc.)	+3	All
Altered State, Narcotic, Minor	+4	All
Altered State, Narcotic, Moderate	+8	All
Altered State, Narcotic, Severe	+16	All
Altered State, Psionic	+10	All
Altered State, BTL	+24	All
Unfamiliar Systems	+4	Omninet, tech., engineering
Default Penalty (for other situations)	+4	Any (as per GM)

Skill List

The skills in Dark Nova are many, due in large part to the importance of variable skill-training and the wide selection of occupations and adaptable nature of character creation. It is important for players to focus on the background of their character, and build skills around the real-world interests such a person would have, and not just dump points into maxing occupation-based skills or choosing those skills that give the best stats. Just as some real-world people have a wide variety of skills, so, too, can a character have a seemingly incongruent skillset. Not everyone is so narrow-focused as to only be skilled in their chosen occupation. The author of the Dark Nova trilogy upon which this game is based is a law enforcement officer and tactical medic by occupation, but also a skilled blacksmith, writer, and outdoorsman. Many of the playtesters likewise had wildly disparate skills from those they used in their careers, all of which were just as viable as those they used in their jobs. Think of the hobbies you enjoy and are good at. Now add to that the skills you've picked up from experience or informal training. The same is true of the characters in the Dark Nova universe. You never know when your mercenary operator may be called upon to research social customs to save his butt, or cook for the crew because it's his turn in the galley.

Academic

- Aerodynamics MEN+1
The study of the mechanics of airflow.
- Agriculture MEN+3
The study of crops and hydroponics.
- Anthrobiology MEN+1
The study of the biology of ancient creatures.
- Anthropology MEN
The study of cultures, modern and ancient.
- Archaeology MEN
The study of past civilizations.

Astrophysics MEN+4
The study of the behavior of interstellar matter.

Biology MEN
The study of living beings and life in general.

Chemistry MEN+1
The study the chemical makeup of substances and their applications.

Climatology MEN+2
The study of climates and weather patterns on atmospheric planets.

Criminology MEN+SAV/2+1
The study of crime and criminal behavior.

Ecology MEN
The study of ecospheres and environments of life-bearing planets.

Knowledge: Aliens MEN
Basic knowledge and trivia of non-Terran races. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Animals MEN
Basic knowledge and trivia of animals. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Cities and Freeports MEN
Basic knowledge and trivia of major cities and Freeport stations. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Corporations MEN
Basic knowledge and trivia of Terran corporations. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: History (specific era) MEN
Basic knowledge and trivia of the history of the listed era or place. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Omninet MEN
Basic knowledge and trivia of the Omninet, including how it works, history, and notable events or figures. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Planets MEN
Basic knowledge and trivia of major planets, and some minor ones. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Psionics MEN
Basic knowledge and trivia of psionics. The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Religions MEN
Basic knowledge and trivia of major religions, and some minor ones. The higher the rating, the more obscure the knowledge the character knows.

Language MEN+4
Literacy and fluency in a language. Terran/Orion languages: *English, Urdu/Hindustani, Mandarin, French, German, Persian, Spanish, Arabic, Japanese, Swahili, Russian, Sioux, Portuguese, Greek, Bengali, Korean, Zulu, Italian, Hebrew, Tamil-Burmese, Polish, Thai, Maori, Romanian, Tagalog, Czech, Ahrugan-Gaelic (modern hybrid dialect), Gaeilge (older Irish dialect), Gàidhlig (older Scottish dialect)*. Non-Terran/Orion Languages: *Dunark (multi-racial trade language), Kurandi (Khurian), Dahmood (Naradi), Aljindi (Kyaren), Foohrd (Lyncrathi), Bleent (Teek), Abahndali (Namaran), Garoudishai (Garoudan), K'Ryis (K'Thari)*.

Literacy, Ancient MEN+2
Literacy in an obscure, often dead, alphabet.

Law (specific affiliation) MEN
General-to-specific (based on skill level) knowledge of the law of the listed affiliation, including penalties, precedent cases, and potential loopholes.

Metaphysics MEN-1
The science and study of the esoteric/spiritual nature of the universe.

Philosophy MEN+SOC/2

The science of wisdom and the schools of rational thinking.

Physical Science MEN+2

General science at a basic, High School level.

Physics MEN+4

The science and study of the properties of matter and energy, including quantum physics- the properties of matter and energy under the differential physics of quantum mechanics, such as hyperspace, and extra dimensional matter and energy, branal mechanics of parallel universes, and the interaction between them.

Psychology MEN+SAV/2

The science and study of the sentient mind, mental illnesses, and motivations.

Research MEN+1

The skill at searching for and acquiring data on a subject through a variety of means. The higher the skill rating, the more obscure material the character can find, and the greater the success, the faster it is found.

Ufology MEN+4

The study- now legitimate since the discovery of other races- of unknown spacecraft. The greater the success, the more likely the character is to determine if a sighted craft is a previously unknown craft of a known race, a known craft that has been heavily modified, or a craft of an entirely unknown race.

Writing, Compelling MEN+CHR/2

The ability to write speeches, articles, or theses that capture the readers' attention and inspires or informs them. The greater the success, the more compelling the writing and the greater the interest the readership will have.

Xenobiology MEN

The study of the biology of non-Terran-like life.

Detection

Blind Movement PER

The ability to move in limited light or total darkness. A success allows an un-augmented character to only suffer -2 penalties to TAC and Targeting in low light, and -4 penalties in total darkness.

Countersurveillance PER+1

The skill and knowledge a character uses to detect surveillance, determine likely places where surveillance devices might be placed, and methods to counter surveillance.

Detect Ambush and Traps PER+2

The skill and knowledge a character uses to detect ambushes, determine likely places where an ambush is likely, and methods to counter ambushes as well as to detect traps, ranging from simple snares to IEDs (Improvised Explosive Devices) to plasma mines, to determine likely places where traps would be placed, and methods to disable them..

Detect Concealment PER+3

The skill and knowledge a character uses to detect concealment, determine likely places where items might be hidden, and where smuggling holds, hidden vaults, or other such secret hiding places might be placed, and the use of palming, picking pockets, or other stealthy deceptions using slight-of-hand..

Evaluation MEN+SAV/2

The skill to appraise the value and workmanship of an item, to determine its uses if unfamiliar, and to develop a general feel for an object.

Read Body Language PER+SAV/2+1

The ability to determine, with variable accuracy, a person's moods and honesty from their body language. The base rating is for the character's own species. For species similar to the character's own, the penalty is -2, for species very dissimilar to the character's own, the penalty is -5.

Surveillance PER+1

The skills, techniques, knowledge and training to use primitive and high-tech devices, methods, and observation methods to gather intelligence, images, sounds, and movement patterns of a subject or subjects.

Tracking PER

The skills, techniques, and ability to track quarry by following trails signs and the like, as well as more high-tech tracking using credit purchase records, thermal image tracking, CRT (Chemical Residue Trace) imaging, etc. to track a target.

Engineering

Aerospace Engineering MEN+2

The understanding of manufacturing parts, prototypes, and repairing aircraft and aerospace craft such as aerospace fighters and shuttles.

Civil Engineering (Colonization Specialty) MEN+1

The understanding of the planning, construction, and improvement of colonial settlements, cities, and similar.

Electrical Engineering MEN+2

The understanding of the manufacturing, construction, principles, and applications of electricity, from primitive wires and fiber optics to modern quantum field energy transmission electricity.

Mechanical Engineer MEN

The understanding of the design, construction, repair, and modification of machinery and tools, as well as the creation of new machines.

Military Engineering MEN+4

The understanding of the planning, construction, and improvement of fortifications, ranging from primitive rammed-earth walls to complex modern fortresses using ablative armor, reactive shielding, point defense turrets, as well as the design, construction, and integration of shield generators ranging from small personal shield generators to planetary defense grid shields.

Nanotechnology Engineering MEN

The understanding of the design, construction, and implementation of nanites ranging from medical nanobots to combat nanites to construction nanofields.

Robotic Engineering MEN+2

The understanding of the design, construction, repair, and modification of robots.

Satellite Systems Engineering MEN

The understanding of the design, construction, repair, and modification of satellites and their ground stations.

Starship Engineering, Drive Repair MEN+1

The understanding of the design, construction, repair, and modification of starship drives and engines.

Starship Engineering, Jump Engine Repair MEN

The understanding of the design, construction, repair, and modification of hyperspace jump engines.

Starship Engineering, Structural Repair MEN+4

The understanding of the design, construction, repair, and modification of starships, including hulls, armor, internal structure, etc.

Structural Engineering MEN+4

The understanding of the design, construction, repair, and improvement of structures, buildings, modules, etc.

Weapons Engineering MEN+2

The understanding of the design, construction, repair, and modification of modern weapons.

Mechanical

Aerospace Mechanics MEN+1

The skills, knowledge, and techniques used to make repairs on aerospace craft, ranging from fighters to shuttles.

