

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 its complexity is probably a 3. If you want to focus on a certain kind of instrument, rename it after that instrument and drop its complexity by 1. *Music* becomes *Synthesizer* with a complexity of 2. Such 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. *Combat, Melee* could be written as *Melee Combat* or simply *Melee*.

Skill	Complexity
Acrobatics	2
Astrogation	4
Climb	2
Combat, Dodge	2
Combat, Gunnery	3
Combat, Initiative	2
Combat, Military	3
Combat, Melee	3
Combat, Ranged	3
Combat, Specialized	2
Combat, Unarmed	3
Computers	3
Demolitions	3
Finances	3
Languages, Simple	2
Languages, Medium	3
Languages, Complex	4
Language, Esper	3

Language, Jalazi	4
Language, Sign	2
Medical	3
Medical, Cybernetics	4
Medical, Genetics	4
Navigation	3
Pick Pocket	2
Pilot, Air	3
Pilot, Ground	3
Pilot, Sea	3
Pilot, Space	4
Psionics	5
Ride Steed	3
Robotics	4
Science	4
Swim	2
Technician	3
Wilderness Survival	3

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, Dodge. This is the skill of self-preservation. It is used to dodge attacks in combat and dive for cover to avoid an explosion.

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, 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 bypassing 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.

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 that 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 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 that 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.

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 may have in the outer realms of mental ability such as Telepathy, Telekinesis and Pyrokinesis. 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. This drops its complexity to 2.

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* which drops its complexity to 3.

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

The skill Wilderness Survival does cover 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 the 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 eek 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 worlds that have three hundred degree heat and acid rain.

This skill is often specialized to certain kinds of wilderness such as *Desert Survival* or *Arctic Survival*. It drops the complexity by 1 but also limits its use.

EQUIPMENT

An important thing to understand about equipment, is that every world comes with a few hundred different brand names for what is essentially the same stuff. For this reason the equipment list focuses on generic items. Yes the laser pistol you bought may actually be a Raffleur XL81 which the dealer says 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 will show up as a penalty or bonus attached to its 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 a weight in kilograms, a dash - means the weight of a single item is not enough to matter.

Freq. Its frequency, how common the item is in the game. A = Abundant, C = Common, U = Uncommon, R = Rare, VR = Very Rare, ER = Extremely Rare, M = Mythical, these items may not even exist.

Con. The contraband number. The item's possible illegality from 1 to 10. A zero is considered safe by all societies.

Energy. The number of EU it consumes when used. Y means that it does not drain enough energy to matter but 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.

Kind	Price	Wt	Freq	Armor
Suit, Very Light	25	1	U	3
Suit, Light	50	2	C	6
Suit, Medium	100	5	U	9
Suit, Heavy	200	10	R	12
Suit, Extra-Heavy	500	20	VR	15
Helmet	25	1	U	2
Helmet, Great	100	2	R	4
Shield, Small	20	2	U	4
Shield, Medium	40	4	R	6
Shield, Large	60	8	R	8

Suit Armor. A character can only wear one suit of armor at a time. This does not include gloves, footwear or helmets. Very Light armor is basically clothing. Light armor is more like heavy clothing with some reinforcements. Medium armor is actual armor of the kind a police officer might wear. Heavy armor is more battle ready. Extra-heavy armor is almost never seen anywhere except on the field of battle. 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*).

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 if 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. For a more advanced kind of helmet see the *Polyhelm* in *Cases* in *Computers*.

Shields. Shields haven't changed much since the dawn of time. These 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**.

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 a cell-type and a power number. **Capacity** is the number of energy units the battery can contain when filled to its limit.

