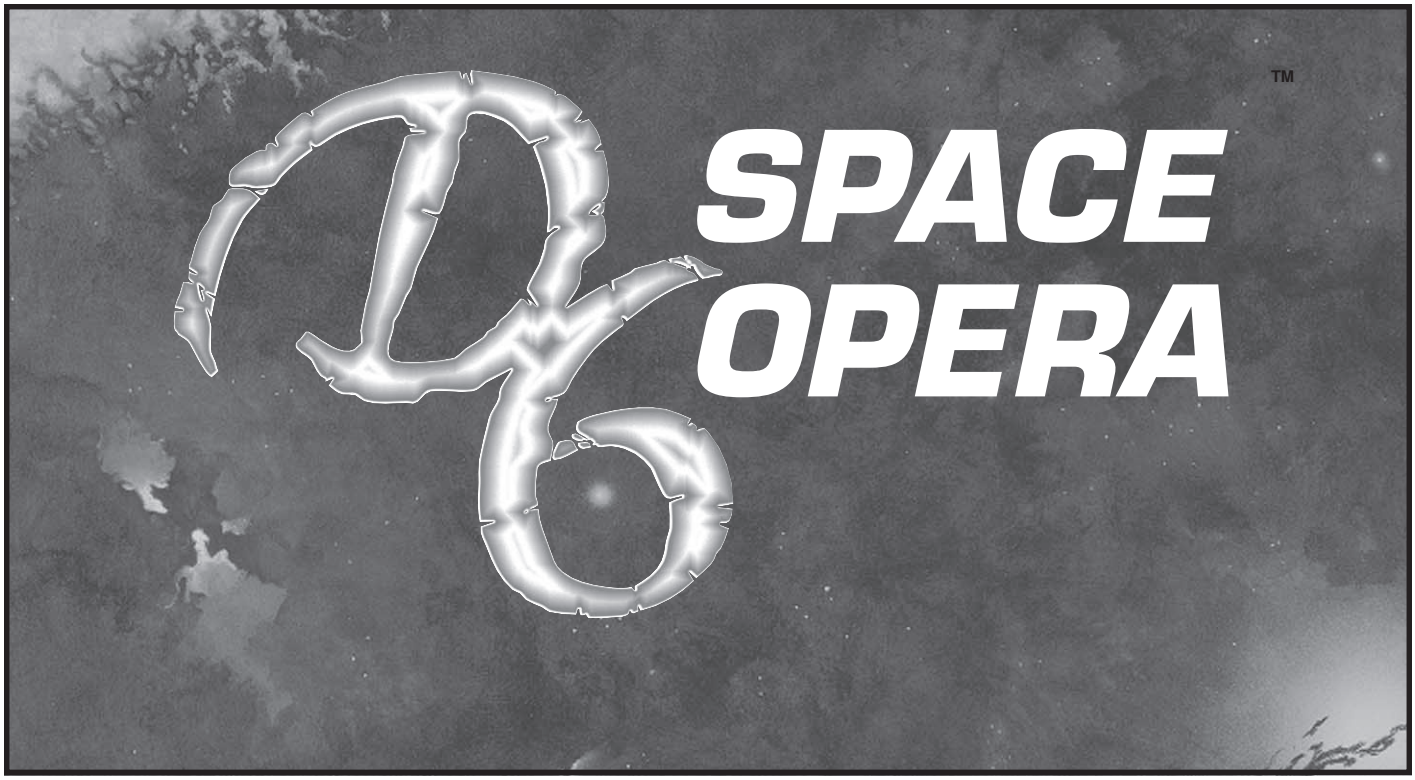

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... and their groups, friends and accomplices. Thank you for the use of your imaginations and your time.

D6 Space Opera v. 1.2

Note to Our Readers

This PDF version of the *D6 Space Opera* rulebook was compiled from many sources as a basic rulebook for use with such worlds as *Shaterzone,* which was designed originally with its own system. See the introduction for more information on this system.

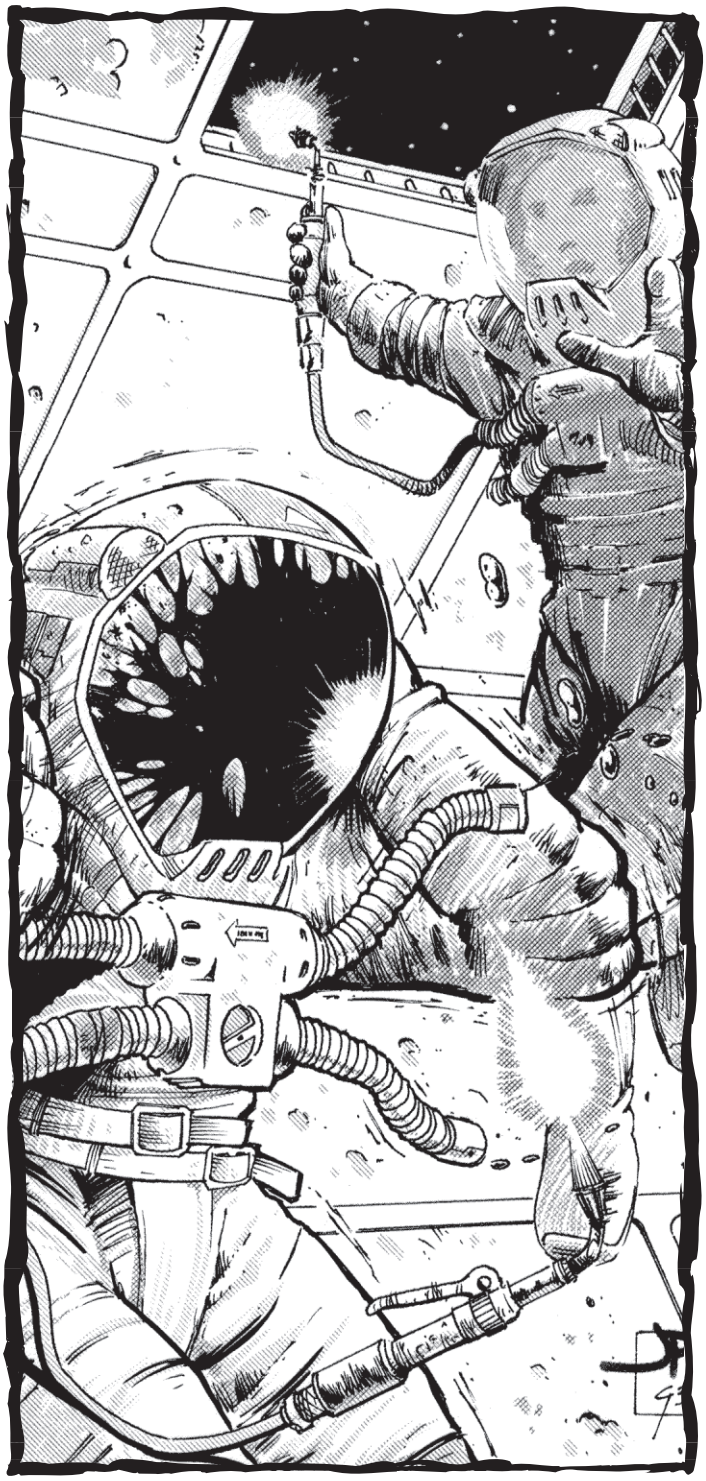
If you received a copy of this file from a friend and would like to support the publishing efforts of West End Games, please send US$7.50 via PayPal (https://www.paypal.com/) to d6lweg@yahoo.com.

For more information about the *D6 System* and other West End Games products, please visit our Web site, www.westendgames.com.

This PDF does not require any additional books to play, though a world might be helpful. If you want advanced options, you will need to look in another *D6 System*-based rulebook (such as the core rulebook, WEG #51005). You or your favorite local or Internet retailer can order the *D6 System* core rulebook through West End Games. You can find more information about ordering directly from West End Games in the Catalog section of our Web site.

D6 SPACE OPERA

RULEBOOK



CONTENTS

INTRODUCTION

This book provides the fundamentals necessary to play in a science fiction setting using West End Game's famous *D6 System* roleplaying game rules.

This book assumes that you know something about roleplaying and have played some version of the *D6 System* a few times, or that your gamemaster has some familiarity with some version of the *D6 System.* In the interest of keeping this book short and focused on the essentials, many examples and detailed explanations have been left out. For more details, examples, and options (such as expanded chase rules), pick up a *D6 System* rulebook designed for a specific setting, such as the games published by West End Games for their licensed properties. (Check your favorite local or Internet game retailer for availability.)

System Overview

This overview provides basic concepts germane to roleplaying with the *D6 System.* The concepts presented herein are further explained in the rest of this book.

Making Actions

Each player has a character with attributes and skills that describe how well that character can perform various actions. Attributes represent a character's innate abilities, while skills are specific applications of those abilities.

A die code associated with each of those attributes and skills indicates how good the character is. The larger the value, the more experienced, trained, or naturally adept your character is. Each die code indicates the number of six-sided dice you roll when your character uses an attribute or skill (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an added bonus of "+1" or "+2" you add to the total result you roll on the dice.

Example: If your character's *Strength* attribute is 3D+1, if you had her try to lift a cargo container, you would roll three dice and add 1 to the total to get her result.

To represent the randomness of life (and the tons of little modifiers that go along with it), every time you roll dice, make sure that one of them is of a different color than the others. (If you only have one die to roll, then that die is the Wild Die.) This special die is the Wild Die, and it can have some interesting effects on your dice total.

If the Wild Die comes up as a 2, 3, 4, or 5, add the result to the other dice normally. If the Wild Die comes up as a 6, this is a Critical Success. Add the 6 to your other dice results and roll the Wild Die again. As long as you roll a 6, you keep adding the 6 and you keep rolling. If you roll anything else, you add that number to the total and stop rolling. If the Wild Die comes up as a 1 on the first roll, this is a Critical Failure. Tell the gamemaster, who will let you know whether or not to add it to your total.

The gamemaster informs the players when to roll the dice, and uses the rules to interpret the die rolls to see how successful an action is.

The higher you roll, the better your character accomplishes the task at hand. When your character tries doing something, the gamemaster decides on a difficulty based on the task's complexity. The gamemaster doesn't usually tell you the difficulty number you need to equal or beat to succeed. He often won't inform you which tasks are easier and which are harder, though he might give you hints ("Hmmm, catching your grappling hook around that small outcropping is going to be pretty hard.…").

Taking Damage

When you're hit in combat, you roll your *Strength* while the attacker rolls damage. Compare the difference between the damage and your roll a wounds level chart; the chart lets you know how many wounds your character gets from the attack. When your character has six wounds, she's toast.

Improving Rolls

In addition to scores for a character's attributes and skills, she has Fate Points and Character Points. Players can spend these points in particularly difficult and heroic situations.

When a player spends a Character Point, he gets to roll one extra die when his character tries to successfully complete a task. The player may choose to spend a Character Point after he's made a roll (in case it's an important roll and the player rolls very low, or he wants to improve his result). Players gain more Character Points at the end of a game for completing goals and playing well.

When a player spends a Fate Point, that means her character is using all of her concentration to try and succeed. A player may only spend a Fate Point before any die rolls are made. Doing so doubles the number of dice she'd normally roll, usually for one round and one action only, though the gamemaster may allow players to spend more Fate Points in particularly challenging moments. This allows the character to do one action really well. When a Fate Point is used, it's lost but may be gained back at the end of the game if used in a brave, heroic, or climactic moment.

CHARACTER BASICS 1

Character Creation

To make a character, you'll need to select a template from within this book or another *D6 Space Opera* game, or make your own. A blank character sheet is included at the end of this book for your convenience. You can either print off an extra one, or copy the information onto a separate sheet of paper.

Templates

A few templates have been provided at the end of this book for your convenience. To get started right away, pick one and distribute seven skill dice among the skills listed; the dice for attributes have already been done for you. Note that the listed skills are the ones that type of character might typically have, though you could include others not on the list if you'd like.

If desired, you can fill in the other character features (such as gender, age, etc.) and provide any additional notes on the character's history. There is no need to purchase equipment, as that has already been figured for the characters.

If you choose a template from another *D6 Space Opera* game, you may need to make some adjustments in the types of skills that a character based on that might have. Check the list herein to make sure the skills are used in this setting; if one is not, either cross it off the template or substitute a similar skill that does exist.

Make Your Own

If you wish to make your own character from scratch, without a template, use these guidelines. This chapter describes each characteristic in more details, including examples on how you can split the dice.

These guidelines assume you'll make a normal Human character. If not, talk with your gamemaster about the minimums, maximums, and other requirements for the character species you want to use.

Attributes: Distribute 18 dice among the seven attributes. The minimum is 1D and the maximum is 5D in all attributes except Extranormal attributes.

Skills: Distribute seven dice among the skills. The maximum number of dice added to any one skill is 3D.

Move: This equals 10 meters per round.

Character Points: Characters start with 5 Character Points.

Fate Points: Characters start with 1 Fate Point.

For equipment, background, and character features, see the appropriate sections in this chapter for more details on how to fill out these optional sections.

Attributes

Each character has seven attributes, which measure basic physical and mental abilities.

Agility: A measure of how physically articulate your character is, including his eye-hand coordination and agility.

Strength: Measure of a character's physical power and ability to resist damage.

Knowledge: Measure of your character's overall intelligence.

Perception: Your character's awareness of himself and things around him, including the ability to interact with others.

Mechanical: Ability to operate mechanical equipment like vehicles, shields, spaceships, and sensors.

Technical: A character's ability to manipulate, repair, and modify technology.

Psionics: Measure of a character's psionic capabilities. Most characters begin with a score of 0D, since people with psionic powers are extremely rare.

You as a player have 18 attribute dice to split among your character's attributes. (Minor gamemasters' characters are built using less dice, while major ones typically have the same number as players' characters.) You can either put whole dice in each attribute, or you can give each a mixture of whole dice and pips. Each die equals three pips.

Example: You've distributed most of your attribute dice, but you have four dice left to put in *Mechanical* and *Technical*. You could put 1D in *Mechanical* and 3D in *Technical*, or 2D+1 in *Mechanical* and 1D+2 in *Technical*, or some similar combination.

Psionics is the only attribute in which a Human character may have no dice; there is no maximum that a Human character may have in this attribute. No Human character may have less than 1D or more than 5D in any other attribute. Other races have other minimums and maximums, which is listed on the species description or your gamemaster will tell you.

Skills

Skills are more specific applications of an attribute. For example, the skill *dodge* is a more specific use of your character's *Agility*. All skills beneath a given attribute begin at that attribute's die code; those in which the character has trained or has some experience are improved.

You have seven skill dice to split among the various possibilities. As with attributes, you can either put whole dice in each skill, or you can give each a mixture of whole dice and pips. Remember that each die equals three pips.

Example: Your character's *Strength* is 3D+1. If you wanted her to be a little better in the *lift* skill, you could add one pip to the base attribute to get a *lift* skill score of 3D+2. If you decided to add two pips to the base attribute, the *lift* score would be 4D.

You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill. One skill die equals three specialization dice. Of course, one specialization die still equals three pips.

You don't need to have any extra dice in the base skill in order to take a specialization in that skill, but when you give your character specializations in that manner, they are treated as separate skills. If you give your character specializations in base skills he already has, those specializations are considered bonuses to the base skill when attempting tasks of that type.

Specialization dice may not be used to improve the base skill; once you've chosen at least one specialization, you have to use the remaining specialization dice to either purchase more pips in the same same specialization or purchase one or more pips in other specializations.

You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization. Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).

Example: If your character's *Technical* is 3D and her *demolitions* is 3D+2, you could give her a *demolitions* specialization of *vehicles* of +1 (which means that, when she's attempting to blow up vehicles, she rolls four dice). You would then have two specialization dice and two specialization pips to place among other specializations. With these, you could further improve her *demolitions: vehicles* specialization, or you could pick one or more other specializations in the same or other base skills.

A character may not put dice in the *Psionics* skill *manipulation* unless that character already has dice in the *Psionics* attribute.

Agility

brawling: Competence in unarmed combat.

dodge: Slipping out of danger's way, whether avoiding an attack or a sprung booby trap.

firearms: Shooting any gun one can carry, even if it requires a tripod setup to fire. Covers everything from small slugthrowers to shoulder-launched rockets.

melee combat: Wielding hand-to-hand weapons.

missile weapons: Firing unpowered ranged weapons.

riding: Controlling and riding domesticated mounts.

running: Moving quickly while avoiding obstacles and keeping from stumbling.

sleight of hand: Nimbleness with the fingers, including picking pockets, palming items, opening mechanical locks.

throwing: Hitting a target accurately with a thrown item, including grenades, stones and knives. (Using or modifying grenades as explosives for special destructive effects requires the *demolitions* skill.)

flying/0-G: Maneuvering under on one's own power (such as with wings) or in zero-gravity environments (such as drifting through space in an ENVI-suit).

Strength

climb/jump: Climbing or jumping over obstacles.

lift: Moving or lifting heavy objects.

stamina: Physical endurance and resistance to pain, disease, and poison.

swim: Moving and surviving in a liquid medium

Mechanical

comm: Effectively using communication devices and arrays.

exoskeleton operation: Using personal exoskeletons which augment one's performance with mechanical aids.

gunnery: Accurately firing weapons mounted on powered armor, vehicles, space ships, or within fortresses.

navigation: Plotting courses, such as through space using a vessel's navigational computer interface, or on land using maps.

piloting: Flying air- or space-borne craft, from hovercraft and in-atmosphere fighters to transports and battleships.

sensors: Operating scanner arrays to gather information about one's surroundings.

shields: Deploying and redirecting shields aboard vehicles and vessels.

vehicle operation: Operating non-flying vehicles traveling on or through the ground or a liquid medium.

Knowledge

aliens: Understanding of aliens not of the character's own species and their physiology, customs, and history.

astrography: Familiarity with astrographic features (planets, star systems, nebulae), and general knowledge of any civilized elements present (settlements, industry, government, orbital installations).

bureaucracy: Knowledge of and ability to use a bureaucracy's intricate procedures to gain information, favors, or attain other goals.

business: Comprehension of business practices and the monetary value of goods and opportunities.

cultures: Understanding of the manners, customs, and social expectations of different cultures.

intimidation: Using physical presence, verbal threats, taunts, or fear to influence others or get information out of them.

languages: Familiarity with and ability to use various forms of communication, written, spoken, and nonverbal.

scholar: This skill represents knowledge and/or education in areas not covered under any other skill (such chemistry, mathematics, archaelogy, cooking, art, etc.). This may be restricted to a specific field (represented by specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories, important people, and the like, as appropriate for the subject in question. However, the broader the category, the fewer the details that can be recalled. It covers what the character himself can recall and what he can find through research.

Having another skill as a specialization of the *scholar* skill means that the character knows the theories and history behind the skill but can't actually use it.

security regulations: Understanding of how law enforcement organizations, regulations and personnel operate.

streetwise: Familiarity with criminal organizations, black markets, and other illicit operations.

survival: Knowledge of techniques for surviving in hostile, uncivilized environments.

tactics: Familiarity with deploying military forces and maneuvering them to the best advantage.

willpower: Personal ability to withstand stress, temptation, other people's interaction attempts, and the strain from using psionic powers or carrying cyberware.

Perception

bargain: Haggling over prices for goods and services being bought or sold, as well as using bribery.

command: Effectively ordering and coordinating others in team situations (such as commanding a battleship crew).

con: Bluffing, lying, tricking, or deceiving others, verbally or through a disguise.

forgery: Creating and noticing false or altered documentation in various media (paper, electronic, plastic card).

gambling: Winning and cheating at games of strategy and luck.

hide: Concealing objects, both on oneself and using camouflage.

investigation: Gathering evidence and drawing a conclusion from it.

persuasion: Influencing others through honest discussion, by charm, or by seduction.

search: Spotting hidden objects or people or tracking the trails they've left behind.

sneak: Moving silently, avoiding detection and hiding oneself.

Technical

armor repair: Fixing damaged armor.

computer interface/repair: Programming, interfacing with and fixing computer systems.

demolitions: Setting explosives to achieve particular destructive effects.

exoskeleton repair: Repairing and modifying exoskeletons, powered armor, ENVI-suits, and similar suits.

firearms repair: Repairing and modifying firearms.

flight systems repair: Fixing damaged systems aboard flying vehicles and spaceships.

gunnery repair: Fixing weapons mounted on vehicles, space ships or within fortresses.

medicine: Using basic field medicine to treat injuries, as well as detailed understanding and application of medical procedures, including diagnosing illnesses, performing surgery, and implanting cybernetics.

personal equipment repair: Fixing small, electronic equipment, including damaged cybernetics.

robot interface/repair: Programming, interfacing with and fixing robots and their systems.

security: Installing, altering and bypassing electronic security and surveillance systems.

vehicle repair: Fixing ground- and ocean-based vehicles that do not fly.

Psionics

For more specific information on Psionics, see its section on pages 112-119 of this chapter.

manipulation: The ability to control the forces of the mind.

Equipment

As a starting character, you get 5000 credits to purchase equipment (weapons, armor, and supplies, but not cyberware). (If your gamemaster wants the characters well outfitted, he may up the amount to 7500 or give you select pieces.) Some suggestions are listed in Chapter 8; your gamemaster may allow other options.

Your gamemaster may allow you to spend skill dice to get cyberware. One skill die may be exchanged for 25000 credits to spend on cyberware. Any money leftover from purchasing cyberware is lost (consider it going to the cost of getting the cyberware in the first place).

Other Details

Background and Character Features

The character sheet provided in this book and most other templates include spots for your character's name, career, species, gender, age, height, weight, and background information. Unless specified by the template or your gamemaster allows it, your character's species is Human. Everything else in these sections you are free to fill in as you like.

Move

This number (usually "10") represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. (This rate can be increased by using the *running* skill and is used as the basis for other movement skills.)

Special Points

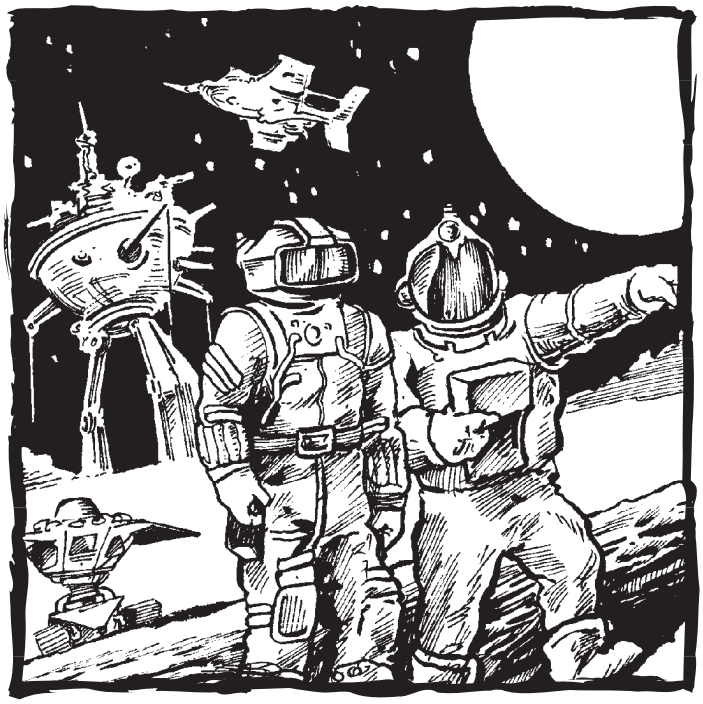
Characters also typically start the game with one Fate Point and five Character Points. You can spend these points to improve your character's chance of succeeding in especially difficult situations. (The mechanics of this are discussed in Chapter 2.) Character Points are also used to permanently improve skills. Your character earns more Character and Fate Points by having adventures.

Wound Status

This section of the character sheet allows you to keep track of the healthiness of your character. What each of the levels represent is described in the combat section of this chapter.

Learning and Improving Skills

When a player first creates a character, she should use the character creation guidelines for gaining attributes and skills.



Characters who've been through at least one adventure can use Character Points, accumulated from completing adventures, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures.

In addition to Character Points, the hero needs experience with the skill, either through training or by attempting to use the skill (through rolling its die code or its governing attribute's die code, regardless of the outcome) during an adventure. If the gamemaster decides that there is a significant amount of training involved (such as improving a skill beyond 6D), or the character needs to find a suitable teacher, that might become an adventure's focus.

The cost of getting one pip in a new base skill equals the number before the "D" in the governing attribute's die code.

Example: If a character wants to learn *languages* after an adventure and he has a *Knowledge* die code of 3D, the first pip in *languages* costs him three Character Points. The hero then has a 3D+1 in his *languages* skill.

The cost of improving an existing skill is determined in the same way, except that the number of dice in the skill (instead of in the attribute) is used to determine the cost.

Example: A character has a *dodge* of 4D+2 and wants to increase it. To raise the skill by one pip to 5D, the character must spend four Character Points. To increase the skill to 5D+1 after the next scenario, the character must spend five Character Points.

The cost to get one pip in a new specialization equals one-half of the number before the "D" in the governing attribute or skill's die code. The cost to improve an existing specialization by one pip equals one-half of the number before the "D" in specialization skill's die code. (In both cases, round up.)

A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve the entire base skill.

Example: For a hero with 6D in *missile weapons* to gain a *bow and arrow* specialization, he needs to spend three Character Points to get a +1 in the specialization. The full *missile weapons* skill, however, stays at 6D.

Specializations learned before the base skill should be treated as separate skills if the character learns the base skill later. Specialization learned after learning the base skill (or those included with the base skill at character creation) improve when the base skill improves.

A character may improve a skill or any of its specializations but not both. In other words, a character may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by one pip each in between each adventure.

Improving Attributes

With the exception of *Psionics,* the attributes you choose for your character usually represent her maximum potential. Most of the time, you'll improve your character's attributes by training in one particular aspect (improving skills), through temporary means (taking drugs), or with cyberware. Nonetheless, some freak space accident or biomanipulation experiment might provide you with a reason to improve your character's base attributes. (Some characters, such as kids, might start with fewer attribute dice, but their excuse for their attributes' improvement is puberty.)

To boost an attribute by one pip costs 10 times the number before the attribute's "D" in Character Points. Generally, a single attribute may only be raised one pip per adventure, though it's possible that the effects of the situation influence the character's physical make-up for a while or the gamemaster may decide that the situation was so life-changing that more the attribute may be boosted by more than one pip.

There is an upper limit: Every time you boost an attribute, you roll that attribute's new die code and the gamemaster rolls one die less than the maximum die code for the species. (In the case of Humans, the maximum is 5D, so the gamemaster would roll 4D.) If the gamemaster's roll equals or exceeds your roll, the attribute improves. If it does not, the attribute does not improve, the character gets half the Character Points back, and the character has reached her upper limit for that attribute.

GAME BASICS 2

Rolling Dice

Most *D6 System* game mechanics involve rolling dice. A die code associated with each attribute and skill represents how good the character is. A die code associated with a weapon shows how much harm it can cause. Each die code (also known as a value) indicates the number of six-sided dice you roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an added bonus of "+1" or "+2" you add to the total result you roll on the dice. (This bonus is sometimes referred to as pips.)

A piece of equipment or a background note may provide a bonus to the roll. If the bonus is in the form of a die code (such as +1D), then you add the listed number of regular dice to the amount you would roll. If the bonus is in the form of a number (such as +2), then you add the amount to the total that you rolled on the dice.

