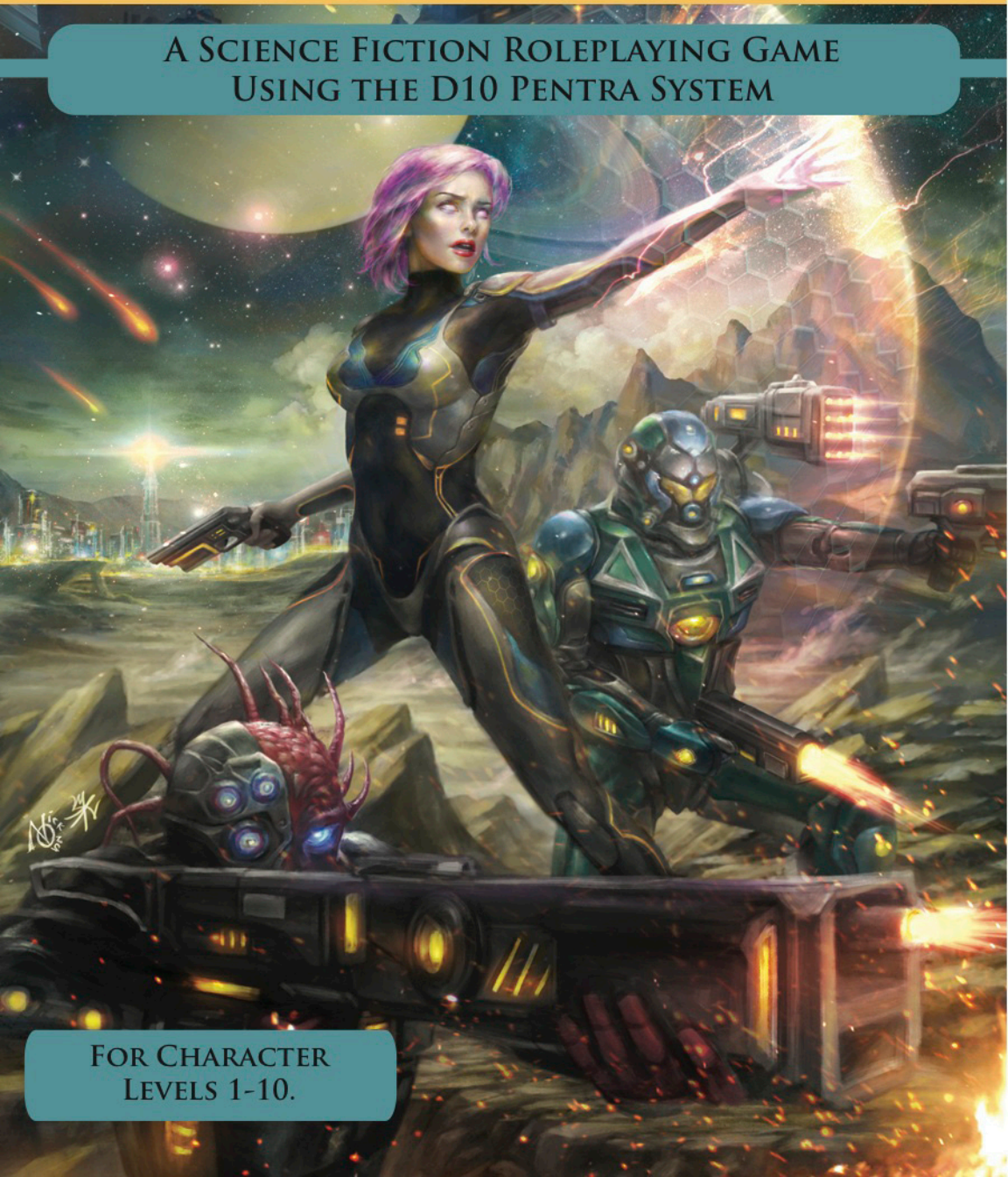CREEPY
ASSASSIN

Aphelion's Gate

A Science Fiction Roleplaying Game Using the D10 Pentra System

For Character Levels 1-10.

Aphelion's Gate:
A Science Fiction Roleplaying Game

Core Version 2020

Forward
The development of the setting of Aphelion's Gate is inspired by and an homage to science fiction roleplaying games of my youth and younger days, specifically Star Frontiers and Alternity by TSR, Inc. Without those games being a part of my life I would not have written this one. Cheers!

a•phe•li•on: the point in the orbit of a planet, asteroid, or comet at which it is furthest from the sun.

A•phe•li•on: a planet sized comet on a 300 million year orbit around the center of The Galaxy.

A•phe•li•on's Gate: a ring-shaped space station used to slingshot starships into Frontierspace. Also the name of the community of space stations and starships which support the Gate and accompany the comet Aphelion on its orbit.

The galaxy has millions of different names. Each star system, each planet, each species calls it a different name. Most species simply call it The Galaxy in their own language. Even though The Galaxy has billions of star systems, most of them unexplored, sentient creatures from all corners of The Galaxy have found each other, traded goods, passed on ideas, and most importantly, shared technology.

The people of the Core systems were the first to meet those of other star systems, not because of advanced technology but from the simple fact that the systems are clustered together closer than in other parts of The Galaxy. Relatively short distances through space using starships equipped with Hypershot drives made travel between systems quick and safe. The Core systems are mainly inhabited by humanoids, but species from the outer systems have been immigrating to the Core seeking new opportunities. Needing a common language, Terran was developed here.

Further out from the Core, where the systems are more spread out, lies the Expanse. It is a region between the Core and the Frontierspace at the edge of The Galaxy. Species evolved independently of each other for millions of years before travel between systems was developed. The language known as Expanse grew from this region of The Galaxy from the many different systems that traded with each other.

Frontierspace is the region on the outskirts of The Galaxy, those beyond the orbit of the comet Aphelion. The star systems here are further apart than in the Expanse and only a handful of sentient species have been discovered in Frontierspace. Frontierspace is ripe for exploration, discovering new species, and finding resources. The Frontier language came from a few of the more prominent systems in Frontierspace, those that traveled more than others.

And in between the Expanse and Frontierspace lies the comet Aphelion, with Aphelion's Gate orbiting the planet sized comet. Here, at the threshold of the frontier of The Galaxy, resides the explorers, treasure seekers, scoundrels, fanatics, and everyone else under the stars looking for adventure. Strap on your force screen, grab your laser pistol, concentrate on your Psi, prepare your starship for Hypershot, and blast off from Aphelion's Gate!
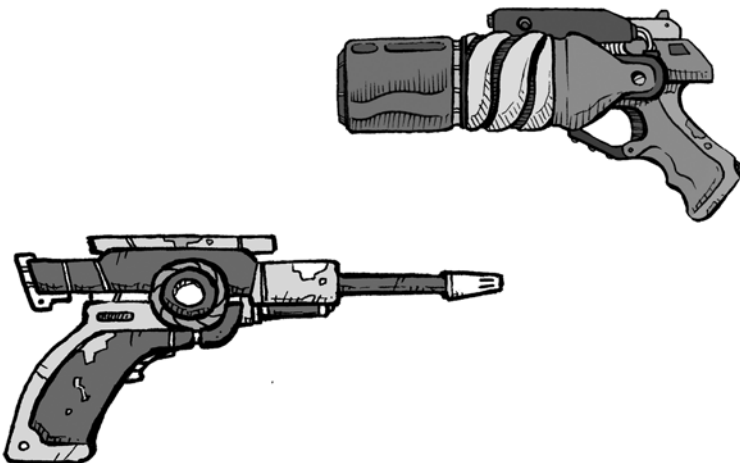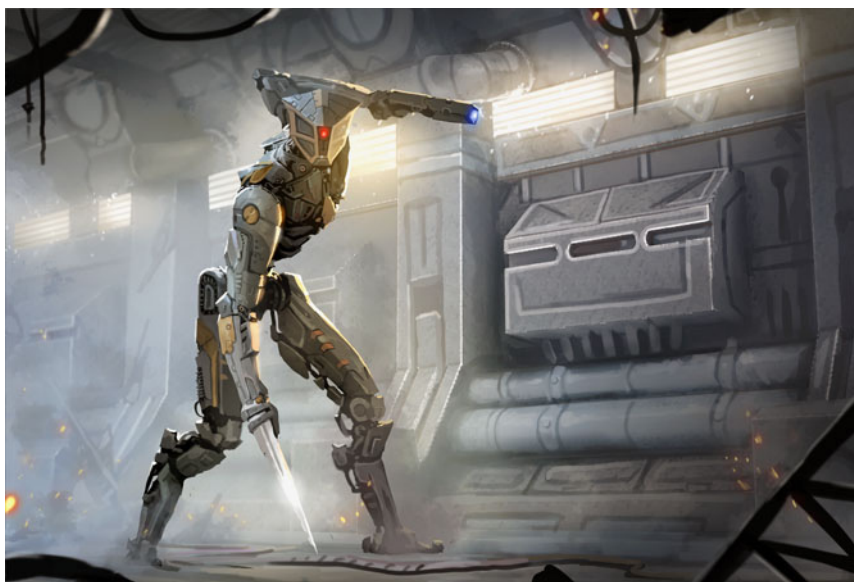
What is a Roleplaying Game?

This is the rules for Aphelion's Gate: A Science Fiction Roleplaying Game, where you and your friends get together and act out stories filled with adventure and excitement. In a roleplaying game (RPG for short) a gamemaster introduces an adventure and presents challenges to the players and takes the role of all the characters, including adversaries, villains, and even strange space creatures, that aren't controlled by the players. The gamemaster is also the final referee when everyone plays. He makes the final ruling, determines when checks are needed, and when the adventure needs to continue.

The other type of person needed to play is the player, or more accurately players. Each player takes on the role of a character and acts and makes decisions during the story as the character would. Though there is only one gamemaster, there can be any number of players. There can even be one player, but the game plays better when there are more players, such as 3-5.

As a player, always think about the story that is being acted out and making choices that would make the adventure even better and propel it forward. Make decisions based on what you think your character would do, even if it is not the best idea. This can make the story more interesting and exciting. Also, do not make decisions that hinder or impede other players' decisions and their characters' actions. The adventure is everyone's story, and to have one player control or even derail it ruins the fun for everyone else.

There is no "winning" or "losing" in a roleplaying game. Players "win" at a roleplaying game by have their characters survive the adventure, defeat adversaries and creatures, earn wealth and specialized items, gain levels, and become more powerful. The gamemaster "wins" by providing a fun and interesting adventure for the players, at the same time enjoying the players cooperatively telling a story with each other.

1 The Basic Mechanics

The Die

The ten-sided die (or d10) is the only die used for the Aphelion's Gate roleplaying game. A 0 on a d10 is considered a 10. All aptitude checks, attack rolls, and damage rolls use a d10. For aptitude checks and attack rolls, if the die roll plus any modifiers equals or exceeds a certain number, called a difficulty (for aptitudes) or Defense (for attacks) then the aptitude or attack succeeds.

Advantage and Disadvantage

Certain times a character may have advantage or disadvantage on a die roll. If a character has advantage, he rolls two d10s and takes the higher roll. If a character has disadvantage, he rolls two d10s and takes the lower roll. If a character has both advantage and disadvantage, they cancel each other out and a normal roll is made. If a character has more than one advantage it is just considered advantage; if a character has more than one disadvantage it is just considered disadvantage.

If a character has advantage on a roll with multiple dice, such as a damage roll, reroll the lowest number rolled and take the higher of the two numbers. If a character has disadvantage on a roll with multiple dice, reroll the highest number rolled and take the lower of the two numbers.

Louise's character has advantage on a 2d10 damage roll. A 2 and a 7 are rolled. The die with the 2 is rerolled, and if the number is higher than a 2, then the rerolled number is used, otherwise the original 2 rolled is used. Later on her character has disadvantage on a 3d10 damage roll and rolls a 3, 7, and 10 for damage. The die with the 10 is rerolled and the lower number is used. If a 6 is rolled on the reroll, then the damage total would be 16 instead of the original 20 rolled.

THE FATE DIE

A special pool of ten-sided dice, called Fate Dice, can be used for the Aphelion's Gate roleplaying game. The pool consists of 10 dice, one each of the following colors (though feel free to substitute different color dice as needed): black, blue, gray, green, orange, pink, purple, red, white, and yellow. When an adventure session begins, the Fate Dice are placed together in a cup or bowl. Each player randomly chooses one Fate Die. A Fate Die is played to trump, that is to add to, a die roll, except for the orange and red Fate Dice (see below). When a player wishes to use a Fate Die, he rolls the Fate Die after the action is taken but before the results are known. In the case of the orange and red Fate Dice, the fate die is rolled after the character takes Armor Point, Life Point, or Psychic Point damage. The following is a list of the Fate Dice colors and what each color trumps.

Black: Trump on a weapon attack or weapon damage roll.
Blue: Trump on a Physical aptitude check roll.
Gray: Trump on any Techno path roll.
Green: Trump on a Primal aptitude check roll.
Orange: Subtract the die value from normal, energy, and kinetic damage. Any remaining damage after the die is used must come off the character's Armor Points.
Pink: Trump on a Science aptitude check roll.
Purple: Trump on a Technical aptitude check roll.
Red: Subtract the die value from electricity, fire, force, radiation, sonic, Life Point, or Psychic Point damage. Any remaining damage after the die is used must come off the character's Life Points, or Psychic Points if Psychic Point damage was reduced.
White: Trump on any Psi path roll.
Yellow: Trump on a Mental aptitude check roll.

After a character uses a Fate Die, the die is discarded and placed into the dice pool. At 1st level, only one Fate Die can be played per encounter. At 3rd level, and every 3 levels thereafter, the character can play one additional Fate Die per encounter. When a Fate Die is discarded into the dice pool at these higher levels, at the end of his turn the player randomly chooses another Fate Die and uses it as normal.

Louise is playing a 6th level character, and therefore can use up to 3 Fate Dice in an encounter. At the beginning of a combat encounter Louise randomly chooses a Fate Die and selects a yellow Fate Die, which is a trump on Mental aptitude checks. During combat her character makes a Perception check, which is a Mental aptitude, to notice any hidden enemies and rolls a 4. Louise decides to roll her Fate Die, rolls a 4, and adds that to her initial check, resulting in an 8. The Difficulty 6 Perception check succeeds and Louise's character spots a hidden assassin. Louise discards the yellow Fate Die and randomly chooses her second one at the end of her turn, which is a black Fate Die, which trumps weapon attacks and damage.

Later on, Louise's character hits with her electrostunner and inflicts 3 points of electricity damage on the assassin. She decides to use her black Fate Die to add to the damage inflicted and rolls a 7, thereby inflicting 10 points of electricity damage on the assassin. Louise discards the black Fate Die and randomly chooses her third and final Fate Die at the end of her turn, which is a red Fate Die, which reduces Life Point or Psychic Point damage.

During the combat, Louise's character is hit by the assassin's sonic sword attack for 8 points of sonic damage. She decides to use her red Fate Die to reduce the damage and rolls a 3, thereby reducing the damage to 5, which the remainder must then be subtracted off her remaining Life Points. Louise discards the red Fate Die and she no longer can choose any more Fate Dice for the rest of the encounter.

Fate Dice During Combat

If a player does not play a Fate Die on his character's turn, at the end of his turn the player can discard the Fate Die and randomly choose another one from the pool of Fate Dice. At the end of the combat encounter, each player can choose to discard his Fate Die and randomly choose another one from the pool of Fate Dice.

Fate Dice During Out of Combat

A Fate Die can be played at anytime during a non-combat encounter. At the end of the non-combat encounter, as determined by the gamemaster, each player can choose to discard his Fate Die and randomly choose another one from the pool of Fate Dice.
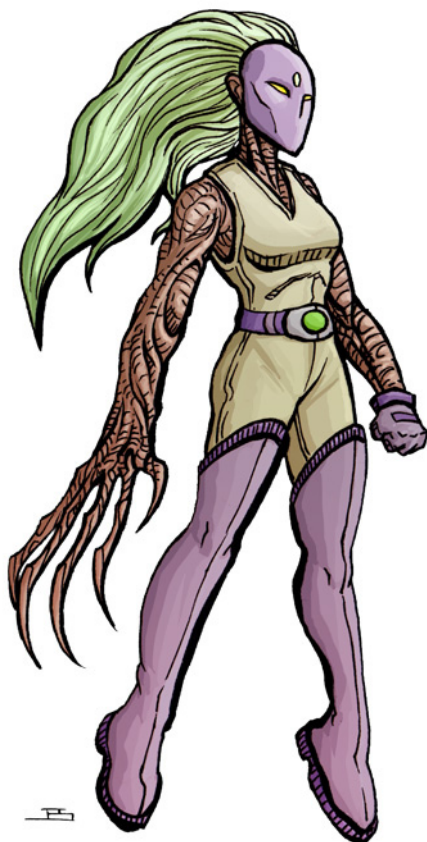
Character Generation

Each player needs to create a character to play before an adventure starts. A character is an adventurer, hero, and alter-ego that a player makes decisions and acts through during a game.

Step 1: Choose a race template or combine two race templates. Choose from an animalian, avian, behemoth, bestial, geodan, humanoid, insectoid, mechanoid, morpher, or sylvan. Write down your special abilities. *Chapter 2*.

Step 2: Choose 3 paths. Write down your abilities and powers, along with your Life Points and Psychic Points. *Chapter 3*.

Step 3: Rank aptitudes. Choose which set of aptitudes has a bonus, a penalty, and no modifier. *Chapter 4*.

Step 4: Choose a trait. Choose one 1st level trait. *Chapter 5*.

Step 5: Choose armor and weapons. Choose two weapons of your choice and up to 30 Armor Points worth of armor. Write down your Energy Armor Points and Kinetic Armor Points. *Chapter 6*.

Step 6: Character background. Select a gender (if applicable), make up a name, describe your character's race and appearance, and write a background for your character including where he, she, or it is from. *See Chapter 12 for examples*.

SIAMA, LEVEL 1 TELIGRAY OF TELIGRON   ANIMALIAN TEMPLATE

RANK 3 HUNTER   **RANK 2 BIOKIN**   **RANK 2 SHIFTER**

Speed: 5   **Defense:** 6
Life Points: 13   **Psychic Points:** 15
Energy Armor Points: 15   **Kinetic Armor Points:** 15

Aptitudes
+1 Mental   +1 Physical   +3 Primal
-1 Science   -1 Technical

Literate: Expanse, Teligron, Terran

Traits
Animalian Claws: +0 melee attack, 1d10 damage.

Equipment
Armor: Albedo armor, force screen.
Sabot Rifle: +0 ranged attack, 1d10-2 damage, 4 kinetic damage on a hit. Target must be within 10 squares.
Laser Rifle: +0 ranged attack, 1d10-4 damage, 4 energy damage on a hit.

Background
Siama is a teligray, a race of felinoids, cat-like humanoids, who walk upright and use their foreclaws for climbing and attacking. Siama has black fur, which has a blue sheen in the right light. Her tail sways slowly back and forth when she is on the hunt. Siama pays attention to how other races act so when she morphs into another race she can portray it accurately when stalking her prey as a bounty hunter and, if needed, an assassin.

2 RACES

There are ten race templates that can be played as characters in Aphelion's Gate. The choice of a character's race template provides special abilities that make each particular race good at certain paths and aptitudes. After choosing a race template, describe your race and give the race a unique name. Additionally, any two race templates can be combined to form a new race. When doing so, choose two race templates. Then for each special ability, that is Language, Path, Path Utility, and Aptitude Utility, choose one from either race template.

Louise wants to play a cat-like race and chooses Animalian as her character's race template. She calls the race Teligray, a wild race of felinoid hunters from the jungle planet Teligron.

Tina wants to play a sentient robotic plant, and chooses two race templates, Mechanoid and Sylvan. For her language ability she chooses from her Sylvan race template and chooses Expanse. For her path ability she chooses from her Mechanoid race template and will increase one rank 2 or 1 Techno path by 1. For her path utility ability she chooses from her Mechanoid race template and for her aptitude utility ability she chooses from her Sylvan race template. She chooses a name for her race, calling them Verdani, chlorophyll driven androids created by a long lost but scientifically savvy race of tentacled plant people who were known to take risks with technology.

Racial Abilities

All races have the following abilities in common:

Speed: 5 squares. This is the number of 2 meter squares that a character can normally move as a move action. Medium and heavy armor can reduce a character's speed, thereby slowing him down.

Life Points: 13. Each character begins 1st level with 13 Life Points, which measure how much damage a character can take from attacks before dying. The number of Life Points will increase by 3 at each level the character gains.

Psychic Points: 10. Each character begins 1st level with 10 Psychic Points, which measure how much damage a character can take from psychic attacks before being knocked unconscious. Depending on his paths, the number of Psychic Points will increase from 3 to 7 at each level, including 1st level.

Languages: Each character is literate (read, speak, and write) in one additional language chosen from the following: Expanse, Frontier, Techan, Terran. Additionally, each character is literate in the language of their race or planet, as determined by the player.

Louise decides that her Teligray character is from the inner space of The Galaxy and therefore speaks Expanse, along with Terran due to her interaction with humanoids. Additionally, she decides that her native language is called Teligron, the name of her planet, and chooses that as her third language.

Tina's Verdani character is literate in Expanse, since her race is also from the inner space of the galaxy. She also decides that her character speaks Techan, but decides that the Verdani haven't a native language and decides not to have a third language that her character is literate in.

Animalian

Descended from wild animals, animalians gained sentience through evolution, mutation, or possibly even alien interference. Animalians are often evolved apes, canines, felines, rodents, and even reptiles, usually in a humanoid form. Even with their sentience, animalians are born hunters, whether they come from a civilized planet or a wild and hostile world. Due to this fact, animalians make excellent bounty hunters, scouts, and even assassins.

Animalians have the following special abilities:
• Language: Animalians are literate in Expanse or Frontier (choose one).
• Path: An animalian has a rank 3 Hunter path and two rank 2 paths. Animalians do not have a rank 1 path.
• Path Utility: Once per encounter, an animalian can gain advantage on any one attack roll.
• Aptitude Utility: Once per encounter, an animalian can gain advantage on any one Primal aptitude check.

AVIAN

On many worlds birds of prey have evolved to become the dominate creature on the planet. Avians are large sentient birds that, even though they still have their hooked beak and taloned feet, developed hand-like claws with wrist joints to manipulate and hold objects. Avians have wings, but they are mostly vestigial and don't allow the avian to fly. Avians have great eyesight due to their predatory ancestry, and a penchant for finding valuables in hidden places.

Avians have the following special abilities:
• Language: Avians are literate in Expanse or Frontier (choose one).
• Path: An avian has a rank 3 Collector path and two rank 2 paths. Avians do not have a rank 1 path.
• Path Utility: When an avian has advantage on a Collector path roll, three d10s are rolled and the highest roll is taken.
• Aptitude Utility: Once per encounter, an avian can gain advantage on any one Primal aptitude check.

BEHEMOTH

A race of giants, behemoths tower over all other races. Humanoid in appearance, behemoths often evolved side by side with humanoids on the same worlds, especially if those worlds have plenty of resources and a lighter than normal gravity. Even with their great size and strength, behemoths pursue the same paths that the shorter races do, and often do better at it.

Behemoths have the following special abilities:
• Language: Behemoths are literate in Terran.
• Path: A behemoth increases one rank 2 or 1 Common path by 1.
• Path Utility: Once per adventure, a behemoth can use any Fate Die as a black Fate Die.
• Aptitude Utility: Once per adventure, a behemoth can gain advantage on any one aptitude check.

BESTIAL

Bestials are not descended from animals, but something else entirely. Bestials can be furry, scaly, or even slimy, but bestials are sometimes large, often ferocious, and always strong. Being a primitive race, bestials often know nothing more than warfare and survival. Though most bestials walk on two legs (or tentacles or pseudopods or whatever they may have), they often can go down on all fours (or more) to move quicker.

Bestials have the following special abilities:
• Language: Bestials are literate in Expanse or Frontier (choose one).
• Path: A bestial has a rank 3 Martialist path and two rank 2 paths. Bestials do not have a rank 1 path.
• Path Utility: Once per encounter, a bestial can gain advantage on any one melee damage roll.
• Aptitude Utility: Once per adventure, a bestial can use any Fate Die as a green Fate Die.

GEODAN

Creatures of earth, geodans are sturdy individuals with tough, organic rock-like skin. Geodans come from mountainous worlds and have developed thick earth colored skin to protect themselves from the harsh elements, such as rock slides and lava, of the planets they live on and to provide camouflage against enemies. Geodans are often in touch with their inner self and, due to this, excel at using Psi which relies on inner mental strength.

Geodans have the following special abilities:
• Language: Geodans are literate in Frontier.
• Path: A geodan increases one rank 2 or 1 Psi path by 1.
• Path Utility: Once per adventure, a geodan can use any Fate Die as an orange Fate Die.
• Aptitude Utility: Once per adventure, a geodan can use any Fate Die as a blue Fate Die.

HUMANOID

The most common type of race, humanoids have two arms and legs, walk upright, and have skin, which is mostly hairless. Humanoids are such a varied race that no two types of humanoid races are alike. Humanoids often excel at whatever task that is put in front of them, and try to accomplish this task with great passion. Humanoids come from various types of planets as they easily adapt to whatever situation they come upon.

Humanoids have the following special abilities:
• Language: Humanoids are literate in Terran.
• Path: A humanoid has a rank 3 path and two rank 2 paths. Humanoids do not have a rank 1 path.
• Path Utility: Once per encounter, a humanoid can gain advantage on any one attack roll.
• Aptitude Utility: Once per adventure, a humanoid can gain advantage on any one aptitude check.

INSECTOID

Insectoids are evolved from common insects that thrive across all the planets. Larger than common insects, and blessed with sentience, insectoids often develop Psi powers due to a hive mind ability that most insects intuitively possess. Insectoids have well developed social skills since they are hatched and raised in large collectives where interacting with others and working together is a necessity for survival.

Insectoids have the following special abilities:
• Language: Insectoids are literate in Frontier.
• Path: An insectoid increases one rank 2 or 1 Psi path by 1.
• Path Utility: Once per adventure, an insectoid can use any Fate Die as a white Fate Die.
• Aptitude Utility: Once per adventure, an insectoid can use any Fate Die as a yellow Fate Die.

MECHANOID

Mechanoids are sentient robots, either crafted by another race or propagated naturally through unusual means. Sentience often comes from a highly developed circuit interface, an advanced computer system, or a cluster of enhanced crystals. Mechanoids often appear in the image of the race that created them, sometimes hardly discernible from a living creature, while others definitely look like a mechanical being.

Mechanoids have the following special abilities:
• Language: Mechanoids are literate in Techan.
• Path: A mechanoid increases one rank 2 or 1 Techno path by 1.
• Path Utility: Once per adventure, a mechanoid can use any Fate Die as a gray Fate Die.
• Aptitude Utility: Once per adventure, a mechanoid can use any Fate Die as a purple Fate Die.

MORPHER

Morphers are shapechangers that can assume the appearance of other races. Whether a unique race unto themselves or a mutant version of some other race, morphers know that they are often distrusted and even feared by others. Because of this, morphers often hide their true selves from other races, and disguise and bluff their way through The Galaxy in order to survive.

Morphers have the following special abilities:
• Language: Morphers are literate in Expanse, Frontier, or Terran (choose one).
• Path: A morpher has a rank 3 Shifter path and two rank 2 paths. Morphers do not have a rank 1 path.
• Path Utility: When a morpher uses the Morph power, it lasts for the entire adventure instead of the entire encounter.
• Aptitude Utility: Once per adventure, a morpher can use any Fate Die as a yellow Fate Die.

SYLVAN

Whether created in a scientific laboratory, a mutant, or evolved because of natural selection, sylvans are sentient plants with the ability to move and think. Sylvans may be humanoid in shape, with branches as limbs and a body of bark covered wood. Or a sylvan could be a mass of tentacle-like vines that allow him to crawl along surfaces. Since sylvans are deeply connected with the natural world, and are always on the lookout to survive in a hostile galaxy, they make excellent explorers, guides, and even bodyguards.

Sylvans have the following special abilities:
• Language: Sylvans are literate in Expanse or Frontier (choose one).
• Path: A sylvan has either a rank 3 Hunter path or a rank 3 Martialist path and two rank 2 paths. Sylvans do not have a rank 1 path.
• Path Utility: Once per adventure, a sylvan can use any Fate Die as a red Fate Die.
• Aptitude Utility: Once per adventure, a sylvan can use any Fate Die as a green Fate Die.

Crafting a New Race Template

If one of the ten templates, or even combining two templates, doesn't fit the idea of a race that a player wants to play, then a player can craft a new race template at the gamemaster's approval. To craft a new race template, one special ability is chosen from each of the following: Language, Path, Path Utility, and Aptitude Utility.

Language (choose one of the following):
• Expanse
• Frontier
• Techan
• Terran

Path (choose one of the following):
• Increase one rank 2 or 1 Common path by 1.
• Increase one rank 2 or 1 Psi path by 1.
• Increase one rank 2 or 1 Techno path by 1.

Path Utility (choose one of the following):
• Once per encounter, gain advantage on any one attack roll.
• Once per encounter, gain advantage on any one damage roll.
• Once per adventure, use any Fate Die as a black Fate Die.
• Once per adventure, use any Fate Die as a gray Fate Die.
• Once per adventure, use any Fate Die as a orange Fate Die.
• Once per adventure, use any Fate Die as a red Fate Die.
• Once per adventure, use any Fate Die as a white Fate Die.

Aptitude Utility (choose one of the following):
• Once per encounter, gain advantage on any one Mental aptitude check.
• Once per encounter, gain advantage on any one Physical aptitude check.
• Once per encounter, gain advantage on any one Primal aptitude check.
• Once per encounter, gain advantage on any one Science aptitude check.
• Once per encounter, gain advantage on any one Technical aptitude check.
• Once per adventure, gain advantage on any one aptitude check.
• Once per adventure, use any Fate Die as a blue Fate Die.
• Once per adventure, use any Fate Die as a green Fate Die.
• Once per adventure, use any Fate Die as a pink Fate Die.
• Once per adventure, use any Fate Die as a purple Fate Die.
• Once per adventure, use any Fate Die as a yellow Fate Die.

3 PATHS

A path is like a profession, with a set of abilities that have a common theme. Each path specializes in a certain area, such as aptitude use, weapon proficiency, healing, telepathy, or starship piloting. Each character chooses three paths, and ranks them 3, 2, and 1, with 3 being the path the character is best at. As a character gains levels, he chooses more powerful powers for any of his paths.

LIFE POINTS AND PSYCHIC POINTS

Each character gains 3 Life Points at each level.

Each path gives the character +1 Psychic Point at each level. An exception is the Psi paths. A character with a Psi path gains a number of Psychic Points at each level equal to his Psi paths ranks. For example, a rank 3 Diplomat, rank 2 Comptroller, rank 1 Medic would gain 3 Psychic Points at each level. If the character was a rank 3 Psi Spy instead of a rank 3 Diplomat he would gain 5 Psychic Points at each level.

EXPERIENCE POINTS AND GAINING LEVELS

A group of characters gains an amount of experience points equal to the levels of the enemies defeated. These experience points are then divided among the characters. A character needs an amount of experience points to gain a level equal to 10 times his current level. The following table shows the amount of experience points (XPs) needed to achieve a particular level, the total amount of XPs the character needs to achieve a level, a character's Life Points at each level, and a breakdown of a character's Psychic Points based on the character's paths.

Level	XPs Needed	Total XPs	Life Points*	2 Psi path Psychic Points	3 Psi path Psychic Points
1	0	0	13	14	15
2	10	10	16	18	20
3	20	30	19	22	25
4	30	60	22	26	30
5	40	100	25	30	35
6	50	150	28	34	40
7	60	210	31	38	45
8	70	280	34	42	50
9	80	360	37	46	55
10	90	450	40	50	60

Level	2 & 3 Psi path Psychic Points	3 & 3 Psi path Psychic Points
1	16	17
2	22	24
3	28	31
4	34	38
5	40	45
6	46	52
7	52	59
8	58	66
9	64	73
10	70	80

* Also Psychic Points for a character with no rank 2 or 3 Psi paths.

POWERS AND USING POWERS

Most paths have powers. A power is any ability that a character can do that can affect himself or another creature, such as an ally or an enemy. Powers can be either used once per encounter, once per combat encounter, once after a combat encounter, or once per adventure. On his turn each character receives three actions: a free action, a move action, and an attack action. Each power takes up one of these actions. A character can substitute a move action for an attack action if he wishes, effectively giving the character a free action and two move actions. A character can also substitute a free action for either a move or attack action. Some powers have the action of interrupt, which can be used any

time other than on the character's turn, as interrupt powers have a trigger which allows them to be used. There are no limit to the amount of interrupt actions a character can take. Any power that lasts for the entire encounter will end upon the death of the character that used the power.

Attack powers either affect a creature in melee or ranged. A character is in melee with a creature if he is adjacent to the creature, otherwise he is in ranged with it as long as he can see the creature. When using an attack power the character rolls a d10 and adds his path's rank of the power used. The check needed to hit a creature is 6 + the creature's Defense bonus. Most creatures have no Defense bonus and therefore have a Defense of 6. If an attack affects more than one creature, make a separate attack roll for each target.

On his first turn Lialus the geodan uses Mind Strike against an enemy. As a rank 3 Minder he adds +3 to the attack roll. Since the enemy has a total Defense of 6 (i.e. no bonuses) the attack would hit on a d10 roll of 3 or better. On his next turn Lialus uses his Force Push power against an enemy that has engaged him in melee. Since he is only a rank 1 Kinetic he would add a +1 to the attack roll and would need to roll a 5 or better on the d10 to hit a Defense of 6.

DAMAGE AND DAMAGE TYPES

Damage is inflicted by a power if the attack hits the target's Defense. A power's damage is 1 or more d10s plus the path rank of the power used. In addition to damage, many powers also have an additional effect that is stated in the power's description. If an attack affects more than one creature, make one damage roll for the attack and that damage result is the same for all creatures hit by the attack.

Lialus the rank 3 Minder hits the target with his Mind Strike power, inflicting 1d10+3 psychic damage. As a rank 1 Kinetic, if his Force Push hits it would inflict 1d10+1 force damage. Each power would also have an additional effect as stated in the power's description on a hit.

Many powers have a damage type, that is the type of damage inflicted upon a creature when the power is used. If there is no specific damage type mentioned, then the damage is normal damage and is inflicted as normal as stated in the Combat chapter. If the damage type is psychic, then the damage is reduced from the creature's Psychic Points. Other damage types include electricity, fire, force, radiation, and sonic. If a creature has certain resistances or vulnerabilities to a certain damage type it will be mentioned in the creature's description, otherwise it is treated as normal damage.

COMMON PATHS

Either trained in the military, schooled by a guild, studied under a mentor, or self taught, the Common Paths form the fundamental skills of an adventurer and explorer.

ACADEMIC

A gifted student or an erudite professor, the Academic has general knowledge in many fields of expertise that rivals the most scholarly individual.

An Academic can use light melee weapons and light ranged weapons without penalty.

An Academic gains a bonus to Mental and Science aptitude checks equal to his rank.

Erudite (free): Once per encounter, an Academic gains advantage on any one aptitude check.

COLLECTOR

A finder of rare antiquities and discoverer of lost artifacts, the Collector works for anyone as long as the pay is right.

A Collector can use light melee weapons and light ranged weapons without penalty.

A Collector can use light armor without penalty.

A Collector gains a bonus to Physical aptitude checks equal to his rank.

Discover (free): Once per encounter, a Collector gains advantage on a Perception aptitude check.

Haggle (free): Once per adventure, a Collector gains advantage on a wealth check.

DIPLOMAT

Whether dealing with familiar individuals or a new species, the Diplomat is the person for negotiation and first social contact.

A Diplomat can use light melee weapons and light ranged weapons without penalty.

A Diplomat can use light armor without penalty.

A Diplomat gains a bonus to Mental aptitude checks equal to his rank.

Diplomacy (free): Once per encounter, a Diplomat gains advantage on an Interaction aptitude check.

Motivate (free): Once per encounter, a Diplomat gives one creature a bonus equal to his rank on its next aptitude check.

HUNTER

A scout and survivalist, whether urban or wilderness, the Hunter tracks down creatures for others and himself.

A Hunter can use light melee weapons and light and medium ranged weapons without penalty.

A Hunter can use light and medium armor without penalty.

A Hunter gains a bonus to Primal aptitude checks equal to his rank.

Repair Armor (free): Once after a combat encounter, a Hunter can fix his or one adjacent creature's armor 1d10 + rank Energy or Kinetic Armor Points.

MARTIALIST

A trained specialist in melee combat and hand-to-hand fighting, the Martialist attacks his enemies in close combat with supreme expertise.

A Martialist can use light, one-handed, and two-handed melee weapons without penalty.

A Martialist can use light armor without penalty.

A Martialist gains a bonus to melee weapon damage equal to his rank.

Unarmed Attack (attack): A Martialist can make a melee attack against a creature. The Unarmed Attack attack inflicts 1d10 + rank damage.

MEDIC

As a seasoned first aid responder, the Medic is an invaluable member of any group.

A Medic can use light melee weapons and light ranged weapons without penalty.

A Medic can use light armor without penalty.

Combat Surgery (special): Once per combat encounter, a Medic can heal himself or one adjacent creature 1d10 + rank Life Points. This power takes a Medic an entire turn to use.

Field Surgery (free): Once after a combat encounter, a Medic can heal himself or one adjacent creature 1d10 + rank Life Points.

First Aid (free): Once per encounter, a Medic gains advantage on a Medicine aptitude check.