Armor Repair MEN+2

The skills, knowledge, and techniques used to make repairs on body armor.

Automotive Mechanics MEN+4

The skills, knowledge, and techniques used to make repairs on ground and hover vehicles.

Bioware Mechanics MEN

The skills, knowledge, and techniques used to make repairs on bioware enhancement implants, vats, and tools, though not the bioware itself.

Battlesuit Mechanics MEN

The skills, knowledge, and techniques used to make repairs on battlesuits.

Battlewalker Mechanics MEN-2

The skills, knowledge, and techniques used to make repairs on battlewalkers.

Electronics MEN+1

The skills, knowledge, and techniques used to make repairs on electrical devices and conduits.

Field Mechanics MEN+2

The skills, knowledge, and techniques used to make repairs on machinery and electronics in field conditions with minimal tools and often primitive environments.

General Mechanics MEN+3

The skills, knowledge, and techniques used to make repairs on basic machines and equipment.

Jury Rigging Mechanics MEN+1

The ability to make repairs using any other mechanic skill using parts and tools not intended for the use they are being put to, including modification and ad-hoc fabrication of parts and tools.

Locksmith MEN

The skills, knowledge, and techniques used to make repairs on locking devices ranging from primitive tumbler locks to maglocks.

Microrobotics MEN

The skills, knowledge, and techniques used to make repairs on small microbots and nanites.

Parts Scrounging MEN+SAV/2+2

The ability to go through other machines, spare-parts piles, scrap yards, etc. and find parts needed or, in conjunction with Jury Rigging Mechanics, parts that can be modified to work.

Robot and Drone Mechanics MEN+1

The skills, knowledge, and techniques used to make repairs on robot or drone mechanical systems and structure or hulls.

Robot and Drone Electronics MEN+1

The skills, knowledge, and techniques used to make repairs on robot or drone electrical systems.

Vehicle Armorer MEN

The skills, knowledge, and techniques used to make repairs or modifications on vehicle-mounted weaponry, including converting conventional weapons into vehicular ones.

Medical

Diagnostics, Psionic MEN+1

The knowledge and skills to accompany the psionic ability used to scan the body to acquire a diagnosis of illness or injury.

Diagnostics, Standard MEN

The knowledge and skills to accompany the machines and devices used to scan the body to acquire a diagnosis of illness or injury.

Field Surgery MEN+2

The knowledge and skills used to perform surgeries under field conditions, including the manufacture of primitive splints, tourniquets, stretchers, etc. and the ability to work with simple, often-primitive tools.

First Aid MEN+3

The knowledge and skills used to perform basic medical care to treat minor injuries, or stabilize a patient for further care.

Herbalism MEN

The knowledge of medicinal herbs and the skills to process them into medicines and their proper application.

Holistic Medicine MEN+SOC/2

The knowledge of spiritual or religious oriented medical treatments, including legitimate treatments such as acupuncture, pressure-point treatments, psionic healing from a religious point of view, and others.

Massage, Therapeutic PHY+MEN/2

The knowledge and skills used to massage muscles and manipulate joints in such a way as to relieve tension, decrease swelling, and treat musculoskeletal injuries.

Nanotech Medicine MEN+1

The knowledge and skills used in the application of medical nanites in treating wounds and illnesses.

Neural Mapping, Psionic PER+1

Similar to psionic diagnostics, this skill works in conjunction with the Body Sense psionic ability to scan for neurological damage caused by psionic disruption.

Paramedic, General MEN+2

The training, techniques, skills, and methods used to treat patients as a first-responder, to treat medical emergencies and trauma outside of a hospital, both on scene and during transportation to a hospital, as well as to handle mass-casualty events.

Paramedic, Search-and-Rescue PHY+MEN/2+1

Paramedic training above and beyond basic that focuses on searching for, locating, treating on-scene, and extracting patients in remote areas, on damaged ships or debris fields, in hostile environments, and in space when lost during EVA.

Paramedic, Tactical PHY+MEN/2+2

Paramedic training above and beyond basic that focuses on emergency medical response under hostile conditions, specifically during combat or other dangerous situations where the medic may come under fire and be forced to defend or extract their patient while under fire.

Physician, General MEN+4

The training, techniques, skills, and methods used to treat patients for illnesses, injuries, and other general ailments as a doctor. This skill is based on the practitioner having access to basic medical equipment and performing in a basic infirmary or hospital environment.

Physician, Specialist: Augmentation MEN+3

The training, techniques, skills, and methods used by a physician to implant both bioware and cybernetic implant augmentations through surgery or nanotechnology. This skill is based on the practitioner having access to advanced medical equipment and performing in an advanced infirmary or hospital environment.

Physician, Specialist: Internal Medicine MEN+3

The training, techniques, skills, and methods used to treat patients for illnesses and internal injuries above and beyond the norm. This skill is based on the practitioner having access to basic medical equipment and performing in a basic infirmary or hospital environment.

Physician, Specialist: Genetics MEN+3

The training, techniques, skills, and methods used to treat patients for genetic illnesses, as well as to perform genetic tests, augmentation, and enhancements. This skill is based on the practitioner having access to advanced medical equipment and performing in a genetics lab or hospital environment.

Physician, Specialist: Geriatrics and Longevity MEN+3

The training, techniques, skills, and methods used to treat patients for age-related ailments, as well as developing and implementing treatments to extend life and enhance the quality of life in later years. This field of medicine is directly responsible for the

extension of the average human lifespan to 180 years. This skill is based on the practitioner having access to average medical equipment and performing in a hospital environment.

Physician, Specialist: OBGYN MEN+3

The training, techniques, skills, and methods used to treat female patients for illnesses, injuries, pregnancies, and other gender-specific ailments. These physicians are in highest demand in the fringe colonies due to the limited and often-shoddy medical care available. This skill is based on the practitioner having access to basic medical equipment and performing in a basic infirmary or hospital environment.

Physician, Specialist: Psionic Healer MEN+4

The training, techniques, skills, and methods used to treat patients for illnesses, injuries, and other general ailments through the use of psionics, as well as the ability to treat Psions for ailments specific to their gifted abilities. This skill can be performed in any environment.

Physician, Specialist: Reconstructive MEN+3

The training, techniques, skills, and methods used by a physician to reconstruct damaged tissue or lost limbs using both bioware and cybernetic implant augmentations through surgery or nanotechnology. This skill is based on the practitioner having access to advanced medical equipment and performing in an advanced infirmary or hospital environment.

Reconstructive Surgery, Psionic MEN

The training, techniques, skills, and methods used by a psionic physician to reconstruct damaged tissue or lost limbs using psionics and augmented by nanotechnology. This skill is based on the practitioner having access to average medical equipment and performing in an average infirmary or hospital environment.

Surgery, General MEN+1

The training, techniques, skills, and methods used by a physician to perform basic surgeries. This skill is based on the practitioner having access to basic medical equipment and performing in a basic infirmary or hospital environment.

Toxicology MEN

The knowledge and skills used in the diagnosis and treatment of illnesses and ailments caused by drugs, poisons, and other toxic substances or narcotics.

Xenobiological Medicine MEN+2

The knowledge and training that allows a physician to treat patients not of their race.

Military

Appraise Military Equipment PER+3

The knowledge and techniques used to evaluate military equipment ranging from weapons and armor to vehicles and munitions to determine type, value, probable damage yield, and rough capabilities.

Armorer MEN

The knowledge and skills used to manufacture, modify and repair military-grade body armor and civilian body armor.

Camouflage PER+3

The use of skills and technology to blend persons and objects into their surroundings.

Combat Tactics: Vehicular, Ground MEN+3

The training, skills, and raw ability used in ground vehicle combat, ranging from tanks to battlewalkers. A basic understanding of ground-based warfare, including how mixed-unit movement and combat works, principles of formations and single-vehicle movement, and general combat where terrain matters and line-of-sight is often very limited.

Combat Tactics: Vehicular, Hover MEN+2

The training, skills, and raw ability used in hover vehicle combat, ranging from grav-tanks to hovercars. A basic understanding of low atmospheric warfare, including how aerial combat works, principles of unit and single-vehicle movement, and general combat where terrain matters and line-of-sight can vary depending on altitude and intervening obstacles.

CRBNN Warfare MEN+2

The art of understanding the principles of the use and defense against Chemical, Radiological, Biological, Nuclear, and Nanotech weapons of mass destruction. An additional category- Gravitic- is also studied, but due to the restriction of gravitic weapons to space combat for practical reasons it is a concept of theory more than practice for the CRBNN warfare specialist.

Defense Systems Analysis MEN+2

The knowledge and skills used to evaluate the type, capabilities, and possible weaknesses in perimeter defense systems and fortifications.

Demolitions PER+AGI/2

The knowledge and skills used in the manufacture and application of explosives.