Type	Price	Capacity	Wt
A0	1	1	0.05
A1	2	2	0.1
A2	4	4	0.2
A3	6	6	0.3
A4	8	8	0.4
B0	10	10	0.5
B1	25	25	1
B2	50	50	2
B3	100	100	4
B4	200	200	8
C0	250	250	10
C1	500	500	20
C2	1000	1000	40
C3	2500	2500	60
C4	5000	5000	100
D0	7500	7500	200
D1	10000	10000	400
D2	20000	20000	800
D3	40000	40000	1600
D4	80000	80000	3200

Type A batteries are the smallest and usually only used inside small devices like 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 keep on their person as a part of their personal power supplies.

Type C are larger batteries most commonly used by robots, vehicles, or anything needing a constant source of power. They come with a socket for high-voltage recharging, and are often connected to each other using wires to make a large power supply.

Type D batteries are the largest. These are the ones you will find running large installations and spaceships. Like Type C, they also use high-voltage recharging and are connected to each other using wires when assembled in a bank.

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 and weigh the same but provide double the capacity.

You will know Xcells by the X added to the battery type name. An *XB1* is an *Xcell Battery Type B1*. It costs \$50, provides 50 EU but still only weighs 1 kilogram. Xcell batteries may replace normal batteries of the same type.

Force Fields

Defensive force field generators you buy by the die, specifically a d10. An **Albedo 1d10** force field costs \$500, weighs 0.5 kg, offers 1d10 protection and drains 1 EU per round. Amp this up to **Albedo 4d10** and everything quadruples to \$2,000, 2 kg, 4d10 protection as well as a 4 EU burn. Defensive force fields top out at **10 dice** worth of protection.

Cloaking fields do not do this. You buy them once and that is it.

Force Field	Price	Wt	Drain
Albedo	\$500	0.5	1 EU per die
Energy	\$500	0.5	1 EU per die
Inertia	\$500	0.5	1 EU per die
Sonic	\$500	0.5	1 EU per die
Cloaking	\$5000	1	1 EU per minute

Albedo Fields. Albedo fields protect against laser fire with a shield 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 largely 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 and radioactivity but can also defend against radical changes in temperature. Hit an energy field with a flamethrower and the fire will flow around it, *hopefully*. Energy fields can also be used to control the temperature inside a field to deal with hot or cold conditions. It drains **1 EU per Hour** when used this way.

Inertia Fields. An inertia field will try to stop anything with a solid physical presence trying to pass through the field. So it will not keep out air or smoke, but throw a punch at one and it feels like hitting a cinder block wall. Inertia fields do not look like anything, unless you happen to be in a rain storm, in which case you will see water running over it like a glass sphere.

The big problem with inertia fields is that they do not like cramped spaces. Personal inertia fields need a meter of clearance on all sides to pass through an area. This means you often cannot use them inside vehicles and they may stop you from going through something as simple as a doorway.

Inertia fields are often used for containment. If you ever find yourself trapped in one breaking out of it requires a **Muscle vs Protection Roll as Strength**. So to break through an Inertia 3d10 field you would roll 3d10 and if it turns up 14? That is the strength you need to beat with a Muscle check.

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. They only protect against sonic attacks. Unlike the other force fields, they do nothing in space, for obvious reasons.

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 medicines often administered via a hypospray injector. Make an **Intellect + Medical** check. Multiple successes will improve most outcomes. Failure does nothing. Crashing means the character receiving the medicine needs to make a **Health Save** or die.

Drugs with a 1 next to their name you buy at a certain strength often ranging from 1 to 10. This multiplies its price, so an antidote with a strength of 3 (aka *Antidote 3*) will cost you \$75. When these drugs are administered, the success of the check multiplies its strength (see *Poison in Adventure*).