MUTANT

Mentally changed by radiation or genetic modification, a Mutant uncovers latent Psi abilities and the use of previously unknown skills.

A Mutant can use light melee weapons and light ranged weapons without penalty.

A Mutant can use light armor without penalty.

Adroit (free): Once per encounter, a Mutant gains advantage on any one aptitude check.

Mutation (special): A Mutant chooses and gains any one power from any Psi path.

PSYOP

Trained in the ability to psychologically study others, the PsyOp examines body language and uses that information to deal with others.

A PsyOp can use light melee and light ranged weapons without penalty.

A PsyOp can use light armor without penalty.

A PsyOp gains a bonus to Mental aptitude checks equal to his rank.

Analyze (free): Once per encounter, a PsyOp gains advantage on an Insight aptitude check.

Communicate (free): Once per encounter, a PsyOp gains advantage on an Interaction aptitude check.

SOLDIER

A mainstay of any group, a Soldier defends his allies while attacking his enemies in combat with precision.

A Soldier can use light melee weapons and light, medium, and heavy ranged weapons without penalty.

A Soldier can use light and medium armor without penalty.

A Soldier gains a bonus to ranged weapon damage equal to his rank.

Repair Armor (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's armor 1d10 + rank Energy or Kinetic Armor Points.

Repair Screen (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's screen 1d10 + rank Energy or Kinetic Armor Points.

TRADER

An expert in galaxy wide commerce and how to transport goods, the Trader knows how to deal with others to better himself and his employer.

A Trader can use light melee weapons and light ranged weapons without penalty.

A Trader can use light armor without penalty.

A Trader gains a bonus to Mental aptitude checks equal to his rank.

Bargain (free): Once per adventure, a Trader gains advantage on a wealth check.

Know How (free): Once per adventure, a Trader gains advantage on any one aptitude check.

Psi Paths

A student of a psi guild, infused with alien powers, or naturally adept with the power of the mind, the Psi Paths can enhance the self and wield these mental powers against others.

Biokin

A Biokin's training of self awareness and body allows him to control his pain and heal his wounds.

Psychic Heal (free): Once per combat encounter, a Biokin can heal himself 1d10 + rank Life Points.

Psychic Surgery (free): Once after a combat encounter, a Biokin can heal himself 1d10 + rank Life Points.

Psychometabolism (free): Once per adventure, until the end of the combat encounter, a Biokin can heal himself his rank Life Points once per turn as a free action.

Empath

Others can literally feel an Empath's pain as he transfers suffering to others and damages their psyche.

Ill Fate (attack): Once per encounter, an Empath can make a melee or ranged attack against one creature. The Empath adds his rank to the attack roll and the Ill Fate attack inflicts 1d10 + rank psychic damage and the creature takes a -1 penalty on its next attack roll and the Empath gains a +1 bonus on his next attack roll.

Sympathy (interrupt): Once per adventure, when an Empath takes damage, the creature that damaged him takes the same amount and type of damage.

Gravitar

Directing the fundamental forces of the universe, the Gravitar distorts and controls gravity around him and others.

Gravity Pulse (attack): Once per encounter, a Gravitar can make a ranged attack against one creature. The Gravitar adds his rank to the attack roll and the Gravity Pulse attack inflicts 1d10 + rank force damage and the creature is slowed by 2 squares on its next move action.

Sideways Gravity (interrupt): Once per encounter, when a creature attacks the Gravitar, the creature is moved up to its speed after the attack. This move does not provoke an attack.

Hypercog

Whether distant in space or time, the Hypercog sees all and uses it for his advantage.

Dissonance (attack): Once per encounter, a Hypercog can make a melee or ranged attack against one creature. The Hypercog adds his rank to the attack roll and the Dissonance attack inflicts 1d10 + rank psychic damage and the creature gains disadvantage on its next attack roll.

Precognition (free): Once per encounter, a Hypercog gains advantage on any one aptitude check or attack roll.

KINETIC

A Kinetic can control the energies around himself for defense and manipulate the energies around others to move them.

Force Push (attack): Once per encounter, a Kinetic can make a melee or ranged attack against one creature. The Kinetic adds his rank to the attack roll and the Force Push attack inflicts 1d10 + rank force damage and the creature is knocked prone.

Force Screen (free): Once per encounter, a Kinetic can increase his Kinetic Armor Points by twice his rank.

MINDER

Attacking minds and damaging the psyche of others make a Minder's power highly intrusive and greatly feared.

Mind Cloak (free): Once per adventure, a Minder can cloak the minds of others that lasts for the entire encounter. Any creature which makes a ranged attack against the Minder takes a penalty to the attack equal to the Minder's rank.

Mind Strike (attack): Once per encounter, a Minder can make a ranged attack against one creature. The Minder adds his rank to the attack roll and the Mind Strike attack inflicts 1d10 + rank psychic damage and the creature gains disadvantage on its next damage roll.

MOVER

A Mover can control the surrounding energies to move himself and alter the energies around others to move them.

Dimensional Switch (move): Once per encounter, a Mover can choose one creature he can see. The creature and Mover switch squares.

Forced Move (attack): Once per encounter, a Mover can make a melee or ranged attack against one creature. The Mover adds his rank to the attack roll and the Forced Move attack inflicts 1d10 + rank force damage and the creature is moved a number of squares equal to the Mover's rank. This move does not provoke an attack.

PHASER

Able to turn into a ghost and reach through an enemy's body, the Phaser can move his body out of phase with the universe.

Ghost Touch (attack): Once per encounter, a Phaser can make a melee attack against one creature. The Phaser adds his rank to the attack roll and the Ghost Touch attack inflicts 1d10 + rank Life Point damage.

Phase (interrupt): Once per adventure, when the Phaser takes damage, the Phaser takes half damage instead (rounded down) and the Phaser becomes incorporeal and cannot inflict or take damage until the beginning of his next turn.

PSI SPY

Aiding allies and clouding the minds of enemies makes a Psi Spy's power in demand and highly beneficial.

Mindlink (free): Once per encounter, a Psi Spy can communicate telepathically 10 words or less to one creature he can see. The creature gains a +1 bonus on its next aptitude check or attack roll.

Shadow Mind (attack): Once per encounter, a Psi Spy can make a ranged attack against one creature. The Psi Spy adds his rank to the attack roll and the Shadow Mind attack inflicts 1d10 + rank psychic damage and the Psi Spy is invisible to and cannot be seen by the creature until the beginning of the Psi Spy's next turn.

SHIFTER

With the ability to shapechange into other races, the Shifter is a master of disguise and subterfuge.

Morph (free): Once per adventure, a Shifter can change into any race that lasts for the entire encounter. The Shifter gains the path utility and aptitude utility of that race template.

Shifting Feint (free): Once per encounter, a Shifter can gain advantage on any one attack or damage roll.

TECHNO PATHS

Learned in science and technology, their knowledge of computers, starships, engineering, and the living body make the Techno Paths the specialists of The Galaxy.

BIONIC

Often more machine than living creature, the Bionic has computer implants and mechanical enhancements surgically embedded to increase his physical prowess.

A Bionic gains a bonus to Science aptitude checks equal to his rank.

Cybernetic (free): Once per encounter, a Bionic gains advantage on a Physical or Primal aptitude check.

Cyber Punch (attack): A Bionic can make a melee attack against a creature. The Cyber Punch attack inflicts 1d10 + rank damage.

COMPTROLLER

Along with a wide range of computer knowledge, the Comptroller is trained to get into and out of dangerous situations if needed.

A Comptroller can use light melee weapons and light ranged weapons without penalty.

A Comptroller can use light armor without penalty.

A Comptroller gains a bonus to Technical aptitude checks equal to his rank.

Interface (free): Once per encounter, a Comptroller gains advantage on a Computers aptitude check.

DOCTOR

A healer and medical scholar, the Doctor is a much needed and relied upon member of any group.

A Doctor gains a bonus to Science aptitude checks equal to his rank.

Combat Surgery (free): Once per combat encounter, a Doctor can heal himself or one adjacent creature 1d10 + rank Life Points.

First Aid (free): Once per encounter, a Doctor gains advantage on a Medicine aptitude check.

Triage (free): Once after a combat encounter, a Doctor can heal each adjacent creature 1d10 + rank Life Points with a separate roll for each creature healed.

ENGINEERED

Genetically modified to become a super creature, an Engineered is more talented and tougher than others of his race.

An Engineered gains a bonus to Physical and Primal aptitude checks equal to his rank.

An Engineered gains a bonus to melee weapon and ranged weapon damage equal to his rank.

HACKER

A master at breaking into computer systems, the Hacker is also canny enough to talk his way out of a bad situation when caught.

A Hacker gains a bonus to Technical aptitude checks equal to his rank.

A Hacker gains advantage on Computers aptitude checks.

Fast Talk (free): Once per encounter, a Hacker gains advantage on an Interaction aptitude check.

IRRADIATED

Physically changed, whether by accident or on purpose, by radiation, an Irradiated uses his newfound power with dangerous results.

An Irradiated gains a bonus to Science aptitude checks equal to his rank.

Ionizing Touch (attack): Once per encounter, an Irradiated can make a melee attack against one creature. The Irradiated adds his rank to the attack roll and the Ionizing Touch attack inflicts 1d10 + rank radiation damage and the creature inflicts half damage (rounded down) on its next damage roll.

Radioactive Burst (free): Once per adventure, an Irradiated can surround himself with a blanket of radiation that lasts for the entire encounter. Any creature which starts or ends its turn adjacent to the Irradiated takes radiation damage equal to the Irradiated's rank.

OPERATOR

Nobody wants to get lost crossing The Galaxy, and the Operator makes sure of that as the master of astromap reading and Hypershot configuration.

An Operator can use light melee weapons and light ranged weapons without penalty.

An Operator can use light armor without penalty.

An Operator gains a bonus to Technical aptitude checks equal to his rank.

Navigate (free): Once per encounter, an Operator gains advantage on a Navigate aptitude check.

SCIENTIST

A brilliantly trained member of academia, the Scientist is the first to look to when specialized questions arise.

A Scientist gains a bonus to Science aptitude checks equal to his rank.

A Scientist gains advantage on Astro, Life, and Physical (of the Science aptitudes) aptitude checks.

SHIPHAND

As the backbone of transportation in The Galaxy, the Shiphand can pilot any vehicle or starship with ease.

A Shiphand can use light melee weapons and light ranged weapons without penalty.

A Shiphand can use light armor without penalty.

A Shiphand gains a bonus to Technical aptitude checks equal to his rank.

Maneuver (free): Once per encounter, a Shiphand gains advantage on a Pilot aptitude check.

TechMec

The expert in fixing and repairing any technology, the TechMec keeps all devices and systems working perfectly.

A TechMec can use light melee weapons and light ranged weapons without penalty.

A TechMec gains a bonus to Technical aptitude checks equal to his rank.

Overhaul (free): Once per encounter, a TechMec gains advantage on an Engineer aptitude check.

Repair Armor (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's armor 1d10 + rank Energy or Kinetic Armor Points.

Repair Screen (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's screen 1d10 + rank Energy or Kinetic Armor Points.

4 APTITUDES

Aptitudes are skills that all characters know and use, whether through education, training, experience, or natural talent. Some characters may be better than other characters with certain aptitudes, but anyone can use any aptitude. Characters do not get better with aptitudes as they level up, though they can gain advantage on certain aptitudes with the right trait, such as Aptitude Expertise, Mental Expertise, Physical Expertise, Primal Expertise, Science Expertise, and Technical Expertise.

At 1st level, each character chooses one of the following:
• A +1 bonus to one set of aptitudes, a -1 penalty to another set of aptitudes, and no modifier to the other three sets of aptitudes.
• A +1 bonus to two sets of aptitudes, a -1 penalty to another two sets of aptitudes, and no modifier to the final set of aptitudes.
• No modifier to all the aptitudes.

Many paths gain a bonus to certain aptitudes equal to their path rank. If a character wishes to further specialize within a set of aptitudes, he can gain a +1 bonus with one specific aptitude within the set and a -1 penalty with one specific aptitude within the same set.

Siama the Hunter has chosen to have a +1 bonus to Physical and Primal aptitudes, a -1 penalty to Science and Technical aptitudes, and no modifier to Mental aptitudes. Since Siama is a wilderness survivalist, she wishes to specialize within her Physical and Primal aptitudes. She decides to take a +1 bonus to Endurance and a -1 penalty to Manipulation within her Physical aptitudes, and since she has a +1 modifier to Physical aptitudes, her Endurance becomes +2, Manipulation becomes +0, and Acrobatics and Stealth remain at +1. Within her Primal aptitudes she decides to take a +1 bonus to Survival and a -1 penalty to Swim, and with her +1 modifier to Primal aptitudes, her Survival becomes +2, Swim becomes +0, and Climb and Jump remain +1.

The following are the five sets of aptitudes and the four specific aptitudes associated with each set. If a character gains a +1 bonus with Mental aptitudes, then he gains the +1 bonus whenever using the Culture, Insight, Interaction, or Perception aptitude since those aptitudes are all a part of the same set. In parentheses after the name of the set of aptitudes is the Fate Die for that set. Following each aptitude are examples of three possible ways that the particular aptitude could be used. A player should use his imagination when using an aptitude to find new and interesting ways to use them.

MENTAL APTITUDES (Yellow Fate Die)
Culture: figure out an alien species' politics, know the location of an artifact on a planet, understand trade relations.
Insight: see through someone's bluff, get a hunch or bad feeling, sense psionics.
Interaction: lie to an official, convince a guard to let you go, settle a dispute between two cultures.
Perception: listen for a security patrol, find a camouflaged door, search for hidden security traps.

PHYSICAL APTITUDES (Blue Fate Die)
Acrobatics: escape handcuffs, squeeze through a small opening, tumble past an enemy.
Endurance: travel without getting tired, fight off death while dying, steel yourself against a toxin.
Manipulation: open a magnetic lock, disable a security device, pick someone's pockets.
Stealth: sneak past guards, hide from a bounty hunter, set up an ambush.

PRIMAL APTITUDES (Green Fate Die)
Climb: scamper up a tree, lead an expedition up a mountain, scale a corporate building.
Jump: hurdle between buildings, spring up from the ground, leap up to grab a rope.
Survival: find food in the wilderness, track a creature, find shelter from a storm.
Swim: paddle across a river, tread water, dive from a cliff.

SCIENCE APTITUDES (Pink Fate Die)
Astro: know a planet's climate, recognize when a star will explode, realize where a black hole may be located.
Life: understand an alien's biology, manipulate a mutant's genetics, recognize poisonous plants.
Medicine: stabilize an ally, realize how a person died, attach a cybernetic limb.
Physical: figure out a toxin's chemical makeup, understand magnetic anomalies, recognize geological formations.

TECHNICAL APTITUDES (Purple Fate Die)

Computers: repair a computer, hack into a corporate server, retrieve secret electronic files.

Engineer: repair a starship, fix a broken weapon, upgrade a robot.

Navigate: program a starship's Hypershot drive, travel a planet's surface, choose a route through a cloudy atmosphere.

Pilot: fly a starship, drive a land vehicle, operate a sea vessel.

USING APTITUDES

When a character wishes to use an aptitude to accomplish some task, or the gamemaster informs a player to make a check for his character if the situation warrants it, he makes an aptitude check. This check represents the character's natural ability and talent, education and training, experience, and of course a bit of luck. When an aptitude check is made the player states what he wants his character to do or what aptitude he wants to use to accomplish a task and a d10 is rolled, adding any bonuses or penalties of the aptitude. If the total meets or exceeds the difficulty, then the task succeeds. The gamemaster has final say on which aptitude is needed to accomplish the task, along with the difficulty of the aptitude check. Typical difficulties are as follows.

Check Type	Difficulty	Examples
Easy	4	communicate with a humanoid, sneak past distracted guards, find food in a forest
Average	6	recognize psionics being used, craft a trip wire, climb a tree
Hard	8	find the local crime lord, tumble past an enemy, swing across a pit
Difficult	10	seek an audience with an admiral, hide from a bounty hunter, climb a sheer cliff
Challenging	12	navigate a nebular storm, hike all day and night, find food in the desert
Daunting	14	hack a megacorp computer, escape gravity manacles, swim across rapids
Desperate	16	bribe an alien king, walk a tightrope while dodging lasers, climb an overhang

If a character fails at using an aptitude, one of many things can happen. The character has failed and cannot try again, though the gamemaster may allow another character to try. The character has failed, takes some type of penalty, such as damage from a failed climb check or disabling a trap, but may try again. Or the character has failed with no penalties, and may try again but the difficulty is increased by 1 each time the character fails, such as when picking a lock. If the gamemaster allows it, a character may help another complete a task and each character makes an aptitude check, taking the highest roll. One character can use his Fate Die to trump the other character's aptitude check if he wishes.

Wendy's and Andrew's characters are allowed to team up together to open up a secured portal that has been locked. They each make a Manipulation aptitude check and Wendy rolls a 6 with a +1 bonus for a 7 and Andrew rolls a 3. Since they needed a 10 to open the portal, they fail with Wendy's highest check of 7. Andrew, though, has a blue Fate Die to trump Physical aptitude checks, and therefore gives it to Wendy to roll. She rolls a 4, increasing her check from a 7 to an 11, and they succeed at opening the secured portal.

If the gamemaster wishes, an aptitude check can be opposed by another. Generally Perception and Stealth oppose each other, and Insight and Interaction oppose each other. Instead of picking the difficulty, the gamemaster can rule that the check is opposed. The gamemaster rolls a d10 for the opposing creature, with any applicable modifiers, and the player makes a check. The higher check result wins. In case of a tie both sides roll again to break the tie.

Saliesh the spy, a rank 3 Collector, is trying to sneak his way past a guard. The gamemaster could just choose the difficulty, but instead decides to make it an opposed check. The gamemaster rolls a d10 for the guard with no modifiers to his Perception aptitude and gets an 8. Saliesh's player rolls, with a +3 bonus to Physical aptitudes and therefore the Stealth aptitude, and gets a 6 plus the +3 bonus for a total of 9, exceeding the guard's 8. Saliesh the spy stealthily sneaks past the guard and into the walled drug manufacturing compound.

Sneaking through the compound Saliesh runs into the facility manager of the cartel that runs the drug manufacturing. Saliesh decides to fast talk his way out of the situation, making up a lie that he is a new employee just hired by the cartel and got lost. Once again, the gamemaster decides to make this an opposed check using Insight for the facility manager and Interaction for Saliesh. Saliesh has no modifier to his Mental aptitudes and rolls a d10 and gets a 6. The gamemaster gives the facility manager a +1 bonus to Mental aptitudes since he is responsible for all employees in the compound. The gamemaster also rolls a 6, but with the +1 bonus it becomes a 7, and Saliesh the spy is seen as who he actually is, a trespasser, since the gamemaster determines that the facility manager knows that no new employees have been hired in over a month.

CHOOSING DIFFICULTY

Choosing a difficulty for an aptitude is more of an art than a science. To keep the game moving along, it is best that the gamemaster uses an average difficulty and have the player make the aptitude check. If a gamemaster wishes to get more precise for specific aptitudes, he can use the following rules.

Acrobatics: A character can tumble away from an enemy without provoking an attack by making an Acrobatics aptitude check opposed by the enemy's Acrobatics check with advantage. If the character wishes to tumble through an enemy's square, the character's check has disadvantage. A character can reduce falling damage by an amount rolled on an Acrobatics check.

Climb: Climbing a knotted rope is an easy difficulty, while climbing an unknotted rope is an average difficulty. Climbing a cliff is a hard to difficult difficulty and climbing a building is a challenging difficulty.

Jump: A character can jump a number of meters horizontally equal to one-half (rounded down) of the Jump aptitude check. If the character gets at least a 2 square running start before jumping, the number of meters is equal to the Jump check. A character can jump a number of meters vertically equal to one-tenth (rounded up) of the Jump check, or one-fifth (rounded up) if he gets at least a 2 square running start.

ADVANCED APTITUDE CHECKS

A check may be complicated or take so much time that a single check would be inappropriate, such as finding one's way through the wilderness, researching information on a computer, defeating a complicated security system, or trying to win over a corporate board's approval. Advanced aptitude checks are used in these situations. Advanced aptitude checks are normal aptitude checks that require more than one roll before success can be achieved.

The gamemaster determines the number of successes needed before the task succeeds, and which aptitudes are used in the advanced aptitude check. Other characters may help in this check, if the gamemaster allows it. Once the number of successes is reached, the characters succeed at the task. If an aptitude check fails, the difficulty of the checks increases by 1. If the characters get an amount of failures equal to the number of successes they need, then the task fails. Each roll takes a certain amount of time such as a round, a minute, an hour, or a day depending on the task that is being attempted. It is recommended that the difficulty of advanced aptitude checks be easy or average, and the number of successes needed be from 2 to 4. The more checks that there are, the easier the check should be.

Siama the Hunter and Saliesh the spy are traveling through the thickest part of the jungles of Ooubia looking for the Dark Moons drug cartel compound. The gamemaster determines that this will be an advanced aptitude check, and each check will represent one day's worth of traveling. The characters need 4 successes and all the checks have an average difficulty of 6. The gamemaster decides that if the characters fail at this

advanced aptitude check they will get lost in the jungle, have an encounter with a Dark Moons patrol, and then must begin the advanced aptitude check all over again.

The first day's aptitude check is Astro, which represents knowing about the jungles of Ooubia and good locations for an illegal compound. Saliesh's player rolls and gets a 6. The characters get a success and are well on their way to finding the compound. On the second day the characters need to make a Survival check to find their way through the jungle. Siama's player rolls and gets a 5, which is a failure and increases all difficulty checks by 1 to a 7 for the rest of the advanced aptitude check. The characters begin to get mildly lost.

On the third day the gamemaster determines that the characters need to get back on track and need to make another Survival check. They succeed due to Siama's 9 and gain a second success. On the fourth day the characters begin to get tired and an Endurance check is needed. Saliesh's player rolls a 7, and the characters barely gain a third success.

On the fifth day, with 3 successes and 1 failure, the characters need to make a Perception check to find tracks, trails, and signs of the location of the Dark Moons drug cartel compound. Siama's player rolls a 6 and the characters get a second failure, which increases all the difficulty checks to an 8, and the characters find no trace of the compound. On the sixth day, with 3 successes and 2 failures, the characters continue to look for the compound and Saliesh's player rolls a 10, gaining their fourth and final success, and they find the compound without encountering any patrols along the way.

5 TRAITS AND ADVANCED POWERS

At 1st level and when a character advances in level he gains traits. Traits are specific special benefits that improve a character's abilities. A trait often allows a character to use a current power better or gain new uses with aptitudes, attacks, and equipment. Additionally, a character gains more powers at higher levels, called advanced powers. These powers are more powerful and add variety to a character's paths.

At 1st, 3rd, 6th, and 9th level, a character receives one trait or advanced power. The trait or advanced power must be of the character's level or lower to be selected. A trait may have a race or path prerequisite that the character must have. Advanced powers have a prerequisite of a particular path that a character must have. Additionally, at 4th, 7th, and 10th level, a character receives one 1st level trait. A character cannot have the same trait, power, or advanced power more than once. If, for some reason such as path retraining, a character no longer has the prerequisite for a trait, the character can no longer use that trait.

At every level after 1st, a character can retrain one trait or power. The character loses the selected trait or power and chooses another one, either a trait or advanced power. The new trait or advanced power must be of the character's level or lower. The exception are 1st level traits; a character can retrain a 1st level trait, but must select another 1st level trait, not a higher level trait or an advanced power.

Siama the Hunter has just attained 3rd level and gains a 3rd level or lower trait or advanced power. Since she is a rank 2 Biokin she chooses Advanced Psychic Heal (a 3rd level Biokin power) as her new 3rd level advanced power. Additionally, she can retrain her 1st level trait (for another 1st level trait) or any one power. Since her only trait is 1st level and there are no other 1st level traits that she likes better (since she cannot retrain that 1st level trait with a 3rd level trait), she decides to retrain Psychic Surgery (a 1st level Biokin power). She loses the Psychic Surgery power and chooses Advanced Psychic Surgery (a 3rd level Biokin power) as a new retrained power.

The following traits are described with the trait name, a prerequisite if any, and the benefit of the trait including how many times the character can use the trait, if applicable.

1st Level Traits

Advantage: Once per adventure, you gain advantage with any one attack roll for an attack power.

Animalian Claws (Prerequisite: Animalian)**:** An animalian can make a melee attack against one creature. The Animalian Claws attack inflicts 1d10 damage on a hit.

Aptitude Expertise: Choose one specific aptitude, such as Perception. You gain advantage on that aptitude when making an aptitude check.

Athlete (Prerequisite: Collector or Engineered)**:** Once per encounter, a Collector or Engineered gains advantage on any one Physical aptitude check.

Avian Flying Leap (Prerequisite: Avian)**:** An avian gains advantage on Jump aptitude checks and is always considered to having a 2 square running start when jumping.

Behemoth Anchor (Prerequisite: Behemoth)**:** Once per encounter, if a behemoth is moved or knocked prone by an attack, he is instead not moved or knocked prone.

Bestial Run (Prerequisite: Bestial)**:** Once per encounter, a bestial can take an extra move action.

Combat Surgery: You can stabilize another dying character as a free action instead of an attack action.

Envoy (Prerequisite: Academic, Diplomat, PsyOp, or Trader)**:** Once per encounter, an Academic, Diplomat, PsyOp, or Trader gains advantage on any one Mental aptitude check.

Evasion: Once per encounter, before an attack roll is made, you can substitute an Acrobatics aptitude check for your Defense against a ranged attack. You must use the result of the Acrobatics check even if it is lower than your Defense.

Explorer (Prerequisite: Engineered or Hunter)**:** Once per encounter, an Engineered or Hunter gains advantage on any one Primal aptitude check.

Extra Encounter: Choose one encounter power. You can use this encounter power twice per encounter. You can change the chosen encounter power after retraining a power or receiving an advanced power.

Extra Fate Die: You can use one additional Fate Die per encounter.

Favored Color: Choose one color from the Fate Dice. Once per adventure, you can use any Fate Die as a Fate Die of the chosen color.

Flanker: Once per encounter, you gain advantage with a melee attack when you flank an enemy. To flank an enemy you must be on opposite sides of the enemy with an ally.

Flexible Body and Mind (Prerequisite: Morpher or Sylvan)**:** Once per encounter, a morpher or sylvan takes 1d10 less damage from an attack.

Fortitude: You gain 3 extra Life Points. You may take this trait more than once. Every time you do so you gain 3 extra Life Points.

Geodan Earth Walk (Prerequisite: Geodan)**:** Once per encounter, when a geodan takes a move action, his movement is not hindered by terrain.

Healer (Prerequisite: Doctor or Medic)**:** When using a power that heals, you may add your Doctor or Medic rank to the number of Life Points healed.

Heavy Hitter (Prerequisite: Behemoth or Bestial)**:** Once per encounter, a behemoth or bestial can add 1d10 damage to a weapon attack or melee attack. The damage is of the same type that the attack inflicts.

Helmet Use: You can use a helmet without penalty.

Humanoid Ingenuity (Prerequisite: Humanoid)**:** Instead of once per adventure, twice per adventure a humanoid can gain advantage on any one aptitude check.

Improved Initiative: Once per adventure, you gain advantage on one initiative check.

Insectoid Swarm (Prerequisite: Insectoid)**:** Instead of a single insectoid, the insectoid is a swarm of hundreds of smaller insectoids with a hive mind. Ranged weapon damage has disadvantage against the insectoid, but the insectoid cannot use melee or ranged weapons. **Special:** This trait can only be selected at 1st level and cannot be retrained.

Light Armor Use: You can use light armor without penalty.

Linguist: Choose two additional languages. You are literate in those two languages.

Mechanoid Technocrat (Prerequisite: Mechanoid)**:** Instead of once per adventure, twice per adventure a mechanoid can use any Fate Die as a purple Fate Die.

Medium Armor Use: You can use medium armor without penalty.

Melee Weapon Use: Choose light, one-handed, or two-handed melee weapons. You can use those weapons without penalty. You may take this trait more than once. Every time you do so choose another weapon group.

Mental Expertise: Once per adventure, you gain advantage on any one Mental aptitude check.

Mettle: Once per encounter, before an attack roll is made, you can substitute an Endurance check for your Defense against a melee attack. You must use the result of the Endurance check even if it is lower than your Defense.

Morpher Bluff (Prerequisite: Morpher)**:** Instead of once per adventure, twice per adventure a morpher can use any Fate Die as a yellow Fate Die.

Physical Expertise: Once per adventure, you gain advantage on any one Physical aptitude check.

Precise Aim: You do not have disadvantage on a ranged attack roll if a target is invisible, concealed in fog or smoke, almost completely behind cover, or hidden in the darkness.

Primal Expertise: Once per adventure, you gain advantage on any one Primal aptitude check.

Psi Gifted (Prerequisite: Geodan or Insectoid)**:** Once per encounter, a geodan or insectoid can add 1d10 psychic damage to a Psi path attack.

Psychic Adept (Prerequisite: Psi path)**:** You add the rank of your highest ranked Psi path to all psychic damage.

Psychic Thrust (Prerequisite: Psi path)**:** You can make a ranged attack against one creature. The Psychic Thrust attack inflicts 1d10 psychic damage.

Quick Draw: It does not take an action for you to draw, sheathe, or holster a weapon or other item.

Quick Footed: You add 1 square to your speed.

Ranged Weapon Use: Choose light, medium, or heavy ranged weapons. You can use those weapons without penalty. You may take this trait more than once. Every time you do so choose another weapon group.

Reckless Attack: Once per encounter, you gain disadvantage on an attack roll and gain advantage on the damage roll if it hits.

Scholar (Prerequisite: Academic, Bionic, Doctor, Irradiated, or Scientist)**:** Once per encounter, an Academic, Bionic, Doctor, Irradiated, or Scientist gains advantage on any one Science aptitude check.

Science Expertise: Once per adventure, you gain advantage on any one Science aptitude check.

Slayer: Once per encounter, you can use any Fate Die as a trump die for melee weapon or ranged weapon damage.

Sylvan Bark (Prerequisite: Sylvan)**:** Once per adventure, a sylvan can use any Fate Die as an orange Fate Die.

Tech Savvy (Prerequisite: Humanoid or Mechanoid)**:** Once per adventure, a humanoid or mechanoid can use any Fate Die as a gray Fate Die.

Technical Expertise: Once per adventure, you gain advantage on any one Technical aptitude check.

Technician (Prerequisite: Comptroller, Hacker, Operator, Shiphand, or TechMec)**:** Once per encounter, a Comptroller, Hacker, Operator, Shiphand, or TechMec gains advantage on any one Technical aptitude check.

Sure Strike: Once per encounter, you gain advantage on an attack roll and gain disadvantage on the damage roll if it hits.

Wealthy: Once per adventure, you gain advantage on a wealth check.

Wild Instinct (Prerequisite: Animalian or Avian)**:** Instead of once per encounter, twice per encounter an animalian or avian gains advantage on any one Primal aptitude check.

Willpower: You gain 3 extra Psychic Points. You may take this trait more than once. Every time you do so you gain 3 extra Psychic Points.

3RD LEVEL TRAITS

Charge: Once per adventure, if you move your speed you gain advantage on a melee weapon attack on your turn.

Defense Bonus: Once per encounter, you gain a +1 Defense bonus against one attack. Before the attack roll is made the bonus is declared and added to the Defense number. This bonus does not stack with other bonuses, such as from other Defense Bonus traits.

Energy Specialization: You gain a +2 energy damage bonus to weapon damage rolls of weapons that inflict energy damage. In addition, if you roll a 1 for damage with an energy weapon, you reroll the damage roll but must take the second roll.

Heavy Armor Specialization (Prerequisite: Heavy Armor Use trait)**:** You reduce the use penalty of a synthsuit to none and the use penalty of ceramisteel armor to -1 Physical aptitudes.

Heavy Armor Use: You can use heavy armor without penalty.

Kinetic Specialization: You gain a +2 kinetic damage bonus to weapon damage rolls of weapons that inflict kinetic damage. In addition, if you roll a 1 for damage with a kinetic weapon, you reroll the damage roll but must take the second roll.

Military Ranged Weapon Use: You can use military ranged weapons without penalty.

Precise Attack (Prerequisite: 3 Martialist or 3 Soldier)**:** Instead of a bonus to melee (Martialist) or ranged (Soldier) weapon damage, you gain a +1 bonus to melee (Martialist) or ranged (Soldier) weapon attacks.

Retrain Path: Change one rank 1 path with another. You cannot retrain this trait.

Two-Weapon Fighting: Once per encounter, when you use a one-handed or light melee weapon in one hand and a light melee weapon in your other hand, you get an attack with the light melee weapon in your other hand as a free action.

Weapon Specialization: You gain a +2 damage bonus to weapon damage rolls of weapons that inflict electricity, fire, force, radiation, sonic, or Life Point damage. In addition, if you roll a 1 for damage with weapon that inflicts electricity, fire, force, radiation, sonic, or Life Point damage, you reroll the damage roll but must take the second roll.

6TH LEVEL TRAITS

Close Shot: You can make a melee weapon attack with a ranged weapon. This attack does not provoke an attack since it is a melee attack.

Critical Hit (Prerequisite: Hunter, Martialist, or Soldier)**:** You add your Hunter, Martialist, or Soldier rank (whichever is highest) to your weapon damage roll if you roll a natural 10 on the weapon attack roll.

Durable: Once per combat encounter, as an attack action, you can heal yourself a number of Life Points equal to your Endurance check.

Improved Defense Bonus: Once per encounter, you gain a +2 Defense bonus against one attack. Before the attack roll is made the bonus is declared and added to the Defense number. This bonus does not stack with other bonuses, such as from other Defense Bonus traits.

Improved Retrain Path: Change one rank 2 path with another. You cannot retrain this trait.

Improved Two-Weapon Fighting: Twice per encounter, when you use a one-handed or light melee weapon in one hand and a light melee weapon in your other hand, you get an attack with the light melee weapon in your other hand as a free action.

Military Armor Use: You can use military armor without penalty.

9TH LEVEL TRAITS

Greater Defense Bonus: Once per encounter, you gain a +3 Defense bonus against one attack. Before the attack roll is made the bonus is declared and added to the Defense number. This bonus does not stack with other bonuses, such as from other Defense Bonus traits.

Greater Retrain Path: Change one rank 3 path with another. You cannot retrain this trait.

Greater Two-Weapon Fighting: Three times per encounter, when you use a one-handed or light melee weapon in one hand and a light melee weapon in your other hand, you get an attack with the light melee weapon in your other hand as a free action.

Common Paths Advanced Powers

Hunter
3rd

Advanced Repair Armor (free): Once after a combat encounter, a Hunter can fix his or one adjacent creature's armor 2d10 + rank Energy or Kinetic Armor Points.

6th

Improved Repair Armor (free): Once after a combat encounter, a Hunter can fix his or one adjacent creature's armor 3d10 + rank Energy or Kinetic Armor Points.

9th

Greater Repair Armor (free): Once after a combat encounter, a Hunter can fix his or one adjacent creature's armor 4d10 + rank Energy or Kinetic Armor Points.

Martialist
3rd

Iron Fist (free): Once per adventure, a Martialist can add his rank to his Unarmed Attack damage that lasts until the end of the encounter.

**Unarmed Flurry (free):** Once per encounter, a Martialist can make an extra Unarmed Attack during his attack action.

6th

Improved Unarmed Flurry (free): Twice per encounter, a Martialist can make an extra Unarmed Attack during his attack action.

9th

Greater Unarmed Flurry (free): Three times per encounter, a Martialist can make an extra Unarmed Attack during his attack action.
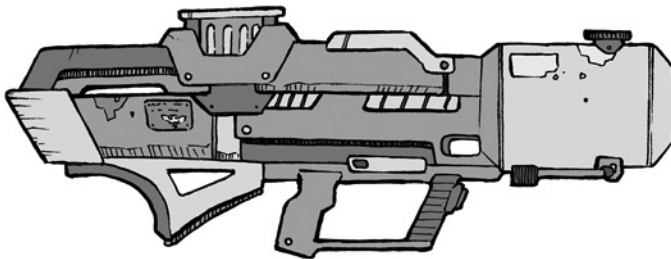
MEDIC

3rd

Advanced Combat Surgery (special): Once per combat encounter, a Medic can heal himself or one adjacent creature 2d10 + rank Life Points. This power takes a Medic an entire turn to use.

Advanced Field Surgery (free): Once after a combat encounter, a Medic can heal himself or one adjacent creature 2d10 + rank Life Points.

6th

Improved Combat Surgery (special): Once per combat encounter, a Medic can heal himself or one adjacent creature 3d10 + rank Life Points. This power takes a Medic an entire turn to use.

Improved Field Surgery (free): Once after a combat encounter, a Medic can heal himself or one adjacent creature 3d10 + rank Life Points.

9th

Greater Combat Surgery (special): Once per combat encounter, a Medic can heal himself or one adjacent creature 4d10 + rank Life Points. This power takes a Medic an entire turn to use.

Greater Field Surgery (free): Once after a combat encounter, a Medic can heal himself or one adjacent creature 4d10 + rank Life Points.

SOLDIER

3rd

Advanced Repair Armor (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's armor 2d10 + rank Energy or Kinetic Armor Points.

Advanced Repair Screen (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's screen 2d10 + rank Energy or Kinetic Armor Points.

6th

Improved Repair Armor (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's armor 3d10 + rank Energy or Kinetic Armor Points.

Improved Repair Screen (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's screen 3d10 + rank Energy or Kinetic Armor Points.

9th

Greater Repair Armor (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's armor 4d10 + rank Energy or Kinetic Armor Points.

