

SKILLS

There are millions of skills out in the galaxy, the following were chosen because they have been mentioned in Free Frontiers and Light Hawks. Any skills outside of this list you will need to create.

Creating Skills. Any preoccupation can be turned into a skill. All you need is a name, a complexity of 1 to 5, and an agreement between you and the GM that this is what it is. Want a character who can play music ? The skill is *Music* and it complexity is probably a 3.

Specialization. Specialization focuses a skill, limiting its use but making it easier to learn by doing so. Basically you rename the skill to focus it and **drop its complexity by 1**. Want your newly created Music skill to focus on the use of the Synthesizer? Rename it *Music: Synthesizer* and drop its complexity from 3 to 2. Specialization can only be done with skills that have a complexity of 2 or higher.

Common Skills. Many skill names use comma separation to keep them grouped together. On your character sheet feel free to rearrange them. Write *Combat, Melee* as *Melee Combat* or simply *Melee*.

[remove Focus it is not being used]

Skill	Focus	Complexity
Acrobatics	Adventure	2
Astrogation	Academic	4
Climb	Adventure	1
Combat, Gunnery	Combat	3
Combat, Initiative	Combat	2
Combat, Military	Combat	3
Combat, Melee	Combat	3
Combat, Ranged	Combat	3
Combat, Specialized	Combat	2
Combat, Thrown	Combat	3
Combat, Unarmed	Combat	3
Computers	Technical	3
Demolitions	Technical	3
Eavesdrop	Clandestine	2
Finances	Economic	3
Languages, Simple	Language	2
Languages, Medium	Language	3
Languages, Complex	Language	4
Language, Esper	Language	3
Language, Jalazi	Language	4
Language, Sign	Language	2
Leadership	Social	3
Medical	Medical	3

Medical, Cybernetics	Medical	4
Medical, Genetics	Medical	4
Navigation	Adventure	3
Pick Pocket	Clandestine	2
Pilot, Air	Pilot	3
Pilot, Ground	Pilot	2
Pilot, Sea	Pilot	3
Pilot, Space	Pilot	4
Psionics	Psionics	5
Ride Steed	Adventure	3
Robotics	Technical	4
Science	Academic	4
Swim	Adventure	2
Technician	Technical	3
Wilderness Survival	Adventure	2

Acrobatics. This skill helps when making Agility checks that involve jumping, leaping or maintaining ones balance. It also helps in combat when trying to slip past an opponent.

Astrogation. This is a character's ability to use an Astrodome to plot a hyperspace jump. It comes with a broad understanding of space and the matter of traveling through it.

Climb. This skill helps a character scale a vertical surface. It does not work magic and may be helped by the use of climbing gear. Those with the Climb and Cling forms of movement do not need it.

Combat, Gunnery. This covers the use of weapons which are fired from behind a console of some sort, most notably those on a spacecraft.

Combat, Initiative. This helps you sense a coming attack. It is almost never used during the play of the game. Instead it contributes to your INI die.

Combat, Melee. This skill covers close fighting with hand-held weapons, such as a sword or dagger. You may use it with unarmed attacks but you only get half its bonus.

Combat, Military. This skill covers the use of ranged heavy weapons typically reserved for military forces, such as mortars and machine guns. It provides a half bonus with the use of ordinary ranged weapons.

Combat, Ranged. This skill works with ranged attacks. If the attack needs to be aimed at a target and fired it is a ranged attack. It only provides half a bonus to the use of military grade weaponry.

Combat, Specialized. This skill should be renamed to focus on a specific kind of attack such as: *Archery, Grappling, Pistols, Pole-Arms, Punches, Rifles, Swords, Thrown Weapons*, etc. They are easier to perfect than the other combat skills, but have a limited range of use. Trying to use Archery with a ranged attack that doesn't involve a bow gets a half-bonus.

Combat, Thrown. This skill focuses on weapons that are thrown, from spears to knives, jarts and grenades.

Combat, Unarmed. This skill specifically focuses on unarmed fighting, specifically punching, kicking, trips and grapples. It is what we often think of as the Martial Arts. The skill may be used with other melee attacks but you only get half its bonus.

Computers. Being able to turn a computer on and talk to its daemon or use simple applications is a given out on the frontier. This skill is more about understanding the inner workings of a computer and doing complex tasks like writing your own programs or by-passing computer security.

Demolitions. While explosives are often used in combat, the demolitions skill is more concerned with using explosives to blow things up. It is more about handling the explosives, setting a charge and knowing how much to use to demolish a structure rather than doing damage with it.

Eavesdrop. This skill helps you listen in on a muffled conversation and understand what is being said.

Finances. Finances helps you handle money, contracts and investments. Most notably, it helps new characters get more money to spend on equipment.

Languages. There are hundreds if not thousands of languages spread out across the frontier, so much so that it would be pointless to list them all here. Instead there are three Language skills known as Simple, Medium and Complex. Choose one and rename it to fit the language you speak. While you can let a polyvox do all of your translations for you, characters need at least one language skill to be able to speak at all.

Languages, Simple. These are spoken languages. They are simple in that they haven't gotten to the point where they can be written down and recognized as words.

Languages, Medium. Most languages are medium languages. If you can speak it you can also read and write it. English is just such a language, although it doesn't have much of a foothold with the rest of the galaxy.

Languages, Complex. These languages are intentionally convoluted and hard to learn. Usually this is done to limit the numbers of those who can speak it, cordoning off societies from outside influences. Like a medium language, if you can speak a complex language you can also read and write it.

Language, Esper. Also known as *Esperanto*, Esper is a language created by Star Law for the purpose of fostering trade and universal harmony. Like the metric system it is something Star Law has been secretly seeding into developing worlds they hope to someday bring into frontier society. Interest in doing this has tapered off since the invention of the polyvox, but Esper is still that second language which nearly everyone on the frontier speaks in addition to their native tongue. In many places, especially out in space, it is the native tongue.

Language, Jalazi. This language is worthy of note in that it is the language of the Jalazian Empire. They were (and in some places still are) a brutal regime demanding complete submission to the state. Anyone they conquer is given a year to learn Jalazi. Those who cannot pass a language competency test

are summarily executed. After that initiation all correspondence is expected to take place in Jalazi. Doing otherwise often results in incarceration, torture and death. Needless to say, speaking Jalazi outside of the Jalazian Empire is destined to raise a few eyebrows among those who recognize it.

Leadership. Leadership is about being an effective leader. It helps when dealing with morale and group initiative.

Language, Sign. Sign language is a way of speaking that uses nothing but hand gestures to communicate. The person you are speaking to needs to possess this skill as well.

Medical. This encompasses everything from First Aid to the ability to perform Surgery all rolled into one skill. What separates the former from the latter is how good you are with it.

Medical, Cybernetics. Often called *Cybernetics*, this is the ability to perform the surgery which attaches robotic parts to organic creatures.

Medical, Genetics. Also known as *Genetic Engineering*, this skill is used to tailor DNA altering serums that will bring about beneficial mutations.

Navigation. This refers to terrestrial navigation, as in using a map and compass (or similar devices) to find your way around.

Pilot. Pilot is a generic term for anyone in charge of a vehicle. The different pilot skills associate them with a certain kind of terrain such as Air, Sea or Space. These may be used with related terrains but as a half-bonus. Someone with the *Space Pilot* skill may use it to fly an aircraft but not nearly as well as a spacecraft.

You may drop the complexity of piloting skills by 1 point to specialize them to a specific form of piloting such as *Helicopter Pilot* but this will greatly limit the scope of its use. A helicopter pilot may be good in the air but only get a half-bonus when flying an aircar.

Psionics. Psionics helps you hone any talent you have in the outer realms of mental ability such as Telepathy, Telekinesis and Mind Control. This is a very rare skill and most characters who practice it choose to keep it a secret.

Ride Steed. While this skill is most often used for riding animals, it also entails a certain amount of animal psychology and can be used to better relations between rider and steed. It may also be specialized to work with a certain kind of steed.

Science. Science is a skill that should be renamed to focus on a field such as *Biology, Botany, Chemistry, Meteorology, Zoology*, etc. After that it can be further specialized to a certain kind of science such as *Marine Biology*.

Swim. The swim skill helps characters who do not naturally belong in the water to not drown. If your character has the Swim form of movement you do not need this skill.

The skill Wilderness Survival covers the basics of swimming, but characters relying on it only get half its bonus.

Technician. Technician is an all-purpose skill that covers most of what is not already covered by Robotics and Computers. If it deals with machinery, a technician can fix it! *Dice rolls providing, of course.*

Wilderness Survival. It doesn't work magic, but wilderness survival will help you scrape out an existence when lost in the wild. Keep in mind that the wilderness does need to be somewhat hospitable to the characters. The skill cannot do anything to help surviving a world that has three hundred degree heat and acid rain.

This skill is often specialized to certain kinds of wilderness such as *Desert Survival* or *Arctic Survival*.

EQUIPMENT

An important thing to understand about equipment, is that every world comes with a few hundred if not thousand different brand names for what is essentially the same stuff. For this reason the equipment list focuses on generic items. Yes the dealer trying to sell you a laser pistol may have been telling you all about how the Raffleur XL81 is totally different from the Raffleur XL79 and that the Corquet H9 you have hanging on your hip is a piece of crap that shouldn't be used by anyone, but from the game's perspective they are all *Laser Pistols*.

Quality. If there are any actual quality issues separating one item from another they show up as a penalty or bonus attached to the item's generic name, such as a *Laser Pistol +5*. Quality bonuses affect any use of the item and should be factored into the Hit score of an attack on your character sheet.

As far as buying quality is concerned, multiply the price by the bonus. A Laser Pistol costing [\$1000] will cost [\$5000] with a +5 bonus. Quality often maxes out at +25. Finding anything with a +15 or more is extremely rare.

Price. Is its cost in credits. KC is short for kilocredits, each is equal \$1000

Wt. Is weight in kilograms, a dash - means the weight is not enough to matter.

Freq. The item's frequency, how common it is to find such items on the frontier. A = Abundant, C = Common, U = Uncommon, R = Rare, VR = Very Rare, ER = Extremely Rare, M = Mythical. Mythical items may not even exist.

Con. The contraband number. Its possible illegality ranging from 1 to 10. A zero is considered safe by all societies. A 1 to 3 is Semi-Legal. A 4 to 6 is Illegal. A 7 or higher is Highly Illegal.

Energy. The number of EU it consumes when used. A Y means that it does not drain enough energy to matter yet it does need an energy supply to work.