Item	Price	Wt	Freq	Con
Ability Booster	100	0.1	U	3
Antidote 1	25	0.1	C	0
Curedose 1	100	0.1	C	0
Dienow 1	200	0.1	R	5
Freezeframe 1	50	0.1	R	3
Happytime 1	10	0.1	C	1
Hypnodose 1	500	0.1	VR	6
Hypospray	200	1	C	0
Sobernow	20	0.1	C	0
Sleepnow 1	50	0.1	U	2
Stamdose	75	0.1	U	3
Superdose	200	0.1	R	5
Telldose	300	0.1	R	4
Tripnow 1	75	0.1	R	3

Ability Boosters. These all work the same general way. Each dose does **1d8i** in damage. Each success provides a **+10** bonus to various abilities for the purpose of making checks (it does not effect anything formulaic done during character creation). The bonus lasts until the character stops to take a rest. You can only be effected by one booster at a time. Combining them or taking more than one dose does nothing.

Booster	Abilities Effected
Brain	Intellect, Know
Chat	Charisma, Spirit
Nitro	Muscle, Agility

Observe	Sense, Luck
Speed	Agility, Reflex

Each success with a Nitro or Speed booster also increases the character's movement speed by 25% with a minimum of a 1 SPM. So if a character has Walk 3, a quarter of that is .75 which we treat as 1. A single success boosts it to Walk 4, a double increases it to Walk 5, a triple is Walk 6, and so on.

Repeated use of ability boosters can be both addictive and have detrimental health effects, hence the relatively high contraband level.

Antidote. This is an all-purpose antivenom which works against most poisons. Purchase the strength you desire and multiply the price by it.

Curedose. This is a powerful all-purpose, anti-viral, anti-infection disease cure. Like an antidote, it comes with a set strength which multiplies its price. If the strength of the curedose can beat the strength of whatever is ailing the character, it cures the disease. The greater the challenge success the quicker that character will recover.

Dienow. This is a lethal poison that will kill anyone who cannot defeat it 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 any character who cannot defeat it with a Health Save. They will still be aware of the world around them but unable to do anything for 1d6 hours per success.

Happytime. This injects an intoxicating substance into the character. They will suffer a *Drunk* -5 hinderance for each success, and should make a **Spirit Save** minus this penalty or pass out. It takes one hour to remove each -5.

Hypnodose. A hypnodose thrusts a character into a state of semi-consciousness for about 1 minute. 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 **Spirit 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 a hypnotic state they will draw a blank, this includes 10 minutes leading up to and away from the delivery of the dose.

Hypospray. A hypospray looks a bit like a pistol with a stubby barrel. You pop a drug vial into its handle, 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 them.

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 load. All together it takes **3 beats** to load a hypospray and **1 beat** to administer it.

Sleepnow. This is a knockout drug. The sleep it causes lasts for 1d6 hours per success (see *Poison in Adventure*).

Sobernow. This rapidly removes the debilitating effect of any intoxicating substance in the character's system. No mucking about with strengths. Each success removes a Drunk -10 hindrance. *It is not a pleasant experience.*

Stamdose. This instantly heals **10 wear** per success but also does **1 tear** of damage per dose to the character's internal organs. Good for a quick pick-me up, but take too much too often and it will kill you.

Superdose. This is Stamdose on steroids. Each success heals **20 wear** damage and brings a **+10 to every check** the character makes until they stop to take a rest. Unfortunately, each dose does **1d4p** damage to the character taking it.

Telldose. Essentially a truth serum, telldose puts you in an elated tizzy which makes it hard to do anything with a -10 per success, *especially lie*. Telling anything but the truth requires a **Spirit** check minus the telldose penalty. The serum wears off naturally losing a -10 per hour.

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**

Item	Price	Wt	Freq	Con	Energy
Anti-Shock Collar	3 kc	-	VR	2	Y
Lasercomm	9000	20	R	0	10 EU per use
Lighter	5	-	A	1	-
Matches	1	-	U	1	-
Shock Collar	500	1	U	3	10 uses

Solar Array	200	2	C	0	1d10 EU per hour
Survival Blanket	50	1	U	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 an uncomfortable level. Gamewise it **doubles** your **Shock** point for stuns and knock downs, but has no effect on your ability to rest. You also get a +10 to counter the penalties brought on by being Injured, Wounded or Fubar.