Example: A med-kit adds +1D to first aid attempts. A character who decides to help treat another character's injuries her *medicine* skill. If your character has a *medicine* skill of 4D, you would roll five dice to determine how well your character helped the other character with the med-kit.

Wild Die

Whenever any player, including the gamemaster, makes any roll, one of the dice must be different from the rest (in size or color). This odd die is designated as the Wild Die; it represents the vagaries of life — like the direction of the wind affecting the flight of bullet — that are too small to warrant their own difficulty modifier.

Example: Your character's *Strength* attribute is 3D+1, so if you tried to jump onto a table, you would roll two regular dice and one Wild Die.

If the player rolls a 6 on the Wild Die, this is called a Critical Success and she may add the 6 to her total and roll the Wild Die again. As long as she turns up Critical Successes on that die, she may continue to add them to her total and continue to roll. If she rolls anything other than a 6, she adds that number to the total and stops rolling. (Note that, unlike rolling a Critical Failure initially on the Wild Die, no complications occur when it shows up on later tosses of the Wild Die in the same roll.)

If the player rolls a 1 on the initial toss of the Wild Die, this is called a Critical Failure, and the gamemaster may chose one of two options for the result, depending on the gravity of the situation.

1. The Critical Failure cancels out the highest roll. Then the player adds the remaining values, and the roll is determined normally.

2. Add the dice results normally, but a complication occurs. The gamemaster gauges the significance of the complication by the total generated — from a funny, "nearly didn't do it" result for a high total to a serious, "we have a problem" obstacle for a low total.

If the gamemaster decides to go with the Wild Die Critical Failure option of creating complications, make certain the complications chosen relate to the tasks attempted. They should serve as extra, minor obstacles the characters must now deal with or as places to insert a bit of comic relief. Only on rare occasions (such as numerous poor decisions by the players) should the complications be without solutions or even deadly. The complications can also serve as opportunities to bring nearly invincible characters down to a more reasonable level.

Improving a Roll

The average person fails at average activities nearly half of the time. Characters aren't average people, so they need ways to beat those odds. Thus, they have Character and Fate Points, which represent those surges of adrenaline, sudden insights, and other unexplained helpful acts of chance.

Character Points may not be traded for Fate Points, nor may Fate Points be traded for Character Points. A player may only spend her Character and Fate Points on her character's rolls. Except when allowed by the gamemaster for exceptionally cinematic situations, Character Points and Fate Points may not be spent on the same roll.

Character Points

Whenever a player makes any roll (attribute, skill, damage, power, and so on), he has the option to spend Character Points to increase the total rolled. He may spend one Character Point for each extra Wild Die rolled, to a maximum decided upon by the gamemaster and based on the challenge level of the adventure. (For adventures with easy challenges, the maximum is two; for more cinematic adventures, the maximum is five.)

A player may choose to spend Character Points before or after he makes a roll — or both — but before the gamemaster determines the result.

Extra Wild Dice gained from spending Character Points each work like a normal Wild Die except that a Critical Failure counts as a 1; it does not adversely affect the roll.

Because of the special nature of Character Point Wild Dice, the player may wish to roll these dice separately from her normal Wild Die.

Players get Character Points for their characters by overcoming obstacles, roleplaying well, and having fun. Character Points can also be used to improve skills.

Fate Points

Each players' character has a personal moral code, generally involving a sense of honor and justice. The devotion to this code is represented by Fate Points. Violating that code takes a little bit away from that nature, which is represented by a loss of Fate Points. Heroic characters, for example, receive Fate Points for doing good, such as protecting innocents, bringing an evil character to justice (regardless of justice system's final decision), preventing damage, and saving a life (except the character's own.) Heroic characters lose Fate Points for performing evil actions, such as stealing, maliciously destroying property, taking a life, and other terrible acts, especially if they use Fate Points to accomplish that harm. Individual ethical codes may differ from the heroic code, but the more well-defined the code is, the easier it is for the gamemaster to determine when to reward Fate Points — and when to take them away.

When a player feels she needs even greater help for her roll, she may spend a Fate Point to double the number of dice she normally gets for that roll. However, the player only rolls one Wild Die.

Example: Your character has a *demolitions: vehicles* skill with a die code of 4D. Normally, you would roll three regular dice and one Wild Die. But this time, you want to make sure the enemy spaceship doesn't take off, so you spend a Fate Point. This allows you to roll seven regular dice and one Wild Die (for a total of eight dice, or twice what you'd normally roll).

Usually, only one Fate Point may be spent per roll per round, though a character may improve several different actions in a round with Fate Points. Particularly beneficial or malicious deeds presented and roleplayed well by the player or gamemaster may permit additional Fate Point expenditures. In the general course of play, a Fate Point is useful for one roll only. However, once per game session, a player may choose to spend a Fate Point *climatically*, which doubles *all* of the character's rolls for that round. The gamemaster also may allow players to spend Fate Point climatically during the highest point of the adventure (the climax), even if it takes place over several game sessions.

Fate Points may only be spent before making a roll. Furthermore, all die code penalties and bonuses are applied after doubling the initial number.

Once used, the character loses the Fate Point — but he may earn it back at the end of the game if it was used for a deed that supported his moral code. However, if the character used a Fate Point to go against his moral code, the gamemaster may decide that it costs an additional Fate Point.

As characters become more experienced, the gamemaster may include further restrictions on Fate Point use. Moderately experienced characters (those with a minimum of 6D in several skills) might be allowed only to spend Fate Points on actions that promote the storyline, while highly experienced characters (those with a minimum of 9D in several skills) might be permitted only to use Fate Points during climatic moments in the campaign.

▼ Gamemaster's Characters

▼

▼ Gamemasters should rarely treat their characters, sometimes called nonplayer characters or NPCs, the same way as the players' characters. The players' characters are the heroes of the story and thus can outperform the average Human (or, with the help of Character and Fate Points, have the chance). The gamemaster's characters serve as interactive elements in the story. The less important the character, the fewer skills, Wounds, Character Points, and Fate Points he or she should have. Only the major antagonists deserve the same care (and rules) in creation as the players' characters.

Using Skills

Whenever there's a chance that a character may fail at an action, that character must make a skill check. The player decides what she wants her character to do and which skill is best for accomplishing the task (sometimes with the help of the gamemaster). The gamemaster determines a suitable difficulty number, which the player must meet or beat by rolling the number of dice in the skill and adding the results.

Untrained Skill Use

If a character doesn't have dice in the skill required to attempt an action, she may use the die code of the attribute under which that skill falls. This is sometimes referred to as *defaulting* to the attribute or using the skill *untrained.* The gamemaster may include an *unskilled modifier* to the difficulty. This modifier takes into account that people who aren't trained or don't have experience in certain tasks usually have a harder time doing them. Typically, this modifier is +5, but it could be as low as +1 for simple tasks or much higher for complex plans.

Rounds and Initiative

Generally, time in a roleplaying game doesn't matter too much. A character may spend several hours searching a library, though only a minute passes as far as the players and gamemaster are concerned. To keep the storyline moving, sometimes it's necessary to skip the tedious parts.

More intense scenes require more detail. In these cases, time slows to units of five seconds called rounds. Each character may take one action in the round with no penalty. Unless the character has special skills or abilities, additional actions increase the difficulty of performing each task; this concept is dealt with later, in the "Multiple Actions" section. Once a round ends, the next one begins, continuing until the scene ends (with the task completed, the opponent subdued, and so on).

Since all characters in a scene are making actions in the same five-second round, the actual length of game time taken up by an action will usually be less than five seconds. This is obviously the case when a single character is performing multiple actions, but it is also true when one character reacts to what another character is doing.

Determining initiative does not count as an action.

Once rounds have been declared and depending on the situation, the gamemaster applies one of three methods to determine in what order everyone goes.

Method 1

The first method is to allow whoever makes the first significant action (such as those surprising other characters in an ambush) to act first in the rounds. The characters retain the same order until the scene ends.

Methods 2 and 3

The other two ways start out the same, by requiring the characters involved to make *Perception* rolls to generate initiative totals. The gamemaster makes one *Perception* roll for each character or group of characters he controls, depending on the number. The character with the highest roll takes her action first. The character with the second highest roll then takes his action, and so on. After the last character performs her action, the round ends and a new one begins. Note that a character rendered unconscious, immobile, or otherwise unable to act loses her action for that round if she hasn't taken it already.

The gamemaster may chose then to have everyone roll initiative once for the entire scene (the faster method) or roll at the beginning of each round (the more realistic yet slower way).

The gamemaster and players may use Character Points, but not Fate Points, to increase their initiative rolls if they want. Spending one Character Point, for example, allows the player or gamemaster to add the result of one extra Wild Die roll to the initiative roll.

Performing Actions in Rounds

A character does not need to declare what she intends to do until it is her turn in the round. Once the character decides to take her turn, she may use as many actions as she wants, but waiting again counts as an action (once per each time the character wishes to wait) and the multi-action penalty must be determined for the total number of actions that the character wishes to take in that round. Note that the character does not need to declare when figuring the multi-action penalty what she intends to do with all of her actions. No additional actions may be taken once the multi-action penalty is figured. Any actions that were figured into the multi-action penalty but were not used by the end of the round are lost.

A character may only interrupt another character's action after that character has made the skill roll and spent any points but before the gamemaster declares the result.

Example: A character surprises a thug. Because she got the jump on him, the gamemaster decides the character may act first in this round. The character decides to wait and see what the thug will do. The thug takes a swing at her, so the character decides to dodge. If the character has no ability that gives her extra actions, she may only take one action without penalty. She used that one action on waiting. When she makes her *dodge* roll, it's at –1D, because it's the second action she's taking this round.

Actions in Rounds

Each entry on this nonexhaustive list counts as one action taking no more than five seconds to perform. The gamemaster may decide that certain types of actions offer some kind of bonus or special effect and, thus, have requirements to perform. The suggested skill to use with each action is included at the end of the task's description.

Bash: Hit an opponent with a blunt weapon. *(melee combat)*

Catch: Stop the movement of a thrown or dropped object or person. (The catcher must act later in the round than the person doing the throwing or dropping. This is one of the few cases where a character may "move up" his turn.) *(throwing)*

Choke: Grab a person's neck and gripping tightly. *(brawling)*

Communicate: Relay plans or exchange complex ideas and information with other characters (more than a few words or one sentence).

Disarm: Remove an object from an opponent's hand. This action is treated as a called shot. *(brawling, firearms, melee combat, missile weapons, throwing)*

Dodge: Actively evade an attack. *(dodge)*

Entangle: Throw an entangling weapon at an opponent. *(throwing)*

Escape: Break a hold. *(Strength)*

Grab: Latch onto an opponent. Depending on where the opponent was grabbed, he can take other actions. *(brawling)*

Kick: Strike out at an opponent with a foot. *(brawling)*

Leap: Jump over an opponent or onto a table or any other such maneuver. *(climb/jump)*

Lunge: Stab forward with a pointed weapon, such as a sword or a knife. *(melee combat)*

Move: Maneuvering of 51% of the character's Move or more around the area. The gamemaster should call only for a roll if the terrain is challenging or the maneuvering complex. During some rounds, the gamemaster may decide that existing factors dictate all movement, regardless of length, require an action. *(running, swimming)*

Parry: Block an opponent's blow. *(brawling, melee combat)*

Pin: Pin an opponent by either holding him to the ground or tacking a piece of his clothing to a wall or other nearby object. When pinning the whole opponent, this is the same concept as tackling. Pinning prevents the victim from using the fastened part. *(brawling, melee combat, missile weapons, throwing)*

Punch: Strike out at an opponent with a fist. *(brawling)*

Push: Forcibly move an opponent. *(brawling)*

Ready a Weapon: Draw a gun, unsheathe a knife, reload a rifle, and similar actions. This generally does not require a skill roll, but the gamemaster may chose to require one related to the weapon in question for particularly stressful situations.

Run Away: Flee from the scene. *(running)*

Shoot. Fire a missile or projectile weapon. *(firearms, missile weapons)*

Slash: Swing an edged weapon. *(melee combat)*

Switch a Weapon's Setting: Some energy weapons have more than one damage setting. It takes an action to change the setting. This generally does not require a skill roll, but the gamemaster may chose to require one related to the weapon in question for particularly stressful situations.

Tackle: Bodily overcome an opponent. Once tackled, the opponent can do no other physical actions other than speak or attempt to break the attacker's grip. *(brawling)*

Throw a Weapon or Object: Toss something at an opponent. *(throwing)*

Trip: Quickly force one or both of an opponent's legs upward. *(brawling)*

Use a Skill or Ability: Perform a quick action related to a special ability the character possesses or a skill he wants to use. A character may not use a special ability he does not have, though he may use a skill he has no experience in (though possibly at a penalty). Note that some skills and special abilities take longer than one action or one round to perform, so trying to do them in five seconds will incur penalties.

Vehicle Maneuver: Perform a stunt in a moving vehicle. *(exoskeleton operation, piloting, vehicle operation)*

Free Actions

Free actions are anything a character can automatically perform except under the most extreme conditions. They don't require a skill roll or much effort. If the gamemaster thinks a task requires concentration (and has a possibility of failure, thus requiring a skill roll), it's not a free action.

A few examples of free actions include:

- determining initiative
- speaking a few words to someone nearby
- a quick glance around a room
- moving 50% or less of the character's Move over an easy area or up to a meter over more challenging terrain
- rolling to resist damage

Multiple Actions

Characters may attempt to perform several tasks in a single round, or, if the action takes longer than one round to complete, in the same minimum time period. The more they try to do, however, the less care and concentration they can apply to each action. It becomes more difficult to succeed at all of the tasks. Thus, for most characters, for each action taken beyond the first, 1D must be subtracted from all skill or attribute rolls (but not damage or initiative rolls). Thus, trying to do four actions in one round gives the character a –3D modifier to each roll. For characters with an ability that increases their base number of actions, the multi-action penalty doesn't take effect until the character uses up his allotment of actions. For example, a character has an action allotment of eight per round. If he wants to do nine actions, each of the nine actions is at –1D.

A character may not rely on any skill or attribute reduced to zero in this manner.

Related Skills

In some situations, two or more skills may be appropriate for the task at hand. The gamemaster chooses the primary one and decides which, if any, other skills are appropriate secondary, or related, skills that the character can use to improve his chances with the primary skill. The gamemaster sets difficulties for each skill. To determine the related skill's modifier to the primary skill, the gamemaster subtracts the difficulty from the related skill's total and divides it by 2, rounding up, with a minimum modifier of 1. If the skill total was less than the difficulty, the modifier is subtracted from the primary skill's total. If the skill total was equal to or greater than the difficulty, the modifier is added to the primary skill's total.

The character may perform the related skills and the primary skill successively, but the related skill modifier is only good for the one initially intended attempt and that attempt must be made within a short time of using the other skills. Should the character decide to perform the primary skill and the related skill at the same time, then he takes the multi-action penalty.

Example: Your character has a cybernetic eye that gives him a bonus to his *search* rolls. You decide he will use the eye to help him with some tricky surgery. Once you make your character's *search* roll for the surgery, you must apply the modifier to your *medicine* roll, which must take place immediately after your character's examination of the body.

Gamemasters also can use the related-skills guidelines for deciding how well one person can help another person.

Preparing

A character willing to spend twice as much time to complete a task receives a +1D bonus for the die roll for every doubling of time, up to a bonus of +3D. However, the character can do nothing else or be otherwise distracted (such as getting shot at) during this time.

Aiming

One of the most common types of preparation is aiming a weapon. Each consecutive round of uninterrupted aiming adds +1D to the characters's *firearms*, *gunnery*, *missile weapons*, or *throwing* skill, up to a maximum bonus of +3D.

Rushing

A character can also attempt to perform an action that normally requires two or more rounds in less time. The difficulty increases by +5 for every 25% less time the character puts into the task, with a minimum of one round. Thus, to rush an hour-long surgery into 30 minutes, the difficulty is increased by +10.

Choosing Difficulties, Determining Success

There are two possibilities for assigning difficulties to a specific action: a difficulty number or an opposed roll. Generally, the adventure specifies the difficulty and what skill is needed, but the gamemaster may come across

▼ Generic Standard Difficulties

Level	Number
Automatic	0
Very Easy	1–5
Easy	6–10
Moderate	11–15
Difficult	16–20
Very Difficult	21–30
Heroic	31 or more

circumstances that were not foreseen. In such cases, use these guidelines to decide what to do.

Certain circumstances (typically involving a character attempting a task without a force actively opposing her, such as climbing a wall or piloting a boat) may call for a static difficulty number. In these cases, select a *standard difficulty* or use a special difficulty. Circumstances involving an actively opposing force call for an *opposed difficulty.*

Standard Difficulties

A standard difficulty is a number that the gamemaster assigns to an action based on how challenging the gamemaster thinks it should be. Existing conditions can change the difficulty of an action. For example, walking has an Automatic difficulty for most characters, but someone who is just regaining the use of his legs may be required to make a Very Heroic *running* roll to move even a few steps.

The numbers in parentheses indicate the range of difficulty numbers for that level.

Automatic (0): Almost anyone can perform this action; there is no need to roll. (Generally, this difficulty is not listed in a pregenerated adventure; it is included here for reference purposes.)

Very Easy(1-5): Nearly everyone can accomplish this task. Typically, only tasks with such a low difficulty that are crucial to the scenario are rolled.

Easy (6-10): Although characters usually have no difficulty with these tasks, a normal adult may find them challenging.

Moderate (11-15): There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

Difficult (16-20): Those with little experience in the task will have to be quite lucky to accomplish these actions. A little luck wouldn't hurt either.

Very Difficult (21-30): The average character will only rarely succeed at these kinds of task. Only the most talented regularly succeed.

Heroic (31 or more): These kinds of tasks are nearly impossible, though there's still that possibility that lucky average or highly experienced characters will accomplish them.

Opposed Difficulties

An *opposed difficulty* (also called an opposed roll) only applies when a character's action is being resisted by another. In this case, both characters generate skill totals and compare them. The character with the higher value wins, and ties go to the initiator of the action.

In an opposed task, since both characters are actively doing something, both the initiator and the resisting character use up actions. This means that the resisting character can only participate in an opposed task either if he waited for the initiating character to make a move or if he was actively preparing for the attempt. Otherwise, the gamemaster may

▼ Generic Difficulty Modifiers

Modifier	Situational Example
+16+	Overpowering Disadvantage: Something affects the skill use in an almost crippling fashion (repairing a vehicle without any proper tools).
+11-15	Decisive Disadvantage: The skill use is very limited by circumstance (trying to find someone in complete darkness).
+6-10	Significant Disadvantage: The skill use is affected negatively (tracking someone through drizzling rain).
+1-5	Slight Disadvantage: There is an annoying problem (picking a lock by flashlight).
-1-5	Slight Advantage: A tool or modification that makes the skill use a little easier (really good atheletic shoes for *climb/jump).*
-6-10	Significant Advantage: A tool or modification that makes the skill use much easier (rope with knots in it used for *climb/jump).*
-11-15	Decisive Advantage: A tool specifically designed to make the job easier (complete language database used for *languages).*
-16+	Overpowering Advantage: An exceptional tool or modification that specifically makes the skill use much easier (wilderness tools and equipment specially designed to help with *survival).*

allow a reaction roll of the appropriate skill as a free action in some circumastances, or he may derive a difficulty equal to two times the target's appropriate opposing skill.

Generic Modifiers

The modifiers offered in a skill's list or a pregenerated adventure may not cover all the gamemaster's needs. When conditions arise for which there aren't pre-established modifiers, use the chart herein to help at those times. These modifiers may be added to opposed, standard, or derived difficulty values.

Good Roleplaying Modifier

Gamemasters should reward good roleplaying by lowering the difficulty a few points. The better the roleplaying — and the more entertaining the player makes the story — the higher the modifier the gamemaster should include.

Unskilled Attempts

Remember that someone without training or experience might, with blind luck, do better than someone with experience — but generally only that one time. There is no guarantee of future of success. When a character defaults to the attribute, figure in not only a difficulty modifier of +1, +5, or more, but also adjust the result accordingly: it won't be as precise or stylish as someone with skill.

Second Chances

As characters tackle obstacles, they'll find ones that they can't overcome initially. Gamemasters will have to rely on their judgment to decide whether and when a character may try an action again. For some actions, such as *firearms* or *running*, the character may try the action again the next turn, even if she failed. For other actions, such as *security* or *con*, failing the roll should have serious consequences, depending on how bad the failure was. A small difference between the difficulty number and the success total means the character may try again next round at a higher difficulty. A large difference means that the character has made the situation significantly worse. She will need to spend more time thinking through the problem or find someone or something to assist her in her endeavor. A large difference plus a critical failure could mean that the character has created a disaster. She can't try that specific task for a long time — perhaps ever. This is especially true with locks and computer programs.

Gamemaster's Fiat

The rules are a framework upon which you and your friends build stories set in fantastic and dynamic worlds. As with most frameworks, the rules work best when they show the least, and when they can bend under stress. Keeping to the letter of the rules is almost certainly counterproductive to the whole idea of making an engaging story and having fun. To keep a story flowing with a nice dramatic beat, gamemasters might need to bend the rules, such as ruling a modifier to be less significant in this situation than in another one, or allowing a character to travel a meter or two beyond what the movement rules suggest.

Example Difficulties and Modifiers

The section and the accompanying tables on the next page describe some of the more common noncombat difficulties and the modifiers.

Interaction Difficulties

Several skills are interaction skills: *intimidation, command, bargain, con, and persuasion.* Character use them to influence other people that they meet. The typical difficulty is 10, modified based on the dispositions of the characters involved, but it can also be based on a skill roll. See the Mental Defenses sidebar for more information on this, as well as some suggested difficulty modifiers.

Interaction between player and gamemaster characters shouldn't be determined only by the die roll. Gamemasters should have their players detail what their characters say and do to before rolling the dice. The better the player acts the role of her character, the greater her chance of success should be, which could be reflected by allowing up to a +1D modifier to the skill roll.

▼ Mental Defenses

In general, the resistance difficulty for any psi power or interaction skill equals 10. The target cannot actively resist unless he knows that a psi power or interaction skill is being used on him by another character. If the gamemaster decides that the target suspects but does not know for certain that someone is attempting to influence him, the gamemaster may allow the character to take an action earlier than his turn in the round and roll his *willpower* or *Knowledge* to generate a new resistance difficulty. Should the character be on the active defense against mental intrusion or personal interaction, he may devote all of his actions for the round to that task and roll his *willpower* or *Knowledge*, adding +10 to the score to get the new resistance difficulty. However the resistance difficulty is determined, gamemaster may further modify the resistance difficulty as the situation warrants (such as stress, surprise, or character relationship).

Interaction Difficulty Modifiers

Base Difficulty: 10 or target's Knowledge or willpower

Situation	Modifier
Target is friendly or trusting	-5
Target is neutral toward character or of equal standing	0
Target is hostile or has superior standing	+5
Target is an enemy	+10
Target is in weakened position	-10
Request is something target would do anyway or target feels is of minor importance	0
Request is illegal or highly dangerous	+10
Target is on guard or actively resisting*	+10

**Do not include this modifier if you are using the active mental defense described above.*

▼ Example Difficulties

Information Difficulties

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	5
Theories; generalities	10
Complex concepts; moderately detailed information	15
Professional level; extensive (though not complete) information	20
Cutting-edge topics; extensive information, including peripheral details and extrapolations	30
Condition	**Modifier**
Age of information	+5 per century in the past
Closely guarded secret	+15

Observation Difficulties

Situation	Difficulty
Noticing obvious, generic facts; casual glance	5
Noticing obvious details (ex. number of people)	10
Noticing a few less obvious details (ex. gist of conversation)	15
Spotting a few specific details (ex., identities of individuals)	20
Spotting a few obscure details (ex. specifics of conversation)	25
Noticing many obscure details	30 or more

General Repair Difficulty Modifiers

Base Difficulty: 10

Situation	Modifier
Light repairs/modifications	0
Heavy repairs/modifications	+5
Extensive repairs/modifications	+10 or more
Built or modified item	-10
Has item's designs	-5
Common item	0
Has seen but not used item	+5
Has never seen item	+10
All parts available	0
Some parts available	+10
No parts available	+20
Correct tools*	0
Makeshift tools	+15

**Tool kits might provide their own bonuses.*

Information Difficulties

This attribute assists characters in finding out how much they know about a certain field, modified depending on the situation. For this reason, one chart of general difficulties can serve most *Knowledge*-based skills.

This chart can be employed in one of two ways: by picking a difficulty based on what the character seeks or wants to recall, or by comparing the skill total rolled to the difficulties (whichever level the character meets or beats is the amount and type of information collected or recollected).

One high roll in any of these skills does not necessarily make the character an expert in that field. The roll represents only what the character recalls at the time. A high roll could reveal a specific detail of the information sought, as well as some hints for discovering more of what the character seeks.

Oberservation Difficulties

To see if a character notices details of a scene or situation, the gamemaster may have the player make a *Perception* roll. Unless the characters are actively searching or tracking (and thus using the *search* skill), this passive observance of a scene does not count as an action. Use this chart as a guideline for how much the character notices. If the skill total meets or beats the difficulty, the character gains that much information.

General *Repair* Difficulties

The *Technical* attribute contains many "repair" skills used to fix and modify various equipment and vehicles. These skills follow similar guidelines for setting difficulties, though the gamemaster should adjust them to best fit a given situation.

Movement

Running

The difficulty to cover rapidly a distance on foot is determined by the number of extra movements the character takes. One movement equals the character's Move value; two movements equals twice the Move value, and so on. For each movement beyond the first, add 5 to the base difficulty of zero.

Example: A character with a Move of 10 meters per round who wants to move 20 meters in one round has a *running* difficulty of 5, while a character who wants to move 40 meters has a difficulty of 15. A character who fails his *running* roll covers only his Move or may even trip.

Swimming

A hero's swimming Move equals half his normal Move (rounded up). One movement while swimming equals the swimming Move, two movements equals twice the swimming Move, and so on. Increasing this rate likewise increases the base difficulty of 5 by +5 for each movement beyond the first. Thus, the difficulty for a hero to move two times his swimming speed is 10 (5 for the base difficulty plus 5 for the additional movement).

Climbing

Characters who have the *climb/jump* skill can move up a surface at their normal Move (barring adverse environmental factors) with a base difficulty of 5. Those without such a skill move at half their normal movement rate. Increasing the rate increases the difficulty by +10 for each additional one-half of the base climbing Move (rounded up).

Example: A character with a running Move of 10 meters and without the *climb/jump* skill wants to move quickly up a tree. His base climbing Move is 5. To increase this to 7 meters per round means a difficulty of 20 (10 to climb the tree plus +10 to increase the movement by one-half, or 3 meters, of his base climbing Move).

Jumping

A character's total leaping distance (vertically and horizontally) from a standing position equals one-quarter of his Move in meters (rounded up). The base difficulty is 5 to move this distance, plus +10 for each additional two meters (vertically and horizontally) the character hopes to cover.

Short Distances

A character may move 10% of his movement rate (swimming, flying, or base Move) without this counting as an action. Thus, a character with a base Move of 10 could move one meter on land or a half meter in the water with no action penalty.

Maximum Movement

Characters may perform only one movement action of each type per round, unless a special ability allows them to do otherwise.

Gamemasters may choose to limit the speed at which characters may travel to four times the Move rate for each type of movement.

Fatigue

Keep in mind that most characters cannot move rapidly for long periods of time. Determine a suitable length of time depending on existing conditions, the *Strength* of the character, and any relevant Special Abilities she has. Any additional fast movement beyond that predetermined length requires a fatigue modifier of -5 to the skill total for each additional round that she continues running. The modifier is cumulative. Thus, one round beyond the maximum is –5, two rounds is –10, and so on.