Armor

There is an incredible array of armor out there in the galaxy, so much so that we narrow it down to five suits of armor, two helmets and three shields. The details concerning what is what we leave up to you. In Aspects, **Armor** is the amount of protection and **W** is the warmth it provides.

Kind	Price	Wt	Freq	Aspects	Con
Armor, Very Light	50	1	U	Armor 3. W1.	0
Armor, Light	100	3	C	Armor 6. W3.	0
Armor, Medium	200	5	U	Armor 9. W6.	1
Armor, Heavy	500	10	R	Armor 12. W10.	3
Armor, Extra-Heavy	1000	20	VR	Armor 15. W15.	5
Helmet	25	1	U	Armor 2. W2.	0
Helmet, Great	100	2	R	Armor 4. W4.	1

Armor. Armor is a full suit of clothing designed to help protect you from taking damage. **Very Light** armor is normal clothing reinforced in vulnerable areas. **Light** armor is a bit more substantial but nothing that is going to stand out as obvious armor. **Medium** armor will stand out as armor and is often worn by security officers for just that reason. **Heavy and Extra-Heavy** armor are almost never seen anywhere outside of a military operation.

Armor does not include footwear, gloves or a helmet. *None of this is Power Armor.* That is actually a robot made to work as an exoskeleton around its wearer (See *Robot Accessories* in *Computers*). A character may only wear one suit of armor at a time.

Helmets. A character can wear one helmet at a time. A normal helmet does not cover the face. A great helmet covers the entire head. Both helmets muffle hearing and will make Sense checks harder when they rely on sound. The great helmet also obscures its wearer's vision making all Sense checks harder. It takes 1 round to take a helmet off or put it back on again.

Skein Suits. Skein Suits are made of a high-tech silk polymer with oobleck qualities, meaning it is actually quite soft, pliable, and even quite stretchy until you apply force to it. Force causes the material to stiffen up. The harder you hit it the harder it becomes until eventually it becomes as hard as a ceramic plate. Gamewise, any suit of armor can be made into a Skein Suit. This **doubles the price** and cuts its **weight in half**.

Batteries

Batteries come in many shapes and sizes but for all intensive purposes we narrow them down to five cell types. **Energy** is the number of energy units the battery can contain at full capacity. People often buy multiples of a single battery type. Three B-Cells will create a power supply containing costing \$30, supplying 30 EUs and weighing 3 kg.

Type	Price	Energy	Wt
A	1	1	0.1
B	10	10	1
C	100	100	10
D	1,000	1,000	100
E	10,000	10,000	1,000

Type A batteries are the smallest and usually only used inside small devices like toys, motion alarms and remote controllers.

Type B are medium-sized batteries. The B is often thought to stand for *Body* since these are the ones that characters most commonly carry on their person as a part of a personal power supply.

Type C are the batteries are most commonly used by robots, small vehicles, or anything needing a constant source of power. They come with a socket for high-voltage recharging and are often connected by wires to create battery banks.

Type D batteries are found running large vehicles and spaceships. Like Type C, they use high-voltage recharging and use wires to connect to each other when assembled in a bank.

Type E batteries are exceedingly large and often used by buildings and installations. They can only use high-voltage recharging and wired connections.

Batteries can be shaped to fit whatever needs them, but more often than not they come as metal cylinders with a positive and a negative terminal at either end. All batteries are rechargeable. Batteries that cannot be recharged do exist but they fell out of fashion eons ago and are probably dead by now.

Xcell Batteries. Xcell batteries (short for *Excellent!*) use a rare-earth chemical known as Kaizium-Rex as its electrolyte. These cost twice as much, weigh the same, and provide double the capacity.

You will know Xcells by the X added to the battery type. An *BX* is an *Xcell Battery Type B*. It costs \$20, provides 20 EU but still only weighs 1 kilogram. Xcell batteries are interchangeable with normal batteries of the same type.

Clothing

While many think of clothing as decoration, it is actually equipment. People wear it to protect themselves from the environment. In aspects **Armor** is the amount of protection the clothing adds to your character and **W** is the amount of warmth. Those with a range of warmth numbers are adjustable. Negative warmth numbers have a cooling effect. **EC** stands for *Energy Consumption* and the number attached to it is the amount of EU it consumes per day. Anything with an EC needs a power supply containing at least that amount of energy or it will cease to function. Unlike armor, you can wear multiple layers of clothing and even combine it with armor.

Kind	Price	Wt	Freq	Aspects
Biohazard Suit	800	6	R	Armor 5. Rad 18. W10.
Boots, Light	50	1	A	W2.
Boots, Heavy	100	2	C	Armor 1. W3.
Climate Suit	500	3	U	W40 to -40. EC 1.
Clothing, Light	10	0.5	C	W1.
Clothing, Medium	25	1	U	Armor 2. W4.
Clothing, Heavy	50	2	C	Armor 4. W6.
Clothing, Winter	100	4	C	Armor 6. W10.
Gloves, Light	30	0.5	C	
Gloves, Heavy	40	1	U	Armor 2. W3.
Gloves, Winter	60	1	U	Armor 1. W6.
Rollerskates	70	1.5	R	W1.
Sandals	10	0.5	C	
Sneakers	50	1	A	W1.
Stretch Suit	300	1	U	Armor 4. W0 to 10.
Space Suit	1000	14	U	Armor 10. Rad 18. W10-50. EC 1.

Biohazard Suit. This rubberized full-body enclosure is used to protect its wearer against exposure to toxins and radiation. It is not perfect, but characters gain a **+30** when defending against exposure to

toxins and **double** its armor protection against radiation damage. If the suit is perforated (meaning a lethal or semi-lethal attack managed to wound a character through it) all of this drops by half.

Climate Suit. This is essentially a wet suit containing tubes that circulate fluid from a small unit on the back that can increase or decrease a character's warmth by up to 40 points.

Clothing. This is your basic textile clothing ranging from shorts and a t-shirt for light clothing to a full snowsuit for winter clothing.

Gloves. They go on your hands. Each point of warmth that they bring causes an equal amount of Reflex penalty. Warm winter gloves bring a -6 to every Reflex check you make.

Rollerskates. Boots with wheels on them. On a smooth surface they **double** your walk speed, otherwise they cut it in half. You will need to make at least three **Hard Agility** checks the first time you use them (or possess the Acrobatics skill) to keep from falling down. Any stunning blow taken in combat automatically results in a knock down.

Stretch Suit. This is a net body stocking originally created by Thralasites to deal with their shapeshifting nature. It stretches to fit any form its wearer takes. The mesh contains wires which when charged can provide up to 10 points of warmth. Without power the suit can be quite chilly. It is made of a Skein material (see *Armor*) that hardens when hit. This provides some armor protection, unfortunately the webbing tends to shatter and unravel after absorbing damage.

Space Suit. This suit is designed to protect its wearer in outerspace. It comes with its own air supply which uses a **4 kg** replaceable tank to supply the wearer with **24 hours** of breathable air.

Like a biohazard suit, it does provide some armor protection against normal damage but should any damage perforate the suit it will ruin the suit's ability to protect against the rigors of space. At least 1 hour of air will be lost per minute until the suit is out of life support.

Computers

These are mass-market computers made for those who want to quickly add computers to their characters. To create your own see the *Computer* rules. **Price** is made from the cost of the computer and the case that contains it. **EC** is its energy consumption, the number of energy units the device consumes daily. **CL** is the computer level the device contains. **MP** stands for *Memory Points* and controls the amount of software you can load onto it.

Kind	Price	Wt	EC	CL	MP
Laptop	1000	1	2	3	20
Phone	150	0.1	1	2	10
Polyvox	350	0.1	1	2	6
Polygoggles	1300	0.5	1	3	20
Polyhelm	2000	2	1	3	20
Robocomkit	1700	2	2	3	30

Tablet	250	0.2	1	2	10
Wristcom	1000	0.05	1	2	6

Cases. Most of these are not much different from what we have here on earth. The laptop, phone and tablet remain the same. With a “phone” being a small hand-held tablet computer.

Polyvox. This is a small computer worn on a tight fitting band around ones neck. It listens for voices and translates what it can into a language its wearer can understand. It comes pre-installed with the most common languages spoken in the Galaxy including Esper. The MP is often used to load up the software needed to translate lesser known languages.

Polygoggles. These look a bit like ski goggles. The computer is in the frame and it displays what you need to see on its lens. They have built in magnification up to 40x.

Polyhelm. This takes the polygoggles one step further, incorporating it into a Great Helm which does provide armor protection (see Armor).

Robocomkit. This is a toolkit designed for working on robots and interfacing with computers the old fashioned way with wires and alligator clips. At the heart of it is a suped up tablet computer designed to connect to whatever one is working on.

Wristcom. This computer fits on your wrist. The display is quite small but they come with a holoprojector which can create a decent sized screen floating above ones wrist.

Software. While you can run a computer without software you are missing out on one of its biggest benefits. Programs are essentially Skills for computers. They are purchased in the same way that characters acquire skills but use MP instead of SP. Nearly any skill can be turned into a piece of software, MP = SP. The price of the program is its MP times \$1000.

$$\text{Price} = \text{MP} \times \$1000$$

As a skill Astrogation costs 4 SP to acquire at +0. As software it costs \$4000 credits and takes up 4 mp in your computer. You can just barely fit it onto a 6 mp Wristcom.

Increase the skill to Astrogation +5 and now it costs \$8000 and consumes 8 memory points. You might be able to squeeze it onto a tablet computer but a wristcom is out of the question.

Force Fields

Defensive force field generators you buy by the die, specifically the d10. An **Albedo 1d10** force field costs \$800, weighs 0.5 kg, offers 1d10 protection and drains 1 EU per round. Amp this up to **Albedo 4d10** and everything quadruples to \$3,200, 2 kg, 4d10 protection as well as a 4 EU burn. Personal force fields top out at **10 dice** of protection. Atmosphere and cloaking fields do not do this. You buy one and that is it.

Force Field	Price	Wt	Drain
Albedo	\$800	0.5	1 EU per die
Energy	\$600	0.5	1 EU per die

Inertia	\$400	0.5	1 EU per die
Sonic	\$200	0.5	1 EU per die
Atmos	\$1000	1	1 EU per minute
Cloaking	\$5000	1	1 EU per minute

Albedo Fields. Albedo fields protect against laser fire with a field that looks a bit like a crystal sphere surrounding the character. It is mostly invisible except for the occasional odd glint of color coming from normal light refracting through it. Albedo fields work by diffusing the focus of a laser, causing bright flashes of light to shoot off in every direction when hit, much like a laser hitting a disco ball, hence its nickname the *Disco Ball of Death*.