Lasercomm. A Interplanetary Communication Laser (or *Lasercomm* for short) 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.

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

Matches. A pack of chemical strike anywhere matches. Make an **Easy Luck** check anytime you open the pack. Fail and you remember running out of them but forgetting to pick up more.

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. They come with their own batteries which supply 10 clicks worth of shock.

Solar Array. This flat rectangular box unfolds to form a 1 meter square solar panel. On an earth-like planet experiencing a sunny day it will generate 1d10 EU per hour which can be used to wirelessly charge a near-by battery supply. Multiple arrays may be daisy-chained together to increase their charging capabilities.

The 1d10 comes from charging on a sunny day on an earth-like planet. Overcast conditions may drop it to 1d8 or 1d6. Indoor lighting will only bring in a paltry 1d4. Out in space or under a more intense star this die roll should increase significantly.

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 15 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.

Weapons, Explosive***

Weapons, Heavy***

Weapons, Melee***

Weapons, 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 weapon kinds are self-explanatory, the **Blaster** is one we created for the game and it is essentially a machine gun capable of making a burst attack. Because the 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	DMG	Aspects	Def
Bow, Short	2/1	4p	2hds. rM.	I
Bow, Compound	2/1	8p	2hds. rL.	I
Crossbow	1	10p	2hds. rL. Rld 2.	I
Gauss Pistol	1	10p	rof2. rM. Bastard. EU1. Ammo 20. Rld 2.	I
Gauss Rifle	2	14p	rof2. rL. 2hds. EU1. Ammo 20. Rld 2.	I
Gauss Blaster	2	10p	rof3. rM. 2hds. EU1. B 1d8, +2. Ammo 40. Rld 3.	I
Gyrojet Pistol	2	12m	rof1. rM. Bastard. Ammo 10. Rld 2.	I
Gyrojet Rifle	3	16m	rof1. rL. 2hds. Ammo 10. Rld 2.	I
Gyrojet Blaster	3	12m	rof2. rM. 2hds. B 1d4, +2. Ammo 20. Rld 2.	I
Electrostunner	1	16i	rof1. rP. EU2.	E
Laser Derringer	1	8s	rof1. rS. EU1.	A
Laser Claw	1	8s	rof2. rS. EU1.	A
Laser Pistol	1	8s	rof1. rM. Bastard. EU1.	A
Laser Rifle	2	12s	rof1. rL. 2hds. EU2.	A
Laser Blaster	2	8s	rof2. rM. 2hds. EU1. B 1d6, +2.	A
Needler	1	4p	rof1. rS. Ammo 10. Rld 2.	I

Needler Rifle	2	4p	rof1. rL. Ammo 5. Rld 2.	I
Slug Derringer	1	8p	rof1. rS. Rld 2.	I
Slug Pistol	1	8p	rof2. rS. Bastard. Ammo 10. Rld 2.	I
Slug Revolver	1	10p	rof1. rS. Bastard. Ammo 6. Rld 3.	I
Slug Musket	2	10p	rof1. rM. 2hds. Rld 10.	I
Slug Rifle	2	12p	rof1. rL. 2hds. Ammo 10. Rld 2.	I
Slug Blaster	2	8p	rof2. rS. 2hds. B 1d6, +3. Ammo 20. Rld 3.	I
Sonic Screamer	1	10i	rof1. rS. EU1.	S
Sonic Destroyer	2	14i	rof1. rM. 2hds. Blast 3. EU3.	S

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. Work fast you may fire more than one arrow per round. 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 2 rounds to pull its string back and load up a quarrel, making it a much slower weapon.

Gauss Weapons. Gauss weapons tend to be large with thick chunky barrels that contain 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 your weapon won't work.

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

Electrostunner. An electrostunner looks like a large pistol with a glass bulb on its tip. It fires off a cavalcade of electricity at whoever it is aimed at with the intention of knocking them out rather than killing them.

Laser Weapons. A favorite of the frontier, lasers shoot a short blast of intensely focused light which tends to cut across 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 is that they always fire at the same target at the same time.