The gamemaster may use the fatigue modifier for any repetitive action performed for an extended period of time.

Accelerating and Decelerating

When it becomes important to the scenario, such as a race or a chase scene, the gamemaster may choose to include acceleration and deceleration maximums.

A character may increase or decrease his current movement rate by up to two times that rate, regardless of whether his movement roll would allow him to travel a greater distance. The minimum increase or decrease is two times the character's base Move for that type of movement.

Movement Difficulty Modifiers

Base Difficulty: 5

Situation	Modifier
Easy terrain (flat surface, smooth water, using a ladder)	0
Moderate terrain (uneven surface, small obstacles, choppy water, climbing a tree)	+5
Rough terrain (large but negotiable obstacles, strong undercurrent, climbing a rough wall)	+10
Very rough terrain (dense and large obstacles, stormy weather, a few airborne hazards)	+15
Hazardous terrain (minefield, narrow walkway, many airborne hazards, large waves, climbing a smooth surface)	+20
Very hazardous terrain (corridor filled with falling debris and explosions, swimming in a hurricane)	+25 or more

Example: A character with a base walking Move of 10 has minimum swimming change of 10 — two times his swimming move of 5.

Example: A character with a Move of 10 is chasing a thief, who just swiped her cred-key. In the first round, she may move up to 20 meters, which has a *running* difficulty of 5. In the second round, she can increase her speed to 40 meters, which has a *running* difficulty of 15. If, in the second round, the player generates a *running* total of 20, by the acceleration rules, she may only move 40 meters, even though her running total meets the difficulty to move 50 meters.

Similarly, if a character does not make a movement roll that would allow him to move at the previous round's rate, that character automatically slows by two times his base Move. In other words, subtract two times the base Move from the current movement rate to get the new movement rate. If this makes the current movement zero, then the character stops. If it's less than zero, the character trips.

Example: The character chasing the thief increased her speed to a rate of 40 meters per round. To maintain this speed, her player needs to continue generating a total of 15 with the character's *running* skill. If the player gets less than 15, then her character's speed drops to 20 meters per round (50 minus two times her base Move of 10).

Movement Options

The gamemaster may include additional modifiers or require an additional related skill roll for any form of movement, depending on surrounding conditions, such as high winds, numerous obstacles, slick surfaces, sharp turns, and so on.

COMBAT BASICS 3

When a situation must be resolved with force, time becomes broken into rounds, which have been already described. Within these rounds, three steps occur: (1) generating initiative; (2) attacking and defending; (3) determining damage; (4) repeating the steps, if necessary.

Step 1: Generating Initiative

As discussed earlier, determine initiative based on the first significant action or on initiative rolls. Then go on to Step 2.

Step 2: Attacking and Defending

This is where the action starts. The person whose turn it is gets to decide what type of action her character is going to do. Once she chooses, she makes a skill roll.

Default Base Combat Difficulty

The base difficulty to attack someone is 10 or the target's active defense total, modified by range and other factors.

Active Defense

The target character can opt to use an "active defense," which affects all attacks that occur after the defender's turn in the current round but before the defender's turn the next round. Active defenses are defensive maneuvers that the target consciously exercises, such as dodging or parrying attacks. Each of these is represented by a skill and counts as an action.

Active defenses only can be made when it is the character's turn as determined by initiative, but the total for the roll is effective for all relevant attacks made against the character that occur after the character's current turn but before his turn in the next round.

Remember: if a character acts later in a round than the character attempting to hit him, he cannot take his turn sooner and use an active defense to replace the combat difficulty — his reactions just weren't fast enough.

If the roll is lower than the base combat difficulty, the character has succeeded in making himself easier to hit — by miscalculating where the attack would be placed and actually getting in its way.

The new combat difficulty is modified as usual.

Dodge: The character attempts to anticipate the final location of any attack and be in another place when it comes. Attack types include energy beams, melee and projectile weapons, unarmed attacks, and so on. This is done by rolling the *dodge* skill .

Parry: The character attempts to stop his opponent's attack by intercepting it. The character may roll his *brawling* or *melee combat* (if he has something in his hands) to block it. If the character uses a sharp or energized weapon (sword or dagger, for example) to parry an unarmed blow and is successful at the block, the attacker takes damage from the weapon. However, do not add the defender's *Strength* to the listed value when determining damage inflicted this way.

If the opponent strikes at the character with bladed or energized hand weapon and the character uses any part of his body to parry the attack, the defender always takes the weapon's damage value. If the block was successful, then the attacker's *Strength* is not added to the listed value. If the block was unsuccessful, then the target character takes damage as normal. The character may avoid this aspect by having armor, a special ability, or a suitable close combat specialization in melee parry.

Full Defense

A character who foregoes all of her actions for a round to completely protect herself from attacks makes a *full defense.* The total rolled by the skill plus +10 takes the place of the base combat difficulty.

Full active defense total = any active defense roll + 10

Partial Defense

A character who chooses to do something else in addition to guarding against attacks may take a partial active defense. In this case, the active defense roll replaces the base combat difficulty.

Partial active defense total = any active defense roll

Since the character is taking multiple actions, the multi-action penalty applies.

The gamemaster may call for a partial defense roll (as a free action) if he decides that the character might be somewhat aware of an impending attack, yet not aware enough to prepare for it.

Combat Difficulty Modifiers

The accompanying Attack Modifiers and Defense Modifiers charts list a few popular combat situations — some of which are explained below — that can modify the base combat difficulty. Regardless of the number of modifiers used, the total combat difficulty may never be below 3.

The gamemaster rolls the indicated modifier and adds it to the combat situation. A standard modifier is included in

parentheses after the die modifier, should the gamemaster prefer not to roll.

Range: The effectiveness of a punch, weapon, or power depends on its range. All range modifiers are added or subtracted from the combat difficulty.

Note that, unless a special maneuver allows otherwise, unarmed close combat attacks may only be made at Point Blank range. In most cases, this is true for using various melee weapons as well, though the distance can be increased to Short range if the weapon is longer than one meter. For example, a character with a support beam can whack an opponent at Point Blank or Short range.

Cover: When a target is protected by something — poor lighting, smoke, fog, a table — it makes her harder to hit. This is represented by a cover modifier, which is added to the combat difficulty.

Burst fire as single: This attack can only be performed with a weapon that is capable of burst fire (like an assault rifle) and that can be switched to single fire. The firer fires only one shot instead of a burst; it is primarily used to conserve ammunition.

Full auto: This attack is only possible with weapons that can fire at fully automatic settings (such as assault rifles, submachine guns, and machine guns). Since the character is taking quite a bit of time to "hold down the trigger" and pump ammo into the air, the extra "to hit" and "damage" bonuses are somewhat compensated for by the modifier to the character's defensive value during the round he is performing a full auto attack.

Single fire as multi: The character fires a weapon several times in a round at the same target. The most common example is when someone fires a pistol several times in a row

▼ Defense Combat
▼ Difficulty Modifiers

Range

Range	Distance to Target	Modifier
Point Blank	0 –3 feet	-5
Short	3 feet to first value*	0
Medium	First to second value*	+5
Long	Second to third value*	+10

**Values refer to values given in the weapon 's range listing.*

Cover

Situation	Modifier
Light smoke/fog	+1D (+3)
Thick smoke/fog	+2D (+6)
Very thick smoke/fog	+4D (+12)
Poor light,twilight	+1D (+3)
Moonlit night	+2D (+6)
Complete darkness	+4D (+12)
Object hides 25%of target	+1D (+3)
Object hides 50%of target	+2D (+6)
Object hides 75%of target	+4D (+12)
Object hides 100%of target	*

**If cover provides protection, the attacker cannot hit the target directly, but damage done to the cover might exceed the armor value it gives the target, and, indirectly, the target receives damage. Most of the time, the attacker must eliminate the cover before having a chance to hit the target.*

▼ Attack Combat
▼ Difficulty and Damage Modifiers

Option	Difficulty Modifier	Damage Modifier
Firearms		
Burst fire as single	0	-2D
Full auto	-2D (-6)	+2D
Single fire as multi	-1D (-3)	+1D
Sweep attack	-2D (-6)	-3D*
Brawling, Melee Combat		
Sweep attack	-3D (-10)	-3D
Tackle attack	+2D (+6)	-3D
All-out attack	-2D (-6)	+1D
Unwieldy weapon*	+5 or more	0
All Attacks		
Low Gravity	-1D (-4)	0
No Gravity	-2D (-6)	0
Heavy Gravity	+3D (+10)	0
Called Shot		
Target is...		
10 to 50 centimeters long	+1D (+5)	*
1 to 10 centimeters long	+4D (+15)	*
Less than a centimeter long	+8D (+30)	*

**Weapon is put on single fire as multi, burst, or full auto (and uses that amount of ammunition) to use this option, but include these bonuses instead for sweep attack.*

**For melee weapons longer than 30 centimeters.*

** See text (page 110) for options.*

Other Modifiers

• The attacker is blind or blinded: +4D (+12) to the combat difficulty.

• The target is blind or blinded or attacked from behind: -4D (-12) to the combat difficulty.

• The target is crouched on the ground: +1D (+3) to the combat difficulty.

• The target is prone: –2D (-6) to the combat difficulty (Point Blank or Short range); +2D (+6) to combat difficulty (Medium or Long range).

• Weapon is difficult to use (character unfamiliar with technology, object is hard to throw or grasp, etc.): +5 or more to the combat difficulty; do not combine with the unwieldy melee weapon modifier.

at the same target. This option can only be used when a weapon automatically reloads itself after firing a single shot or when it is fairly easy to ready it for firing again (such as a .45 automatic, which puts a new cartridge in the slide as soon as the first one clears the barrel). It increases the character's chance to hit a target, as well as the damage. It does not count as a multi-action as long as the shot is taken at the same target. One target, one die roll, one damage value.

Sweep (ranged): The character wants to "spray an area" with ammo. This can only be done by characters with weapons that go full auto, burst, or single fire as multi (in general, just about any automatic weapon). The gun uses the amount of ammunition needed by whichever setting is used. They gain a positive modifier to hit (because of the sheer volume of shots), but this "non-targeted" attack results in a lower damage value.

Sweep (close combat): These attacks, usually foot sweeps or roundhouses, are used when the character wants to make certain she hits the target — regardless of how much injury is caused.

Grab: The attacker physically grasps a target. Few melee weapons allow this option, so it is used generally only in *brawling* attacks. The character does less damage with the grab, but she has hold of the target with a successful attack.

All-out: The character attacks with no thought to the consequences. The target has a better chance of being hit, but, in that round, the attacker cannot actively defend — or perform any other action — at all!

▼ Miscellaneous Damage

▼ Here is a small selection of various other harmful things that players may encounter during their adventures. Generally, no attack roll is necessary for any of these to affect a character, though a roll would be required if a person could somehow attack with it. The gamemaster determines what, if any, benefit armor and similar protection provides. Some equipment may even increase the damage! Damage is otherwise determined as per the combat rules.

Except falling, all damage is done per round of close contact. The gamemaster may decide that certain types in certain situation also affect characters at a distance.

Type	Damage
Botulism (severe case)	4D
Cold (extreme)	1D
Cyanide (fatal dose)	8D+2
Electricity (standard wall outlet)	1D
Electricity (major power line)	9D
Falling	1D per
(for fall of 3 meters or more)	1.5 meters
Fire (torch-size)	1D
Hydrochloric acid	
(undiluted, any amount)	2D+1
Radiation (intense)	3D

▼ Wound Levels

▼

▼

Damage Total ≥ Resistance Total By:	Effect
0–3	Stunned
4–8	Wounded
9–12	Incapacitated
13–15	Mortally Wounded
16+	Killed

Note: Penalites imposed by each level are not cumulative and they are not included when determining the resistance total or damage done by non-Strength-based weapons.

Stunned: –1D for all remaining actions this round and next round; a second stun moves the injury status to "wounded."

Wounded: –1D to all actions until healed; a second wound or stun on top of this makes the character "wounded twice" for a total of –2D on all actions.

Incapacitated: The character is severely injured. As a free action before losing consciousness, he may try to stay up with a Moderate (15) *stamina* roll. If the character succeeds, he may continue to act, but all actions have a –3D penalty. If he fails, he is knocked out for 10D minutes.

Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's *Strength* each round, the character finally dying if the roll is less than the number of rounds a character's been mortally wounded. Another other wound level also can kill the character.

Killed: The character is toast. Sorry.

Called Shot: The character chooses a specific target, like a gun in a thug's hand, and aims for that. This is represented by a called-shot modifier, which is added to the combat difficulty. On a successful attack, he knocks the item out of the target's hand, grabs the limb, pins the target to a wall, or does +1D (or more, at the gamemaster's discretion) to the damage. The exact result depends on the situation and the player's intent.

Weapon Difficulty: Melee weapons longer than 30 centimeters, objects that are hard to throw or grasp, ones relying on technology with which the user is unfamiliar, or any weapons otherwise difficult to wield incur a +5 or more modifier to the combat difficulty.

Step 3: Determining Damage

If a character successfully hits his target, he may have done damage to it. To determine the damage done, roll the damage die code for the weapon. Some weapons list their value as STR plus a die code; in this case, add the attacker's *Strength* die code to the listed die code, then roll this total to figure out the damage. Unless a skill or special ability alters it, normal humans have an unarmed damage die code equal to their *Strength.*

The damage total is then compared to a resistance total

and checked on the Wound Level table to determine how much damage was done.

If the resistance total is greater than (but not equal to) the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged armor).

Resistance Total

The resistance total equals the target character's *Strength* plus any bonuses from armor or special abilities minus any modifiers from disease or ingested poisons. Do not include any wound level modifier when attempting to resist damage.

A character also may improve her resistance by spending Character Points or a Fate Point on this roll. Once the player has her character's resistance total, compare that to the Wound Level chart to determine how much injury the defender sustained and what its effects on the character are.

Stun Damage

For weapons that do stun damage, after the number of wounds have been determined but before applying them, reduce the weapon's damage by two wounds levels, with a minimum level of stun. If the victim suffers at least one wound, that character is also knocked out for a number of minutes equal to the difference between the resistance total and the damage total.

Step 4: Repeat

If the fight isn't finished after one round, then return to Step 1 and do it all over again. Repeat these steps until the fight is resolved in favor of one side or the other.

Healing

There are many different ways that characters can regain their health.

Natural Healing

A character can heal naturally, but this process is slow. The character must rest a specified amount of time and then can make a healing roll: roll the character's full *Strength* and find the result on the chart related to the character's current wound level to see if the character heals.

Healing characters can do virtually nothing but rest. A character who tries to work, exercise, or adventure must *subtract* -1D from her *Strength* when she makes her healing roll. Any character who opts to "take it easy" and do virtually nothing for *twice* the necessary time may *add* +1D to her *Strength* roll to heal.

▼ Wound Levels and NPCs

▼

▼ To reflect the average nonplayer character's relative unimportance to the universe, gamemasters may wish to eliminate one or more of an NPC's wound levels. Pure cannon fodder might take one wound before keeling over, while the main villain and her most important henchwomen should get the full compliment.

▼ Healing

▼

▼

▼ Natural

Rest Period

Level of Wound	Rest Period
Stunned*	1 minute
Wounded	3 days
Wounded Twice	3 days
Incapacitated	2 weeks
Mortally Wounded	5 weeks

*A stunned wound is automatically recovered after one minute (12 rounds) of complete rest.

Wounded

Strength Roll	Result
Critical Failure	Character worsens to *wounded twice.*
2-5	Character remains *wounded.*
6+	Character is fully healed.

Wounded Twice

Strength Roll	Result
Critical Failure	Character worsens to *incapacitated.*
2-5	Character remains *wounded twice.*
6+	Character improves to *wounded.*

Incapacitated

Strength Roll	Result
Critical Failure	Character worsens to *mortally wounded.*
2-7	Character remains *incapacitated.*
8+	Character improves to *wounded twice.*

Mortally Wounded

Strength Roll	Result
Critical Failure	Character dies.
2-7	Character remains *mortally wounded.*
8+	Character improves to *incapacitated.*

▼ Assisted

Injury Level	Difficulty
Stunned, unconscious	Easy (10)
Wounded, Wounded Twice	Moderate (15)
Incapacitated	Difficult (20)
Mortally Wounded	Very Difficult (30)

Skill

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don't require a med kit. Simply roll *medicine* (or *Technical*) to treat wounds in the field, and find the results on the Assisted Healing chart.

A successful roll heals the character up one level: for instance, a successful *medicine* roll on someone who's wounded would bring them back to stunned. A character using a med kit may add its bonus to the roll.

PSIONICS 4

Psionic powers are abilities that allow individuals to use the power of the mind to manipulate the universe around them — directly. No one is quite certain where psionic powers come from — whether all people of all species have the capability to employ psionic powers, or whether the use of psionics is predestined at birth … or before.

In *D6 Space Opera* game terms, only characters who have dice in their *Psionics* attribute may have psionic powers. Those characters, and certain gamemaster characters and species, are rare — the gamemaster should not allow many characters with psionic powers to operate in a single campaign without a very good reason.

These were adapted from those developed for the *Shatterzone* game system. They represent one of several methods of expressing extraordinary mental abilities.

The Psionic Skills

There are two skills required to use psionic powers: *manipulation* and *willpower*. No psionic character can get along without these skills. It is well known that such individuals do exist, but they have wildly uncontrollable abilities and, in a game sense, are near impossible to run. Every psionic character must have at least one additional pip in *manipulation* and *willpower*.

Manipulation

This skill is based on a character's *Psionics* and is a direct measurement of how well the character can control and manipulate her psionic powers. The number of additional dice the character has in this skill also governs how strong some of her powers can be.

Manipulation is used like any other skill, and may be specialized in — it may *not* be used untrained. The specializations are the individual powers below. In addition, if there are any special rules for power uses, they are listed with the individual powers.

Willpower

Willpower is the skill value that reflects a character's strength of mind and ability to resist mental strain. In addition, a character with *willpower* can resist mental and psionic attacks using this skill.

Usually, *willpower* is used in conjunction with *manipulation* when a power is being used. When the *manipulation* total is being generated, the *willpower* total allows a character to resist the strain.

Obtaining Access to Psionic Powers

There are only two ways to get psionic powers. The first is to put dice in the *Psionics* attribute at character creation. When you do that, you automatically (and at no additional cost) know how to use one power from the selection herein (or from other supplements or your gamemaster's imagination). This power must be one that you can use at your current *manipulation* die code and it must meet with the approval of your gamemaster. To get one additional power at character creation costs two-thirds of a skill die (or two pips). The other pip may be used to improve a skill or to help get another power. Thus, two additional powers is four pips (or one skill die plus two pips leftover); three additional powers is six pips (or two skill dice and no pips leftover), and so on.

The other way to get access to psionic powers is to obtain your gamemaster's permission after play has begun. If you can come up with a "reason" for your character to learn or gain psionic powers (such as they were latent or were gained through a strange accident) and your gamemaster agrees, then you may acquire them. The cost to get the initial 1D in Psionics is 20 Character Points. After that, it is 10 times the number in front of the "D" to improve this attribute by one pip. Nonetheless, you must still purchase *manipulation* and *willpower* skill pips separately, as well as a psionic power.

Once a character has access to a psi power, he may specialize his *manipulation* skill in that power using the same rules as for other skills.

Getting the Specific Powers

Psionic powers may be learned between adventures, like regular skills. The cost for a psionic power, in Charac-

Psi Characters from Other Games

If you're including psionic characters made using other *D6 Space Opera* rules sets, you and your players may find it easier to rely on the rules from that system for those characters rather than switching to the *Shatterzone* rules.

However, characters using other psionic rules may not take powers from these — and vice versa. Consider each psionics rules set as a different and distinct way special mental abilities manifest themselves.

ter Points, equals *twice* the psi level needed to use the power — and the character must be able to use the power when it is purchased. This cost is doubled again if a teacher — simply another psionic with the power — is not available to instruct the character.

So, if a character has 3D in *manipulation*, she can learn *astral image, healing trance, influence, psi strike, pyrokinesis, telekinesis,* or *telepathy*. However, the gamemaster may say that only *astral image, telepathy,* and *psi strike* are available to the character (she just doesn't have the "concepts" of the other powers available — maybe the character hasn't even "thought" of them). In addition, the character's teacher only knows *astral image*.

This means that the character could learn *astral image* for 6 Character Points, *telepathy* for 12 points (no teacher), or *psi strike* for 8 points (again, no teacher). A character may learn one power between adventures each adventure.

The Characteristics of Psi Powers

Below are listed several psionic powers that may or may not be available to psionic characters — they are in existence in the *Shatterzone* universe, but they may not be used in your gamemaster's campaign, or available to your player character. But, whether they are or not, every listing for a psionic power has the following characteristics.

Unless specified otherwise in the description, the psi character must see her target and be within 30 meters of him in order to affect the target with the power.

The Name of the Power

The *name* of the psionic power is listed first. Psi powers are listed alphabetically for easy reference. Many psi powers will not be referred to by this name in the *Shatterzone* universe, however — most have strange or unusual names given them by their users. For example, it is known that the Ishantra refer to the power *mind probe* as "purzek aytek" — which translates as "sifter-slasher-betrayer-of-truths."

Psi Level

The *psi level* equals the total number of dice (ignoring the pips) in the *manipulation* skill a character must have to use the power *at all*. Thus, a character with a *manipulation* of 4D+1 has a psi level of 4, while a character with 3D+2 in *Psionics* and no dice in *manipulation* has a psi level of 0.

Generally, if the character does not have at least this many additional dice, he cannot learn or use this power. Nonetheless, gamemasters may opt to allow wild psionicists in their campaigns. These characters may attempt to use any power as long as their natural psi level (based solely on their *Psionics* attribute) equals the psi level required by that power. They also incur the untrained skill penalty. Furthermore, the effects of the power will never be exactly what the character expects.

Power Difficulty Number

The *power difficulty number* (sometimes called the base difficulty number of the power) is the *manipulation* skill total a character must achieve to use the power at all. Often, the power difficulty number is modified by circumstance or design and is raised to a higher difficulty number — the *total* difficulty number. This will be noted in the *description* of the power (below).

Base Strain

This is the *minimum* amount of strain the character's mind will be placed under by using this power. Depending on the character's *willpower* skill total, the character may or may not take damage from the *base* or *total strain*. Like the power difficulty number, the base strain may be modified by circumstance or design. Psi strain is also referred to as *psychic feedback.*

Concentration Time

Concentration time is the minimum amount of time the character needs to concentrate to get the power to work. Concentration means exactly that — *no* other activity. Usually, concentration time is very short, but it may be modified.

It should also be noted that, for a character to maintain concentration, he must actually *concentrate*. There are events that can break a character's concentration. Being attacked (and hit for any damage) is one such, and performing anything other than a simple action is another. See "Using Psionic Powers" below for more details on concentration.

Maintained?

This line has either a "Y" for "Yes" or an "N" for "No." Powers with a "Y" may be *maintained* for periods of time longer than their concentration time. The way powers are maintained is described under "Using Psionic Powers" at the end of this chapter.

The Description

The text under each power listing is the *description* of the power, including game effects and modifiers. There may also be additional rules for the power's use. Read over the description of each power carefully and, before selecting

The Social Side: An Example from *Shatterzone*

In the *Shatterzone* universe, as in many space opera universes, there are a few very unique individuals — and even a few very unique species — that possess the ability to use psionic powers. Of all mutations and alien abilities, psionic powers are perhaps the least understood and most feared. This is because so few individuals have access to psionic abilities and also because there is no known way to know who is psionic and who isn't. While the Consortium government has stopped short of "outlawing" psionic powers, psionic characters are almost always viewed with envy, suspicion, and fear.

As a result, most psionics keep their powers hidden and use them in ways that are subtle and difficult to detect. Indeed, most psionic characters do not have very much power anyway and, if they want to progress past the learning stages, they must keep their talents hidden.

the power, make sure the gamemaster understands its effects as well. If the gamemaster decides a power is inappropriate or unavailable, she may choose to overrule its use in the game.

Using Psionic Powers

The specific rules for using psionic powers are presented above, but here is the general system. The psionic player states that his character is attempting to use a particular psionic power. The player also states at this time the difficulty number of the power and the strain of the power, increasing either or both numbers as the individual rules indicate. The gamemaster assigns any other modifiers she sees fit as well.

Then, the player states the effect he wants to achieve and the gamemaster assigns any *more* modifiers — usually based on the complexity of the task or any circumstances appropriate to the situation. The gamemaster also determines any minimum result necessary for the power to work as the player desires.

The player rolls the dice in his character's *manipulation* skill total *and* the character's *willpower* (plus any points played); together, these count as one action. The player informs the gamemaster of the final skill totals.

The gamemaster compares the *manipulation* total to the difficulty number and tells the player whether the attempt fails or succeeds. Then, the gamemaster compares the *manipulation* total to the minimum difficulty necessary and describes the result. Finally, the gamemaster compares the character's *willpower* total to the final strain value.

If the strain value is equal to or greater than the character's *willpower* total, then read the difference on the Wound Levels chart as mental damage. The player records the damage on the character sheet. Regardless of the amount of damage done to the character, the power succeeds or fails depending on the *manipulation* total — if the character is killed or knocked unconscious but the power succeeds, it was a "last gasp" effort. If the strain value is *less* than the character's *willpower* total, then there is no damage.

At this point, if the character is conscious, he must decide whether or not the power will be *maintained* during the next round — if that is possible. If it isn't, then the process ends here. If it is, then see "Maintaining Psionic Powers" below.

As an Action

One important rule to remember about psionic powers — no matter how long the concentration time specifies, each use of a psionic power is an *action*. If the concentration time indicates multiple rounds, the character must use his action on the power in all of those rounds — and may take no other action. Furthermore, because of their special natures, no psionic power may be used as a multi-action during its *initial* use — maintaining a psionic power *may* be used as a multi-action (see "Maintaining Psionic Powers" for rules on multi-actions).

Maintaining Psionic Powers

This is a method of *extending* the effects of certain psionic powers — such as *astral image, telepathy, telekinesis* or *influence*. Maintaining a power is actually *easier* than starting it up again from scratch — though, due to certain power rules, this may not always be practical.

The *maintenance difficulties* of a psionic power equal the base difficulty divided by two and the base strain divided by two. Substitute them for the above values during the second and subsequent rounds of psionic usage — as long as the power is being maintained, these are the new difficulties.

Of course, any modifiers to difficulty or strain have to be added to these maintenance difficulties, and the desired effect must remain the same. Maintaining a psionic power, however, may be performed as a multi-action instead of as a single action. Maintaining a psionic power takes very little concentration as well — only one second need be devoted to it.

Maintaining and Multi-actions

Since maintaining a psionic power takes so much less energy and concentration, it may be used as a multi-action with other skill attempts and power uses.

When a character is maintaining a psionic power, the psi may attempt to use a skill or another psionic power at the same time. The only restrictions are as follows:

1. If the "new" power requires more than five seconds of concentration, it may not be combined with a maintained power. Certain powers, like *astral image*, require lots of concentration. When another power is being maintained, these powers cannot be used initially. However, a character who is maintaining a power that normally took more than five seconds to initiate *may* use other powers while maintaining the first power.

2. *Astral image* has special rules for using powers while it is being maintained. When a character is using *astral image*, she may only use other powers through the image (e.g., at all) if the difference between the difficulty and the manipulation roll was at least 10 points and it was achieved the round *before* the character wants to use another psionic power.