Demolitions Disposal PER+AGI/2

The knowledge and skills used in the disarming and safe disposal of explosives.

Fortification MEN+4

The knowledge and skills used in fortification of buildings or terrain using primitive methods such as rammed earth, trenches, etc.

Leadership, Military CHR+4

The ability and training to lead personnel in an organized, disciplined, military or paramilitary fashion.

Military Etiquette SOC+2

The knowledge of the proper protocol, dress, decorum, and methods of addressing personnel in a military or paramilitary environment.

Military Intelligence PER+SAV/2+3

The techniques and skills used to acquire information on enemy movements and forces through field surveillance and espionage.

Ship-to-Ship Combat, Military MEN+2

The principles, tactics, techniques, history, and strategies of stellar naval warfare, including boarding actions, evasive movements, and fleet-scale battle formations and combat. More specific than Combat Tactics: Starship, this is the dedicated focus of military operations rather than the more general approach seen in the other skill.

Strategy INT+SAV/2

The art of understanding the overall strategy of warfare.

Tactics: Battlefield INT+SAV/2

The art of understanding strategies and tactics used by battlefield commanders to organize, plan, act, and react on the scale of a battlefield.

Tactics: Small Unit INT+SAV/2

The art of understanding strategies and tactics used by company and platoon commanders to organize, plan, act, and react on the scale of a unit ranging from as large as a company to as small as a squad.

Tactics: Unconventional Warfare INT+SAV/2

The art of understanding strategies and tactics used in guerrilla warfare and insurgencies, as well as the concept of militia combat, terrorism, hit-and-run tactics, and negating inferior numbers or training through skillful application of the available terrain and resources.

Trap Construction MEN+2

The knowledge and skills used in the manufacture and application of traps, ranging from primitive pit or snare traps to IEDs and high-tech traps.

Weapon Improvisation MEN+4

The knowledge and ability to use objects and material as weapons that were not intended for such use.

Omninet

Artificial Intelligence Programming MEN-1

The knowledge and skills used to program the architecture and cognitive framework that creates an AI.

Computer Operation MEN+4

The basic knowledge and skills required to operate standard computers.

Etheric Memory Architecture Programming MEN-1

- The knowledge and skills used to program the architecture used in quantum-field suspended (“etheric”) memory nodes.
- Etheric Memory Node Construction MEN**
The knowledge and skills used to construct the physical and quantum energy fields of an etheric memory node.
- Hardware Memory Programming MEN+2**
The knowledge and skills used to program the holographic architecture of optical suspension memory cores.
- Nanite Programming- Etheric Memory MEN+1**
The knowledge and skills used to program nanite hive-minds using etheric memory.
- Nanite Programming- Onboard Memory MEN**
The knowledge and skills used to program nanites using microcrystal memory cores aboard each nanobot.
- Netiquette SOC+2**
The knowledge of the proper protocol, behavior, decorum, and methods of addressing other persons in the virtual world of the Omninet.
- Netjacking (illegal) MEN+SOC/2+1**
The techniques and skills used for the hacking of the Omninet or etheric memory nodes using a remote VR access system and neural interface, or the hacking of hardware memory through direct interface. Generally considered illegal.
- Network Security MEN**
The knowledge, skills, and techniques used in the understanding, programming, and modification of Omninet, Etheric, and Hardware network security systems, including programming Intrusion Countermeasures and Trace programs.
- Omninet Combat Tactics MEN+SAV/2**
The tactics and skills used in VR combat against IC or other net runners.
- Omninet Network Navigation MEN+4**
The basic ability to navigate the Omninet without the use of search engines or browser guides.
- Omninet Operation MEN**
The basic knowledge required to access and use the Omninet.
- Omninet Programming MEN-2**
The knowledge and skills used to program the architecture used in the Omninet.

Psionic

- Aural Sensing MEN**
The ability to discern details and information from auras detected by Psions.
- Centering WIL+2**
The discipline of focusing the mind to clear it and focus psionic abilities. Reduces the psi-points required by an ability by 1 per half hour of centering, to a maximum of -4.
- Counter-Psi Tactics WIL+2**
The understanding of psionic offensive and invasive abilities and the techniques used by both Psions and normals to counter them.
- Maintained Focus WIL+1**
The discipline of maintaining the focus developed through centering for maintained abilities, as well as the ability to maintain an ability through wounds or distractions.
- Meditation techniques WIL**
The discipline of clearing the mind and letting it rest to regain psi-points at four times the normal rate for every hour of meditation (roll once per hour, maximum of four hours).
- Psychic Landscape Navigation MEN+2**
The skills and knowledge used to navigate the psychic landscape and correlate it with the physical world while using the Remote Viewing ability of the Clairvoyance discipline.
- Showmanship SOC+2**
The techniques used in theatrical enhancements of psionic abilities, ranging from simply making them more entertaining through humming, chanting, etc. to attempting to present them as magical abilities and the Psion as a sorcerer.

Xenological Psionics MEN-1

The knowledge of the basics of alien psionics.

Rogue

Acting, Improvisational MEN+SOC/2

The ability to act out a character without a script, becoming the character and responding to interactions and stimuli as the character would.

Concealment AGI+SAV/2

The art of hiding objects, including constructing hidden holds or vaults in which to hide them.

Disguise SOC+1

The art of altering one's appearance through makeup, temporary cosmetic augmentations, nanomasks, etc.

Escape Artist AGI+2

The art of slipping restraints, escaping bonds, and disabling magcuffs.

Fast-Talking SOC+2

The ability to talk one's way out of bad situations.

Forgery MEN+SAV/2

Skill at creating false documents, falsifying magnetic strips, molecular imprinting, etc. to duplicate or forge IDs, documents, etc.

Gambling MEN+SAV/2

The fine art of trying your best to win other people's money and not lose your own while playing games or betting on events.

Knowledge: The Underworld SAV+2

Basic knowledge and trivia of the criminal underworld, including knowledge of organized crime groups, Syndicates, pirate gangs, street gangs, and other errata of the nefarious criminal world. The higher the rating, the more obscure the knowledge the character knows.

Impersonation MEN+SOC/2+1

Similar to Improv Acting, except that the character is an existing person whom the actor emulates.

Interrogation WIL+CHR/2

The ability to extract information using a variety of techniques ranging from persuasion to torture and intimidation.

Palming AGI+3

The ability to slip something into a palm and conceal the pick up.

Pick Pocket AGI+1

The fine art of acquiring things from other people with deft and nimble fingers.

Pick Locks AGI+2

The art of defeating locking systems ranging from old-fashioned tumbler locks to modern maglocks.

Rappelling and Climbing AGI+4

The use of ropes and climbing gear to ascend or descend buildings and other steep or vertical surfaces. Does not convey the ability for natural environments (see: Mountaineering).

Safecracking MEN+AGI/2

The ability to break into vaults and safes using lock-picking techniques and technical means such as acid strips and nanites.

Slight-of-Hand AGI+2

The art of prestidigitation, using movement and flourish to conceal movements and actions performed by the hands.

Seduction SOC+2

The art of seducing someone using a variety of techniques.

Streetwise SAV+4

The basic knowledge of the streets and common threats and hazards, as well as where to find things, even illicit goods.

Stealth AGI+SAV/2

The ability to remain undetected while holding still and moving using techniques and technology to avoid being seen or heard.

Social

Acting, Improvisational MEN+SOC/2

The ability to act out a character without a script, becoming the character and responding to interactions and stimuli as the character would.

Acting, Stage MEN+SOC/2

The ability to act out a character on stage without repeated takes, becoming the character and following a memorized script with periodic elements of improvisation.

Acting, Screen SOC

The ability to act out a character on the screen, either conventional three-vee or flat screen. Due to the number of takes an actor can take, and the coaching, script re-reads off screen, etc. this is the least challenging of the acting abilities, and thus the most common.

Acting, Synth MEN+SOC/2

The ability to act out a character in the virtual world of Synth-Sims, being a combination of the multiple-take and scripts of screen acting, but requiring the actor to fully embrace the character so that the Synth-Sim records the emotions, sensations, etc. of the character.

Artistic Expression SOC

The talent and ability to paint, sculpt, etc. using a variety of mediums ranging from stone to clay to light.

Contacts Development SOC+4

The knack for developing relationships with people from a variety of backgrounds that can later evolve into contacts for the character.

Dance AGI+4

The knowledge and skill to perform basic contemporary dances.

Dance, Elegant and Ballroom AGI+SOC/2

The knowledge and skill to perform complex and elegant dances such as the tango, the waltz, etc. that are used in more official or high-class settings.

Dance, Seductive Elegant (Bellydancing, etc.) AGI+SOC/2

The knowledge and skill to perform tribal, ethnic, or modern dances that use subtle seduction, elegance and grace, and tasteful expressions of physical prowess and agility to entice and entertain. Generally viewed as a high-class art, especially in Affiliations where Courtesans exist.