Energy Fields. Energy fields are totally invisible. They protect primarily against electrical energy, thermal energy and radioactivity. Hit an energy field with a flamethrower and the fire will flow around it, *hopefully*. It is good to keep in mind that force fields are meant to stop forces from moving through the field. Fire a flamethrower inside one that hasn't been synced to the field and you just created a blast furnace.

Inertia Fields. An inertia field will try to stop anything with a solid physical presence trying to pass through the field. The field does not look like anything, not unless you happen to be in a rain storm, in which case you will see water running over it like a glass sphere. They do keep out air so it is a good idea not to stay in one for too long to avoid asphyxiation.

The big problem with inertia fields is that they do not like cramped spaces. Personal inertia fields need at least **two meters** of clearance in every direction. Because of this they often cannot be used inside vehicles or move through most doorways. Think of it this way, if you can't roll a 2 meter wide ball through the area then an inertia field cannot go there.

Inertia fields are often used for containment. If you ever find yourself trapped in one breaking out requires a **Muscle vs Protection Roll x 10**. So to break through an Inertia 2d10 field you would roll 2d10. If it turns up 5? You need to beat a strength of 50 with your muscle check to break through it.

Sonic Fields. Sonic fields are invisible and totally silent. When active no noise can move through the field. Characters inside the sonic field can talk to one another, but characters separated by a sonic field cannot. These only protect against sonic attacks. Unlike other force fields, they do nothing in space, for obvious reasons.

Atmos Field. This is a special combination of inertia and energy field technologies designed to encase its user in a protective bubble able to endure the rigors of space. While it does not protect as well as an inertia or energy field it does provide **1 minute** of protection against decompression damage per EU. It also contains enough oxygen for one person to breath for **2d6 hours**.

The drawbacks are that it cannot be used in tandem with an Inertia or Energy field and it cannot be synced to support weapons fire. The instant you drop an Atmos field to let out a shot you lose all the beautiful air you've been breathing as well as the heat you've been enjoying!

Atmos Fields are meant to be an emergency measure. While sometimes they are used to provide a quick comfortable ride on a space bike. You should never trust your life to one if you don't have to. *Never leave an airlock without a spacesuit!*

Cloaking Fields. Cloaking fields use a holographic projection of what is surrounding a character to create the illusion of invisibility. Note that this does not actually bend light and has no effect on lasers. Cloaking fields need a certain amount of passiveness with what they cover. Move around too much or fire off a weapon from inside a cloaking field and you will give yourself away!

Area Field Projectors. Everything here is a Personal Field Projector designed to protect a single character. Area Field Projectors can project a force field up to 10 meters away from the device. They cost **double** the price and **quadruple** the weight.

Medicine

These are various drugs designed to be administered via a hypospray injector. The effect comes from an **Intellect + Medical** check. If the character administering the drug doesn't have the Medical skill use a **Hard Luck** check instead. If the check crashes the character the drug has been given to will need to make a **Health Save**. Crash it and die.

Quality medicines do exist, carrying a bonus of +5 to +30 max. The bonus multiplies the price of the drug. So a Curedose +5 will cost you 500 credits. A Curedose +15 costs 1,500 credits.

Item	Price	Wt	Freq	Con
Hypospray	200	1	C	0
Ability Booster	100	0.1	U	4
Antidote	25	0.1	C	0
Curedose	100	0.1	C	0
Dienow	200	0.1	R	7
Freezeframe	50	0.1	R	4
Happytime	10	0.1	C	3
Hypnodose	500	0.1	VR	7
Mutagen	????	0.1	VR	5
Painkiller	20	0.1	C	0
Sobernow	20	0.1	C	0
Sleepnow	50	0.1	U	4
Stamdose	75	0.1	U	2
Superdose	200	0.1	R	4
Telldose	300	0.1	R	5
Tripnow	75	0.1	R	3

Hypospray. A hypospray looks like a small pistol with a stubby barrel. You pop a drug vial into its grip, press the barrel against the skin of whoever you are giving it to, pull the trigger and a small blast of air shoots the drug into their system.

For safety reasons, a hypospray will only hold one drug vial at a time. Spent vials automatically fall from the grip to make it easier to reload. All together it takes **3 beats** to load a hypospray and **1 beat** to administer it. Hyposprays come with a holster attached to a belt that can carry up to ten vials of medicine. They are simple devices and cannot carry a quality bonus.

Against armored opponents, a hypospray should be treated like a melee weapon doing 1d10 for damage even though it does not do any actual damage. The damage is just there to see if you can get a shot past the character's defenses.

Ability Boosters. These all work the same general way. Each success provides a **+10** bonus to various abilities for the purpose of making checks (it does not effect anything done during character creation). The bonus lasts until the character stops to take a rest. After that they suffer the same bonus as a penalty until they have had a chance to sleep it off. Two successes with a brain booster will give you a +20 to Intellect and Trek until you stop to rest. After that it's a -20 to Intellect and Trek for the rest of the day. The most common boosters are:

Booster	Abilities Effected
Brain	Intellect, Trek
Chat	Charisma, Command
Nitro	Muscle, Agility
Observe	Sense, Luck
Speed	Agility, Reflex

Each success with a Nitro or Speed booster increases the character's movement speed by 25%. A character with Walk 4, flying on two successes from a Nitro boost now moves with Walk 6.

Repeated use of ability boosters can be addictive and have detrimental health effects. Hence the relatively high contraband number. After a character recovers from the booster penalty a **Health Save** should be made. Crash it and 5 points of Health are permanently lost. Taking more than one booster at a time hardens the health save to the tune of **-10 per extra booster**.

Antidote. This is an all-purpose anti-venom which works against most poisons. If its strength can beat the strength of the poison it negates it, even stopping lethal poisons if administered within an hour of the poisoning.

Curedose. This is a powerful all-purpose, anti-viral, anti-infection disease cure. Like an antidote, if it can beat the strength of whatever is ailing the character, it cures the disease. The greater the challenge success the quicker the character recovers.

Dienow. This is a lethal poison that will kill anyone who cannot defeat its strength with a Health Save. Death happens in 1d6 minutes minus 1 minute for each challenge success. At less than a minute the character dies instantly.

Freezeframe. This paralyzes anyone who cannot defeat it with a Health Save. They will still be aware of the world around them but be unable to do anything for 1d6 hours per success.

Happytime. This injects an intoxicating substance into the character. While they will be left feeling great, they will also be intoxicated and suffer a **-20** to everything they do. The effect lasts 1d6 hours per success. For each hour a **Health or Muscle** check -20 should be made. Fail it and the character passes out until they sober up.

Hypnodose. A hypnodose thrusts a character into a state of semi-consciousness for about 3 minutes. During this time they will be oblivious to the world. One suggestion can be made of the character. Once they recover, if they cannot defeat the strength of the hypnodose with a **Command Save** they will be driven to enthusiastically fulfill it, as if they had thought of the idea themselves. When the character thinks back on the time when they were in the hypnotic state they draw a blank, this includes 10 minutes leading up to and away from the delivery of the hypnodose.

Mutagen. Mutagens are serums designed to alter ones DNA and cause otherwise off-limits biological talents to manifest (See *Galaxy, Genetic Engineering*). They are not mass-manufactured like other medicines and need to be tailored to fit a certain character. Taking a mutagen that was not tailored to your character will cause a mutation, and probably not a fun one either.

Painkiller. This is a powerful pain-reliever. Each success negates a -5 penalty that comes from being wounded. So if someone has been wounded 4 times and is suffering a -20 because of it, two successes of painkiller will knock it down to -10, four successes brings the character back to normal with a -0. This lasts for a day and ends once the character wakes up from a few hours of sleep. They will be aching all over and back to their normal penalty.

Sleepnow. This is a knockout drug. A Health Save opposes it. The sleep it causes lasts for 1d6 hours per success. Sobernow will wake the character up if it can.

Sobernow. This rapidly removes the debilitating effect of any intoxicating substance in the character's system. All it needs to do is beat the strength of whatever cause the intoxication. *Quick recovery is not a pleasant experience.*

Stamdose. Each success heals **10 stamina**, unfortunately there is also a **5% chance per success** that it will send the character into a convulsive shock, taking them out of commission for the rest of the day and losing 5 points of Health.

Superdose. This is Stamdose on steroids. Each success heals **20 stamina** and brings a **+10 to every check** the character makes until they stop to take a rest. Unfortunately, the chance of going into shock and losing 5 Health rises to 10% per success.

Telldose. Essentially a truth serum, telldose puts you in an elated tizzy that makes it hard to do anything with a **-10 per success, especially lie**. Telling anything but the truth requires a **Command** check minus the telldose penalty. The serum lasts 1 hour per success.

Tripnow. This drug causes a character to dream wild dreams and be barely cognizant of the world around them. They can still function but with a **-30 to everything**. The psychedelic experience lasts **1d6 hours per success**.

Miscellaneous

The Miscellaneous table is for anything that does not belong in any of the other equipment tables.

Item	Price	Wt	Freq	Con	Aspects
Anti-Shock Collar	3000	-	VR	2	RP.
Bandolier	20	0.5	C	0	Holds 10 kg in ammo.
Bedroll	40	4	C	0	W10.
Binoculars	120	1	R	0	Magnify 10x to 40x.
Canteen	10	1	A	0	Holds 1 day of water.
Climbing Gear	250	10	U	0	
Compass	30	0.1	U	0	
Gas Mask	70	2	U	0	Save +40
Flare	10	0.5	C	1	Light 3 for 1 hour
Flashlight	30	1	C	0	Light 5. EU 1 per hour.
Lasercomm	9000	20	R	0	EU 10 per use
Laser Sight	500	-	U	2	RP. Hit +10.
Lighter	5	-	A	1	
Life Jacket	60	2	C	0	
Matches	1	-	U	1	
Mummy Bag	80	6	U	0	W20.
Optical Sight	100	-	U	1	Increases Range
Pack, Back	20	1	C	0	Holds 20kg
Pack, Camp	40	2	U	0	Holds 40kg
Pack, Day	10	0.5	A	0	Holds 10kg
Pack, Mantle	20	1	U	0	Holds 15kg
Radiation Detector	100	0.2	C	0	RP.
Rope, 20m	50	2	C	0	
Shock Collar	500	1	U	4	EU 1
Solar Array	200	2	C	0	EU 1d10 per hour
Superglue	1	0.1	C	0	1-shot, Easy Luck.
Survival Blanket	50	1	U	0	W10.
Survival Rations	5	0.5	C	0	1 day of food.
Tent	120	5	C	0	W10.
Toolkit, Light	25	1	C	0	Luck Save -10
Toolkit	50	2	C	0	Luck Save
Toolkit, Heavy	100	4	C	0	Luck Save +10
Wireless Emitter	100	0.5	C	0	

Anti-Shock Collar. This tight fitting necklace works like a surge-surpressor on your nervous system. You still feel pain but it never rises to more than an uncomfortable level. Gamewise, it provides a +10 to negate the penalty brought on by wound damage, also you can be stunned or knocked down by a blow

but you won't be knocked out by it. The collar does not drain power from your power supply but it does require energy to be there.