Needler. A needler uses compressed air to shoot a single dart loaded up with a dose of medicine of some sort into its target. Each needle needs to be loaded up individually and takes 1 round to do. The compressed air cartridges cost 5 credits and weigh 0.5 kg. Individual needles cost 10 credits and weigh 0.1 kg a piece. The pistol and the rifle use the same kind of compressed air cartridge. The rifle simply uses more of it.

Slug Weapons. Slug weapons use an explosive charge to propel a metal slug through the air. While considered quite primitive compared to other options they can still prove quite effective. The Musket is probably the most primitive of the slug weapons. It takes 10 rounds to reload after every shot. Muskets are surprisingly common out on the frontier, but mostly in out of the way places where you need a weapon you can depend on with ammo you can often 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. It is only when it hits its target and shatters that the beam sounds like anything. The sonic screamer carries a high pitched scream. The sonic destroyer sounds more like a thunderclap and carries such concussive force that it hits both its target and everything standing within three meters of that point.

Kind	Price	Wt	Freq	Con	Ammo \$ / wt
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
Gauss Pistol	600	2	R	3	100 / 0.5
Gauss Rifle	800	4	R	4	100 / 0.5
Gauss Blaster	1000	3	VR	5	200 / 1
Gyrojet Pistol	300	1	U	2	100 / 1
Gyrojet Rifle	400	3	U	3	100 / 1
Gyrojet Blaster	600	2	R	4	200 / 2
Electrostunner	300	1	C	1	
Laser Derringer	100	0.5	R	4	
Laser Claw	300	1	R	3	
Laser Pistol	300	1	C	2	
Laser Rifle	500	3	U	3	
Laser Blaster	800	2	R	5	

Needler	100	1	U	2	5 / 0.5 & 10 / 0.1
Needler Rifle	200	2	R	3	5 / 0.5 & 10 / 0.1
Slug Derringer	30	0.25	VR	4	1 / 0.05
Slug Pistol	80	1	U	2	10 / 0.5
Slug Revolver	80	1	R	2	6 / 0.3
Slug Musket	50	3	C	1	1 / 0.1
Slug Rifle	200	3	U	2	10 / 0.5
Slug Blaster	400	3	VR	4	20 / 1
Sonic Screamer	200	1	C	1	
Sonic Destroyer	500	3	R	4	

Weapon Accessories***

Scopes. Aimed weapons can often benefit from a scope. Purchased as a piece of equipment and mounted on the weapon, what it does is increase the weapon's range by one distance, enough to change a medium range weapon into a long range one. The drawback of the scope is that simply having one on the weapon causes it to take a -10 at Close or Point-Blank range. Even if you choose not to use it, the scope gets in the way of your ability to aim the weapon.

Laser Sights. In place of a scope you can mount a laser sight, which projects a harmless colored dot onto its target. This grants the weapon a +5 to hit but does not effect its range.

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 does add 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. Natural Armor can be sacrificed like normal armor. It heals lost armor protection like tear damage.

Kind	Armor	XP	Wt	Aspects
Carapace, Leathery	7	21	15	w2.
Carapace, Hard	15	45	30	w4.
Feathers	3	9	1	w2.
Feathers, Heavy	5	15	3	w4.
Fur	3	9	3	w6.
Fur, Heavy	5	15	6	w12.
Scales, Light	3	9	3	
Scales, Medium	6	18	5	w1.
Scales, Heavy	9	27	10	w2.
Scales, Extra-Heavy	12	36	20	w4.
Shell, Light	6	18	5	w3.
Shell, Medium	9	27	10	w6.
Shell, Heavy	12	36	20	w9.
Shell, Thick	15	45	30	w12.
Skin, Gnarly	6	18	4	w2.
Skin, Thick	3	9	2	w1.
Tree Bark	6	18	5	

Carapace. A carapace is essentially a natural helmet. It is the only form of natural armor that can be combined with other forms of natural armor.