Greater Repair Screen (free): Once after a combat encounter, a Soldier can fix his or one adjacent creature's screen 4d10 + rank Energy or Kinetic Armor Points.

Psi Paths Advanced Powers

Biokin

3rd

Advanced Psychic Heal (free): Once per combat encounter, a Biokin can heal himself 2d10 + rank Life Points.

Advanced Psychic Surgery (free): Once after a combat encounter, a Biokin can heal himself 2d10 + rank Life Points.

6th

Improved Psychic Heal (free): Once per combat encounter, a Biokin can heal himself 3d10 + rank Life Points.

Improved Psychic Surgery (free): Once after a combat encounter, a Biokin can heal himself 3d10 + rank Life Points.

9th

Greater Psychic Heal (free): Once per combat encounter, a Biokin can heal himself 4d10 + rank Life Points.

Greater Psychic Surgery (free): Once after a combat encounter, a Biokin can heal himself 4d10 + rank Life Points.

Empath

3rd

Destiny's Fate (attack): Once per encounter, an Empath can make a melee or ranged attack against one creature. The Empath adds his rank to the attack roll and the Destiny's Fate attack inflicts 2d10 + rank psychic damage and the creature takes a -2 penalty on its next attack roll.

Empathy (free): Once per encounter, an Empath gains advantage and a +2 bonus on any one Mental aptitude check.

6th

Empathic Transfer (interrupt): Once per adventure, when an Empath takes damage, the creature that damaged him takes the damage instead and the Empath takes none.

Linked Fate (attack): Once per encounter, an Empath can make a melee or ranged attack against two creatures. The Empath adds his rank to the attack roll and the Linked Fate attack inflicts 2d10 + rank psychic damage and the creature takes a -2 penalty on its next attack roll.

9th

Fate of One (attack): Once per encounter, an Empath can make a melee or ranged attack against one creature. The Empath adds his rank to the attack roll and the Fate of One attack inflicts 4d10 + rank psychic damage and the creature automatically misses on its next attack roll.

Hand of Fate (interrupt): Once per adventure, when an Empath takes damage, the creature that damaged him takes twice the damage.

GRAVITAR

3rd

Gravity Wave (attack): Once per encounter, a Gravitar can make a ranged attack against a number of creatures equal to his rank. The Gravitar adds his rank to the attack roll and the Gravity Wave attack inflicts 1d10 + rank force damage.

Heavy Gravity (free): Once per encounter, when a Gravitar hits a creature with an attack, the creature cannot move on its next turn.

6th

Gravity Burst (attack): Once per encounter, a Gravitar can make a melee attack against each adjacent creature. The Gravitar adds his rank to the attack roll and the Gravity Burst attack inflicts 1d10 + rank force damage and the creature cannot move on its next turn.

Opposing Gravity (free): Once per adventure, until the end of the encounter, when a creature attacks the Gravitar in melee, the creature is moved up to its speed after the attack and knocked prone. This move does not provoke an attack.

9th

Black Hole (free): Once per adventure, the Gravitar moves a number of creatures equal to twice his rank to a square adjacent to him. These creatures are slowed by 2 squares and have a -2 penalty to attack rolls until the end of the encounter.

Singularity (attack): Once per encounter, a Gravitar can make a ranged attack against one creature. The Gravitar adds his rank to the attack roll and the Singularity attack inflicts 4d10 + rank force damage and the creature cannot move on its next turn.

HYPERCOG

3rd

Clairvoyance (free): Once per encounter, a Hypercog can choose any square within line of sight and make a melee or ranged attack from that square.

Danger Sense (interrupt): Once per encounter, a Hypercog can increase his Defense by his rank against an attack after the attack roll is made.

6th

Prescience (free): Once per encounter, a Hypercog gains advantage on and a +2 bonus to any one aptitude check or attack roll.

Recall Agony (attack): Once per encounter, a Hypercog can make a melee or ranged attack against one creature. The Hypercog adds his rank to the attack roll and the Recall Agony attack inflicts 3d10 + rank psychic damage and the creature loses two actions of its choice on its next turn.

9th

Hypercognition (free): Once per encounter, a Hypercog gets a 10 on any one aptitude check or attack roll.

Ubiquitous Burst (attack): Once per encounter, a Hypercog can make a melee attack against each adjacent creature. The Hypercog adds his rank to the attack roll and the Ubiquitous Burst attack inflicts 2d10 + rank psychic damage and the creature takes a penalty on its next attack roll against the Hypercog equal to the Hypercog's rank.

KINETIC

3rd

Force Blast (attack): Once per encounter, a Kinetic can make a melee or ranged attack against one creature. The Kinetic adds his rank to the attack roll and the Force Blast attack inflicts 2d10 + rank force damage and the creature is moved up to 2 squares and knocked prone. This move does not provoke an attack.

Null Field (interrupt): Once per encounter, a Kinetic can reduce the damage of a weapon attack by twice his rank.

6th

Current of Force (attack): Once per encounter, a Kinetic can make a melee or ranged attack against two creatures. The Kinetic adds his rank to the attack roll and the Current of Force attack inflicts 2d10 + rank force damage and the creature is moved up to 4 squares and knocked prone. This move does not provoke an attack.

Inertial Redirect (interrupt): Once per adventure, a Kinetic can redirect one melee or ranged attack that hits him to one other creature, including the attacker, which hits the other creature and the Kinetic takes no damage.

9th

Force Wave (attack): Once per encounter, a Kinetic can make a melee or ranged attack against four creatures. All creatures must be within 5 squares of each other. The Kinetic adds his rank to the attack roll and the Force Wave attack inflicts 2d10 + rank force damage and the creature is moved up to 4 squares or knocked prone at the Kinetic's choice. This move does not provoke an attack.

Inertial Barrier (free): Once per adventure, until the end of the encounter, a Kinetic can reduce the damage of every attack that hits him by his rank.

MINDER

3rd

Brain Lock (attack): Once per encounter, a Minder can make a melee or ranged attack against one creature. The Minder adds his rank to the attack roll and the Brain Lock attack inflicts 1d10 + rank psychic damage and the creature loses its attack and move actions on its next turn.

Obscuring Mind (interrupt): Once per encounter, when a creature attacks the Minder, the creature gains disadvantage on the attack roll and the Minder gains a +1 bonus to Defense until the beginning of his next turn as long as he doesn't move.

6th

Dominate (attack): Once per encounter, a Minder can make a melee or ranged attack against one creature. The Minder adds his rank to the attack roll and the Dominate attack inflicts 1d10 + rank psychic damage and the creature makes a melee or ranged weapon attack against one creature of the Minder's choosing.

Intellect Fortress (interrupt): Once per encounter, when a creature attacks the Minder with a non-weapon attack, the creature gains disadvantage on the attack roll and the Minder gains a +2 bonus to Defense until the beginning of his next turn.

9th

Psychic Crush (attack): Once per encounter, a Minder can make a melee or ranged attack against one creature. The Minder adds his rank to the attack roll and the Psychic Crush attack inflicts 5d10 + rank psychic damage.

Schism (free): Once per adventure, the Minder splits his mind into two for the entire encounter. The Minder gains advantage on all attack rolls of Minder attack powers and gains a bonus to damage rolls on Minder attack powers equal to his rank. Additionally, attacks against the Minder that inflict psychic damage gain disadvantage on the damage roll.

MOVER

3rd

Dimensional Anchor (attack): Once per encounter, a Mover can make a melee or ranged attack against one creature. The Mover adds his rank to the attack roll and the Dimensional Anchor attack inflicts 2d10 + rank psychic damage and the creature cannot move on its next turn.

Dimension Shift (free): Once per adventure, until the end of the encounter, a Mover can switch squares with any one ally he can see as a free action.

6th

Baleful Teleport (attack): Once per encounter, a Mover can make a melee or ranged attack against one creature. The Mover adds his rank to the attack roll and the Baleful Teleport attack inflicts 3d10 + rank psychic damage and the creature is moved to any square within line of sight of the Mover. This move does not provoke an attack.

Dimensional Door (free): Once per encounter, a Mover can move to any square within line of sight. This move does not provoke an attack.

9th

Banishment (attack): Once per encounter, a Mover can make a melee or ranged attack against one creature. The Mover adds his rank to the attack roll and the Banishment attack inflicts 4d10 + rank psychic damage and the creature disappears and cannot take any actions while it has disappeared. The creature then reappears at the end of its next turn in its original square, or the closest square of the creature's choice if occupied.

Teleport Trigger (interrupt): Once per adventure, when a Mover is hit by an attack, he takes no damage from the attack and moves to any square within line of sight. This move does not provoke an attack.

Phaser

3rd

Ghost Shape (interrupt): Once per encounter, when the Phaser is attacked, the attack and damage roll, if it hits, has disadvantage.

Phantasmal Blade (attack): Once per encounter, a Phaser can make a melee attack against a number of creatures equal to his rank. The Phaser adds his rank to the attack roll and the Phantasmal Blade attack inflicts 1d10 + rank Life Point damage.

6th

Ghost Step (interrupt): Once per adventure, when a Phaser is attacked, the attack automatically misses and the Phaser can move to any square adjacent to a creature that is adjacent to the Phaser. This move does not provoke an attack.

Phase Other (attack): Once per encounter, a Phaser can make a ranged attack against one creature. The Phaser adds his rank to the attack roll and the Phase Other attack inflicts 2d10 + rank Life Point damage and the creature is incorporeal until the end of its next turn. While incorporeal, the creature cannot attack and attackers have disadvantage to attack and damage the incorporeal creature.

9th

Ghost Body (free): Once per adventure, a Phaser can turn himself into a ghost that lasts for the entire encounter. Any creature which makes an attack against the Phaser takes a penalty to the attack and damage roll equal to the Phaser's rank. Additionally, the Phaser's movement is not hindered by terrain and the Phaser gains a bonus to damage rolls on Phaser attack powers equal to his rank.

Phantasmal Wave (attack): Once per encounter, a Phaser can make a ranged attack against a number of creatures equal to twice his rank. The Phaser adds his rank to the attack roll and the Phantasmal Wave attack inflicts 1d10 + rank Life Point damage and the creature is incorporeal until the end of its next turn. While incorporeal, the creature cannot attack and attackers have disadvantage to attack and damage the incorporeal creature.

Psi Spy

3rd

Implant Image (attack): Once per encounter, a Psi Spy can make a ranged attack against one creature. The Psi Spy adds his rank to the attack roll and the Implant Image attack inflicts 2d10 + rank psychic damage and the creature gains disadvantage on the next attack roll against the Psi Spy.

Read Thoughts (free): Once per encounter, a Psi Spy can read the thoughts of one creature he can see. The Psi Spy either gains advantage on the next opposed aptitude check or attack roll against the creature.

6th

Distraction (attack): Once per encounter, a Psi Spy can make a ranged attack against one creature. The Psi Spy adds his rank to the attack roll and the Distraction attack inflicts 3d10 + rank psychic damage and the creature is moved up to 4 squares and falls prone. This move does not provoke an attack.

Image Insinuation (free): Once per encounter, a Psi Spy can create an image of anything he chooses in the mind of a creature. On his next attack, the Psi Spy can make any melee or ranged attack with advantage using any square within line of sight of the creature targeted as the attack's origin.

9th

Mass Erase (interrupt): Once per adventure, when a creature attacks the Psi Spy or one of his allies within line of sight, the creature gains disadvantage on the attack roll and the Psi Spy and his allies are invisible to all enemies until the beginning of the creature's next turn.

Mind Phantasm (attack): Once per encounter, a Psi Spy can make a ranged attack against a number of creatures equal to his rank. The Psi Spy adds his rank to the attack roll and the Mind Phantasm attack inflicts 2d10 + rank psychic damage and the creature is either moved up to 4 squares or knocked prone at the Psi Spy's choice. This move does not provoke an attack.

SHIFTER

3rd

Adaptive Morph (free): Once per adventure, a Shifter can use a Fate Die as a Fate Die of any color.

Advanced Morph (free): Twice per adventure, a Shifter can change into any race template that lasts for the entire encounter. The Shifter gains the path utility and aptitude utility of that race template.

6th

Improved Morph (free): Three times per adventure, a Shifter can change into any race template that lasts for the entire encounter. The Shifter gains the path utility and aptitude utility of that race template.

Polyglot (free): Once per encounter, a Shifter is literate in any one language that lasts for the entire encounter.

9th

Adaptive Path (free): Once per adventure, a Shifter can choose any one path. The Shifter has a rank 3 in this path, along with all the initial abilities of the path, that lasts for the entire encounter.

Greater Morph (free): Four times per adventure, a Shifter can change into any race template that lasts for the entire encounter. The Shifter gains the path utility and aptitude utility of that race template.

Techno Advanced Powers

Bionic

3rd

Advanced Cyber Punch (attack): Once per encounter, a Bionic can make a melee attack against a creature. The Bionic adds his rank to the attack roll and the Advanced Cyber Punch attack inflicts 2d10 + rank damage.

Titanium Punch (free): Once per adventure, a Bionic can add his rank to his Cyber Punch (including Advanced, Improved, and Greater Cyber Punch) damage that lasts until the end of the encounter.

6th

Improved Cyber Punch (attack): Once per encounter, a Bionic can make a melee attack against a creature. The Bionic adds his rank to the attack roll and the Improved Cyber Punch attack inflicts 3d10 + rank damage.

Power Displacement (interrupt): Once per encounter, a Bionic can reduce an electricity, fire, force, radiation, or sonic damage attack that hits him by twice his rank. On his next melee damage roll, the Bionic adds the same amount and type of damage to the damage roll.

9th

Energy Transformation (free): Once per adventure, until the end of the encounter, a Bionic can reduce energy damage attacks that hit him by his rank. The Bionic also inflicts additional energy damage equal to his rank on all melee attacks.

Greater Cyber Punch (attack): Once per encounter, a Bionic can make a melee attack against a creature. The Bionic adds his rank to the attack roll and the Greater Cyber Punch attack inflicts 4d10 + rank damage.

Doctor

3rd

Advanced Combat Surgery (free): Once per combat encounter, a Doctor can heal himself or one adjacent creature 2d10 + rank Life Points.

Advanced Triage (free): Once after a combat encounter, a Doctor can heal each adjacent creature 2d10 + rank Life Points with a separate roll for each creature healed.

6th

Improved Combat Surgery (free): Once per combat encounter, a Doctor can heal himself or one adjacent creature 3d10 + rank Life Points.

Improved Triage (free): Once after a combat encounter, a Doctor can heal each adjacent creature 3d10 + rank Life Points with a separate roll for each creature healed.

9th

Greater Combat Surgery (free): Once per combat encounter, a Doctor can heal himself or one adjacent creature 4d10 + rank Life Points.

Greater Triage (free): Once after a combat encounter, a Doctor can heal each adjacent creature 4d10 + rank Life Points with a separate roll for each creature healed.

Irradiated

3rd

Gamma Ray Eyes (attack): Once per encounter, an Irradiated can make a ranged attack against one creature. The Irradiated adds his rank to the attack roll and the Gamma Ray Eyes attack inflicts 2d10 + rank radiation damage and the creature inflicts half damage (rounded down) on its next damage roll.

Radioactive Tolerance (interrupt): Once per encounter, an Irradiated takes no radiation damage from an attack that inflicts radiation damage.

6th

Gamma Grasp (attack): Once per encounter, an Irradiated can make a melee attack against one creature. The Irradiated adds his rank to the attack roll and the Gamma Grasp attack inflicts 3d10 + rank radiation damage and the creature cannot move on its next turn. On the Irradiated's next turn, the creature takes radiation damage equal to the Irradiated's rank.

Sickening Radiation (interrupt): Once per encounter, when a creature attacks the Irradiated with a ranged attack, the creature gains disadvantage on its ranged attack rolls for the entire encounter.

9th

Gamma Eruption (attack): Once per encounter, an Irradiated can make a melee or ranged attack against one creature. The Irradiated adds his rank to the attack roll and the Gamma Eruption attack inflicts 4d10 + rank radiation damage and the creature inflicts no damage on its next damage roll.

Radioactive Immunity (free): Once per encounter, until the end of the encounter, an Irradiated is immune to all radiation damage.

TechMec

3rd

Advanced Repair Armor (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's armor 2d10 + rank Energy or Kinetic Armor Points.

Advanced Repair Screen (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's screen 2d10 + rank Energy or Kinetic Armor Points.

6th

Improved Repair Armor (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's armor 3d10 + rank Energy or Kinetic Armor Points.

Improved Repair Screen (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's screen 3d10 + rank Energy or Kinetic Armor Points.

9th

Greater Repair Armor (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's armor 4d10 + rank Energy or Kinetic Armor Points.

Greater Repair Screen (free): Once after a combat encounter, a TechMec can fix his or one adjacent creature's screen 4d10 + rank Energy or Kinetic Armor Points.

6 Equipment

All characters need equipment to survive the dangers and rigors of the strange alien planets and unknown star systems of The Galaxy. Equipment mainly consists of armor, screens, and weapons, along with specialized items that characters gain as they adventure. A 1st level character starts with up to 30 Armor Points worth of a suit of armor, a helmet, and a screen. Additionally, a character begins with two weapons of his choice. All characters are assumed to have any mundane equipment that they wish on them at all times, including clothing, a backpack, light sources, food, rope, a communicator, and the like; there is no need to write this equipment down on a character sheet as the character is just assumed to have it. If a character wants a speciality piece of equipment, such as a lockpick set or climbing tools, at the gamemaster's discretion the character can have it and write it down on the character sheet. Otherwise the player can make a wealth check for the character to see if he has that particular piece of equipment.

Wealth Check

Since keeping track of wealth and money, other than special equipment such as armor, screens, weapons, and specialized items, is not a part of the Pentra System, characters may need to make a wealth check to determine if they can purchase something. It is assumed that a character can buy and have all the mundane goods that he wants, but he may want to purchase something greater, such as a bodycomp, subspace radio, or a vehicle. To do so the player must roll a d10 and add his character's level to the roll. If the check is equal to or greater than the difficulty set forth by the gamemaster, then the character has found the item and has enough money to purchase it. A character can make only one wealth check per adventure. In addition, a character can make only one wealth check between adventures. If, for some reason, a character needs to bribe another or pay for a service, a wealth check can also be made to determine success or failure.

Check Type	Difficulty	Examples
Easy Check	4	a light melee or ranged weapon, light armor, helmet, or screen
Average Check	6	a one-handed melee weapon, medium ranged weapon, or medium armor
Hard Check	8	a two-handed melee weapon, heavy ranged weapon, or heavy armor
Difficult Check	10	a military ranged weapon or military armor
Various	4 + level of target	a bribe

Armor

Armor, which includes helmets, and screens provide protection from weapon and other attacks. A character can only wear one suit of armor at a time, along with a helmet, and one screen at a time. All armor and screens have Armor Points, which is the amount of protection that the armor provides. Some armor and screens have Energy Armor Points while others have Kinetic Armor Points. When successfully attacked and damaged, a character can subtract all, some, or none of the damage from either of his Armor Points, Energy or Kinetic. This reflects the armor or screen absorbing the damage of the attack. If a character takes energy damage, then the damage must come off the character's Energy Armor Points. If a character takes kinetic damage, then the damage must come off the character's Kinetic Armor Points. If a character takes energy damage and has no Energy Armor Points remaining, or takes kinetic damage and has no Kinetic Armor Points remaining, then that damage must come off the character's Life Points.

If a character's Armor Points are reduced to 0, then his armor or screen is considered destroyed and is not repairable; the character will have to find or purchase another set of armor or a screen. The Armor Points from a suit of armor, a helmet, and a screen are only tracked separately if they are different types of Armor Points, that is Energy and Kinetic. The total of all armor and screen items that provide Energy Armor Points is added together as the total number of Energy Armor Points the character has. The total of all armor, helmet, and screen items that provide Kinetic Armor Points is added together as the total number of Kinetic Armor Points the character has.

Siama the Hunter has 13 Life Points, 15 Energy Armor Points (due to her undamaged albedo screen), and 5 Kinetic Armor Points (due to her damaged kinetisuit). Siama is hit by a charge rifle for 2 damage and 4 kinetic damage. She must take 4 kinetic damage off her Kinetic Armor Points, leaving her with only 1 left. She decides to take the remaining 2 damage off her Life Points, leaving her with 11. She is hit again by a charge rifle for 5 damage and 4 kinetic damage. She must take the 4 kinetic damage off her Kinetic Armor Points, but since she only has 1 left, the kinetisuit is destroyed and the remaining 3 kinetic damage must come off her Life Points, leaving her with 8 left. She decides to take the 5 damage off her Energy Armor Points, leaving her with 10 left.

Once the character's Energy Armor Points are reduced to 0, everything that provides Energy Armor Points, that is the suit of armor and screen, are destroyed. Once the character's Kinetic Armor Points are reduced to 0, everything that provides Kinetic Armor Points, that is the suit of armor, helmet, and screen, are destroyed. If the armor provides both Energy and Kinetic Armor Points, then the armor is only destroyed if both Energy and Kinetic Armor Points are reduced to 0.

Armor and screens can be fixed by various powers, specifically those of the Hunter, Soldier, and TechMec, and an armor patch and e-charge specialized items. A wealth check, using the highest difficulty of the armor or screen worn, repairs the armor and screen to its full Energy and Kinetic Armor Points between adventures. It takes 5 minutes to put on a suit of armor, though it only takes a free action to place a helmet or strap on a screen.

Chloros the Verdani comes back from an adventure with a damaged kinetisuit and albedo screen. Since the difficulty for light armor and a screen are the same, Chloros' player would need to make an easy wealth check to have both repaired to their full Energy and Kinetic Armor Points. Korvus the Soldier, on the other hand, has a damaged suit of plasteel armor, a helmet, and an albedo screen. Korvus' player would need to make an average wealth check due to the plasteel armor to repair all his armor, even though the helmet and screen would be an easy check by themselves if it wasn't for the medium armor.

Armor Types
Ballistic Jacket is a carbonate fiber coat lined with ceramisteel plates.
Albedo Suit is a flexible bodysuit coated with a shiny material used to deflect energy attacks.
Kinetisuit is a thick carbonate fiber bodysuit that absorbs kinetic attacks.
Albedo Armor is made up of thick shiny plates attached to an albedo suit backing.
Plasteel Armor consists of overlapping pieces of the most durable plastics with straps to make it formfitting.
Synthsuit is a thick albedo suit enforced with carbonate fibers.
Ceramisteel Armor is made from heavy duty plates of ceramisteel attached to a kinetisuit backing.
Assault Body Armor is a thick albedo suit enforced with carbonate fibers and reflective ceramisteel plates.
Helmets come in various styles, often made of metal or plasteel, and cover the head and sometimes the neck.

Albedo Screen projects a silvery aura that absorbs energy damage.
Anti-E Screen generates a barely visible barrier that absorbs energy damage and discharges electrical attacks.
Force Screen projects a gravitational field that deflects kinetic damage.
Sonic Screen generates an invisible barrier that absorbs energy damage and diminishes sonic attacks.

Armor is defined as either light, medium, heavy, or military. Some paths allow the use of various armor without penalty, meaning that if a character wears a suit of armor that he can use without penalty, he follows the Use Penalty entry in the table below. If a character wears a suit of armor that he cannot use without penalty, then he follows the Non-Use Penalty entry in the table below. No path allows a character to use a helmet without penalty. Any character can use a screen without penalty. There are traits that a character can take that allow him to use light armor, medium armor, heavy armor, military armor, and helmets without penalty.

If an armor has a penalty, whether Non-Use Penalty or Use Penalty, that is a penalty to Physical aptitudes (either -1, -2, -3, or -4), then the character takes a penalty to Physical aptitude checks equal to that amount. If an armor has a penalty to squares of speed, the character takes that penalty to his speed while wearing the armor. If a helmet has a penalty to Psi powers, then the character takes that penalty to rolls of all Psi path powers.

Light Armor
Ballistic Jacket (5 Kinetic Armor Points)
Non-Use Penalty: none
Use Penalty: none

Albedo Suit (5 Energy Armor Points)
Non-Use Penalty: none
Use Penalty: none

Kinetisuit (10 Kinetic Armor Points)
Non-Use Penalty: -1 Physical aptitudes
Use Penalty: none

Medium Armor
Albedo Armor (15 Energy Armor Points)
Non-Use Penalty: -1 Physical aptitudes, -1 square speed
Use Penalty: none

Plasteel Armor (20 Kinetic Armor Points)
Non-Use Penalty: -2 Physical aptitudes, -1 square speed
Use Penalty: -1 Physical aptitudes

HEAVY ARMOR
Synthsuit (15 Energy Armor Points, 5 Life Points)
Special: 5 less radiation damage
Non-Use Penalty: -2 Physical aptitudes, -2 squares speed
Use Penalty: -1 Physical aptitudes, -1 square speed

Ceramisteel Armor (30 Kinetic Armor Points)
Non-Use Penalty: -3 Physical aptitudes, -2 squares speed
Use Penalty: -2 Physical aptitudes, -1 square speed

MILITARY ARMOR
Assault Body Armor (15 Energy Armor Points, 30 Kinetic Armor Points)
Non-Use Penalty: -4 Physical aptitudes, -3 squares speed
Use Penalty: -3 Physical aptitudes, -2 square speed

OTHER ARMOR
Helmet (5 Kinetic Armor Points)
Non-Use Penalty: -1 Psi power rolls
Use Penalty: none

SCREENS
Albedo Screen (15 Energy Armor Points)
Non-Use Penalty: none
Use Penalty: none

Anti-E Screen (10 Energy Armor Points)
Special: 5 less electricity damage
Non-Use Penalty: none
Use Penalty: none

Force Screen (15 Kinetic Armor Points)
Non-Use Penalty: none
Use Penalty: none

Sonic Screen (10 Energy Armor Points)
Special: 5 less sonic damage
Non-Use Penalty: none
Use Penalty: none

WEAPONS

Weapons are used to attack and inflict damage upon an enemy. Weapons come in two different categories: melee and ranged. Melee weapons are used to attack an adjacent target, that is a target that is in a square next to, or diagonal to, the attacker. Ranged weapons are used to attack a target that is not in an adjacent square, but the attacker must at least be able to see the target or guess where the target is in case the target is invisible or hidden. Some ranged weapons can only attack a target within a certain number of squares.

A melee weapon is classified as either primitive, light, one-handed, or two-handed. A ranged weapon is classified as either primitive, light, medium, heavy, or military. Primitive base damage varies. Light melee and light ranged weapon base damage is 1d10-4. One-handed melee and medium ranged weapon base damage is 1d10. Two-handed melee and heavy ranged weapon base damage is 1d10+4. Military ranged weapon base damage is 1d10+8.

Some paths allow the use of various weapons without penalty, meaning that if a character attacks with a weapon that he can use without penalty, he rolls normally to attack and damage. If a character attacks with a weapon that he cannot use without penalty, then he has disadvantage on attack rolls with the weapon and does 2 less points of damage with it. The minimum amount of damage is at least 1 point, no matter the penalty to the damage roll. There are traits that a character can take that allow him to use light, one-handed, and two-handed melee weapons and light, medium, heavy, and military ranged weapons without penalty. All paths can use primitive melee and primitive ranged weapons without penalty.

Some weapons inflict additional damage on a hit, either energy or kinetic damage. Energy damage is powerful light while kinetic damage is physical force. Energy weapons always inflict 2 (for light weapons) or 4 Energy Armor Points damage on a hit, no matter the damage die roll. Kinetic weapons always inflict 2 (for light weapons) or 4 Kinetic Armor Points damage on a hit, no matter the damage die roll. These damage adjustments are already included in the weapon table below. Other weapons inflict various types of damage, that a suit of armor or a screen may or may not have an effect upon.

Charge weapons use an electrical charge to fire a bullet.
Laser weapons shoot a concentrated beam of light energy.
Maser weapons shoot a pulse of microwaves that bypass armor and screens.
Radiant weapons fire a blast of powerful radioactive protons.
Sabot weapons, also known as flechette guns, fire a shell containing a bundle of needles.
Sonic weapons, also known as stutter weapons, use rapid pulses of sound waves.
Gravi guns launch a powerful gravitational singularity.

Primitive Melee Weapons: Base damage varies (minimum 1 point)

Weapon	Damage	Special
Axe/Sword	1d10-4	
Club/Dagger	1d10-8	
Greatsword	1d10-2	Two-handed weapon.
Spear	1d10-6	Two-handed weapon.

Light Melee Weapons: Base 1d10-4 damage (minimum 1 point)

Weapon	Damage	Special
Grav Staff	1d10-6	2 kinetic damage on a hit. +2 damage if wielded two-handed.
Shock Glove	1d10-4	Electricity damage.
Sonic Knife	1d10-4	Sonic damage.
Stun Baton	1d10-4	Psychic Point damage.

One-Handed Melee Weapons: Base 1d10 damage (minimum 1 point)

Weapon	Damage	Special
Electrosword	1d10	Electricity damage.
Filament Blade	1d10-2	Melee attack a target up to 2 squares away.
Sonic Sword	1d10	Sonic damage.
Vibroaxe	1d10-4	4 kinetic damage on a hit.

Two-Handed Melee Weapons: Base 1d10+4 damage (minimum 1 point)

Weapon	Damage	Special
Grav Mace	1d10	4 kinetic damage on a hit.
Plasma Blade	1d10	4 energy damage on a hit.
Sonic Axe	1d10+4	Sonic damage.
Vibrospear	1d10	Life Point damage.

Primitive Ranged Weapons: Base damage varies (minimum 1 point)

Weapon	Damage	Special
Bow	1d10-4	Two-handed weapon.
Crossbow	1d10-2	Two-handed weapon. Move action to reload.
Javelin	1d10-6	Target must be within 10 squares.
Knife	1d10-8	Target must be within 5 squares.

Light Ranged Weapons: Base 1d10-4 damage (minimum 1 point)

Weapon	Damage	Special
Charge Pistol	1d10-6	2 kinetic damage on a hit.
Electrostunner	1d10-4	Electricity damage.
Laser Pistol	1d10-6	2 energy damage on a hit.
Maser Pistol	1d10-8	Life Point damage.
Radiant Pistol	1d10-4	Radiation damage.
Sabot Pistol	1d10-4	2 kinetic damage on a hit. Target must be within 5 squares.
Sonic Stunner	1d10-6	Sonic damage. 2 Psychic Point damage on a hit.

Medium Ranged Weapons: Base 1d10 damage (minimum 1 point)

Weapon	Damage	Special
Auto Rifle	1d10-6	4 kinetic damage on a hit. Auto burst.
Charge Rifle	1d10-4	4 kinetic damage on a hit.
Laser Rifle	1d10-4	4 energy damage on a hit.
Maser Rifle	1d10-4	Life Point damage.
Radiant Rifle	1d10	Radiation damage.
Sabot Rifle	1d10-2	4 kinetic damage on a hit. Target must be within 10 squares.
Shotgun	1d10-6	4 kinetic damage on a hit. 2 adjacent targets. Targets must be within 10 squares.
Sonic Rifle	1d10	Sonic damage.

Heavy Ranged Weapons: Base 1d10+4 damage (minimum 1 point)

Weapon	Damage	Special
Gravi Gun	1d10+4	Force damage
Heavy Laser	1d10	4 energy damage on a hit.
Machine Gun	1d10-2	4 kinetic damage on a hit. Auto burst.

Military Ranged Weapons: Base 1d10+8 damage (minimum 1 point)

Weapon	Damage	Special
Flamer	1d10+8	Fire damage. Target must be within 10 squares.
Launcher	varies	Damage based on grenade used.
Missiler	1d10	8 kinetic damage on a hit.

Auto Rifle and Machine Gun

Auto rifles and machine guns use a firing pin to fire a bullet. Since this can be done rapidly in succession unlike a charge weapon, these weapons can auto burst. Once per encounter, an auto burst can be declared before the attack roll. If the attack hits, damage is rolled twice and the target takes that amount of damage.

Louise's character Galaz fires his auto rifle at an attacking Triuscan and uses his auto burst. The attack hits and the auto rifle inflicts 1d10-6 plus 1d10-6 damage, plus 8 kinetic damage, on the hit.

Launcher

A launcher fires a grenade. The damage inflicted depends on the grenade used. Information on grenades can be found under specialized items. It takes a free action to load a grenade into a launcher.

Missiler

A missiler, also known as a rocket launcher, fires a powerful missile at a target. It takes a move action to load a missile into a missiler.

Mundane Equipment

AutoKey (Difficulty 10 Wealth) is a small device that when placed over a magnetic or bio-electric lock aids in unlocking it. An autokey can be used once per encounter and the character gains advantage on the Manipulation check to bypass or open a lock.

BodyComp (Difficulty 4 Wealth) is a portable computer worn around the waist or over the arm (known as a gauntlet) with a wireless screen that is worn on the wrist. BodyComps are extremely powerful for a small device, and are used for anything that a standard computer is used for.

Cardio/Neural Stimulator (Difficulty 6 Wealth) is a device used to stabilize a dying creature with a minor and an attack action. A stimulator can be used once per encounter and the character gains advantage on the Medicine check to stabilize the dying creature.

Communicator is a small device, often worn on the wrist or carried in a pocket, that allows people to talk to each other over long distances, usually planet-wide and to starships in orbit of a planet.

Drone (Difficulty 6 Wealth) is a small robotic device that can fly, via remote control, in order to scout an area or spy on people. A drone is outfitted with a camera and microphone that transmits video and audio back to the controller. Drones are often used in near proximity to the controller, but more advanced drones can be controlled from the other the side of a planet or from orbit. For difficult maneuvers, a successful Pilot aptitude check is needed to control a drone.

Drugs (Difficulty 2 Wealth), also known as pharmaceuticals, help people afflicted with a sickness, disease, or injury. What advantage a drug gives a character is up to the gamemaster, though advantage to an aptitude check such as Endurance, or healing specific damage inflicted would be appropriate. Common drugs used by doctors and others that heal are as follows.

• Aller-Tab is taken to block the effects of most allergies.

• Antivenom is injected to stop ingested or injected poisons into the bloodstream.

• Bio-Tab is taken to help the body fight off bacteria and viruses.

• Neutrad is injected to stop radiation poisoning.

• Salgel is applied to the body to neutralize acids that a character has been exposed to.

• SedDose, a painkiller, helps numb pain from an injury and also acts as a sedative, calming a person down.

• Sporekill is injected to stop spore infections and parasitic infestations of the body.

• StayDose, an anesthetic, renders a character unconscious, usually due to extreme pain or before surgery is performed.

• StimDose is injected to heighten awareness and fight off sleep.

Magno Boots are footwear used in zero gravity situations. They are usually used when taking spacewalks on the outside of a starship, but also are used inside starships and space stations that have metal floors. A character's speed is 2 squares while wearing magno boots.

Subspace Communicator (Difficulty 8 Wealth) is a backpack-sized device that allows people to communicate using subspace tachyon beams to others over long distances. Communication is nearly instant within the same system and just minutes to systems within a few days Hypershot of the user. Due to its weight, anyone carrying a subspace communicator has a -1 square penalty to speed.

Velcro Shoes are footwear used in zero gravity situations in carpeted areas of starships and space stations. A character's speed is 3 squares while wearing velcro shoes.

Specialized Items

Specialized items are equipment with special properties used in specific ways. Specialized items include one use items such as ammunition and armor patches which cannot be used again once used, once per encounter use items such as the various tools that increase a character's aptitude checks, and permanent use items that can increase damage or Life Points. Once a specialized item is examined the ability to use the item will become apparent to the character. He will know what it is and what it does.

One Use Specialized Items

Each character will receive 1 one use specialized item per adventure. The gamemaster can either roll randomly on the following table before or during the adventure, or choose an item for each character. Each item is then placed within the adventure, such as in a cache or on an enemy or other adversary. After the enemy is defeated and the cache found, the characters can take the specialized item.

Roll a d10 to randomly determine a one use specialized item:

1	Armor Piercing Round
2	Stabilizer Round
3	E-Boost Clip
4	Grenade
5	Psi Shard
6-7	Armor Patch
8	E-Charge
9-10	HealDose

A one use specialized item's power is based on the level of the characters when found. At levels 1-5 the specialized item is grade 1; at levels 6-8 the specialized item is grade 2; at levels 9-10 the specialized item is grade 3. For the armor piercing round, stabilizer round, e-boost clip, grenade, and Psi shard, the one use specialized item must be used before the attack die is rolled, that is the player cannot roll the attack roll then decide to use the item. Drawing and using a one use specialized item takes a free action.

Armor Piercing Round

An armor piercing round is one piece of ammunition that can be only used with a charge pistol, charge rifle, sabot pistol, sabot rifle, auto rifle, shotgun, and machine gun. On a hit, the armor piercing round inflicts 4 points of extra kinetic damage per grade. An armor piercing round cannot be used with the auto rifle or machine gun when using an auto burst. After the armor piercing round is used, it is destroyed and cannot be used again.

Stabilizer Round

A stabilizer round is one piece of ammunition that can be only used with a charge pistol, charge rifle, sabot pistol, sabot rifle, auto rifle, shotgun, and machine gun. The stabilizer round gives the character an attack bonus on any one ranged weapon attack equal to the item's grade. A stabilizer round cannot be used with the auto rifle or machine gun when using an auto burst. After the stabilizer round is used, it is destroyed and cannot be used again.

E-Boost Clip

An e-boost clip is a small battery of energy that can only be used with an electrostunner, laser pistol, laser rifle, maser pistol, maser rifle, radiant pistol, radiant rifle, sonic stunner, sonic rifle, and heavy laser. On a hit, the e-boost clip inflicts 4 points of extra damage per grade. The extra damage is electricity damage for an electrostunner, energy damage for a laser weapon, Life Point damage for a maser weapon, radiation damage for a radiant weapon, and sonic damage for a sonic weapon. After the e-boost clip is used, it is destroyed and cannot be used again.