Bandolier. This is a belt that can hold up to 10 kg in ammunition. If you are not holding your ammo in one it takes an extra 1d10 rounds to reload your weapon.

Bedroll. A simple sleeping bag for one medium-sized creature. It adds 10 warmth points to anyone in it. They are not heavy but they can be quite cumbersome to carry around and count as 4 kg.

Binoculars. These have a magnification that can zoom from 10x to 40x. They are a bit large and cumbersome and have largely been phased out in favor of polygoggles, but at least they won't stop working when you run out of energy.

Canteen. A round metal container designed to hold enough water for one medium-sized human for one day.

Climbing Gear. This pack contains all the stuff a person might need to go rock climbing – hammer, spikes, carbiners and 20 meters of strong nylon rope.

Compass. A handheld, battery free, magnetic compass which always points north, or to wherever the strongest source of nearby magnetic attraction happens to be. All robots and computer cases come with something similar built into them.

Flare. This is a footlong chemical stick which when scratched on a hard surface will ignite and burn with Light 3 for an hour.

Flashlight. While most computerized devices have built in flashlights, none are as powerful as this one. It casts Light 5 but drains 1 EU for each hour of continual use. It is metal and can be used as a cudgel in a pinch.

Gas Mask. This mask helps filter harmful chemicals out of your air supply. Anyone wearing one gains a +40 on their saving throws against airborne toxins. Smaller paper masks or simply holding a cloth over your mouth only provides a +10 bonus.

Lasercomm. A Interplanetary Communication Laser (an ICL or *Lasercomm*) is a portable laser antenna that allows you to send and receive interplanetary messages (see *Communication* in *Galaxy*). It takes 10 EU to fire off a message and 1 EU per hour to scan and receive them.

Unfortunately, you cannot set one up and simply shoot off a message. You need to be able to draw an unobscured line of sight between the antenna and its target in the sky, so weather and the time of day will be factors complicating transmission. Lasercomms are far easier to use out in space than on a planet's surface.

Laser Sight. Pistols, rifles and most other ranged weapons can benefit from a laser sight. It projects a harmless colored dot onto its target, granting you a Hit +10. These may be used in tandem with an optical scope and can even benefit laser weapons.

Lighter. A simple butane lighter, because you never know when you need to start a fire. Make an **Luck Save** every time you use it. Fail and you ran out of butane.

Life Jacket. A personal floatation device that will keep one medium sized character afloat perpetually.

Matches. A pack of chemical strike anywhere matches. Make a **Luck Save** any time you open the pack. Fail and you remember running out of matches but forgot to go pick up more.

Mummy Bag. This sleeping bag is designed for colder climates than your standard bed roll. It seals up everything except the face of the person inside it and adds 20 warmth points to their climate.

Optical Scope. Most ranged weapons can benefit from a scope. Purchased separately and mounted on a weapon, what it does is increase the weapon's effective range based on its magnification. The drawback is that it becomes hard to hit with at closer than **half** its effective range.

Magnification	Range Increase	Cost
5x	25%	100
10x	50%	250
15x	75%	500
20x	100%	1000

A slug rifle has an effective range of 80. Put a 5x scope on it and its range increases to 100 but you will have a hard time hitting anything 50 steps or closer. Even if you choose not to use the scope, it will get in the way and harden your hit. While it only takes **3 beats** to remove a scope, it takes 1d6 minutes to reattach the scope and make sure it is aligned correctly.

Packs. These are empty packs you haul stuff around in. A back pack is your typical pack with shoulder straps. The camp pack has multiple compartments attached to a frame. The day pack can be a small backpack, purse or satchel. The mantle pack is a Yazar creation that fits like a collar and can hold things on the front and back of the character without the use of shoulder straps. Each pack comes with a limit called its **Hold**. This is more a guideline than a breaking point.

Radiation Detector. This small device is about as big as a pocket flashlight. It works like a geiger counter, able to detect dangerous levels of radiation in the vicinity. It requires power but not enough to matter and is often kept on. Radiation detectors can be linked to a computer and are often attached to Polygoggles and Polyhelms so they can visually alert a character to danger even though the character is not actively using the detector.

Shock Collar. This bulky collar is a restraining device. Put it around someone's neck (or close approximation) and the click of a remote control will shock them, quite painfully. One click causes a Stun. Two clicks causes a Knock Down. Three clicks causes a Knock Out. They come with a built in battery that supplies 10 clicks worth of shock.

Solar Array. This flat rectangular box unfolds to form a 1 meter square solar panel which will wirelessly charge any power supply it is tapped into. One array will charge **1d10 EU** of energy in normal daylight or its equivalent. Multiple arrays may be daisy-chained together to increase their charging capabilities. When doing this, roll the die once and multiply it by the number of arrays to find the energy generated.

Superglue. This is a small single-use tube of a very strong all-purpose adhesive. Dab a decent amount onto something, give it a minute to set and it will hold with a strength equal to a **Easy Luck** check. It is waterproof. Breaking its seal requires beating that strength with a **Muscle** check.

Survival Blanket. This 3 x 3 meter blanket of thin reflective material may not seem like much, but it is insulated and very good at keeping in heat. Gamewise it supplies 10 points of warmth to anyone wrapped up in it. The blanket is waterproof. When not worn it may be laid flat to collect dew, as well as signal any passing planes.

Survival Rations. Freeze-dried food in an aluminum pouch, it's enough to feed one medium-sized character for a day. It comes in fun Herbivore, Omnivore and Carnivore flavors.

Tent. This is a wind and weather-proof nylon tent which takes ten minutes to set up and break down. It brings ten points of warmth to anyone inside of it, although it does come with netted flaps for letting heat out in warmer weather.

Toolkits. These are designed to carry whatever tools the character might need and can fit inside a decent-sized case. Anytime you need something from it – like a phillips head screw driver – make a **Luck Save**, succeed and you find it. A half success means you found something like it (damn flatheads!) Fail and you don't have it.

A light toolkit doesn't carry as much and brings a -10 to the check. A heavy toolkit carries more stuff and brings a +10 to the save. Toolkits may be renamed to a specialized function (ex: *Electricians Tools*). This will bring a +10 to the check, but only for those kinds of tools.

Wireless Emitter. This small device connects your batteries to anything you have that runs on wireless energy. It has a range of **2 meters** so anything you have that is taken more than 2 meters away from you will suddenly stop working.

Shields

Shields haven't changed much since the dawn of time. The following are primitive shields made of wood and metal. Plastic shields which are lighter but just as durable are available. This **doubles the price** and cuts their **weight in half**.

Shields provide constant armor protection but only for the front and side of a character, which is why we keep them separate from normal armor. They can also be used as weapons (see their entry in Melee weapons) but you cannot use a shield as a weapon and armor in the same round.

Kind	Price	Wt	Freq	Aspects	Con
Shield, Small	20	2	U	Armor 4.	0
Shield, Medium	40	4	R	Armor 6.	1
Shield, Large	60	8	R	Armor 8.	2

WEAPONS

Melee

Aside from the knife which has been useful since the dawn of time, melee weapons are not very popular and mostly carried for show. These weapons are muscle powered and gain the character's muscle modifier to their damage.

Bastard Weapons. Adding **Bastard** to the name of a one-handed melee weapon means it has been given an extra long grip so it can be used with one hand or two. When used with two hands it gains **2 DMG**. This modification increases the **price** of the weapon by **25%**.

Great Weapons. Adding **Great** to a one-handed melee weapon means that it has been made large and turned into a two-handed weapon. It gains **1 beat** and **4 DMG**. Both the **price and weight** of the weapon **doubles**.

Energy Weapons. Nearly any melee weapon (especially Axes, Swords and Pole-Arms) can be turned into energy weapons. Add the word *Energy* to its name. A *Battle Axe* becomes an *Energy Battle Axe*. This adds **4 DMG** and an **EU 1** to its aspects. The energy field surrounding the weapon drains one energy unit whenever it hits but increases the damage it does by four points. Both an inertia field and an energy field will defend against it. Toggling the power on or off, returning it to a normal weapon, takes **1 beat**.

The conversion does not significantly enhance the weight of the weapon but it **triples** the price to a minimum of **\$100**. Note that both Bastard and Great should change the price of a weapon before an Energy modification does.

Kind	Beats	DMG	Aspects
Axe	1	6e	Close.
Axe, Battle	1	8e	
Axe, Great	2	12e	2h.
Bullwhip	2	2n	Reach 4.
Chain	2	4s	2h. Reach 2. Flex.
Chain, Hammer	2	6s	2h. Reach 2. Flex.
Chain, Heavy	3	8s	2h. Reach 2. Flex.
Club	1	6s	
Club, Great	2	10s	2h.
Cudgel	1	4s	Close.
Dagger	1	4e	Close. Bal.
Flail	1	7s	Flex.
Flail, Spiked	1	6e	Flex.
Glaive	2	10e	2h.
Gauntlet	1	4s	Armor 1. Close.
Hammer	1	9s	Close.
Hammer, Sledge	2	13s	2h.
Hammer, War	2	11s	
Hammer, Great	3	15s	2h.
Knife	1	4e	Close.
Machete	1	6e	Close.
Mace	1	9s	
Mace, Great	2	13s	2h.
Morning Star	1	8e	
Nunchucks	1	4s	Flex
Pole Axe	3	14e	2h. Reach 2.
Quarterstaff	1	8n	Reach 2.
Sai	1	4s	Close. Disarm.
Spear	1	6e	Reach 2. Bastard.
Shield, Small	1	4n	Armor 4. Close.
Shield, Medium	2	6n	Armor 6. Close.
Shield, Large	3	8n	Armor 8. Close.
Sword	1	8e	
Sword, Short	1	6e	Close.
Sword, Bastard	1	8e	Dmg +2 with 2h.
Sword, Broad	2	9e	
Sword, Great	2	12e	2h.
Tonfa	1	6s	Disarm
Trident	1	8s	Reach 2. Bastard.

Axes. The axe is your basic hand axe. A battle axe is a larger yet still one-handed version of it. The great axe is a two-handed battle axe.

Bullwhip. This long snapping whip is used more for intimidation than anything else, but in a pinch it can come in handy as a short rope.