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

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 tend to be heavy but they 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.

Kind	Beats	DMG	Aspects	XP	Wt
Antlers	2	8m		16	3
Beak	1	3p	Close.	6	1
Beak, Parrot	1	6m	Close.	6	1
Bite	2	3m	Close.	6	0
Bite, Leech	2	5s	Close. Grab.	18	0
Claws, Small	1	3m	Close. Bastard.	6	0
Claws, Medium	1	5m	Close. Bastard.	10	2
Claws, Large	2	7m	Bastard.	16	4
Constriction	3	6i	Close. Grab.	4	0
Crab Claw	1	6b	Close. Grab. Bastard.	10	2
Crab Claw, Fiddler	2	10b	Grab. Bastard.	20	6
Fangs	2	4p	Close. Grab.	12	0
Frog Mouth	3	8i	Close. Grab.	12	0
Hooves	2	8b	Close.	12	0
Horns	2	6m	Close.	10	2
Jaws	2	6m	Close. Grab.	12	0
Jaws, Canine	2	8b	Close. Grab.	14	0
Jaws, Feline	2	6s	Close. Grab.	14	0
Jaws, Reptilian	2	8m	Close. Grab.	16	0

Jaws, Shark	2	8s	Close. Grab.	18	0
Kick	2	5i		6	0
Mandibles	2	8m	Grab.	18	2
Mandibles, Huge	3	10m	Grab.	22	4
Mandibles, Slicing	2	8s	Grab.	20	2
Punch	1	3b	Close. Bastard.	4	0
Pedipalps	2	6m	Close.	10	0
Pseudopod	2	8i	Bastard.	10	0
Psychic Blast	1	12	NA. rS. Save Spi.	18	0
Stinger	2	6p	Close.	14	1
Tail, Clubbed	2	10b	Reach.	18	4
Tail, Spiked	2	8m	Reach.	16	3
Tail, Scorpion	2	6p	Reach.	16	2
Talons	1	5m	Close. Grab. Bastard.	10	2
Tentacles	2	6b	Grab. Reach.	14	3
Tusks	2	4m	Close.	4	1
Vine Whips	3	4m	Reach 2. Entangle.	12	2

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 they 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 the 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. Claws may be made **retractable** for an extra **5 XP**. It takes 1 beat to extend retracted claws and another beat to retract them

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 then doing damage round after round by squeezing the life out of them. Often the creature can also attack anyone caught in its coils.

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 an added punch.

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

Hooves. This is a stampede. It's what happens when something with more 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 crab claws attached to your face. They can pinch an opponent, effectively grappling them and then do more damage by squeezing shut.

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

Punch. Its a knuckle sandwich!

Psychic Blast. This psionic attack hits like an intense sudden headache which will leave people feeling washed out if it doesn't flat out knock them unconscious. Armor and force fields do not stop it but it is defended against with a Spirit Save. The attack has no damage type and does only wear damage, no tear damage.

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

Tail. Different kinds of tail attacks. They have Reach but only behind the creature and to its sides. Most can only attack Close against a forward facing opponent.

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. This replaces the creature's arms with sucker covered tentacles. To get them in addition to a set of arms costs an extra 10 XP.

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

Vine Whips. Found only on vegetation, these are thorn covered whips that can lash out and entangle those they hit.

TALENTS*

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

Venomous	20	6	Y
Well-Connected	20	6	

Ambidexterity*. For most tasks that use an individual hand (think firing a pistol as opposed to playing the saxophone) a character will have a primary hand and a secondary hand. Anyone trying to use their secondary hand as their primary hand will take a -10 to the task, but not if they have Ambidexterity. With this talent both hands work as primary hands.