Grenade

A grenade can either be thrown as a light ranged weapon or fired from a launcher. If thrown, the target must be within 5 squares of the attacker, or the attack has disadvantage. Roll a d10 randomly to determine the type of grenade found. After the grenade is used, it is destroyed and cannot be used again.

d10 Roll	Weapon	Damage	Special
1-3	Fragmentation	1d10-4	8 kinetic damage on a hit.
4	Incendiary	1d10+4	Fire damage.
5-6	Smoke	none	No attack roll needed. Creates concealment in a square and all adjacent squares.
7	Sonic	1d10+4	Sonic damage.
8-9	Stun	1d10+4	Psychic Point damage.
10	Tangler	none	Target is grabbed (see wrestle). Defense 6 to escape grab.

Psi Shard

A Psi shard is a colored piece of glass about six inches long. A shard must be held in an empty hand for the character to use. The Psi shard gives the character an attack bonus on any one Psi attack power equal to the item's grade. After the Psi shard is used, it disintegrates and cannot be used again.

Armor Patch

An armor patch is a piece of albedo covered ceramisteel with adhesive on one side. An armor patch must be adhered to armor by the character to use. The armor patch fixes the armor an amount of Energy or Kinetic Armor Points depending on the grade of the armor patch. A grade 1 armor patch fixes 1d10 Energy or Kinetic Armor Points; a grade 2 armor patch fixes 2d10 Energy or Kinetic Armor Points; a grade 3 armor patch fixes 3d10 Energy or Kinetic Armor Points. After the armor patch is adhered, it is consumed and cannot be used again.

E-Charge

An e-charge is a small battery. An e-charge must be attached to a screen by the character to use. The e-charge fixes the screen an amount of Energy or Kinetic Armor Points depending on the grade of the e-charge. A grade 1 e-charge fixes 1d10 Energy or Kinetic Armor Points; a grade 2 e-charge fixes 2d10 Energy or Kinetic Armor Points; a grade 3 e-charge fixes 3d10 Energy or Kinetic Armor Points. After the e-charge is attached, it is consumed and cannot be used again.

HealDose

A healdose is a hypodermic needle that contains a healing drug. A healdose must be injected into a character to use. The healdose heals the character an amount of Life Points depending on the grade of the healdose. A grade 1 healdose heals 1d10 Life Points; a grade 2 healdose heals 2d10 Life Points; a grade 3 healdose heals 3d10 Life Points. After the healdose is injected, it is consumed and cannot be used again.

ONCE PER ENCOUNTER USE SPECIALIZED ITEMS

The group of characters will receive 1 once per encounter use specialized item per adventure. The gamemaster can either roll randomly on the following table before or during the adventure, or choose an item for the group. The item is then placed within the adventure, such as in a cache or on an enemy or other adversary. After the enemy is defeated and the cache found, the characters can take the specialized item.

Roll a d10 to randomly determine a once per encounter use specialized item:

1-3	Armor of Defense
4-6	Weapon of Offense
7-10	Item of Aptitude: Roll a d10: 1 BioKit, 2 BodySuit, 3 DexSuit, 4 Enviro Pack, 5 ExoSuit, 6 Planetology Pack, 7 Proximity Scanner, 8 PsyVox, 9 ShipComp, 10 TechKit

A once per encounter use specialized item's power is based on the level of the characters when found. At levels 1-5 the specialized item is grade 1; at levels 6-8 the specialized item is grade 2; at levels 9-10 the specialized item is grade 3. A once per encounter use specialized item gives a specific bonus equal to the item's grade. The once per encounter use specialized item must be used before the die is rolled, that is the player cannot decide to use the specialized item after the roll is made.

Armor of Defense

An armor of defense is a specially constructed armor (not helmet or screen), as decided by the gamemaster, that must be worn by the character to use. The armor has the same amount of Energy and Kinetic Armor Points as a normal armor. The armor of defense provides a Defense bonus against an attack equal to the item's grade. Before an attack roll is made against a character wearing the armor of defense, the bonus is declared and added to the Defense number. After the armor of defense is used the Defense bonus cannot be used again for the rest of the current encounter. An armor of defense is not destroyed when its Energy or Kinetic Armor Points reach 0, instead the Defense bonus cannot be used and it cannot provide protection in the form of Energy or Kinetic Armor Points until the armor is fixed during the adventure or repaired after the adventure.

Weapon of Offense

A weapon of offense is a specially constructed weapon, as decided by the gamemaster, that must be wielded by the character to use. The weapon inflicts the same amount of damage as a normal weapon. The weapon of offense provides an attack bonus on an attack equal to the item's grade. Before an attack roll is made with a weapon of offense, the bonus is declared and added to the d10 rolled. After the weapon of offense is used, the attack bonus cannot be used again for the rest of the current encounter.

Item of Aptitude

An item of aptitude is a specially constructed tool, randomly determined, that either must be worn or held by the character to use. A character cannot wear more than one suit. Each item gives a bonus to a specific pair of aptitudes when used. The item of aptitude provides a bonus on an aptitude check equal to the item's grade. Before an aptitude check is made with an item of aptitude, the bonus is declared and added to the d10 rolled. After the item of aptitude is used the aptitude check bonus cannot be used again for the rest of the current encounter. The exact tool and the pair of aptitudes that receives the bonus are as follows.

BioKit

A biokit provides a bonus to Life and Medicine aptitude checks. A biokit is a hard backpack that contains a bioscanner and analyzer, basic medical equipment, and drugs.

BodySuit

A bodysuit provides a bonus to Acrobatics and Endurance aptitude checks. A bodysuit is a porous suit with electrical balance modifiers and temperature regulators built within its lining.

DexSuit

A dexsuit provides a bonus to Manipulation and Stealth aptitude checks. A dexsuit is made from IR blocking material with sensitouch sensors built within the hands and feet of the suit.

Enviro Pack

An enviro pack provides a bonus to Survival and Swim aptitude checks. An enviro pack is a backpack that contains basic survival gear, an inflatable tent, moisture vaporator, life jacket, and water breather.

ExoSuit

An exosuit provides a bonus to Climb and Jump aptitude checks. An exosuit is a made from a thick, strength enhancing material lined with nerve enhancement electrodes.

Planetology Pack

A planetology pack provides a bonus to Astro and Physical aptitude checks. A planetology pack is a satchel that contains a graviwave detector, geoscanner, toxyrad gauge, and a vapor analyzer.

Proximity Scanner

A proximity scanner provides a bonus to Insight and Perception aptitude checks. A proximity scanner is a handheld device with a readout screen that includes light, heat, audio, and Psi detection capabilities.

PsyVox

A psyvox provides a bonus to Culture and Interaction aptitude checks. A psyvox is a handheld computer that includes alien languages, planet history, and social protocol programs.

ShipComp

A shipcomp provides a bonus to Navigate and Pilot aptitude checks. A shipcomp is a hardrive that includes astrogation, geomap, and pilot assist programs.

TechKit

A techkit provides a bonus to Computers and Engineer aptitude checks. A techkit is a hard case that contains circuits and components, an oscilloscope, and plasteel repair tools.

PERMANENT USE SPECIALIZED ITEMS

The group of characters will receive 1 permanent use specialized item at character levels 3, 6, and 9. By the time the group is 10th level they should have 3 permanent use specialized items in the group. The gamemaster can either roll randomly on the following table before or during the adventure that they receive an item, or choose an item for the group. The item is then placed within the adventure, such as in a cache or on an enemy or other adversary. After the enemy is defeated and the cache found, the characters can take the specialized item.

Roll a d10 to randomly determine a permanent use specialized item:

1	Psi Crystal
2-3	Custom Weapon
4	Anti-Stun Screen
5-6	Body Mesh Armor
7-8	Cyber StimSuit
9-10	GirdSuit

A Psi crystal or custom weapon permanent use specialized item's power is based on the level of the characters when found. At level 3 the specialized item is grade 1; at level 6 the specialized item is grade 2; at level 9 the specialized item is grade 3.

Psi Crystal

A Psi crystal is a colored crystal about the size of a fist. A crystal must be held in an empty hand for the character to use. The Psi crystal gives the character a damage bonus on Psi attack powers of a specific path, as decided by the gamemaster, equal to the crystal's grade.

A grade 3 Kinetic Psi crystal would give a +3 damage bonus to all Kinetic attack powers, while a grade 1 Empath Psi crystal would give a +1 damage bonus to all Empath attack powers.

Custom Weapon

A custom weapon is an extraordinarily designed and built weapon, as decided by the gamemaster, that must be wielded by the character to use. The weapon inflicts the same amount of damage as a normal weapon. The custom weapon gives the character a damage bonus on weapon damage rolls equal to the weapon's grade.

An anti-stun screen, body mesh armor, cyber stimsuit, or girdsuit permanent use specialized item's power is based on the level of the characters when found. At level 3 the specialized item is +3 points; at level 6 the specialized item is +6 points; at level 9 the

specialized item is +9 points. The specialized item increases the character's maximum Psychic, Kinetic Armor, Life, or Energy Armor Points, depending on the item.

A 6th level character has 28 life points and puts on a level 6 cyber stimsuit. The character's Life Points increase to 34. If the character removes the cyber stimsuit, his Life Points would be reduced back to 28. Another character dons a suit of level 9 body mesh ceramisteel armor, which would give the character 39 Kinetic Armor Points. A character wearing a level 3 girdsuit lined albedo suit would have 8 Energy Armor Points.

Anti-Stun Screen

An anti-stun screen is an extraordinarily designed defensive screen that the character must wear on the body to use, like any other type of screen. An anti-stun screen can be used along with any other type of screen. The anti-stun screen increases the maximum number of Psychic Points that the character has depending on the item's level. An anti-stun screen is not destroyed when a character's Psychic Points reach 0, instead it cannot provide protection in the form of Psychic Points until the character is healed of Psychic Point damage.

Body Mesh Armor

Body mesh armor is an extraordinarily designed and upgraded lining for armor (not helmets or screens), as decided by the gamemaster, that must be worn by the character to use. The armor has the same amount of Kinetic Armor Points as normal armor. The body mesh armor increases the maximum number of Kinetic Armor Points that the character has depending on the item's level. A character cannot wear body mesh armor along with an armor of defense or girdsuit. Body mesh armor is not destroyed when its Energy or Kinetic Armor Points reach 0, instead it cannot provide protection in the form of Energy or Kinetic Armor Points until the armor is fixed during the adventure or repaired after the adventure.

Cyber StimSuit

A cyber stimsuit is an extraordinarily designed suit with strategically placed microneedles and healdose drugs that the character must wear to use. A cyber stimsuit cannot be worn with a bodysuit, dexsuit, or exosuit. The cyber stimsuit increases the maximum number of Life Points that the character has depending on the item's level. A cyber stimsuit is not destroyed when the character's Life Points reach 0 or less, instead it cannot provide protection in the form of Life Points until the character is healed during the adventure or after the adventure.

Girdsuit

A girdsuit is an extraordinarily designed and upgraded lining for armor (not helmets or screens), as decided by the gamemaster, that must be worn by the character to use. The armor has the same amount of Energy Armor Points as normal armor. The girdsuit increases the maximum number of Energy Armor Points that the character has depending on the item's level. A character cannot wear a girdsuit along with an armor of defense or body mesh armor. A girdsuit is not destroyed when its Energy or Kinetic Armor Points reach 0, instead it cannot provide protection in the form of Energy or Kinetic Armor Points until the armor is fixed during the adventure or repaired after the adventure.

7 Combat

Combat is an encounter in which the characters come upon adversaries or creatures, or the enemies come upon the characters, and the encounter turns hostile in which each side tries to harm the other. The characters may meet adversaries or creatures in a space station or bar, on an asteroid, in the wilderness, on a spaceship, or during a spacewalk. A typical combat encounter is a fight between the two sides with melee weapon strikes, ranged weapon hits, and Psi assaults.

A combat encounter is organized into rounds and turns. A round is in which each combatant takes a turn, while a turn is when a character or an adversary takes his actions. A character or adversary can take an attack action, a move action, and a free action on his turn. A character or adversary can only take interrupt actions on other combatants' turns, not on his own turn.

The order of combat takes place as follows:

1) Surprise: A character or adversary is surprised if he is not aware of the other party. Usually a Perception check is needed to determine if a character or adversary is surprised. On a failed check the combatant is surprised, and on a successful check the combatant is not surprised.

2) Initiative: Each player and adversary rolls a d10 and adds his speed. The gamemaster rolls for each adversary or group of adversaries. The character or adversary with the highest total goes first, then the order proceeds in descending numerical order. In case of a tie a d10 is rolled and the higher roll gets to go first.

3) Surprise Round: In a surprise round, all characters and adversaries not surprised may take one action, either a free, move, or attack action in initiative order. In addition, a combatant not surprised may take interrupt actions.

4) Combat Rounds: After a surprise round, all characters and adversaries take their turns in initiative order. A combatant can take an attack action, a move action, and a free action on his turn, in any order. A character can substitute a move action for an attack action if he wishes, effectively giving the character a free action and two move actions. A character can also substitute a free action for either a move or attack action.

SURPRISE ROUND

A surprise round occurs if any combatants are unaware of any enemy combatants. If a Perception check is failed to spot enemy combatants, then the character or adversary is surprised. The difficulty is often 6, but the check can also be opposed by the enemy's Stealth check as the difficulty. Those combatants not surprised may take one action in initiative order during the surprise round. Surprised combatants cannot take actions during a surprise round, including interrupt actions.

ACTIONS

The types of actions are attack, move, free, and interrupt actions. A character or adversary can take an attack action, a move action, and a free action on his turn, in any order that he wishes. A character or adversary can substitute a move or free action for an attack action, or a free action for a move action. A character or adversary can only take interrupt actions on other combatants' turns, not on his own turn.

Attack actions are the main action of combat in which one combatant attempts to harm another. Usually a part of the attack action includes making an attack roll and, if the attack hits, a damage roll.

Move actions allow a character or adversary to move from one location to another. Each combatant has a speed, which is the number of 2 meter squares that he can move up to using a move action. A combatant can only move into an adjacent square. Squares diagonal to one another are considered adjacent. A character can move through a square occupied by an ally, but not one occupied by an enemy unless that enemy is dead or

unconscious. A character cannot end his movement in a square that is occupied by an ally or enemy, unless that ally or enemy is dead or unconscious.

In addition to moving, standing up from prone is a move action. A character or adversary can also crawl while prone at half his speed, rounded down, as a move action. A gamemaster may rule that certain squares have hindering terrain, such as boulders, fallen trees, or deep water, and therefore cost the mover an extra square of movement to move through. Adversaries that can fly do not need to touch the ground when moving and are unaffected by hindering terrain, though when flying an adversary needs to move its speed each turn or land on the ground, otherwise it falls to the ground and takes damage.

Free actions are actions that take little or no time. Free actions include drawing, holstering, or sheathing a weapon, donning a helmet, or taking out or putting away any other item. In addition, drawing and using a one use specialized item is a free action, though attacking with a grenade is an attack action.

Interrupt actions are actions that take place during another combatant's turn. A character can only take an interrupt action when it is not his turn.

ATTACKING

To make an attack roll, a d10 is rolled and any modifiers, such as rank or specialized item bonus, are added to the number rolled. To hit a creature, the roll plus modifiers must be equal to or greater than the target's Defense, which is usually 6. Some characters and adversaries, though, that are experts at combat have a Defense of 7. A separate attack roll is made against each target, even if the attack affects multiple creatures. An attack is either a melee attack or ranged attack.

MELEE ATTACK

A melee attack must be made against an adjacent target, that is a target that is in a square next or diagonal to the attacker.

RANGED ATTACK

A ranged attack must be made against a target that is not in an adjacent square, but the attacker must at least be able to see the target or guess where the target is in case the target is invisible or hidden. Some ranged weapons can only attack a target within a certain number of squares as stated in the weapon's statistics.

CHOOSING A TARGET

An attacker must have line of sight to the target's occupied square, that is the attacker must be able to see the target's square. If any part of the attacker's square can trace an unblocked imaginary line to any part of the target's square, the attacker has line of sight. Even if the target is invisible, as long as there is line of sight to the target's square the attacker can attack the target. Such obstructions as stone walls, metal doors, and wooden fences will block an attacker's line of sight.

If a target is invisible, concealed in fog or smoke, almost completely behind cover, hidden in the darkness or behind thick foliage, behind a window, or shooting from a moving vehicle, the attacker has disadvantage on his attack roll. If the target is prone against a melee attack or cannot move against either a melee or ranged attack, then the attacker has advantage on the attack roll.

If an attacker is hidden or invisible when making an attack roll, the attacker has advantage on the attack roll. To become hidden during combat, a character must take a move action to move to cover and then take another move action to hide. The character then makes a Stealth aptitude check, using either an opposed Perception check plus 2 or a hard difficulty check, at the gamemaster's discretion, as the difficulty to hide.

PROVOKED ATTACK

If a character or adversary is in melee with an enemy and moves more than 1 square away from the enemy or uses a ranged attack, that action provokes an attack. The enemy gets to immediately make a melee attack of his choice, including using a power. After the provoked attack is made, the character or adversary can then continue his action. A character or adversary can leave melee with an enemy without provoking an attack by moving 1 square away as a move action. Moving but remaining adjacent to an enemy does not provoke an attack.

DAMAGING AND DYING

DAMAGE

If a combatant is hit by an attack, the attacker makes one damage roll for the attack, even if the attack affects multiple targets. When a creature takes any type of damage, except for psychic damage, he must subtract the damage from his Energy Armor Points, Kinetic Armor Points, or Life Points (his choice). He can split this damage if he wishes. When a creature takes psychic damage, he must subtract the damage from his Psychic Points.

Kennard has 13 Life Points and 10 Energy Armor Points and 10 Kinetic Armor Points due to his sonic screen and kinetisuit. Kennard takes 2 points of damage plus 4 points of energy damage from an enemy's laser rifle. He decides to subtract 2 from his Life Points and must subtract 4 from his Energy Armor Points, leaving him with 11 Life Points and 6 Energy Armor Points.

Kennard then takes 3 more points of damage plus 4 points of energy damage from another laser rifle. This time he decides to subtract 3 from his Kinetic Armor Points and must subtract 4 from his Energy Armor Points, leaving him with 11 Life Points, 2 Energy Armor Points, and 7 Kinetic Armor Points.

Kennard is hit one more time with a laser rifle for 2 points of damage plus 4 points of energy damage. He decides to subtract 1 point off his Kinetic Armor Points leaving him with 6 and 1 point off his Life Points leaving him with 10. He must subtract 4 from his Energy Armor Points, but since he only has 2 Energy Armor Points left, his sonic screen is destroyed. He must subtract the remaining 2 energy damage that his sonic screen couldn't absorb from his Life Points, leaving him with 8 (see Armor in the Equipment section).

Dying and Death

If a character is reduced to negative Life Points, he falls prone and is dying. While dying a character is unconscious and cannot take any actions. Each round, on his turn, the dying character must make a Difficulty 6 Endurance check or die. If another character is adjacent to the dying character, he can make a Difficulty 6 Medicine check as an attack action to stabilize the dying character. If the dying character receives healing that brings his Life Points to 0 he is stabilized; if the healing brings his Life Points to above 0, he is no longer dying, is conscious, and may act on his next turn. If a character is reduced to exactly 0 Life Points, he falls prone and is stabilized. A stabilized character is unconscious and cannot take actions until the end of the encounter, at which time he becomes conscious at 1 Life Point. If an unconscious or dying character is attacked, the attack roll has advantage, and if it hits and if the attack inflicts damage, the unconscious or dying character dies.

Armor Destruction

If a character's Energy or Kinetic Armor Points are reduced to 0, his armor or screen is destroyed and cannot be fixed. A suit of armor, a helmet, and a screen of the same type, that is Energy or Kinetic, are part of the same Armor Point pool, so only if the Energy or Kinetic Armor Point pool is reduced to 0 is the armor, and helmet and screen if applicable, destroyed. There is no need to keep track of separate Armor Points for each piece of protection if they are of the same type of Armor Points, that is Energy or Kinetic.

Unconsciousness

If a character's Psychic Points are reduced to or below 0, he falls prone and is unconscious and cannot take actions until the end of the encounter, at which time he becomes conscious at 1 Psychic Point. If an unconscious character is attacked, the attack roll has advantage, and if it hits and if the attack inflicts damage, the unconscious character dies.

Healing and Fixing

A character cannot be healed or have armor fixed to a value above the normal total. The exception is the kinetic's Force Screen power, which increase a character's Kinetic Armor Points, and can do so above the character's normal total value.

Healing after a Combat Encounter

After a combat encounter, each character is healed 3 Life Point and 3 Psychic Point damage.

Healing after a Nightly Rest

After a nightly rest, each character is healed 1d10 Life Point and 1d10 Psychic Point damage.

Healing after an Adventure

After an adventure, each character is healed of all Life Point and Psychic Point damage.

Repairing Armor

Suits of armor, helmets, and screens can be fixed by Hunter, Soldier, and TechMec powers or with an armor patch or e-charge during an adventure. After an adventure, armor and screens can successfully be repaired by making a wealth check using the following table. On a successful wealth check the item is repaired and has its full Armor Points restored. If a character has more than one type of protection damaged, such as having a suit of armor along with a helmet and/or screen, then use the highest difficulty to determine if all the armor is repaired or not.

Check Type	Difficulty	Armor
Easy Check	4	light armor, helmet, or screen
Average Check	6	medium armor
Hard Check	8	heavy armor
Difficult Check	10	military armor

Korvi the trooper returns from an adventure with her damaged suit of ceramisteel armor, helmet, and albedo screen. To have all her armor repaired Korvi's player would need to make a hard wealth check due to her heavy armor, needing an 8 or more. Since Korvi is level 3, she would need to roll a 5 or better to have her armor repaired, otherwise she would be going on her next adventure with her armor damaged.

ZERO-GRAVITY COMBAT

When a character makes an attack with a weapon in a weightless environment, he must make an Acrobatics aptitude check to avoid losing his balance and spinning out of control. If the weapon used is a ranged weapon that inflicts kinetic damage or any melee weapon, then the difficulty is 6. Otherwise the difficulty is 4. A character wearing either velcro shoes or magno boots and attached to a surface gains advantage on the aptitude check.

A character spinning out of control must make an Acrobatics aptitude check to regain control. He can take no other actions until he has regained control. As an attack action the character can make an Acrobatics aptitude check with the same initial difficulty in order to stop spinning and grab a handhold or attach himself back to a surface. Once control is regained, the character can take the remainder of his actions as normal.

Other Actions During Combat

Brawl

If a creature is attacking another creature with his fists, then he is brawling. To brawl, an attacker must make a melee attack against a target. If the attack hits, it inflicts Life Point damage equal to the attack roll minus the target's Defense, plus 1. If the attack roll is at least twice the target's Defense, the target is knocked unconscious in addition to taking Life Point damage.

Delay

A character can delay his actions until later in the initiative order. A character must delay his entire turn. He cannot interrupt another's turn with a delay action, but goes immediately after a character or adversary has completed his turn. The character's initiative then changes to the new position in the initiative order. A player cannot discard a Fate Die when his character delays, but must wait until the end of his delayed turn. If a character doesn't take his delayed turn before his initiative comes up again, the delayed turn is lost and the character's initiative remains the same.

Ready

A character can ready an action, either an attack, move, or free action, in preparation to react to another's action. The player chooses a specific attack, move, or free action on his turn and the trigger which causes the character to use the readied action. That action is lost on his turn, but is then used when the trigger occurs. If the trigger doesn't occur, the readied action is lost. The readied action takes place right after the action that triggers it. A player cannot discard a Fate Die when his character readies, but must wait until the end of his next turn after the readied action is taken. Readying an action does not cause a character's initiative to change.

Rush

A creature can recklessly charge at an enemy in order to move further before attacking the enemy. As an attack action, a creature can move up to his speed and make a melee weapon attack against a target. Before the creature makes his attack, the rush provokes an attack from the target rushed. After the provoked attack is resolved, the rushing creature makes a melee weapon attack against the target, gaining advantage on the attack roll.

Wrestle

If a creature is attempting to grab another creature to prevent him from moving, or is trying to free himself from being grabbed, then the creature is wrestling. To grab another creature, the attacker must make a melee attack and if the attack hits, the grabbed target cannot move. The grabbing creature must take a free action on his turn to maintain the grab, otherwise the grabbed target is free to move. A creature who is grabbed must make either a melee attack or Acrobatics aptitude check, using an attack action, against the grabbing creature's Defense to free himself from the grab. If a target is free from a grab, he may move as normal.

8 CHASE SCENES

Chases happen all the time in science fiction adventures, whether the characters are running away from a group of thugs through the streets of a Core mega-city or dangerous alien animals in the jungles of a Frontierspace planet. Chases between vehicles are also common. Perhaps the characters are driving a hovercar following a gang of thieves on cycles or piloting a jetcopter through rugged canyons trying to get away from a rival corporation's jumpjets. And, of course, chases between starships are the foundation of science fiction action. The characters may be trying to escape from a planet in their freighter in order to make their Hypershot jump before the local militia's scout ships catch them or they may be chasing a renegade bounty hunter's gunship through an asteroid field in order to catch her before she lands on the nearest planet.

Chase scenes in the Aphelion's Gate roleplaying game are organized into rounds but, unlike combat, there is no initiative and no individual turns within the round. Instead, each group, that is the characters and the adversaries, decides on an action with one character taking the action using one of his attributes. Each character gets a turn during

a chase scene before he gets another turn, giving everyone a chance to act during a chase scene. The adversaries will often have one set of attribute statistics that the gamemaster will use if there is more than one adversary. The players and the gamemaster will reveal the characters' and the adversaries' actions simultaneously, and then the actions will be resolved.

Chase scenes in the Aphelion's Gate roleplaying game do not count distances in squares between groups, or use maps to determine each group's location. Instead, the chase scene plays in the players' and gamemaster's mind, using their collective imagination to describe the chase to make an exciting narrative. The players and the gamemaster are encouraged to use their imagination to describe how they try to get away from the thugs, or what obstacles are in the way of the thieves' cycles, or how they find a shortcut through the asteroid field to catch the bounty hunter's gunship. This allows the players and the gamemaster to create a cinematic feel to the chase scene, rather than a math exercise that can slow down the game. If keeping track of time during a chase scene is needed, 1 round equals 1 minute of time.

STARTING ALIGNMENT

Alignment represents how strong a group's position is in a chase. The higher the starting alignment, the more experienced a group is. The starting alignment of the characters' group is 5 plus the level of the highest level character. The adversaries' starting alignment is 5 plus the level of the highest level adversary. The first group to have their alignment reduced to 0 or less loses the chase, and either gets caught by the chasers or loses the group that is trying to get away. A side loses alignment when successes are rolled against them.

XPS AND CHASE SCENES

Experience points are awarded in a chase scene. If the characters are successful (whether chasing or trying to get away), the group earns an amount of XPs equal to the level of the highest level adversary x 4 xp.

ACTIONS

To play out the tense nature of a chase scene, each side chooses an action. These actions are Dodge, Feint, Impede, and Move. Each action has a different aptitude associated with it when making a check. A d10 is rolled for each action, plus an additional d10 for every +1 modifier to the aptitude that a character has. If a character or adversary has a +0 or negative modifier to an aptitude, one d10 is rolled. Each die that comes up a 6 or better counts as a success. Each action interacts with the other actions in a different way.

Sypha is making a Move check for the group when being chased in a foot chase. Since Sypha has a +2 bonus to Endurance checks, and Endurance is the aptitude associated with Move checks during a foot chase, Sypha's player rolls 3d10 to determine the number of successes for the Move action.

Actions are revealed one at a time. Each character in the group must get a turn at an action before a character can take a second turn. Once an action is selected, the players and the gamemaster reveal their actions simultaneously. The action is resolved and then the next action is revealed and resolved, and then the next action and so on until a group's alignment becomes 0 or less. If the alignment of the group chased reaches 0 first, then the group chasing has caught up to the group chased; combat or some other type of encounter may then occur. If the alignment of the group chasing reaches 0 first, then the group chased has gotten away and escaped and the encounter ends.

If each side reaches 0 or less on the same turn, then a sudden death turn is held. Each side takes an action as normal, though any character may take a turn at this action. The side with the greater number of successes wins the chase. In case of a tie, continue on with another sudden death turn until a winner is determined.

INDEPENDENT CHECKS, OPPOSED CHECKS, AND ADVANTAGE

There are two types of checks made during a chase scene, the independent check and the opposed check. When making an independent check, roll the d10s. Each die that comes up a 6 or better counts as a success. Each success is subtracted from the adversaries' alignment. The adversaries' successes are subtracted from the characters' alignment.

When making an opposed check, roll the d10s. Each die that comes up a 6 or better counts as a success. The lesser number of successes is subtracted from the greater number of successes, and the side that had the lesser number of successes has the difference subtracted from their alignment.

During an opposed check, the characters roll 4 successes while the adversaries roll 2 successes. The difference is 2 successes, and since the adversaries had the lower amount of successes, these 2 successes are subtracted from the adversaries' alignment.

If a character can gain advantage on an aptitude check, such as from a racial ability, path ability or power, or trait, then one extra die is rolled in the appropriate aptitude check. Unlike in a standard aptitude check, a character may not help another character during a chase. Also, a character cannot use his Fate Die to trump another character's aptitude check.

Sypha, a humanoid, has the racial ability to gain advantage on any one aptitude check once per adventure. As she hasn't used this ability yet, she decides to use it on her Endurance aptitude check to take the Move action in a chase. With a base d10 plus 2d10 for her Endurance of +2, she would normally roll 3d10, but since she used her racial ability she rolls one extra d10 for a total of 4d10 rolled to determine the amount of successes.

Foot Chases

Dodge: Acrobatics aptitude

The Dodge action in a foot chase uses the Acrobatics aptitude. Dodging during a foot chase is to gain advantage over the other group by moving around, over, and through obstacles. Tumbling over vehicles or scrambling over fences can be used to out maneuver the other group. Leaping from roof to roof or jumping down onto a moving vehicle are other tricks when using the Dodge action.

Feint: Insight aptitude

The Feint action in a foot chase uses the Insight aptitude. Feinting during a foot chase relies on figuring out what the other group will do and doing the opposite to trick them. A group can double back down a crowded street or make the group think they are running left when they go right. Splitting the group into two or three to confuse the other group or taking known shortcuts are other ways to take the Feint action.

When the characters' Feint is played against an adversaries' Impede, the Impede does not make a check. The characters make a Feint check and the number of successes is subtracted from the adversaries' alignment. When the characters' Feint is played against an adversaries' Move, the Feint does not make a check. The adversaries make a Move check and the number of successes is subtracted from the characters' alignment.

Impede: Perception aptitude

The Impede action in a foot chase uses the Perception aptitude. Impeding during a foot chase is seeing ways how to slow the other group down. Obstacles can be thrown into the other group's way or crowds can be encouraged to get into the way. Corners of buildings can be used to duck around and alleys can be used to confuse the other group. Covering one's tracks is another way to take the Impede action.

When the characters' Impede is played against an adversaries' Feint, the Impede does not make a check. The adversaries make a Feint check and the number of successes is subtracted from the characters' alignment. If the characters' number of Impede successes is greater in an opposed check, the characters add the margin of success to their alignment instead of subtracting it from the adversaries' alignment. The alignment total cannot go higher than the starting alignment.

Move: Endurance aptitude

The Move action in a foot chase uses the Endurance aptitude. Moving during a foot chase is all out running as fast as the group can. The Move action is a mad dash to get away from or chase down the other group.

USING OTHER APTITUDES

If the gamemaster thinks that another aptitude would make more sense when taking an action, then he can decide that the action can use the other aptitude. Substituting Jump for Acrobatics during a Dodge action when leaping from roof to roof, Climb for Perception during an Impede action when scaling a wall, or Swim for Endurance during a Move action when crossing a stream would all be appropriate uses of other aptitudes. The gamemaster must make sure that other aptitudes are used rarely and only in special situations. A gamemaster shouldn't let the players use their characters' best aptitudes during a chase just so they can roll the most dice.

	ADVERSARY			
CHARACTERS	Dodge	Feint	Impede	Move
Dodge	I	I	O	O
Feint	I	O	I*	-
Impede	O*	-	I	O*
Move	O	I	O	I

I: Independent check.
O: Opposed check.
-: No check allowed.
* Special, see action description.

The characters are being chased by a group of bounty hunters in the streets of Khazuum City. The characters are level 3, so they have a starting alignment of 8 (5+3). The highest level bounty hunter is 5, so the adversaries have a starting alignment of 10 (5+5).

Both sides reveal their first action. The characters use the Feint action and the bounty hunters the Move action. The Feint action automatically fails against the Move action, and the bounty hunters with an Endurance +1 roll 2d10 and gain 1 success, which is subtracted from the characters' alignment, which is now 7. The characters try to trick the bounty hunters into thinking that they will go down an alleyway, but the bounty hunters run too quickly for this tactic to succeed.

The second actions are revealed, and the characters use the Impede action and the bounty hunters the Dodge action. This is an opposed check. A character with a Perception +2 rolls 3d10 and gains 2 successes and decides that the characters run around a couple of back alley corners to put some obstacles between them and the bounty hunters. The bounty hunters have an Acrobatics +2, roll 3d10, and gain 1 success as they attempt to take short cuts over parked vehicles instead of going around them. Since this is a special opposed check, the difference is 1 and this is added to the characters' alignment, which now becomes 8.

The third actions are revealed, and the characters use the Move action and the bounty hunters also use the Move action. This is an independent check. A character with an Endurance +2 rolls 3d10 and gains 3 successes, reducing the bounty hunters' alignment to 7. The bounty hunters with an Endurance +1 roll 2d10 and gain 1 success. The characters' alignment becomes 7. The characters slowly begin to out distance the bounty hunters.

Both sides reveal their next action. The players, realizing that the bounty hunters may be on a full out chase after them, decide to choose the Move action and the bounty hunters the Feint action. This is an independent check. A character with an Endurance +3 rolls 4d10 and gains 2 successes as the characters run as fast as they can, but they are tiring. The bounty hunters have an Insight +0, roll 1d10, and gain 1 success as they split into two groups to catch up to the characters. Since this is an independent check the characters subtract 1 from their alignment and the bounty hunters 2. The characters have an alignment of 6 and the bounty hunters 5.

The next actions are revealed, and the characters once again use the Move action and the bounty hunters the Dodge action. This is an opposed check. A character with an Endurance +1 rolls 2d10 and gains 1 success and runs quickly away from the bounty hunters. The bounty hunters have an Acrobatics +2, roll 3d10, and gain 2 successes. Since this is an opposed check, the difference is 1 and the characters, as the losers in this check, subtract 1 from their alignment, which is now 5.

The sixth actions are revealed, and the characters use the Dodge action and the bounty hunters use the Move action. This is an opposed check. A character with an Acrobatics +3 rolls 4d10 and gains 3 successes as the group jumps over fences and walls. The bounty hunters with an Endurance +1 roll 2d10 and gain no successes. Since this is an opposed check, the difference is 3 and this is subtracted from the bounty hunters' alignment, which now becomes 2.

The foot chase continues on, and if the bounty hunters' alignment becomes 0, the characters have successfully eluded them. If the characters' alignment were to become 0 before the bounty hunters, the bounty hunters would have caught up to the characters and most likely a combat would occur.

Vehicle and Starship Chases

A vehicle or starship chase scene plays out much like a foot chase, except the Dodge and Move actions use different aptitudes, that is Navigate and Pilot, respectively. Additionally, different vehicles and starships may have modifiers to various actions, which is listed in the description of the vehicle or starship. The following actions and the aptitude used for the action are as follows.

Dodge: Navigate aptitude

The Dodge action in a vehicle or starship chase uses the Navigate aptitude. Dodging during a vehicle or starship chase is to gain advantage over the other group by maneuvering around, over, and through obstacles. Quickly changing lanes on a highway, or flying at tree level or over roof tops can be used to out maneuver the other group in a vehicle chase. Flying through an asteroid field or between larger starships, or weaving back and forth are ways to take the Dodge action in a starship chase.

Feint: Insight aptitude

The Feint action in a vehicle or starship chase uses the Insight aptitude. Feinting during a vehicle or starship chase relies on figuring out what the other group will do and doing the opposite to trick them. A vehicle can make a quick U-turn down a congested street, make the other group think they are making a left turn when they are taking a sharp right, take a known shortcut, or brake sharply. Turning suddenly, pretending to ram the enemy starship, or decelerating quickly are ways to take the Feint action in a starship chase.

When the characters' Feint is played against an adversaries' Impede, the Impede does not make a check. The characters make a Feint check and the number of successes is subtracted from the adversaries' alignment. When the characters' Feint is played against an adversaries' Move, the Feint does not make a check. The adversaries make a Move check and the number of successes is subtracted from the characters' alignment.

Impede: Perception aptitude

The Impede action in a vehicle or starship chase uses the Perception aptitude. Impeding during a vehicle or starship chase is seeing ways how to slow the other group down. Driving into traffic, crashing through abandoned buildings, or bumping another vehicle to knock them off course can be used to Impede in a vehicle chase. A starship can fly through a nebula or comet's tail, hide in a merchant convoy or an asteroid field, or circle around a small moon to slow down the enemy.