Dance, Seductive Carnal (Exotic Dancing, etc.) AGI+BEA/2

The knowledge and skill to perform contemporary dances that use overt seduction, nudity or near-nudity, and blatant expressions of physical prowess and sexual positions to entice and entertain. Universally viewed as lower-class, if not outright condemned, but also a much more common expression of seductive dance than the elegant styles.

Diplomacy MEN+SOC/2-1

The skill and practice of conducting negotiations between representatives of groups or states, often at odds with one another, as well as acting as a representative of a crew, nation, or faction in dealing with others in an official capacity.

Empathy (non-Psionic) PER+CHR/2

The innate- but non-Psionic- ability to determine the thoughts and moods of a person by subtle body language, vocal tremors, and a basic understanding of behavior patterns.

Etiquette, Specific Affiliation SOC+1

The knowledge of the proper protocol, dress, decorum, and methods of addressing persons of the listed affiliation.

Etiquette, Corporate (General) SOC+1

The knowledge of the proper protocol, dress, decorum, and methods of addressing persons in a general, pan-corporate setting such as before a meeting of the Corporate Council (note: specific corporate etiquette would be under Affiliation above).

Etiquette, Court (General) SOC+1

The knowledge of the proper protocol, dress, decorum, and methods of addressing persons in a general court setting such as visiting a foreign court (note: specific court etiquette would be under Affiliation above).

Etiquette, Political (General) SOC+1

The knowledge of the proper protocol, dress, decorum, and methods of addressing persons in a general political setting, such as on the floor of the TAN Council, where many nations are present (note: specific political etiquette would be under Affiliation above).

Etiquette, Public SOC+1

The knowledge of the proper protocol, dress, decorum, and methods of addressing persons in public so as to present an appropriate appearance, and for public relations. Essentially knowing how to behave in public.

Fast-Talking SOC+2

See above.

Haggling and Bartering SOC+1

The skills and abilities required to negotiate prices in one's favor, and to effectively negotiate the trade value of objects for credits or trade.

Intuition PER+SAV/2

Similar to Empathy, this is a non-psionic ability to discern subtleties and make educated guesses about a great many things. Wider in scope and less focused on a person than Empathy, this ability is used to "feel" things.

Journalism MEN+SOC/2

The skills, abilities, and knowledge for gathering and presenting bare facts to describe news events, as well as finding stories and researching the facts to present to news agencies. May be strictly unbiased or sensationalized, depending on the journalist.

Leadership SOC+2

The skills, abilities, and knowledge that allow one to inspire people to follow their lead, be it in politics, or just working on a project. Note- due to the demanding nature and requirements, as well as the hierarchal structure of military or paramilitary operations, Leadership cannot be used in place of Military Leadership.

Massage, Pleasure PHY+SOC/2

The knowledge and skills used to massage muscles and the body in such a way as to relieve tension, relax, and create pleasure in the subject.

Movement, Graceful (Courtesan) AGI+BEA/2

The training and skills taught to Courtesans to move with flawless grace and elegance so that every move is perfect and unflinching. Only accessible to Courtesans or those who have Courtesan training from other sources.

Movement, Martial (Soldier/Mercenary) PHY+CHR/2

The sharp, professional movements that naturally evolve in soldiers and mercenaries from years of intense training and regular repeated use. This natural movement can be overcome in time, as it is a two-edged sword- it gives the impression of professionalism and capability, but is also a dead give-away that the person is either military or ex-military.

Musical Talent, Instrument AGI+MEN+CHR/3

The skill at using a musical instrument to entertain.

Musical Talent, Vocal AGI+MEN+CHR/3

The skill at singing and using the voice to entertain.

Persuasion SOC+1

The ability to create cogent arguments and compel others to move closer to one's point of view.

Poetry / Haiku INT+SOC/2

The art of writing and reciting poetry, lyrics, and Haiku.

Knowledge: Gossip PER+SOC/2

The dubious ability to ferret out or start gossip and rumors, such rumors being likely to be true in direct proportion to the success of the roll.

Knowledge: Pop Culture PER+SOC/2

Basic knowledge and trivia of pop culture, including the latest happenings, famous people, and events. The depth and accuracy of information gathered being in direct proportion to the success of the roll.

Knowledge: Scandals PER+SOC/2

Basic knowledge and trivia of scandals, ranging from pop culture icons to political scandals. The depth and accuracy of information gathered being in direct proportion to the success of the roll.

Politics MEN+SOC/2

The knowledge and skills required to engage in politics, be it from the armchair pundit standpoint, or as an active politician.

Seduction SOC+2

See above.

Streetwise SAV+4

See above.

Spacer

Combat Tactics: Aerospace MEN+2

The training, skills, and raw ability used in aerospace combat, particularly aerospace fighters, interceptors, and combat shuttles. A basic understanding of the physics involved, effects of transatmospheric combat, and how weapons and shield work differently in various atmospheres and in vacuum.

Combat Tactics: Starship MEN+2

The training, skills, and raw ability used in ship-to-ship combat, specifically military engagements, however it can also be applied to Freetrader combat. A basic understanding of the physics involved, tactics of fleet and individual ship warfare, advantageous positioning, and how various weapons are affected by conditions involved in different theaters of combat.

Combat Tactics: Zero Gravity MEN+1

The training, skills, and raw ability of combat in a weightless environment, ranging from hand-to-hand combat to heavy weapons use. The basic understanding of the physics involved, how movement affects combat, and how to punt one's opposition into deep space without becoming a piece of debris one's self.

Driving: Automobile AGI+4

The ability to drive four-wheeled ground vehicles.

Driving: Hover Car/Truck AGI+3

The ability to drive hover vehicles, except for hover bikes.

Driving: Hover Bike AGI+2

The ability to drive hover bikes, notoriously dangerous at high-speeds, especially in forests.

Driving: Motorcycle AGI+1

The ability to drive two-to-three wheeled ground vehicles.

EVA AGI

The skill to operate outside of a ship in space or hyperspace.

Horsemanship AGI+2

The ability to ride horses without looking like an idiot or getting bucked.

Jury Rigging, General MEN

A combination of raw talent and puzzle-solving skills that allows the character to make parts not intended to do certain things actually do them. Also includes ad-hoc fixes ranging from the mundane- such as using an armor patch kit to repair a plasma conduit- to the truly bizarre- such as using Teek stomach mucous as an emergency lubricant for a seized turret gimbal.

Knowledge: Piratical Techniques and Habits MEN+2

Basic knowledge and trivia of modern piracy, including knowledge of Syndicates, pirate gangs, predatory alien races, and the tactics they use to mark their prey and attack them.

The higher the rating, the more obscure the knowledge the character knows.

Knowledge: Shipping Routes MEN+2

Basic knowledge and trivia of shipping routes, which routes are heavily patrolled and which ones are untouched by ISP ships, and where to find freighters and Freetraders who will travel a desired route. Also includes the knowledge of how to travel “tramp steamer” style, living out of a duffel in the hold of a ship while either traveling on the cheap, or as a stowaway. The higher the rating, the more obscure the knowledge the character knows.

Life Support Systems MEN

The skills, abilities, and knowledge used in maintaining life support systems, how to effect basic repairs, and even methods to make short-term emergency atmospheric filters.

Movement: Zero Gravity AGI+2

The skills, abilities, and knowledge of moving in a weightless environment.

Navigation: Interplanetary MEN+1

The skills, abilities, and knowledge used in moving between planets within a star system.

Navigation: Hyperspace MEN

The skills, abilities, and knowledge used in moving through hyperspace, including navigating around gravity wells and avoiding dense tachyon fields.

Navigation: land MEN+2

The skills, abilities, and knowledge used in moving overland, either by vehicle or on foot.

Navigation: Orbital MEN+1

The skills, abilities, and knowledge used in moving through orbital layers, including transatmospheric flight, maneuvering through densely populated layers (space stations, satellites, heavy ship traffic, etc.), and through planetary rings.

Oxygen Conservation END+MEN/2

Using meditation and other metabolism-reducing techniques, this skill allows the character to slow their breathing, and make more efficient use of the oxygen available. Increases the length of time the character will last in a static environment by 25%, plus an additional 25% for every five points of difference between the Skill Score and the Modified Skill Roll.

Piloting: Aerospace Fighter AGI+PER/2+1

The ability to pilot aerospace fighters.

Piloting: Battlesuit PHY+1

The ability to pilot battlesuits, both on foot and skimming.

Piloting: Battlewalker PHY+2

The ability to pilot both artillery and support battlewalkers.

Piloting: Grav Tank PHY+1

The ability to pilot hover APCs and grav tanks.

Piloting: Grav Pack AGI+2

The ability to pilot personal AG packs (a.k.a. “grav packs”)

Piloting: Shuttle AGI+PER/2+2

The ability to pilot transatmospheric and ship-to-ship shuttles.

