

ABILITIES TABLES

Investigative Abilities

Ability	Type	Note	Page
Anthropology	Academic	You can make educated guesses about a cultures customs, traditions and taboos.	31
Archaeology	Academic	You can unearth, preserve, document and explain relics of the past, whether of known or undocumented sentient races.	31
Astronomy	Technical	You can interpret a star map, plot a course and understand stellar hazards	32
Bio Signatures	Technical	You can for number and species lifeforms in an area from building to planet size	32
Botany	Academic	You can identify plant species, their habitats and their derivatives	33
Bullshit Detector	Interpersonal	You can sometimes tell if sentient beings are trying to deceive	33
Bureaucracy	Interpersonal	You can get past officials, find whistleblowers, access offical records.	34
Chemistry	Technical	You can identify and synthesise compounds and understand their properties	34
Consciousness Simulation	Special — Vas Mal	You can ask questions of a dead being (1 per point) via their corpse or important possessions.	34
Cop Talk	Interpersonal	You can gain cooperation from the police, access their equipment, and get minor offenses overlooked	35
Cybe Culture	Academic	You understand cybe ideology, implants, behaviour, slang and factions	35
Data Retrieval	Technical	You can extract useful information from a mass of data and penetrate security	35
Decryption	Technical	You can break encrypted messages, pinpoint the origin of a transmisstion and see fakery	35
Dreamsight	Special — Vas Mal	You can see into the dreams of others	36
Downside	Interpersonal	You are comfortable around crooks and lowlifes, and can pass as a criminal	36
Energy Signatures	Technical	You can spot non-corporeal beings, identify wepaon types, scan for non-biological beings and assess the status of other vessels	36
Evidence Collection	Technical	You can find trace evidence, recreate a scene, lift fingerprints and see if a scene has been contaminated	36
Explosive Devices	Technical	You can defuse booby traps, analyse explosions and make bombs	37
Flattery	Interpersonal	You can determine what compliments beings want to hear and make them	37
Flirting	Interpersonal	You know if a being is likely to be receptive to your flirtation, and you know how to flirt	37
Forensic Accounting	Academic	You can spot embezzlement and fraud, track payments or conceal them	37
Forensic Anthropology	Technical	You determine the nature, cause and often the time of death and match DNA	38
Forensic Engineering	Technical	You can spot damaged or sabotaged tech and identify the saboteur	38
Forensic Psychology	Academic	You can guess the behaviour of anti-social or violent individuals and determine interpersonal abilities to use	38
Geology	Academic	You can analyse rock samples, date fossils, spot mineral deposits and find water	38