When the characters' Impede is played against an adversaries' Feint, the Impede does not make a check. The adversaries make a Feint check and the number of successes is subtracted from the characters' alignment. If the characters' number of Impede successes are greater in an opposed check, the characters add the margin of success to their alignment instead of subtracting it from the adversaries' alignment. The alignment total cannot go higher than the starting alignment.

MOVE: PILOT APTITUDE

The Move action in a vehicle or starship chase uses the Pilot aptitude. Moving during a vehicle or starship chase is all out driving or flying as fast as the vehicle or starship can. The Move action is used to speed away from the other group. Only the driver of the vehicle or starship can take a Move action, though in a starship there may be more than one driver depending on the size of the starship.

CHASE MODIFIERS TO VEHICLES AND STARSHIPS

Ground Vehicles

Ground vehicles have tires that need to touch the ground in order to move thereby giving the vehicle more momentum. Because of this all ground vehicles gain +1 success to an independent Impede check, though this still counts as 1 success against a Feint check.

Ground Cycle: +1d10 to Dodge and Move.

Ground Car: +1d10 to Dodge.

Ground Truck: +1d10 to Impede.

Hover Vehicles

Hover vehicles hover a meter off the ground giving them the ability to glide over low obstacles and terrain such as water, mud, and small boulders with ease. Because of their maneuverability, all hover vehicles gain +1 success to an independent Feint check, though this still counts as 1 success against a Move check.

Hover Cycle: +1d10 to Dodge and Move.

Hover Car: +1d10 to Dodge.

Hover Truck: +1d10 to Impede.

Air Vehicles

Air vehicles are incredibly fast and can fly high off the ground, often as high as a dozen kilometers depending on a planet's atmosphere. An air vehicle in a chase with a ground, hover, or water vehicle automatically wins the chase.

Jetcopter/Jumpjet: +1d10 to Dodge. +1 success to an independent Move check.

Aircar: +2 successes to an independent Move check.

Water Vehicles

Water vehicles are either boats that float in the water or hover above the water. A hovercraft can be used on land, but it loses all of its chase modifiers when it does so.

Watercraft: +1d10 to Dodge. +1 success to an independent Feint check, though this still counts as 1 success against a Move check.

Hovercraft: +1d10 to Dodge. +1 success to an independent Feint check, though this still counts as 1 success against a Move check.

Starships

Starships come in all sizes, shapes, and uses, but can be broken down to the following types depending on how many pilots can drive the starship. Only pilots of a starship are allowed to use the Move action during a chase.

Small Starship: +1d10 to Dodge. +1d10 to Move. +1 success to an independent Move check. 1 pilot.

Medium Starship: +1d10 to Dodge. +1d10 to Move. 2 pilots.

Large Starship: +1d10 to Impede. +1d10 to Move. 3 pilots.

Huge Starship: +1d10 to Impede. 4 pilots. +1 success to an independent Impede check, though this still counts as 1 success against a Feint check.

Vehicle and Starship Chases Against Two or More Vehicles or Starships

In a chase where the characters are chasing or being chased by two or more vehicles or starships, the characters' actions are used against all the opposing vehicles or starships. The character making the check rolls once and each adversary vehicle or starship rolls once. The adversary vehicles or starships can choose different actions. If the opposing vehicles or starships choose the same action, they can choose to pool their successes together against the characters before the dice are rolled.

The characters in a Class B small freighter are being chased by two small fighters. The characters decide to use the Move action to get away from the fighters as quickly as possible. The gamemaster had selected the Impede action for both fighters as they try to fly right in front of the characters' freighter to slow them down. This is an opposed check. The characters roll 2 successes, while fighter A rolls 2 successes and fighter B the same. Normally in an opposed check the difference would be 0 and no one's alignment would be reduced, but since the two enemy starships used the same action, before the die roll they decided to pool their successes together and get 4 successes. The characters' lesser successes of 2 is subtracted from the greater 4 successes the adversaries got, with a difference of 2 successes, which is subtracted from the characters' alignment as the enemy fighters work together to slow the characters' freighter down.

Vehicle Combat

Vehicles can be damaged, just like characters and creatures can be, except vehicles do not have separate Life Points, Energy Armor Points, and Kinetic Armor Points. A vehicle is immune to psychic and Life Point damage. A vehicle has a certain number of Chassis Points and when a vehicle is hit by a weapon or a power attack it takes damage that is subtracted from its Chassis Points. Once a vehicle's Chassis Points are reduced to 0 or less the vehicle is inoperable. A Difficulty 6 Engineer check and 1 full day is usually enough to repair a vehicle to 1 Chassis Point so it at least operates enough for it to move. A vehicle's Chassis Points are as follows.

Cycle: 10 Chassis Points.
Car/Aircar: 20 Chassis Points.
Truck/Jetcopter/Jumpjet: 30 Chassis Points.
Watercraft/Hovercraft: 40 Chassis Points.

9 STARSHIP COMBAT

Like chases, combat between starships happen often in science fiction adventures, whether the characters are trying to disable a pair of the local militia's scout ships before they can make their Hypershot jump or leading an attack against a battleship of a celestial overlord.

Starship combat in the Aphelion's Gate roleplaying game is organized into rounds but, unlike combat, there is no initiative and no individual turns within the round. Instead, each group, that is the characters and the adversaries, decides on an action with one character taking the action using one of his attributes. Each character gets a turn during starship combat before he gets another turn, giving everyone a chance to act during the starship combat. The adversaries will often have one set of attribute statistics that the gamemaster will use if there is more than one adversary. The players and the gamemaster will reveal their characters' and the adversaries' action simultaneously, and then the actions will be resolved.

Like in chase scenes, starship combat in the Aphelion's Gate roleplaying game does not count distances in squares between starships, or use maps to determine each starship's location. Instead, the starship combat plays in the players' and gamemaster's mind, using their collective imagination to describe the starship combat to make an exciting narrative. The players and the gamemaster are encouraged to use their imagination to describe how they disable the militia ships, or how to lead a flight of assault scout ships, or how to maneuver through an asteroid field to destroy a bounty hunter's gunship. This allows the players and the gamemaster to create a cinematic feel to the starship combat, rather than a math exercise that can slow down the game. If keeping track of time during starship combat is needed, 1 round equals 1 minute of time.

STARTING ALIGNMENT

Alignment represents how strong a group's position is in a starship combat. The higher the starting alignment, the larger the starship and the more experienced a group is. The starting alignment of the characters' group is the starship's Hull Points plus the level of the highest level character. The adversaries' starting alignment is their starship's Hull Points plus the level of the highest level adversary. The first group to have their alignment reduced to 0 or less has their starship disabled or destroyed. A side loses alignment when successes are rolled against them. The starship sizes and the amount of Hull Points the starship has are as follows.

Small Starship: 5 Hull Points.
Medium Starship: 10 Hull Points.
Large Starship: 20 Hull Points.
Huge Starship: 40 Hull Points.

When a starship's alignment reaches 0 or less, the starship is disabled and dead in space; the starship cannot take any actions. If a starship's alignment reaches a negative number of half its starting alignment, rounded down, then the starship is destroyed.

The characters are flying a Class B small freighter, a medium starship. The characters are 3rd level, so their starting alignment would be 10 (the freighter's Hull Points) plus 3 (the character's highest level) for a total of 13. The starship would be disabled at 0 and would be destroyed at an alignment of -6 (half of 13, rounded down, and the negative of it).

XPs AND STARSHIP COMBAT

Experience points are awarded in starship combat. If the characters are successful in disabling or destroying the enemy ship, the group earns an amount of XPs equal to the level of the highest level adversary x4 for a small starship, x8 for a medium starship, x12 for a large starship, and x16 for a huge starship.

STARSHIP DEFENSES AND WEAPONS

Almost all starships are outfitted with a basic defense system, usually a reflective hull, and weapon system, usually a laser gun. This allows the crew of a starship to make standard Defend and Attack actions during combat. All starships, though, can be outfitted with better defenses and weapons. These defenses and weapons give the crew of a starship better chances to succeed when using the Attack, Defend, Feint, and Maneuver actions during combat. The number of additional defenses and weapons a starship can be outfitted with depends on its size.

Small Starship: 1 item.
Medium Starship: 2 items.
Large Starship: 3 items.
Huge Starship: 4 items.

The following defenses and weapons can be added to a starship, with a description and the modifiers to the various actions that a crew can take during starship combat.

DEFENSES
Cloaking Screen: This defense bends available light to make the starship blend into the background of space. +1d10 to Maneuver.
Masking Screen: This defense sprays a burst of water or chaff to hide the starship and confuse detection. +1d10 to Feint, though this can count as 1 success against a Maneuver check.
Shields: This energy defense helps deflect attacks. +1d10 to Defend.

WEAPONS
Grav Cannon: This large weapon fires a gravitational singularity for massive damage. This weapon takes up 2 items worth of space on a starship. +2d10 to Attack.
Laser Battery: This weapon is a cluster of small laser guns. +1 success to an independent Attack check.
Laser Cannon: This is a large version of a standard laser gun. +1d10 to Attack.
Mines: This weapon is actually a small cluster of bombs that are released into space and detonate whenever another starship comes near them. This weapon takes up 2 items worth of space on a starship. +1d10 to Feint. +1 success to a Feint check, though this still counts as 1 success against a Maneuver check.
Rocket Battery: This weapon is a cluster of small rocket launchers. +1 success to an opposed Attack check.
Torpedo: This weapon is a self guided bomb that homes in on its target after it is launched. This weapon can only be used once per starship combat encounter. +2d10 to Attack.

The characters' Class B small freighter, a medium starship, can be outfitted with 2 items worth of defenses and weapons. They decide to outfit it with a masking screen, allowing them to Feint better in combat in order to avoid any conflict that they get themselves into. Their other item they choose is a laser battery which will give them 1 extra success against starships that Attack, Feint, or Move against them.

ACTIONS

To play out the tense nature of a starship combat, each side chooses an action. These actions are Attack, Defend, Feint, Maneuver, and Move. Each action has a different aptitude associated with it when making a check. A d10 is rolled for each action, plus an additional d10 for every +1 modifier to the aptitude that a character has. If a character or adversary has a +0 or negative modifier to an aptitude, one d10 is rolled. Each die that comes up a 6 or better counts as a success. Each action interacts with the other actions in a different way.

Garuude is making an Attack check for the group during a starship combat. Since Garuude has a +2 bonus to Engineer checks, and Engineer is the aptitude associated with Attack checks during starship combat, Garuude's player rolls 3d10 to determine the number of successes for the Attack action.

Actions are revealed one at a time. Each character in the group must get a turn at an action before a character can take a second turn. Once an action is selected, the players and the gamemaster reveal their actions simultaneously. The action is resolved and then the next action is revealed and resolved, and then the next action and so on until a group's alignment becomes 0 or less. When a starship's alignment reaches 0 or less, the starship is disabled and dead in space; the starship cannot take any actions. If a starship's alignment reaches a negative number of half its starting alignment, rounded down, then the starship is destroyed. Each sides' alignment can reach 0 or less on the same turn, with the starship being disabled or destroyed.

INDEPENDENT CHECKS, OPPOSED CHECKS, AND ADVANTAGE

There are two types of checks made during starship combat, the independent check and the opposed check. When making an independent check, roll the d10s. Each die that comes up a 6 or better counts as a success. Each success is subtracted from the adversaries' alignment. The adversaries' successes are subtracted from the character's alignment.

When making an opposed check, roll the d10s. Each die that comes up a 6 or better counts as a success. The lesser number of successes is subtracted from the greater number of successes, and the side that had the lesser number of successes has the difference subtracted from their alignment.

During an opposed check, the characters roll 4 successes while the adversaries roll 2 successes. The difference is 2 successes, and since the adversaries had the lower amount of successes, these 2 successes are subtracted from the adversaries' alignment.

If a character can gain advantage on an aptitude check, such as from a racial ability, path ability or power, or trait, then one extra die is rolled in the appropriate aptitude check. Unlike in a standard aptitude check, a character may not help another character during starship combat. Also, a character cannot use his Fate Die to trump another character's aptitude check.

Garuude, a techmec, has the path power to gain advantage on an Engineer aptitude check once per encounter. As he hasn't used this ability yet, he decides to use it on his Engineer aptitude check to take the Attack action in a starship combat. With a base d10 plus 2d10 for his Engineer of +2, he would normally roll 3d10, but since he used his path power he rolls one extra d10 for a total of 4d10 rolled to determine the amount of successes.

ATTACK: ENGINEER APTITUDE CHECK

The Attack action in a starship combat uses the Engineer aptitude. Attacking during a starship combat is firing the starship's weapons at an enemy starship, whether it be laser cannons, beam weapons, or rockets.

If the characters are having a starship combat against more than one starship, then the attack action can only affect one starship of their choice. This choice must be made before the adversaries' actions are revealed. The attack action against all other adversary starships yields 0 successes.

DEFEND: COMPUTERS APTITUDE CHECK

The Defend action in a starship combat uses the Computers aptitude. Defending during a starship combat is figuring out how to stop an enemy's attacks. Choosing the correct force shields to stop an attack, angling the deflector shields at the correct angle to deflect an attack, or letting the thickest part of the starship's hull take the brunt of the attack are ways to take the Defend action in a starship combat.

When the characters' Defend is played against an adversaries' Feint, the Defend does not make a check. The adversary makes a Feint check and the number of successes is subtracted from the characters' alignment. If the number of Defend successes are greater in an opposed check, the characters add the margin of success to their alignment instead of subtracting it from the adversaries' alignment. The alignment total cannot go higher than the starting alignment.

FEINT: PILOT APTITUDE CHECK

The Feint action in a starship combat uses the Pilot aptitude. Feinting during a starship combat relies on figuring out what the enemy starship will do and doing the opposite to trick them. Turning suddenly, pretending to ram the enemy starship, or decelerating quickly are ways to take the Feint action in a starship combat.

When the characters' Feint is played against an adversaries' Defend, the Defend does not make a check. The characters make a Feint check and the number of successes is subtracted from the adversaries' alignment. When the characters' Feint is played against an adversaries' Maneuver, the Feint does not make a check. The adversary makes a Maneuver check and the number of successes is subtracted from the characters' alignment.

MANEUVER: NAVIGATE APTITUDE CHECK

The Maneuver action in a starship combat uses the Navigate aptitude. Maneuvering during a starship combat is to gain advantage over the enemy starship by out-flying them or maneuvering around, over, and through obstacles in space. Flying through an asteroid field or between larger starships, or weaving back and forth are ways to take the Maneuver action in a starship combat.

MOVE: PILOT APTITUDE CHECK

The Move action in a starship combat uses the Pilot aptitude. Moving during a starship combat is all out flying as fast as the starship can to speed away from an enemy starship. Only the driver of the starship can take a Move action, though in a starship there may be more than one driver depending on the size of the starship.

A Move action is a special action in starship combat in that it does not reduce an adversaries' alignment if successful. If a Move action is taken, the opposing starship first takes its action as normal against the Move action. It is an independent check where the starship that takes the Move action does not get to make a check. The number of successes from the opposing ship is subtracted from the alignment of the starship that took the Move action. After this is resolved, the driver of each starship makes an opposed Pilot aptitude check. If the check of the driver of the starship that took the Move action is higher, then a chase begins with a new starting alignment as in stated in chase scenes. The starship combat alignment should be noted in case starship combat renews. If the check of the opposing pilot is higher, then the starship that took the Move action is not able to leave the combat and start a chase. In case of a tie, each driver makes another Pilot aptitude check. If both starships take a Move action, then the starship combat ends and there is no chase as both starships have fled the area of combat.

	ADVERSARY				
CHARACTERS	Attack	Defend	Feint	Maneuver	Move
Attack	I	O	I	O	I*
Defend	O*	I	-	O*	I
Feint	I	I*	O	-	I*
Maneuver	O	O	I	I	I*
Move	I*	I*	I*	I*	-*

I: Independent check.
O: Opposed check.
-: No check allowed.
* Special, see action description.

The characters' starship, a medium Class B small freighter with a laser battery and a masking screen, cannot get away from the local planetary militia's small planetary fighter with a laser cannon, therefore starship combat ensues. The characters are level 1, so they have a starting alignment of 11 (10 Hull Points +1). The level of the fighter pilot is 2, so the adversary has a starting alignment of 7 (5 Hull Points +2).

Both sides reveal their first action. The characters use the Feint action and the fighter pilot the Attack action. This is an independent check. A character with a Pilot +3 plus the masking screen bonus of +1d10 rolls 5d10 and gains 3 successes and decides that the freighter uses the spray from the masking screen to hide what direction the freighter is flying. The fighter pilot has an Engineer +2 plus the laser cannon bonus of +1d10 rolls 4d10 and gains 2 successes as he blasts through the masking screen at the freighter. Since this is an independent check, each of the sides' successes are subtracted from their alignments. The characters' alignment becomes 9 and the fighter's alignment becomes 4.

The second actions are revealed, and the characters use the Defend action and the fighter pilot the Maneuver action. This is a special opposed check; if the characters get more successes they will add the difference to their alignment. A character with a Computers +1 rolls 2d10 and gains 1 success and decides that the freighter's deflector shields are angled against any attacks. The fighter pilot has a Navigate +2, rolls 3d10, and gains 2 successes as he attempts to speed up to cut the freighter off. The difference is 1 in the adversary's favor and this is subtracted to the characters' alignment, which now becomes 8.

The third actions are revealed, and the characters use the Attack action and the fighter pilot also use the Attack action. This is an independent check. A character with an Engineer +2 rolls 3d10 and gains 2 successes plus 1 success for the laser battery in an independent check, reducing the fighter pilot's alignment to 1. The fighter pilot with an Engineer +2 plus the laser cannon bonus of +1d10 rolls 4d10 and gains 2 successes. The characters' alignment becomes 6. The characters are close to disabling the enemy planetary fighter.

The fourth actions are revealed and the characters, seeing that they can end the combat once and for all, decide to use the Attack action. The fighter pilot knows that he is close to being disabled and losing the starship combat, so he decides to use the Defend action to minimize any hits against him. This is an opposed check. A character with an Engineer +0 rolls 1d10 and gains 0 successes. The fighter pilot with a Computers +2 rolls 3d10 and gains 2 successes. With a difference of 2 in the fighter pilot's favor, the characters' alignment becomes 4 as the freighter's laser ricochets off the fighter and back at the freighter.

The fifth actions are revealed and the characters decide to use the Feint action again and the fighter pilot decides to use the Feint action too. This is an opposed check. A character with a Pilot +3 plus the masking screen bonus of +1d10 rolls 5d10 and gains 3 successes and uses the masking screen again. The fighter pilot has a Pilot +2 and rolls 3d10 and gains 1 success as he flies directly through the masking screen towards the freighter. With a difference of 2 in the character's favor, the fighter pilot's alignment becomes -1. His planetary fighter would become destroyed at -3 therefore it is disabled as it spins out of control. The characters, deciding not to use the Attack action to destroy the fighter and kill its pilot, decide to make preparations for their Hypershot jump and head back home, victorious.

Describing Disabled and Destroyed Starships

If a starship becomes disabled from an enemy Attack action, then its systems have been destroyed and it is floating adrift in space. If it becomes destroyed from an enemy Attack action, then the ship has been blown into pieces.

If a starship becomes disabled from an enemy Defend action, then an attack reflects back damaging the ship, its weapons or systems have overheated rendering the ship inoperable, or the starship has spun out of control. If it becomes destroyed from an enemy Defend action, then an attack reflects back blowing up the ship, its weapons or systems have gone critical blowing up the ship, or the starship has spun out of control ripping itself apart.

If a starship becomes disabled from an enemy Feint or Maneuver action, then its weapons or systems have overheated rendering the ship inoperable, the starship has spun out of control, or the starship narrowly hits another object rendering it inoperable. If it becomes destroyed from an enemy Feint or Maneuver action, then its weapons or systems have gone critical blowing up the ship, the starship has spun out of control ripping itself apart, or the starship directly hits another object destroying the starship.

If a characters' starship is destroyed, the characters will automatically be killed in the starship's destruction. So are the dangers of starship combat. But, at the choice of the gamemaster, he can give the characters a chance to survive the starship's destruction. Perhaps the starship has an escape pod which will send the characters to the closest habitable planet, or the starship will crash on the nearest planetoid and therefore sending the characters on a new adventure. The gamemaster may decide that the characters are allowed to make an advanced aptitude check to repair the starship just enough to make a Hypershot jump in order to get away, though the starship will be forever beyond repair.

Repairing Disabled Starships

If the characters' starship is disabled, and for some reason the adversaries do not decide to destroy the disabled starship, the characters can repair the starship enough to bring its alignment to 1. This is an advanced aptitude check with the number of successes/failures equal to 1 minus the current alignment. Each check represents 1 day and only the Computers and Engineer aptitudes can be used, though the same character may make the check each day. The check has a difficulty of 6 and increases by 1 for each failed aptitude check. Like all advanced aptitude checks, this one is considered one encounter. On a failed advanced aptitude check the starship cannot be repaired until it is brought to a starship maintenance facility.

The characters' freighter is disabled with an alignment of -2 and the enemy starship has returned to its base, so the characters are adrift in space. The amount of successes/failures for repairing the starship is 3 (1 minus -2). Garuude, the techmec, decides that he will be the one to attempt to repair the freighter with his Engineer +2 aptitude. Since he has the Overhaul power that he can use once per encounter, he can gain advantage with one aptitude check while fixing the freighter.

Starship Types and Design

The types and uses for starships are as varied as the races that are found in The Galaxy, though most starships fit one of the following types.

Shuttles are small spaceships that can land on the surface of a planet or moon and take off again. A shuttle can fly in orbit around planets, but their range is too short for interplanetary or interstellar travel. Shuttles are used often to transport passengers and goods between space stations or larger starships and the planet's surface. Most military fighter ships have the same constraints as shuttles. Larger starships often carry one or more shuttles so they can have access to a planet or moon.

System spaceships travel between planets, moons, and asteroids within a star system, though they cannot attain the speed for interstellar travel. Like shuttles, system spaceships can land and take off from planetary surfaces. Many agriculture, mining, and research ships are system ships, though these spaceships are often too large to land or take off from a planetary surface, but they can travel to and from moons and asteroids with low to zero-gravity with some ease.

Transport starships include spaceliners, used to carry people between star systems or for leisure, and freighters, used to carry goods. Passengers can often get inexpensive transport on a freighter, especially if they work on it during the trip. Small freighters and private luxury starships of the wealthy are small enough to land and take off from a planet's surface.

Military starships range from the assault scout to the mighty battleship, and everything in between. Except for the assault scout, a military starship is too large to land and take off from a surface of a planet or moon.

Other starships include large research starships that investigate deep space phenomena, agriculture starships that bring food to new colonies, and exploration starships that map new star systems and discover new races. Only the exploration starships are small enough to land and take off from a planet or moon, while large starships carry a small fleet of shuttles so they may do so.

Since artificial gravity has not been invented yet in The Galaxy, passengers need to take advantage of the acceleration and deceleration of a starship to create the feel of gravity. Therefore all decks on a starship are arranged perpendicular to the starship's axis, that is so the nose of the starship is "up". The bridge deck of a starship is usually close to the bow, while the crews' quarters are usually directly beneath the bridge deck. Maintenance and engineering are near the stern, while the central areas of a starship are the cargo decks on a freighter, cabins on a spaceliner, laboratories and specialty equipment on a scientific or research ship, or weapons on a military vessel.

EXAMPLES OF STARSHIPS

Planetary Fighter (small starship, pilot 1, crew 1)
> Chase Alignment: 6
> Combat Alignment: 6
> Level 1 Crew: Mental +1, Technical +2
> +1d10 to Dodge. +1d10 to Move. +1 success to an independent Move check.
> Laser Cannon: +1d10 to Attack.

Assault Fighter (small starship, pilot 1, crew 1)
> Chase Alignment: 7
> Combat Alignment: 7
> Level 2 Crew: Mental +0, Technical +3
> +1d10 to Dodge. +1d10 to Move. +1 success to an independent Move check.
> Torpedo: Once per starship combat encounter. +2d10 to Attack.

Scout Fighter (small starship, pilot 1, crew 2)
> Chase Alignment: 7
> Combat Alignment: 7
> Level 2 Crew: Mental +2, Technical +2
> +1d10 to Dodge. +1d10 to Move. +1 success to an independent Move check.
> Cloaking Screen: +1d10 to Maneuver.

Class B Small Freighter (medium starship, pilot 2, crew 5)
> Chase Alignment: 5 + crew level
> Combat Alignment: 10 + crew level
> Level varies Crew: Mental +2, Technical +3
> +1d10 to Dodge. +1d10 to Move.
> Masking Screen: +1d10 to Feint, though this can count as 1 success against a Maneuver check.
> Laser Battery: +1 success to an independent Attack check.

Exploration Ship (medium starship, pilot 2, crew 10)
> Chase Alignment: 5 + crew level
> Combat Alignment: 10 + crew level
> Level varies Crew: Mental +3, Technical +4
> +1d10 to Dodge. +1d10 to Move.
> Cloaking Screen: +1d10 to Maneuver.
> Masking Screen: +1d10 to Feint, though this can count as 1 success against a Maneuver check.

Assault Scout (medium starship, pilot 2, crew 6)
> Chase Alignment: 9
> Combat Alignment: 14
> Level 4 Crew: Mental +2, Technical +3
> +1d10 to Dodge. +1d10 to Move.
> Shields: +1d10 to Defend.
> Torpedo: Once per starship combat encounter. +2d10 to Attack.

Destroyer (large starship, pilot 3, crew 50)
> Chase Alignment: 11
> Combat Alignment: 26
> Level 6 Crew: Mental +3, Technical +3
> +1d10 to Impede. +1d10 to Move.
> Shields: +1d10 to Defend.
> Laser Battery: +1 success to an independent Attack check.
> Rocket Battery: +1 success to an opposed Attack check.

Mine Layer (large starship, pilot 3, crew 40)
> Chase Alignment: 11
> Combat Alignment: 26
> Level 6 Crew: Mental +2, Technical +4
> +1d10 to Impede. +1d10 to Move.
> Shields: +1d10 to Defend.
> Mines: +1d10 to Feint. +1 success to a Feint check, though this still counts
> as 1 success against a Maneuver check.

Battleship (huge starship, pilot 4, crew 400)
> Chase Alignment: 13
> Combat Alignment: 48
> Level 8 Crew: Mental +3, Technical +4
> +1d10 to Impede. +1 success to an independent Impede check, though this still
> counts as 1 success against a Feint check.
> Shields: +1d10 to Defend.
> Grav Cannon: +2d10 to Attack.
> Laser Battery: +1 success to an independent Attack check.

Military Space Station (huge space station, crew 1000)
> Chase Alignment: non-applicable
> Combat Alignment: 50
> Level 10 Crew: Mental +4, Technical +5
> Shields: +1d10 to Defend.
> Laser Cannon: +1d10 to Attack.
> Laser Battery: +1 success to an independent Attack check.
> Rocket Battery: +1 success to an opposed Attack check.
> Special: A space station can only Attack and Defend during combat.

10
ADVENTURING

RESTS AND CAMPING

Even the most durable and heroic space adventurers need to rest in order to recover from their encounters. Characters can rest and heal after a combat encounter or take a nightly rest and heal after the rest as stated in the Combat chapter.

When camping in the wilderness, it is assumed that the characters take turns taking watch while the others rest and sleep. When it is a character's turn to take watch, the character makes a Perception check. If an encounter happens during the character's watch, use the character's Perception check to determine if he notices the danger or whatever else may lurk near the characters' campsite. If, for some reason, the entire group of characters rests and sleeps without anyone taking watch during a nightly rest, then have each character make a Perception check with disadvantage, and use the highest character's Perception check to determine if the group awakens to any danger.

Traveling and Terrain

As characters go on their adventures, they often need to travel overland across alien planets, whether on roads, through forests, or over mountains. Groups of characters can only travel as fast as the slowest character. A character with a speed of 1 or 2 can only travel 15 kilometers per day; a character with a speed of 3 or 4 travels 30 kilometers per day; a character with a speed of 5 or 6 travels 45 kilometers per day. A character can buy a mount with a Difficulty 8 Wealth check. A typical mount has a speed of 8 (travel 60 kilometers per day) while carrying a character, and a speed of 6 when carrying two characters.

The type of terrain can impact how fast a group of characters can travel overland. If the characters are traveling through hills or light forest or jungle, reduce their travel by 15 kilometers per day with a minimum of 5 kilometers per day. If the characters are traveling through mountains, heavy forest or jungle, or swamps, reduce their travel by 20 kilometers per day with a minimum of 5 kilometers per day. A character's rate of travel while on a road or trail remains unchanged, no matter what type of terrain they are traveling through.

During combat, terrain can be placed in a location by a character or be naturally occurring. Terrain include such things as boulder fields, swamps, sand dunes, undergrowth, ice and snow, or garbage strewn about. In an area filled with some type of terrain, the gamemaster can decide that moving requires an extra square of movement for each square entered or an aptitude used in the terrain has disadvantage. The gamemaster could also rule that using certain aptitudes are easier, such as hiding in undergrowth, and that the aptitude check has advantage.

Siama is moving through a forest with thick underbrush, running away from a group of local militia soldiers. The gamemaster rules that each square that Siama enters uses up 2 squares of movement. Her movement slowed, Siama decides to hide in the undergrowth. The gamemaster rules that Siama has advantage to her Stealth aptitude check due to all the great places to hide. Siama's player rolls a 3 and a 7, and uses the 7 since it is the higher number, and adds her +1 Physical aptitude bonus giving her an 8 on the aptitude check, and the difficulty of the soldiers' Perception check to spot Siama.

Moving in Zero-Gravity

When moving in a weightless environment that has handholds, such as a space station or starship, a character can freely push or pull himself at his normal speed. Once a character starts moving, he will not stop until he runs into a wall or grabs a handhold to stop himself. If a character moves across an open space, he must move in a straight line at a constant speed until a handhold is grabbed or wall is ran into. If wearing velcro shoes on velcro carpeting or magno boots on a steel surface he has a speed of 3 or 2 respectively. Often a character will tether himself to a starship when walking on the hull of it with magno boots in case he is knocked off the surface of the starship.

FALLING

When a character falls he takes damage and is knocked prone. This damage is 1d10 damage for every 3 meters fallen. If the character falls into water or something soft, then reduce the damage by 2d10, that is the first 6 meters fallen is not included when determining the amount of damage inflicted. A character can reduce falling damage by the total rolled on an Acrobatics aptitude check. If a character jumps down, reduce the amount of damage from falling equal to the character's Jump aptitude check. If a character takes no damage when jumping down, he is not knocked prone and remains standing.

If a character falls off a cliff or a wall, he may attempt to grab the edge before he falls. If the character makes a Difficulty 8 Climb aptitude check, he has managed to grab the edge of the cliff or wall before he falls. The character may then make a Climb aptitude check as a move action equal to the difficulty of the cliff or wall to climb back up to safety.

Siama wishes to jump off the roof of a bar and into a waste dumpster full of garbage bags and food. Normally the fall would inflict 3d10 damage, but since there is a soft landing below, the damage would be reduce to 1d10 damage. Since Siama is jumping down, she can further reduce the damage by her Jump aptitude check. Siama's Jump check is a 6, and the gamemaster rolls an 8 on a d10 for damage, so Siama reduces the damage by 6 and takes 2 points of damage. She lands prone in the dumpster with only a slight bruise or damage to her armor.

Later on, Siama gets pushed off the edge of a 15 meter cliff by an alien Kinetic using Force Blast on her. Siama tries to grab the edge of the cliff before she falls. She needs to make a Difficulty 8 Climb check to hang on and gets a 9. Siama can then make a Climb aptitude check on her next turn to climb back up.

TRAPS AND HAZARDS

Traps and hazards are special challenges that impede the characters' progress and can inflict damage on characters if they aren't careful. Traps are often placed in a location by a creature or adversary, while hazards are naturally occurring. Traps can also be placed on objects, such as doors or vaults. When a character interacts with a trap or hazard, either intentionally or unintentionally, the trap or hazard makes an attack roll against the character who interacted with it, and on a hit, damage or some other type of effect happens.

When a trap or hazard is created, the gamemaster or player creating the trap or hazard states what it does, where it will be placed, what event needs to occur for it to activate, and how difficult it is to detect and remove, disarm, or disable. When the trap or hazard activates, it immediately takes its turn as an interrupt action with the gamemaster or player controlling it making the attack roll. After the trap's or hazard's action is resolved, the gamemaster determines if the trap or hazard has been expended or if it can take its action again later when the triggering event occurs again. Usually traps will be expended after a single use and hazards remain.

Unless the gamemaster rules otherwise, whoever placed a trap can remove or disarm it as a free action. A different character from the one who placed a trap can remove or disarm it with one or more successful aptitude checks. If a character is attempting to remove or disarm a trap while in combat, it takes an attack action to make an aptitude check. Each trap has a certain number of successes needed to be attained by a character before the trap is removed or disarmed. If the character fails an aptitude check by more than 2 when disabling the trap, the trap goes off. If the trap is disarmed, it can be rearmed again later if desired.

A hazard often cannot be removed, disarmed, or disabled like a trap. Usually the only way to not trigger a hazard's attack action is to avoid it altogether. If a hazard is triggered, it takes an attack action interrupting the character's turn to determine if it succeeds or not.

Chk'ix is scrutinizing the data readout on a metal door's datapad, believing it to be trapped. He uses his Computers aptitude to see if it is trapped. Chk'ix's player rolls an 8 and the gamemaster informs him that the door is trapped with an electrostunner. Now that Chk'ix recognizes the trap, he can attempt to disable it using Manipulation. He has a +3 bonus, due to being a Collector, to the check. His first check is a 9 and Chk'ix gains 1 success against the trap, but it is still not disarmed. Chk'ix's second check is a 4, which is more than 2 less than the difficulty of 8, so the trap goes off and attacks Chk'ix. The trap is still not disarmed, so Chk'ix attempts another Manipulation check and gets an 11, gaining his second success and the trap is disarmed. Chk'ix and his packmate may now safely pass through the door without setting off the trap again.

Avalanche/Collapsing Ceiling (Hazard)
Detect: Perception or Survival 6
Trigger: The avalanche naturally begins or an object is moved causing the ceiling to collapse.
Rockslide +0 melee attack against all creatures in the area, 1d10 damage and the creature must make a Difficulty 6 Endurance check to get out of the rocks before he can move.
Special: This hazard makes a second attack at 3rd level, a third attack at 6th level, and a fourth attack at 9th level.

Covered Pit (Hazard)
Detect: Perception or Survival 8
Trigger: A creature walks over the covered pit.
Fall In +0 melee attack, 1d10 damage for every 3 meters deep.

Covered Pit with Spikes (Hazard)
Detect: Perception or Survival 8
Trigger: A creature walks over the covered pit.
Fall In +0 melee attack, 1d10 damage for every 3 meters deep.
Spikes (free): If a creature falls into the covered pit, it makes a +0 melee attack as a free action. If the attack hits, the creature takes 1d10 Life Point damage.

Covered Pit with Spikes of Poison (Hazard)
Detect: Perception or Survival 8
Trigger: A creature walks over the covered pit.
Fall In +0 melee attack, 1d10 damage for every 3 meters deep.
Poisoned Spikes (free): If a creature falls into the covered pit, it makes a +0 melee attack as a free action. If the attack hits, the creature takes 2d10 Life Point damage and cannot move on its next turn.

Electrostunner Datapad (Trap)
Detect: Computers or Perception 8
Trigger: The item the datapad is on is opened.
Disarm: Computers or Manipulation 8
Successes: 2
Electrostun +0 melee attack against all adjacent creatures, 1d10 electricity damage.
Special: This trap inflicts 2d10 electricity damage at 3rd level, 3d10 electricity damage at 6th level, and 4d10 electricity damage at 9th level. Additionally, this trap automatically resets if it is triggered or after a failed disarm check.

Flooding Room (Trap)
Detect: Engineer or Perception 8
Trigger: All creatures enter a room, and the doors automatically shut.
Disarm: Engineer or Manipulation 8
Successes: 3
Drowning: A creature in the flooding room must make a Difficulty 4 Endurance or Swim check during the first round, and the check difficulty increases by 1 each round until the trap is disarmed. Each time a creature fails an Endurance or Swim check he takes 1d10 Life Point damage.

Landmine (Trap)
Detect: Perception 10
Trigger: A creature walks over the landmine.
Disarm: Engineer or Manipulation 8
Successes: 1
Explosion +0 melee attack against all creatures within 2 squares, 1d10-4 damage plus 8 kinetic damage.This trap inflicts 2d10-4 damage at 3rd level, 3d10-4 damage at 6th level, and 4d10-4 damage at 9th level, all with plus 8 kinetic damage.

Laser Turret (Trap)
Detect: Perception 6
Trigger: A creature moves within line of sight of the turret.
Disarm: Engineer or Manipulation 8
Successes: 2
Laser Bolt two +0 ranged attacks against the same creature, 1d10-4 damage plus 4 energy damage each.
Special: This trap automatically resets if triggered. A failed disarm check does not cause the trap to attack.

Magma (Hazard)
Detect: Automatic
Trigger: A creatures moves within 2 squares of a pool or river of magma.
Magma Splash +0 melee attack against all creatures within 2 squares, 2d10 fire damage.
Keep on Burning: A creature hit by the magma splash takes 1d10 fire damage on his next turn if he fails a Difficulty 6 Endurance or Survival check.

Moving Walls (Trap)
Detect: Engineer or Perception 6
Trigger: All creatures enter a room, and the doors automatically shut.
Disarm: Engineer or Manipulation 8
Successes: 4
Crush +0 melee attack against all creatures in the room of the moving walls starting on the third round, 1d10 damage.
Crushed: On a failed disarm check on the trap, the trap uses crush against the creature that failed the check.