The Powers

Astral Image

Psi Level: 3
Power Difficulty Number: 17
Base Strain: 16
Concentration Time: 40 seconds (8 rounds)
Maintained? Y

By using *astral image*, a character can project her three-dimensional image at a certain area and/or to a certain person. The *astral image* can be used to communicate over distances and it may also be used to "look in" on areas that the character might otherwise not be able to see.

When a character uses an astral image, she projects an image of the character's self into another place. Anyone who can see or hear in the area can see and hear the character — though the character makes absolutely no sounds other than speaking ones.

The character must concentrate for 40 seconds before the *astral image* forms. When the *image* does form, part of the character's mind goes with it, to the destination desired.

Astral Image Range

Manipulation Adds*	Range (in meters)
0-2 pips	4
1D	10
2D	15
2D+1	25
2D+2	40
3D	60

For every +1 pip beyond +3D, add another 60 meters to the range.

* To determine the number of *manipulation* adds, subtract the *Psionics* die code from the *manipulation* die code.

Normally, the image travels from the psionic at a speed equal to the character's fastest movement rate. It may pass through walls, force fields, and people with no impediments. The psionic can see and hear (but not smell or taste or touch) whatever is around the image. The psionic cannot see or hear what is around her own body (but can feel, taste, and smell these things).

How well the character can see and hear (and do other things, listed below) depends on the success level of the *manipulation* total when the psionic ability is first used — not when it is maintained.

If the character rolled exactly the difficulty number, then she may only perform simple actions (those that don't require a skill total) while using the *astral image*.

At 1 to 5 points over the difficulty, the character may perform *search* and other *Knowledge* and *Perception* actions that do not require tools or character interaction at her normal skill value as a multi-action with maintaining the image (see earlier in this chapter, under "Maintaining Psionic Powers").

At 6 to 9 points over the difficulty, the *astral image* may perform any action (as a multi-action with maintaining the power) except *Psionics* that does not need physical contact with another person or thing, such as *con, persuasion, dodge* (if there is something that can hit the character), *running*, or *scholar*.

At 10 or more points over the difficulty, the character can do anything that she could normally do that does not involve physical contact or one of the senses the character is deprived of (smell, taste, and touch). This includes multi-action psionics that come from the *astral image*.

The range of an *astral image* depends on two things: one, the skill adds of the character's *manipulation* skill and, two, whether the character has an *astral anchor* or not. Use the Astral Image Range chart to determine the maximum range (without an *anchor*) for an *astral image*.

For every +1 added to the power difficulty number *and* the strain of the power, the range may be increased by 15 meters.

A character with an *astral anchor* can further increase the range. An *astral anchor* is a character (or creature) with whom the character has experienced *telepathy* (see entry herein) within a time period in seconds equal to 50 times the psionic's *manipulation* die code (ignoring the pips). For example, a character with a *manipulation* skill of 4D+1 would have a time frame of 200 seconds, or a little over three and one quarter minutes in game time. During that time period, the character can project the *astral image* directly to that character no matter how far away he or she is. Range is ignored, and there is no movement between the two places — it is instantaneous.

The *astral image* power may even be maintained past the time limit of the last *telepathy* use, as long as the character continues to focus on the astral anchor. The *image* cannot lose sight of the *anchor* for more than one round, or it will be dispersed and contact will be broken.

Healing Trance

Psi Level: 2
Power Difficulty Number: 11
Base Strain: 6
Concentration Time: 10 seconds (2 rounds)
Maintained? N

This power is used by the character to heal himself or others of physical or mental wounds. No med kit is required, no matter the amount or type of damage. It can be used in addition to a *medicine* skill attempt. Add +10 to the difficulty and the strain when the character attempts to heal another. The character using a healing trance may only use this power once per concentration time.

Any *conscious* psi character who knows the power can use it; the character does *not* suffer the negative modifiers normal characters take when performing actions while wounded (these are built into the difficulty numbers of the power).

Influence

Psi Level: 1
Power Difficulty Number: 13
Base Strain: 14
Concentration Time: 5 seconds (1 round)
Maintained? Y

Psi Healing

Injury Level	Difficulty
Unconscious*	11
Stunned	16
Wounded	18
Wounded Twice	22
Incapacitated	24
Mortally Wounded	28

*This only awakens an unconscious character; no injuries are healed.

Note: If the psi character rolls a Critical Failure and does not meet or beat the required difficulty, the target worsens by one wound level. If the psi character rolls a Critical Failure but meets or beats the required difficulty, the target stays the same.

Influence Result

Target is...	Minimum Result Points* Needed
Agreeable	0
Friendly	1-2
Neutral	3-7
Hostile	8-11
Inimical	12+

*Result points equal the difference between the *manipulation* total and the base or opposed difficulty.

Influence is a silent means of "suggestion" that can, if used properly, make a target character choose a particular course of action.

The character with the *influence* power generates a *manipulation* skill total. If the skill total beats the power difficulty number, then compare the *manipulation* total to the resistance difficulty number, which is usually 10. See the Mental Defenses sidebar earlier in the chapter for alternate difficulties.

If the *manipulation* total meets or beats the resistance difficulty number, the result points (the difference between the *manipulation* total and the resistance difficulty number) are read on the Influence Result chart. The gamemaster decides how "agreeable" the target is to the "suggestion," which indicates the minimum result points value needed for the suggestion to take hold. For example, if the psionic character gets 8 points over the difficulty, that would be enough to "influence" a character who would normally be *hostile* to the suggestion being made — but not enough to change the mind of an enemy.

If the result points of the result are sufficiently higher than the minimum required, the target character obeys the suggestion for as long as the power is maintained (see earlier, under "Maintaining Psionic Powers") or until the concentration period ends. The gamemaster must then decide what the character does after that.

In most cases, if the psionic is subtle enough, the target character will think that the "suggestion" was his own idea — even if it doesn't make much sense. However, gamemasters may allow *willpower* rolls versus the skill total of the *manipulation* attempt to decide the issue.

If the psionic character succeeds in the base difficulty attempt but fails to get enough interaction levels, then the target character acts as he would normally — unless the character has *Psionics*. In that case, the target character *automatically knows* that the power of *influence* was used on him — and will respond accordingly.

Example: Virr Pluugh, a Vizzben, has the *influence* power and a *manipulation* skill value of 4D+2 He is running a "shell game" on the low side of Teraxiter, trying to raise enough money for a ticket off the corporate world.

Virr uses his power to affect the outcome of the game, and he is currently working on a young worker named Salla Pring. Salla has a *willpower* of 3D.

The shells are flipped around and the pea is hidden, and Salla makes her *search* total to see where the shell is (versus Virr's *sleight of hand*). She fails, and the gamemaster has her choose randomly which shell she thinks the pea is under.

As she is deciding, Virr uses his *influence* power to "suggest" a shell — "the one on the left," he says silently. The gamemaster determined that Salla was going to pick the one in the middle (which is actually the correct shell), but he also knows that she didn't actually have a clue. He determines that she would be *neutral* (at a result point level of 5) to this "suggestion."

Virr generates a skill total. He gets a 16 on the dice, high enough to make the power difficulty number. Also, since Salla doesn't know Virr is using *influence*, that is 7 points above three times her *willpower*. Looking on the Influence Result chart, the gamemaster determines that Salla "changes her mind" and picks the shell on the left.

Mind Probe

Psi Level: 5
Power Difficulty Number: 21
Base Strain: 21
Concentration Time: 5 seconds (1 round)
Maintained? N

One of the most feared psionic abilities, *mind probe* allows a psionic character to strip away a person's mental defenses and read the character's innermost thoughts.

A *mind probe* is a mental assault on another character's mind. It is not subtle, and it is obvious — any character who is being *mind probed* will know it, unless the psi character is very adept — or incredibly lucky.

When using the *mind probe* power, the psi character makes an attack with a difficulty of 10. (See the Mental Defenses sidebar earlier in the chapter for alternate difficulties.) If the attack meets or beats the difficulty, the difference between the attack and the defense is read on the Mind Probe Result chart.

In addition, the attacking character may gain information from the target character's mind. For every four points obtained, the psi character can ask one specific question of the target character, which the target character must answer completely and honestly. So, if the psi character gets 10 points, the target character must answer two questions.

Mind Probe Result

Target is...	Minimum Result Points* Needed
Agreeable	0
Friendly	1-2
Neutral	3-7
Hostile	8-11
Inimical	12+

*Result points equal the difference between the *manipulation* total and the base or opposed difficulty.

▼ Mental Wounds Effects

Wound Level	Effect
stunned	+4 to the difficulty of all non-physical actions*.
wounded	+6 to the difficulty of all non-physical actions*.
wounded twice	+8 to the difficulty of all non-physical actions*.
incapacitated	Knocked out for 10D minues; only *healing trance* or time can wake up the character; +12 to the difficulty of all non-physical actions thereafter.
mortally wounded	Roll the character's *willpower* or *Knowledge* each round, the character finally dying if the roll is less than the number of rounds a character's been mortally wounded. Another other wound level also can kill the character. Only *healing trance* or time can heal the character.
dead	The character's mind is burned out.

*use of *Knowledge*, *Perception*, and *Technical* skills; effects are not cumulative

The information is transferred in a nearly instantaneous manner and can be of great depth and detail — or it may be as simple as a yes or no. A question could be something like "What do the blueprints of this base look like?" and the target character would immediately "think" of the blueprints — but the gamemaster would have to determine how accurate the information is.

All characters can use their resistant skills (listed above) to actively resist a *mind probe* (and usually will), and a willing character will always passively resist (involuntarily) with the appropriate base skill value.

The only way for a *mind probe* to go undetected is if the target is unconscious (in which case the character will probably dream about it) or if the psi beats the difficulty by an exceptionally high number and decides that is the result in exchange for two questions that he could have asked the target.

Psi Strike

Psi Level: 2
Power Difficulty Number: 13
Base Strain: 17
Concentration Time: 1 second (1 round)
Maintained?: N

This power is often one of the first learned by a character, usually serving as the means by which latent psionic powers are first revealed. The character takes all her anger and frustration and manifests it into a powerful *psi strike*.

If the *manipulation* total meets or beats the power difficulty number, compare it to a roll of the target's *Knowledge or willpower*. (This resistance does not count as an action for the target.) Should the difference of the two totals be greater than zero, read the result on the Wound Levels chart (appearing earlier in this chapter). Differences of zero or less have no affect on the target, though the power's strain still affects the psi character.

The default maximum range on a *psi strike* is 10 meters, but it may be increased by adding +5 to the difficulty number and +10 to the strain value for each doubling of the range value. No character can attack another who cannot be seen (though attacks may be accomplished through *astral images* as multi-actions while maintaining the *image* power).

The injuries received from a *psi strike* are mental wounds, or psychic traumas that can injure or kill a character. The effects are cumulative with physical wounds (so a *wounded twice* character who takes one mental wound is then *incapacitated*), but they can only be healed by *healing trance* or over time.

Mental wounds heal at the same rate as physical wounds and, if a character has experienced both mental and physical wounds, the player can choose which heal first.

If the character has taken physical and mental wounds, then use the effects listed in the Wound Levels chart earlier in this chapter. If the character has only taken mental wounds, then see the effect chart herein. (Players may wish to mark mental wounds by placing an "M" in the appropriate wound box.)

There may be other effects in the *Shatterzone* universe that cause these wounds, but, so far, none have been discovered.

Special Note: Characters who specialize their *manipulation* skill in *psi strike* and have +2D or more over the base skill may attempt to use the power as a multi-action (i.e., the character may perform up to five *psi strikes* on one or more targets, or may perform a *psi strike* in conjunction with another skill use). Before that level of mastery is achieved, the character is limited the same way other psi characters are regarding multi-actions (see later in this chapter).

Pyrokinesis

Psi Level: 1
Power Difficulty Number: 11
Base Strain: 12
Concentration Time: 5 seconds (1 round)
Maintained?: N

Pyrokinesis is the power to start fires with one's mind. The pyrokinetic can light any flammable material (theoretically) just by thinking about it.

▼ Pyrokinesis Difficulties

Object	Difficulty	Modifier to Strain
Paper, kindling	11	+0
Gasoline, dry wood	13	+4
Cloth, seasoned lumber, hair	16	+8
Plastic, green wood, leather	18	+12
Reinforced cloth, flesh	21	+16
Armor, synthesteel	23	+24
Metal, stone	25	+30
Strong steel	28	+40
Object is wet	+4	0
Object is bone dry	-6	-2
Object is brittle	-2	0

The power difficulty number is used for the easiest and most flammable objects — paper, dry kindling, etc. — and is increased, along with the strain value, for more difficult objects.

The pyrokinetic rolls a *manipulation* total and compares it to the difficulty number of the object (see below) on the Wound Levels chart. The damage is applied to the object and, if there is a result of one *wound* or more, the object is on fire.

See the chart for some sample difficulty numbers and strain increases for objects.

Objects that are lit by *pyrokinesis* take damage every round they are on fire. Using the method above to determine additional wounds. A Critical Failure indicates that the object took no further damage that round. When the object is burned up (the gamemaster will decide) or is no longer taking wounds, the fire goes out.

The maximum range in meters on *pyrokinesis* equals five times number in front of the "D" for the character's *manipulation* skill. It is also limited by sight.

Telekinesis

Psi Level: 1
Power Difficulty Number: 12
Base Strain: 11
Concentration Time: 5 seconds (1 round)
Maintained?: Y

"TK" is usually the easiest power to learn. The character focuses on an object (which the psi must be able to see) and concentrates on lifting or moving it with her mind. The character then generates a *manipulation* total. If the skill total is higher than the power difficulty number, then the *telekinesis* works.

The difference between the *manipulation* total and the power difficulty number is read on the Telekinesis Result chart. If the object has a mass less than the value indicated, then it can be moved.

Also, if the object is successfully lifted telekinetically, the psi character may choose to move it at a speed in meters per round equal to five times the difference between the *manipulation* total and the power difficulty number. The maximum range on *telekinesis* equals five times number in front of the "D" for the character's *manipulation* skill. It may not be altered, and the character must be able to see what she is manipulating.

If an object is thrown *telekinetically* at a person (or if a person is thrown into an object using *telekinesis*), the damage value equals the difference between the *manipulation* total and the power difficulty number. With the restrictions on *telekinesis*, it is unlikely any but the most powerful psi characters will be using this power to directly damage others.

Manipulating objects with *telekinesis* is possible. Normally, a character can perform any simple action with TK that he could perform with the use of hands (pushing a button, flipping a switch). However, if the character wishes to do something more complex, the character must maintain the power and perform the action as a multi-action (for example, if a character was holding a gun in a telekinetic "hand" and wanted to fire it, the multi-action would be maintaining the power and firing the gun).

When using a telekinetic hand, the character substitutes his *manipulation* skill total for the appropriate skill. *However,* if the character does not have any additional pips or dice in the skill, he is not considered trained just because of the *manipulation* training. For example, if the character were holding a heavy weapon in a telekinetic grip and wanted to fire it, he couldn't do well unless the character also possessed at least one pip in the *firearms* skill. Otherwise, the character incurs the unskilled difficulty modifier.

Note that this means certain characters, if they are very skilled at *manipulation,* will actually be *better* at manipulating objects and performing skill checks with *telekinesis* than with some of their other skills. This is all right — as long as they keep in mind the multi-action penalties and can maintain the power, they can do this.

Telepathy

Psi Level: 3
Power Difficulty Number: 15
Base Strain: 14
Concentration Time: 10 seconds (2 rounds)
Maintained?: Y

▼ Telekiness Result

Result Points*	Weight (kilograms)
0	1
1-2	1.5
3-5	2.5
6-11	4
12-15	6
16+†	25

*Result points equal the difference between the *manipulation* total and the difficulty.

† For each point above 16, double the previous weight (so 17 is 50 kilograms, 18 is 100 kilograms, and so on).

Telepathy is the "sending of thoughts." Psi characters with this skill may send their thoughts over distances, directly into the mind of other characters.

To send a thought, or group of thoughts, using *telepathy*, the psi character makes a *manipulation* skill roll. The value of the skill total also defines the maximum range of the power, which is 50 times the skill total in meters. If the character achieves a skill total of 14, then the maximum range of the power is 700 meters.

Telepathic communication is much more efficient than normal communication, but the psi character should either write down or state clearly what she wants to communicate to the other character. If speaking, it should not take much longer than 10 seconds to communicate.

There is no known way to intercept, block, or "listen in" on telepathic communication. However, a telepath may communicate to several people at once, using the multi-action rules. Such communication is always two-way between the telepath and the other characters; however, the other characters cannot communicate directly with each other unless they are telepaths as well.

If two characters have telepathy, they can extend the range at which they can communicate. Essentially, if both characters attempt to make contact with each other at the same time, *add* the skill totals for the maximum range. So, if one character generates an 18 and the other gets a skill total of 9, the two can communicate as long as they are within 1,350 meters of each other. This system can be used for three, four, or more telepaths.

Gamemaster Notes on Psionic Powers

Psionics can be used as a reward and as a motivational tool to spur new adventures. Make the search for new psionic power a quest or at least a subplot to an adventure.

As far as creating psi powers goes, use your imagination. As you can see from the examples above, psionic powers are formidable, but not overly powerful. Generally, they give the character a way of doing something that they could do anyway — with mechanical assistance or a different set of circumstances. They are more difficult to utilize than many other skills, but they have the advantage of being less dependent upon outside influences — a character with the *influence* power doesn't have to have a high *persuasion* skill; she can use her powers instead. A character with *pyrokinesis* can light fires and attack people without a match or a gun — but it is a little more difficult.

Psionic powers should require concentration and mental fortitude to use well — and there should be a cost. Usually, this cost is in *psi strain*, but other effects can be employed as well. Suppose you create a psionic power that allows a character to collect molecules of water out of the water vapor in the air and put it together in a pool or glass. This would be a very handy survival power — the character would almost never need to worry about running out of water. But, perhaps, you want to limit the usefulness of this power. You could say that the concentration time is very high (say, a minute), or that it can't be maintained. It's up to you.

SAMPLE EQUIPMENT 5

This list of equipment from the *Shatterzone* universe can serve as a reference for typical gear and weapons in a space opera universe.

Armor

Armor includes any personal protective covering, from reinforced clothing to exoskeletal mechanical suits. For the most part, armor is available in full body suits, or, at a lower cost, some armor is available piecemeal. Here are some types of armor and their various effects.

Syntheleather: Jackets or bodysuits made of synthetic leather, this is better than cloth or flesh at protecting a character, but not by much. It is of some use against melee attacks, but not against projectile or energy weapons.

Padded: Two layers of cloth with cushioned material in between, this is better at absorbing shocks than syntheleather but is largely useless against projectile and energy weapons. It is commonly worn as an undersuit for power armor.

Syntheleather Mesh: Synthetic leather fibers interwoven with metal mesh to form alight armor similar to chainmail. It is effective against both melee and projectile attacks, but not against energy weapons.

Plastovar: A relatively recent innovation, plastovar is a combination of plastic and Kevlar. Thin and light, yet still good protection against attack, plastovar is favored by megacorporation executives, who wish an unobtrusive armor to wear under their clothing. It is equally effective against all forms of physical attack.

Reflec: This reflective material layered on a plastic base, designed for use against energy weapons. It is of little use against other forms of attack. It can be worn either under or over clothes.

Plasteel: Combining the strength of metallic armor with the relatively light weight of plastic, plasteel is among the best non-powered armor available. However, it does come with a price. If wearing a breastplate and either arm or leg greaves (or both), the wearer suffers a +2 to the difficulty of all *Agility*- or *Mechanical*-based actions.

Power Armor: Basic power armor is in common use among corporate marines, particularly those of smaller companies who cannot afford the top-of-the-line space combat suit. Power armor features servomotors and minihydraulics built in to move the bulky outfit. It can be worn with a padded undersuit for a cumulative armor add.

Unlike space combat armor, standard power armor can be purchased in pieces. However, a breastplate must be worn for the armor to work, as the energy plant is there. If the breastplate is worn by itself, there is no *Agility* penalty; if it is worn with either arm or leg units, there is a +4 to the difficulty of all *Agility*- or *Mechanical*-based actions. If arm or leg greaves are worn without benefit of the breastplate, the difficulty modifier is +6.

Power armor need not be customized to the wearer's body and can be bought "off the rack." Outfits come both with and without built-in power packs for use with energy weapons.

Getting into (or out of) a complete set of power armor takes 12 combat rounds as a no-roll action, or three rounds as a *exoskeleton operation* action at a difficulty number of 20 (reduce the difficulty by 2 for every extra round spent between three and 12 getting in or out). A character wearing anything more than a breastplate requires the *exoskeleton operation* skill to perform *brawling, dodge, running, flying,* or *climb/jump* actions. If the character wears arm units, the *exoskeleton operation* skill is used instead of *lift*. The character relies on *gunnery* to fire any weapons mounted on or held using the power armor.

Mark IV Deep Space and Armored Combat Suit: Probably the best armor currently on the market, the Mark IV is also the most expensive. It is worn both by Space Military marines and corporate troops, and though relatively bulky, is highly effective against all forms of attack. The Mark IV can be worn with a padded undersuit for a cumulative bonus.

The Mark IV must be customized to the wearer's body. It is possible to override its programming with customization software, but this can be unreliable. Armor that has not been customized may freeze up on a *setback* result (if you're using the *Shatterzone* game-enhancing cards) or a Critical Failure result on a *exoskeleton operation* roll, or even do damage to the wearer (gamemaster option)

The combat suit relies on a complicated series of servomotors and microhydraulics to operate its bulk. It is not sold in pieces but only as a complete suit, and it adds +6 to the difficulty of all *Agility*- and *Mechanical*-related actions. It is equipped with power packs and ports for use with some energy weapons manufactured by the same company.

Within each helmet of the 215-kilogram suit is a small computer that wraps around the wearer's head from ear to ear. This monitors all of the armor's functions, including projecting a Heads-Up Display (HUD), biomedical systems, scanner programs, and briefing data downloaded from a ship's terminal. A commander's suit often features

a bio-monitor, allowing him to keep tabs on the conditions of his troops.

The helmet also includes a port, which can attach to a long-range sensor dish, for use on scouting missions. The dish is contained in a small, metallic container, which can be fastened to the leg of the suit with electromagnets. In addition, the helmet contains integral SureSights. These provide a +2D boost to vision-based *Perception*-related checks and to any *gunnery* skill totals that involve integral weapons systems for the combat armor.

The helmet computer is voice-activated and has complete control over the suit's systems. It is possible, simply by saying "Glove" firmly and clearly, to increase the Strength of that particular armor unit by +1D for the performance of a specific task (say, hooking up a stubborn power cable to its port). Different suits have different "standard" functions, so the gamemaster should work out any special functions (and price increases) for the armor.

The Mark IV also acts as a full enviro-suit, with all the attributes of such an outfit. This makes it excellent for corporate troops who may be sent into hostile environments at any time.

Reinforcing Armor

All armor may be *reinforced* by adding more (or better) material. The maximum number of pips a piece of armor may be strengthened equals armor's current "+" value in pips divided by 3, rounding up. (Remember that three pips equals 1D.) For example, power armor is +2D+1. The pip value of this is 7, so the maximum bonus is +3. Thus, the most power armor can be reinforced is to +3D+1.

The cost for reinforcing armor equals 50% of the total cost of the armor per additional pip. So, increasing the power armor listed above by its maximum of three pips would cost 7500 credits per point.

Note that certain types of armor, like powered and combat, will have additional effects depending on increases. These modifiers are up to the gamemaster, but keep in mind that the most common method of increasing the effectiveness of armor is to increase the mass and rigidity, which can be reflected in positive modifiers to *Agility* difficulty numbers.

Weapons

This is a short list of some of the more common or interesting weapons that exist in the average space opera universe. Weapons are organized by skill type. The combat mechanics are listed in the table at the end of this chapter.

Melee Weapons

(Melee Combat)

Hand-held weapons, both traditional and modern, continue to play apart in most space opera universes. Listed below are some of the most commonly encountered types.

Club: After the rock, this is probably the oldest known melee weapon. Clubs are commonly made of wood, sometimes with spikes driven through them to increase damage. They have limited effectiveness against armored opponents. They are still favored by street gangs on the Core and Near Colony Worlds, as they are not illegal in even the most restrictive environment.

Dagger: A small knife, normally carried on the belt, in a boot sheath, or concealed against the body. Daggers can be designed for concealment or be large and ornate, depending on the needs of the user. The standard dagger is small and functional.

Sword: Relatively uncommon except among fringe groups and some alien species, long blades are capable of more damage than either clubs or daggers. Their primary drawback is their size, which can make carrying them awkward. Some Space Military and corporate marines have adopted heavy and serrated combat sabers for use in intraship combat, but they do not really see that much use.

Ionic Dagger: A small blade with an electrical charge running along its length, the ionic dagger is an intimidating

Combining Armor

A character cannot wear two suits of the same type, though he could combine some types. The listing below tells what armor may be worn with what other armor. (For alien armor, use the type in this chart that the armor in question most closely resembles to determine what it can be combined with.) See the Equipment Chart at the end of chapter for the exact bonuses.

Remember: if one type of armor is ineffective versus a certain type of attack (as syntheleather is ineffective against projectile or energy attacks), the bonus for that armor is *not* added in against those attacks.

Each additional layer of armor increases *Agility*-based difficulties by +4 or more, depending on the joint flexibility of the pieces.

Except syntheleather, any allowed combination offers the character the complete armor bonus for both layers, up to any maximums dictated by the game.

Syntheleather: May be worn under syntheleather mesh, reflec, plasteel, power, or Brodie armor or over padded, reflec, plastovar, and cybernetic. Adds a maximum of +1 to the armor value of the total combination.

Padded: May be worn under any type of armor. May not be worn over any armor (except cybernetic).

Syntheleather Mesh: May be worn under Brodie or power, or over syntheleather, padded, reflec, plastovar, or cybernetic.

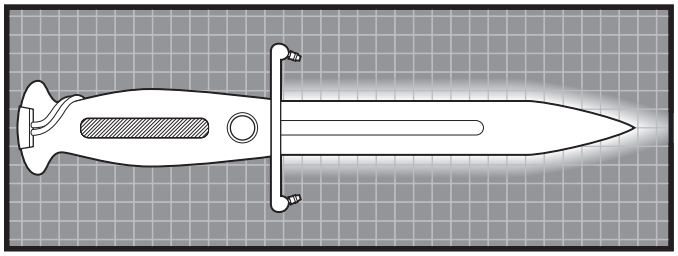
Plastovar: May be worn under syntheleather, syntheleather mesh, Brodie, or powered armor, or over reflec, padded, or cybernetic.

Reflec: May be worn under svntheleather or syntheleather mesh or over plastovar, padded, or cybernetic.

Plasteel: May be worn over padded, syntheleather, or cybernetic or under syntheleather mesh.

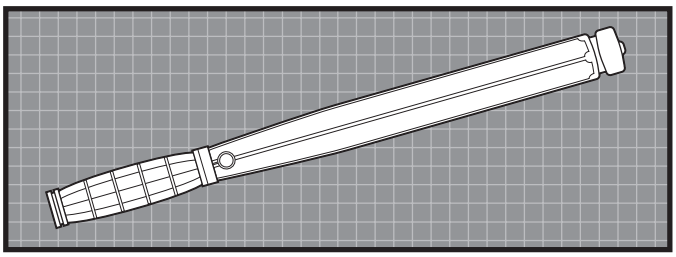
Power Armor: May be worn over padded, syntheleather, or cybernetic.