Attractive*. You are naturally beautiful or handsome. 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 a **+5 to Hit per iteration** with any attack you make, but it takes **two rounds** spent doing nothing but psyching yourself up to the task, and then you need to attack at least **once every round** that follows to maintain the bonus. Go a round without attacking anything and you 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 will suffer a **-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 there will suffer a **-10 per iteration**, as long as you remain perfectly still. Move and it drops to **-5 per iteration**.

You need to be naked for this to work. Wearing or carrying anything you cannot quickly hide behind yourself will ruin the effect. Attempt to hide in an environment you are not optimized for will also ruin the effect.

Echolocation*. You can "see" in the dark by sending out a sound and then reading how it bounces back to you (see *Vision in Adventure* for more).

Eidetic Memory*. You have a photographic memory and gain a +20 with knowledge checks when it comes to remembering things they have seen in person.

Elasticity**. This talent comes natural to creatures that lack a solid skeleton such as the Thralasite. Their bodies can stretch and reshape themselves, growing new limbs and retracting others. It is laughably futile to try and put them in any kind of restraining device. The greater the talent's iteration the more elastic they become, the longer, flatter and quicker they can stretch.

Fame* Tales of your exploits (both real and imagined) have traveled far and wide. You gain a **+5 per iteration** to your **Charisma** when it comes to getting 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 this applies. Fail and it doesn't.

Fearless*. Very little shakes you. You gain a **+5 per Iteration** when using your **Spirit** 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 works to counteract a -5 encumbrance penalty. So a character with *Grace Under Poundage 2* you would take no penalty while Lugging, only a -10 while Trudging and a -20 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 2 to your stun point.

Hypnotic Gaze.* Using this talent is a **Spirit vs Spirit** 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 **Spirit Save**. Doing so will free them of it. Once this happens or the suggestion is carried out the hypnotized 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 procreate. 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 that something stinks make a **Sense check +5 per iteration** and if it succeeds you will know if someone is lying or not. Fail the check and you will be left 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** when it comes to finding your bearings.

Mechanical Aptitude*. You have an innate understanding of how machines work, how broken machines can be fixed, and how poorly operating machines can be returned to maximum output. Gamewise this gives you a +5 per iteration when tinkering with them. It includes the Robotics and Technician skills but not uses of the Computers skill.

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, a **Hard Spirit** check and should be treated like a Short range attack. Succeed and a flame bursts into existence, one doing **1d6b per success** each round to anything that burns. Careful though, crash the check and you set yourself on fire for 1d12b per round.

Extinguishing a fire with pyrokinesis works the same way but in the opposite direction. The damage to be done by the pyrokinesis subtracts from the damage done by the fire. If the pyrokinesis can beat the fire it extinguishes it.

Resilient*. When you get going you do not stop! This talent increases your total Wear by 4 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 checks to detect things such as traps and ambushes. 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. Multiple characters may be connected through one character, but the telepathic character must make a separate check for each person involved.

Establishing a telepathic link takes **1 round** of concentration and a **Spirit** check to use, **+5 per iteration**. Treat this as a **Short** range attack that never gives out. Any distance beyond Xtra should be treated as Xtra 1. 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.

Telekinesis*. You can move things with your mind! Make a **Spirit** check **+5 per iteration** and for every success you can pick up and fling around **25 kg** to a distance of Medium range.

When using this power to attack opponents by flinging things at them the force of the blow does 1d6 per success. The damage type depends on what you are throwing.

Tough*. You are built like a brick! This talent increases your total **Tear** points by **4 per iteration**.

Toxic To Eat*. Anything that takes a bite of you will be lethally poisoned with a strength equal to your iteration with the talent times the amount of tear damage the

attack does. You naturally show this off through a bright skin coloration that screams – do not touch! – so hopefully they won't have to figure this 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*).

Venomous*. This talent needs to be tied to a Natural Attack of some sort, such as *Fangs*. The iteration of the talent is the strength of the venom delivered by a single success (see *Poisons in Adventure*). It is also the number of doses of venom the creature can deliver in a day. This replenishes itself while the character sleeps.