Plague (Hazard)
Detect: Medicine or Survival 8
Trigger: A creature comes into contact with the plague.
Plague Touch +0 melee attack, 1d10 Life Point damage and the creature can only take one action on its next turn.
Viral Disease: A creature cannot heal Life Points if it is hit by plague touch until the creature takes a nightly rest and either makes a Difficulty 6 Endurance check or an ally makes a Difficulty 8 Medicine check. If the creature fails the Endurance check, the hazard uses plague touch against the creature that failed the check.

Poison Needle (Trap)
Detect: Perception 8
Trigger: The item the poison needle is built into is opened.
Disarm: Manipulation 6
Successes: 1
Poison Needle +0 melee attack, 1d10 Life Point damage.
Special: This trap inflicts 2d10 Life Point damage at 3rd level, 3d10 Life Point damage at 6th level, and 4d10 Life Point damage at 9th level. Additionally, this trap will not reset if triggered or after a failed disarm check.

Rolling Boulder (Hazard)
Detect: Perception or Survival 6
Trigger: The boulder naturally begins rolling or an object is moved to cause the boulder to roll.
Bowl Over +0 melee attack, 2d10 damage and the target is knocked prone.
Keeping on Rolling: The rolling boulder moves 10 squares each round and uses its bowl over attack against each creature's square it moves through.

HYPERSHOT

Interstellar travel was the discovery that allowed the races across The Galaxy to expand beyond their home worlds and meet each other. Many races discovered interstellar travel purely by accident when that when a starship accelerated to a certain speed, usually a small percentage of the speed of light, the starship will disappear from normal space and enter a space called hyperspace where time itself changes.

If a starship decelerates slightly when in hyperspace it will emerge back into normal space as some point distant from where it originally left normal space for hyperspace. By carefully using astrogation, that is navigating the stars, using the direction of the starship, the speed of the starship, and the time spent in hyperspace (usually only a few to a dozen seconds), the astrogator can travel or jump his starship to another location within The Galaxy. This process is now universally called a Hypershot.

Although a Hypershot allows starships to cover immense distances in short times, a Hypershot still takes days to complete. Almost all of the time leading up to a Hypershot is accelerating to the speed needed to enter hyperspace. Nearly all of the time after the Hypershot is spent decelerating in order to safely arrive at the starship's destination.

When traveling through space, the only time that a starship will have gravity is when it is accelerating or decelerating. When a starship is coasting, no matter the speed, everything within the starship will be experiencing weightlessness. Artificial gravity is a technology that hasn't been invented, though many scientists are trying to do so.

Since a starship will either be accelerating or decelerating during most of its journey, passengers will feel the effects of gravity during most of their trip. When a starship is accelerating the tail of the ship will feel "down" and the nose will feel "up". After several to many days of acceleration, the starship will reach the needed speed to enter hyperspace. When the final preparations are made to enter hyperspace, the navigator will slightly accelerate the starship and the starship will enter hyperspace.

During the brief seconds spent in hyperspace the passengers will feel disorientated as their senses are distorted. Then the navigator will decelerate the starship slightly and the starship will emerge back into normal space. The pilot will maneuver the starship around so that the tail is pointed at its destination and then the starship will begin to decelerate for several to many days until it nears its destination. Once again the tail of the ship will feel "down" and the nose feel "up".

Once the starship stops decelerating, weightlessness will be experienced and remain weightless as the ship docks with a space station, enters orbit, or lands on the surface of a planet or moon. If docking with a space station, the starship matches the rotation of the space station and slowly docks in the hub of the station, which has zero-gravity. The hub of a space station is connected to the rim through spokes, like a wheel. These spokes have elevators which ferry passengers and goods to the various decks of the rim. Since the space station is spinning, passengers in the rim of station will experience gravity due to the centrifugal force.

ASTROGATION

Astrogation is the use of the Navigation aptitude to make the complicated calculations to Hypershot a starship. Astrogation can also be used to pinpoint the character's starship in The Galaxy in case the Hypershot sends him somewhere other than his intended destination.

To plot a Hypershot usually takes 1 hour for every day of travel needed to the starship's destination. At the gamemaster's discretion, if the route between systems is a standard regularly traveled route, then reduce the time needed to 5 minutes for every day traveled. As a guideline use the following distances between star systems.

Between Core systems: 1d10 days.
Core System to/from Expanse system: 2d10 days.
Between Expanse systems: 2d10 days.
Core system to/from Frontierspace system: 5d10 days.
Between Frontierspace systems: 5d10 days.
Expanse system to/from Frontierspace system: 4d10 days.

The Navigation difficulty check for making a successful Hypershot to another star system is as follows. These difficulties can also be used to determine the starship's location in case the astrogator had a failed Hypershot. If a Hypershot fails, the gamemaster can determine where the characters are, or 1d10 can be rolled for every 1 the Navigation aptitude check was off from the difficulty to determine the number of days that the starship is away from its intended destination.

Destination	Difficulty
Core system	4
Expanse system	6
Frontierspace system	8
Unknown or new system	10+

Rhegri the astrogator is calculating a Hypershot from an Expanse world to a Frontierspace planet. 4d10 is rolled for the number of days it will take and 18 is rolled, so it will take 18 hours for Rhegri to calculate the Hypershot. The difficulty for the Hypershot is 8, and Rhegri's Navigation aptitude check is a 6, a failure by 2. The gamemaster rolls 2d10 and determines that the starship is 14 days from its destination. On a successful Difficulty 8 Navigation check to determine his location, and 14 hours of calculations along with another Difficulty 8 Navigation check, Rhegri can make the correct Hypershot to his Frontierspace destination.

Hypershot Skipping
If in a hurry, an astrogator can make a risky Hypershot called "skipping". It takes 1 minute for every day of travel needed to calculate a Hypershot skip. The difficulty is 6 plus the standard difficulty of a Hypershot.

Rhegri's starship is being chased by pirates and he needs to make a quick Hypershot from his Core system to another Core system. 1d10 is rolled and the result is 4 days, therefore it takes 4 minutes to calculate the Hypershot skip with a difficulty of 10.

11 CREATURES AND ADVERSARIES

Adventuring in The Galaxy is dangerous, and alien creatures make the adventurer's life even more dangerous. Strange and new creatures are everywhere, whether they are stalking the characters as prey or quarry, are after the same object that the characters are after, or just protecting their homeworld. Encounters with creatures often leads to combat, sometimes the quickest and surest way to resolve problems in The Galaxy. Adversaries are creatures, but they are more than just a normal creature. Adversaries are sentient, intelligent creatures. They are the greedy space pirates, the evil bounty hunters, and the maniacal leaders that are behind the adventure that the characters are partaking in. Adversaries are usually the most powerful creatures the characters will face during an adventure, and more than once, the adversary somehow manages to get away just to gain revenge on the characters another day.

Encounter Building

An average encounter is a total of levels of creatures equal to the number of characters times the level of the characters. Ten average encounters for a group of characters will give them enough experience points (XPs) for them to gain a level. For example, an average encounter for 4 3rd level characters would be 4 (number of characters) x 3 (level of the characters) equals 12 total levels. Therefore an encounter with 4 3rd level creatures, or 2 6th level creatures would be an average encounter.

A difficult encounter is a total of levels of creatures equal to the number of characters times the level of the characters times two. Five difficult encounters for a group of characters will give them enough XPs for them to gain a level. For example, a difficult encounter for 4 3rd level characters would be 4 (number of characters) x 3 (level of the characters) x 2 equals 24 total levels. Therefore an encounter with 6 4th level creatures, 4 6th level creatures, or 3 8th level creatures would be a difficult encounter.

Most encounters should be average up to difficult, with one encounter, usually the climatic battle with the main adversary, being a difficult encounter. For example, the 4 3rd level characters need 120 total XPs for all of them to gain a level. The gamemaster decides to have five average 12 XP encounters (60 total XPs), two encounters at 18 XPs each (36 total XPs), and one difficult encounter (24 XPs).

Difficult encounters are made more difficult if the creature is more than 3 levels higher than the characters. If so, the creature gains a second attack action on its turn. If a creature is more than 6 levels higher than the characters, the creature gains a third attack action on its turn also. For example, if a group of 3rd level characters were fighting a 7th, 8th, or 9th level creature, that creature would get two attack actions on its turn. If that creature were 10th level, it would get three attack actions on its turn.

Surrendering, Retreating, and Experience Points

The gamemaster may decide to have adversaries surrender or non-intelligent creatures retreat during a combat. Adversaries and creatures tend to surrender or retreat when less than half of their total levels are still fighting. Depending on the situation, the gamemaster may have adversaries retreat or any non-intelligent creature fight to the death. If the characters accept a creature's or adversary's surrender or let a creature or adversary retreat, they receive half of the XPs (rounded down) of the surrendering or retreating creatures or adversaries.

A group of characters is fighting 4 1st level Animalian Hunters, a 2nd level Animalian Soldier, and a 2nd level Security Robot, for a total of 8 levels. Later in the combat, when the Animalians' turn comes up in initiative, only a Hunter and the Soldier are left, for a total of 3 levels, which is less than 4 total levels (half of 8 total levels), and the gamemaster decides to have the Animalians surrender. The characters, who have been badly injured in the combat and don't want to fight anymore, accept the Animalians' surrender, and the characters receive 5 XPs for the Animalians defeated plus 1 XP (half of 3 total levels surrendered, rounded down) for a total of 6 XPs.

BUILDING CREATURES AND ADVERSARIES

Designing and creating a new creature is more of an art than a science. That being said, new creatures can easily be created to fit the gamemaster's adventure and ideas for encounters for the characters, especially a main adversary or for the climatic creature battle in the adventure. To create a new creature, follow the template below.

CREATURE CREATION TEMPLATE

Speed: A creature's speed is generally 5 squares, but slower creatures can have a speed of 3 or 4 and faster creatures a speed of 6 or 7. Armor could also reduce a creature's speed.

Defense: A creature's Defense is generally 6, though soldier type creatures and adversaries may have a Defense of 7.

Armor Points: If the creature is intelligent, equip the creature with armor that seems appropriate for it. A non-intelligent creature that cannot wear armor often has thick hide which will give it Kinetic Armor Points or even reflective thick hide which will give it Energy Armor Points. Generally thick hide gives a creature 5 Armor Points for every 2 levels of the creature.

Life Points: Creatures have 5 Life Points plus a number of Life Points equal to the creature's level x 5.

Psychic Points: Intelligent creatures have 5 Psychic Points plus a number of Psychic Points equal to the creature's level x 5. Non-intelligent creatures have a number of Psychic Points equal to the creature's level x 5.

Attack: Generally most creatures have a +0 attack bonus, while important creatures may have a +1 attack bonus for its primary or special attack. A main adversary may have a +1 attack bonus for its primary attack and a +1 or +2 attack bonus for once per encounter attacks.

Damage: Base damage is usually 1d10, or 2d10 for larger non-intelligent creatures. For their attacks, level 1-2 creatures inflict +0 damage, levels 3-5 creatures inflict +1 damage, level 6-8 creatures inflict +2 damage, and level 9-10 creatures inflict +3 damage.

Powers: Choose a power from one of the paths. Creatures receive 1 power at levels 1-3 that can be used once per encounter. Additionally, creatures at levels 4-6 gain a power that inflicts 2d10 base damage against 1 target or 1d10 base damage each against 2 targets that can be used once per encounter. At levels 7-10 a creature gains another power that can be used once per encounter that inflicts 3d10 base damage against 1 target, 2d10 base damage each against 2 targets, or 1d10 base damage each against 3 targets.

Fate Dice: Creatures generally do not get Fate Dice like characters do, but a main adversary may possess a Fate Die that can be used just like a character.

Leveling Up Creatures

Creatures that have already been built can be made tougher by leveling up the creature, thereby increasing its statistics, number of powers, and damage and making it more powerful for higher level characters. To level up a creature, follow the template below.

Creature Leveling Up Template

Life Points: Add 5 Life Points for every level added to the creature.

Psychic Points: Add 5 Psychic Points for every level added to the creature.

Damage: If the creature increases from levels 1-2 to 3-5 add +1 to damage. If the creature increases from levels 3-5 to 6-8 add +1 to damage. If the creature increases from levels 6-8 to 9-10 add +1 to damage.

Powers: If the creature increases from levels 1-3 to 4-6, add a power that can be used once per encounter that inflicts 2d10 base damage against 1 target or 1d10 base damage each against 2 targets. If the creature increases from levels 4-6 to 7-10, add a power that can be used once per encounter that inflicts 3d10 base damage against 1 target, 2d10 base damage each against 2 targets, or 1d10 base damage each against 3 targets.
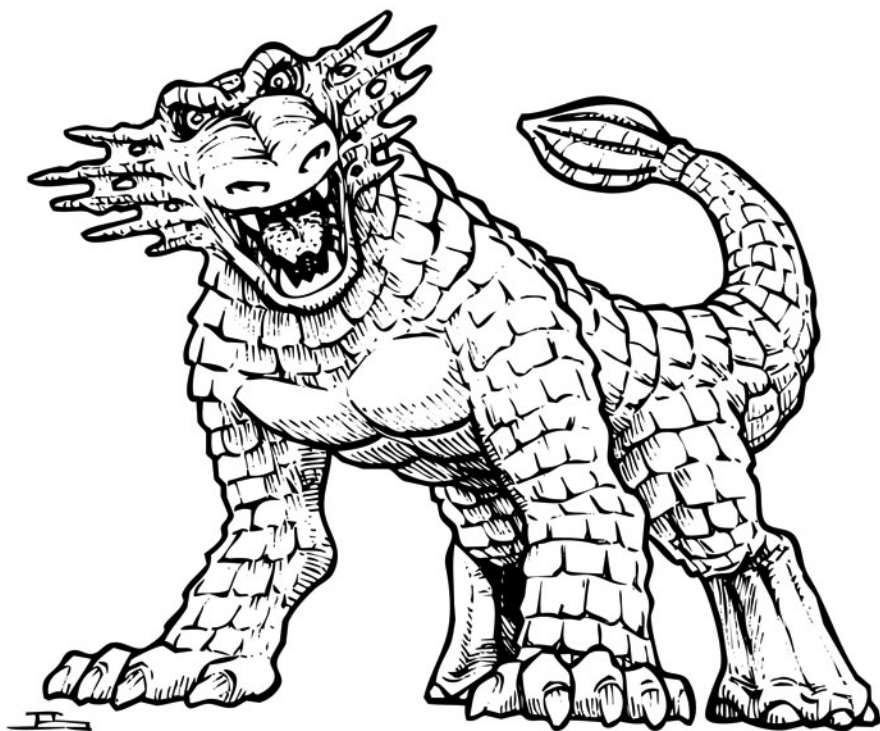
ALIEN ABERRANTS

Alien aberrants are underground dwellers, with strange features that allow them to hunt prey and survive in hidden caverns and tunnels in the darkness.

• Alien aberrants are non-intelligent beasts and therefore are illiterate.

Alien Fungal Aberrant 1
Speed 4 squares
Defense 6
Energy Armor Points 5
Kinetic Armor Points 5
Life Points 10
Psychic Points 5
Armor reflective thick hide
Slam +0 melee attack, 1d10-2 damage, 4 kinetic damage on a hit.
Spore Burst (attack): Once per encounter, +0 melee attack against all adjacent creatures, 1d10-4 Life Point damage and the creature can only take one action on its next turn.

Alien Clawed Aberrant 2
Speed 5 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 10
Life Points 15
Psychic Points 10
Armor thick hide
Claw +0 melee attack, 1d10 damage.
Grasping Claw (free): If the alien clawed aberrant hits a creature with its claw attack, it makes a +0 melee attack as a free action. If the attack hits, the creature cannot move on its next turn.

Alien Slime Aberrant 3
Speed 2 squares
Defense 5
Energy Armor Points 5
Kinetic Armor Points 5
Life Points 20
Psychic Points special
Armor reflective thick hide
Slime Touch +0 melee attack, 1d10+1 damage.
Engulf (free): If the alien slime aberrant hits a creature with its slime touch attack, it makes a +0 melee attack as a free action. If the attack hits, the attack inflicts 1d10+1 damage and the creature cannot move on its next turn.
Mindless: An alien slime aberrant has no mind and is immune to psychic damage.
Lack of Defense: An alien slime aberrant has a Defense of 5.

Alien Tentacled Aberrant 5
Speed 5 squares
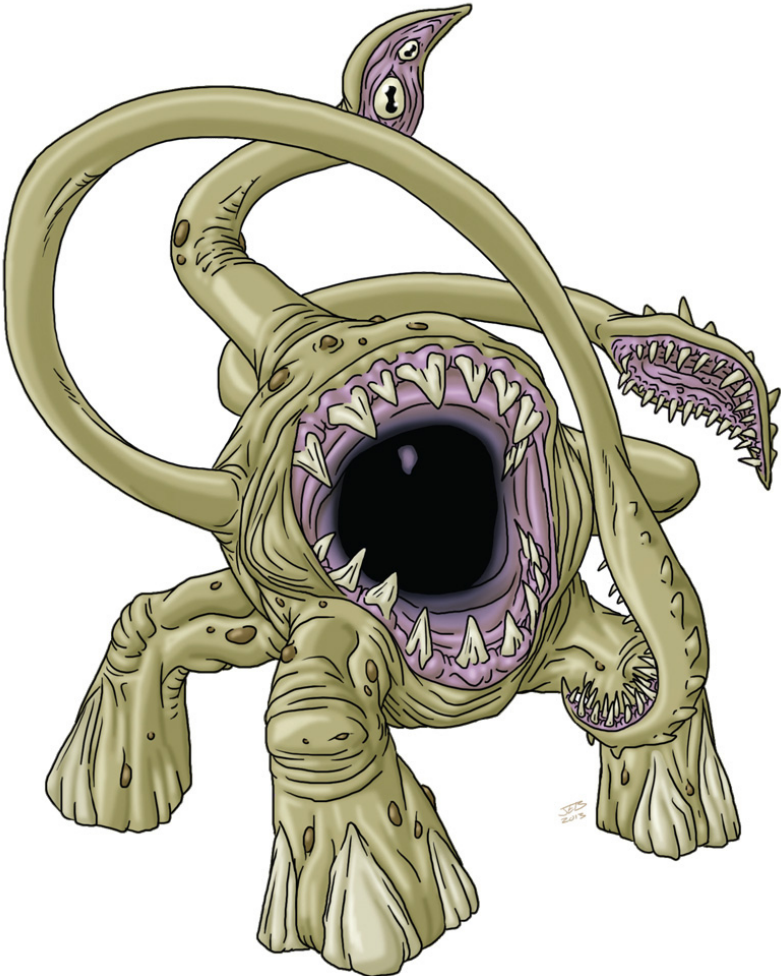Defense 6
Energy Armor Points 0
Kinetic Armor Points 15
Life Points 30
Psychic Points 25
Armor thick hide
Tentacles +0 melee attack, 1d10+1 damage and the creature cannot move on its next turn.
Chomp (attack): If a creature could not move on its previous turn, the alien tentacled aberrant can make a chomp attack (+1 melee, 2d10+1 damage) on the creature as an attack action.

ANIMALIANS

Innate hunters that are one with the natural world, Animalians make valuable allies and dangerous foes.

• Animalians are literate in their native language, Expanse or Frontier, and often Terran too.

• Examples of Race Names: Banthi, Raka Torri, Teligray, Yizarian.

Animalian Hunter 1
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 10
Psychic Points 10
Armor kinetisuit, albedo screen, & helmet
Laser Rifle +0 ranged attack, 1d10-4 damage, 4 energy damage on a hit.
Claws +0 melee attack, 1d10 damage.
Wild at Heart: An animalian hunter gains a +1 bonus to Primal aptitude checks.

Animalian Soldier 2
Speed 5 squares
Defense 7
Energy Armor Points 15
Kinetic Armor Points 25
Life Points 15
Psychic Points 15
Armor plasteel armor, albedo screen, & helmet
Charge Rifle +0 ranged attack, 1d10-4 damage, 4 kinetic damage on a hit.
Sonic Knife +0 melee attack, 1d10-4 sonic damage.
Precise Strike (free): Once per encounter, an animalian soldier gains advantage on a weapon attack roll.

Animalian Sniper 3
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 20
Psychic Points 20
Armor kinetisuit & sonic screen (5 less sonic damage)
Sonic Rifle +1 ranged attack, 1d10+1 sonic damage.
Sonic Knife +0 melee attack, 1d10-3 sonic damage.
Precise Shot (free): Once per encounter, an animalian sniper gains advantage on a sonic rifle attack roll.
Stealthy: An animalian sniper has advantage on Stealth aptitude checks.

Animalian Bounty Hunter 5
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 25
Life Points 30
Psychic Points 30
Armor plasteel armor, albedo screen, & helmet
Charge Rifle +0 ranged attack, 1d10-3 damage, 4 kinetic damage on a hit.
Stun Baton +0 melee attack, 1d10-3 Psychic Point damage.
Tracker: An animalian bounty hunter has advantage on Perception aptitude checks.

Animalian Psi Tracker 7
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 40
Psychic Points 40
Armor kinetisuit & sonic screen (5 less sonic damage)
Electrosword +0 melee attack, 1d10+2 electricity damage.
Brain Lock (attack): +1 ranged attack, 2d10+2 psychic damage and the creature loses its attack and move actions on its next turn.
Tracker Aptitude: An animalian psi tracker gains a +1 bonus to Physical and Primal aptitude checks and has advantage on Perception aptitude checks.

Animalian Assassin 8
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 45
Psychic Points 45
Armor kinetisuit & anti-e screen (5 less electricity damage)
Maser Rifle +1 ranged attack, 1d10-2 Life Point damage.
Electrosword +1 melee attack, 1d10+2 electricity damage.
Morph: Once per encounter, an animalian assassin can change into any race that lasts for the entire encounter. The animalian assassin has advantage on any one aptitude when using this power.

AVIANS

Seekers of missing objects and discoverers of lost knowledge, Avians use cunning and skill to find that which other cannot.

• Avians are literate in their native language, Expanse or Frontier, and often Terran too.
• Examples of Race Names: Aeglon, Archix, Kruolo, Ravenar.

Avian Collector 1
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 10
Psychic Points 10
Armor kinetisuit & sonic screen (5 less sonic damage)
Laser Pistol +0 ranged attack, 1d10-6 damage, 2 energy damage on a hit.
Grav Staff +0 melee attack, 1d10-6 damage, 4 kinetic damage on a hit.
Adroit: Once per encounter, an avian collector gains advantage on any one aptitude check.

Avian Seer 3
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 5
Life Points 20
Psychic Points 25
Armor ballistic jacket & sonic screen (5 less sonic damage)
Dissonance (attack): +1 melee or ranged attack, 1d10+1 psychic damage and the creature gains disadvantage on its next attack roll.
Precognition (free): Once per encounter, an avian seer gains advantage on any one attack roll.
Danger Sense (interrupt): Once per encounter, an avian seer can increase its Defense by 1 against an attack after the attack roll is made.
Psionic: An avian seer has 5 additional Psychic Points.

Avian Plunderer 5
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 30
Psychic Points 30
Armor kinetisuit & sonic screen (5 less sonic damage)
Sonic Rifle +0 ranged attack, 1d10+1 sonic damage.
Sonic Knife +0 melee attack, 1d10-3 sonic damage.
Thief: An avian plunderer gains a +1 bonus to Physical and Primal aptitude checks and has advantage on Manipulation aptitude checks.

BEHEMOTHS

Towering over other races, Behemoths use their great size and strength to overcome obstacles and enemies.

• Behemoths are literate in their native language and Terran.
• Examples of Race Names: Golian, Makkuub, Rorhaa, Yeorn.

Behemoth Warrior 1
Speed 5 squares
Defense 7
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 10
Psychic Points 10
Armor kinetisuit & anti-e screen (5 less electricity damage)
Sonic Axe +1 melee attack, 1d10+4 sonic damage.
Sabot Pistol +0 ranged attack, 1d10-4 damage, 2 kinetic damage on a hit, target must be within 5 squares.

Behemoth Thug 3
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 20
Life Points 20
Psychic Points 20
Armor plasteel armor & albedo screen
Grav Mace +1 melee attack, 1d10+1 damage, 4 kinetic damage on a hit.
Sabot Pistol +0 ranged attack, 1d10-3 damage, 2 kinetic damage on a hit, target must be within 5 squares.
Athletic: Once per encounter, a behemoth thug gains advantage on any one Physical or Primal aptitude check.

Behemoth Sentinel 5
Speed 4 squares
Defense 7
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 35
Psychic Points 30
Armor synthsuit (5 less radiation damage) & force screen
Gravi Gun +1 ranged attack, 1d10+5 force damage.
Electrosword +0 melee attack, 1d10+1 electricity damage.
Athletic: Once per encounter, a behemoth sentinel gains advantage on any one Physical or Primal aptitude check.

BESTIALS

Alien and strange in appearance, the primitive Bestials' unique shapes and sizes aid them in adapting to all types of situations.

• Bestials are literate in their native language and either Expanse or Frontier.

• Examples of Race Names: Argian, Kovlus, Pseudan, Seshian.

Bestial Survivalist 1
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 10
Life Points 10
Psychic Points 10
Armor kinetisuit & albedo screen
Vibro Axe +1 melee attack, 1d10-4 damage, 4 kinetic damage on a hit.
Sabot Pistol +0 ranged attack, 1d10-4 damage, 2 kinetic damage on a hit, target must be within 5 squares.
Survivor: A bestial survivalist gains advantage on Primal aptitude checks.

Bestial Shaman 3
Speed 5 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 5
Life Points 20
Psychic Points 20
Armor thick hide
Spear +0 melee attack, 1d10-6 damage.
Psychic Strike (attack): +1 ranged attack, 1d10+1 psychic damage and the creature gains disadvantage on its next damage roll.
Defensive Field (interrupt): Once per round, a bestial shaman can reduce the damage of a weapon attack by 4.

Bestial Spirit Adept 5
Speed 5 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 5
Life Points 30
Psychic Points 30
Armor hide armor
Spirit Touch (attack): +0 melee, 1d10+1 Life Point damage.
Spirit Bonds (attack): +1 ranged attack, 1d10+1 psychic damage and the creature is slowed by 2 squares on its next move action.
Spirit of Protection: A bestial spirit adept can reduce the damage of every attack that hits it by 4.

GEODANS

With the inner strength of rock and earth, Geodans use the Psi to fiercely protect themselves and their sacred lands.

• Geodans are literate in their native language and Frontier.
• Examples of Race Names: Anid, Drvumn, Phaesan, Soome.

Geodan Stoneskin 2
Speed 5 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 20
Life Points 15
Psychic Points 15
Armor tough hide
Stone Fist +1 melee attack, 1d10 damage.
Rock Blast (attack): +0 ranged attack, 1d10 kinetic damage and the creature is moved 1 square. This move does not provoke an attack.
Skin of the Earth: A geodan stoneskin can reduce the damage of every attack that hits it by 2.

Geodan Gravmage 4
Speed 4 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 20
Life Points 25
Psychic Points 30
Armor plasteel armor & albedo screen
Grav Mace +0 melee attack, 1d10+1 damage, 4 kinetic damage on a hit.
Grav Pulse (attack): +1 ranged attack, 1d10+1 force damage and the creature is slowed by 2 squares on its next move action.
Heavy Gravity (free): When a geodan gravmage hits a creature with a melee attack, the creature cannot move on its next turn.
Psionic: A geodan gravmage has 5 additional Psychic Points.
Plodding: A geodan gravmage takes a -2 penalty to Physical aptitude checks.

Geodan Earthwalker 6
Speed 5 squares
Defense 7
Energy Armor Points 0
Kinetic Armor Points 30
Life Points 35
Psychic Points 35
Armor tough hide
Earth Fist +0 melee attack, 2d10+2 damage.
Earth Walk: A geodan earthwalker can move through soil and rock at its speed. This move does not provoke an attack.

HUMANOIDS

The most common race in The Galaxy, Humanoids can be clever allies who aid others or scheming enemies seeking power for their own selfish goals.

• Humanoids are literate in their native language and Terran.
• Examples of Race Names: Frahl, Lovaan, Narissian, Piradian.

Humanoid Grunt 1
Speed 5 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 10
Life Points 10
Psychic Points 10
Armor ballistic jacket & helmet
Charge Pistol +0 ranged attack, 1d10-6 damage, 2 kinetic damage on a hit.
Sonic Knife +0 melee attack, 1d10-4 sonic damage.

Humanoid Guard 2
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 15
Psychic Points 15
Armor kinetisuit, albedo screen, & helmet
Laser Rifle +0 ranged attack, 1d10-4 damage, 4 energy damage on a hit.
Sonic Knife +0 melee attack, 1d10-4 sonic damage.
Well Trained: Once per encounter, a humanoid guard can gain advantage on any one attack roll.

Humanoid Soldier 3
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 20
Life Points 20
Psychic Points 20
Armor albedo armor, force screen, & helmet
Auto Rifle +0 ranged attack, 1d10-5 damage, 4 kinetic damage on a hit. Auto burst.
Sonic Knife +0 melee attack, 1d10-3 sonic damage.
Well Trained: Once per encounter, a humanoid guard can gain advantage on any one attack roll.

Humanoid Kinetist 4
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 10
Life Points 25
Psychic Points 30
Armor kinetisuit & albedo screen
Grav Staff +0 melee attack, 1d10-5 damage, 4 kinetic damage on a hit.
Kinetic Strike (attack): +0 ranged attack, 1d10+1 force damage and the creature is moved up to 1 square. This move does not provoke an attack.
Kinetic Push (attack): Once per encounter, +1 melee or ranged attack, 2d10+1 force damage and the creature is moved up to 2 squares and knocked prone. This move does not provoke an attack.
Psionic: A humanoid kinetist has 5 additional Psychic Points.

Humanoid Raider 5
Speed 5 squares
Defense 5
Energy Armor Points 15
Kinetic Armor Points 25
Life Points 35
Psychic Points 30
Armor plasteel armor, albedo screen, & helmet
Sonic Axe +1 melee attack, 1d10+5 sonic damage.
Charge Pistol +0 ranged attack, 1d10-5 damage, 2 kinetic damage on a hit.
Charge (move): Once per encounter, a humanoid raider can move its speed and gain advantage on its sonic axe damage on its turn. This can be combined with a rush.
Reckless: A humanoid raider's Defense is 5.
Fear No Death: A humanoid raider has 5 additional Life Points.

Humanoid Irradiated 6
Speed 4 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 40
Psychic Points 35
Armor synthsuit (5 less radiation damage) & force screen
Ionizing Touch (attack): +0 melee attack, 1d10+2 radiation damage and the creature inflicts half damage (rounded down) on its next damage roll.
Gamma Ray Eyes (attack): +0 ranged attack, 1d10+2 radiation damage and the creature inflicts half damage (rounded down) on its next damage roll.
Sickening Radiation (interrupt): Once per encounter, when a creature attacks the humanoid irradiated with a ranged attack, the creature gains disadvantage on its ranged attack rolls for the entire encounter.
Slowed: A humanoid irradiated takes a -1 penalty to Physical aptitude checks.

Humanoid Telepath 7
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 10
Life Points 40
Psychic Points 45
Armor kinetisuit & albedo screen
Shock Glove +0 melee attack, 1d10-2 electricity damage.
Mind Strike (attack): +0 ranged attack, 1d10+2 psychic damage and the creature gains disadvantage on its next damage roll.
Mind Crush (attack): Once per encounter, +1 ranged attack, 2d10+2 psychic damage or 1d10+2 psychic damage on a miss.
Intellect Fortress (interrupt): Once per encounter, when a creature attacks the humanoid telepath with a non-weapon attack, the creature gains disadvantage on the attack roll and the humanoid telepath gains a +2 bonus to Defense until the beginning of its next turn.
Psionic: A humanoid telepath has 5 additional Psychic Points.

Humanoid Blademaster 8
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 45
Psychic Points 45
Armor kinetisuit & sonic screen (5 less sonic damage)
Filament Blade +1 melee attack up to 2 squares away, 1d10 damage.
Whipping Blade (attack): Once per encounter, the humanoid blademaster can make a filament blade attack against two different creatures, inflicting 2d10 damage on a hit.
Phase Step (interrupt): Once per encounter, when the humanoid blademaster is attacked, the attack automatically misses and the humanoid blademaster can move to any square adjacent to a creature that is adjacent to the humanoid blademaster. This move does not provoke an attack.
Deft Aptitude: A humanoid blademaster gains a +1 bonus to Physical aptitude checks and has advantage on Acrobatics aptitude checks.

Humanoid Erudite 9
Speed 4 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 20
Life Points 50
Psychic Points 55
Armor plasteel armor & anti-e screen (5 less electricity damage)
Ill Fate (attack): +0 melee attack, 1d10+3 psychic damage and the creature takes a -1 penalty on its next attack roll.
Empathic Transfer (interrupt): Once per encounter, when the humanoid erudite takes damage, the creature that damaged him takes the same amount and type of damage.
Destiny's Fate (attack): Once per encounter, +0 melee or ranged attack, 2d10+3 psychic damage and the creature takes a -2 penalty on its next attack roll. This attack is not expended if it misses.
Fate of One (attack): Once per encounter, +1 ranged attack, 3d10+3 psychic damage and the creature automatically misses its next attack roll.
Psionic: A humanoid erudite has 5 additional Psychic Points.
Slowed: A humanoid erudite takes a -2 penalty to Physical aptitude checks.

Humanoid Mind Adept 10
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 10
Life Points 55
Psychic Points 60
Armor kinetisuit & albedo screen
Psi Touch +0 melee attack, 1d10+3 psychic damage and the humanoid mind adept refreshes 3 Psychic Points.
Psi Strike +0 ranged attack, 1d10+3 psychic damage and the creature cannot move on its next turn.
Mental Dagger: Once per encounter, +1 ranged attack, 3d10+3 psychic damage and the creature cannot take any actions on its next turn.
Mind Wave: Once per encounter, +1 ranged attack against three creatures, 1d10+3 psychic damage and the creature gains disadvantage on its next attack roll.
Psionic: A humanoid mind adept has 5 additional Psychic Points.

INSECTS

Insects of monstrous sizes infest filthy cities, ancient caves, and alien ruins, posing a threat to explorers and adventurers alike.

• Insects are non-intelligent animals and therefore are illiterate.

Giant Centipede 1
Speed 7 squares
Defense 6
Energy Armor Points 5
Kinetic Armor Points 5
Life Points 10
Psychic Points 5
Armor reflective thick hide
Bite +0 melee attack, 1d10 damage.
Poison (free): Once per encounter, inflict 4 Life Point damage on a hit with a bite.

Giant Beetle 2
Speed 6 squares
Defense 6
Energy Armor Points 5
Kinetic Armor Points 10
Life Points 15
Psychic Points 10
Armor reflective thick hide
Bite +0 melee attack, 1d10 damage.
Acid Spray (attack): Once per encounter, +0 melee attack against two creatures, 1d10 damage.

Giant Arachnid 3
Speed 7 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 15
Life Points 20
Psychic Points 15
Armor thick hide
Poisonous Bite +0 melee attack, 1d10+1 damage, 4 Life Point damage on a hit.

Insect Swarm 4
Speed 6 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 10
Life Points 25
Psychic Points 20
Armor thick hide
Swarm +0 melee attack against all adjacent creatures, 1d10 damage.
Tiny Creatures: A swarm takes half damage from weapon attacks.

Colossal Arachnid 8
Speed 6 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 25
Life Points 45
Psychic Points 40
Armor thick hide
Poisonous Bite +0 melee attack, 2d10+2 damage, 4 Life Point damage on a hit.
Webbing (attack): +0 ranged attack, the creature is grabbed.
Drawn In (free): A creature that is grabbed by the colossal arachnid's webbing is pulled into an adjacent square. This move does not provoke an attack.

Megapede 10
Speed 8 squares
Defense 6
Energy Armor Points 25
Kinetic Armor Points 25
Life Points 55
Psychic Points 50
Armor reflective thick hide
Chomp +0 melee attack, 2d10+3 damage.
Grasping Bite +1 melee attack, 1d10+3 damage, the creature is grabbed.
Poison (free): Three times per encounter, inflict 4 Life Point damage on a hit with a grasping bite.

INSECTOIDS

Master of Psi and the hive mind, an Insectoid's natural intuition allows them to react quickly to any situation.

• Insectoids are literate in their native language and Frontier.
• Examples of Race Names: Fetyx, Formorian, Shyrrex, Vresk.

Insectoid PsiSoldier 2
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 15
Psychic Points 20
Armor albedo armor & force screen
Sabot Rifle +0 ranged attack, 1d10-2 damage, 4 kinetic damage on a hit, target must be within 10 squares.
Rifle Butt +0 melee attack, 1d10-8 damage.
Mind Cloak (interrupt): Once per encounter, when a creature attacks the insectoid psisoldier, the creature gains disadvantage on the attack roll and the insectoid psisoldier gains advantage on the next attack roll against the creature.
Psionic: An insectoid psisoldier has 5 additional Psychic Points.

Insectoid PsiOp 4
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 25
Psychic Points 30
Armor kinetisuit & sonic screen (5 less sonic damage)
Sonic Knife +0 melee attack, 1d10-3 sonic damage.
Shadow Mind (attack): +0 ranged attack, 1d10+1 psychic damage and the insectoid psiop is invisible to and cannot be seen by the creature until the beginning of the insectoid psiop's next turn.
Implant Image (attack): Once per encounter, +1 ranged attack, 2d10+1 psychic damage and the creature gains disadvantage on the next attack roll against the insectoid psiop.
Psionic: An insectoid psiop has 5 additional Psychic Points.
PsiMind: An insectoid psiop can communicate telepathically and gains a +1 bonus to Mental aptitude checks.