Space Combat Armor: May be worn over syntheleather, padded, syntheleather mesh, plastovar, or cybernetic.



sight, as sparks form a fiery halo about it. The charge is directed by a chip implanted in the hilt and can be switched on and off. When on, the dagger is powerful enough to cut through some soft metals, and will cause tissue around a wound to boil and pop (hence the extra damage). The ammo listing for the ionic dagger is the number of successful attacks that can be performed until the charge is expended.

Electro-Staff: A metallic pole, roughly 1.5 meters in length, that emits an electrical charge from both ends (the weapon is meant to be held in the center). Like the ionic dagger, the staff's charge can be shut off by the user. The electro-staff is intended as a stunning weapon, but it often causes more damage than a normal club or quarterstaff would.



Stun Baton: Used by law-enforcement personnel on the Core Worlds and some Near Colonies, stun batons are small electrically charged clubs, whose workings are similar to the electro-staff. However, stun batons are much more capable of causing stun damage only. They have the advantage of being able to subdue a foe without causing a visible wound — unless the user is particularly brutal. They are almost totally ineffective against heavy armor.

Unpowered Ranged Weapons

(Missile Weapons)

Wrist-Mounted Crossbow: This small dart-throwing weapon is mounted on the wrist or a special gauntlet. Using compressed gases, the crossbow can shoot small, high-speed projectiles in a single-shot fashion. Despite its size, it has the penetrating power of a standard weapon of this type. The weapon is light and easy to maintain and, for an additional cost, can be made of plastovar compounds (which metal detectors can't sense).

Composite Bow: Often found on low-tech worlds, the composite bow features a stave more elastic than that of its predecessors, the long and short bow. This allows for greater arrow velocity, and thus greater damage, than a much larger weapon could produce. Many colonists, especially those on low-gravity worlds, have adopted composite bows as their main weapons; they require very little upkeep and no extra energy.

Thrown Weapons

(Throwing)

Throwing Dagger: This is a knife specially balanced to allow for accuracy when thrown. One corporation is said to be working on a thrown version of the ionic dagger but with no practical success as yet — the additional mechanism is fairly bulky for the delicate balance needed. Throwing a dagger is tricky business.

Throwing Stake: Highly concealable and more formidable than a throwing dagger, the throwing stake is made from a hardwood native to one of the worlds of an alien species allied to the Humans. It is not unusual for one of these aliens visiting a potentially dangerous area to carry three or four of these on his person. Some have also begun experimenting with poisons that affect a variety of species. They are known to have at least two that affect Humans but not their alien creators.

Personal Slugthrowers

(Firearms)

The difference between slugthrowers and conventional weapons is in the propellant. Slugthrowers use a different priming chemical that produces a significantly larger expulsion than those of the twentieth century.

Fang S2: The Fang is a holdout pistol, designed to be easily concealable (no penalty for bulkiness when trying to hide this item). While it does not have the stopping power of larger weapons, nor the range, it is effective at letting one get close to one's target. It fires 5mm rounds and is made from plasteel

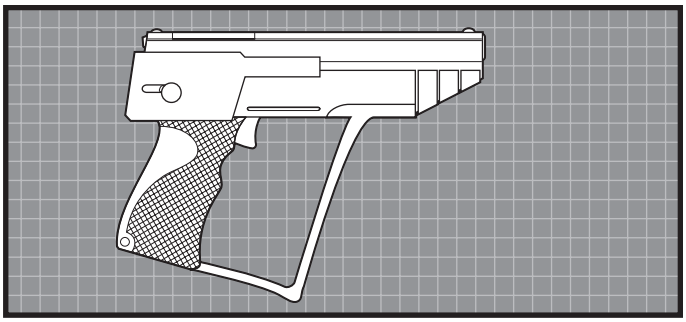
Improvised Weapons

When a character's up against something ugly and angry, and his favorite pistol's back in your bunk, he grabs whatever he can to get the job done.

That means that gamemasters aren't always going to find established game mechanics for what their players want to use as weapons. When this happens, the best way to handle the situation is use the mechanics of something similar. Most items will either be like a dagger (such as a broken bottle) or a club (such as a table leg). Then modify the damage based on how sharp or heavy the improvised weapon is to the comparison weapon.

Improvised weapons always use either *melee combat* or *throwing*, and they always receive an improvised weapon modifier to the combat difficulty of +5 or more. On a card-played *setback* or a rolled Critical Failure when wielding the item, the improvised weapon breaks, the user hurts himself, or both — the greater the roll fails, the worse the situation is. (If the user ends up hurting himself, use only the weapon bonus — do not include the user's *Strength* — to determine the amount of damage done.)

Generally, improvised weapons may only be used a few times before they break, though ones designed to take abuse — such a heavy metal pipe or a screwdriver — will survive the battle and continue to be useful.



compounds to avoid security detection. The Fang is a mere 18 centimeters in length and can use flechette rounds.

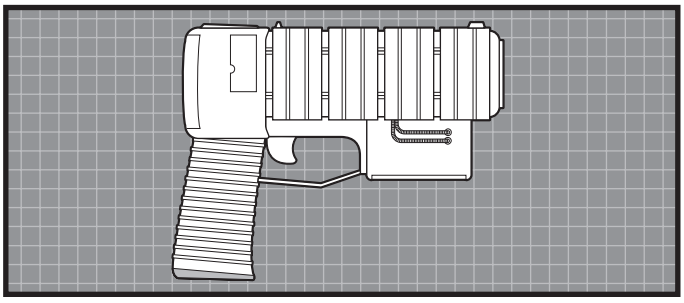
Vengeance: A fairly traditional slugthrower, this .44 caliber pistol can be concealed, although not with the ease of the Fang. It does, however, have far greater stopping power than the holdout, and ammunition is easy to find. It is easily one of the most popular slugthrower sidearms.

Dragon SMG: Originally designed for use by a certain megacorporation's marines, this light submachine gun enjoys a rapid rate of fire. Designed for use with 9mm ammunition, the relatively small size of the Dragon makes it an effective weapon of surprise. (No penalty from size to hide this gun.) It is normally fired on burst, though it can be switched to single shot.

Linex Pistol: One of the latest additions to weapon technology, this projectile weapon uses electromagnets to accelerate the 10mm slug down the barrel. It packs quite a punch, but requires a charged battery cell to work. The Linex is also quite bulky (attempts to conceal the weapon suffer a -6 penalty to the skill total because of its size).

The biggest advantage of this weapon is that it can propel any ferrous object that is less than 10 millimeters in diameter. Of course, using nonaerodynamic slugs dramatically affects performance. The rate of fire is also drastically reduced in this mode; it requires a round to load the weapon with the nonstandard projectile.

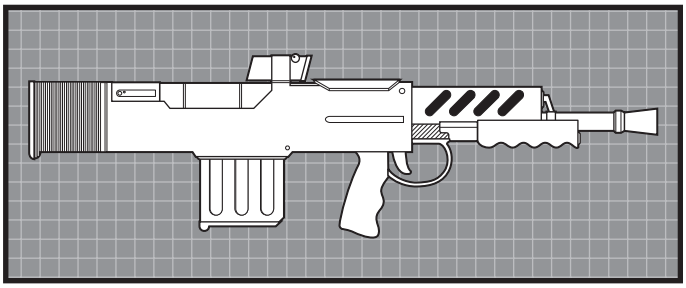
When using a nonstandard round, reduce the damage done by the weapon by two to five points (gamemaster option: two points would mean a roughly bullet-shaped object; five a "lump") and cut medium and long range in half.



D-SAP Pistol: Similar in design to the Linex, the D-SAP fires special ammo designed specifically for its use. D-SAP (Double-Shot Armor Piercing) consist of two 5mm slugs fired nearly simultaneously. The front slug is an armor-piercing round, which will punch a hole in the target's armor; the second slug follows a nanosecond later to drive the first slug through. Although excellent for armor piercing, the high velocity of the second slug usually results in a pass-through against unarmored targets. The slugs are encased in the same shell and, though they fire automatically, one after another, the character using the weapon only receives the armor-piercing bonus (see the "Ammunition" sidebar on page 32) if the time is taken to aim the action before firing.

MPS Heavy Assault Rifle: A powerful weapon chambered for 5.6mm ammunition, the assault rifle is standard issue for megacorporate marines, particularly those scouting planets. Overall length is 95 centimeters, and the standard magazine can hold 40 rounds. The MPS rifle can fire flechette rounds. It normally fires on burst, but it can fire on either full automatic or single shot.

Heavy Roller XIV Assault Shotgun: Autoloading and short-barreled, the Heavy Roller XIV is prized by mercs for its stopping power. Although its short barrel (overall length of the weapon is 70 centimeters) means a lower range, the XIV does significant damage within that range. The XIV fires caseless ammunition and can be fired on burst or full automatic. It can hold a magazine of 18 rounds (which is emptied in two rounds of full-auto or six rounds of burst fire) or be belt-fed up to 45 rounds The belts, however, are only useful when the shotgun is mounted — they are very bulky and hard to feed.



The Heavy Roller can also fire HE rounds, much like small grenades These are drum-loaded and can only be fired single-shot. They have a little better range than the shot rounds, and do nearly the same amount of damage, though they are not as accurate. The blast radius on the HE round is two meters, and damage decreases by 2D for every two meters past the impact zone.

Metalstorm Needler: This weapon was designed specifically for riot control. It is, essentially, a heavy machine gun without the bulk and the extra stopping power. Firing tiny projectiles, the weapon can spray an area with full-automatic bursts at a high rate of fire. The weapon is effective against large, unarmed crowds — the more so because of its relatively low damage. It is meant to injure and discourage but not to kill (at least not that often).

The Metalstorm has been converted, both by fringe and low-budget merc groups, for heavier action. Essentially, by messing with the ammunition (see the "Ammunition" sidebar), it can be made to fire with a little more impact power.

Heavy Slugthrowers

(Firearms)

Heavy slugthrowers are usually only available to security forces, marines, and Space Military troops. A squad of

▼ Ammunition

▼

▼ Slugthrower ammunition comes in both cased and caseless varieties. The former is less expensive, as the metallic cases can be reused by reloading them with the slug, powder, and primer. However, it is heavier than caseless ammo.

Caseless ammunition is light and does not require oxygen to function. Each bullet comes in a thin ceramic shell, which burns off from friction upon firing. This also means the slugthrower will fire perfectly well under water or in a vacuum. Of course, water resistance certainly slows a bullet. But caseless ammo cannot be reloaded and so must be purchased from a manufacturer, a store, or the black market. Additionally, caseless ammunition may only be used by weapons specially designed for such projectiles.

Flechette rounds are also available for many weapons. These are small, tightly packed slivers of metal designed to damage armor, including intradermal plate. When using flechette rounds, add +2 to the damage of the weapon. Flechette rounds are available in both cased and caseless varieties.

AP bullets are used to pierce armor. When a character is using AP rounds against a target wearing armor with an armor value of +2 or more, increase the damage of the AP round by +4. If the character is not wearing the minimum armor requirement, then subtract -2 from the damage of the round. Not all weapons can use AP bullets.

Different ammo costs and effects are listed on the Equipment Chart at the end of this chapter.

Reloading a case requires the *firearms repair* skill, and it cannot be done untrained (at least one additional pip in the skill). With proper equipment, about 50 rounds can be reloaded every hour. When a character attempts to reload a bullet, he generates one total per clip (Character Points may be spent). The standard difficulty number is 13.

Reloading has both benefits and drawbacks. It is possible, by adding an extra measure of propellant or two, to improve damage value or accuracy of a bullet. Bonuses to accuracy are added to the *firearms* skill total when in combat. It is also possible to suffer misfires because of this process.

When generating the total, consult the following chart to determine the effects.

▼ Reloading Success Chart

Skill Roll > Difficulty	Bonus	Drawback
0	None	Misfire on 1, 2, or 3 on the Wild Die
5-10	+2 accuracy OR +2 damage	Misfire on 1 or 2 on the Wild Die
11-15	+1D accuracy OR +1D damage	Misfire on Critical Failure
16+	+1D+1 accuracy OR +1D+1 damage	None

Gamemaster Note: When characters, player or otherwise, reload, have them reload groups of bullets — do not have them reload one at a time. As for automatic weapons (like the Metalstorm or the Decapitator), they will take along time to reload because they fire so many bullets that the "ammo" listing is for rounds of *combat*, not rounds of ammunition.

six to eight marines will usually take with it at least one, though sometimes two, heavy weapons, and it will usually be a slugthrower.

Heavy slugthrowers are used for suppressive and cover fire, and they are not meant to be used against single targets. They often require tripods or vehicle mounts to be used properly, though a few advanced "recoilless" heavy weapons are also in use.

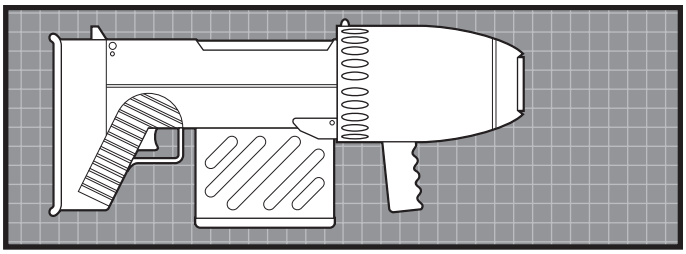
These weapons do much more damage and are much more lethal versions of the personal slugthrower. They are almost always illegal in regards to civilian possession and use. Even on the Frontier, the possession of heavy weapons by any but "authorized" units is rare.

Decapitator Heavy Machine Gun: Traditionally only fired off of a tripod or vehicle mount, this belt or drum-fed HMG was designed to put as much lead in the air as physically possible (it must be fired on full automatic). It comes damn close. Internally cooled, the weapon can fire for four consecutive rounds without overheating. (If fired for five or more consecutive rounds, a card-played *setback* or a Critical Failure result causes the barrel to overheat. The gun stops firing at the end of that round and the barrel melts and bends and must either be replaced or repaired.) After firing the weapon for four rounds, it is necessary to "rest" it for one round. If the character does choose to fire it for more than four consecutive rounds, every additional round requires one more round of cooling (so, if the weapon is fired for six rounds, it must be rested for three more rounds before it is safe to fire again).

While the Decapitator's high rate of fire makes it a dream for suppressing fire, its heavy ammo drums make it impractical for all but vehicle-equipped units. The standard belt holds four combat rounds worth of ammunition, while the drums hold 10 each.

If the Decapitator is not mounted, the firing character must make a multi-action skill roll to fire it while holding it. The multi-action involves the *firearms* firing total and a *Strength* total. If the character's *Strength* total is not a 13 or higher, the character cannot *successfully* fire the gun during the next action phase — it has become overbalanced and must be reoriented.

SGL Grenade Launcher: Used to launch standard hand grenades, this grenade launcher can increase the long and medium ranges of the grenade geometrically and the accu-



racy as well (see the Equipment Chart at the end of this chapter). This weapon's magazine can hold six grenades, which can be fired singly or in bursts of two (receiving all burst-fire bonuses).

Gyrojets

(Firearms)

Pistols and rifles that fire micro-rockets are collectively referred to as gyrojet weapons. They have good range, can be heavy hitting, and support a wide variety of warheads. The only differences between the pistol and the rifle versions are the number of rounds that each can hold and the size of each round. A pistol will hold a clip of four micro-missiles, while a rifle generally holds 12. The pistols fire smaller, more compact missiles, while the rifles fire long-range heavy impact ones. Range, damage, and other effects are determined by the type of warhead. The individual pistol or rifle unit can fire any type of warhead listed below (and some others not listed), but a pistol cannot fire a rifle warhead or vice versa.

The pistols are squat, large-barreled weapons with revolving independent magazines. Most characters will carry their ammo organized in these revolving clips, which can be easily ejected and replaced with full clips. It takes a round to reload a magazine with single missiles, however. The rifles are also rather blunt affairs, but they have long straight clips instead of the revolving unit. Special "banana" and "drum" clips have been made for custom gyrojets (for larger ammo capacities), but they do not seem to diffuse the heat well and have been known — on rare occasions — to ignite warheads still in the clip. So the straight magazine is standard.

High Explosive (HE): These warheads have a long range but are more affected by wind and other factors than bullets and energy beams, hence their relatively poor accuracy. The area effect is inconsequential.

Armor-Piercing (AP): These warheads can ignore up to +1D+2 in armor value.

Burst Effect (BE) Missiles: These are distracting to armored opponents, and they can wreak havoc against a crowd of unarmored soft targets. Damage applies to everything within five meter of the impact point. Damage totals decrease by -5 for every five meters beyond ground zero.

Heat-Seeking: This is an optional fitting that can be added to any of the above warheads. It doubles all effective ranges and automatically streaks toward the largest heat source (determine randomly if more than one applicable target). This effect adds +5 to the *firearms* total of the user.

Grenades

(Throwing)

Roughly the size of a racquet ball and weighing 25 kilograms, these are standard equipment for both Space Military and megacorp marines. Self-propelled grenades are the size of a tin can with expanding fins, and weigh 45 kilograms. These come in all of the warheads listed under gyrojets, including heat-seekers.

One megacorporation recently introduced an iridium grenade that uses the expensive metal as shrapnel. This is devastating to soft targets and relatively effective against armored ones. Nicknamed "can-openers," they have been banned by the Consortium of Worlds and possession is considered a capital offense. Elite Space Military marines and megacorporate units are rumored to be carrying them as standard issue.

Lasers

(Firearms)

Accelerated and focused photons form the nucleus of the large class of weapons known as lasers, which cause damage through the application of intense heat. They come in pistol and rifle forms, with repeater versions of each.

The power pack, which is usually loaded into the stock, is potentially the biggest drawback of some of these weap-

Burst Radius

Grenades and gyrojets have burst radii. The way this works is: the damage value of the weapon is applied at "ground zero" where the round hits. The burst radius, or blast radius, is figured by the type of grenade or warhead.

Gyrojets have very small burst radii. The HE missiles have a burst radius of one meter. Anything within one meter of "ground zero" but not actually *on* ground zero takes the damage total of the HE warhead minus 5.

AP gyrojets have no burst radius.

Burst effect warheads have a five-meter burst radius. For every unit of five meters (round up) beyond the burst radius, decrease the damage total by 5. Thus, a person standing 23 meters from where a BE missile hits is 18 meters out of the blast radius. Subtract 20 from the damage total.

Grenades have more dangerous burst radii. The burst radius and damage adjustments are listed on the chart below.

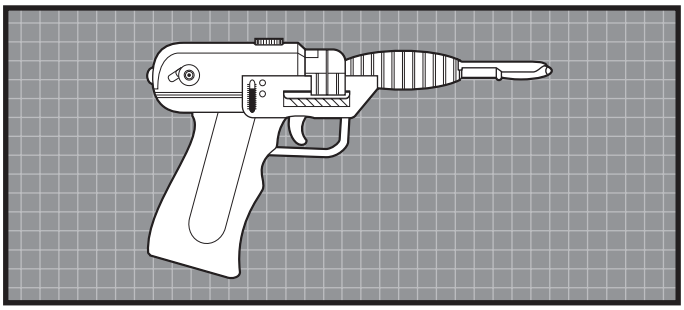
Warhead Type	Burst Radius (Effect) S	M	L
HE	3-5(-1D+1)	6-8(-2D+2)	9-12(-3D+2)
AP	1-3(-2D)	4-5(-3D)	6-10(-4D)
BE	4-6(-1D)	7-8(-1D+1)	9-12(-1D+2)

The number in parentheses is the burst radius range modifier. Add the range modifier to the damage when applying damage at the various ranges. Anything less than Short range is within the initial blast radius and uses the explosive's normal damage.

ons, as few manufacturers make weapons with compatible packs. Most of these weapons are now designed to work with super-insulator cells that are activated by super-conductors. They are safer and smaller than power packs, thus more can be carried. Unfortunately, they are not rechargeable. The casing of the energy cell, however, is ejected exactly like a slugthrower casing and can be used to defer the costs of buying more ammo (the casing can be refitted and used again at the factory).

Energy cells come in different sizes, with larger ones intended for rifles and smaller intended for pistols. It is possible, though not recommended, to jury-rig a riflecell to fit a pistol, and thus increase the pistol's damage value. But, the consequences can be explosive (see the "Jury-Rigging" sidebar).

T6 Laser Pistol: Light and roughly 18 centimeters in length, the T6 packs less punch than its larger cousins, but it is still an excellent sidearm. The T6 is a single-shot weapon only, though it can use the "single-shot as multi" option.



BRL Repeating Laser Pistol: Similar to the T6, it is capable of firing three-shot bursts. The BRL has a length of 22 centimeters and can fire seven bursts before exhausting its energy. It cannot fire on single-shot or full automatic.

Hammer Laser Rifle: Another weapon favored by megacorp marines, the Hammer is single-shot but can do significantly more damage than an energy pistol. Designed to work with its company's power pack, but it can be jury-rigged to work with any other.

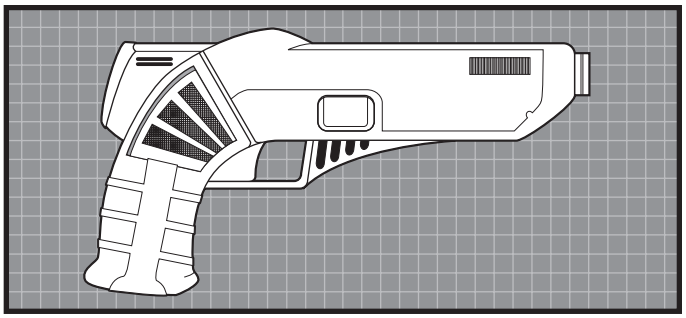
Arsenal Repeating Laser Rifle: The Arsenal fires three-round bursts of a two-millimeter laser beam. This makes it excellent for sweeping attacks that cut foes in half. It was originally designed for use with the Mark IV Armored Combat Suit, but it has been modified by the manufacturer to work with lesser grades of armor, or even off a bulky power pack.

Blasters

(Firearms)

These weapons strip particles from their barrel and hyperaccelerate them toward their target. Their distinctive reports come from the sonic boom of the particles, and the results are messy. The barrel and the power supply must be replaced from time to time. Typically, the ratio is one barrel to every five power packs or super-insulator cells, though long periods of rapid firing can wear a barrel out very quickly, as the stripping mechanism creates "wastage."

Blaster Pistol: Surprisingly light (only 0.45 kilograms) for its size (26.5 centimeters), the "standard" blaster can be



fired single-shot or in a two-round burst. It does more damage than a laser pistol and is much more menacing.

LX4 Blaster Rifle: The LX4 can be fired as single-shot or automatic (it will empty its magazine in three rounds on full auto). It is long at 58 centimeters but weighs in at only a few kilograms. The LX4 is arguably the most popular weapon among those who purchase Mark IV armor, due to its power and its ability to draw energy from cells rather than cumbersome power packs.

Pulse Cannons

(Firearms [portable] or Gunnery [vehicle/ship mounted])

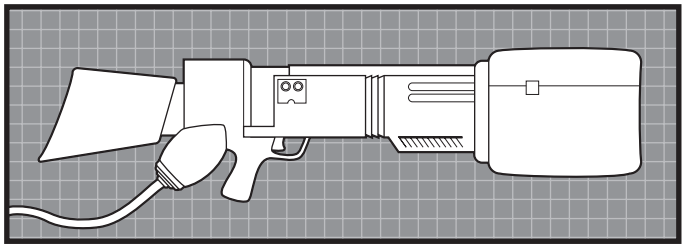
These massive weapons fire huge bursts of energy, making their damage totally dependent upon their power supply. There are three types of pulse cannons: portable, with personnel-carried power packs, which do the least amount of damage; larger models, attached to a small ship or ground construct; and the most devastating, mounted on Space Military capital ships

Melter Pulse Cannon: The Melter is a non-vehicle specific (indeed, non-spaceship specific) weapon. Though it didn't help its manufacturer break into the personal defense industry, it is still in production and service many years later.

The Melter is a devastating direct-fire heavy weapon. It can fire single-shot or burst fire and is primarily a vehicle or stronghold assault weapon. It can be fired personnel-portable, but its heavy power pack only carries 12 single-shots (four bursts).

The Melter does incredible damage for a personnel-portable weapon, and, at short range, is almost assuredly lethal. In addition, if a character suffers anything higher than a *incapacitated* result, any equipment the character was carrying is melted or fused together — the only exception is the space combat suit, which cracks and breaks at this level. The effect is the same — whatever the character was carrying is now so much waste material.

If fired from amounted position or a vehicle, the Melter can tap off an energy plant per round to fire (spaceship only), or an energy pack containing 60 shots.



Plasma Weapons

(Firearms)

These weapons fire beams of superheated plasma, causing severe damage. They draw their energy from a power pack mounted on the user's back and are commonly only used by Space Military marines and units in the service of some of the wealthier megacorps.

Plasma Rifle: The most common form of this type of weapon, the plasma rifle is a bulky affair. The weapon itself is 108 centimeters long, attached by a cable to its power pack. It fires hydrogen fuel heated to a plasma state and is capable of 45 shots per power pack.

In addition to its sheer mass (the power pack is the size of a standard backpack), the plasma rifle can be as hazardous for the operator as it is for the victim. A called shot that severs the cable will cause the power to stop flowing into the weapon's ignition system and render the weapon useless. A trickier called shot against the rifle itself might set off the hydrogen fuel and incinerate the wielder.

The plasma rifle can be fired on single-shot, but it can receive the bonuses for "burst" fire by "hosing around" the ammo like a flamethrower. Each such burst takes up five units of ammunition.

Add-ons

Below is a small list of "add-ons" that can make certain weapons more effective. It is not a complete list, but it gives an idea of what sort of things can be done — commercially — to improve the effectiveness of some weapons.

Laser Sight: This can be mounted on almost any projectile- or energy-firing weapon (hand grenades are out). The laser sight projects a small, coherent spot of light that can be seen by the weapon's user, though after 100 meters, the character using the weapon must be equipped with binoculars or other visual aids (like the telescopic sight). The advantage is the character firing the weapon can see where the round is going to go. The laser sight can also be used with indirect fire weapons (such as grenade launchers), though an indirect fire observer must be "spotting" the sight while the weapon holder watches. Some characters may have access to electronic targeters that perform this function for them.

▼ Jury-Rigging

▼

▼ As noted in some of the weapons descriptions, certain weapons are designed for use with particular types of body armor or can only be used with power packs produced by their manufacturer. This could pose quite a problem for adventurers on restricted planets, where no legitimate weapons markets remain standing. Fortunately, there's jury-rigging.

Jury-rigging involves modifying equipment, often using parts from various other pieces of hardware. For instance, a character wearing armor from one manufacturer comes upon a laser rifle from another manufacturer. The rifle has no power pack or energy cells — it was designed to run off the energy in the armor. But, upon inspection, the character finds the connections are not compatible. However, the character is resourceful. Using cannibalized parts from other equipment, he puts together an adapter that will allow the weapon to make use of the armor's power.

How is this done? It requires a skill check of a relevant *repair* skill, such as *science: weaponsmith*, *science electronics*, *exoskeleton repair*, *firearms repair*, etc. The gamemaster sets the difficulty number, though the chart below provides some guidelines. Life Points or Character Points can be spent on a skill check. Jury-rigging can be attempted unskilled.