Chains. These are six-foot lengths of ordinary chain. The Hammer-Chain is an actual weapon, a light chain with weighted metal handles on each end. All chains can be shortened to three feet long. Price and weight drop by half. It only takes 1 hand to wield but Reach 2 will be lost.

Clubs. While nearly any blunt instrument can be described as a club, this club is about as long as a sword or walking stick. A cudgel is only half as long, the club equivalent of a short sword.

Dagger. This double-edged knife is made for stabbing and balanced for throwing.

Flail. A flail is like a mace but with a lighter head and a length of chain connecting it to the shaft. The spiked flail has a head which is covered in spikes. This increases its lethality but lessens the force of the blow.

Glaive. If a spear is a knife on a stick, then a glaive is a short sword on a stick.

Gauntlet. A gauntlet is an armored glove designed to deliver a heavy punch. You need to buy one for each appendage. Each gauntlet increases your armor score by 1.

Hammers. The hammer is your basic toolbox hammer. A war hammer has a heavier head and a longer shaft. The great hammer is a two-handed weapon that looks a bit like a regal sledgehammer. A sledge hammer is just a two-handed version of that basic toolbox hammer.

Mace. A mace is essentially a club with a better head.

Machete. This is a long heavy knife primarily used to hack through underbrush.

Morning Star. This is a mace with a head covered in spikes.

Nunchucks. This is a flail where both ends are a handle. It does not deliver as strong a blow but is far easier to conceal.

Quarterstaff. A six-foot long fire-hardened staff, easily passed off as a walking stick.

Sai. Sai look like small handheld tridents. The side tongs make them better able to disarm opponents.

Swords. A sharp blade of metal with a handle. A short sword is longer than a dagger but not as long as a normal sword.

Tonfa. This is a club with a sideways mounted handle. They are better able to disarm an opponent than a normal club.

Trident. This spear has three sharp points on its head. It is not as lethal as a spear but it delivers a heavier blow.

Kind	Price	Wt	Freq	Con
Axe	15	2	C	1
Axe, Battle	60	3	U	1
Axe, Great	120	6	R	2
Bullwhip	30	1	R	1
Chain	20	1	C	1
Chain, Hammer	30	1.5	U	1
Chain, Heavy	40	2	C	1
Club	5	2	C	1
Club, Great	10	4	U	1
Cudgel	3	1	U	1
Dagger	20	0.5	U	2
Flail	20	3	R	1
Flail, Spiked	30	3.5	R	1
Glaive	60	5	U	2
Gauntlet	30	1	R	1
Hammer	15	2	C	1
Hammer, Sledge	30	4	C	1
Hammer, War	30	4	R	2
Hammer, Great	60	8	R	2
Knife	15	0.5	A	1
Machete	30	1	C	1
Mace	30	4	R	1
Mace, Great	60	8	R	1
Morning Star	40	4.5	U	2
Nunchucks	15	1	U	1
Pole Axe	80	7	R	2
Quarterstaff	10	3	U	0
Sai	20	1	R	1
Spear	30	3	C	2
Shield, Small	15	2	C	1
Shield, Medium	30	4	U	1
Shield, Large	50	8	R	1
Sword	60	2	U	2
Sword, Short	40	1	U	2
Sword, Bastard	75	2	R	2
Sword, Broad	80	3	U	2
Sword, Great	120	4	R	2
Tonfa	10	1	U	1
Trident	40	3.5	R	2

Ranged

Ranged weapons pretty much rule the galaxy. These have been ordered alphabetically by type and then by sheer devastating potential inside each type. **Def** tells us what kind of force field defends against the attack. A = Albedo. E = Energy. I = Inertia. S = Sonic. While most of the weapons are self-explanatory,

the **Blaster** is essentially a submachine gun capable of making a burst attack using a pistol sized shot and the **Machine** is a full-bore automatic weapon. Because these aspects can get a bit long, another table containing the weapon's price, weight and contraband number can be found after the descriptions. The Ammo \$ / Wt is the price and weight of a full reload of ammo, not individual shots

Kind	Beats Def	DMG	Aspects
Bow, Short	2/1 I	4e	2h. r40. Ammo 1.
Bow, Compound	2/1 I	8e	2h. r80. Ammo 1.
Crossbow	1 I	10e	2h. r80. Rld 4. Ammo 1.
Electrostunner	1 E	16n	rof1. r20. EU 2.
Flame Unit	1 E	6e	2h. rof1. Stream 5. Fire. Ammo 5. Rld 4.
Flame Thrower	1 E	12e	2h. rof1. Stream 10. Fire. Ammo 20. Rld 1 minute.
Flare Gun	2 I	4s	r40. Fire. Ammo 1. Rld 2.
Gauss Pistol	1 I	10e	rof2. r40. Bastard. EU 1. Ammo 20. Rld 2.
Gauss Rifle	2 I	14e	2h. rof2. r80. EU 1. Ammo 20. Rld 2.
Gauss Blaster	1 I	10e	2h. rof2. r40. EU 1. Burst 1d8, +2. Ammo 40. Rld 3.
Gauss Machine	2 I	14e	2h. rof2. r80. EU 1. Burst 1d6, +2. Ammo 40. Rld 3.
Gyrojet Pistol	2 I	12s	rof1. r40. Bastard. Ammo 10. Rld 2.
Gyrojet Rifle	3 I	16s	2h. rof1. r80. Ammo 10. Rld 2.
Gyrojet Blaster	2 I	12s	2h. rof1. r40. Burst 1d4, +2. Ammo 20. Rld 2.
Gyrojet Machine	3 I	16s	2h. rof1. r80. Burst 1d4, +2. Ammo 20. Rld 2.
Laser Derringer	1 A	8e	rof1. r40. EU 1.
Laser Claw	1 A	8e	rof2. r40. EU 1.
Laser Pistol	1 A	8e	rof1. r80. Bastard. EU 1.
Laser Rifle	2 A	12e	2h. rof1. r100. EU 2.
Laser Blaster	1 A	8e	2h. rof1. r80. EU 1. Burst 1d6, +2.
Laser Machine	2 A	12e	2h. rof1. r100. EU 2. Burst 1d6, +2.
Needler	1 I	6n	r20. Rld 3. RP
Needler Rifle	2	8n	r40. Rld 3. RP.

Slug Derringer	1	8e	rof1. r20. Rld 2.
Slug Pistol	1	8e	rof2. r20. Bastard. Ammo 10. Rld 2.
Slug Revolver	1	10e	rof1. r20. Bastard. Ammo 6. Rld 3.
Slug Rifle	2	12e	2h. rof1. r80. Ammo 10. Rld 2.
Slug Musket	2	14e	2h. rof1. r40. Rld 10.
Slug Blaster	1	8e	2h. rof2. r20. Burst 1d6, +3. Ammo 20. Rld 3.
Slug Machine	2	12e	2h. rof1. r80. Burst 1d6, +3. Ammo 20. Rld 3.
Sonic Screamer	1	10n	rof1. r20. EU 1.
Sonic Destroyer	2	14n	2h. rof1. r40. Blast 3. EU 3.

Bows. The bow is a primitive weapon which has stood the test of time, largely thanks to its simplicity and cost effectiveness. The short bow is your basic bow and arrow. A compound bow uses a pully system to give it more umph. The weapon has no reload time but it does have two beat numbers. The 2 is what it takes to draw an arrow from a quiver, load it up and draw it back. The 1 is what it takes to take aim and release it. Load up an arrow beforehand and it only takes 1 beat to release it once combat begins.

Crossbow. Like the bow, this is a primitive weapon which is still quite popular. Unlike the bow, it takes 4 rounds to pull its string back and load up a quarrel. It only takes 1 beat to aim and fire.

Electrostunner. An electrostunner looks like a large pistol with a glass bulb on its tip. It fires off a cavalcade of lightning with the intention of knocking an opponent out rather than killing them.

Flame Unit. Also known as a *Flamer*, this is a small portable flamethrower capable of shooting a short stream of napalm. Unlike a full sized flamethrower it does not require a backpack.

Flame Thrower. This flame thrower requires a backpack to carry its fuel. Unfortunately, that fuel is incredibly explosive. At the end of any round in which damage has breached the characters defenses a **Luck Save** should be made. If it fails the fuel tanks explode with a **Blast** radius equal to the number of shots left in the tank and doing **5s** fire damage per shot.

Flare Gun. This is a simple single shot flare gun not meant to be used as a weapon but can be in a pinch. The flare is waterproof and will burn for 1 minute before going out.

Gauss Weapons. Gauss weapons have thick chunky barrels containing electromagnets used to accelerate a metal spike towards its target. They are excellent weapons with the only drawback being that they consume both energy and use ammo. Run out of either and the weapon stops working.

Gyrojet Weapons. Gyrojet weapons shoot a small rocket that explodes on impact. They tend to be a bit slow but make up for it with brute force. Ship-safe rounds made of rubber instead of metal are available and commonly used in space. They do non-lethal instead of semi-lethal damage.

Laser Weapons. A favorite of the frontier, lasers shoot a short blast of intensely focused light which tends to cut through whatever it shines across. The derringer is a truncated version of the laser pistol designed to be easily hidden. A laser claw is a pistol made of two derringers mounted on the top and bottom of its grip. When you pull its trigger both barrels fire, giving it the ability to fire twice per round. The catch being that they always fire at the same target.

Needler. A needler uses compressed air to shoot a single dart loaded up with a dose of medicine into its target. Individual needles cost 10 credits and weigh 0.1 kg a piece. A device inside the weapon uses energy to compress the air, so while the weapon doesn't drain enough energy to matter it does need to be connected to a power supply. The needler's slow reload time comes from the air compressor refilling its chamber.

Think of it as a hypospray that can hit from a distance. To deliver the drug you need to do enough damage to slip past the creature's defenses (force field, armor and shield). Once that succeeds you can make the Intellect + Medical check to see how the drug is received (see *Medicine*, above).

Slug Weapons. Slug weapons are some of the most primitive weapons on the list, so much so that the Slug is often dropped from the name. A Slug Revolver is simply a *Revolver*. A Slug Machine is a *Machine Gun*. Still, one thing they all have in common is that they use a small explosive charge to propel a metal slug through the air.

The musket is probably the most primitive of the slug weapons. It takes 10 rounds to reload after every shot. While it and the bow and crossbow may seem wildly out of place with the rest of the list, they are surprisingly common out on the frontier, mostly in out of the way places where you need a weapon you can depend on with ammo you can create yourself.