Insectoid Swarm 5
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 30
Psychic Points 35
Armor reflective thick hide
Dissonance (attack): +0 melee or ranged attack, 1d10+1 psychic damage and the creature gains disadvantage on its next attack roll.
Recall Pain (attack): Once per encounter, +1 ranged attack, 2d10+1 psychic damage and the creature loses two actions of its choice on its next turn.
Danger Sense (interrupt): Once per encounter, an insectoid swarm can increase its Defense by 1 against an attack after the attack roll is made.
Swarm: Ranged weapon damage has disadvantage against an insectoid swarm.
Psionic: An insectoid swarm has 5 additional Psychic Points.

Insectoid Hivemind 7
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 40
Psychic Points 45
Armor albedo armor & force screen
Sabot Pistol +0 ranged attack, 1d10-2 damage, 2 kinetic damage on a hit, target must be within 5 squares.
Dominate (attack): +0 melee or ranged attack, 1d10+2 psychic damage and the creature makes a melee or ranged weapon attack against one creature of the insectoid hivemind's choosing.
Hive Reflexes: All allies of an insectoid hivemind gain advantage on initiative rolls.
Psionic: An insectoid hivemind has 5 additional Psychic Points.
PsiMind: An insectoid hivemind can communicate telepathically and gains a +2 bonus to Mental aptitude checks.

MAMMALS

Swarms of filthy creatures and oversized animals, vermin such as Bats and Rats thrive in dark alleys, filthy sewers, and vast caverns. Vicious pack hunters, giant Wolves are unfailing trackers and steadfast hunters. Klaars are bear-like creatures of monstrous sizes with grasping tentacles that surround their huge jaws.

• Mammals are non-intelligent animals and therefore are illiterate.

Cave Bat Swarm 1
Speed 1 square (fly 6 squares)
Defense 6
Energy Armor Points 0
Kinetic Armor Points 5
Life Points 10
Psychic Points 5
Armor thick hide
Swarm +0 melee attack against all adjacent creatures, 1d10 damage.
Tiny Creatures: A cave bat swarm takes half damage from all weapon attacks.
Night Sight: A cave bat swarm does not have disadvantage if it cannot see a creature.

Giant Cave Bat 1
Speed 1 square (fly 6 squares)
Defense 6
Energy Armor Points 0
Kinetic Armor Points 5
Life Points 10
Psychic Points 5
Armor thick hide
Rabid Bite +0 melee attack, 1d10 damage and the creature cannot move more than 2 squares as a move action on its next turn.
Night Sight: A giant cave bat does not have disadvantage if it cannot see a creature.

Fang Wolf 2
Speed 7 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 10
Life Points 15
Psychic Points 10
Armor thick hide
Claw +0 melee attack, 1d10 damage.
Bite (attack): Once per encounter, +1 melee attack, 1d10 damage and the creature is knocked prone.

Filth Rat Swarm 2
Speed 6 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 5
Life Points 15
Psychic Points 10
Armor thick hide
Swarm +0 melee attack against all adjacent creatures, 1d10 damage.
Tiny Creatures: A filth rat swarm takes half damage from weapon attacks.

Giant Filth Rat 2
Speed 6 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 5
Life Points 15
Psychic Points 10
Armor thick hide
Rabid Bite +0 melee attack, 1d10 damage and the creature cannot move more than 2 squares as a move action on its next turn.

Cave Klaar 3
Speed 6 squares
Defense 6
Energy Armor Points 5
Kinetic Armor Points 10
Life Points 20
Psychic Points 15
Armor reflective thick hide
Claw +0 melee attack, 1d10+1 damage.
Maul (attack): Once per encounter, the cave klaar can make two claw attacks as an attack action.
Tentacled Maw (attack): Once per encounter, +1 melee attack, 1d10+1 damage and the creature is grabbed.

Ravage Wolf 5
Speed 7 squares
Defense 6
Energy Armor Points 0
Kinetic Armor Points 10
Life Points 30
Psychic Points 25
Armor thick hide
Claw +0 melee attack, 1d10+1 damage.
Ravaging Claw (free): Once per encounter, the ravage wolf can make two claw attacks as an attack action.
Bite (attack): Once per encounter, +1 melee attack, 1d10+1 damage and the creature is knocked prone.

Mountain Klaar 6
Speed 6 squares
Defense 7
Energy Armor Points 5
Kinetic Armor Points 15
Life Points 35
Psychic Points 30
Armor reflective thick hide
Claw +0 melee attack, 1d10+2 damage.
Maul (attack): Once per encounter, the mountain klaar can make two claw attacks as an attack action.
Crush (free): If the mountain klaar hits a creature with its claw attack, it makes a +0 melee attack as a free action. If the attack hits, the creature cannot move on its next turn.
Tentacled Maw (attack): Once per encounter, +1 melee attack, 2d10+2 damage and the creature is grabbed.

MECHANOIDS

Being ageless sentient robots, a Mechanoid's range of skills rivals all others.

• Mechanoids are literate in their native language and Techan.
• Examples of Race Names: Guanta, Mekanon, Scybo Ye, Zeon.

Mechanoid Tech Soldier 2
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 15
Psychic Points 15
Armor kinetisuit, albedo screen, & helmet
Laser Rifle +0 ranged attack, 1d10-4 damage, 4 energy damage on a hit.
Electrogauntlet +0 melee attack, 1d10 electricity damage.
TechHead: A mechanoid tech soldier gains a +2 bonus to Technical aptitude checks.

Mechanoid Cybernaught 4
Speed 4 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 35
Life Points 25
Psychic Points 25
Armor ceramisteel armor, albedo screen, & helmet
Heavy Laser +0 ranged attack, 1d10+1 damage, 4 energy damage on a hit.
Electrogauntlet +0 melee attack, 1d10+1 electricity damage.
Repair Armor (free): Once per encounter, a mechanoid cybernaught can fix its armor 1d10+1 Kinetic Armor Points.
Slowed: A mechanoid cybernaught takes a -2 penalty to Physical aptitude checks.

Mechanoid Infiltrator 6
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 35
Psychic Points 35
Armor kinetisuit & sonic screen (5 less sonic damage)
Electrostunner +0 ranged attack, 1d10-4 electricity damage.
Shock Gauntlet +0 melee attack, 1d10-4 electricity damage.
TechHead: A mechanoid infiltrator gains a +2 bonus to Technical aptitude checks.
CompTech: A mechanoid infiltrator gains advantage on Computers aptitude checks.

MORPHERS

Distrusted and often feared by others, Morphers are loners who do what it takes to survive in The Galaxy.

• Morphers are literate their native language, Expanse or Frontier, and Terran.

• Examples of Race Names: Glequani, Osikir, T'Amar, V'Gurri.

Morpher Shifter 1
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 5
Life Points 10
Psychic Points 10
Armor ballistic jacket & anti-e screen (5 less electricity damage)
Charge Pistol +0 ranged attack, 1d10-6 damage, 2 kinetic damage on a hit.
Stun Baton +0 melee attack, 1d10-4 Psychic Point damage.
Morph (free): Once per encounter, a morpher shifter can change into any race that lasts for the entire encounter. When morphed, once per encounter, the morpher shifter gains advantage to any one aptitude check.
Shifting Feint (free): Once per encounter, a morpher shifter can gain advantage on any one attack or damage roll.

Morpher Spy 3
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 20
Psychic Points 20
Armor kinetisuit & sonic screen (5 less sonic damage)
Sonic Stunner +0 ranged attack, 1d10-5 sonic damage, 2 Psychic Point damage on a hit.
Sonic Knife +0 melee attack, 1d10-3 sonic damage.
Morph (free): Once per encounter, a morpher spy can change into any race that lasts for the entire encounter. When morphed, once per encounter, the morpher spy gains advantage to any one aptitude check.
Spy: A morpher spy gains a +2 bonus to Physical aptitude checks.
Keen Senses: A morpher spy gains advantage on Perception aptitude checks.

Morpher Ambassador 5
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 30
Psychic Points 30
Armor kinetisuit & sonic screen (5 less sonic damage)
Sonic Stunner +0 ranged attack, 1d10-5 sonic damage, 2 Psychic Point damage on a hit.
Sonic Knife +0 melee attack, 1d10-3 sonic damage.
Morph (free): Once per encounter, a morpher ambassador can change into any race that lasts for the entire encounter. When morphed, once per encounter, the morpher ambassador gains advantage to any one aptitude check.
Well-Versed: A morpher ambassador gains a +2 bonus to Mental aptitude checks.
Diplomat: A morpher ambassador gains advantage on Interaction aptitude checks.

Morpher Hitman 7
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 10
Life Points 40
Psychic Points 40
Armor kinetisuit & sonic screen (5 less sonic damage)
Shotgun +1 ranged attack, 1d10-4 damage, 4 kinetic damage on a hit, 2 adjacent targets, targets must be within 10 squares.
Maser Rifle +0 ranged attack, 1d10-2 Life Point damage.
Sonic Sword +0 melee attack, 1d10+2 sonic damage.
Morph (free): Once per encounter, a morpher hitman can change into any race that lasts for the entire encounter. When morphed, once per encounter, the morpher hitman gains advantage to any one aptitude check.
Sneaky: A morpher hitman gains advantage on Stealth aptitude checks.

MUTANTS

Whether the result of an accident, deliberate genetic alteration, or bred to fit certain needs, a Mutant's mental and physical changes are both a boon and disability to him.
• Mutants are literate in their native language and either Expanse, Frontier, or Terran.

Acidic Adept Mutant 3
Speed 4 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 15
Psychic Points 20
Armor kinetisuit & albedo screen
Acid Touch +0 melee attack, 1d10-3 Life Point damage, 4 kinetic damage on a hit.
Charge Pistol +0 ranged attack, 1d10-5 damage, 2 kinetic damage on a hit.
Dermal Durability: An acidic adept mutant has 5 more Kinetic Armor Points.
Mutant Weakness: An acidic adept mutant has 5 less Life Points.

Venom Mutant 5
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 20
Life Points 25
Psychic Points 30
Armor plasteel armor & albedo screen
Poison Bite +0 melee attack, 1d10-1 Life Point damage.
Charge Pistol +0 ranged attack, 1d10-5 damage, 2 kinetic damage on a hit.
Biorhythm Control: When a venom mutant is reduced to 0 or less Life Points, on the start of its next turn it is healed to 5 Life Points.
Mutant Weakness: A venom mutant has 5 less Life Points.
Slowed: A venom mutant takes a -1 penalty to Physical aptitude checks.

Necrist Mutant 7
Speed 3 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 25
Life Points 30
Psychic Points 40
Armor kinetisuit, anti-e screen (5 less electricity damage), & helmet
Death Touch +0 melee attack, 1d10+2 Life Point damage.
Charge Pistol +0 ranged attack, 1d10-4 damage, 2 kinetic damage on a hit.
Augmented Awareness: When making an initiative check, the check is considered a natural 6 or the roll result, whichever is higher.
Dermal Toughness: A necrist mutant has 10 more Kinetic Armor Points.
Mutant Weakness: A necrist mutant has 10 less Life Points.

REPTILIANS

Huge scaled beasts with animal intelligence, Reptilians attack with primal ferocity for food and survival.

• Reptilians are non-intelligent beasts and therefore are illiterate.

Air Reptilian 7
Speed 4 squares (fly 7 squares)
Defense 6
Energy Armor Points 0
Kinetic Armor Points 20
Life Points 40
Psychic Points 35
Armor thick hide
Stinger +0 melee attack, 1d10+2 damage, 4 Life Point damage on a hit.
Flyby Bite (full turn): An air reptilian can take a move action, make a bite attack (+0 melee attack, 1d10+2 damage), and take another move action when flying.
Hover: An air reptilian can hover in place and does not need to move on its turn when flying.

Land Reptilian 8
Speed 6 squares
Defense 6
Energy Armor points 10
Kinetic Armor Points 30
Life Points 45
Psychic Points 40
Armor reflective thick hide
Bite +0 melee attack, 2d10+2 damage.
Reptilian's Fury (attack): Once per encounter, the land reptilian can make a bite attack plus two claw attacks (+0 melee attack, 1d10+2 damage) as an attack action.
Immovable: The land reptilian ignores moved and knocked prone effects.

Sea Reptilian 9
Speed 3 squares (swim 8 squares)
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 50
Psychic Points 45
Armor reflective thick hide
Bite +0 melee attack, 2d10+3 damage.
Reptilian's Fury (attack): Once per encounter, the sea reptilian can make a bite attack plus a tail slap attack (+0 melee attack, 2d10-1 damage, 4 kinetic damage on a hit) as an attack action.

ROBOTS

Coming in various shapes and sizes, Robots are made from metal and serve a variety of uses and accomplish many different tasks.

• Robots range from being illiterate to understanding basic communication to speaking the language of their creators.

Standard Robot 1
Speed 5 squares
Defense 6
Energy Armor Points 5
Kinetic Armor Points 5
Life Points 10
Psychic Points special
Armor reflective thick armor
Slam +0 melee attack, 1d10-4 damage.
Mindless: A standard robot has no mind and is immune to psychic damage

Security Robot 2
Speed 5 squares
Defense 6
Energy Armor Points 5
Kinetic Armor Points 5
Life Points 15
Psychic Points special
Armor albedo suit & helmet
Laser Pistol +0 ranged attack, 1d10-6 damage, 2 energy damage on a hit.
Slam +0 melee attack, 1d10-4 damage.
Mindless: A security robot has no mind and is immune to psychic damage.

Combat Robot 4
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 15
Life Points 25
Psychic Points special
Armor kinetisuit, albedo screen, & helmet
Laser Rifle +0 ranged attack, 1d10-3 damage, 4 energy damage on a hit.
Slam +0 melee attack, 1d10-3 damage.
Mindless: A combat robot has no mind and is immune to psychic damage.

Heavy Combat Robot 6
Speed 4 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 35
Life Points 35
Psychic Points special
Armor ceramisteel armor, albedo screen, & helmet
Heavy Laser +0 ranged attack, 1d10+2 damage, 4 energy damage on a hit.
Slam +0 melee attack, 1d10-2 damage.
Destructive Burst (free): When the heavy combat robot is destroyed it makes a melee attack against all adjacent creatures. +0 melee attack, 1d10+2 damage.
Mindless: A heavy combat robot has no mind and is immune to psychic damage.

Warbot 10
Speed 5 squares
Defense 7
Energy Armor Points 30
Kinetic Armor Points 30
Life Points 55
Psychic Points special
Armor reflective thick armor & albedo screen
Heavy Laser +0 ranged attack, 1d10+2 damage, 4 energy damage on a hit.
Flamer +0 ranged attack, 1d10+10 fire damage, target must be within 10 squares.
Dual Lasers (free): The warbot can make two heavy laser attacks on its turn.
Slam +0 melee attack, 2d10-1 damage.
Mindless: A warbot has no mind and is immune to psychic damage.

SAND BEASTS

Beasts of immense size that hide in or wander the desert, Sand Beasts are a force of nature to reckon with.

• Sand beasts are non-intelligent beasts and therefore are illiterate.

Sand Scorpion 6
Speed 7 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 20
Life Points 35
Psychic Points 30
Armor reflective thick hide
Claw +0 melee attack, 1d10+2 damage.
Claws (attack): Once per encounter, the sand scorpion can make two claw attacks as an attack action.
Stinger (attack): Once per encounter, +0 melee attack up to 2 squares away, 1d10+2 Life Point damage.

Sand Maw 8
Speed 0 squares
Defense 7
Energy Armor Points 10
Kinetic Armor Points 20
Life Points 45
Psychic Points 40
Armor reflective thick hide
Tentacles +0 melee attack up to 3 squares away, 2d10+2 damage and the creature is grabbed.
Drawn In (free): A creature that is grabbed by the sand maw's tentacles is pulled into an adjacent square. This move does not provoke an attack.
Chomp (attack): If a creature is grabbed by and adjacent to the sand maw, the sand maw can make a chomp attack (+1 melee, 3d10+2 damage) on the creature as an attack action.
Hidden by Sand: A creature must be within 3 squares of the sand maw to attack it.

Sand Worm 10
Speed 5 squares
Defense 6
Energy Armor Points 15
Kinetic Armor Points 30
Life Points 55
Psychic Points 50
Armor reflective thick hide
Huge Bite +0 melee attack, 2d10+3 damage.
Engulf (free): If the sand worm hits a creature with its huge bite attack, it makes a +0 melee attack as a free action. If the attack hits, the attack inflicts 1d10+3 damage and the creature is grabbed.
Burrow: A sand worm can move through sand and soil at its speed. This move does not provoke an attack.

SYLVANS

Being sentient plants connected with the natural world, sometimes literally, Sylvans are always on the lookout to survive in a hostile galaxy.

• Sylvans are literate in their native language and Expanse or Frontier.
• Examples of Race Names: Ondon, Querqan, Sk'Rithi, Verdani.

Sylvan Guide 2
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 15
Life Points 20
Psychic Points 15
Armor kinetisuit, anti-e screen (5 less electricity damage), & helmet
Sabot Pistol +0 ranged attack, 1d10-4 damage, 2 kinetic damage on a hit, target must be within 5 squares.
Machete +0 melee attack, 1d10-4 damage.
Barkskin: A sylvan guide has 5 additional Life Points.
Ranger: A sylvan guide gains a +1 bonus to Physical and Primal aptitude checks

Sylvan Explorer 4
Speed 5 squares
Defense 6
Energy Armor Points 10
Kinetic Armor Points 15
Life Points 30
Psychic Points 25
Armor kinetisuit, anti-e screen (5 less electricity damage), & helmet
Sabot Rifle +0 ranged attack, 1d10-1 damage, 4 kinetic damage on a hit, target must be within 10 squares.
Machete +0 melee attack, 1d10-3 damage.
Barkskin: A sylvan explorer has 5 additional Life Points.
Ranger: A sylvan explorer gains a +2 bonus to Physical and Primal aptitude checks

Sylvan Bodyguard 5
Speed 5 squares
Defense 7
Energy Armor Points 15
Kinetic Armor Points 20
Life Points 35
Psychic Points 30
Armor plasteel armor & albedo screen
Grav Mace +0 melee attack, 1d10+1 damage, 4 kinetic damage on a hit.
Radiant Pistol +0 ranged attack, 1d10-3 radiation damage.
Danger Sense (interrupt): Once per encounter, the sylvan bodyguard can increase its Defense by 1 against an attack after the attack roll is made.
Barkskin: A sylvan bodyguard has 5 additional Life Points.

CREATURE AND ADVERSARY LIST BY LEVEL

1st
Alien Aberrant, Fungal
Animalian Hunter
Avian Collector
Behemoth Warrior
Bestial Survivalist
Humanoid Grunt
Insect Giant Centipede
Mammal Cave Bat Swarm
Mammal Giant Cave Bat
Morpher Shifter
Robot, Standard

2nd
Alien Aberrant, Clawed
Animalian Soldier
Geodan Stoneskin
Humanoid Guard
Insect Giant Beetle
Insectoid PsiSoldier
Mammal Fang Wolf
Mammal Filth Rat Swarm
Mammal Giant Filth Rat
Mechanoid Tech Soldier
Robot, Security

3rd
Alien Aberrant, Slime
Animalian Sniper
Avian Seer
Behemoth Thug
Bestial Shaman
Humanoid Soldier
Insect Giant Arachnid
Mammal Cave Klaar
Morpher Spy
Mutant, Acidic Adept

4th
Geodan Gravmage
Humanoid Kinetist
Insect Swarm
Insectoid PsiOp
Mechanoid Cybernaught
Robot, Combat

5th
Alien Aberrant, Tentacled
Animalian Bounty Hunter
Avian Plunderer
Behemoth Sentinel
Bestial Spirit Adept
Humanoid Raider
Insectoid Swarm
Mammal Ravage Wolf
Morpher Ambassador
Mutant, Venom
Sylvan Bodyguard

6th
Geodan Earthwalker
Humanoid Irradiated
Mammal Mountain Klaar
Mechanoid Infiltrator
Robot, Heavy Combat
Sand Scorpion

7th
Animalian Psi Tracker
Humanoid Telepath
Insectoid Hivemind
Morpher Hitman
Mutant, Necrist
Reptilian, Air

8th
Animalian Assassin
Humanoid Blademaster
Insect Colossal Arachnid
Reptilian, Land
Sand Maw

9th
Humanoid Erudite
Reptilian, Sea

10th
Humanoid Mind Adept
Insect Megapede
Robot, Warbot
Sand Worm

12 RACES AND WORLDS

The Galaxy contains billions of star systems, most of them either unexplored or uninhabitable. Those that have been explored and settled in the Core more often than not have a mixture of different races populating those worlds, while those in the Expanse and especially Frontierspace often only have one or a couple of different races settling the world. Inhabited systems aren't usually fully explored, as there are many moons, asteroids, and uninhabitable planets that are largely ignored in the daily business of people. Even settled worlds aren't fully explored, while they have been mapped from space, they haven't always been fully explored by ground.

Contained in this section are ten examples of races in The Galaxy, their description and background, the racial templates used, and their racial abilities. Along with each race is an optional advanced rule that can be used in the Aphelion's Gate Roleplaying Game to further bring specialization, depth, and verisimilitude to the campaign.

DRAALS

Almost amoeba-like, Draals are a rubbery skinned race with elastic muscles and no bone structure that can change their shape at will. They have the ability to create as many arms and legs as they need at the moment. Draal skin is flexible yet rough, which allows them to grab onto items and gain traction on surfaces. The color of a Draal's skin is often off-white, but grey and pure white skin colors are also common. Their two eyes are black pools of nerves. Draals breathe through their skin, along with speaking through the pores of their skin. Draals eat by surrounding and absorbing their food.

Draals enjoy philosophical and political debates, and have a strange sense of humor, though they love jokes of all kinds from other races. They do not care about wealth, power, or status, instead judging others on the quality of their ideas. Draals live in the Fromel system in Frontierspace on the twin planets of Grooth and Teerle, which orbit each other while orbiting the system's sun. Grooth is a lightly populated world full of natural resources and industries to process those resources. Teerle is known for its scattered small cities where the Draals do business with other races, along with providing entertainment and resorts for rest, recreation, and relaxation.

Draal (Custom template)
• Draals are literate in Draal and Frontier.
• A draal increases one rank 2 or 1 Common path by 1.
• Once per encounter, a draal can gain advantage on any one melee damage roll.
• Once per adventure, a draal can use any Fate Die as a yellow Fate Die.

Example Draal Character
Dalmor
3 Psi Spy, 3 PsyOp, 1 Hacker
Life Points 13, Psychic Points 15, Energy Armor Points 5, Kinetic Armor Points 15
Mental +3, Physical +1, Primal -1, Science -1, Technical +2
Aptitude Expertise (Manipulation) trait
Albedo suit, force screen, stun baton, electrostunner

ADVANCED RULES: CLONING
Draals, along with their Pseudan cousins, reproduce via budding to create clones of themselves every few years. These clones are not perfect replicas as genetic modification is performed on a new Draal, called a "sprout", once it is split off from the parent. This ensures that each Draal is an individual with beliefs, values, and personalities different from its parent. Sometimes, though, this clone is not genetically modified, and is an exact replica of the parent and becomes another self. If this is done many times, then the Draal has multiple selves allowing it to live practically forever through its clones. Though outsiders are usually unable to notice a difference between the original and the clone, Draals themselves seem to be able to easily recognize the change. In Draal law there is no legal requirement to present oneself as a clone as the status is obvious to other members of the species.

For most species, which cannot clone themselves naturally, science and technology have been developed. This development has led to the Body-Genome Vault, nicknamed "The Coffin". Once a customer is declared dead, a piece of the person's epidermal covering (skin, scales, shell, or whatever) is placed into a box that is part stasis field and part freeze field. This keeps the sample fresh as it undergoes the process of cloning using the genetic sample. Once the clone is grown, the sample is destroyed. It is a Difficulty 10 +1 per level of the character cloned Wealth check to pay the cost of cloning.

When a character is cloned, the character has the same abilities, powers, and traits as when the epidermal sample is taken. Sometimes an epidermal sample is taken before a person dies, so in case the person dies and the body is never recovered, then a clone can be made of the person. Storing an epidermal sample requires a Difficulty 4 Wealth check once per adventure.

It is considered a major crime in most systems if a clone is made of a living person, so only those unscrupulous and wealthy enough, along with the technological knowledge to do so, to afford a Vault would make an illegal clone. To successfully clone a person, after the wealth check is made, takes a Difficulty 8 Medicine, a Difficulty 8 Engineer, and then a Difficulty 10 Medicine check with no failures. If done legally in a hospital, the staff will automatically succeed at these checks.

If it is discovered that a clone exists while the original still lives, an order to shoot on sight is given. Unfortunately, though, this often results in the death of both the clone and the original. Often, if the original still lives, a clone will hunt down the original before he himself is killed.
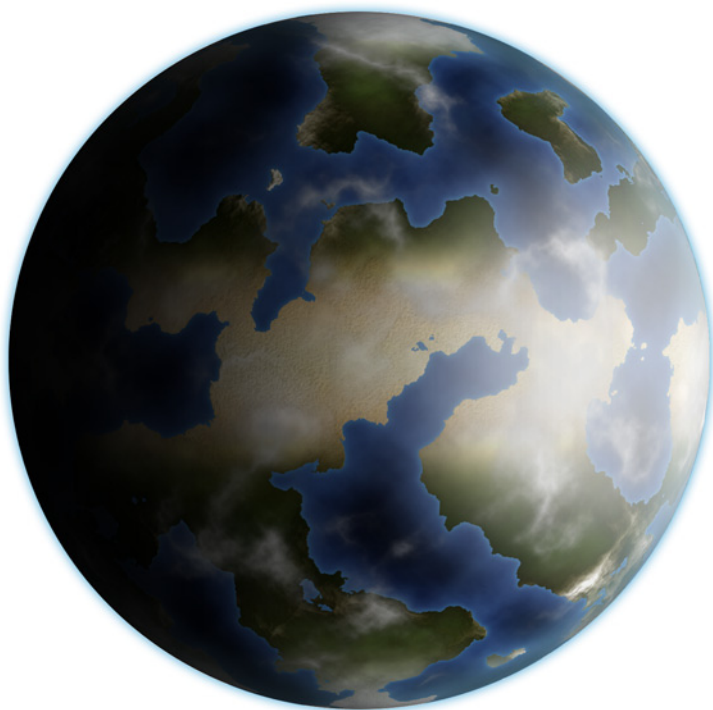
EIDELONS

The Leviathans were a species of living ships that were traditionally piloted in a symbiotic state by a species that had to be physically merged with them. The union was so well-known that the species was known only as the "Pilots" by other species, a humanoid with stone-like scales. When the Leviathans began to slowly die out, as they did not reproduce, the symbiotic species began to develop minds and personalities of their own. They ended up calling themselves the Eidelons, which means a phantom look-alike, after assuming that they were in the image of the Leviathans themselves.

The Eidelons, fully knowing well that when the Leviathans finally die out, they will die out soon after, decided that they wanted to keep the memory of their race alive. They also needed starship crews to help operate their ships, so they began making non-sentient robots en masse. The Eidelons wanted worker robots, not ones that could think and feel. Additionally, they were once slaves in a way to the Leviathans, so the Eidelons do not want to make their own slave race as their former masters did.

Eidelon (Geodan/Humanoid template)
• Eidelons are literate in Frontier and Leviathan.
• An eidelon has a rank 3 path and two rank 2 paths. Eidelons do not have a rank 1 path.
• Once per adventure, an eidelon can use any Fate Die as an orange Fate Die.
• Once per adventure, an eidelon can gain advantage on any one aptitude check.

Example Eidelon Character
Talquixus
3 Shiphand, 2 Hypercog, 2 Trader
Life Points 13, Psychic Points 14, Energy Armor Points 15, Kinetic Armor Points 10
Mental +3, Physical -1, Primal -1, Science +1, Technical +3
Humanoid Ingenuity trait
Kinetisuit, albedo screen, stun baton, laser pistol

ADVANCED RULES: ROBOTS
Robots are everywhere in The Galaxy, used from simple functions such as cleaning and cooking, mining in hazardous areas, or as military grade combat robots. Most robots have basic programming and are not considered sentient, that is they cannot think for themselves, only accomplishing the tasks that they are programmed to do. Sentient robots, those with artificial intelligence (A.I.) cannot be owned, bought, or sold in most star systems as that is considered slavery, though there can be a fine line between a highly functioning non-sentient robot to one that is sentient enough to be self aware. Robots that have A.I. use the mechanoid template.

A robot can have its programming changed with an Engineer check to access the robot and a Computers check to change the robot's programming. The difficulty of the check is the same as the wealth check to purchase the robot. Add 1 to the difficulty for each failure and the aptitude check must be repeated. A damaged robot can have its Life Points repaired with an Engineer check. The difficulty of the check is the same as the wealth check to purchase the robot. Add 1 to the difficulty for each failure and the aptitude check must be repeated. For every successful check made, 5 Life Points are repaired. It takes 1 hour for every check, whether successful or not.

Garuude finds a damaged security robot that has taken 9 Life Points damage. Firstly, he decides to change the robot's programming to defend Garuude and his allies against attacks. It takes a successful Difficulty 6 Engineer check and then a successful Difficulty 6 Computers check to reprogram the robot. To repair the robot it takes two successful Difficulty 6 Engineer checks, each check taking 1 hour to accomplish. Afterwards, Garuude and his allies will have a loyal security robot who can help in combat.

For typical statistics for a robot see the Robot entry in the Creatures and Adversaries section. The standard types of robots that can be bought, their programmed tasks, and the wealth check needed to buy a robot are as follows.

Robots

A **Service Robot** (Difficulty 4 Wealth) is used as a servant, often working as a clerk, cook, landscaper, or any other service industry. Service robots can talk and follow verbal instructions that don't go against their programming. They often have a body shape that matches the race that they will be serve, but cannot be mistaken for a real person.

A **Maintenance Robot** (Difficulty 4 Wealth) is used to clean areas, maintain machinery or other robots, and watch for breakdowns and malfunctions. Maintenance robots either cannot communicate at all, or can receive simple verbal commands. Maintenance robots have a body shape that makes their duties easier to accomplish.

A **Heavy Duty Robot** (Difficulty 8 Wealth) does agricultural harvesting, mining, and heavy excavating. Heavy duty robots cannot communicate except through a robot brain that manages them. Their body shapes are large, usually the size of a vehicle.

A **Robot Brain** (Difficulty 8 Wealth) manages other robots, giving them commands and organizing them to best complete their tasks. Robot brains can act semi-independently, as long as it doesn't go against their programming. Robot brains come in all sorts of shapes and sizes as needed, from a small unit on wheels to anthropomorphic on legs to heavy duty on treads.

A **Security Robot** (Difficulty 6 Wealth) serves as a guard or police unit, either carrying or having a built-in light ranged weapon. Security robots can talk and follow verbal instructions that don't go against their programming. Some security robots have square shapes and move on wheels or treads, while others have more anthropomorphic shapes, looking like a race.

A **Combat Robot** (Difficulty 8 Wealth) serves as a soldier or infantry unit, often either carrying or having a built-in medium ranged weapon, though some may use heavy ranged weapons. Combat robots either cannot communicate at all, getting all their commands from a warbot, or can receive simple verbal commands. Like security robots, they come in various shapes.

A **Warbot** (Difficulty 10 Wealth) is an intelligent, near A.I., robot that can command combat robots. Warbots can act independently, making decisions based on the current situation even if it doesn't follow their programming. They have heavy duty body shapes and are outfitted with heavy and military ranged weapons.

FRAHL

Frahl are a thin humanoid race with large, dark eyes. Frahl are calm and patient, even in the most chaotic situations. They tend to develop their minds instead of their bodies, pursuing the Psi and Techno paths. In fact, nearly all Frahl have some type of psionic power as the Psi has religious significance for them. They are also natural builders and scholars, and enjoy science and learning for its own sake.

Frahl originally came from the planet of Vespae IV in the Vespae system in the Core, a cool terrestrial world with small seas and large ice caps. Being nomadic starfarers and explorers in search of knowledge, the Frahl left their homeworld a few thousand years ago to meet new races and discover new planets. Over the millennia the Frahl have set up colonies across The Galaxy and can be found anywhere where new discoveries can be made, learning can be had, and psionics can be studied.

Frahl (modified Humanoid template)
• Frahl are literate in Frahl and Terran.
• A frahl has a rank 3 path and two rank 2 paths. Frahl do not have a rank 1 path. A frahl must choose at least one Psi path.
• Once per encounter, a frahl can gain advantage on any one Psi path attack roll.
• Once per adventure, a frahl can gain advantage on any one aptitude check.

Example Frahl Character
Ven Triani
3 Gravitar, 2 Comptroller, 2 Minder
Life Points 13, Psychic Points 16, Energy Armor Points 15, Kinetic Armor Points 10
Mental +0, Physical -1, Primal -1, Science +1, Technical +3
Extra Fate Die trait
Kinetisuit, albedo screen, grav staff, charge pistol

ADVANCED RULES: COMPUTERS
Along with psionics, Frahl are known to have a knack with technology, especially computers. Computers are needed to retrieve information and data, research plans, or infiltrate a secure supercomputer. Using a computer requires the Computers aptitude and some type of interface device, whether it be a portable bodycomp, a small voice recognition data tablet, or a room-sized mainframe server with neural connections.

The most common use of a computer is to access public information via what is usually called the network or grid. Information of all types can be found on the network, but finding the correct information, and sometimes with haste, requires a Computers aptitude check. Computers are also often used for hacking, that is breaking into a secure computer for information that is not readily available to the public. Retrieving secured information is almost always against the law, but additionally makes the owner of that information aware of the hacker and they will do anything needed to stop him, even violence.

Instead of a single Computers aptitude check to hack into a secured computer, hacking can be an advanced aptitude check instead, using aptitudes other than Computers in order to break into the secured system to discover needed information, change vital data, corrupt important programs, or crash the computer itself. Each check represents a few

minute's worth of time hacking into the computer. If a check fails, the difficulty of the checks increases by 1, and repeat the check for the same aptitude. For example, if the characters on the 2nd check failed the Difficulty 4 Perception check, they will need to make another Perception check on the 3rd check with a difficulty of 5. Generally, only the character hacking into the computer can make the aptitude checks, though another character can help out the character making the aptitude check by using a Fate Die.

Advanced Aptitude Check Setup
Hard Advanced Aptitude Check: 4 xp if successful.
Successes Needed/Amount of Failures: 4

Retrieve Information, Change Data, or Rewrite Program
The character needs to break into a computer in order to either download or manipulate digital information, or rewrite a program

Check 1: Break-In: Difficulty 6 Computers: The character hacks into the computer, either bypassing or defeating any security.
Check 1 Failure: Alarm: Difficulty 4 Insight: The character realizes that he has set off an alarm in the computer. On a success remove the failure from Check 1. Redo Check 1 and add 1 to the difficulty of the check. On a failure continue on to Check 2.
Check 2: Discover: Difficulty 4 Perception: The character searches for and finds the information that he is looking for.
Check 3: Transfer or Alter: Difficulty 6 Computers: The character either transfers the information to another computer or device, or changes the information as desired.
Check 4: Exit or Static: Difficulty 6 (Exit) or 4 (Static) Computers: The character either logs off the computer without leaving a trace or creates static noise which hinders traces of the character's actions.

Results
Success: The character manages to either retrieve the information, change the data, or rewrite a program either without being discovered or by covering his tracks.
Failure: If the character fails before check 3 is successful, the information is not retrieved, the data not changed, or the program not rewritten, otherwise the character either retrieves the information, changes the data, or rewrites the program but is discovered and doesn't manage to cover his tracks.

Corrupt Program
The character needs to break into a computer in order to release a virus that will either destroy a computer's program or corrupt data rendering it useless.

Check 1: Break-In: Difficulty 6 Computers: The character hacks into the computer, either bypassing or defeating any security.
Check 1 Failure: Alarm: Difficulty 4 Insight: The character realizes that he has set off an alarm in the computer. On a success remove the failure from Check 1. Redo Check 1 and add 1 to the difficulty of the check. On a failure continue on to Check 2.
Check 2: Discover: Difficulty 4 Perception: The character searches for and finds the information that he is looking for.

Check 3: Virus: Difficulty 6 Computers: The character releases a virus into the computer's programs, damaging or destroying the data or files that he desires.

Check 3 Failure: Antivirus: Difficulty 4 Interaction: The character realizes that an antivirus has been launched against his virus attack. On a success remove the failure from Check 3. Redo Check 3 and add 1 to the difficulty of the check. On a failure continue on to Check 4.

Check 4: Exit or Static: Difficulty 6 (Exit) or 4 (Static) Computers: The character either logs off the computer without leaving a trace or creates static noise which hinders traces of the character's actions.

RESULTS

Success: The character manages to release a virus, destroying a computer's program or corrupting data either without being discovered or by covering his tracks.

Failure: If the character fails before check 3 is successful, the computer is not corrupted, otherwise the character either destroys a computer's program or corrupts its data, but is discovered and doesn't manage to cover his tracks.

Crash Computer

The character needs to break into a computer in order to shut down the processor and system in order to render the computer useless.

Check 1: Break-In: Difficulty 6 Computers: The character hacks into the computer, either bypassing or defeating any security.

Check 1 Failure: Alarm: Difficulty 4 Insight: The character realizes that he has set off an alarm in the computer. On a success remove the failure from Check 1. Redo Check 1 and add 1 to the difficulty of the check. On a failure continue on to Check 2.