▼ Jury-Rigging Difficulty Chart

Jury-Rigging Task	Difficulty
Modifying a power pack for a weapon	11
Adapting a weapon to a suit of armor	15
Customizing a suit of combat armor	19
Modifying a rifle cell to fit a pistol	23

Even when successful, jury-rigging can result in equipment malfunctions, a fact players and gamemasters should be aware of. Continuing the example above, the character who adjusted the rifle to work with his suit of armor may find it misfiring on a card-played *setback* or rolled Critical Failure. It's even possible that the whole connection may collapse and have to be set up again.

Attempting a jury-rig with the aid of an adapter kit or armor customization software provides a +2D. But it is still possible for faults to occur in equipment which has been so "adjusted."

Among the most dangerous types of jury-rigging is fitting a power cell for a larger weapon, such as a rifle, into a pistol. While this will boost the damage value of the smaller weapon to that of the larger, it is very likely that a disastrous malfunction will occur. The form this malfunction takes is up to the gamemaster. It's possible the weapon might simply cease to work, the barrel might melt, or the whole thing might overload and explode. When and how this happens can be decided by the gamemaster.

Here is one example formula to decide when this happens: For every pip by which the damage value of the weapon has been increased, the possibility of a malfunction goes up two points. Thus, a gun whose damage value was increased from a 4D+2 to a 5D would malfunction on a Critical Failure or the lowest possible skill total. (The lowest possible skill total equals the number before the "D" plus the pips plus 1, so an attack skill at 3D+2 would have a lowest possible skill total of 6.) A gun whose damage value was increased from 4D+2 to 5D+1 — a net gain of two pips — would malfunction on a Critical Failure, the lowest possible skill total, the lowest skill total +1, and the lowest skill total +2.

There are only two disadvantages to the laser sight: one, certain gases can refract the beam and, two, if the character uses the sight to *aim,* the target may see the little laser-light as well and be alerted. (A target who suspects she's being watched may make a *search* attempt with a +1D bonus to the roll to spot the hidden attacker during the round in which the *aim* takes places. The difficulty is the attacker's attempt to hide.) When using this sight to fire at anything other than Point-Blank or Short range, the character *must* take an action to *aim* or forfeit the bonus of the laser sight. It is simply too hard to see the "dot" at Medium or Long range with a "quick shot."

UV Sight & Scope: Much more expensive, this "SNS" combination is also much more deadly than the laser sight. The character using the weapon has a UV scope mounted on the weapon (or, less likely, is wearing ultraviolet goggles) and can see the UV laser dot. No one else can (unless they, also, are so equipped). The bonuses are the same, but the UV scope can also be used to track the dot at long distances. This sighting combination only affects shots taken at Medium or Long range, and only if the character takes the time to aim the weapon. The character gets the *aiming* bonus as well.

Telescopic Sight: Only an advantage at Medium or Long range, the standard telescopic sight is equipped to make seeing the weapon's target at those ranges much easier. Individual scopes are fitted to different weapons — so a weapon with a long range of 250 meters would have a different sight than a weapon with a 1000-meter range. The scope can be adjusted slightly, but the maximum range is always just a little more than the weapon's maximum effective range. When using this sight on a weapon, the character must aim to get the bonus (though the character also gets the *aiming* bonus as well).

▼ Communication between different species is some-
▼ times less than successful.

Gyrostabilization: This can be built into any personal or heavy weapon (except hand grenades) and provides synchronized stabilization for the wielder. The unit supplies that small amount of extra bracing that often makes the difference between a hit and a miss. This gyrostabilization bonus is *not* used if the character aims first; *aiming* provides better stabilization than the gyro can.

Quick-Draw Holster: A favorite among would-be "gunslingers," the spring-loaded QD is only available for nonbulky pistol weapons or melee weapons. It allows the character to get the gun out of the holster without experiencing the "drawing or changing weapons" penalties. (Using this holster means that drawing the weapon does not count as an action and may be performed in the same turn as using the weapon without penalty.) In addition, if the character is engaged in a "quick-draw" contest, the character can add +1D to her initiative when doing so. It does not provide any special initiative bonus during normal combat. Some accomplished weaponsmiths have made special QD holsters and sheaths for those characters interested in producing small weapons (throwing sticks, throwing knives, and "hold-out" pistols) seemingly from "nowhere," as well as holsters for bulkier gear (such as gyrojet pistols). These holsters cost roughly 500% more than the standard QD, but add +2D to *hide* attempts to conceal the weapon in the holster. They have the same bonuses as the normal QD as well.

Cyberware

Cybernetic enhancements are widely available in average space opera universe, both from legitimate dealers and from street surgeons. This section also presents a sampling of currently available cyberware.

Installation

Fitting the body with cyberware involves surgery and can be an extremely painful process. A successful *medicine* skill check is required to install cyberware in this manner. If the cyberware has been "stripped" (taken off of another host) or has not been customized, skill totals in *personal equipment repair* are required.

The difficulty of the cyber surgery varies according to the system involved. Surgery difficulty and the damage done to the person as a result of a successful installation are listed with the equipment statistics at the end of this chapter. Also listed is the *cyber value* of the equipment, which comes into play when dealing with *overload* (see the related section).

Characters are always unconscious for 30 minutes after undergoing surgery, and are likely to be injured. This damage is healed at the same rate as normal wounds. Additionally, Character or Fate Points may not be spent to improve the cyber character's natural healing abilities or the skills of herself or others when trying to recover from wounds incurred during cyber surgery.

The results of cyber surgery are determined by the level of success of the *medicine* check (the difference between the skill total and the difficulty). Use the following guidelines:

Failure (skill total did not meet or beat difficulty): The cyber system is not installed. Worse, the surgeon has

botched the job. Patient takes more damage than he normally would have — increase damage by one Wound level (a *wound* becomes a two *wounds*, a two *wound* becomes *incapacitated*).

Minimal (skill total equals difficulty): System is installed, but just barely. Damage is normal, but system malfunctions on a 1 or 2 on the Wild Die.

Average (skill total beats difficulty by 1-5 points): System is installed, but malfunctions on a Critical Failure.

Good (skill total beats difficulty by 6-9 points): Installation is successful. Character incurs normal damage.

Superior (skill total beats difficulty by 10 or more points): Installation is successful and amount of time needed to recover from surgery damage is halved.

When using stripped cybergear, make two separate skill totals — one *medicine* and one *personal equipment repair*. Combine the success levels above — except in the case of *failure*. One *failure* is enough to botch the surgery entirely.

Overload

The more cyberware one carries, the more strain it puts on the body, the mind, and the systems themselves. The result of this is often an overload, a breakdown of one of these three elements.

Whenever a cybered characters suffers a *setback*, he must generate a *Knowledge* or *willpower* total against a difficulty number of their total cyber value. (Add the individual cyber values of each piece of equipment, even if it was included in another cyber piece, to come up with the total value.) The *setback* could be indicated on the conflict line of a *Shatterzone* game-enhancing card or a Critical Failure result when using an interaction skill or *willpower*.

Meeting or beating the number means the character has resisted overload. Failure means something bad has happened: a system has failed, the character has suffered *fatigue* damage (determined as if attacked by a weapon doing damage equal to the difference between the skill total and the difficulty) from the strain of supporting so much cyberware, or his mental stability has suffered in some way. These effects are normally temporary, and their nature should be determined by the gamemaster. They are in addition to any other effects of the *setback* or Critical Failure.

Cyberpsychosis

Cyberpsychosis is a state of mind some " chipheads" and "cynchware chocks" achieve after too much cyberstrain has been placed on their nervous systems and cranial functions. "Cyber-psyches" are people who have gone too deep into the slicksteel universe and have truly become "one" with their cyberware.

Cyberpsychosis is like any other psychosis. The character becomes caught up in a world detached from reality. Cyberware, chiplife, and "jacking in and tuning out" have become the most important thing to this person. Organic flesh (and the needs of that flesh) are only distractions along the pure slicksteel path. A character with cyberpsy cannot relate well with the organic world but is intimately familiar with the nonorganic. Cyberpsys seek to replace their organicness with the "new-and-improved" cybernetics available to them. Then, they seek to upgrade themselves by getting more powerful and better attachments. It is a never-ending cycle, an addiction that feeds on itself.

Cyberpsychosis can be roleplayed by player characters and gamemaster characters alike. It is recommended that the gamemaster (and the players, if a player character is involved) work out the severity and details of this psychosis, so that it can be effectively roleplayed. It should be a roleplaying *choice* as well — it is very hard to play a psychosis effectively or realistically, and the person playing the cyberpsychotic character should decide if he or she is able.

Standard Equipment

These are the most common pieces of cyberware available, but it's certainly possibly that specially made or more high-end units are available. The gamemaster should use these as a base for offering additional enhancers that, for example, combine features of multiple pieces.

Basics

SimNerve: Artificial nerve fiber used to connect items of cyberware within the body. SimNerve is run from the brain through the spinal column and out its base to the various pieces of equipment. SimNerve is essential to the smooth operation of *any* cyberware except Grade II and III syntheflesh.

Syntheflesh: Artificial skin used to hide cyberware. It comes in various grades: Grade I syntheflesh is almost indistinguishable from flesh, even to the extent of being laced with SimNerve to allow for reactions to stimuli; Grade II is visually adequate but unable to transmit sensations to the brain; Grade III is crude and unconvincing but the least expensive of the three.

Syntheflesh comes in various hues and textures to accommodate many different species. Note that when any syntheflesh is damaged (the character takes a wound on the area), it needs to be replaced — though the effects are merely cosmetic.

Neural Jack: This device resembles a socket, used for interface with cyberdecks and computers with matching ports. A cable connects the user's jack with the machine, allowing for easy access. They cut the time needed to program or use a computer in half.

Neural jacks are most commonly installed in the temple or on the neck, lessening the amount of SimNerve needed to connect them to the brain. Some cyberdeckers cover their jacks with syntheflesh "flaps" to keep their pastime a secret.

Visual Enhancers

SuperSight: A cybernetic eye fitted into the socket, the SuperSight provides a +1D bonus to the *search* skill. The SuperSight is widely used but slightly more difficult to camouflage than cybernetic limbs.

Heat-Seeker: A visual unit designed to spot heat signatures of beings or objects. In low-light or dark conditions, the Heat-Seeker provides a +2 bonus to *search*, as well as reducing by the same amount the limited-light modifier for attacks.

Low-Light: This unit allows for improved vision in dimly lit conditions, providing a +2 bonus to *search* in such settings, in addition to reducing by the same amount the low-light modifier for attacks. The unit will not function in total darkness.

Telescoptric: Capable of expanding the image of a faraway object by x25, the Telescoptric provides a +1D bonus to *search* when examining such things. This bonus can also be included in attacks with ranged weapons only when aiming.

LED: This unit provides visual readouts of computer data and messages across the field of vision. The readout can be located in a corner of the field or overlaid upon it. Chips loaded into a chipholder hold the information.

Hunter: An optical unit that uses laser technology to sight in on a target, thus increasing the chance to hit it. It must be linked via SimNerve to the weapon and is commonly only used with subdermal weaponry. It provides a +1D bonus to the relevant weapons skill when in use. Unlike a standard lasersight, it does not project a "dot" or require *aiming* to use — it is an integral bonding of the weapon to the eye.

Auditory Enhancers

EVD: The EVD (short for "eavesdropper") allows characters to better hear sounds within the normal frequency range. This provides a +1D bonus to *search* checks that involve hearing.

LF: This unit allows the character to more clearly hear low frequency sounds and those below the normal Human range of hearing. It provides a +2 bonus to *search* checks when listening for such sounds.

HF: This auditory unit lets characters hear high frequency sounds, those above the normal Human range. It provides a +2 bonus to *search* checks to discern such sounds.

Physical Enhancement Systems

The effects of drugs discussed in this part are explained in the "Drugs" section of this chapter.

Equilibria: Fitted in place of the inner ear, the Equilibria improves balance. Actions involving *brawling* (defensive only), *dodge, melee combat* (defensive only), and *riding* receive a +2 bonus when the Equilibria is in use.

Synthemuscle: Artificial tendons used to support cyberlimbs (those that increase *Strength* by +1D to +3D). Normal muscle would tear under the stress of cyberlimb use, but Synthemuscle can act as a shock absorber.

Synthemuscle with cyberlimbs (or a cybernetic skeleton) provides +1D bonus to relevant skills over and above the cyberlimb (a cyberleg provides +1D; a cyberleg plus synthemuscle provides +2D).

If installed without a cyberlimb being present, Synthemuscle provides a +1D bonus to *running*, *swim*, and *stamina.*

Intradermal Plate: The most expensive and dangerous cybernetic operation is to have thick, rubbery intradermal plate installed over one's major muscles. Intradermal plate is normally installed on the chest and arms and can stop anything short of a blaster.

AdrenoCharger Dispenser: A small injector fitted onto the adrenal glands, the AdrenoCharger shoots adrenaline directly into the bloodstream.

EndorphoCharger Dispenser: Fitted into the intestinal tract, the EndorphoCharger dispenser is activated by SimNerve.

Quick Kill Dispenser: Created by a small corporation headquartered in a Near Colony system, Quick Kill is an improved version of another corporation's combat drugs.

MindEnhance Injector: Attached to the base of the brain, the MindEnhance releases a stimulant into that organ that improves the users mental capacity.

PainShield Injector: Designed for use by corp marines (the drug, though not the injector, is often included with their body armor), PainShield blocks the effects of physical damage.

NBX: This is a small box filled with neural injectors that can be fitted beneath the skin. Each box can hold up to three doses, which can be the same or different drugs. Unfortunately, using the "all purpose" injector requires one action — the character must spend an action manually triggering the injector. It does not require SimNerve to use.

Prosthetics

Despite the feeling among some Humans and aliens, that cyberware (especially prosthetics) is somehow corrupting, prosthetics remain big sellers, both through legitimate outlets and street surgeons. These fully functional arms and legs range from the top-of-the-line models (constructed of high quality plasteel and lined with SimNerve to relay sensations) to the cheapest units, made of metal and unable to feel anything. These latter are often constructed haphazardly and are too bulky to cover convincingly with syntheflesh.

Prosthetics are used to replace lost hands, arms, or legs. Often, mercenaries, corp marines, or adventurers in need of an edge will have a limb cut off and replaced with something cyber.

All prosthetics require SimNerve running between limb and brain for purposes of control, as well as Synthemuscle to prevent bones from cracking due to stress.

Strength increases provided by prosthetics apply only to that limb. A character whose right arm is cyber will not receive a *Strength* bonus to his left as well.

Cyberhand: These can be attached to normal arms or fitted on to cyberarms. Base-line models are simply metallic or plasteel hands, while more advanced units can have tools or weapons included in the digits (the advanced units provide, for example, a +1D bonus to *sleight of hand* skill checks). Cyberhands can rend wood, plasteel, and some softer metals. They provide a +1D bonus to unarmed damage and the climbing skill of their users.

Cyberarm: These units come with cyberhands and must be joined to the character at the shoulder. Cyber values listed are for a single arm. Cyberarms provide a +1D bonus to unarmed damage, melee damage, and the climbing skill. (These bonuses are instead of, not in addition to, the *Strength*-related bonuses for a cyberhand.)

Cyberlegs: Each leg provides a +1D *Strength* bonus to the user for tasks with that leg only. Unless paired, they do not give a bonus to movement skills. Cyber values listed are for one cyberleg. A character with two cyber legs receives a *running*, *climb/jump*, and *swim* bonus equal to the smallest of the bonuses provided by the legs.

Cyberskeleton: These metallic or plasteel bones can be purchased as a whole skeleton or in individual parts. Physicians have found it is easier to simply replace the skeletal structure of someone who has had a catastrophic accident than go through a long period of treatment and therapy to heal them.

Cyberskeletons do not increase Strength or Toughness; they provide support. Cyberlimbs and muscle combinations that add +4D or more to a character's *Strength* can only be supported with a cyberskeleton. And, even though they do not add to a character's damage resistance, cyberskeleton bones are extremely hard to break — a power suit's sphincter valves won't cut through them, and neither will most weaponry.

Gamemasters should also keep in mind that there can be serious drawbacks to cyberskeletons. For example, a character is shot in the chest with a slugthrower — he need not fear that the bullet will shatter a rib, but it may ricochet off one and cause even more damage. Or, the character's muscles and tendons may be pressed and torn by the impact more than if they'd had the natural "give" of a bone. (Characters using slugthrowers against those with cyberskeletons may add +1D to the damage total if they get a Critical Success when hit the target character.)

In addition, a character with a complete cyberskeleton masses 175% of her pre-cybered mass.

Sheaths: Special features that can be added to cyberlimbs for an additional cost, sheaths are concealed compartments that can be used to hold weapons or other small items. They are normally concealed under syntheflesh and can be opened only through a mental signal from the arm or leg's owner (unless, of course, the cyberlimb is damaged).

Weapons

Cybernetic weaponry is normally concealed beneath syntheflesh or included with a cybernetic arm or leg. It is triggered through impulses sent from the brain via SimNerve

Serpent: A small-caliber slugthrower that can be concealed in the wrist. It is a favorite among cyberweapons as it is easily concealed by syntheflesh and does not place the strain on the arm that larger weapons do. Relies on *firearms.*

Enforcer: A powerful submachine gun fitted into the forearm, the Enforcer is one of the more impressive slugthrowers currently available for subdermal use. The firing port is concealed in the heel of the hand and is fired by bending the hand back. Firing takes place at a mental command relayed via SimNerve. Relies on *firearms.*

Claws: Long, lethal blades, claws are stored in the forearm and spring from the top of the wrist. Cyber values given are for one set of claws. Relies on *melee combat.*

Electric Claws: Similar to above, save that the claws carry a powerful charge with them that allows them to do more damage. When drained, they do the same damage as normal claws. Relies on *melee combat.*

Razortips: Thin daggers that extend from fingers or toes upon mental command. They average two centimeters in length, but larger and smaller daggers are available. Relies on *melee combat.*

Fangs: Sharp, plasteel replacements for the canine teeth, these can be either solid or hollow and filled with drugs or acid. Relies on *brawling.*

Razor Wire: Stored in the wrist, razor wire can be snapped at an opponent up to two meters away with a sharp movement of the forearm. If the *melee combat* check fails by 10 or more, the razor wire snaps back on its wielder and does normal damage. Relies on *melee combat.*

Drugs

Many of the drugs detailed in this section are available commercially and on the streets of many planets. Keep in mind that street versions may be cut with virtually any substance, ranging from baby powder to ground glass. A character who injects something without having it analyzed first runs the risk of serious physical damage (if a character suffers a card-played *setback* or a rolled Critical Failure while under the effects of the drug, he may take damage from the drug).

All street drugs are highly addictive. To determine if a character becomes addicted, have him on the first use generate a *Knowledge* or *willpower* total against a difficulty of 14. If he succeeds, he is not addicted. If he fails, he has a new habit he will have to support. Each succeeding use of the drug within a week-long period adds +2 to the difficulty of resisting addiction.

Note that drugs sold with cyberware are generally not addictive. Most have been treated with a chemical that reduces physical dependence, and corp and Space Military soldiers are trained to resist psychological dependence. However, street versions of these same drugs are not so listed, and so their withdrawal symptoms are given below.

A character is allowed one *Knowledge* or *willpower* check per day against the current addiction difficulty in an effort to break the habit. If he is successful (or if he simply loses access to the drug), he must suffer the withdrawal penalties.

AdrenoCharger: This has the effect of increasing *Agility* and *Strength* +1D for five minutes. At the end of this period, the character suffers a -1D penalty to all *Agility*- and *Strength*-related actions for 25 minutes.

Withdrawal symptoms reduce *Agility, Strength,* and *Perception* by -1D for one month. Recovery time is three weeks after completion of withdrawal, with attributes returning at a rate of +1 per week. Dose required every day.

EndorphoCharger: This drug releases a dose of endorphins into the system, increasing the character's *Strength* by +1D for 15 minutes. At the end of the boost period, the character has a -1D penalty for two consecutive rounds.

Withdrawal symptoms reduce *Agility, Strength,* and *Perception* by -1D for six weeks. Recovery time is six weeks after completion of withdrawal, with attributes returning at rate of +1 every two weeks. Dose required every day.

Quick Kill: Quick Kill combines the effects of the AC and EC drugs and minimizes the effects. The character injected with a dose of Quick Kill (also known as "Cue-Kay") gains several benefits, depending on the rules system.

The character gets a +1D to all actions involving *Strength, Agility,* and *Mechanical* (except *comm, navigation,* and *sensors* skills) for ten minutes. At the end of this time, the character suffers *no* ill effects. However, if the character is injected with Quick Kill again in a 24-hour period, the character receives the normal bonuses, but "psyches out" — he becomes very violent and incredibly paranoid. (The character receives +2D to resist all *con* or *persuasion* attempts except those that feed the character's paranoia; to these, the character receives a -1D to resist). The negative effect lasts for 20 minutes. If a third or subsequent dose is taken within 24 hours of the latest dose, the effects get even worse and take longer to go away (progressively).

Because of several legal suits pending, Quick Kill is increasingly hard to get — and is even illegal in some areas of space. However, Space Military marines and certain megacorporate troops are beginning to stock up on Q-K.

MindEnhance: This drug raises the *Knowledge* and *Technical* attributes by +1D for 15 minutes. Attempting to release a second dose of MindEnhancer while the first is still in effect results in the *Knowledge* and *Technical* by -2D. The character suffers a -1D to all other attributes in the initial round of using the MindEnhance and receives that penalty again at the end of the 15-minute period.

Withdrawal symptoms reduce *Knowledge, Mechanical, Perception,* and *Technical* by -2 for one month. Recovery time is two weeks after completion of withdrawal, with attributes returning at a rate of +1 every two weeks. Dose required every three days.

PainShield: PainShield blocks the effects of physical damage. Thus, due to the effects of the PainShield, a character who has any injury less than *incapacitated* do not suffer the penalty to all skill attempts, although the wound is still present. (Characters who become *incapacitated* may make a *stamina* roll, which counts as an action, each round they wish to remain standing. The difficulty starts at Easy (10) and increases by +5 for each additional round past the first. Failure means that the character falls unconscious for 10D minutes.)

A single does of PainShield will block discomfort for 15 minutes. At the end of this time, the character will suffer a -1D penalty to all actions plus incur all the penalties associated with the wounds he has suffered.

Withdrawal symptoms reduce *Agility, Strength,* and *Perception* by -1D for six weeks. Recovery time is six weeks after completion of withdrawal, with attributes returning at a rate of +1 every two weeks. Dose required every day.

Alnish: A highly addictive drug, alnish increases *intimidation, bargain, command, con,* and *persuasion* by +1D for 24 hours. An injection is required every day or withdrawal symptoms set in. Withdrawal reduces *Agility, Strength,* and *Perception* by -1 pip for the first week, -2 pip in the second week, and -1D (or -3 pips) in the third week (cumulative). If these attributes drop below 1D, the character must be hospitalized or risks death. After three weeks, the character has overcome his addiction to the drug. Recovery time is three months after completion of withdrawal, with the attributes returning at a rate of +1 every two weeks.

Note that, because alnish is so addictive, the base difficulty for the *Knowledge* or *willpower* check is 16, increasing by +2 per use.

Bolterblast: This powder, reportedly brought into the Consortium of Worlds by those on the far edge of the Frontier, increases the *search* skill by +2D for 24 hours. Addicts will often find themselves dwelling on minute details of objects to the exclusion of all else. Doses are required every day. Withdrawal reduces *Knowledge, Technical,* and *Perception* by -2D for two weeks. Recovery time is two weeks, with attributes returning at a rate of +2 per week.

Overdoses

Drugs — whether injected through cybernetic devices or directly — can have serious consequences if taken too often. AdrenoCharger, EndoCharger, MindEnhancer, and PainShield cannot be taken more than three times a day. Alnish and bolterblast cannot be taken more than once a day.

If a character overdoses, he must make a *Strength* or *stamina* roll against a difficulty of 16 plus +8 for every dosage taken above the maximum allowed. If he succeeds, he suffers no ill effects from the overdose. If he fails, he falls unconscious for a number of hours equal to the number of points by which he missed the difficulty number. If he fails by 10 or more, he slips into a coma. A *medicine* check of 13 is required to revive an unconscious but not comatose character under these circumstances. A *medicine* total of 19 is required to revive a comatose character. If he should be revived, he will suffer a +8 to the difficulty number of all actions for the next 24 hours.

Adventuring Gear

Comlink: The standard unit of communication equipment, comlinks come in a number of different forms. The most common is the handset, which has an effective range of 10 kilometers and is widely available on the open market. These also can be purchased as headsets.

Military comlinks have a greater range (approximately 25 kilometers), and are frequently belt units or built into enviro-suit helmets, to allow the soldier to keep her hands free for combat.

Space military intelligence is said to have developed subdermal comlinks with sufficient range to reach from the surface of a planet to an orbiting vessel. These are not available on the civilian market and possession of one is a crime under Space Military law. These units use tight-beam transmissions and must be in exact synch with the orbital receiver. Specific days and times must be used or the subdermal comlink is useless.

Many of the Core Worlds, and some of the interior colonies, feature communications satellites that allow comlink signals to reach anywhere on the planet.

Thermo-Disk: Useful gear when traveling in a wilderness area, thermo-disks are spheroid plasticene items, roughly

the size of the average Human's fist. They contain storage batteries that, when switched on, give off heat in a 25-meter radius. As they do not provide light, they can be used in hostile areas without risking the betrayal of one's presence.

Cred-Key: A small plastic card that, when placed in a cred-key receiver, can perform all banking functions. Cred-keys are used by virtually everyone in the Core Worlds and on many of the Near Colonies. Many Frontier worlds do not have the equipment necessary to read the cards and so will only accept hard currency.

Standard cred-keys contain the name of the bearer and a nine-digit number. Megacorporate-issued cred-keys usually feature the name of the firm and a code for it as well. Military officers, who may have extensive credit limits owing to their status, carry cards with their DNA pattern encoded on them for ease of identification. Cred-keys are not common on worlds where smuggling, piracy, or other criminal activities are common — they are too hard to steal and use. A character must be able to generate *at least* a *forgery*, a *personal equipment repair*, and a *computer interface/repair* skill totals of 21 each to forge or strip a civilian cred-key. (Military and megacorp keys are harder to do this to.) Even then, decent detection equipment (not usually found in stores and bars, but common in banks and large-purchase retail outlets) will probably be able to detect the forgery.

Med-Kit: An assortment of medical supplies collected into a lightweight container that allows for easy transport. Med-kits normally contain antibiotic patches, a compressed-air hypodermic injector, three doses of PainShield, a vial of fast-drying Grade III syntheflesh, bandages and tape. More expensive models come with hand computers and anatomy ScholarChips (see below).

Use of a standard med-kit provides a +1D bonus to *medicine* skill checks. Those with hand computers and ScholarChips provide +1D+1 to +3D bonuses (depending on the chips and, thus, the expense).

Tool Kit: This includes the tools necessary for repairs to electronic equipment . Use of a tool kit adds +2 to efforts to fix or modify such devices (better tool kits provide better bonuses, but are more expensive).

Special kits are also available for customizing and jury-rigging weapons, ammo, and armor. See rules under "Jury-Rigging" on page 35 in this chapter.

Hand Computer: Portable and easy to use, hand computers feature rapid processing power, including high quantities of high-speed RAM and high capacity, multi-functional chip drives. Most come with a port for connection to a neural jack, as well as cable interfaces for connection to larger terminals. Hand computers are designed to allow ease of access to their interior for the placement of ScholarChips. Most hand computers can easily store five to 10 ScholarChips worth of information in RAM.