Well-Connected*. You have friends in both high and low places who might just be able to help you out of a bind. Make a **Hard Luck** check **+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 check.

TROUBLES*

Talent	XP	Max	Bio
Addicted To...	10		
Altruism	5	6	
Bad Reputation	5		
Blabbermouth	5	6	
Blind	20	1	
Color Blind	10	1	Y
Cowardly	5	6	
Death Wish	5		
Disaster Prone	5	6	
Easily Lost	5	6	
Easily Spotted	5	6	
Fear Of...	5		
Flinchy	10		
Frail	10	10	
Greedy	5		
Hard of Hearing	5	6	
Honest	5		
Love Interest	5		
Loyal To...	5		
Naturally Noisy	5		
Outlaw Status	10	10	
Paranoid	5		
Pyromania	5	6	
Sleepwalker	5	6	
Succulent	5	10	Y
Tell-Tale Trail	10		
Thinks Aloud	5	6	
Tunnel Vision	5	6	Y
Ugly	5	10	Y
Vengeful Friend	10		
Vow Of...	10	6	

Wanderlust	5	
Weak	10	10

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 **Spirit** 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, complicating your life. Gamewise you take a **-5 per iteration** to any **Charisma** 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 **Spirit** 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 you 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 sight. Those actions which make prominent use of the 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 people who can see in color start describing the world in ways you don't agree with.

Cowardly*. While you may appear to be brave, you have an almost instinctive tendency to prefer flight or fight when faced with a formidable task. Gamewise you take a **-5 per iteration** to any **Spirit** check you make when trying to overcome fear.

Death Wish*. You are drawn towards 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 **Spirit** 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 see if you don't get lost.

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*.

Gamewise, when having to face that fear you need to make a **Spirit 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.

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

Frail*. The opposite of the talent *Tough*, you are more frail than your contemporaries and lack 4 Tear points per iteration.

Greedy*. Whether you actually need it or not, you have a weak spot when it comes to easy money. Anyone trying to bribe or use wealth to otherwise tempt you into doing something gains a **+5 per iteration** of this trouble to their **Charisma** check. When put in the position of being able to steal something without getting caught, you need to make a **Spirit** check **-5 per iteration** to keep from doing so.

Hard of Hearing*. Your hearing is going. Most of the world sounds muffled when you hear anything at all. Take a **-5 per iteration** to any **Sense** check you make which might be helped by the ability to listen.

Honest*. Some people are pathological liars. You are a pathological truth-teller. Not only can you not help but tell the truth, but you often go out of your way to make sure people know the truth. Gamewise, it takes a **Spirit** check **-5 per iteration** to tell a lie or let one go undiscovered.

Love Interest*. There is someone or something out there that you love immensely. Doing anything they might disapprove of requires a **Spirit** check **-5 per iteration**. Fail and you just can't 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 are loyal to some superior force. Doing anything they might disapprove of requires a **Spirit** 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 your picture in its database of known criminals. Whether you belong there or not it is best to keep a low profile. If you run into any agents 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 **Spirit** check **-5 per iteration** to keep from fleeing for your life.

Pyromania*. So bright, so hot, so unearthly, 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 **Spirit 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 for a little walk. The more negative the strength of the fail the farther you go and the more intrepid the journey becomes.

Succulent*. There is something about you which delights the senses but in a *you belong on tonights 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 will 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 you leave behind, perhaps a trail of slime, but in some way you sign your name to everything you do and leave a mark everywhere you go. This makes you easy to track down and even easier to pin to the site of a crime.

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 whatever is on your mind you need to pass a **Spirit** 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 pagents with this one. When looks matter you take a **-5 per iteration** to any **Charisma** 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, 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 break your vow even once and you will be thrown into such a flunk that you will 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 to the great unknown will not rid you of the 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 just too short to stay stuck in one place. Try to set down roots and once a month you

will need to make a **Spirit 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, you are easily exhausted and lack 4 Wear points per iteration.

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