Sonic Weapons. Sonic weapons fire a highly focused beam of sound, essentially a sound laser. The beam is so tightly focused that it doesn't sound like anything when it comes out of the weapon. Only when it hits its target and the sound beam shatters does it sound like anything. The sonic screamer carries a high pitched scream. The sonic destroyer sounds more like a metal guitar solo.

Kind	Price	Wt	Freq	Con	Ammo: \$ / wt per clip
Bow, Short	50	2	R	1	\$3 / 0.1
Bow, Compound	200	3	U	1	\$3 / 0.1
Crossbow	150	3	U	1	\$3 / 0.1
Electrostunner	300	1	C	1	
Flame Unit	400	1	R	3	\$20 / 0.5
Flame Thrower	600	2	VR	5	\$20 / 0.5
Flare Gun	20	0.5	C	1	\$5 / 0.1
Gauss Pistol	600	2	R	3	\$100 / 0.5
Gauss Rifle	800	4	R	4	\$100 / 0.5
Gauss Blaster	1200	3	VR	5	\$200 / 1
Gauss Machine	1600	5	VR	6	\$200 / 1
Gyrojet Pistol	300	1	U	2	\$100 / 1
Gyrojet Rifle	400	3	U	3	\$150 / 1.5
Gyrojet Blaster	600	2	R	4	\$200 / 2
Gyrojet Machine	800	4	R	5	\$300 / 3
Laser Derringer	100	0.5	R	3	
Laser Claw	300	1	R	3	
Laser Pistol	300	1	C	2	
Laser Rifle	500	3	U	3	
Laser Blaster	600	2	R	5	
Laser Machine	1000	4	R	6	
Needler	100	1	U	2	\$5 / 0.5
Needler Rifle	200	2	R	3	\$5 / 0.5
Slug Derringer	30	0.25	VR	3	\$1 / 0.05
Slug Pistol	100	1	U	2	\$10 / 0.5
Slug Revolver	80	1	R	2	\$6 / 0.3
Slug Musket	100	3	C	1	\$1 / 0.1
Slug Rifle	200	3	U	2	\$10 / 0.5
Slug Blaster	200	2	R	4	\$20 / 1
Slug Machine	400	4	R	5	\$20 / 1
Sonic Screamer	200	1	C	1	
Sonic Destroyer	500	3	R	3	

Explosives

These are things that go boom. Two beats is what it takes to throw an explosive like a grenade. A **Reflex + Thrown** check is used to see if the explosive lands where you want it to. Succeed and it does. Otherwise it lands somewhere near-by. Crash the check and you drop it at your feet.

Explosives can also be planted and detonated using a timer or radio-controlled device. This takes a **Sense + Demolitions** check. Succeed and it goes off as planned. Fail and it doesn't go off. Crash and it explodes while you are setting the charge.

With explosives, success does **not** increase the damage done. All explosives do one success of damage when they go off. When explosives are combined, the damage factors add together and the blast radius

increases by 20% per added explosive. So a blast stick is essentially a stick of dynamite. Tape five together and the bundle does 100s for damage. It's Blast 4 becomes ($4 \times 1.00 = 4 + 4 = 8$) a Blast 8.

Kind	Beats	DMG	Aspects	Def
Blast Cap	2	5s	r10. Blast 0.	I
Blast Clay	2	40s	r10. Blast 6.	I
Blast Stick	2	20s	r10. Blast 4. Vol. Time 3.	I
Glicerite	2	60s	r10. Blast 9. Vol -10.	I
Grenade, Sleep	2	-	r10. Blast 2. Time 2. Sleep 10.	-
Grenade, Frag	2	20e	r10. Blast 3. Time 2.	I
Grenade, Incendiary	2	10s	r10. Blast 1. Fire. Time 2.	I,
Grenade, Smoke	2	-	r10. Blast 3. Time 2.	-
Grenade, Tangler	2	10str	r10. Blast 0. Special.	I
Thermite	2	10s	r10. Blast 3. Fire. I, E	

Blast Cap. This small metal device is a detonator coupled with a small explosive charge which is used to set off larger non-grenade explosives. Only one is needed and it comes with either a 10 minute timer or a radio detonator with a half-mile signal.

Blast Clay. This is a chunk of plastic explosive. It is far less volatile than blast sticks but requires a blast cap to set it off. A simple fuse will not work. The chunk itself can be broken down to smaller sizes to create smaller blasts. A quarter of a chunk will have its damage and blast radius reduced to a quarter of its original values.

Blast Stick. This is a simple stick of chemical explosives that comes with a fuse bearing a Time 3 delay. The fuse can be shortened as needed. Blast caps also work but fuses are cheaper. Blast sticks grow volatile as they age. Every year brings a 1% chance of simply exploding when handled.

Glicerite. Glicerite is a clear fluid that is extremely volatile and comes in a ten ounce plexiglas tube. Drop one and there is a very good chance you will never hear it hit the ground. Like blast clay and sticks it is less something you use as a weapon and more something you use with a timer to demolish a structure. Despite its volatility, blast caps are often used with glicerite to make sure it goes off when you want it to.

Grenade, Sleep. This fills the blast area with a sleep gas. Anyone exposed to it needs to make a Health Save or be knocked unconscious for 1d6 hours. The cloud will stay active for 10 rounds before falling to the ground.

Grenade, Frag. Also known as a fragmentation grenade or pineapple grenade, these send metal shards flying through the area to deadly effect.

Grenade, Incendiary. This covers the area with a chemical that ignites once exposed to the air. While it can be used to do damage it is most often used to set things on fire.

Grenade, Smoke. This fills the area with a heavy smoke (most often black but colored clouds are available) that last for the length of the encounter or until somehow blown away. Anyone trying to fire into or through the smoke takes a **Hit -20**. Laser weapons take a **Hit -30**.

Grenade, Tangler. This isn't an explosive, instead it lashes out a web of black rubber lines to entangle whoever it hits. Success matters with Tanglers. Breaking free requires making a single **Muscle** check (a half-success won't cut it). Subtracting from this is a **-20 for every success** the tangler landed with.

Hit by three successes? Breaking free requires a Muscle check -60. Anyone with a sharp weapon, such as a knife, can cut the tangler lines free, reducing the muscle penalty by 1d10 for each round spent cutting.

Thermite. This is the same stuff you find in an incendiary grenade, only more of it. Unlike a grenade it is counting on you to a fuse or blast cap to detonate it.

Kind	Price	Wt	Freq	Con
Blast Cap	20	0.1	U	4
Blast Clay	100	1	R	5
Blast Stick	10	0.5	U	4
Glicerite	500	0.5	VR	6
Grenade, Sleep	40	0.5	R	5
Grenade, Frag	30	0.5	U	5
Grenade, Incendiary	50	0.5	R	5
Grenade, Smoke	10	0.5	C	1
Grenade, Tangler	20	0.5	U	2
Thermite	80	1	R	5

CLAWS & JAWS

Claws & Jaws are talents we keep separate from all the other talents because they should be written in with the attacks or equipment on your character sheet and not your attributes. CJs are all biological in nature. There is no iteration with claws and jaws.

Natural Armor

Natural armor is a skin that protects better than most. All of these may be worn under a suit of armor, however that suit of armor will need to be tailored to fit the character (which increases its price by 10%). Natural armor adds to the weight of a character's equipment. All values are medium in size and will need to be adjusted for characters who are larger or smaller than that.

Kind	Armor	Wt	Aspects
Carapace, Leathery	7	15	w2.
Carapace, Hard	15	30	w4.
Feathers	3	1	w2.
Feathers, Heavy	5	3	w4.
Fur	3	3	w6.
Fur, Heavy	5	6	w12.
Scales, Light	3	3	
Scales, Medium	6	5	w1.
Scales, Heavy	9	10	w2.
Scales, Extra-Heavy	12	20	w4.
Shell, Light	6	5	w3.
Shell, Medium	9	10	w6.
Shell, Heavy	12	20	w9.
Shell, Thick	15	30	w12.
Skin, Gnarly	6	4	w2.
Skin, Thick	3	2	w1.
Tree Bark	6	5	

Carapace. A carapace is essentially a natural great helm. It can be combined with a suit of armor or another form of natural armor, but a character can only wear one helmet.

Feathers. Feathers completely cover the character's body. While not the greatest armor in the world, they are light and do have some warmth.

Fur. This completely covers the character's body in fur. It is more often used to stay warm than protected.

Scales. This covers the creature with overlapping scales of a hard material like keratin. Their low warmth value makes them a favorite among tropical creatures.

Shell. A creature with a shell is completely covered by a solid exoskeleton that is only broken at the joints, think crab or insect. They may be heavy but provide some of the best protection out there.

Skin. Skin is what most creatures have and it provides no outstanding protection. Thick skin is a bit harder to cut through. Gnarly skin is often covered in warts and callouses.

Tree Bark. This is only found on vegetables. Not all plants will have it. Consider this the Gnarly skin of the plant world.

Natural Attacks

Natural attacks are like weapons a character is born with. Most come from your choice of species. Others can be acquired through genetic engineering. While described using Earth-centric terms, often what you will encounter out there is only best described by one of these and not an exact match.

Kind	Beats	DMG	Aspects	Wt
Antlers	2	8s		3
Beak	1	3e	Close.	1
Beak, Parrot	1	6s	Close.	1
Bite	2	3s	Close.	0
Bite, Leech	2	5e	Close. Grab.	0
Claws, Small	1	3s	Close. Bastard.	0
Claws, Medium	1	5s	Close. Bastard.	2
Claws, Large	2	7s	Bastard.	4
Constriction	3	6n	Close. Grab.	0
Crab Claw	1	6n	Close. Grab. Bastard.	2
Crab Claw, Fiddler	2	10n	Grab. Bastard.	6
Fangs	2	4e	Close. Grab.	0
Frog Mouth	3	8n	Close. Grab.	0
Hooves	2	8n	Close.	0
Horns	2	6e	Close.	2
Jaws	2	6e	Close. Grab.	0
Jaws, Canine	2	8s	Close. Grab.	0
Jaws, Feline	2	6e	Close. Grab.	0
Jaws, Reptilian	2	8s	Close. Grab.	0
Jaws, Shark	2	8e	Close. Grab.	0
Kick	2	5n		0
Mandibles	2	8n	Grab.	2
Mandibles, Huge	3	10n	Grab.	4
Mandibles, Slicing	2	8e	Grab.	2
Punch	1	3n	Close. Bastard.	0
Pedipalps	2	6s	Close.	0
Pseudopod	2	8n	Bastard.	0
Psychic Blast	1	12n	NA. r20. Save Com.	0
Stinger	2	6e	Close.	1
Tail, Clubbed	2	10n	Reach.	4
Tail, Spiked	2	8s	Reach.	3
Tail, Scorpion	2	6e	Reach.	2
Talons	1	5s	Close. Grab. Bastard.	2
Tentacles	2	6n	Grab. Reach 2.	3
Tentacle, Whips	3	4n	Reach 4, Entangle.	2
Tusks	2	4s	Close.	1

Antlers. This is a hefty rack of antlers. They are attached to the character's head yet long enough to make normal attacks.