Piloting: Starship (specific class) AGI+PER/2+2

The ability to pilot starships of the listed class. Classes being Light (under 500 meters in length), Medium (500m - 1km), Heavy (1km-2.5km), and Behemoth (2.5km and larger).

Salvage MEN+SAV/2+3

The skills and knowledge to locate valuable items that can be salvaged from a wreck, determining if a wreck itself is salvageable, and the knowledge of how to salvage a wrecked vessel by securing it to be towed back to a space dock for repairs.

Sensory Equipment MEN

The skills and knowledge at reading and understanding a wide variety of instrumentation linked to various sensor systems.

Ship-to-Ship Combat, Freetrader MEN+2

The principles, tactics, techniques, and strategies of unconventional ship-to-ship combat, including boarding actions, evasive movements, and creative and unconventional tactics. Often in an “underdog” position in combat, Freetrader tactics are less open warfare and more of a throw-sand-in-their-eyes-and-hit-them-with-a-beer-stein mentality. More specific than Combat Tactics: Starship, this is the dedicated focus of the often

underhanded or cunning tactics used by Freetraders rather than the more general approach seen in the other skill.

Smuggling Techniques MEN+CHR/2

More specific than Concealment, this is the fine art of hiding illicit cargo aboard ships in such a manner as to avoid comprehensive searches and scans by ISP and customs officials. Included in this is a basic understanding of constructing smuggler's holds, where and how they will fit into and affect a ship, and the techniques and technologies useful for deceiving scans without revealing the modifications.

Vacuum Survival END+MEN/2

The skills and knowledge used to survive brief exposure to vacuum either during a depressurization or being sucked out through a hull breach. Characters with this skill add ten seconds to their survival time (END+10 seconds base), plus an additional ten seconds for every five points of success. Characters exposed to vacuum will lose a minimum of 50% of their hit points if exposed for more than ten seconds, 75% for fifteen seconds, and 90% for twenty seconds +1% per second thereafter unless they have this skill, at which point they lose 1% of their hit points every *two* seconds after twenty.

Weapon Systems MEN+1

The skills and knowledge at operating a wide variety of ship or vehicle weapon systems and gunnery stations. Characters who make a successful skill check at the outset of the initial combat round (no further check is necessary) gain the targeting bonuses for the listed vehicle, as well as their own ranged combat skills for Gunnery proficiencies if any. Characters without this skill gain no bonuses from such skills, and suffer a -4 penalty to targeting.

Survival

Atmosphere Generation, Primitive MEN+1

The skills and knowledge used in creating primitive atmosphere generation units, either via simple chemical methods, burning oxygen-producing materials and minerals, or through the creation of atmosphere-generating greenhouses.

Boat Building MEN

The skills and knowledge used in the construction of simple boats and canoes.

Camouflage PER+3

See above.

Carpentry MEN+3

The skills and knowledge used in basic carpentry, from constructing simple cabins to building basic wooden furniture.

Food Preservation MEN+2

The skills and knowledge used to preserve food, ranging from canning and pickling to smoking and jerking.

Hunting AGI+PER/2+2

The skills and knowledge used in primitive hunting using spears, bows, etc.

Identify Flora and Fauna MEN

The skills and knowledge used to identify plants and animals of a given planet or environment.

Mountaineering PHY+MEN/2

The skills and knowledge used to traverse and climb mountains and related rough terrain. Includes Rappelling and Climbing in natural terrain only.

Navigation: Land MEN+2

See above.

Primitive Weapons MEN+1

The skills and knowledge used to manufacture primitive weapons from natural materials such as stone, wood, etc., as well as from modern debris such as glass fragments, pieces of plasteel or Titanium, etc. A higher score in this skill also includes the manufacturing of pre-Industrial weapons via blacksmithing such as swords, axes, spearheads, arrowheads, etc., though it still requires Mining and Smelting to acquire and process the raw materials into usable steel.

Skinning MEN

The skills and knowledge used to skin animals, as well as processing and preserving the skins.

Spelunking PHY+MEN/2+1

The skills and knowledge used to explore caves. Includes Rappelling and Climbing for cave environments only.

Survival (chosen environment) PHY+MEN/2+2

The skills and knowledge used to survive the hazards of specific environments.

Undersea Survival PHY+MEN/2

The skills and knowledge used to survive beneath the water on ocean planets or other aquatic environments, including using survival gear to create atmospheric pockets and filter oxygen from water.

Vacuum Survival END+MEN/2

See above.

Technical

Avionics MEN+2

The science of electronic devices for aircraft.

Carpentry PHY+MEN/2

See above.

Computer Repair MEN

The basics of repairing the physical components of a computer or VR emulator.

Cryptography MEN

The study of codes and the ability to create or crack them.

Electricity Generation MEN+1

The basics of creating energy, either through chemical cold fusion, or basic acid-battery generation.

Electronic Countermeasures MEN+3

The skills and knowledge used in the proper application and maintenance of electronic countermeasure equipment.

General Repair MEN

The skills and knowledge used in affecting basic repairs to everyday items.

Geology MEN+4

The science and study of the solid matter that constitutes a planetary or planetoid surface, encompassing such things as rocks, soil, and gemstones, geology studies the composition, structure, physical properties, history, and the processes that shape the planet or planetoid.

Hyperpulse FTL Communications MEN

The skills and knowledge used in operating Hyperpulse FTL communications equipment, as well as the basic understanding of the principle of how it works.

Mapping MEN+2

Basic cartography, creating maps of various sorts, including two-dimensional and three-dimensional versions.

Masonry PHY+MEN/2

The skills and knowledge used in the building of structures from individual units laid in and bound together by mortar, specifically brick or stone.

Metallurgy MEN+2

The study of alloying and treating metals, as well as determining the composition of the same.

Microelectronics MEN+1

The skills and knowledge used in the application of microscopic and miniaturized electronic devices, as well as the basic principles behind them.

Microwave Communications MEN

The skills and knowledge used in operating microwave, shortwave, and RF communications equipment, as well as the basic understanding of the principle of how it works.

Mining PHY+MEN/2+1

The skills and knowledge used in the process of extracting ore or minerals from a planetary, planetoid, or asteroid surface.

Omninet Node Repair MEN

The basics of repairing the physical components of an Omninnet etheric node.

Prospecting MEN

The physical search for minerals, fossils, precious metals or mineral specimens.

Reactor Diagnostics and Repair, Fusion MEN+1

The basics of diagnosing problems and affecting repairs on hot-fusion reactors.

Reactor Diagnostics and Repair, Cold Fusion MEN

The basics of diagnosing problems and affecting repairs on chemical and biocell cold-fusion reactors.

Reactor Diagnostics and Repair, Antimatter MEN-1

The basics of diagnosing problems and affecting repairs on antimatter reactors

Satellite Communications MEN+2

The skills and knowledge used in operating satellite communications equipment, as well as the basic understanding of the principle of how it works.

Surveillance Systems MEN+1

The skills and knowledge used in operating various types of audio-visual surveillance systems.

Smelting MEN+3

The practice of extracting metal from ore, purifying it, and recycling it.

WEAPON PROFICIENCIES

Peace, love, and happy thoughts of utopia have never been a good defense against spears, bullets, or pulse blasts. Therefore, only fools go out into the wilds of the universe unarmed. Carrying a weapon is only half of the battle, however, and if a character wants to survive, they must become competent in the use of the hardware they carry. The level of skill a character has with their weapons heavily influences for good or ill- their combat modifiers to Targeting, and may also grant extra attacks per round in some cases. There are six levels of proficiency with weapons-

Unskilled: No knowledge or training whatsoever. Depending on the weapon, you may prove to be more dangerous to yourself and your friends than the enemy, and thus you should only attempt to use this weapon if you are all going to die anyway.

Familiar: Basic rudimentary knowledge of the weapon, but no real training. While you know which end to point at the enemy and are less likely to blow a random appendage off of yourself or a loved one, your target groupings look like they were made by a drunken chimpanzee.

Proficient: Regular bi-weekly training with the weapon, and full familiarity with this category. You can impress women at the gun range, and your instructors didn't wear body armor and mutter prayers while clutching holy symbols when you went on the firing line.

Skilled: Weekly training and special combative scenario training. You not only know how to use the weapon, you are actually quite effective in combat. While you still haven't managed to pull off that whole curving the bullet out of a gauss pistol thing, you can blow the wings off of the fly... along with the fly, whatever it was sitting on, and anything in a direct line behind it for two kilometers.

Expert: Elite training, special schools and regular tactical training with many weapons in this category. You almost never miss, and can do many trick shots and fancy moves. You are, in a word, a badass.

Master: Precision is unmatched with your weapon, and your combat skills are superb. If your skills are known, they are legendary, and you are truly Michelangelo with a pulse pistol, Rembrandt with a gauss rifle. You paint masterpieces with the fate (and innards) of your targets.