ScholarChips: Computer chips intended for use with both hand units and larger terminals. These contain available information on sectors, planets, some alien species, equipment, ships, etc. Use of a computer with a standard ScholarChip in place allows the operator to roll as if he possessed a *scholar* die code of 5D in the subject detailed on the chip.

Hand Scanner: A portable sensor device, the hand scanner has an effective range of 10 kilometers. It can be set to pick up motion, particular types of matter, and even indications of power generation. They are standard equipment for scouts and are frequently used by miners.

Use of a scanner provides a +1D to *Perception* or *search* when seeking something. Most hand scanners can only be blocked by cover over three solid meters in thickness (several thick concrete walls or the bulkhead of a ship will usually block scanner readings, but only the most dense of forests or jungles will have any effect at all).

Holovid Player: This device provides holographic images drawn from data chips for entertainment or informational purposes. Holovids can also be connected to comlinks to provide for audio and visual contact between parties. Some holovids also have the capability to jack into hand computers, projecting the information on ScholarChips out for all to read.

Life-Support Refills: These are "tanks" of atmosphere and food supplies that can be attached to an environment suit and some portable shelters. They last roughly two weeks and mass less than 10 kilograms. Most are standard sized for enviro-suits (below).

Enviro-Suit: The basic environmental protection gear, the enviro-suit is designed for use in hostile climates or worlds whose atmosphere is unsafe. The enviro-suit features a helmet and full body suit (the helmet is detachable). Air is recycled by the mechanisms in the suit and bodily moisture is also filtered, to be stored in pouches inside the suit. Straws run up the suit and into the helmet to allow the user to take a drink.

Enviro-suits commonly have comlink units built into the helmet and the belt. The latter are fitted with miniaturized scanners that flash a light when in the presence of another comlink trained to the same frequency. Enviro-suits maintain a constant temperature around their wearers, which can be adjusted via controls on the belt. Unlike some types of armor, enviro-suits need not be custom-fitted for their owner but can be bought "off the rack."

Standard enviro-suits offer only a single layer of protection, which, if torn or pierced, renders the entire suit inoperative. More expensive suits offer two layers of protection, with a liquid sealant stored between the interior and the exterior. Damage done to the exterior layer can be sealed within one round. However, extensive damage (two wounds or more in one round) will rapidly exhaust the supply of sealant (the average outfit comes with enough sealant to repair 20 small tears or 10 large ones).

Enviro-suits can hold enough air, food, and recycled water for several days to several weeks of use; about two weeks is standard. They can be refilled off of shipboard supplies (deducting the life support from the ship's life support) or they can be refilled at stations and similar places for 10% of the base cost of the suit.

In general, most enviro-suits do not provide protection greater than +2.

Sample Alien Technology

Space opera universes are peppered with millions of "alien artifacts," many defying all attempts at explanation or rationalization. The gamemaster is encouraged to invent alien technology and place it in appropriate places in the

universe. Sometimes, characters will be employed to go out and search unexplored or frontier worlds for rumored "alien tech" — the planetary governments and the megacorporations will pay well for whatever they can find. Of course, they may not want to turn it over to them after they find out what it does.

Below are listed a sampling of alien pieces from the *Shatterzone* universe. They are not readily available to characters — but they might be found or purchased during an adventure. No character should begin play with one of these pieces of equipment without gamemaster permission and an incredibly good reason.

Keep in mind that many "alien" devices are not really *alien* — just not available to the general public. Some of these devices are truly "weird"; others are prototypes not seen in normal shops and stores. These examples of alien technology can help the gamemaster come up with ideas for creating other alien technology and "spicing up" the lives of the characters in a space opera campaign.

Psychoactive Pods

These are small pods of organic matter found on a Frontier planet. The pods grow, much like normal plants and, when they mature, they sprout into flowers. The plants are much more "aware" than most plants in the universe, and are thought to be psychically active.

The discovers found that, when they detached the pods from the main plant early on in the life cycle, they could treat the plant matter with certain chemicals, and the pods would respond to psychic commands. Later, it was found that, by genetically altering some of the pod's DNA patterns, they could boost the psychic responsiveness of the plant — enough so that a non-psychic person would be able to manipulate the pod.

The pods, in their genetically enhanced form, are one kilogram of soft, pliable matter — much like warm clay. When "ordered" by an attuned person (attuning a pod to a person is a simple process for a pod-harvester), the matter will stretch, bend, and reform into different shapes and consistency — and remain in that form until ordered out of it or destroyed.

The pods can take on virtually any shape and are usually used by scouts of certain alien species in place of some standard equipment — a "psycho-pod" can assume the shape and consistency of almost any clothing the person can imagine (though a single pod does not contain enough material to form a full suit of armor). It can reform into a backpack or sleeping bag, or even a fairly long (15-meter) rope. Their natural color is a somewhat transparent beige, but they can change to any color on command. Multiple pods cannot be "bonded" together, though two pods, ordered into rope form, could be worn together. Two pods could be used to form a very heavy shirt and pants set. Pods can even be made into clubs — though they remain somewhat soft.

Pods are fairly inexpensive — usually running about 200 credits on the open market, plus a 25-credit surcharge for the "attuning." A pod that is attuned to a person is attuned for the life of the pod. More than one pod maybe attuned to a person, however.

Pods last for about five years (unless destroyed earlier), and they can heal most damage except for a *mortal wound*. They have a base *Strength* of 2D+2, though if a pod is made into a very dense and small unit (like a little club), the *Strength* to 4D. They can take four Wounds before being destroyed. They appear to subsist on chemicals and compounds in the air, so pods may not be kept in non-life-supported areas.

Gel-vest

A type of armor used by some aliens near the Frontier, the gel-vest is another organic "device." It is made from the still-living flesh of a giant, amoeboid-like creature found on several Frontier planets located in the same region of space, and it seems to live even after it has been cut and fitted.

The gel-vest is very light and comfortable — and the material may be cut and made into any type of clothing (leggings, arm greaves, helmets, etc.). The way it protects is simple. When a character wearing gel-armor is attacked by an impact weapon — including unarmed, melee, missile, or projectile weapons, but not energy — the gel-armor stiffens at the impact point instantly, providing the character with +2D in protection. However, if the character wearing the gel-armor is hit with an energy weapon, the armor provides no protection whatsoever. In addition, if the character takes more than three wounds from any one energy attack while wearing the gel-armor, the gel dies and is useless.

The aliens have begun to produce gel-vests (and other armor pieces of this material) at an alarmingly rapid rate. Attempts to synthesize the material have been unsuccessful, so the amoeboid creature the gel-material comes from (called simply a "gel-monster") is in imminent danger of becoming extinct. Some protection laws have been set up within the discovering species' sphere of control, but it may be too little, too late.

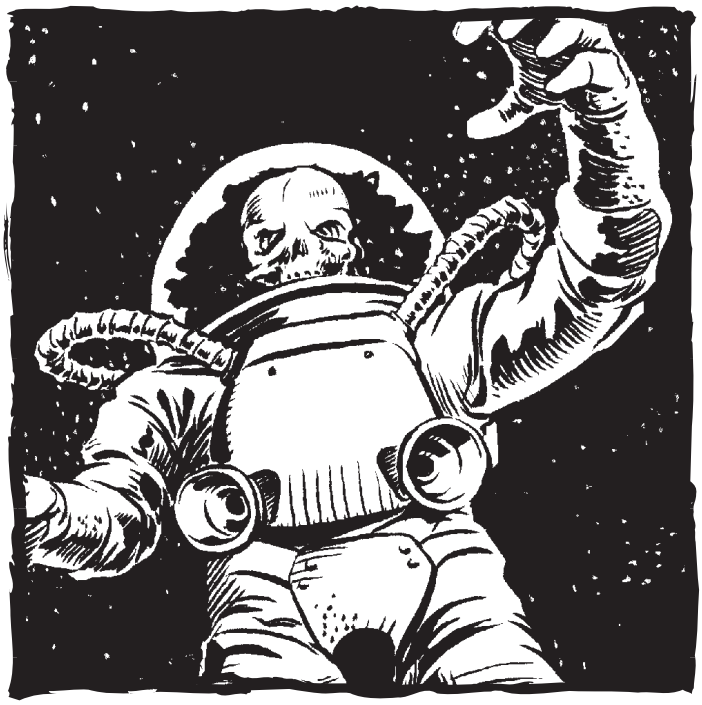
A full suit of gel-armor usually costs about 750 credits — though there are severe penalties for buying them on some worlds (which drives the price up). Gel-armor, however, is indistinguishable from normal clothing and cannot be detected by normal means — except attacking the person wearing the armor.

Reaver Armor

So far only found on a mysterious and deadly race known as the Reavers, this armor appears to be technology brought from beyond the Frontier. Whether the Reavers developed it themselves, stole it from another species, or had it given them by their masters is unknown.

No complete set of Reaver armor has ever been captured, but fragments have been put together from pieces taken from the bodies of dead Reavers. So far, the following information is known.

- The armor appears to be organic in nature — somewhat like the gel-vest, but more like a firm carapace.
- It is made from many interlocking pieces — scales, plates, and joints. It is very light yet strong. The helmets seem to be one entire piece — perhaps the former head of the "creature" the armor comes from. This also means that



no special skill (such as *mechanical maneuver* or *exoskeleton operation*) is needed to operate the armor.

• Most of the armor pieces have spikes or quills "growing" out of them. This makes the armor itself a weapon. Some Reavers even have large blades growing out of their armor.

• The armor appears to have life-support capabilities, though this is not proven yet.

• The general statistics for Reaver Armor are as follows: armor value +2D; armored spikes cause STR+1D damage in melee combat; armor with blades cause damage value STR+2D in melee combat.

• Some of the armor seems to be well camouflaged, affording the wearer +2 *sneak* maneuvers.

Life Vats

In the not-so-distant past, Space Military scouts discovered a planet called "Vri-Tki" (a bastardization of sounds made by the primary indigenous life-form found on the planet — a six-limbed amphibian with long, sharp teeth and a rather dubious disposition). There was no sapient species on the planet, so it was marked for colonization. Several years later, colonists were hunting the "vreeteks" in their subterranean caverns (it was determined that the amphibians made excellent stew) when a party stumbled on an underground complex of immense proportions. Reasoning that they had discovered the remnants of an alien civilization, the colonists of Vri-Tki applied to the Consortium of Worlds for assistance in exploring this area — and registering it with the Department of Trade as a tourist site.

Everything would have gone well for the colonists of Vri-Tki except for one thing: the alien species that had inhabited the world previously had constructed what came to be known as a "Life Vat" facility. The whole colony was then placed under Space Military rule, and the colonists that were allowed to remain were barred from the area.

What the Life Vats do is simple: they can heal people. Put a person in a vat, in any condition other than dead, and the person will heal. Usually, this healing takes about half the time normal healing does (though there is some variance).

In addition, the Life Vats can be used to regrow organs, missing limbs, etc. — and they do this automatically. A person who enters a vat with a diseased or damaged "part" exits in perfect health (this is probably why there is a time variance). Cybernetics will block the healing — a person with a cybereye does not grow a new eye; the cybereye stays. Finally, it was recently discovered that the Life Vats could be used to grow *clones* of people in the vats — even someone recently dead. This is a process that takes months or even years (depending on whether the creature is alive when the clone is being grown or not), and it has been kept secret from all but the highest military and Consortium officers and bureaucrats.

The Life Vats are not for sale, nor are they mobile A character who wishes to visit the Life Vats has to come up with at least 10,000 credits in bribes and fees up front — and this doesn't count the actual treatment costs. Currently, the whole system of Vri-Tki is home to a permanent Space Military base and a squadron of blockade craft, so it is unlikely anyone will be able to "sneak in" for a quick dip.

Live Tissue Computing

Developed and used by a genetic-manipulating alien species called the Ishantrans, live tissue computing is seen by many as a cruel technology that should be outlawed. Some aliens have voiced many objections over its use, but the Ishantrans continue to utilize it as they wish.

Live tissue computing is similar to cyberware — in the same way a pea-shooter is similar to a pulse cannon. The brain and nervous system (and, perhaps, some other organic materials) are taken out of a person and implanted in a totally cybernetic environment — usually a robotic mechanism or even a space ship.

The brain inside has control over the mechanisms it is attached to — as much as a computer brain has over its mechanisms. But, it is a living, thinking person in there. Usually, the "bodies" are heavily mechanized units used in space and hostile-environment exploration. Sometimes brains are linked up to vehicles or ships for better response time and judgment capability.

This technology is not reversible and, as such, is almost always restricted to use on criminals or near-dead subjects. The longest time any person has ever survived this process is eight years, and that was for a woman implanted in a permanent survival suit — many of her internal organs were also implanted. The usual survival time is about three years.

Naturally, there are mechanical and chemical inhibitors in these devices to keep the criminals from doing things the creators did not intend them to be able to do — or, at least, to shut them down. It wouldn't do to put a group of criminals into several strike-mechanisms, armed with missiles and lasers, and then turn them loose.

Usually, these mechanisms also have incentives. The brains have their pleasure-centers hooked up to chemical

or electronic feedback machines that monitor the mechanism's performance — performing well gets the pleasure center stimulated. Performing badly (or not at all) has other effects.

There is no set price for this process, but it is believed to be an expensive one. The Ishantrans currently only use live tissue computing where they will not incur the bad feeling of other species.

"Stun" Weapons

Developed by the arms division of one of the megacorporations, "stun" weapons are really neural-directed energy weapons. They attack the nervous system of the victim, causing it to overload and, hopefully, shut down temporarily. This causes spasms and unconsciousness.

These weapons have been under development for a long time and are still in the prototype stages. They work on virtually every species known, but they are totally useless against anyone in a full suit of power or heavy combat armor — the suits block the signals.

The most common "stun" weapon is the Neural Assault Rifle (the NAR). It has a range of 5-10/50/150 and a damage of 5D+2. However, the stun gun's damage value is applied a little differently. After the number of wounds have been determined but before applying them, reduce the weapon's damage by two wound levels, with a minimum level of stun. If the victim suffers at least one wound, that character is also knocked out for a number of minutes equal to the difference between the *Strength* total and the damage total.

The safety of the NAR is, however, not absolute. Malfunctions have occurred frequently. As a general rule, whenever a character fires the NAR and gets a *firearms* total of less than 8 and a Critical Failure on the Wild Die, the character suffers the weapon's damage value as feedback. The character subtracts two times his *Strength* total from the damage total before determining the level of wounds taken.

The NAR costs around 3000 credits, runs off a power pack, and can fire 15 shots before being recharged. It is not normally available to anyone not working directly for the megacoporation that made them — though some Human Space Military Intelligence forces have been supplied with them in the past.

Ripper Gun

Obviously a product of advanced alien technology, the Ripper Gun came into the Human region of space with the Reavers. It is the first truly combined "energy-projectile" weapon ever discovered.

Currently, it is known that some of these weapons have fallen into Human Space Military and megacorporate hands — though no one is saying where they are ending up. It may be that the next few years will reveal a marked improvement in weapons' technology.

The Ripper Gun fires a jagged flechette round that is somehow encased in a field of destructive energy (making a very distinctive "ripping" sound as it passes though an atmosphere). Whatever it hits, it either cuts through or blows apart. The following statistics are estimated for the Ripper: damage 9D, range 5-10/75/ 300, ammo 20 (a combination of energy pack and flechette projectile). The estimated cost is 45,000 credits, and the estimated ammo cost is 100. The gun is man-portable and can be fired by anyone with the *firearms* skill. It is highly illegal everywhere it is recognized.

On-Planet Vehicles

In addition to space-going vehicles (see, for example, listings in *D6 Space Opera* books for established universes), land and air vehicles are also an important part of the space opera universe, providing transportation on planet surfaces. Listed herein are only a few examples of the vehicles available for sale on the core worlds.

Meteor: This is a wheeled vehicle capable of seating six. It features a built-in holovid comlink, minicomputer that can interface with larger systems through the comlink system, and computer navigation system compatible with most communications satellites. The on-board computer also governs the suspension system, providing a smooth ride. It requires *vehicle operation* to use

Tourney Hovercraft: This personal air vehicle seats four. A bulletproof glass bubble encloses the cockpit. The ground effect "skirt" is inflated by a high-output gas turbine. Ducted propellers powered by the turbine propel the vehicle forward. It is capable of attaining a height of 60 meters above the surface and a speed of 80 kilometers per hour. It is equipped with many of the same features as the Meteor, including the on-board computer navigation system. The *piloting* skill is required.

Starflame: A two-wheeled land vehicle, the Starflame is capable of handling all types of terrain. Its low center of gravity allows for excellent handling, and its top speed is a respectable 350 kilometers an hour. It features computerized satellite navigation and computer-controlled suspension. The comlink system is built into the crash helmet. The *vehicle operation* skill is required.

▼ EQUIPMENT CHARTS

▼ Master Armor Chart

Armor Type	Armor Value	Mass (in kilos)	Price (in credits)†	Notes
Syntheleather	+2	5	300	Can be worn with other armor# for +1 bonus; adds only +1 against projectile or energy attacks
Padded	+2	4	500	Can be worn with other armor# for full bonus; adds only +1 against projectile and energy weapons
Syntheleather mesh	+1D	3	1200	Can be worn with other armor for full bonus#; adds only +2 versus energy weapons only
Plastovar	+1D+1	4	2000	Can be indistinguishable from normal, though heavy, clothing; can be worn with other armor# for complete bonus; equally effective against all forms of attack
Reflec	+2D	5	2200	Only effective against laser, pulse, and blaster (but not plasma) weapons; can be worn with or over other armor# for complete bonus
Plasteel	+1D+2	6	5000	Effective against any attack; can be worn with syntheleather or padded armor# for complete bonus; complete suit (with arm and / or leg greaves) adds +2 to the difficulty of all *Agility*-based actions
Power Armor	+2D+1	50†	15000*††	Effective against any attack; can be worn with syntheleather or padded armor# for complete bonus; see text for *Agility* modifiers and other notes
Mark IV	+3D	215	30000*	Effective against any attack; can be worn with padded or syntheleather# for complete bonus; must be custom made; see text for other notes

See the "Combining Armor" sidebar on page 69 for further details and restrictions. † This is for a complete suit (no helmet, boots, or gloves). In pieces, the costs and mass values are broken up and add to the total.
* These are "standard" armor costs, including a helmet, boots, and gloves. Increased functioning capabilities — such as HUD units, increased Strength units, and targeting programs and computer assists usually cost at least 10-20% of the armors total cost per unit (unless the modification is listed as other equipment in this chapter).
†† Since "segmented" suits are normally sold only as replacement parts (in bulk) or on the street, they have wildly varying prices. As far as mass goes, the breastplate has a mass of 20 kilos, the helmet 10 kilos, and the arm and leg greaves are 5 kilos each.

▼ Melee Weapons

Weapon Type	Damage Value	Ammo	Price
Club, Heavy Stick	STR+1D	na	15 (club)
Spiked Warclub	STR+1D+2	na	65
Dagger	STR+1D+1	na	20
Sword	STR+2D	na	150
Ionic Dagger	STR+2D+1	10*	500
Electro-staff	STR+2D+1	20*	650
Stun Baton	STR+1D+2†	25*	800

*This is the number of "hits" this weapon can do before the charge is drained. Decrease the damage value by -1D for any charged weapon drained of its power. The weapon can be recharged easily, usually by plugging it into a power pack or even a household outlet (it usually takes about an hour, depending on the efficiency of the power source).
†See stun mechanics in your favorite established *D6 Space Opera* rulebook or on page 19 of this book.

▼ Unpowered Ranged Weapons

Weapon Type	Damage Value	Range (in meters) Short	Medium	Long	Price	Magazine[1]	Ammo Price[2]
Wrist-Mounted Crossbow	4D+2	3-10	25	50	200	6	10
Composite Bow	STR+2D	3-10	30	50	250	1	2
Throwing Dagger	STR+1D	2-5	8	15	20	1	20
Throwing Stake	STR+1D+1	2-5	7	12	25	1	25

▼ Personal Slugthrowers

Fang S2 Pistol	4D+1	3-10	30	50	500	5	10
Vengeance Pistol	5D	3-10	50	75	400	10	10
Dragon SMG	5D+2	3-15	25	50	600	30[3]	50
Linex Pistol	5D[4]	3-15	50	80	800	12	10
D-SAP Pistol	5D+1[5]	3-10	40	80	900	10[6]	30
MPS Heavy Assault Rifle	7D	3-15	50	100	1500	40	80
Heavy Roller XIV Shotgun	5D+2[7]	3-10[7]	25[7]	50[7]	1400	18/50[7]	40/100[7]
Metalstorm Needler	5D	3-15	30	100	2000	15[8]	200

▼ Heavy Weapons, Warheads, and Grenades

Decapitator HMG	8D	10-25	75	150	25000	4/10[9]	500/1500
Gyrojets (pistol)	*	*	*	*	5000	4	*
Warhead, HE	8D	10-25	50	150	—	—	500
—, AP	7D+2[5]	10-25	75	200	—	—	750
—, BE	7D+1[10]	10-25	50	150	—	—	500
—, HS[10]	*	*	*	*	—	—	+250
Gyrojets (rifle)	*	*	*	*	8000	12	*
Warhead, HE	8D+2	10-50	100	250	—	—	2400
—, AP	8D[5]	10-50	200	400	—	—	3600
—, BE	7D+2[5]	10-50	100	250	—	—	2400
—, HS[10]	*	*	*	*	—	—	+1000
Grenade Launcher	by grenade	5-25	100	500	7500	6	by grenade
Grenades†, HE	5D+2	5-10	15	25	—	1	50
—, AP	5D[5]	5-10	15	25	—	1	75
—, BE	4D+2[5]	5-10	15	25	—	1	50
—, HS[10]	*	*	*	*	—	—	+50

* By warhead or grenade. † Listed grenade range is for thrown grenades of that type.

▼ Lasers and Blasters

T6 Laser Pistol	4D+1	3-25	75	150	900	15*	25
BRL Pistol	4D+2	3-25	75	150	1200	21*	35
Hammer Laser Rifle	5D+2	5-30	250	1000	5000	45†	200
Arsenal RL Rifle	6D	5-50	500	1500	10000	45†	250
Blaster Pistol	5D+1	3-20	50	150	1200	12*	35
LX4 Blaster Rifle	7D+1	5-25	150	300	15000	60*	500

*Runs off disposable energy cells. †Runs off energy packs and/or body armor packs.

▼ Heavy Energy Weapons

Melter Pulse Cannon	8D+2	5-50	500	1500	25000	12/60*	5000/6000*
Plasma Rifle	8D	3-10	30	75	18000	45	1000

*Portable pack/large vehicle pack.

NOTES TO THE WEAPONS CHARTS ARE ON THE FOLLOWING PAGE

NOTES TO THE WEAPONS CHARTS

1. The magazine value is the number of shots that can be taken with the weapon before the ammunition is depleted.
2. The average price for the weapon's ammunition is given in credits per full magazine or per warhead or grenade.
3. The Dragon's magazine is counted in *bursts* of three bullets apiece.
4. The damage value for the Linex is given for standard rounds. For non-standard rounds, see page 31.
5. See notes in text: AP ammunition, page 32; AP warheads, page 33; BE warheads, page 33.
6. The double-shot ammo of the D-SAP is counted in pairs (for the two slugs) and cannot be separated into single slugs.
7. The damage value for the XIV is both for the HE and the regular rounds, but the ranges are different. When using the HE rounds, the range is 3-10/50/150.
8. The Metalstorm's ammo is given in full-auto bursts. It cannot be fired in any other manner.
9. The two ammo listings for the Decapitator HMG are for the belt and drum feeds (respectively).
10. Must be fitted to other types of warheads or grenades; see page 33.

▼ Add-ons

Feature	Price	Notes
Laser Sight	l00	+2D to hit at any range; requires *aiming* for ranges greater than short
UV Sight & Scope	250	+2D to hit at Medium and Long ranges when *aiming*
Telescopic Sight	75	+1D to hit at Medium and Long ranges when *aiming*
Gyrostabilization	10% of base weapon cost	+1D to hit at any range; bonus lost when *aiming*
"Quick-Draw" Holster	65	+2D to initiative when drawing a weapon quickly; no changing weapons penalties

▼ Cyberware

System	DN to install	Wound Level Caused	Cyber Value	Basic Systems Cost	Notes
SimNerve	18	*mortally*	2	1500	Necessary for all cyberware except Grade II and Grade III syntheflesh
Syntheflesh	12	*stun*	0/1*	200/300/650	Fake flesh used to cover cyberware; *cyber value only for Grade I
Neural Jack	15	*incapacitated*	1	1100	Used to jack into compatible computer systems
VISUAL ENHANCERS					
SuperSight	17	*wound twice*	2	2250	+1D to *search* skill
Heat-Seeker	18	*incapacitated*	2	2300	+2 to *search* skill; reduce low-light/darkness attack penalty by 2; relies on infrared
Low-Light	17	*wound twice*	2	1900	+2 to *search* in dark; reduce low-light attack penalty by 2; not usable in totaldarkness
Telescoptric	17	*incapacitated*	2	2300	Magnification times 25; +1D to *search* at long distances; +1D to ranged weapons skill when *aiming*
LED	19	*incapacitated*	3	4500	Provides LED information through cybernetic eyes; interfaces with ScholarChips, etc.
Hunter	18	*incapacitated*	3	3750	+1D to ranged weapons skill when used with SimNerve link to weapon
AUDITORY SYSTEMS					
EVD	15	*wound twice*	1	1250	+1D to normal-range hearing *search* checks
LF	15	*wound twice*	2	1500	+2 to *search* when detecting low-frequency sounds
HF	16	*incapacitated*	1	1500	+2 to *search* when detecting high-frequency sounds

▼ Cyberware (continued)

System	DN to install	Wound Level Caused	Cyber Value	Basic Systems Cost	Notes
PHYSICAL ENHANCEMENT SYSTEMS					
Equilibria	20	*mortally*	3	4300	+2 *brawling* (defensive only), *dodge*, *melee combat* (defensive only), *riding*, and some other balance-related skills (gamemaster's option)
Synthemuscle	17	*incapacitated*	3	12,500	+1D to *running*, *swim*, and *stamina* without limbs or skeleton or +1D to all *Strength*-based actions with limb or skeleton; see p. 38
Intradermal Plate	17	*mortally*	4	22,500	+1D+1 armor value against all attacks
AdrenoCharger	13	*wound twice*	2	4500	Holds the AdrenoCharger chemical (can hold five doses)
EndorphoCharger	14	*incapacitated*	2	4500	Holds the EndorphoCharger chemical (can hold five doses)
Quick Kill	16	*incapacitated*	5	9500	Holds Quick Kill (can also hold Endorpho- and AdrenoChargers); holds up to eight doses
Mind-Enhance Injector	19	*mortally*	4	8000	Holds MindEnhance (five doses)
PainShield Injector	16	*incapacitated*	4	7500	Holds PainShield
NBX	11	*wound*	0	4000	Holds any drug (three doses); must be manually triggered; does not require SimNerve
PROSTHETICS					
Cyberhand	15	*wound twice*	3	6500	+1D to single hand *Strength* actions; see p. 38
Cyberarm	14	*incapacitated*	3	10,000	+1D to single arm and hand *Strength* actions; see page 38
Cyberleg	16	*incapacitated*	3	12,000	+1D to single leg actions; see pages 39
Cyberskeleton	19	*mortally*	4	30,000	Base STR+1D to all actions; supports cybernetic muscles; see page 39
Sheath	14	*wound*	1	900	Concealed sheath for small weapons; can open on command from SimNerve
WEAPONS					
Serpent	9	*wound*	2	5500	Damage 4D+1, range 3-8/15/30; ammo 3; ammo cost 35
Enforcer	14	*heavily*	3	12,500	Damage 4D+2, range 3-10/25/50; ammo 12 (four bursts only); ammo cost 30
Claws	14	*heavily*	3	2400	Damage STR+1D
Electric Claws	15	*heavily*	4	3500	Damage STR+2D (or STR+1D without charge); holds 10 charges and takes 30 minutes to recharge
Razortips	12	*wound*	2	2200	Damage STR+2; may be filled with poisons, drugs or acids (one dose at a time)
Fangs	9	*lightly*	1	1400	Damage STR+1; may be filled with poisons, drugs, or acids (one dose at a time)
Razor Wire	13	*wound*	2	1100	Damage STR+1D+1, range up to 2 meters

▼ Drugs

Chemical	Price (per dose)	Notes
AdrenoCharger	75	+1D to *Strength* and *Agility* for five minutes per dose; see pages 39
EndorphoCharger	90	+1D to *Strength* for 15 minutes per dose; see page 39
Quick Kill	210	+1D to *Strength, Agility,* and *Mechanical* for 10 minutes; see page 40
MindEnhance	150	+1D to *Knowledge* and *Technical* for 15 minutes; see page 40
PainShield	l00	Resist the effects of damage; see pages 40
Alnish	500+	+1D to *intimidation, bargain, command, con,* and *persuasion* for 24 hours; highly addictive; see page 40
Bolterblast	300+	+2D to *search* for 24 hours; see page 40

▼ Adventuring Gear

Item	Price	Notes
Comlink	50	Personal hand communicator; range 10 kilometers
Thermo-Disk	125	Personal heat source
Cred-Key	20	Electronic money-storage credit bar
Med-Kit	500+	General medical supplies (bandages, splints, disinfectants, etc.); +1D bonus to *medicine* checks; may be required for some skill checks; better kits increase bonus and price (see page 41)
Tool Kit	350+	General mechanical and electronic tools (pliers, screwdrivers, soldering iron); +2 to skill to fix/modify small devices; better kits increase bonus and price
Hand Computer	650	Portable computer used with ScholarChips to run various programs
ScholarChips	25+	Highly variable programs used for any type of information or program; run off hand computers; price goes up quickly for valuable and useful programs
Hand Scanner	825	Used to scan for motion; +1D to related *Perception* or *search* checks; can be set for different detection capabilities; blocked by cover 3 or more meters thick
Holovid Player	350	Plays holoslugs and vid recordings; can also be used to access most ScholarChips and project the information three dimensionally
Life-Support Refills	900	Contains life support supplies for environment suits
Enviro-Suit	1100+	Complete environment suit; price goes up for different options and increased armor value; see page 83

▼ Vehicles

Vehicle	Price	Max Speed (kph)	Hours without Recharge
Meteor	35,000	150	25
Tourney Hovercraft	50,000	110	25
Starflame	95,000	350	8

REWARDS 6

Part of the fun of roleplaying is watching your character improve and develop. Gamemasters have plenty of options for helping that along, though, of course, no single option should be overused or the players will have no reason to continue adventuring.