Beak. This is the beak you might find on a bird like creature. Parrot beaks, used for cracking open nuts, are stronger but not as sharp.

Bite. Most creatures (such as humans) have a bite attack that can be painful but is not all that damaging. *This is one step above that.* It doesn't have the ability to latch onto an opponent and thrash them about like a set of jaws but can deliver a nasty bite.

A leech bite does latch onto its prey and then sucks the life out of them, doing the same damage round after round unless their prey can escape their grapple.

Claws. These are your standard raking claw attacks commonly found among felines. The character will have them on both hands and feet. Getting them just on the character's hands will cut their weight in half.

Constriction. This is what a python does to its prey. It is the ability to wrap ones (presumably snake-like) body around an opponent, grappling them, and doing damage round after round by squeezing the life out of them.

Crab Claw. Unlike normal claws, this is a single crab claw. You will need to buy one for each appendage that you want a claw on. The fiddler crab claw is an exceedingly large claw.

Fangs. These are snake fangs. They naturally combine with the talent *Venomous* for added punch.

Frog Mouth. This is a giant mouth with muscles like a steel clamp. Anyone with a body size smaller than the creature with the frog mouth can be swallowed whole and chomped on, effectively grappling them and doing damage round after round while their prey struggles to break free.

Hooves. This is a trample attack. It's what happens when something with more than two legs runs over you.

Horns. This a pair of horns attached to ones head like a pair of bull horns.

Jaws. These are different kinds of jaws who mainly do damage by latching onto something and tearing it apart.

Kick. This is your standard biped kick.

Mandibles. These are like huge clamp like appendages attached to a creature's face. When they hit in combat they simultaneously grapple and can do damage to an opponent.

Pseudopod. This is a punch made by a creature with no bones behind its muscle.

Punch. A knuckle sandwich!

Psychic Blast. This psionic attack hits like a sudden splitting headache. Armor and force fields do not stop it but can be defended against with a **Command Save**.

Stinger. A big nasty spike. Couple it with the *Venomous* talent to make a giant space scorpion.

Tail. Different kinds of tail attacks. They get Reach 2 when attacking behind the creature and to its sides.

Talons. These are essentially medium claws but they are only found on the creature's feet. It's assumed that the creature will use them while flying.

Tentacles. These are muscular, sucker covered tentacles. Tentacle whips are smaller and longer, typically doing less damage but having greater reach.

Tusks. These are horns that jut from a creature's mouth. They are used more for ripping than biting.

TALENTS

Talents are special character features that often allow them to do out of the ordinary things. **Max** is the maximum number of iterations allowed. If nothing is present there is no limit. **Bio** stands for Biological, when set to Y you need to inherit it through your species or genetic engineering. **GE** is the genetic engineering modifier. This is taken when using genetic engineering or mutation to give the character the talent.

Talent	Max	Bio	GE
Attractive	6	Y	-20
Battle Rage	3		
Camouflage, Dynamic	1	Y	-40
Camouflage, Static	1	Y	-20
Echolocation	1	Y	-20
Eidetic Memory	1	Y	-10
Elasticity	6	Y	-30
Fame			
Fearless			
Grace Under Poundage	3		
Hard As Nails	5		
Hypnotic Gaze	1	Y	-20
Immortal	1	Y	-10
Infravision		Y	-30
Lie Detection			
Light Sleeper	6		
Magnetic Sense	6		
Mechanical Aptitude	6		
Nightvision	1		
Pyrokinesis		Y	-30
Resilient	5		
Second Wind			
Sense Trouble	6		
Slippery Build	6		
Spherical Vision	1	Y	-40
Telepathy		Y	-30
Telekinesis	6	Y	-30
Toxic To Eat		Y	-20
Ultravision		Y	-30
Venomous	6	Y	-30
Well-Connected	6		

Attractive. You are beautiful or handsome beyond the norm. Possibly more importantly you know how to use it to your advantage and gain a **+5 per iteration** in such situations.

Battle Rage. Once per encounter you can fly into a rage and get a **+5 to Hit per iteration** with any attack you make. It takes **two rounds** spent doing nothing but psyching yourself up to the task. During the rage you need to attack **once every round** or be sprinting towards battle to maintain the bonus. Go a round without attacking anything and you lose it. Defensive maneuvers such as crouching, hitting the dirt or taking cover will cause you to lose it.

Camouflage, Dynamic. Like a chameleon, you were born with the ability to change your appearance to fit any background no matter how colorful or unnatural. It takes **1 round** to make the transformation. Once changed, you can hide in plain sight by standing perfectly still. Anyone searching for you needs to make a Sense check **-10 per iteration**. Move and it drops to **-5 per iteration**.

The only catch is that you need to be naked to do this. Wearing or carrying anything you cannot quickly hide behind yourself will ruin the effect.

Camouflage, Static. Evolution has optimized your appearance to disappear into a certain kind of background, such as an arctic environment. Like dynamic camouflage, anyone searching for you needs to make a Sense check **-10 per iteration** or when moving a **-5 per iteration**. Also you need to be naked and not carrying anything you cannot quickly hide behind yourself. Attempting to hide in an environment you are not optimized for will ruin the effect.

Echolocation. You can "see" in the dark by sending out a sound and then reading how it bounces back to you. This means you take no penalty when dealing with darkness, but you cannot actually see anything or read anything.

Eidetic Memory. You have a photographic memory and gain a **Trek +20** when it comes to remembering something you have seen in person.

Elasticity. This talent comes natural to anything lacking a solid skeleton such as the Thralasite. Your body can reshape itself with a thought, growing new limbs and retracting others. The greater the talent's iteration the more elastic you become, the longer, flatter and quicker you can stretch.

Fame. Tales of your exploits (both real and imagined) have traveled far and wide. You gain a **+5 per iteration** when it comes to using Charm to get on someone's good side. However, if they have reason to hate you then they *really hate you* and your bonus turns into a penalty. Fame does have its limits and in strange and out of the way places you should make a **Luck Save** to see if it applies. Fail and it doesn't.

Fearless. Very little shakes you. You gain a **+5 per Iteration** when using your **Command** to defend against fear.

Grace Under Poundage. You know how to handle a heavy load better than most. This talent doesn't let you carry more equipment but each iteration counteracts a **-5 encumbrance** penalty. So a character with *Grace Under Poundage 2* would take no penalty while Packing, a -10 when Lugging, a -20 when Trudging, and a -30 when Straining.

Hard As Nails. When you take damage you feel it, it just doesn't get to you the way it gets to others. Gamewise each iteration adds 1 to your Durability.

Hypnotic Gaze. Using this talent is a **Command vs Command** challenge, one that can be boosted on either side by the **Psionics** skill. Success plants a single suggestion inside the hypnotized character, one they will feel compelled to enthusiastically carry out just as soon as they get the chance.

With every passing **day** the hypnotized should be given a chance to defeat the suggestion with a **Command Save**. Doing so will free them of it. Once this happens or the suggestion is carried out the hypnotized character will have no idea why they did what they did. *It just seemed like a good idea at the time.*

Immortal. You have taken the SLIP. You no longer age but at the same time you can no longer produce offspring. This can be reversed but only once. For more see *Immortality* in *Galaxy*.

Infravision. You see by way of heat signatures. Each iteration gives you a +5 when making Sense checks while doing so (see *Vision* in *Adventure*).

Lie Detection. You have a knack for sniffing out a lie. When you think something stinks make a **Sense check +5 per iteration**. Succeed and you know you are being lied to. Fail and you will be mired in indecision.

Light Sleeper. They say you sleep with one eye open. Whether true or not, when someone approaches you in your sleep there is a good chance you will notice it before they can get the drop on you. A successful **Sense Save +5 per iteration** is all it takes.

Magnetic Sense. You can feel the pull of magnetism. All it takes is for you to close your eyes and clear your senses and you will feel it gently tugging you in the right direction. When lost in the wilderness on a planet with magnetic poles you gain a **+5 per iteration** to finding your bearings.

Mechanical Aptitude. You have an innate understanding of how machines work and how to fix them. Gamewise this gives you a **+5 per iteration** when using the Robotics or Technician skills.

Nightvision. Your vision is attuned to low light conditions. You take a -10 when in daylight but have no problem in low light (see *Vision* in *Adventure*).

Pyrokinesis. You can start, control and extinguish fires with your mind. Starting a fire takes **1d6 rounds** of concentration and a **Hard Command** check with **Range 10**. Succeed and a flame bursts into existence. It does **1d8s per success** each round to anything that burns. After that a normal Command check can be used to direct and either intensify or squash the conflagration. Careful though, once the fire is started, crashing a pyrokinesis check will set yourself on fire for 1d8s per round. Pyrokinesis does not make you fireproof!

Resilient. Once you start you do not stop! Resilient characters gain an extra **4 Stamina points per iteration**.

Second Wind. With one round spent doing nothing but summoning your inner strength you can immediately recover some Wear damage just as if you had spend a whole encounter resting. Gamewise,

this means making a **Health** check and subtracting your **Rest** count from it. Make one rest roll for each success. Second Wind does add to your rest count, so while you can have a third, fourth and fifth wind it will not blow as hard each time as the day progresses.

Sense Trouble. It's impossible to explain but you get a certain feeling when trouble is afoot, almost a premonition that something terrible is about to happen. Gamewise, this grants you a **+5 per iteration** when making a Luck Save to deal with traps or a Wisdom check when sniffing out an ambush. In combat you are never caught by surprise when your INI die rolls a 1.

Slippery Build. You bend easily and are hard to hold onto. This grants you a **+5 per iteration** when trying to escape a grapple or slip past an opponent.

Spherical Vision. One way or another you can see in every direction at once. This doesn't mean that you are perfectly aware of everything going on around you but it is nearly impossible to sneak up on you.

Telepathy. You can think your thoughts to other people and hear their thoughts in return. This doesn't allow you to enter their mind and snoop around, but if you stay quiet you may be able to read their thoughts without them knowing it.

Establishing a telepathic link takes a **Command** check **+5 per iteration**. Once a link is established it can be held indefinitely, but the telepath cannot do anything during this time but concentrate on making it work. The person receiving the telepathy may shut the telepath out by defeating the command check with a command check of their own.