Check 2: Control: Difficulty 4 Manipulation: The character manually rewires or reconfigures the computer's processor.

Check 3: Virus: Difficulty 6 Computers: The character releases a virus into the computer's processor, crashing it.

Check 3 Failure: Antivirus: Difficulty 4 Interaction: The character realizes that an antivirus has been launched against his attack. On a success remove the failure from Check 3. Redo Check 3 and add 1 to the difficulty of the check. On a failure continue on to Check 4.

Check 4: Exit or Static: Difficulty 6 (Exit) or 4 (Static) Computers: The character either logs off the computer without leaving a trace or creates static noise which hinders traces of the character's actions.

RESULTS

Success: The character manages to crash the computer's processor either without being discovered or by covering his tracks.

Failure: If the character fails before check 3 is successful, the computer's processor is not crashed, otherwise the character crashes the computer's processor, but is discovered and doesn't manage to cover his tracks.

MEKANONS

Mekanons are mechanoids, sentient robots with a roughly humanoid form. A Mekanon is obviously a mechanoid, with a metallic body and limbs. A cluster of crystals in the top of a Mekanon's head form its artificial intelligence storage. Mekanons are equipped with sensors that give them visual and audio capabilities equivalent to other races, though many Mekanons have themselves equipped with cybernetic enhancements. Mekanons live in a caste system, with the higher intelligent ones occupying the higher castes and the less intelligent Mekanons mining for metals and crystals.

Mekanons hail from the planet of Aorna, a dry sandy world with plenty of metals and crystals that are mined, in the Turnus system in the Expanse. The first Mekanons are believed to have arisen by mining robots left by an unknown race who mined Aorna for materials. These mining robots were intelligent enough to fix themselves, mine for more materials, and create new versions of themselves until they have evolved into the Mekanon race. Whether this is true or not does not concern the Mekanons, as only the present and the future concerns them; history to them is meaningless.

Mekanon (Mechanoid template)
• Mekanons are literate in Mekan and Techan.
• A mekanon increases one rank 2 or 1 Techno path by 1.
• Once per adventure, a mekanon can use any Fate Die as a gray Fate Die.
• Once per adventure, a mekanon can use any Fate Die as a purple Fate Die.

Example Mekanon Character
Mreon-2
3 TechMec, 2 Bionic, 2 Scientist
Life Points 13, Psychic Points 13, Energy Armor Points 15, Kinetic Armor Points 15
Mental -1, Physical -1, Primal +0, Science +4, Technical +4
Mechanoid Technocrat trait
Albedo armor, force screen, laser pistol, radiant pistol

ADVANCED RULES: CYBERNETIC ENHANCEMENTS
Mekanons are masters of technology, since technology is what created them. Mekanons often enhance themselves with cybernetics, computer and mechanical implants, in order for them to complete specific tasks easier. To add a cybernetic enhancement a character must make a wealth check. If the check is successful, the character adds the cybernetic enhancement to himself. Adding a cybernetic enhancement is draining on the character, therefore only one cybernetic enhancement can be added between adventures. All races can be enhanced with cybernetics, but at a cost of the character's Life Points. The character subtracts a number of Life Points off his normal total as stated in the cybernetic enhancement's description. As long as the character has the cybernetic enhancement, the character cannot heal those Life Points. A character can have a cybernetic enhancement removed with another successful wealth check, and thereby regaining his Life Points.

Artificial Senses
Wealth Check: 4
Life Points: 3 per +1 to Perception aptitude
The character has artificial hearing and visual senses surgical installed. Low and high frequency sounds can be heard along with magnifying noises. Ultra-violet and infrared spectrums can also be seen. The character subtracts 3 Life Points for every +1 to his Perception aptitude that he wants. If a character later on wishes to increase his Perception using this cybernetic enhancement again, he will need to make another wealth check as normal.

CyberArm
Wealth Check: 4
Life Points: 3
The character replaces an arm with a stronger, cybernetic one. The character can make a melee attack against one creature. The cyberarm attack inflicts 1d10 damage on a hit.

CyberComp
Wealth Check: 4
Life Points: 3 per +1 to Computers aptitude
The character has cords, wires, or some other type of interface that allows him to directly connect to a computer. The character subtracts 3 Life Points for every +1 to his Computers aptitude that he wants. If a character later on wishes to increase his Computers using this cybernetic enhancement again, he will need to make another wealth check as normal.

Dermal Armor
Wealth Check: 6
Life Points: 3 per 5 Kinetic Armor Points
The character has carbonate fibers interwoven into his skin, forming a second protective barrier against attacks. The character subtracts 3 Life Points for every 5 Kinetic Armor Points that he wants. Subdermal armor is not destroyed when its Kinetic Armor Points reach 0, instead it cannot provide protection in the form of Kinetic Armor Points until the armor is fixed during the adventure or repaired after the adventure.

Endoskeleton
Wealth Check: 8
Life Points: 6 per +1 to Climb, Jump, and Swim aptitudes
The character's natural skeleton is replaced or reinforced with strong alloy materials, giving him extra strength for physical tasks. The character subtracts 6 Life Points for every +1 to his Climb, Jump, and Swim aptitudes that he wants. If a character later on wishes to increase his Climb, Jump, and Swim using this cybernetic enhancement again, he will need to make another wealth check as normal.

PolyVox
Wealth Check: 6
Life Points: 3
The character has a special computer installed in his ears and throat. Any language heard by the character is learned by the polyvox computer, and then when the character speaks the language is translated to the one heard. This does not allow the character to understand a language spoken, just the ability to speak the language that is heard.

Subdermal Enhancers
Wealth Check: 8
Life Points: 6 per +1 to Acrobatics, Manipulation, and Stealth aptitudes
The character has a layer of nanocomputers surgically attached just under the skin, giving him extra agility for dextrous tasks. The character subtracts 6 Life Points for every +1 to his Acrobatics, Manipulation, and Stealth aptitudes that he wants. If a character later on wishes to increase his Acrobatics, Manipulation, and Stealth using this cybernetic enhancement again, he will need to make another wealth check as normal.

OSIKIRS

Osikirs in their natural form are very tall, long-limbed creatures, with four legs extended from the lower portion of their body. Osikirs have two arms with each hand having a pair of thumbs. An Osikirs head has a very flat face set on a long, muscular neck. Their two eyes are totally black. Their mouth is a mere slit with two opposing tongues that allows them to produce sounds most races cannot conceive of. An Osikir's skin consists of hard, plate-like cells which are often white or pale shades of gray or brown. Osikirs have only one gender and new individuals are developed from an unfertilized egg.

Osikirs only appear in their natural form on their home planet of Osik, a temperate world known for its marshlands and variety of plant life. When visiting other worlds they take the shape, or mimic, the races of the planet that they are visiting. How Osikirs evolved this way is unknown since Osikirs could morph even before they developed space travel. Though it is believed that morphing was an inherited defense mechanism, but now Osikirs use their morphing ability to learn about other races and cultures for the sake of expanding their knowledge. Osikirs love experiencing new cultures, languages, foods, fashions, religions, and life styles.

Osikir (Morpher template)
• Osikirs are literate in Expanse and Osik.
• An osikir has a rank 3 Shifter path and two rank 2 paths. Osikirs do not have a rank 1 path.
• When an osikir uses the Morph power, it lasts for the entire adventure instead of the entire encounter.
• Once per adventure, an osikir can use any Fate Die as a yellow Fate Die.

Example Osikir Character
KelKaToMeyDoon
3 Shifter, 2 Mover, 2 Trader
Life Points 13, Psychic Points 16, Energy Armor Points 15, Kinetic Armor Points 10
Mental +3, Physical +0, Primal +1, Science -1, Technical -1
Morpher Bluff trait
Kinetisuit, albedo screen, stun baton, laser pistol

ADVANCED RULES: KNOWLEDGE AND RESEARCH CHECKS
Osikirs enjoy expanding their knowledge. Much of the time they learn by just observing, allowing them to glean facts about other races and cultures. When meeting another creature or adversary, a character can make a knowledge check to determine what he knows about that creature or adversary. For a non-intelligent creature, a Life aptitude check is often needed; for a sentient adversary, a Culture aptitude check is often needed. The gamemaster may decide that if the character first makes a successful Difficulty 6 Perception (for a creature) or Insight (for an adversary) check, the character may gain advantage to the Life or Culture aptitude check; on a failure the character reads or interprets something incorrectly and gains disadvantage to the Life or Culture aptitude check. The difficulty for the Life or Culture aptitude check would be 1 plus the level of the creature or adversary. On a success, the character would know what the creature or adversary is and its level. For every 2 higher than the difficulty the character would know one more piece of information, such as its attacks, defense, or special abilities.

KelKaToMeyDoon the Osikir meets an adversary for the first time, an Animalian Sniper 3. With a successful Difficulty 4 Culture check (1 + level 3) KelKaToMeyDoon would know the above information. If the check was at least a 6, then the gamemaster would reveal another piece of information such as the Sniper has a Precise Shot special ability. If the check was at least an 8, the gamemaster may reveal that the sniper is also Stealthy.

Other times Osikirs must do research to learn something that requires more detail, such as another race's corporate structure, religious rituals, or legal standards. Or perhaps a character wishes to learn more about a star system, plant life on a pristine world, or the technical specs of a certain type of starship. To do so requires a character to visit a specific location, such as a library, university, or government building, or search the computer network to learn more. The Culture aptitude would be used when researching laws, customs, religious rituals, and the like. The science aptitudes would be used when researching a specific branch of the sciences, and if researching any type of technology, the technical aptitudes would be most appropriate. This can be completed as an advanced aptitude check such as the one below.

Advanced Aptitude Check Setup
Average Advanced Aptitude Check: 4 xp if successful.
Successes Needed/Amount of Failures: 4

Research Corporate Laws
The character does research to learn about a planet's corporate legal standards and laws guiding corporations.

Check 1: Find Location: Difficulty 4 Interaction: The character asks around looking for the best place to start his research.
Check 2: Discover Information: Difficulty 4 Perception: The character looks through books or the network for the proper information.
Check 3: Glean Information: Difficulty 6 Culture: The character reads the information in an attempt to understand it.
Check 4: Understand Information: Difficulty 4 Insight: The character figures out what this information means to him and how to use it.

Results
Success: The character understands the facts that he was researching, possibly giving him advantage when dealing with others about these facts.
Failure: The character does not understands the facts that he was researching, possibly giving him disadvantage when dealing with others about these facts.

QUERQANS

Querqans are a race of large, sentient plant-like creatures. They come in all shapes, from two legged tree-like humanoids with bark for skin to bulbous bodied creatures that use tendrils for movement with eyestalks and gaping maws to a mass of vines interspersed with green fronds. Some Querqans have eyes or eyestalks, while others sense their surroundings with long tendrils, feather-like fronds, or huge leaves. This variety in the Querqan shapes is due to purposeful mutations that they place into each new Querqan so no two Querqans look exactly alike.

Querqan personalities are as varied as the Querqans themselves, though the most common traits of the Querqans are thoughtful, purposeful, and pondering. Querqans love the sciences and love tinkering with life itself in order to make themselves a better species. The Querqans' homeworld is called Sulvus and is a lush, warm world with scattered seas and light afternoon rains. A perfect world for plants to grow. It lies out deep in Frontierspace and was only newly found since Querqans had not yet developed interstellar space travel. Querqans love the open sky so therefore most structures on Sulvus do not have roofs, though buildings that are used by visiting scientists are often covered for the comfort of the Querqan's guest.

Querqan (Behemoth/Sylvan templates)
• Querqans are literate in Frontier and Querqus.
• A querqan increases one rank 2 or 1 Common path by 1.
• Once per adventure, a querqan can use any Fate Die as a red Fate Die.
• Once per adventure, a querqan can use any Fate Die as a green Fate Die.

Example Querqan Character
Picea Tan
3 Engineered, 2 Irradiated, 2 Medic
Life Points 13, Psychic Points 13, Energy Armor Points 15, Kinetic Armor Points 15
Mental +0, Physical +3, Primal +3, Science +2, Technical +0
Combat Surgery trait
Kinetisuit, albedo screen, helmet, grav staff, charge pistol

ADVANCED RULES: MUTATIONS
The Mutant path has an alteration of the mind which grants it the powers of Psi, and the Engineered path has its skill set modified in body. Mutations, on the other hand, affect the body in specific ways. Sometimes a mutation is the result of a deliberate genetic alteration, bred to fit certain needs. In other cases the mutation is nothing more than happenstance, accident, or maybe even fate itself, such as from radiation, a rare insect bite, or an alien virus.

Mutations act just like traits, and are selected in the place of traits. Like traits, mutations have levels and as a trait a mutation must be of the character's level or lower to be selected. A character cannot have the same mutation more than once. Mutations, unlike traits, cannot be retrained; once a character has a mutation he has it for life. If a character gains a mutation at a level higher than 1st, then the player should come up with a story on how the character gained the new mutation. Each mutation has an advantage and disadvantage to it as there are always drawbacks to a mutation.

1st Level Mutations

Acid Touch: *Advantage:* You can make a melee attack against one creature. The Acid Touch attack inflicts 1d10-4 Life Point damage plus 4 kinetic damage on a hit.
Disadvantage: You have 3 less Life Points.

Adrenal Control: *Advantage:* You add 2 squares to your speed.
Disadvantage: After each combat encounter you do not heal 3 Life Point and 3 Psychic Point damage as normal due to fatigue.

Augmented Awareness: *Advantage:* When making a Perception aptitude check, the aptitude check is considered a natural 6 or the roll result, whichever is higher.
Disadvantage: Choose either Physical, Primal, Science, or Technical aptitudes. You have disadvantage when making a check with that set of aptitudes.
Special: This mutation cannot be chosen if Enhanced Awareness or Hyper Awareness has been selected.

Augmented Physiology: *Advantage:* When you heal, whether after a combat encounter, after a nightly rest, from a power that heals, or from a specialized item that heals, you heal 1 additional Life Point.
Disadvantage: You have 3 less Psychic Points.
Special: This mutation can be stacked with Enhanced Physiology and/or Hyper Physiology.

Biorhythm Control: *Advantage:* When making an Endurance aptitude check when dying, on a success you are stabilized.
Disadvantage: If you were dying in a combat encounter, you do not heal 3 Psychic Point damage after the combat encounter as normal due to fatigue.

Dermal Durability: *Advantage:* You gain 5 Kinetic Armor Points. Dermal Durability is not destroyed when its Kinetic Armor Points reach 0, instead it cannot provide protection in the form of Kinetic Armor Points until the armor is fixed during the adventure or repaired after the adventure.
Disadvantage: You subtract 1 from your speed due to your thickened skin.
Special: This mutation can be stacked with Dermal Toughness.

Environmental Adaptation: *Advantage:* When making an Endurance aptitude check to survive inhospitable environments, the aptitude check is always considered a natural 10.
Disadvantage: You have a -1 penalty to Acrobatics, Manipulation, and Stealth aptitude checks due to a strong, not dextrous, physique.

Extended Claws: *Advantage:* You can make a melee attack against one creature. The Extended Claws attack inflicts 1d10 damage on a hit.
Disadvantage: You have disadvantage when making a Manipulation check due to the claws.

Poison Touch: *Advantage:* You can make a melee attack against one creature. The Poison Touch attack inflicts 1d10-2 Life Point damage on a hit.
Disadvantage: You have 3 less Life Points.

Radiation Tolerance: *Advantage:* You take 5 less radiation damage.
Disadvantage: You have a -1 penalty to Stealth aptitude checks due to a slight glow you give off.

3rd Level Mutations

Death Touch: *Advantage:* You can make a melee attack against one creature. The Death Touch attack inflicts 1d10 Life Point damage on a hit.
Disadvantage: You have 6 less Life Points.

Dermal Toughness: *Advantage:* You gain 10 Kinetic Armor Points. Dermal Toughness is not destroyed when its Kinetic Armor Points reach 0, instead it cannot provide protection in the form of Kinetic Armor Points until the armor is fixed during the adventure or repaired after the adventure.
Disadvantage: You subtract 2 from your speed due to your thickened skin.
Special: This mutation can be stacked with Dermal Durability.

Enhanced Awareness: *Advantage:* When making a Perception aptitude check, the aptitude check is considered a natural 8 or the roll result, whichever is higher.
Disadvantage: Choose two of the following: Physical, Primal, Science, or Technical aptitudes. You have disadvantage when making a check with those two sets of aptitudes.
Special: This mutation cannot be chosen if Augmented Awareness or Hyper Awareness has been selected.

Enhanced Physiology: *Advantage:* When you heal, whether after a combat encounter, after a nightly rest, from a power that heals, or from a specialized item that heals, you heal 2 additional Life Points.
Disadvantage: You have 6 less Psychic Points.
Special: This mutation can be stacked with Augmented Physiology and/or Hyper Physiology.

6th Level Mutations

Hyper Awareness: *Advantage:* When making a Perception aptitude check, the aptitude check is always considered a natural 10.
Disadvantage: Choose three of the following: Physical, Primal, Science, or Technical aptitudes. You have disadvantage when making a check with those three sets of aptitudes.
Special: This mutation cannot be chosen if Augmented Awareness or Enhanced Awareness has been selected.

Hyper Physiology: *Advantage:* When you heal, whether after a combat encounter, after a nightly rest, from a power that heals, or from a specialized item that heals, you heal 3 additional Life Points.
Disadvantage: You have 9 less Psychic Points.
Special: This mutation can be stacked with Augmented Physiology and/or Enhanced Physiology.

SESHIANS

Seshians appear like humanoid, in the broadest sense of the term, hairless bats with a bulbous head with three eyes on each side. Their heads are capped with long, pointed ears. A Seshian has a muscular frame with four digits on each hand and foot, ending in a short talon. A Seshian has a small set of wings on its back that aid it in leaping, though they cannot fly with their wings. Seshians are patient and are born hunters, curious and brave, and have taken the path of explorers with delight and ease.

Seshians call their world Sheyah, which means "the hunting ground" or "the land of the hunt" depending on which Seshian one asks. Sheyah is a forested world in a star system of the same name. Sheyah is tropical at the equator with small ice caps at the poles. The land is covered with lakes and inland seas, along with hills but lacks any real mountain ranges. The Seshians were discovered by an exploration starship and learned that the people of Sheyah had no form of air or space travel and in fact up to that point believed that they were the only people in the universe. Some Seshians immediately took an interest in the new technology, while others decided to adhere to their ancient, religious ways.

Seshian (Avian/Bestial templates)
• Seshians are literate in Frontier and Sheyahn.
• A seshian has a rank 3 Collector path and two rank 2 paths. Seshians do not have a rank 1 path.
• Once per encounter, a seshian can gain advantage on any one melee damage roll.
• Once per encounter, a seshian can gain advantage on any one Primal aptitude check.

Example Seshian Character
Shiirayl "Seeker of Unknowns"
3 Collector, 2 Hypercog, 2 Phaser
Life Points 13, Psychic Points 15, Energy Armor Points 15, Kinetic Armor Points 10
Mental +0, Physical +4, Primal +1, Science -1, Technical -1
Athlete trait
Kinetisuit, albedo screen, sonic knife, sabot pistol

ADVANCED RULES: DEMOLITIONS
Even though the technology of explosives and demolitions is new to the Seshian people, with their dextrous hands and patience they took to it readily as a tool to be used. Setting and defusing explosives, charges, and mines requires the use of the Manipulation aptitude. In addition to the Manipulation aptitude to set or defuse an explosive, the Engineer and Perception aptitudes can be used to determine where an explosive should be placed for maximum effectiveness or find which wire needs to be cut to defuse an explosive. Specific types of demolitions will give a character a bonus to certain aptitude checks when setting an explosive.

Demolitions Kit (Difficulty 4 Wealth; +1 Manipulation aptitude check when setting or defusing demolitions) contains various wires, detonators, cutters, and splicers to aid in setting up or defusing explosives.

Detcord (Difficulty 4 Wealth) is a length of thin explosive rope used to destroy objects and structures by wrapping the cord around the item. Because of the nature of its use, detcord cannot be used to injure a creature (unless the creature was somehow wrapped in the detcord).

Grenade (Difficulty 6 Wealth) can be bought off the streets or on a planet where laws are looked askance. See One Use Specialized Items for the various types of grenades.

Mine (Difficulty 8 Wealth; +1 Manipulation aptitude check when setting to injure a creature) is a hidden, stationary bomb that is triggered to explode when a creature moves over it. A mine will inflict 1d10 damage plus 8 kinetic damage for every 1 above the difficulty that the check was made to a creature in the same square as the explosive. For example, it is a Difficulty 4 Manipulation check to set a mine to go off when it is stepped on. The character gets an 8 on her aptitude check to set the mine, therefore when the explosive goes off it will inflict 1d10 damage plus 32 kinetic damage to the creature that stepped on the mine.

Plasma Jelly (Difficulty 8 Wealth; +2 Engineer aptitude check when destroying an object or structure) comes in a small ball of electrochemicals that, when activated, superheats into explosive plasma that is often used to destroy thick walls of buildings. Plasma jelly will inflict 1d10 damage plus 4 kinetic damage for every 1 above the difficulty that the check was made to creatures within 4 squares of the explosive. For example, it is a Difficulty 6 Manipulation check to set plasma jelly to go off when a section of floor is walked over. The character gets a 9 on his aptitude check to set the charge, therefore when the explosive goes off it will inflict 1d10 damage plus 12 kinetic damage to anyone within 4 squares of the floor section.

Plastid (Difficulty 6 Wealth; +1 Engineer aptitude check when destroying an object or structure) is a standard explosive used most often to destroy objects and structures, such as vehicles, walls, and entire buildings. Plastid will inflict 1d10 damage plus 4 kinetic damage for every 1 above the difficulty that the check was made to creatures within 2 squares of the explosive. For example, it is a Difficulty 6 Manipulation check to set a plastid charge to go off when a door is open. The character gets a 9 on his aptitude check to set the charge, therefore when the explosive goes off it will inflict 1d10 damage plus 12 kinetic damage to anyone within 2 squares of the door.

Instead of a single Manipulation aptitude check to set or defuse an explosive, setting or defusing an explosive can be an advanced aptitude check instead, using aptitudes other than Manipulation in order to damage creatures, blow up objects, or defuse a bomb. Each check represents a minute's worth of time when dealing with demolitions. If a check fails, the difficulty of the checks increases by 1, and repeat the check for the same aptitude. For example, if the characters on the 2nd check failed the Difficulty 4 Manipulation check, they will need to make another Manipulation check on the 3rd check with a difficulty of 5. Generally, only the character setting or defusing the explosive can make the aptitude checks, though another character can help out the character making the aptitude check by using a Fate Die.

ADVANCED APTITUDE CHECK SETUP
Average Advanced Aptitude Check: 3 or 4 xp if successful.
Successes Needed/Amount of Failures: 3 or 4

Injure a Creature
The character sets an explosive to detonate and damage a creature when it explodes.

Check 1: Find Location: Difficulty 4 Perception: The character finds a location to set the explosive.
Check 2: Prepare Explosive: Difficulty 4 Manipulation: The character prepares the explosive with a detonator.
Check 3: Set Trigger: Difficulty 4 Manipulation: The character sets the trigger which will cause the explosive to detonate.
Check 4: Set Explosive: Difficulty 4 (mine) or 6 (plasma jelly and plastid) Manipulation: The character carefully places the explosive in the correct location.

RESULTS
Success: The explosive detonates as planned when triggered, damaging the creature or creatures.
Failure: The explosive does not detonate when triggered, and must be successfully defused if used again.

Destroy an Object or Structure
The character sets an explosive to detonate and destroy an object or structure when it explodes.

Check 1: Find Location: Difficulty 6 Engineer: The character finds a location to set the explosive.
Check 2: Prepare Explosive: Difficulty 4 Manipulation: The character prepares the explosive with a detonator.
Check 3: Set Explosive: Difficulty 4 Manipulation: The character carefully places the explosive in the correct location.

RESULTS
Success: The explosive detonates as planned when triggered, destroying the object or structure.
Failure: The explosive does not detonate when triggered, and must be successfully defused if used again.

Defuse Demolitions

The character defuses an explosive so it does not explode or so he can use it again.

Check 1: Analyze: Difficulty 6 Perception: The character looks over the explosive to see how to defuse it.

Check 2: Control Explosive: Difficulty 4 Manipulation: The character carefully makes safe the explosive.

Check 3: Remove Detonator: Difficulty 4 Manipulation: The character removes any detonators or triggers to the explosive.

RESULTS

Success: The explosive is defused and can be disposed of or reused to injure a creature or destroy an object or structure.

Failure: The explosive detonates in the character's square, damaging him.

VRESK

Vresk look like large insects, with three pairs of legs along a long abdomen and a pair of arms on an upright torso. Their bodies are covered in a carapace. Vresk have a pair of large dark eyes, one on each side of their head, along with a pair of antennae on top of their heads. They have mandibles which can hold their food while they eat. Vresk are hard working and pragmatic. They are also social beings, as Vresk make excellent diplomats, excelling at business and mercantile endeavours. They also consider themselves sophisticated as they love art, fine foods and drink, and music.

The Vresk's true homeworld is unknown, even to them, as they had colonized a few different star systems millennia ago in Frontierspace. Their two main homeworlds are 'Zah-Kahz, a dry but mineral rich world in the Karza-Ka system, and Qwadl-Ki, a highly populated planet known for its banks, financial corporations, and manufacturing plants and factories, in the Qdikit system. The company a Vresk works for is more important than his or her family, since Vresk are hatched from a communal clutch of eggs, most Vresk don't even know their parents, nor care. As long as a Vresk works for a company, the company will support him with basic housing on the corporation's campus.

Vresk (Insectoid template)
• Vresk are literate in Frontier and Vreskan.
• A vresk increases one rank 2 or 1 Psi path by 1.
• Once per adventure, a vresk can use any Fate Die as a white Fate Die.
• Once per adventure, a vresk can use any Fate Die as a yellow Fate Die.

Example Vresk Character
Hi-Teen-Do K'vik
3 Diplomat, 2 Empath, 2 Minder
Life Points 13, Psychic Points 15, Energy Armor Points 15, Kinetic Armor Points 10
Mental +4, Physical -1, Primal -1, Science +1, Technical +0
Extra Encounter (Mind Strike) trait
Kinetisuit, albedo screen, sonic knife, sabot pistol

ADVANCED RULES: INTERPERSONAL CHECKS
Vresk are raised from hatchlings to understand that diplomacy is the most important skill in The Galaxy, for getting what one needs without resorting to violence is always a winning solution. When a character is trying to make a good impression on a stranger, or wanting to persuade another to do what he wants, a character needs to make an interpersonal check. Interpersonal checks often use the Interaction aptitude, though the Culture and Insight aptitudes can aid a character when interacting with others. An encounter involving interpersonal checks should be roleplayed, but when an aptitude check is needed use the following rules.

A creature or adversary that a character is interacting with for the first time begins with one of three possible attitudes toward the character: hostile, indifferent, or friendly. The character's Interaction aptitude check result determines the creature's or adversary's attitude after the interpersonal interaction occurs. If the character succeeds at a Difficulty 8 Interaction check, then the creature's or adversary's attitude becomes

one step friendlier, for example from indifferent to friendly; if the character succeeds at a Difficulty 10 Interaction check, then the attitude becomes two steps friendlier, for example from hostile to friendly; if the character succeeds at a Difficulty 12 Interaction check, then the attitude becomes three steps friendlier, for example from hostile to helpful (see below); if the character succeeds at a Difficulty 14 Interaction check, then the attitude becomes four steps friendlier, for example from violent to helpful (see below).

If the character succeeds at a Difficulty 6 Interaction check, then the creature's or adversary's attitude does not change; if the character succeeds at a Difficulty 4 Interaction check, then the attitude becomes one step more hostile, for example from indifferent to hostile; if the character succeeds at a Difficulty 2 Interaction check, then the attitude becomes two steps more hostile, for example from friendly to hostile; if the character succeeds at a Difficulty 0 Interaction check, then the attitude becomes three steps more hostile, for example from friendly to violent; if the Interaction check is less than 0, then the attitude becomes violent (see below).

The steps from most hostile to friendliest are as follows.
Violent: The creature or adversary believes that he will be attacked and will respond accordingly, fighting if he feels he has a chance to defeat the character or fleeing if he feels he cannot.
Hostile: The creature or adversary doesn't like the character or feels threatened by him, but will avoid direct confrontation with the character.
Indifferent: The creature or adversary is neutral to the character, neither helping nor hindering him.
Friendly: The creature or adversary is inclined to aid the character, as long as it doesn't put him at risk.
Helpful: The creature or adversary is swayed to the character's views and will aid the character in any way needed, except in the case of certain death.

At the gamemaster's discretion, he can have the character make either a Culture aptitude check to see if the character knows some details of the creature's or adversary's race, cultural etiquette, or diplomatic protocols or an Insight aptitude check to see if the character senses an emotional nuance or hidden thoughts with a difficulty of 6. On a success the character gains advantage on the Interaction aptitude check; on a failure the character gains disadvantage on the Interaction aptitude check.

For a prolonged interpersonal encounter, such as diplomatic negotiations or a first contact situation with a new race, an advanced aptitude check may be used instead of a single Interaction check. All of the characters can then get involved, though a character can only help out the character making the aptitude check by using a Fate Die. Aptitudes other than Culture, Insight, and Interaction could be used, especially if the creature or adversary values knowledge, athleticism, or technology. Perhaps negotiating an exodus by its stubborn inhabitants from a dying planet involves informing them how dire it is, then an Astro check may be needed. Or first contact with a new species happens in a cold environment, then an Endurance check may be called upon. Or using the Navigate aptitude to show a primitive race that the characters are actually space travelers and not gods from the stars.

YIZARIANS

Yizarians are tall ape-like humanoids with furry manes around their necks. The rest of their body is covered with a short, soft fur which comes in various colors including white, grey, black, yellow, reddish, and most commonly brown. Yizarians have eyes that are sensitive to light, so they usually wear dark goggles during the day. Yizarians were very violent and warlike in their past, and are still considered aggressive and confrontational by other races. Most Yizarians now funnel that energy into a monumental task to overcome, such as curing a rare disease, make their company the most profitable, or discovering a new star system in Frontierspace.

Although Yizarians have been travelling The Galaxy for hundreds of years, Yizarians still call the Irasz system home. Yizarians originally came from the planet of Harguu, a temperate planet with a variety of environments, but colonized the nearby ice planet of Hinsz as soon as system space travel was invented. Hinsz is used for scientific and medical research, along with industries and factories building a myriad of products, though Hinsz is mainly known for its production of military equipment.

Yizarian (Animalian template)
• Yizarian are literate in Frontier and Yizarian.
• A yizarian has a rank 3 Hunter path and two rank 2 paths. Yizarians do not have a rank 1 path.
• Once per encounter, a yizarian can gain advantage on any one attack roll.
• Once per encounter, a yizarian can gain advantage on any one Primal aptitude check.

Example Yizarian Character
Dr. Claern
3 Hunter, 2 Biokin, 2 Doctor
Life Points 13, Psychic Points 14, Energy Armor Points 15, Kinetic Armor Points 15
Mental +0, Physical +0, Primal +3, Science +3, Technical -1
Healer trait
Albedo armor, force screen, sonic knife, laser rifle

Advanced Rules: Powered Armor

Even though the factories of the ice planet of Hinsz lies in Frontierspace, Yizarians are known for crafting some of the best weapons and armor in The Galaxy. The Yizarians of Hinsz are well known for making the best powered armor too, especially by the Streal Company. Powered armor, also known as battle armor, is thick armor powered by servo-motors, run by computers, and operated by a user fully encased in the armor. To use powered armor without penalty, a character needs the following trait.

6th Level Trait

Powered Armor Use (*Prerequisite:* Military Armor Use trait.)**:** You can use powered armor without penalty.

Powered Armor

Powered Scout Armor (15 Energy Armor Points, 30 Kinetic Armor Points)
(Difficulty 12 Wealth)
Non-Use Penalty: -4 Physical aptitudes, -3 squares speed
Use Penalty: -1 Physical aptitudes

Powered Battle Armor (20 Energy Armor Points, 35 Kinetic Armor Points)
(Difficulty 14 Wealth)
Non-Use Penalty: -5 Physical aptitudes, -4 squares speed
Use Penalty: -2 Physical aptitudes, -1 square speed

Powered Battle Tank (25 Energy Armor Points, 40 Kinetic Armor Points) (Difficulty 16 Wealth)
Non-Use Penalty: -6 Physical aptitudes, -4 squares speed
Use Penalty: -3 Physical aptitudes, -1 square speed

YURUVAKS

Yuruvaks are a spacefaring species of large humanoids with mechanical body pieces. Yuruvaks have short hair to almost no hair on their skin, but often sport shaggy hair on top of their heads, along with beards (females and males alike). They have long, almost leonine faces that give off the aura of peace and tranquility. Yuruvaks are born with many physical disabilities, often missing a limb or two (or more), due to centuries of interbreeding. When born, a Yuruvak is immediately fitted with a mechanical limb to make up for the disability, and this limb is enhanced as the Yuruvak grows older. A Yuruvak born with no physical disabilities is seen as a good omen from their god, Yuruv, protector of the downtrodden and those without a home.

Yuruvaks fled their home planet over a thousand years ago after the peaceful species was attacked and their planet nearly destroyed by an unknown alien race. Their technical savvy has kept them alive ever since in their wandering fleet of starships. As nomads, they Hypershot from one system to another, providing their services which consists of updating computers, fixing technical equipment, and repairing and refitting starships. After spending a year at a system they move on to the next to sell their technical services.

Yuruvak (Behemoth/Mechanoid template)
• Yuruvaks are literate in Terran and Yuruvi.
• A yuruvak increases one rank 2 or 1 Techno path by 1.
• Once per adventure, a yuruvak can use any Fate Die as a black Fate Die.
• Once per adventure, a yuruvak can use any Fate Die as a purple Fate Die.

Example Yuruvak Character
Merkid Verostak
3 Shiphand, 3 TechMec, 1 Bionic
Life Points 16, Psychic Points 13, Energy Armor Points 15, Kinetic Armor Points 15
Mental -1, Physical +0, Primal +1, Science +1, Technical +6
Fortitude trait
Kinetisuit, albedo screen, helmet, charge pistol, sabot pistol

ADVANCED RULES: EQUIPMENT CRAFTING

Yuruvaks survive by scavenging old equipment and either fixing it or crafting new equipment out of the old, and then selling it. Old equipment can be taken apart and refashioned into something new. This is often the case when in a location where equipment is not easily accessible, such as a far flung space station or a planet in Frontierspace. Each piece of equipment scavenged has an amount of Craft Points. Primitive weapons cannot be scavenged. When a piece of equipment is scavenged it is taken apart and cannot be used again. The amount of Craft Points scavenged are as follows.

Craft Points	Scavenged Equipment
2	a light melee or ranged weapon, light armor, helmet, or screen
3	a one-handed melee weapon, medium ranged weapon, or medium armor
4	a two-handed melee weapon, heavy ranged weapon, or heavy armor
5	a military ranged weapon or military armor
1/2 wealth check	mundane equipment or powered armor

The crafter can then use the Craft Points from these scavenged pieces of equipment to craft a new piece of equipment. The amount of Craft Points to craft a piece of equipment is equal to the equipment's wealth check. After the Craft Points are used, the crafter needs to make an Engineer aptitude check with a difficulty equal to the equipment's wealth check. It takes an hour per Craft Point used to craft an item. If the Engineer check fails, the equipment can be scavenged at half the previous amount of Craft Points, rounded down.

Garuude wishes to craft a drone to investigate a rival company's mining operation a few kilometers away. Since a drone is a piece of mundane equipment with a wealth difficulty of 6, he needs 6 Craft Points of scavenged equipment to make it. He ends up scavenging a laser rifle (3 Craft Points) and an albedo suit (2 Craft Points) from a rival that they killed, along with an extra charge pistol (2 Craft Point) that the group had. Using 6 of the 7 Craft Points scavenged, Garuude needs to make a Difficulty 6 Engineer check to make the drone, and just fails with a 5 after 6 hours of work. After the failure, Garuude ends up with 3 Craft Points of scavenged equipment from the failed crafted drone. He decides to make a new albedo screen with the 4 Craft Points he has, a successful Difficulty 4 Engineer check, and 4 hours of work.

ADVANCED RULES: PURCHASING SPECIALIZED ITEMS

Specialized items should be just that, special, and found as rewards during an adventure. But at the gamemaster's discretion specialized items could be purchased using a wealth check. Grade 1 one use specialized items have a Difficulty 4 Wealth check to purchase, grade 2 one use specialized items have a Difficulty 6 Wealth check to purchase, and grade 3 one use specialized items have a Difficulty 8 Wealth check to purchase. Grenades, which don't have a grade, have a Difficulty 6 Wealth check (see Advanced Rules: Demolitions) to purchase.

Grade 1 once per encounter use specialized items have a Difficulty 8 Wealth check to purchase, grade 2 once per encounter use specialized items have a Difficulty 10 Wealth check to purchase, and grade 3 once per encounter use specialized items have a Difficulty 12 Wealth check to purchase. Grade 1 permanent use specialized items have a Difficulty 12 Wealth check to purchase, grade 2 permanent use specialized items have a Difficulty 14 Wealth check to purchase, and grade 3 permanent use specialized items have a Difficulty 16 Wealth check to purchase.

For the sake of game balance, it is recommended that a character cannot purchase a specialized item that is of a higher level than the character. That is a character could not purchase a grade 2 specialized item until 6th level and a grade 3 specialized item until 9th level. A character would have to be 3rd level before he could purchase a grade 1 permanent use specialized item.