Equipment and Other Perks

Depending on the circumstances of the present adventure and the gamemaster's ideas for future adventures, gamemasters may allow the players' characters to keep equipment, gear, and treasure that they find in abandoned space stations or acquire from an enemy's hideout. Gamemasters may even want to plant various items in the adventure for the players' characters to locate, whether to fulfill a character's dream or help the group in a future adventure. Should the equipment or other loot cause the players' characters to become too powerful, too quickly, remember that things can break or get stolen.

Information

While not terribly tangible, information could be useful for drawing the characters into another adventure or helping to fulfill a character's goal (such as discovering details about her mysterious past).

Character and Fate Points

Assuming that the players have really been trying and have been sufficiently challenged by the adventure, each character should receive enough Character Points to improve one skill, plus a few extra for help in overcoming a low roll at an inconvenient time. Obviously, more experienced characters will either have to experience more adventures, or they'll need bigger challenges.

Here are a few guidelines for distributing Character and Fate Points for an adventure that lasts two or nights, several hours per night. They are per character, not per group.

Obstacle was easy to overcome (the difficulty numbers were about three times the die code in the skills required): No reward.

Obstacle was somewhat difficult to overcome (the difficulty numbers were about three to four times the die code in the skills required): 1 Character Point per low-difficulty obstacle in the adventure.

Obstacle was quite challenging to overcome (the difficulty numbers were about five times the die code in the skills required; generally reserved for the climactic scene): 2 or more Character Points per high-difficulty obstacle in the adventure (depending on how many Character Points the characters had to spend to beat the difficulties set).

Individual roleplaying (overcoming goals and playing in character): 2 to 3 Character Points (awarded to each character, not to the whole group).

Group roleplaying (teamwork and interacting with each other in character): 3 to 4 Character Points.

Everybody had fun (including the gamemaster): 1 to 2 Character Points.

Accomplished the goal: 1 Fate Point.

SHATTERZONE/D6 CONVERSION 7

These guidelines convert *Shatterzone* characters and adventures to the *D6 System* rules. Of course, since the conversion translates logarithmic values to linear values, you have to exercise good judgment. If something doesn't look right after you convert it, alter the value or die code to what seems more reasonable.

The conversion involves one simple formula: divide the *Shatterzone* value by three. The quotient becomes the *D6* die code and the remainder becomes the number of pips. (When deciding the number of pips the remainder will be, use this guide: 0.3 or less is 0; 0.4-0.5 is +1, and 0.6 or more is +2.) For example, a *Shatterzone* value of 14 becomes a *D6* code of 4D+2 (14/3 = 4, remainder 2). Using this equation allows you to convert statistics on the fly. You don't have to convert all the numbers in a particular adventure beforehand. For example, your characters encounter a crazed spaceman who immediately opens fire. You convert the spaceman's *fire combat* skill value of 8 to a die code of 2D+2 and start rolling.

Characters

If you'd like to play a *Shatterzone* game with the *D6* rules, you can use this simple method for converting between the two.

Use the following chart to convert attributes between *Shatterzone* and *D6 Space Opera* games. After getting an equivalent value for the *D6* attribute, use the formula above to convert the number.

D6	**Shatterzone**
Agility	(Agility + Dexterity)/2
Strength	(Endurance + Strength)/2
Knowledge	(Intellect + Mind + Confidence)/3
Perception	(Intellect + Charisma)/2
Mechanical	(Dexterity + Intellect)/2
Technical	(Intellect + Mind)/2
Psionics	Intellect/2 (minimum of 1D, if the character should have *Psionics*)

To convert skills, apply the formula given above to the skill's skill adds and then add that to the base converted attribute.

Example: a character with a Dexterity of 9, an Intellect of 8, and a *vehicle piloting* of 11 (2 adds) in *Shatterzone* would have a *D6 Mechanical* of 2D+2 and a *piloting* of +2 (which is added to the base *Mechanical* score, since the skill falls beneath that attribute).

Last, Skill Points become Character Points, and Life Points become Fate Points.

Difficulty Numbers

The simplest way to convert *Shatterzone* difficulty numbers to *D6* numbers is to add +3 to the Shatterzone value.

Modifiers

If the modifier is to an attribute or skill score, divide the *Shatterzone* modifier value by 2 to get the *D6* die code modifier. Treat the quotient as the die code and convert the remainder to a pip bonus. For example, a *Shatterzone* trick shot has a modifier of -4, which translates to a *D6* modifier of -1D+1. For modifiers to difficulties or skill totals, do not use the conversion formula; instead, add +1 to the *Shatterzone* modifier to get the *D6* modifier.

Damage

For guns and explosives, first subtract 2 from the *Shatterzone* value and then apply the conversion formula. For example, a light rifle in *Shatterzone* has a damage value of 16. In the *D6 System*, the damage value is 4D+1 ((16 - 2)/3 = 4, remainder 1). For muscle-powered weapons, apply the conversion formula to the Shatterzone value, with the remainder as pips. This becomes the bonus to the *D6 Strength* roll. For armor, first subtract 1 from the *Shatterzone* value and then apply the conversion formula.

Miscellaneous

Conversions for other areas of game playare left to the gamemaster. In each case, if something equivalent isn't included in this book, the standard conversion formula should provide you with a basis for translation.

Difficulty Conversion

Shatterzone	**D6**
Easy (1–3)	Very Easy (1–5)
Below Average (3–5)	Easy (6–10)
Average, Two-to-One (6–10)	Moderate (11–15)
Difficult, Very Difficult Impressive (11-15)	Difficult (16–20)
Impressive, Stunning, Incredible (16-24)	Very Difficult (21–30)
Don't You Believe it (26+)	Heroic (31+)

D6 Space Opera

Player Name:

Character Name: _____
Career: MEGACORP FREELANCER _____
Species/Gender: _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Agility _____ 3D+2
brawling _____
dodge _____
firearms _____
flying/0-G _____
melee combat _____
running _____
throwing _____

Strength _____ 2D
climb/jump _____
lift _____
stamina _____
swim _____

Knowledge ___ 3D+1
aliens _____
astrography _____
bureaucracy _____
business _____
cultures _____
intimidation _____
languages _____
scholar _____
security regs. _____
streetwise _____
survival _____
willpower _____

Psionics _____ **0D**

Fate Points _____ 1
Character Pts. _____ 5

Perception _____ 3D
bargain _____
con _____
forgery _____
hide _____
investigation _____
persuasion _____
search _____
sneak _____

Mechanical _____ 3D
comm _____
exoskeleton ops. _____
gunnery _____
navigation _____
piloting _____
sensors _____
shields _____
vehicle ops. _____

Technical _____ 3D
armor repair _____
comp. int./rep. _____
demolitions _____
exoskeleton rep. _____
firearms rep. _____
flight sys. rep. _____
gunnery repair _____
medicine _____
pers. equip. rep. _____
robot repair _____
security _____
vehicle rep. _____

Move _____ 10

Wound Levels
☐ Stunned
☐☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

Background: You are a bright rising star in the megacorporate world. You freelance for one of larger corporations, doing whatever job needs getting done. One day you're negotiating a contract on a frontier world, the next you're quelling a contract dispute in the Near Colonies. Your life is fast-paced and complicated — just the way you like it. Though you owe everything to the megacorporation you serve, they keep you well informed and supplied.

Personality: You're a snob toward people from other corporations, and you have little regard for the unemployed. To everyone else, you're congenial, because you never know when someone might turn out to be a useful contact.

Objectives: To get the job done and keep the paycheck and diversity coming.

Equipment: Slick-looking Plastovar suit (armor value +1D+1); Vengeance (damage 5D, range 3-10/50/75, ammo 10) plus two extra clips (ammo 10 each); Heavy Roller XIV shotgun (damage 5D+2, range 3-10/25/50), regular ammo 18) plus two extra magazines (ammo 18 each); armored briefcase (damage resistance equal to a *Strength* of 7D) with blank contracts; cred-key with 500 credits; corporate contacts might help you get other items needed for the job at hand

Notes: _____

Space Opera

Player Name:

Character Name: _____
Career: HARD WARRIOR _____
Species/Gender: _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____

Agility _____ 4D
brawling _____
dodge _____
firearms _____
flying/0-G _____
melee combat _____
running _____
throwing _____

Strength _____ 4D
climb/jump _____
lift _____
stamina _____
swim _____

Knowledge ___ 2D+1
aliens _____
astrography _____
intimidation _____
languages _____
scholar _____
streetwise _____
survival _____
willpower _____

Psionics _____ **0D**

Fate Points _____ 1
Character Pts. _____ 5

Perception ___ 2D+2
command _____
persuasion _____
search _____
sneak _____

Mechanical __ 2D+2
comm _____
exoskeleton ops. _____
gunnery _____
navigation _____
piloting _____
sensors _____
shields _____
vehicle ops. _____

Technical ____ 2D+1
armor repair _____
comp. int./rep. _____
demolitions _____
exoskeleton rep. _____
firearms rep. _____
flight sys. rep. _____
gunnery repair _____
medicine _____
pers. equip. rep. _____
vehicle rep. _____

Move _____ **10**

Wound Levels
☐ Stunned
☐☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

Background: You grew up in a warzone. Since then, you've moved from gang to gang, from battlefield to battlefield. You fight the hard war — the one to survive. If somebody wants to pay you, you'll sneer and take their money — but you'd fight anyway. It's yoru life.

Personality: You have a hot temper, which means you get a -1 to your ability to resist interaction attempts, but you get a +1 to your *intimidation* rolls.

Objectives: Simple: survive.

Equipment: Serrated combat knife (damage STR+1D+2) with compass in handle; throwing knives (4 knives; damage STR+1D); plasteel breastplate (armor value +1D+2); makeshift greaves on arms and legs (armor value +1); Vengeance pistol (damage 5D, range 3-10/50/75, ammo 10); medkit (+1D to *medicine* rolls; includes spare supplies); tool kit (+2 to skill to fix/modify small devices and weapons); cred-key with 700 credits; miscellaneous supplies and keepsakes

Notes: _____

D6 Space Opera

Player Name:

Character Name: _____
Career: OLD SCOUT _____
Species/Gender: _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Agility _____ 2D+2
brawling _____
dodge _____
firearms _____
flying/0-G _____
melee combat _____

Strength _____ 2D+1
stamina _____

Knowledge ___ 3D+2
aliens _____
astrography _____
intimidation _____
languages _____
security regs. _____
survival _____
tactics _____
willpower _____

Psionics _____ 0D

Fate Points _____ 1
Character Pts. _____ 5

Perception ___ 2D+2
command _____
con _____
investigation _____
search _____
sneak _____

Mechanical __ 3D+2
comm _____
gunnery _____
navigation _____
piloting _____
sensors _____
shields _____
vehicle ops. _____

Technical _____ 3D
armor repair _____
comp. int./rep. _____
exoskeleton rep. _____
firearms rep. _____
flight sys. rep. _____
gunnery repair _____
medicine _____
pers. equip. rep. _____
vehicle rep. _____

Move _____ 10

Wound Levels
☐ Stunned
☐☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

Background: You are an old scout. It seems like you've been an old scout for years, and there doesn't appear to be an end in sight. You're heartily sick of Feet regs and reports, but you know you'd be worse off at a desk job or in the brig. That doesn't stop you from treating all Fleet line troops as badly as possible. You do your job just enough to stay off the blacks lists, but you concentrate on your many different "sidelines."

Personality: Being at the forefront of danger has given you a curmudgeonly nature. Because of this, you'll never learn the *persuasion* skill or *Psionics.*

Objectives: To stay alive long enough to get out of Fleet, preferably with more credits than the average scout.

Equipment: Military scout ship (owned by the military; less-than-mint condition; on any Critical Failure with comm, gunnery, piloting, sensors, or shields, the ship shuts down and requires a *repair* roll for that system against a difficulty of 16 to get it running again); worn Plastovar armor (armor value +1D+1); BRL Repeating Laser Pistol (damage 4D+2, range 3-25/75/150, ammo 21); standard com-link; standard enviro-suit; cred-key with 100 credits

Notes: _____

Space Opera

Player Name:

Character Name: _____
Career: CON ARTIST _____
Species/Gender: _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Agility _____ 3D+1
brawling _____
dodge _____
sleight of hand _____
running _____

Strength _____ 2D

Knowledge _____ 3D
aliens _____
astrography _____
bureaucracy _____
business _____
cultures _____
languages _____
scholar _____
streetwise _____
survival _____
willpower _____

Psionics _____ 1D
manipulation _____
powers: _____

Fate Points _____ 1
Character Pts. _____ 5

Perception ___ 3D+2
bargain _____
con _____
forgery _____
gambling _____
hide _____
investigation _____
persuasion _____
sneak _____

Mechanical _____ 3D
navigation _____
vehicle ops. _____

Technical _____ 2D
comp. int./rep. _____
medicine _____
pers. equip. rep. _____
security _____

Move _____ 10

Wound Levels
☐ Stunned
☐☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

Background: Life is an opportunity to be exploited to its fullest. You like to think of yourself as wandering the universe, revealing the wonders of the ages to the uniformed, hoping to move happiness from one corner of the galaxy to another.

Personality: You are cordial and a habitual lier. You've even started to believe some of the cons you've pulled.

Objectives: To bilked the suckers with fast talk and smooth operating, moving money and other negotiables from their pockets to yours.

Equipment: Various decks of cards and manipulatable games of chances; Plastovar armor decorated to look like a flashy suit (armor value +1D+1); modified BRL Repeating Laser Pistol (damage value 4D+2, range 3-15/30/50, ammo 15; no penalty to conceal it); hidden holster; 1000 credits in various types and denominations (not usable on all worlds); props for con games.

Notes: _____

Space Opera

Player Name:

Character Name: _____
Career: CYBERCHOPPER _____
Species/Gender: _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Agility _____ 3D+2
brawling _____
dodge _____
firearms _____
melee combat _____

Perception ___ 2D+1
bargain _____
con _____
hide _____
investigation _____
persuasion _____
search _____
sneak _____

Strength _____ 3D
lift _____
stamina _____

Mechanical __ 3D+1
comm _____
sensors _____
shields _____
vehicle ops. _____

Knowledge ___ 2D+2
aliens _____
business _____
intimidation _____
languages _____
scholar _____
streetwise _____
willpower _____

Technical _____ 3D
armor repair _____
comp. int./rep. _____
firearms rep. _____
flight sys. rep. _____
medicine _____
pers. equip. rep. _____
robot repair _____
security _____
vehicle rep. _____

Psionics _____ 0D

Move _____ 10

Fate Points _____ 1

Character Pts. _____ 5

Wound Levels
☐ Stunned
☐☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

Background: You make your living in the back alleys of cities. Any city. Anywehre they need cyberware, you're there. You used to be muscle for an cyber-implanting organization — zipyankingo ther steelskins and taking the goods back to the chopshop. Then the cutter got slagged, and they were gonna close you down. But you volunteered for some brain-burning to get new skills fast and now you're the cutter. Not a great one, but there've been no complaints.

Personality: You mostly keep to yourself, because sometimes people just make you so angry it makes you sick.

Objectives: You've been told that you've got enough cyberware, but you always want more.

Equipment: SuperSight (cyber value 2, +2 to sight-based *search* rolls); cyberarm (cyber value 3, +1D bonus to unarmed damage and *lift* with right arm only); reinforced syntheleather mesh vest (armor value +1D+1) over a syntheleather jacket (armor value +1 with mesh/+2 without); blastor pistol (damage 5D+1, range 3-20/50/150, ammo 12) with 4 spare energy cells (ammo 12 each); medkit with cybertools (+1D to *medicine* rolls and allows performance of cyberware surgery; includes spare supplies); cred-key with 600 credits

Notes: (Due to the cyber ware, this character starts with six skill dice instead of seven.) _____

D6 Space Opera

Player Name:

Character Name: _____
Career: _____
Species/Gender: _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____

Agility _____
brawling _____
dodge _____
firearms _____
flying/0-G _____
melee combat _____
missile weapons _____
riding _____
running _____
sleight of hand _____
throwing _____
_____

Strength _____
climb/jump _____
lift _____
stamina _____
swim _____
_____

Knowledge _____
aliens _____
astrography _____
bureaucracy _____
business _____
cultures _____
intimidation _____
languages _____
scholar _____
security regs. _____
streetwise _____
survival _____
tactics _____
willpower _____
_____

Psionics _____
manipulation _____
powers: _____
_____
_____
_____
_____

Fate Points _____

Character Pts. _____

Perception _____
bargain _____
command _____
con _____
forgery _____
gambling _____
hide _____
investigation _____
persuasion _____
search _____
sneak _____
_____

Mechanical _____
comm _____
exoskeleton ops. _____
gunnery _____
navigation _____
piloting _____
sensors _____
shields _____
vehicle ops. _____
_____

Technical _____
armor repair _____
comp. int./rep. _____
demolitions _____
exoskeleton rep. _____
firearms rep. _____
flight sys. rep. _____
gunnery repair _____
medicine _____
pers. equip. rep. _____
robot repair _____
security _____
vehicle rep. _____
_____

Move _____

Wound Levels
☐ Stunned
☐☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

Special Abilities: _____
_____
_____
_____
_____

Background: _____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Personality: _____
_____
_____
_____

Objectives: _____
_____

Space Opera

Player Name:

Character Name: _____

Armor

Type *AV* *Notes*

Weapons

Type *Dmg.* *Range: S/M/L*

Cyberware: Total Cyber Value: _____

Type *CV* *Notes*

Other Equipment

Type *Notes*

Psionic Powers

Type *Notes*

REFERENCE SHEET

Generic Difficulties

Automatic (0): Almost anyone can perform this action; there is no need to roll. (Generally, this difficulty is not listed in a pregenerated adventure; it is included here for reference purposes.)

Very Easy(1-5): Nearly everyone can accomplish this task. Typically, only tasks with such a low difficulty that are crucial to the scenario are rolled.

Easy (6-10): Although characters usually have no difficulty with these tasks, a normal adult may find them challenging.

Moderate (11-15): There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

Difficult (16-20): Those with little experience in the task will have to be quite lucky to accomplish these actions. A little luck wouldn't hurt either.

Very Difficult (21-30): The average character will only rarely succeed at these kinds of task. Only the most talented regularly succeed.

Heroic (31 or more): These tasks are nearly impossible, though there's still that possibility that lucky average or highly experienced characters will accomplish them.

Information Difficulties

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	5
Theories; generalities	10
Complex concepts; moderately detailed information	15
Professional level; extensive (though not complete) information	20
Cutting-edge topics; extensive information, including peripheral details and extrapolations	30

Condition	Modifier
Age of information	+5 per century in the past
Closely guarded secret	+15

Observation Difficulties

Situation	Difficulty
Noticing obvious, generic facts; casual glance	5
Noticing obvious details (ex. number of people)	10
Noticing a few less obvious details (ex. gist of conversation)	15
Spotting a few specific details (ex., identities of individuals)	20
Spotting a few obscure details (ex. specifics of conversation)	25
Noticing many obscure details	30 or more

Interaction Difficulty Modifiers

Base Difficulty: 10 or target's Knowledge or willpower

Situation	Modifier
Target is friendly or trusting	-5
Target is neutral toward character or of equal standing	0
Target is hostile or has superior standing	+5
Target is an enemy	+10
Target is in weakened position	-10
Request is something target would do anyway or target feels is of minor importance	0
Request is illegal or highly dangerous	+10
Target is on guard or actively resisting*	+10

**Do not include this modifier if you are using the active mental defense described in the Mental Defenses sidebar.*

General Repair Difficulty Modifiers

Base Difficulty: 10

Situation	Modifier
Light repairs/modifications	0
Heavy repairs/modifications	+5
Extensive repairs/modifications	+10 or more
Built or modified item	-10
Has item's designs	–5
Common item	0
Has seen but not used item	+5
Has never seen item	+10
All parts available	0
Some parts available	+10
No parts available	+20
Correct tools*	0
Makeshift tools	+15

** Tool kits might provide their own bonuses.*

Movement Difficulty Modifiers

Base Difficulty: 5

Situation	Modifier
Easy terrain (flat surface, smooth water, using a ladder)	0
Moderate terrain (uneven surface, small obstacles, choppy water, climbing a tree)	+5
Rough terrain (large but negotiable obstacles, strong undercurrent, climbing a rough wall)	+10
Very rough terrain (dense and large obstacles, stormy weather, a few airborne hazards)	+15
Hazardous terrain (minefield, narrow walkway, many airborne hazards, large waves, climbing a smooth surface)	+20
Very hazardous terrain (corridor filled with falling debris and explosions, swimming in a hurricane)	+25 or more

Combat Difficulty

Default Base Difficulty: 10
Partial Defense: Defender's active defense roll
Full Defense: Defender's active defense roll + 10

Attack Combat Difficulty Modifiers

Option	Difficulty Modifier	Damage Modifier
Firearms		
Burst fire as single	0	-2D
Full auto	-2D (-6)	+2D
Single fire as multi	-1D (-3)	+1D
Sweep attack	-2D (-6)	-3D*

** Weapon is put on single fire as multi, burst, or full auto (and uses that amount of ammunition) to use this option, but include these bonuses instead for sweep attack.*

Brawling, Melee Combat		
Sweep attack	-3D (-10)	-3D
Tackle attack	+2D (+6)	-3D
All-out attack	-2D (-6)	+1D
Unwieldy weapon*	+5 or more	0

** For melee weapons longer than 30 centimeters.*

All Attacks		
Low Gravity	-1D (-4)	0
No Gravity	-2D (-6)	0
Heavy Gravity	+3D (+10)	0
Called Shot		
Target is...		
10 to 50 centimeters long	+1D (+5)	*
1 to 10 centimeters long	+4D (+15)	*
Less than a centimeter long	+8D (+30)	*

** See text (page 110) for options.*

Other Modifiers

• The attacker is blind or blinded: +4D (+12) to the combat difficulty.

• The target is blind or blinded or attacked from behind: -4D (-12) to the combat difficulty.

• The target is crouched on the ground: +1D (+3) to the combat difficulty.

• The target is prone: –2D (-6) to the combat difficulty (Point Blank or Short range); +2D (+6) to combat difficulty (Medium or Long range).

• Weapon is difficult to use (character unfamiliar with technology, object is hard to throw or grasp, etc.): +5 or more to the combat difficulty; do not combine with the unwieldy melee weapon modifier.

Assisted Healing

Injury Level	Difficulty
Stunned, unconscious	Easy (10)
Wounded, Wounded Twice	Moderate (15)
Incapacitated	Difficult (20)
Mortally Wounded	Very Difficult (30)

Defense Combat Difficulty Modifiers

Range

Range	Distance to Target	Modifier
Point Blank	0–3 feet	-5
Short	3 feet to first value*	0
Medium	First to second value*	+5
Long	Second to third value*	+10

**Values refer to values given in the weapon's range listing.*

Cover

Situation	Modifier
Light smoke/fog	+1D (+3)
Thick smoke/fog	+2D (+6)
Very thick smoke/fog	+4D (+12)
Poor light, twilight	+1D (+3)
Moonlit night, dim hallway	+2D (+6)
Complete darkness	+4D (+12)
Object hides 25% of target	+1D (+3)
Object hides 50% of target	+2D (+6)
Object hides 75% of target	+4D (+12)
Object hides 100% of target	*

**The attacker cannot directly aim at the target, but damage done to the cover might exceed the Armor Value it gives the target, and, indirectly, the target receives damage.Note: If cover provides protection, attacker cannot hit target directly; attacker must eliminate cover first.*

Wound Levels

Damage Total ≥ Resistance Total By:	Effect
0–3	Stunned
4–8	Wounded
9–12	Incapacitated
13–15	Mortally Wounded
16+	Killed

Note: Penalites imposed by each level are not cumulative and they are not included when determining damage done by non-Strength-based weapons or the resistance total.

Stunned: –1D for all remaining actions this round and next round; a second stun moves the injury status to "wounded."

Wounded: –1D to all actions until healed; a second wound or stun on top of this makes the character "wounded twice" for a total of –2D on all actions.

Incapacitated: The character is severely injured. As a free action before losing consciousness, he may try to stay up with a Moderate (15) *stamina* roll. If the character succeeds, he may continue to act, but all actions have a –3D penalty. If he fails, he is knocked out for 10D minutes.

Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's *Strength* each round, the character finally dying if the roll is less than the number of rounds a character's been mortally wounded. Another other wound level also can kill the character.

Killed: The character is toast. Sorry.