As far as range is concerned, you need to be able to see the person you are talking to for a normal command check. Out of sight hardens the check. After that, every kilometer of distance brings on a -1.

Telekinesis. You can move things with your mind! Make a **Command** check **+5 per iteration**. For every success you can pick up and fling around **25 kg** with a Range 10.

When using this power to attack opponents by flinging things at them the force of the blow does **1d10 per success**. The damage type depends on what it is you are throwing, ex: knives do lethal damage while a rock might do semi-lethal damage.

Toxic To Eat. Anything that takes a bite of you will be lethally poisoned with a strength equal to a **Health Save +5 per iteration**. You naturally show this talent off through a bright skin coloration that screams – do not touch! – so hopefully they won't have to figure it out the hard way.

Ultravision. You can see in the dark by picking up trace amounts of high-frequency radiation. Each iteration gives you a +5 when making Sense checks while doing so (see *Vision* in *Adventure*). Unfortunately you suffer a -10 per iteration to everything you do when in daylight or brighter light.

Venomous. This talent needs to be tied to a natural attack of some sort such as *Fangs*. When your attack does enough damage to slip a point past an opponent's defenses you deliver a dose of venom with a strength equal to a **Health Save +5 per iteration**. The number of times you may do this is **triple your iteration**. The venom replenishes itself while the character sleeps.

Well-Connected. You have friends in high and low places who might be able to help you out of a bind. Make a **Hard Luck Save +5 per iteration** and it is left up to the GM to decide who responds. Tying this talent to a specific group of people (ex: *Well-Connected to the Underworld*) removes the Hard from the Luck save.

TROUBLES

Troubles are like talents except they make life more difficult. **Max** is the maximum number of iterations you can have. If nothing is mentioned then there is no limit. **Bio** indicates biological troubles you cannot simply acquire but need an excuse to have such as your species or genetic engineering. If the trouble has an opposite talent (such as *Ugly* and *Attractive*) you must pick one of them, you cannot have both. Those that end with an ellipse (...) need to have their name changed to clarify the trouble.

Trouble	Max	Bio
Addicted To...	6	
Altruism	6	
Bad Reputation		
Blabbermouth	6	
Blind	1	Y
Color Blind	1	Y
Cowardly	6	
Death Wish		
Disaster Prone	6	
Easily Lost	6	
Easily Spotted	6	
Fear Of...		
Frail	5	
Greedy		
Hard of Hearing	6	
Honest		
Love Interest	10	
Loyal To...		
Naturally Noisy		
Outlaw Status	10	
Paranoid		
Pyromania	6	
Sleepwalker	6	
Succulent	10	Y
Tell-Tale Trail		
Thinks Aloud	6	
Tunnel Vision	6	Y
Ugly	10	Y
Vengeful Friend		
Vow Of...	6	

Addicted To... While you can grow addicted to almost anything, most are addicted to one of the more fun drugs to be found in the Medicine section (ex: *Ability Boosters*, *Happytime*, *Stamdose*, *Superdose* or *Tripnow*). Choose something and change the trouble's name to fit it. When your character gets their fix they will be fine, but only for that day. On the day after that they take a -5 to everything they do, on the day after that one a -10, and on the day after that a -15. This continues day after day until rock bottom is hit with a **-5 per iteration** of the trouble. Only getting one's fix will bring the character back to normal.

Altruism. You must fight to ignore a call for help, even when you know it's a trap. Doing so requires a **Command** check **-5 per iteration** of this trouble.

Bad Reputation. The opposite of the talent Fame, you have a bad reputation that always seems to arrive just ahead of you. Gamewise you take a **-5 per iteration** to any **Charm** check that involves getting on someone's good side. In many out of the way places, you should be given a **Luck Save** to see if news of you has travelled this far. Succeed and it hasn't.

Blabbermouth. You cannot be trusted with secrets. Once given one you need to make a **Command** check **-5 per iteration** or be filled with a burning desire to share it with as many people as you can, *damn the consequences!*

Blind. You are permanently blind but have learned to live with it. You take a -10 to any activity normally helped by sight and cannot perform any actions which depend on it. Those actions which make prominent use of other senses gain a +10.

Color Blind. You see the world in black and white. Colors appear as shades of gray. While this doesn't hinder your performance in any way, it can cause confusion when trying to describe what you see.

Cowardly. While you may appear to be brave, you instinctively prefer flight over fight when faced with a formidable task. Gamewise you take a **-5 per iteration** to any **Command** check you make when dealing with fear.

Death Wish. You are drawn to conflict and dangerous situations. Perhaps it is the thrill of the fight or the triumph of victory or just a deep seated fear of growing old, but when danger draws near you need to make a **Command** check **-5 per iteration** to keep from running head-long into it.

Disaster Prone. If anyone is going to drop something, knock something over, say the wrong thing at the worst possible time – it is you – when the situation presents itself make a **Luck Save -5 per iteration**. Fail it and you find some way to make the matter even worse.

Easily Lost. You don't get out much and because of this you are absolutely terrible when it comes to finding your way around. You suffer a **-5 per iteration** when it comes to making Trek checks to find your way around.

Easily Spotted. There is something about you, something that can't be cured by a simple change of dress, which makes people remember your face. Anyone out there looking for you, for good reasons or ill, gains a **+5 per iteration** of this trouble.

Fear of... You have a deep-seated, almost inexplicable fear of something which is large enough or common enough to present a problem. The trouble should be renamed to reflect this. It could be *Fear of Heights*, *Fear of Flying* or *Fear of the Water*. It should not be something obscure like *Fear of Sporks* (even as terrifying as the spork actually is).

Gamewise, when having to face that fear you need to make a **Command check -5 per iteration**. Fail and you lock up solid, unable to do anything. Succeed and you still take a -5 per iteration to everything you do until finally free of the fear.

Frail. This trouble is the opposite of *Hard As Nails*. Every iteration of it lowers your Durability point by 1 to a minimum of 1.

Greedy. No matter how much money you have you always need more. Anyone trying to bribe you into doing something gains a **+5 per iteration** of this trouble to their **Charm** check. When put in the position of being able to steal something without getting caught, you need to make a **Command** check **-5 per iteration** to keep from doing so.

Hard of Hearing. Most of the world sounds muffled when you hear anything at all. Take a **-5 per iteration** to any **Sense** check centered around hearing.

Honest. Some people are pathological liars. You are a pathological truth-teller. Not only can you not help but tell the truth, but often you go out of your way to make sure people know the truth. Gamewise, it takes a **Command** check **-5 per iteration** to keep your mouth shut about a lie, a **-10 per iteration** to bring yourself to tell one

Love Interest. There is someone or something out there that you love immensely. Doing anything they might disapprove of requires a **Command** check **-5 per iteration**. Fail and you cannot bring yourself to do it. On the bright side, anything you do to gain, maintain or protect your love interest gets a **+5 per iteration**.

Loyal to... Loyalty is like Love Interest but less affectionate. You have sworn your loyalty to some superior force. Doing anything they might disapprove up of requires a **Command** check **-5 per iteration**. You may be able to call on their support for help but you do not gain any bonuses when trying to defend them. Be sure to rename the trouble to indicate who you are loyal to.

Naturally Noisy. You cannot stand the quiet and will do whatever it takes to keep from having to endure it – tap your feet, drum your fingers, mutter to yourself, hum a little tune, knock things over, rattle what can be rattled – anything to break the silence. Gamewise, you take a **-5 per iteration** when comes to hiding and sneaking about.

Outlaw Status. Star Law has you in its database of known criminals. Whether you belong there or not it is best to keep a low profile. Run into the law and they will try to arrest you. The more iterations you have of this trouble the more wanted you have become.

Paranoid. You are allergic to the matter of trust. Everyone has ulterior motives and is engaged in some kind of twisted machevellian plot to ensnare you. When put in the position of having to trust other people you need to make a **Command** check **-5 per iteration** to keep from fleeing for your life.

Pyromania. So bright, so hot, so beautiful, almost seeming to dance about with joy – you find fire mesmerizing, entrancing. No matter where you are, when left with an open flame or the means to create a fire it takes a **Command Save -5 per iteration** to keep yourself from playing with fire and seeing just how big a burn you can create.

Sleepwalker. Everytime you sleep make a **Luck Save -5 per iteration**. Fail and you decide to go sonambulating. The more negative the strength of the fail the farther you go and the more intrepid your journey becomes.

Succulent. There is something about you which delights the senses, as in a *you belong on the menu* kind of way. Hungry animals, will try to eat you before eating your friends, possibly even provoking an attack. The more iterations you have of the trouble the more delicious you seem to be. This trouble cannot be had along with the *Toxic To Eat* talent. It's one or the other.

Tell-Tale Trail. Maybe it is a stink, perhaps a trail of slime, or a desire to sign your signature to everything, but wherever you go you leave a mark which makes you easy to track. The more iterations you have the more tell-tale the trail you leave behind.

Thinks Aloud. The room inside your head is too small for the size of your thoughts. To think you need to speak aloud. This is something you automatically do no matter what the thought is. To forcibly keep yourself from blating out what is on your mind you need to pass a **Command** check **-5 per iteration**.

Tunnel Vision. You have no peripheral vision. You take a **-5 per iteration** when searching for anything. You are surprised when your **INI** die rolls a **1 or 2** during the first round of combat.

Ugly. Ugly is the opposite of the talent *Attractive* and you are not winning any beauty pageants with this one. When looks matter you take a **-5 per iteration** to any check you make.

Vow Of... You have made a vow to refrain from some practice which is ever-present and a part of daily life for most people, such as a *Vow of Chastity*, a *Vow of Silence* or a *Vow of Sobriety*. As long as you continue to do this you are fine, but breaking your vow even once will throw you into such a flunk that you suffer a *-5 per iteration* to everything you do for the following week. The vow lasts as long as you hold onto this trouble.

Vengeful Friend. Out there in the world is someone who wants you dead. Once per game, at the worst possible moment (as decided by the GM) make a **Luck Save -5 per iteration**. Fail and your vengeful friend shows up to wreak havoc.

Keep in mind that making amends or even dispatching your vengeful friend into the great unknown will not rid you of this trouble. Another even more vengeful friend will pop up to take their place.

Wanderlust. There is a big wonderful galaxy out there waiting to be explored and life is too short to stay stuck in one place. Try to set down roots and once a month you will need to make a **Command**

check -5 per iteration. Fail it and one night you simply pack up your bags and leave. Where to? *Nobody knows.*

Weak*. This is the opposite of the talent Resilient. While your body may not be frail, but you are easily exhausted and lack 4 Stamina points per iteration.

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