ASHEN STARS

History, Balla	Academic	You know historical figures and allusions, translate old documentations and identify when an artefact or dress was made	38
History, Combine	Academic	You know historical figures, ships and tech and about Combine presence in systems	39
History, Durugh	Academic	You know historical figures and allusions, translate old documentations and identify when an artefact was made and reference old military datafiles	39
History, Human	Academic	You know historical figures and allusions, understand religious origins and identify when an artefact or dress was made	39
History, Kch-Thk	Academic	You know historical figures and allusions, know Kch-Thk poetry and identify when an artefact or dress was made	39
History, Tavak	Academic	You know historical figures and allusions, understand Tavak philosophy and identify when an artefact or dress was made	39
Holo Surveillance	Technical	You can plant recording devices and reconstruct the scene as a sensory holographic	40
Imaging	Technical	Capture data openly to create a high-grade multisensory recording admissable as evidence	40
Impersonate	Interpersonal	You can pass yourself off as a non-Laser with false credentials and practised deception	40
Industrial Design	Technical	You can identify the designer and date of manufacture of equipment and work out a planet's tech level	40
Inspiration	Interpersonal	You can get information by appealing to faith, ideology, friendship or cultural values	40
Interrogation	Interpersonal	You can extract information from people in your control using your authority as a Laser	40
Intimidation	Interpersonal	You can extract information through implied or actual threats or physical or mental domination	41
Kinetics	Technical	You can pinpoint the weapon used to cause damage to a person or location (the equivalent of ballistics)	41
Law	Academic	You can participate in court proceedings, know if an act is illegal and practice Law (on a 2 or higher rating)	41
Linguistics	Academic	You can indentify and decipher unknown languages and then program the translator.	41
Negotiation	Interpersonal	You can make deals with others, haggle, and mediate hostage situations	42
Neurosight	Special — Vas Mal Only	You can view the emotional state (2 points), health (1), of a subject and tell if they have been psionically influenced	42
Reassurance	Interpersonal	You can put people at ease, and get information through trust	42
Respect	Interpersonal	You can get information from people who consider themselves figures of authority	42
Timesight	Special – Vas Mal only	Get a brief glimpse of the future or past of a scene with a core clue	43
Vas Mal Culture	Academic	You know recent culture of the Vas Mal, important personalities and competing schemes for reevolution	43
Virology	Technical	You understand and recongise mental and body mods caused by engineered viruses	43
Xenoculture	Academic	You know the tech, potted history, culture and the approach to deal with sentient species other than the Seven Peoples	44
Zoology	Academic	You can determine the cause and time of death of animal lifeforms, understand their behaviour and niche.	44

General Abilities

Ability	Type	Note	Page
Athletics	General	Running, jumping, dodging and climbing etc. Less than 8 and your Hit Threshold is 3, otherwise 4.	44
Battle Console	General	Operate and program the ship's weapons	44
Business Affairs	General	Manage the ship's budget, get new contracts and make trade deals	44
Communications Intercept	General	During space combat, scan or tamper with computer systems or protect your own	44
Emotion Suppression (Balla)	General	If you are a Balla, use this to resist being overwhelmed by emotion	45
Enhancement Integration (Cybe)	General	Stops you suffering Health loss when you don't pay upkeep.	45
Farsight (Vas Mal)	General	View locations remotely, or spot and even identify remote viewers	45
Filch	General	Pick pockets, plant, hide or steal objects	46
Ground Craft	General	Pilot ground vehicles	46
Health	General	Your ability to sustain injuries / a measure of the narrative plausibility of you not being damaged by an attack	46
Helm Control	General	Pilot a starship	46
Infiltration	General	Sneak in and out of locations, pass locks and traps without being detected and surprise suspects	47
Medic	General	Perform first aid on most known species.	47
Migrate Consciousness (Kch-Thk)	General	Place your mind in a new larval body after death	47
Naval Tactics	General	Command and coordinate your ship during combat	48
Neural Rewiring (Cybe)	General	Use academic or tech investigative abilities you don't possess from a specific list	49
Pathway Amplification (Vas Mal)	General	Once per episode, add this to another player's single investigative rating on a one-for-one basis	49
Phase (Durugh)	General	Walk through solid walls	50
Preparedness	General	Allows you to have minor bits of gear to suit the situation	50
Probability Override (Vas Mal)	General	Spend 4 points to allow another character to reroll	50
Psychic Vitality (Vas Mal)	General	Allows you to resist Psychic Depletion	51
Public Relations	General	Keeps your crew's Reputation intact	51
Resist Battle Frenzy (Tavak)	General	Make rests to resist frenzy when comrades are injured	51
Scuffling	General	Hand-to-hand fighting	51
Sense Trouble	General	Spot danger - only one player makes the attempt each time	51
Shooting	General	Fire ranged weapons	52
Shuttle Craft	General	Pilot sub-orbital vessels	52
Surveillance	General	You can watch others without being watched in turn	52
Systems Design	General	You create and supervise the construction of engineered systems	52
Systems Repair	General	You fix machines, ships and computers in or out of combat	52
Viro Manipulation	General	You install and maintain engineered virus-derived mods	52