Munchkin Spoiler: Note that listed modifiers are applied to the use of the listed weapon only, and do not apply to all attacks. In other words, someone with WP- Energy (PP) who is firing a PPR and is attacked in close-quarters and forced to use their PPR as a club does not apply the Energy WP modifiers to their melee combat, and must instead use Melee.

Weapon Types	Bonuses to Targeting (above Familiar)				
	Unskilled	Proficient	Skilled	Expert	Master
Unarmed	-2	+1	+2	+4/+1 ATT	+5/+2 ATT
Melee	-3	+1	+2	+4/+1 ATT	+6/+2 ATT
Projectile, Archaic	-6	+1	+3	+4	+6
Projectile, Modern	-5	+1	+2	+3	+4/+1 ATT
Energy (Type)	-4	+1	+3	+5	+6/+1 ATT
Heavy (Type)	-6	+1	+2	+3	+4/+1 ATT
Sniper	-8	+2	+4	+8	+10
Gunnery	-5	+1	+2	+4	+6/+1 ATT

Proficiency Descriptions

Unarmed: General weaponless combat, to be used as a default in place of martial arts (which are not covered in this playtesting manual). For the purposes of playtesting, any character who- through skill packages or archetypes- has Martial Arts (skill level), simply replace it with Unarmed and increase to the next skill level (i.e., Martial Arts: Aikido, Proficient becomes Unarmed, Skilled).

Melee: The use of hand-held weapons in combat, be they clubs, improvised bludgeoning weapons, vibroswords, or polearms.

Projectile, Archaic: The use of bows, crossbows, and other ancient projectile weapons. Despite technological innovations, these weapons- and their modernized equivalents- still find use in sport and even combat.

Projectile, Modern: The use of older and modern projectile weapons using chemical or electromagnetic acceleration of a round, be they archaic assault rifles or modern gauss weapons.

Energy: The many various energy weapons act in a different manner: particle projection and plasma weapons kick, are slower than light speed, and do area affect upon impact, particle beam weapons have slight kick, but are zero-time-of-flight (light speed) weapons, lasers are zero-time-of-flight weapons with no kick whatsoever, etc. As such the character must choose a WP for each type of energy weapon- Particle Projection (PP), Particle Beam (PB), or Laser (L). Anti-proton weapons such as APPCs and AP Lancers fall under their conventional type, and Plasma weapons fall under PPC. An example: WP- Energy (PB) would cover all particle beam weapons, Lancers, and related weaponry. Note that the similarity of energy weapons allows a character with one type to use other types as if he was one proficiency level lower (i.e., someone skilled with PP weapons at Skilled could use PB or L weapons at Proficient).

Heavy: As with energy weapons, there are many types of heavy weapons- energy types (PP, PB, L), Gauss (Ga) and Missiles (MS). The character must choose a weapon proficiency for each type of weapon. As with WP: Energy, energy heavy weapons (PP, PB, etc.) are related, and a character with one can use the others as if they were one step down. Gauss and missile weapons, however, do not count in this, and no step-down familiarity exists between Energy, Gauss, or Missile proficiencies.

Sniper: Sniping is the skill of lining up a target for precise strikes, and is a secondary weapon proficiency used in place of the WP for the weapon being used (i.e., someone sniping with a particle beam rifle would use Sniper instead of Energy). The listed bonuses are for all shots taken in a sniper situation, and are applied *before* Called Shot modifiers. Sniping adds a +3 penalty to initiative for combat turns, though the target must be chosen on the initiative segment before this penalty is applied (i.e., if a sniper goes on a 3, he must choose his target at that time and cannot change it afterwards, even though he actually fires on a 6)

Gunnery: The use of remotely-operated weapons, such as tank or walker cannons, ship's weapons, and so forth. As the weapon type (missile, energy, etc.) is less important than the targeting system, this proficiency covers all weapon types. Note that this requires the Weapon Systems skill, which is used to determine if a character can successfully operate the targeting systems and link weapons together, this proficiency is only used after a successful Weapon Systems skill check.

Purchasing Weapon Proficiencies

Purchasing new weapon proficiencies costs 20xp per new proficiency, and acquires the proficiency at Familiar. While there is no maximum limit on weapon proficiencies in and of themselves, they count as skills for the maximum skills per level limits found under INT. However, a character with a similar energy weapon proficiency (i.e., WP- Energy PP) can purchase the related proficiencies (PB, L) at half the cost, but still has to pay full XP to advance them.

Increasing Weapon Proficiencies

Weapon proficiencies are raised at a cost of 20 per level of increase to Skilled (i.e. Familiar to Proficient would cost 20XP, Familiar to Skilled would cost 40XP), and 40 points for each level from Skilled to Master, (i.e., Skilled to Expert would cost 40XP, Skilled to Master would cost 80XP, and going from Familiar to Master would cost 120XP).



SKILL PACKAGES

Skill Packages are groupings of skills at a base rating, unless otherwise noted, that correspond to specific schools of training one undertakes to acquire a specific occupation or position. Initial Occupations begin with a selection of skill packages for free (see: Occupations), and all others must be purchased either at creation using character starting points, or later on using experience points. There is a maximum number of skill packages a character can have at creation based on intelligence. If the number of free skill packages meets or exceeds this (starting skill packages are counted towards this total), the character may not purchase any more until he or she advances a level.

Basic Military Package

XP Cost: 160

Prerequisites: None

Skills Included:

- Detect Ambush
- First Aid
- Camouflage
- Military Etiquette
- CRBNN Warfare
- Tactics: Small Unit
- Computer Operation
- Rappelling and Climbing
- Stealth
- Movement, Martial
- Survival (chosen environment)
- Navigation: land
- Martial Arts: (Choose One) (Proficient)
- WP: Small Arms, Energy Sidearm (Proficient)
- WP: Small Arms, Energy Rifle (Proficient)
- WP: Heavy Weapons (Proficient)

Mercenary Supplementary Package**XP Cost: 150****Prerequisites: Basic Military Package****Skills Included:**

- Knowledge: Cities and Freeports
- Knowledge: Corporations
- Countersurveillance
- Detect Concealment
- Detect Traps
- Defense Systems Analysis
- Tactics: Unconventional Warfare
- Streetwise
- Sensory Equipment
- Weapon Systems
- Surveillance
- Contacts Development
- WP: Increase two to (Skilled)

Military Specialization Package: Demolitions Expert**XP Cost: 80****Prerequisites: Basic Military Package****Skills Included:**

- Chemistry
- Detect Traps
- Electronics
- Demolitions
- Demolitions Disposal
- Trap Construction
- Concealment

Military Specialization Package: Sniper**XP Cost: 150****Prerequisites: Basic Military Package, PHY 12, MEN 12****Skills Included:**

- +2 to Stealth
- +2 to Camouflage
- Mathematics
- Countersurveillance
- Detect Concealment
- Surveillance +1
- Tracking
- Defense Systems Analysis
- Appraise Military Equipment
- Concealment
- WP: Small Arms, Sniper Rifle (Choose- Energy or Projectile) (Master)

Military Specialization Package: Special Operations**XP Cost: 250****Prerequisites: Basic Military Package, PHY 14, MEN 10****Skills Included:**

- +1 to all Basic Military Package skill ratings
- Language (2 of choice)
- Blind Movement
- Countersurveillance +1
- Detect Concealment

- Detect Traps
- Surveillance +2
- Tracking
- Armor Repair
- Appraise Military Equipment
- Camouflage
- Defense Systems Analysis
- Demolitions
- Fortification
- Tactics: Unconventional Warfare
- Interrogation
- Combat Tactics: Zero Gravity
- Hyperpulse FTL Communications
- Surveillance Systems

Military Specialization Package: Combat Medicine

XP Cost: 60

Prerequisites: Basic Military Package

Skills Included:

- Diagnostics, Standard
- First Aid +4
- Field Surgery
- Paramedic, General +2
- Paramedic, Tactical +2

Basic Rogue Package

XP Cost: 120

Prerequisites: None

Skills Included:

- Law (primary affiliation and 2 other affiliations)
- Knowledge: The Underworld +2
- Fast-Talking
- Concealment
- Countersurveillance
- Escape Artist
- Pick Pocket
- Streetwise
- Stealth +2
- Surveillance

Advanced Rogue Package: Breaking and Entering

XP Cost: 110

Prerequisites: Basic Rogue Package

Skills Included:

- Detect Traps
- Electronics
- Locksmith
- Defense Systems Analysis
- Computer Operation
- Pick Locks
- Rappelling and Climbing
- Cryptography
- Electronic Countermeasures

Advanced Rogue Package: Stealth

XP Cost: 90

Prerequisites: Basic Rogue Package, AGI 14

Skills Included:

- +4 to Stealth
- +2 to Escape Artist
- +2 to Countersurveillance
- Blind Movement
- Camouflage
- Disguise
- Acting
- Electronic Countermeasures

Advanced Rogue Package: Underworld and the Black Market

XP Cost: 90

Prerequisites: Basic Rogue Package, SAV 12

Skills Included:

- +4 to Knowledge: The Underworld
- Knowledge: Cities and Freeports
- Knowledge: Corporations
- Fast-Talking
- Forgery
- Contacts Development
- Haggling and Bartering
- Persuasion
- +2 to Streetwise

Advanced Rogue Package: Espionage

XP Cost: 250

Prerequisites: Basic Rogue Package, PER 14

Skills Included:

- +2 to Countersurveillance
- Language (three of choice)
- Knowledge: Cities and Freeports
- Knowledge: Corporations
- Knowledge: Planets
- Detect Concealment
- Read Body Language
- Surveillance
- Defense Systems Analysis
- Computer Operation
- Netjacking
- Acting
- Concealment
- Disguise
- Fast-Talking
- Impersonation
- Contacts Development
- Diplomacy
- Politics
- Cryptography +1
- Surveillance Systems

Basic Piloting Package

XP Cost: 60

Prerequisites: None

Skills Included:

- EVA

Life Support Systems
Movement: Zero Gravity
Sensory Equipment
Hyperpulse FTL Communications
Microwave Communications
Navigation: Interplanetary
Pilot: One of Choice

Advanced Piloting Package: Starships

XP Cost: 100

Prerequisites: Basic Piloting Package

Skills Included:

Astrophysics
Astronomy
Knowledge: Planets
Computer Operation
Navigation: Hyperspace
Navigation: Interplanetary
Oxygen Conservation
Piloting: Starship (specific class)
Vacuum Survival

Advanced Piloting Package: Military Ground Vehicles

XP Cost: 90

Prerequisites: Basic Piloting Package

Skills Included:

Combat Tactics: Vehicular, Ground
Combat Tactics: Vehicular, Hover
Driving: Automobile
Driving: Hover Car/Truck
Navigation: land
Piloting: (choose one- Battlesuit, Battlewalker, or Grav-Tank)
Weapon Systems

Advanced Piloting Package: Fighters

XP Cost: 100

Prerequisites: Basic Piloting Package, AGI 12, PER 12

Skills Included:

Computer Operation
Navigation: Interplanetary
Navigation: Orbital
Oxygen Conservation
Combat Tactics: Aerospace
Piloting: Aerospace Fighter
Vacuum Survival
Weapon Systems

Advanced Piloting Package: Navigator

XP Cost: 140

Prerequisites: Basic Piloting Package

Skills Included:

+2 to Sensory Equipment
Astrophysics +2
Astronomy +2
Knowledge: Planets +1
Mathematics

Computer Operation
Navigation: Interplanetary
Navigation: Hyperspace
Navigation: Orbital
Mapping

Basic Mechanics Package

XP Cost: 50

Prerequisites: None

Skills Included:

Mathematics
Electronics
General Mechanics
Computer Operation
General Repair

Advanced Mechanics Package: Military Engineer

XP Cost: 150

Prerequisites: Basic Mechanics Package, Basic Military Package

Skills Included:

Military Engineering, Fortifications
Military Engineering, Shield Generators
Armor Repair
Choice of one- Battlesuit Mechanics or Battlewalker Mechanics
Mechanical Engineer
Weapon Systems
Microelectronics
Reactor Diagnostics and Repair, Cold Fusion

Advanced Mechanics Package: Starship Engineer

XP Cost: 220

Prerequisites: Basic Mechanics Package

Skills Included:

Astrophysics
Mathematics
Electrical Engineering
Military Engineering, Shield Generators
Starship Engineering, Drive Repair
Starship Engineering, Jump Engine Repair
Starship Engineering, Structural Repair
Mechanical Engineer
Computer Operation
EVA
Life Support Systems
Movement: Zero Gravity
Sensory Equipment
Computer Repair
Microelectronics
Reactor Diagnostics and Repair, Fusion
Reactor Diagnostics and Repair, Cold Fusion
Reactor Diagnostics and Repair, Antimatter

Advanced Mechanics Package: Greasemonkey

XP Cost: 160

Prerequisites: Basic Mechanics Package

Skills Included:

Electrical Engineering
Automotive Mechanics
Field Mechanics
Jury Rigging Mechanics +2
Mechanical Engineer
Parts Scrounging
Jury Rigging, General
Salvage
Atmosphere Generation, Primitive
General Repair
Smelting

Advanced Mechanics Package: Field Engineer

XP Cost: 180

Prerequisites: Basic Mechanics Package

Skills Included:

Chemistry
Knowledge: Planets
Mathematics
Nanotechnology Engineering
Satellite Systems Engineering
Structural Engineering
Field Mechanics
Mountaineering
Spelunking
Geology
Mapping
Mining
Prospecting
Smelting

Basic Medical Package

XP Cost: 50

Prerequisites: None

Skills Included:

Biology
Chemistry
Xenobiology
First Aid

Advanced Medical Package: Paramedic

XP Cost: 80

Prerequisites: Basic Medical Package

Skills Included:

Diagnostics, Standard
Field Surgery
Paramedic, General +3
Choose One- Paramedic, Search-and-Rescue or Paramedic, Tactical
Xenobiological Medicine

Advanced Medical Package: Physician

XP Cost: 180

Prerequisites: Basic Medical Package, INT 12

Skills Included:

+2 to Biology
Philosophy

Psychology
Physician, General +2
Choose one- Physician, Specialist: Augmentation, Physician, Specialist: Internal Medicine,
Physician, Specialist: Geriatrics and Longevity, or Physician, Specialist: OBGYN
Surgery, General
Toxicology
Xenobiological Medicine

Advanced Medical Package: Psionic Healer

XP Cost: 150

Prerequisites: Basic Medical Package, Bioalteration Psionic Ability

Skills Included:

Knowledge: Psionics
Philosophy +2
Psychology
Diagnostics, Psionic
Physician, Specialist: Psionic Healer
Reconstructive Surgery, Psionic
Centering
Meditation techniques
Neural Mapping, Psionic

Advanced Medical Package: Nanotech Specialist

XP Cost: 140

Prerequisites: Basic Medical Package, Advanced Medical Package: Physician

Skills Included:

Nanotechnology Engineering
Nanotech Medicine +2
Physician, Specialist: Reconstructive
Nanite Programming- Etheric Memory
Nanite Programming- Onboard Memory

Basic Omninet Operations Package

XP Cost: 50

Prerequisites: None

Skills Included:

Knowledge: Omninet
Computer Operation
Netiquette
Omninet Operation

Advanced Omninet Operations Package: Programmer

XP Cost: 110

Prerequisites: Basic Omninet Operations Package

Skills Included:

Artificial Intelligence Programming
Etheric Memory Architecture Programming
Hardware Memory Programming
Network Security
Omninet Network Navigation
Omninet Programming
Computer Repair
Omninet Node Repair

Advanced Omninet Operations Package: Netrunner

XP Cost: 190

**Prerequisites: Basic Omninet Operations Package, Advanced Omninet Operations Package:
Programmer**

Skills Included:

- +1 to Network Security
- +2 to Omninet Network Navigation
- +2 to Omninet Programming
- +2 to Hardware Memory Programming
- Law (primary affiliation)
- Etheric Memory Node Construction
- Netjacking +4
- Omninet Combat Tactics
- Concealment
- Streetwise
- Contacts Development (Omninet-specific)
- Computer Repair
- Microelectronics

Basic Academic Package

XP Cost: 80

Prerequisites: None

Skills Included:

- Knowledge: History (specific area)
- Research
- Computer Operation
- 3 Academic Skills of Choice
- 2 Technical Skills of Choice

Advanced Academic Package: Scholarship

XP Cost: 80

Prerequisites: Basic Academic Package

Skills Included:

- +2 to Research
- Language (two of choice)
- Writing, Compelling
- 2 Academic Skills of Choice

Advanced Academic Package: Science

XP Cost: 110

Prerequisites: Basic Academic Package

Skills Included:

- Astrophysics
- Astronomy
- Chemistry
- Mathematics
- Physical Science +1
- Physics, General
- Geology

Advanced Academic Package: Physics

XP Cost: 110

Prerequisites: Basic Academic Package, Advanced Academic Package: Science

Skills Included:

- +2 to Astrophysics
- +2 to Mathematics
- +2 to Physics, General
- Physics, Quantum

Physics, Multiverse
Navigation: Hyperspace
Hyperpulse FTL Communications

Advanced Academic Package: Archeology/Anthropology

XP Cost: 250

Prerequisites: Basic Academic Package

Skills Included:

+3 to Research
Anthrobiology
Anthropology
Archaeology
Knowledge: History, General
Knowledge: History, Specific Era
Language, Two of Choice
Literacy, Dead Languages, Two of Choice
Detect Concealment
Navigation: land
Sensory Equipment
Mountaineering
Spelunking
Survival (chosen environment)
Geology -2
Mapping

Advanced Academic Package: Biology and Xenobiology

XP Cost: 100

**Prerequisites: Basic Academic Package, Basic Medical Package, Advanced Academic Package:
Science**

Skills Included:

Biology +3
Cryptozoology
Knowledge: Aliens
Knowledge: Animals
Knowledge: History (specific area)
Xenobiology
Zoology

Social Package: Politics and Etiquette

XP Cost: 110

Prerequisites: None

Skills Included:

Knowledge: Corporations
Contacts Development
Diplomacy
Etiquette, Political (General)
Etiquette, Public
Persuasion
Politics +2

Social Package: Political Intrigue

XP Cost: 120

Prerequisites: None

Skills Included:

Diplomacy
Etiquette, Specific Affiliation

Etiquette, Political (General)
Intuition
Persuasion
Knowledge: Gossip
Knowledge: Scandals, Political
Politics +2
Streetwise

Social Package: Pop Culture

XP Cost: 60

Prerequisites: None

Skills Included:

Dance
Etiquette, Public
Knowledge: Gossip
Knowledge: Pop Culture +2
Knowledge: Scandals

Social Package: Journalism

XP Cost: 230

Prerequisites: None

Skills Included:

Knowledge: Cities and Freeports
Knowledge: Corporations
Language (One of Choice)
Psychology -4
Research
Writing, Compelling +2
Surveillance
Computer Operation
Netiquette
Fast-Talking
Contacts Development
Etiquette, Public
Journalism +3
Knowledge: Gossip
Knowledge: Pop Culture
Knowledge: Scandals
Politics
Streetwise
Hyperpulse FTL Communications

Social Package: Entertainer- Musician

XP Cost: 60

Prerequisites: SOC 12

Skills Included:

Musical Talent, Instrument
Musical Talent, Vocal
Poetry / Haiku
Knowledge: Pop Culture

Social Package: Entertainer- Actor

XP Cost: 100

Prerequisites: SOC 12

Skills Included:

Impersonation

Acting (Choose One)
Dance
Etiquette, Public
Persuasion
Knowledge: Pop Culture
2 Weapon Proficiencies at Familiar level (base-line training from Action movie roles)

Basic Freetrader Package

XP Cost: 300

Prerequisites: None

Skills Included:

Knowledge: Cities and Freeports
Knowledge: Corporations
Ufology
Computer Operation
Omninet Operation
Concealment
Fast-Talking
Streetwise
Contacts Development
Diplomacy
Haggling and Bartering
Leadership
Combat Tactics: Starship
EVA
Knowledge: Shipping Routes
Life Support Systems
Movement: Zero Gravity
Navigation: Hyperspace
Navigation: Interplanetary
Piloting: Starship (specific class)
Salvage
Sensors
Ship-to-Ship Combat, Freetrader
Vacuum Survival
Gunnery/Weapon Systems
Electronic Countermeasures
General Repair
Hyperpulse FTL Communications

Advanced Freetrader Package: Privateer

XP Cost: 180

Prerequisites: Basic Freetrader Package

Skills Included:

Knowledge: Piratical Techniques and Habits
Knowledge: The Underworld
Law (Primary Affiliation)
Detect Ambush and Traps
Detect Concealment
Tracking
First Aid
Appraise Military Equipment
Defense Systems Analysis
Salvage
Ship-to-Ship Combat, Military
Stealth

Advanced Freetrader Package: "Merchantman" (Smuggler)

XP Cost: 160

Prerequisites: Basic Freetrader Package

Skills Included:

- +3 to Concealment
- Knowledge: Piratical Techniques and Habits
- Knowledge: The Underworld
- Law (Primary Affiliation plus Two Others)
- Detect Ambush
- Detect Concealment
- Detect Traps
- Parts Scrounging
- First Aid
- Stealth
- Smuggling Techniques

Courtesan Package

XP Cost: 280

Prerequisites: Courtesan Occupation (restricted training)

Skills Included:

- Language (two of choice)
- Philosophy
- Psychology -1
- Read Body Language
- First Aid
- Herbalism
- Massage, Therapeutic
- Toxicology (Poisons and Narcotics Only)
- Acting, Improvisational
- Palming
- Slight-of-Hand
- Artistic Expression
- Contacts Development
- Dance, Elegant and Ballroom
- Dance, Seductive Elegant
- Diplomacy
- Empathy
- Etiquette, Court
- Etiquette, Public
- Intuition
- Massage, Pleasure
- Movement, Graceful
- Musical Talent, Instrument
- Musical Talent, Vocal
- Poetry / Haiku
- Seduction
- Martial Arts: Aikido (Proficient)

Templar Package

XP Cost: 250

Prerequisites: Templar Affiliation

Skills Included:

- Criminology
- Knowledge: Religions
- Law, Templar Code

Metaphysics
Philosophy
Blind Movement
Detect Ambush
Tracking
Armor Repair
First Aid
Leadership, Military
Military Intelligence
Tactics: Small Unit
Tactics: Unconventional Warfare
Interrogation
Streetwise
Combat Tactics: Vehicular, Hover
Driving: Hover Bike
Knowledge: Piratical Techniques and Habits
Navigation: land
Carpentry
Masonry
Martial Arts: Templar (Proficient)
WP: Vibrosword (Master)

Traveler Package

XP Cost: 50

Prerequisites: None

Skills Included:

Knowledge: Cities and Freeports
Knowledge: Planets
Driving: (Choose One)
Knowledge: Shipping Routes
Hyperpulse FTL Communications

Applying Starting/Experience Points

Experience Points (and starting points for character creation) are used to purchase skills, increase the rating of skills, increase ability scores, purchasing new contacts, or advance a character in level. Additionally, Starting Points can also be used to purchase additional starting money.

Purchasing Starting Money (Starting Points Only)- starting cash can be purchased with leftover starting points, however the element of chance still plays a part. Starting money may be purchased at a rate of 1000cr/SP, or 3d6x1000/5 SP. This allows for the use of individual starting points to round out the character's wallet a little, or for a character to dump their entire starting point pool into starting money to create a stunningly wealthy character (potential for an additional 180,000cr or more) with limited skills and contacts.

Purchasing Skills- new skills can be purchased with starting points at creation, or with experience points later on, at the cost of the starting skill rating+1 (e.g. a character with a MEN of 15 purchasing Chemistry, which has a starting rating of MEN+1, would spend 17 experience points).

Increasing Skill Levels- skill levels can be increased by four per character level (e.g. a 1st level character could raise a skill rating four points, a 2nd level character could raise it eight, etc.) by spending starting points or experience points equal to double the target skill rating (e.g. the above character raising Chemistry from 15 to 16 would have to spend 32 experience points.)

Increasing Ability Scores- ability scores can be increased by paying a number of experience points equal to twice the target score (e.g. raising Intelligence from 14 to 15 would cost 30 experience points). This can be done once per level, to a maximum of four points of increase per ability score, or racial maximum, whichever is reached first. Munchkin Spoiler Note: Raising ability scores with bonuses will grant the differences between the old bonuses and the new ones, not the full amount listed. Raising Intelligence in this manner will not grant additional starting points.

Purchasing Contacts- contacts can be acquired by spending a number of experience points, as well as other requirements, on the chart below, as well as to advance contacts in level. The requirements and experience point cost for contacts and contact advancement is as follows-

Level	XP	Credits (Bribes, Gifts, etc.)	Requirements
Acquaintance	30	1D4x500	None
Friend	100	2D6x500	CHR 10
Ally	150	1D10x1,000	CHR 12
Comrade	350	None	CHR 15

Acquaintances will do basic favors for the character for a fee, Friends will do so for free, and major favors for cost, Allies will do either for free, and will come to the character's aid if necessary, and Comrades are loyal, dedicated friends who will go through Hell or High Water for the character. All contacts start at Acquaintance level unless otherwise noted, and must be advanced through the stages without skipping them (i.e. an Acquaintance must be turned to a Friend, then an Ally, and cannot skip straight to the upper level).

Advancing Character Levels- a character can increase their level by paying a number of experience points required to advance to the next level listed on the chart below (note: Character must purchase levels in order and may not skip them)-

Experience Point Table

Level	XP Cost	Level	XP Cost	Level	XP Cost
1	0	11	1,500	21	3,000
2	200	12	1,750	22	3,300
3	300	13	2,000	23	3,600
4	400	14	2,100	24	3,900
5	500	15	2,200	25	4,200
6	600	16	2,300	26	4,500
7	700	17	2,400	27	4,800
8	800	18	2,500	28	5,100
9	900	19	2,600	29	5,500
10	1,000	20	2,700	30	6,000